

# INTRODUCTION TO DATA SCIENCE

**JOHN P DICKERSON**

Lecture #8 – 9/24/2020

**CMSC320**

**Tuesdays & Thursdays**

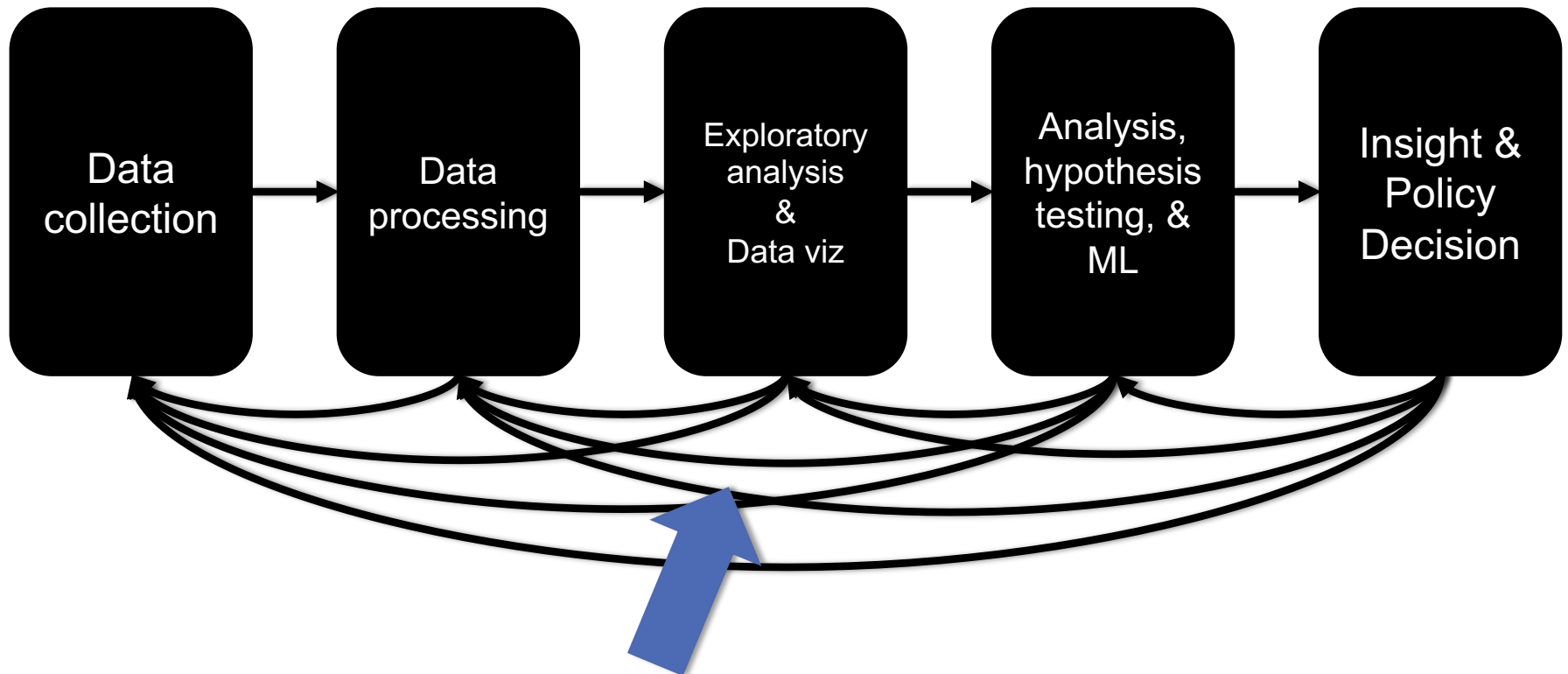
**5:00pm – 6:15pm**

(... or anytime on the Internet)



**COMPUTER SCIENCE**  
UNIVERSITY OF MARYLAND

# TODAY'S LECTURE



Version control for tracking code/data and for managing collaboration.

# TODAY'S LECTURE

By popular request ...

- **Version control** primer!
- Specifically, git via GitHub and GitLab
- Thanks: Mark Groves (Microsoft), Ilan Biala & Aaron Perley (CMU), Sharif U., & the HJCB Senior Design Team!



# WHAT IS VERSION CONTROL?

```
Aaron@HELIOS ~/112_term_project
$ ls
termproject_actually_final  termproject_v10  termproject_v3
termproject_final          termproject_v11  termproject_v4
termproject_handin         termproject_v12  termproject_v5
termproject_old_idea       termproject_v13  termproject_v6
termproject_superfrogger   termproject_v14  termproject_v7
termproject_temp           termproject_v15  termproject_v8
termproject_this_one_works termproject_v16  termproject_v9
termproject_v1             termproject_v2
```

# DEVELOPMENT TOOL

**When working with a team, the need for a central repository is essential**

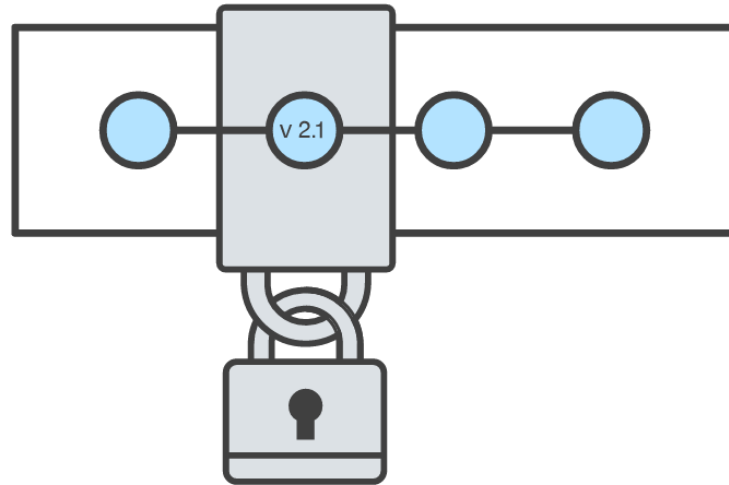
- Need a system to allow versioning, and a way to acquire the latest edition of the code
- A system to track and manage bugs was also needed

# GOALS OF VERSION CONTROL

**Be able to search through revision history and retrieve previous versions of any file in a project**

**Be able to share changes with collaborators on a project**

**Be able to confidently make large changes to existing files**



[atlassian.com/git/tutorials/what-is-version-control](https://atlassian.com/git/tutorials/what-is-version-control)

