### GitHub Introduction

Robert Kalescky HPC Applications Scientist August 26, 2021

Research and Data Sciences Services Office of Information Technology Center for Research Computing Southern Methodist University

## Outline



Research Support

Version control systems

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GitHub

Research Support

### Research and Data Science Services



- Provide research computing support, consultations, and collaborations
- · Data Science Dr. Peter Venkman
- · High-Performance Computing Dr. Ray Stantz & Dr. Winston Zeddemore
- · Custom Devices (IOT, wearables, etc.) Dr. Egon Spengler

# Center for Research Computing (CRC)



- Maintains our primary shared resource for research computing, ManeFrame II (M2), in collaboration with OIT
- Provides research computing tools, support, and training to all faculty, staff, and students using research computing resources
- www.smu.edu/crc has documentation and news
- help@smu.edu or rkalescky@smu.edu for help
- Request an account at www.smu.edu/crc



Version Control (aka *revision control* or *source control*) lets you track the history of your files over time. Why do you care? So when you mess up you can easily get back to a previous version that worked.

You've probably invented your own simple version control system in the past without realizing it. Do you have an directories with files like this?



- · my\_function.c
- · my\_function2.c
- · my\_function3.c
- · my\_function4.c
- · my\_function\_old.c
- · my\_function\_older.c
- $\cdot$  my\_function\_even\_older.c



It's why we use "Save As"; you want to save the new file without writing over the old one. It's a common problem, and solutions are usually like this:

- · Make a *single backup copy* (e.g. Document.old.txt).
- If we're clever, we add a *version number* or *date*: e.g. Document\_V1.txt, DocumentMarch2012.txt.
- We may even use a *shared folder* so other people can see and edit files without sending them by email. Hopefully they rename the file after they save it.

### Why use a VCS?



- Our shared folder/naming system is fine for class projects or one-time papers, but is exceptionally bad for software projects.
- Imagine that the Windows source code sits in a shared folder named something like "Windows10-Latest-New", for anyone to edit? Or that every programmer just works on different files in the same folder?
- For projects that are large, fast-changing, or have multiple authors, a Version Control System (VCS) is critical.
- Think of a VCS as a "file database", that helps to track changes and avoid general chaos.

### Why use a VCS?



- **Backup and Restore** files are saved as they are edited, and you can jump to any moment in time. Need that file as it was on March 8? No problem.
- **Synchronization** Allows people to share files and stay up to date with the latest version.
- Short-term undo Did you try to "fix" a file and just mess it up? Throw away your changes and go back to the last "correct" version in the database.
- Long-term undo Sometimes we mess up bad. Suppose you made a change a year ago, and it had a bug that you never caught until now. Jump back to the old version, and see what change was made that day. Maybe you can fix that one bug and not have to undo your work for the whole year?

### Why use a VCS?



- Track Changes As files are updated, you can leave messages explaining why the change happened (these are stored in the VCS, not the file). This makes it easy to see how a file is evolving over time, and why it was changed.
- **Track Ownership** A VCS tags every change with the name of the person who made it, which can be hepful for laying blame *or* giving credit.
- Sandboxing (i.e. insurance against yourself) -- Plan to make a big change? You can make temporary changes in an isolated area, test and work out the kinks before "checking in" your set of changes.
- Branching and merging A larger sandbox. You can branch a copy of your code into a separate area and modify it in isolation (tracking changes separately). Later, you can merge your work back into the common area.

# Definitions

### General definitions



Repository (repo) The database storing the files.

**Server** The computer storing the repo.

**Client** The computer connecting to the repo.

Working Copy Your local directory of files, where you make changes.

Trunk/Main The primary location for code in the repo. Think of code as a family tree — the trunk is the main line.

# Usage



Add Put a file into the repo for the first time, i.e. begin tracking it with Version Control.

**Revision** What version a file is on (v1, v2, v3, etc.).

Head/Tip The latest revision in the repo.

Check Out Download a file from the repo.

**Check In** Upload a file to the repository (if it has changed). The file gets a new revision number, and people can "check out" the latest one.

### Basic actions



Checkin Message A short message describing what was changed.

Changelog/History A list of changes made to a file since it was created.

**Update/Sync** Synchronize your files with the latest from the repository. This lets you grab the latest revisions of all files.

**Revert** Throw away your local changes and reload the latest version from the repository.

### More advanced actions



- Branch Create a separate copy of a file/folder for private use (bug fixing, testing, etc). Branch is both a verb ("branch the code") and a noun ("Which branch is it in?").
- Diff/Change/Delta Finding the differences between two files. Useful for seeing what changed between revisions.
- Merge/Patch Apply the changes from one file to another, to bring it up-to-date. For example, you can merge features from one branch into another.
  - **Conflict** When pending changes to a file contradict each other (both changes cannot be applied automatically).

### More advanced actions



- **Resolve** Fixing the changes that contradict each other and checking in the final version.
- **Locking** Taking control of a file so nobody else can edit it until you unlock it. Some version control systems use this to avoid conflicts.
- **Breaking the lock** Forcibly unlocking a file so you can edit it. It may be needed if someone locks a file and goes on vacation.
- Check out for edit Checking out an "editable" version of a file. Some VCSes have editable files by default, others require an explicit command.

## Typical Usage



- · Alice adds a file (ShoppingList.txt) to the repository.
- Alice checks out the file, makes a change (puts "milk" on the list), and checks it back in with a checkin message ("Added delicious beverage.").
- The next morning, Bob updates his local working set and sees the latest revision of ShoppingList.txt, which contains "milk".
- Bob adds "donuts" to the list, while Alice also adds "eggs" to the list.
- · Bob checks the list in, with a checking message "Mmmmm, donuts".
- Alice updates her copy of the list before checking it in, and notices that there is a conflict. Realizing that the order of items doesn't matter, she merges the changes by putting both "donuts" and "eggs" on the list, and checks in the final version.

# Git



- Originally released in 2005 (by Linus Torvalds himself!).
- Git was one of the first version control systems that followed a distributed revision control model (DRCS), in which it is no longer required to have a single server that all clients connect with.

### **Basic Git Commands**



- **git clone** this is the primary mechanism for retrieving a local copy of a Git repository.
- **git pull** this fetches and merges changes on the remote server to your working repository.
- **git push** the opposite of **pull**, this sends all changes in your local repository to a remote repository.
  - git add Adds file(s) to be commited.
- git commit Saves changes for file(s) that have been added.

# **Git Repository Hosting**



- Bitbucket
- GitHub
- Gitorious
- CloudForge
- ProjectLocker
- Assembla

### **Git Resources**



- Main Git site
- Git tutorials
- Git book chapters

GitHub

### GitHub Instances



SMU faculty, staff, and students have access to two distinct instances of GitHub.

- github.com
  - Sign-up for free at github.com
  - Sign-up for GitHub Education Benefits at education.github.com, which provides access to most of the pay-only benefits
- · github.smu.edu
  - · Log into github.smu.edu using your SMU credentials
  - Has all premium features
  - Only private repositories

# Repository Walkthrough



- 1. Creating repositories
- 2. Branching
- 3. Merging
- 4. Pushing and pulling
- 5. Pull requests
- 6. Forking

# Useful Repository Management Tips



- 1. SSH keys
- 2. Branch restrictions
- 3. Project management
- 4. Actions