# NAMED FOLDERS APPROACH

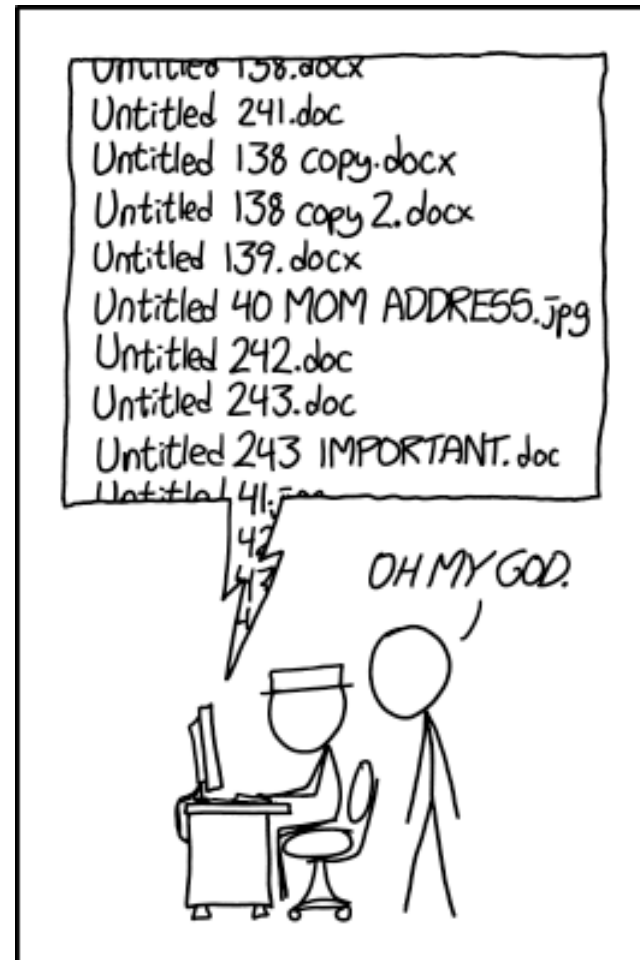
Can be hard to track

Memory-intensive

Can be slow

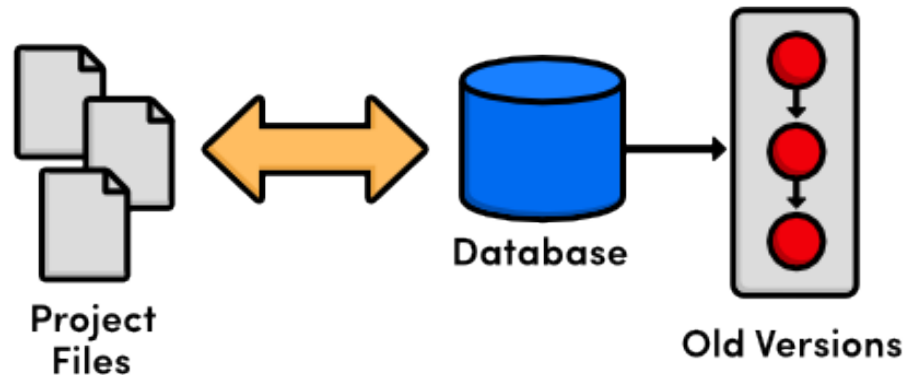
Hard to share

No record of authorship



PRO TIP: NEVER LOOK IN SOMEONE  
ELSE'S DOCUMENTS FOLDER.

# LOCAL DATABASE OF VERSIONS APPROACH



Provides an abstraction over finding the right versions of files and replacing them in the project

Records who changes what, but hard to parse that

**Can't share with collaborators**



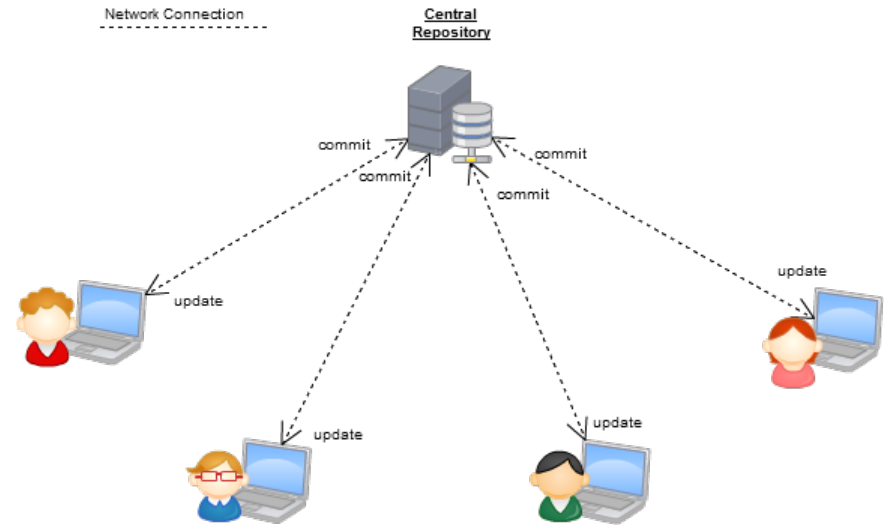
# CENTRALIZED VERSION CONTROL SYSTEMS

A central, trusted repository determines the order of commits (“versions” of the project)

Collaborators “push” changes (commits) to this repository.

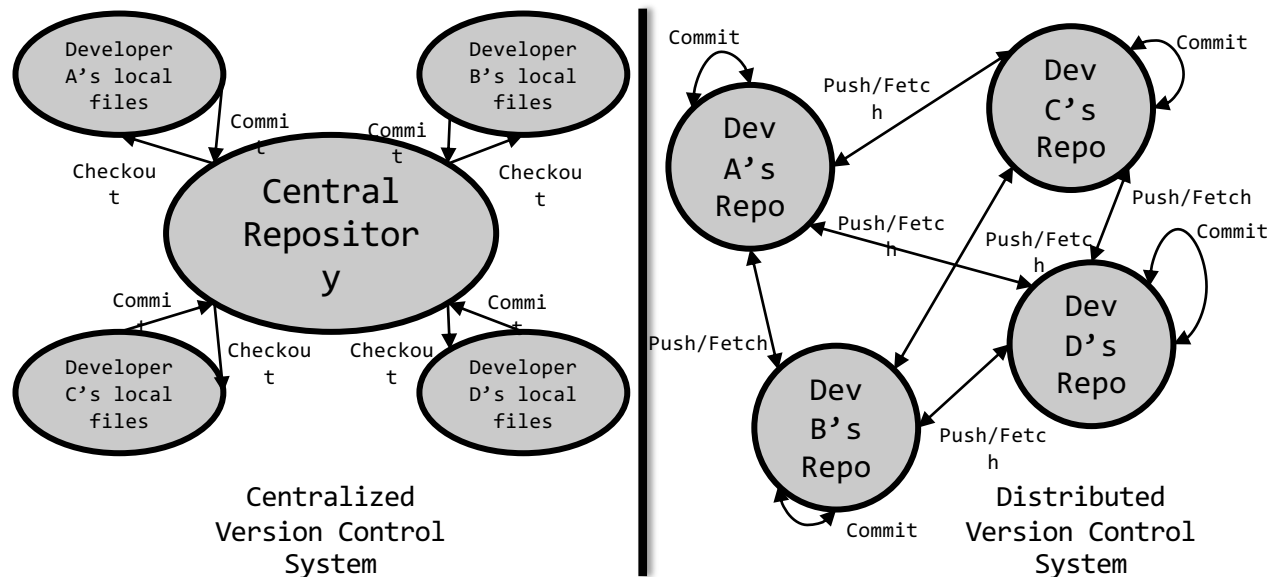
Any new commits must be compatible with the most recent commit. If it isn’t, somebody must “merge” it in.

Examples: SVN, CVS, Perforce



# DISTRIBUTED VERSION CONTROL SYSTEMS (DVCS)

- No central repository
- Every repository has every commit
- Examples: **Git**, Mercurial



# WHAT IS GIT

**Git is a version control system**

**Developed as a repository system for both local and remote changes**

**Allows teammates to work simultaneously on a project**

**Tracks each commit, allowing for a detailed documentation of the project along every step**

**Allows for advanced merging and branching operations**



# A SHORT HISTORY OF GIT

## Linux kernel development

### 1991-2002

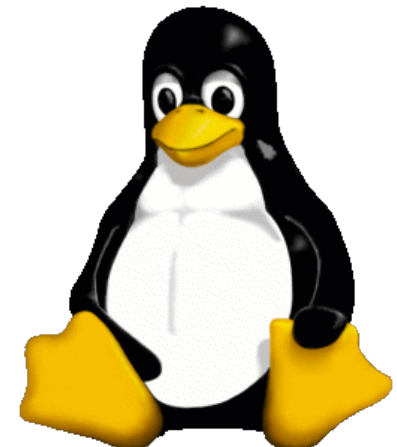
- Changes passed around as archived file

### 2002-2005

- Using a DVCS called BitKeeper

### 2005

- Relationship broke down between two communities (BitKeeper licensing issues)



# A SHORT HISTORY OF GIT

## Goals:

- Speed
- Simple design
- Strong support for non-linear development (thousands of parallel branches)
- **Fully distributed** – not a requirement, can be centralized
- Able to handle large projects like the Linux kernel efficiently (speed and data size)

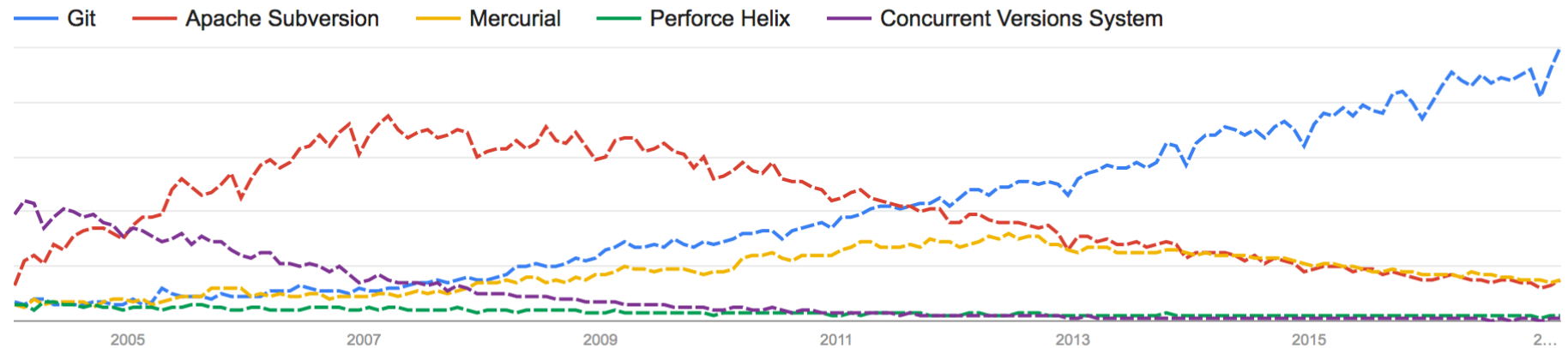
# A SHORT HISTORY OF GIT

## Popularity:

- Git is now the most widely used source code management tool
- 50% of professional software developers use Git (often through GitHub) as their primary source control system

[citation needed]

Interest over time. Web Search. Worldwide, 2004 - present.



# GIT IN INDUSTRY

## Companies and projects currently using Git

- Google
- Android
- Facebook
- Microsoft
- Netflix
- Linux
- Ruby on Rails
- Gnome
- KDE
- Eclipse
- X.org



# GIT BASICS

## **Snapshots, not changes**

- A picture of what all your files look like at that moment
- If a file has not changed, store a reference

## **Nearly every operation is local**

- Browsing the history of project
- See changes between two versions



# WHY GIT IS BETTER

**Git tracks the content rather than the files**

**Branches are lightweight, and merging is a simple process**

**Allows for a more streamlined offline development process**

**Repositories are smaller in size and are stored in a single .git directory**

**Allows for advanced staging operations, and the use of stashing when working through troublesome sections**

# GIT VS {CVS, SVN, ...}

## Why you should care:

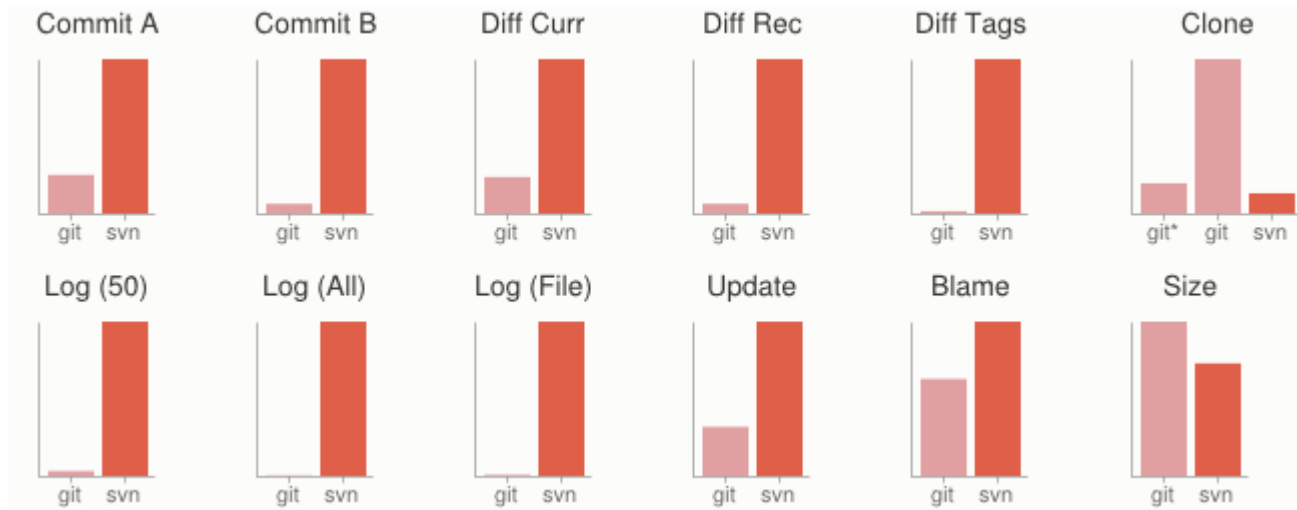
- Many places use legacy systems that will cause problems in the future – be the change you believe in!

## Git is **much** faster than SVN:

- Coded in C, which allows for a great amount of optimization
- Accomplishes much of the logic client side, thereby reducing time needed for communication
- Developed to work on the Linux kernel, so that large project manipulation is at the forefront of the benchmarks

# GIT VS {CVS, SVN, ...}

## Speed benchmarks:



Benchmarks performed by <http://git-scm.com/about/small-and-fast>

# GIT VS {CVS, SVN, ...}

## Git is significantly smaller than SVN

- All files are contained in a small decentralized .git file
- In the case of Mozilla's projects, a Git repository was 30 times smaller than an identical SVN repository
- Entire Linux kernel with 5 years of versioning contained in a single 1 GB .git file
- SVN carries two complete copies of each file, while Git maintains a simple and separate 100 bytes of data per file, noting changes and supporting operations

**Nice because you can (and do!) store the whole thing locally**



# GIT VS {CVS, SVN, ...}

## Git is more **secure** than SVN

- All commits are uniquely hashed for both security and indexing purposes
- Commits can be authenticated through numerous means
  - In the case of SSH commits, a key may be provided by both the client and server to guarantee authenticity and prevent against unauthorized access

# GIT VS {CVS, SVN, ...}

## Git is decentralized:

- Each user contains an individual repository and can check commits against itself, allowing for detailed local revisioning
- Being decentralized allows for easy replication and deployment
- In this case, SVN relies on a single centralized repository and is unusable without

# GIT VS {CVS, SVN, ...}

## Git is **flexible**:

- Due to its decentralized nature, git commits can be stored locally, or committed through HTTP, SSH, FTP, or even by Email
- No need for a centralized repository
- Developed as a command line utility, which allows a large amount of features to be built and customized on top of it

# GIT VS {CVS, SVN, ...}

**Data assurance:** a checksum is performed on both upload and download to ensure sure that the file hasn't been corrupted.

**Commit IDs are generated upon each commit:**

- Linked list style of commits
- Each commit is linked to the next, so that if something in the history was changed, each following commit will be rebranded to indicate the modification



# GIT VS {CVS, SVN, ...}

## Branching:

- Git allows the usage of advanced **branching** mechanisms and procedures
- Individual divisions of the code can be separated and developed separately within separate branches of the code
- Branches can allow for the separation of work between developers, or even for disposable experimentation
- Branching is a precursor and a component of the merging process

**Will give an example shortly.**

# GIT VS {CVS, SVN, ...}

## Merging

- The process of merging is directly related to the process of branching
- Individual branches may be merged together, solving code conflicts, back into the default or master branch of the project
- Merges are usually done automatically, unless a conflict is presented, in which case the user is presented with several options with which to handle the conflict

**Will give an example shortly.**

# GIT VS {CVS, SVN, ...}

**Merging: content of the files is tracked rather than the file itself:**

- This allows for a greater element of tracking and a smarter and more automated process of merging
- SVN is unable to accomplish this, and will throw a conflict if, e.g., a file name is changed and differs from the name in the central repository
- Git is able to solve this problem with its use of managing a local repository and tracking individual changes to the code

# INITIALIZATION OF A GIT REPOSITORY

```
C:\> mkdir CoolProject
C:\> cd CoolProject
C:\CoolProject > git init
Initialized empty Git repository in
C:/CoolProject/.git
C:\CoolProject > notepad README.txt
C:\CoolProject > git add .
C:\CoolProject > git commit -m 'my first
commit'
[master (root-commit) 7106a52] my first commit
1 file changed, 1 insertion(+)
create mode 100644 README.txt
```



# GIT BASICS I

The three (or four) states of a **file**:

- **Modified:**
  - File has changed but not committed
- **Staged:**
  - Marked to go to next commit snapshot
- **Committed:**
  - Safely stored in local database
- **Untracked!**
  - Newly added or removed files

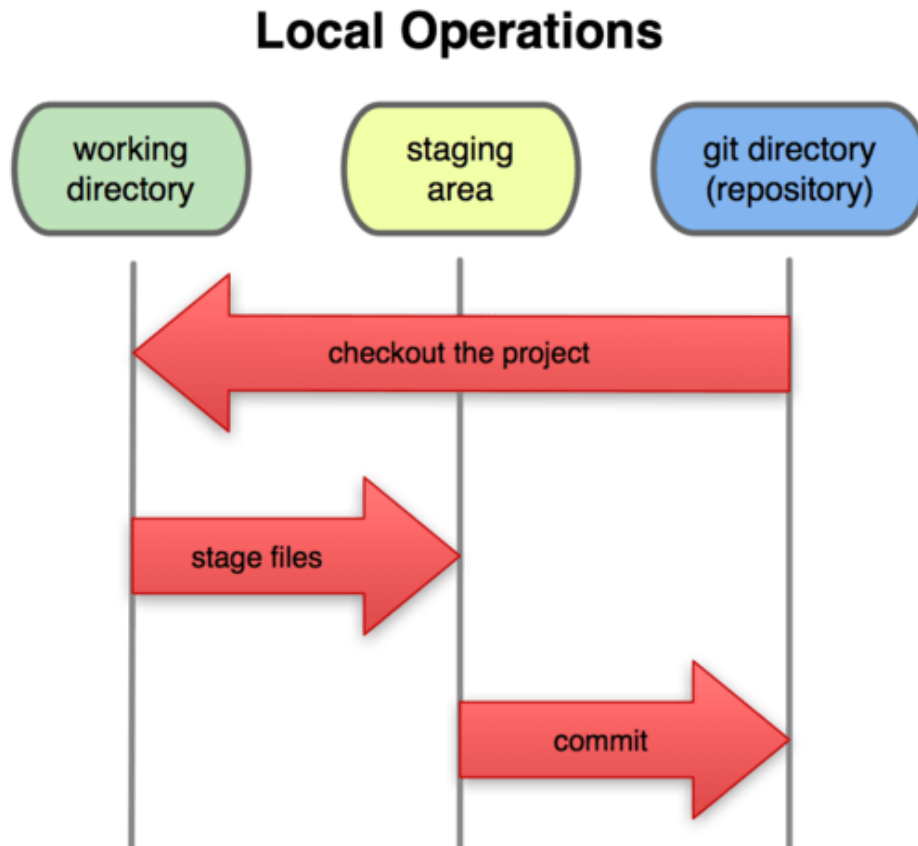
# GIT BASICS II

Three main areas of a git **project**:

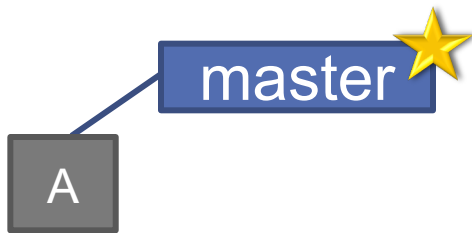
- **Working directory**
  - Single checkout of one version of the project.
- **Staging area**
  - Simple file storing information about what will go into your next commit
- **Git directory**
  - What is copied when cloning a repository

# GIT BASICS III

Three main areas of a git **project**:



# BRANCHES ILLUSTRATED

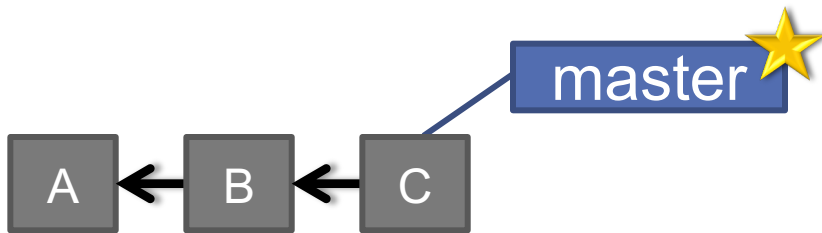


← (Default branch is called “master”; your first commit will be on this branch. Starting October 1, 2020, this will be called “main” on GitHub.)

```
> git commit -m 'my first commit'
```

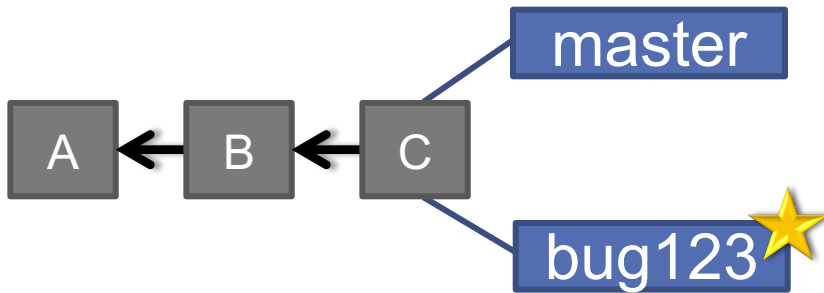


# BRANCHES ILLUSTRATED



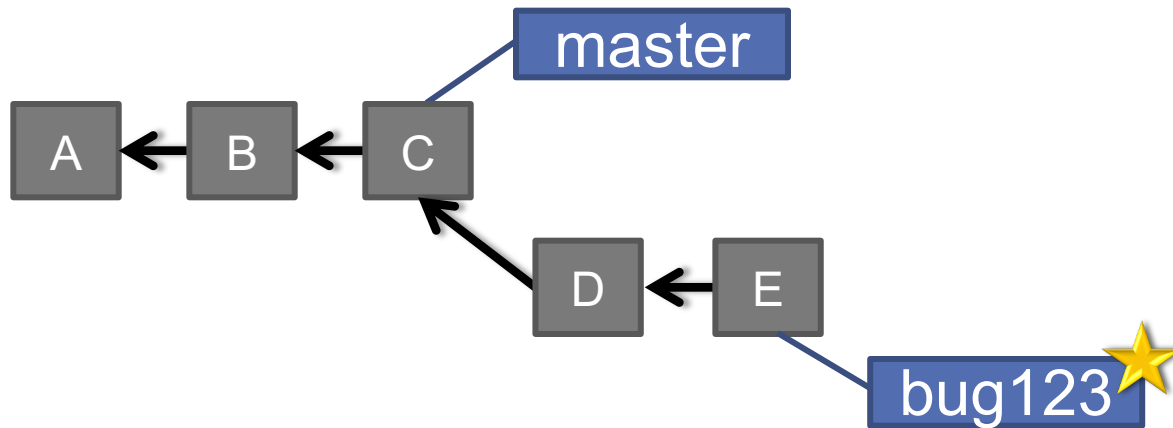
```
> git commit (x2)
```

# BRANCHES ILLUSTRATED



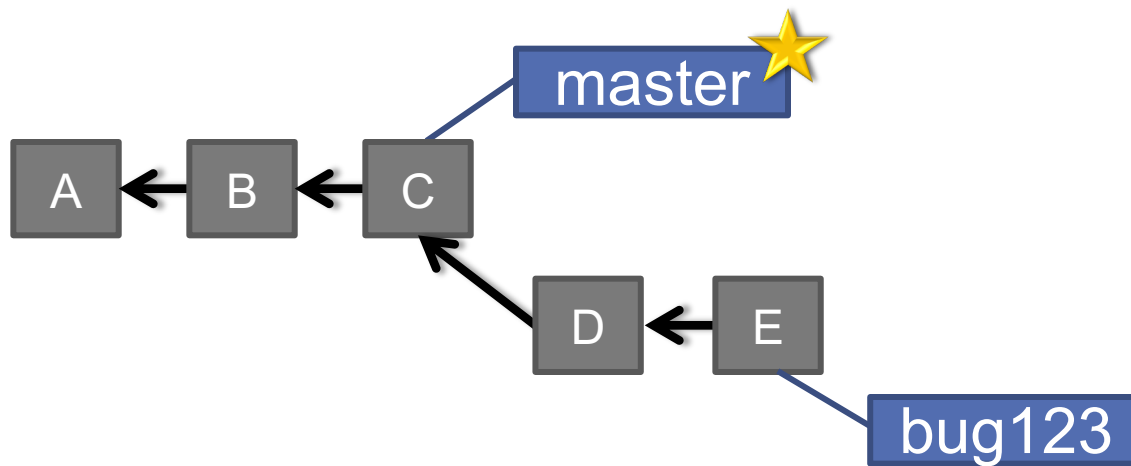
```
> git checkout -b bug123
```

# BRANCHES ILLUSTRATED



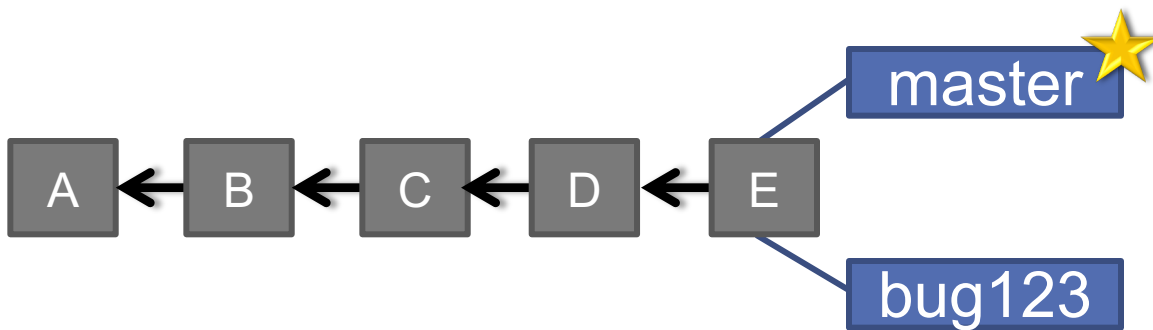
```
> git commit (x2)
```

# BRANCHES ILLUSTRATED



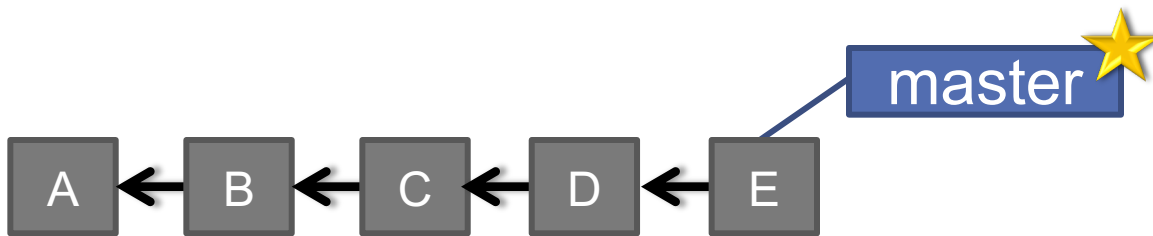
```
> git checkout master
```

# BRANCHES ILLUSTRATED



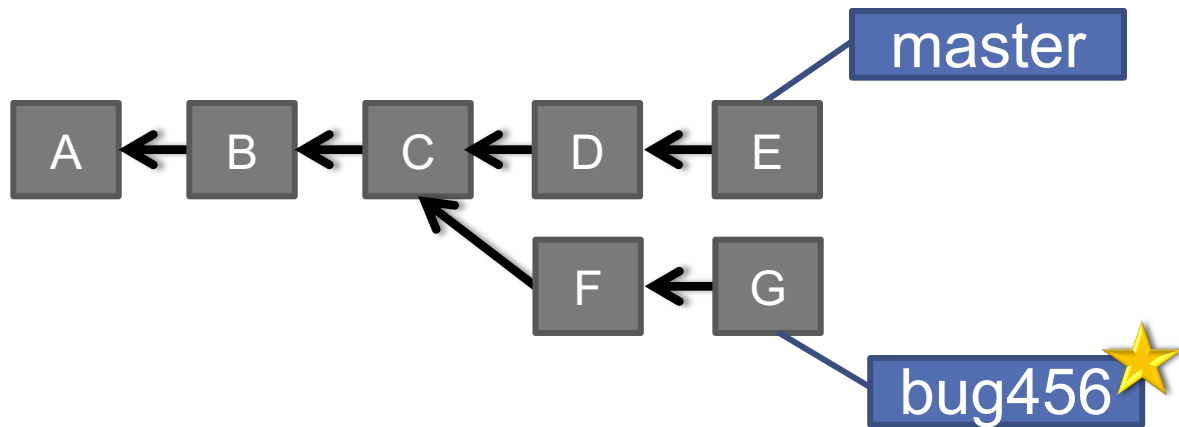
```
> git merge bug123
```

# BRANCHES ILLUSTRATED

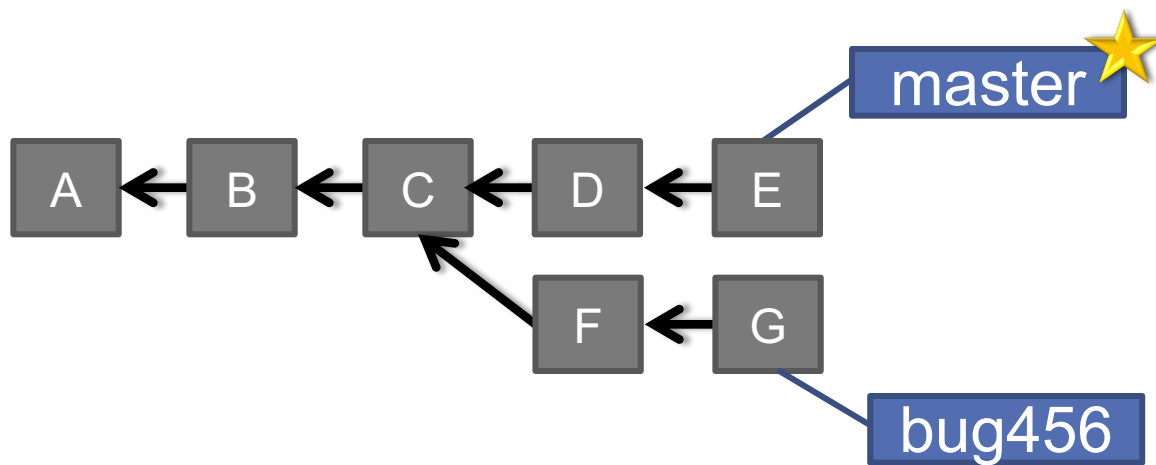


```
> git branch -d bug123
```

# BRANCHES ILLUSTRATED



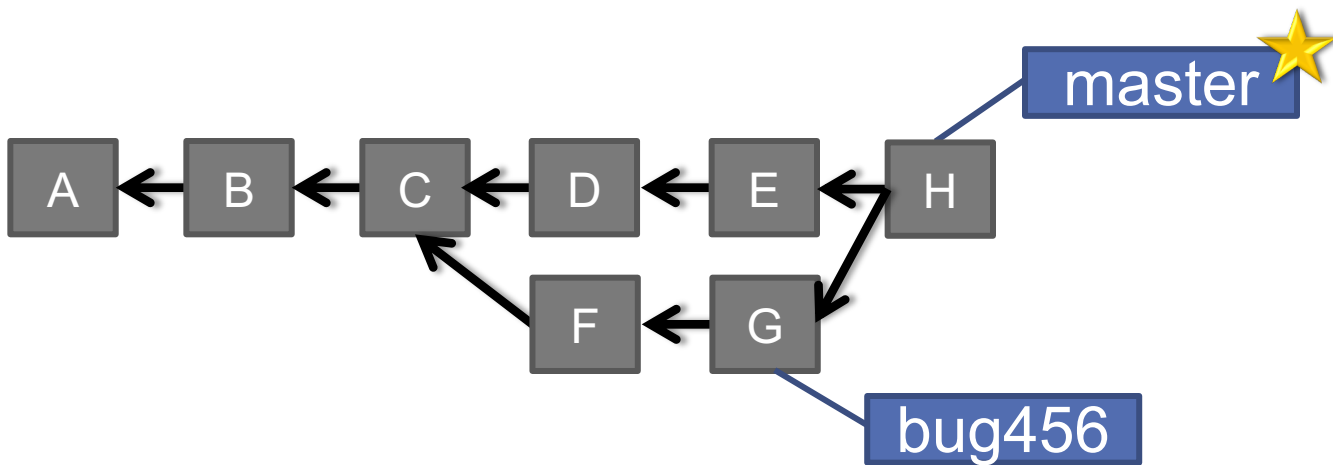
# BRANCHES ILLUSTRATED



```
> git checkout master
```

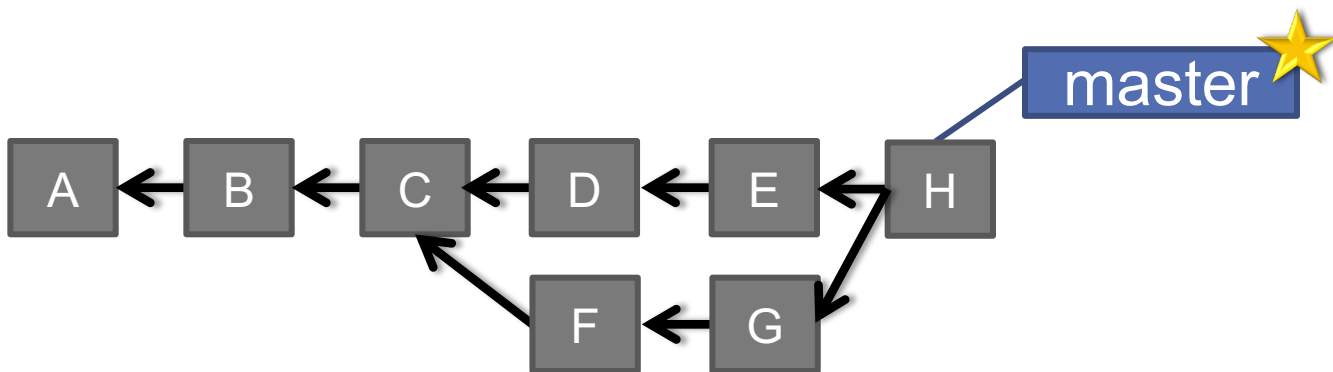


# BRANCHES ILLUSTRATED



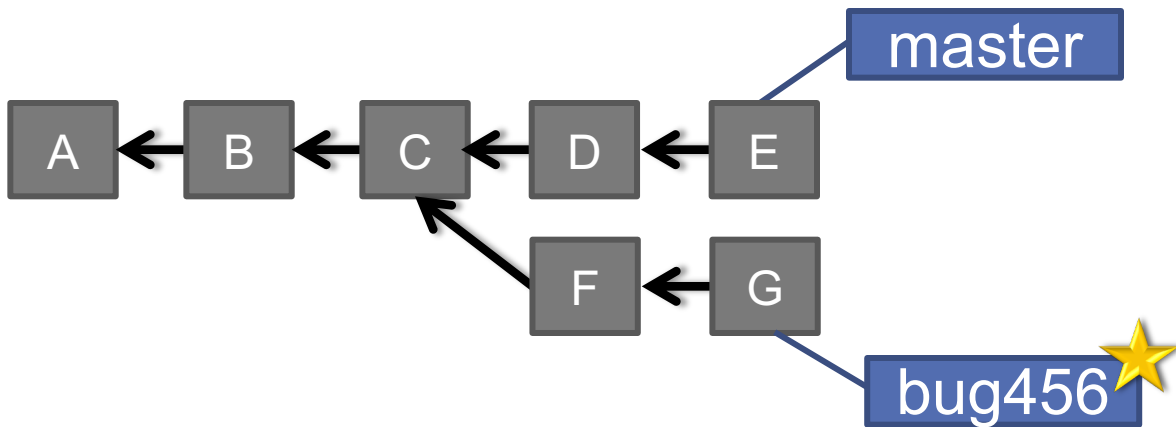
```
> git merge bug456
```

# BRANCHES ILLUSTRATED

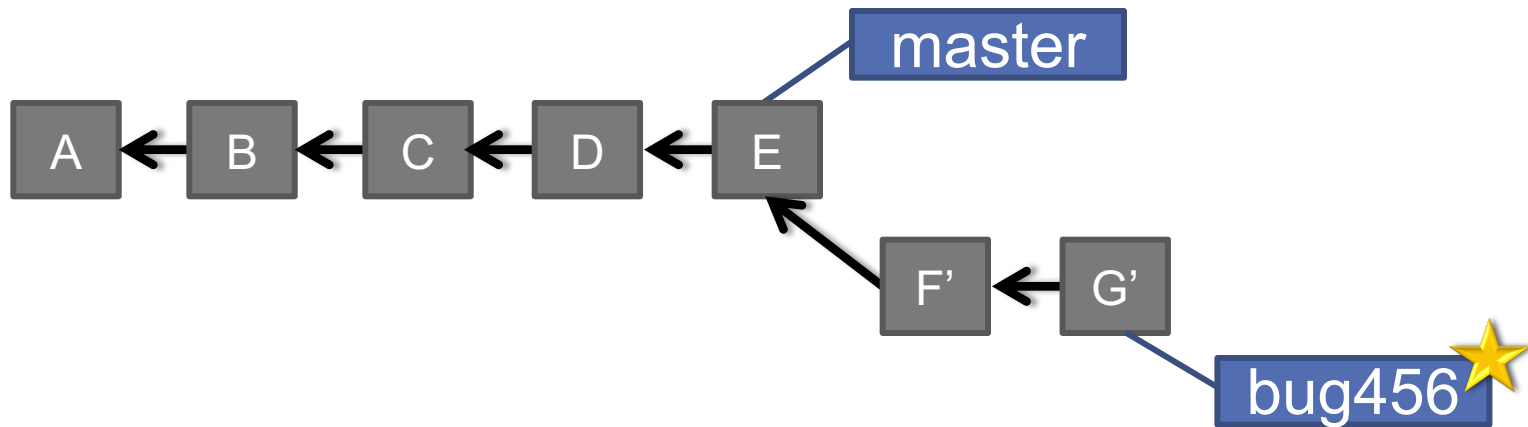


```
> git branch -d bug456
```

# BRANCHES ILLUSTRATED

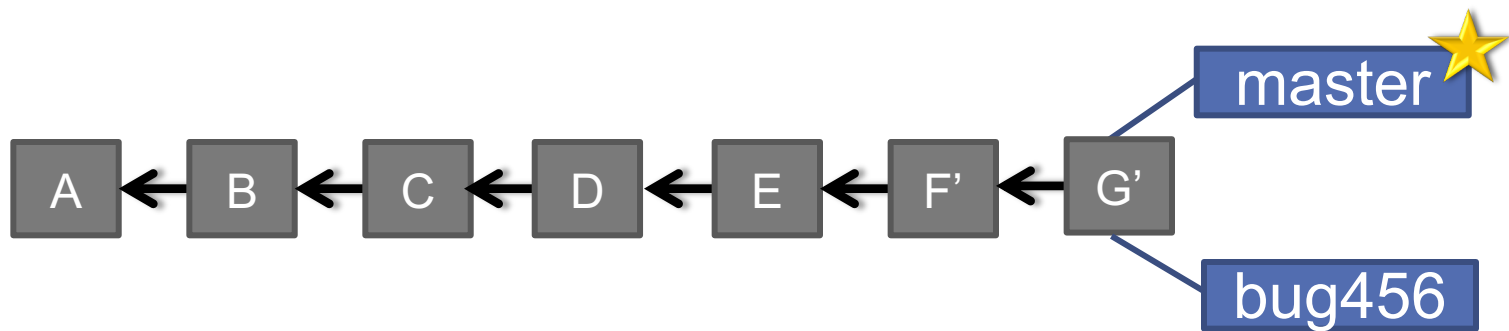


# BRANCHES ILLUSTRATED



```
> git rebase master
```

# BRANCHES ILLUSTRATED



- > `git checkout master`
- > `git merge bug456`

# WHEN TO BRANCH?

## General rule of thumb:

- **Anything in the master branch is always deployable.**

## Local branching is very lightweight!

- New feature? Branch!
- Experiment that you won't ever deploy? Branch!

## Good habits:

- Name your branch something descriptive (add-like-button, refactor-jobs, create-ai-singularity)
- Make your commit messages descriptive, too!



# SO YOU WANT SOMEBODY ELSE TO HOST THIS FOR YOU ...

**Git:** general distributed version control system

**GitHub / BitBucket / GitLab / ...:** **hosting** services for git repositories

**In general, GitHub is the most popular:**

- Lots of big projects (e.g., Python, Bootstrap, Angular, D3, node, Django, Visual Studio)
- Lots of ridiculously awesome projects (e.g., <https://github.com/maxbbraun/trump2cash>)

**There are reasons to use the competitors (e.g., private repositories, access control)**



**Bitbucket**






# “SOCIAL CODING”



**John P. Dickerson**  
JohnDickerson

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 University of Maryland  
 Washington, DC  
 <http://jpdickerson.com>

## Organizations



Overview    Repositories 14    Stars 71    Followers 34    Following 47

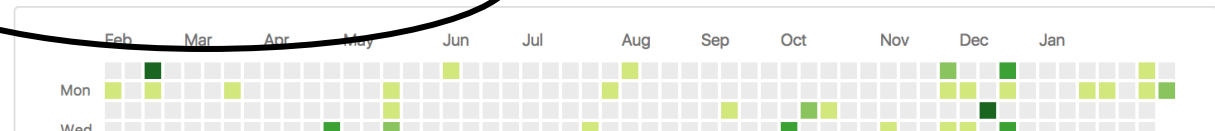
## Popular repositories

Customize your pinned repositories

<p><b>KidneyExchange</b> Kidney paired donation optimization code</p> <p>● Java   ★ 8   🍴 7</p>	<p><b>TrackIt</b> Modular suite that measures a child's sustained selective attention.</p> <p>● Java   ★ 3   🍴 2</p>
<p><b>EnvyFree</b> Computes envy-free allocations of items to agents.</p> <p>● Python   ★ 2</p>	<p><b>VotingRules</b> Compute winners in elections based on various voting rules.</p> <p>● Java   ★ 1</p>
<p><b>muffins</b> Fairly feeding hungry students</p> <p>● Python   ★ 1</p>	<p><b>website</b> My academic website.</p> <p>● TeX</p>

## 75 contributions in the last year

Contribution settings ▾





# REVIEW: HOW TO USE

Git commands for everyday usage are relatively simple

- **git pull**
  - Get the latest changes to the code
- **git add .**
  - Add any newly created files to the repository for tracking
- **git add -u**
  - Remove any deleted files from tracking and the repository
- **git commit -m 'Changes'**
  - Make a version of changes you have made
- **git push**
  - Deploy the latest changes to the central repository

Make a repo on GitHub and **clone** it to your machine:

- <https://guides.github.com/activities/hello-world/>

# STUFF TO CLICK ON

## Git

- <http://git-scm.com/>

## GitHub

- <https://github.com/>
- <https://guides.github.com/activities/hello-world/>
- **^-- Just do this one. You'll need it for your tutorial 😊.**

## GitLab

- <http://gitlab.org/>

## Git and SVN Comparison

- <https://git.wiki.kernel.org/index.php/GitSvnComparison>