

GitHub for Mathematical Research

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1 Introduction to GitHub

1.1 Overview

Git is a version control system - a piece of software that can be used to track changes and other information about projects. *GitHub* is an online platform that uses Git. GitHub is widely used by software developers, and it contains a *lot* of open source software.

1.2 Why Use GitHub?

GitHub is a tool for project management. It allows all collaborators to keep track of goals (by using the **Projects** and **Issues** features), as well as enabling communication between collaborators. It promotes an efficient workflow where contributors can work on the project in small chunks.

GitHub is widely used in both open source and closed source software, but it can also be used on any project done on a computer. GitHub seems well-suited to current trends in mathematical research. The average number of coauthors on mathematical papers is increasing. There is an increase in large-scale, *crowdsourced* collaboration. An example is the PolyMath program [?], which has led to the solution of at least thirteen open problems.

In the end, each mathematician will have to decide on their own optimal work process, as well as whether the time invested in learning GitHub is worth the potential gains in efficiency and organization. We have found GitHub very useful.

2 How To Do Specific Things

2.1 Create An Account

The first thing we need is make an account. In any web browser type in the url <https://github.com>. Since it will be the first time visiting the site, this main page will prompt you to sign up with GitHub. We will use the following textboxes to choose a username, password and which email address we want to be associated with the account.

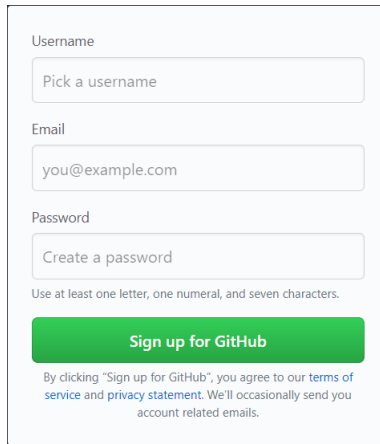
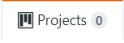
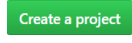
A screenshot of the GitHub sign-up form. It contains three input fields: 'Username' with placeholder text 'Pick a username', 'Email' with placeholder text 'you@example.com', and 'Password' with placeholder text 'Create a password'. Below the password field is a small text requirement: 'Use at least one letter, one numeral, and seven characters.' At the bottom is a green button labeled 'Sign up for GitHub'. Below the button is a line of text: 'By clicking "Sign up for GitHub", you agree to our [terms of service](#) and [privacy statement](#). We'll occasionally send you account related emails.'

Figure 1: The Sign Up textboxes on the main page of GitHub.

Once these are filled in, select the green “Sign up for Github” to create the account. The next pages offers a choice between a free account or a paid one. The paid version allows for the creation of private repositories, while the free one only allows public repositories, but includes all other features of GitHub. It is worth noting that shortly after creation of an account, you will receive an email asking you to verify your email address. It is as simple as clicking the link in the email, taking you to your account page on GitHub.

2.2 Start a Project

2.2.1 Creating a Project Board

Next, we want to be able to create projects to work on. To do this from the main repository page click the  Projects 0 tab near the top. In the upper right hand corner of this tab, there will a green button like so, . The next page will prompt you to choose a name for the project, as well as giving the option for a brief description. The final option we need to

choose before creating the project is the template style. The default no template option will allow you to create your own columns for this project. This basic kanban option will automatically include *To Do*, *In Progress*, and *Done* columns which will house issues that match those descriptions.

Create a new project

Coordinate, track, and update your work in one place, so projects stay transparent and on schedule.

Project board name

Description (optional)

Project template

Save yourself time with a pre-configured project board template.

Figure 2: Creating a Project

2.2.2 Adding Columns to a Project Board

2.3 Add a File

2.3.1 From Your Computer

If you already have project files on your computer, you can upload them into the repository at any time by clicking the from the repository screen. This will take you to a page where you can add files either by dragging into the window or by clicking to open a dialog box. When you first open a repository and do not have any files yet, you will be prompted to add files.

2.3.2 From Overleaf

One obvious disadvantage of using GitHub for mathematics is the lack of an ability to automatically compile .tex files into .pdf files. It is possible to integrate projects from Overleaf into GitHub, but it requires using the command line tool `Git`. A discussion of `Git` is beyond the scope of our current work, though we may include it in a future version. More information is available at the following links:

1. [Collaborate Online and Offline with Git and Overleaf](#)
2. [How to connect an Overleaf project with a repo on GitHub, GitLab, or BitBucket](#)

2.4 Edit a File

You can edit a file online by clicking on the file in the Repository's *Code* page,

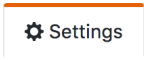



then clicking the icon on the right hand side. For organization's sake, we prefer to create a new **branch** before performing any substantial edits.

3 Collaborators

3.1 Invite a Collaborator

To invite someone to work on a repository with you,

1. Go to the repository.
2. Click the  button.
3. From the "Settings" page, click on the  button on the left side of the page.
4. Type the information into the search window

Search by username, full name or email address

You'll only be able to find a GitHub user by their email address if they've chosen to list it publicly. Otherwise, use their username instead.

and click “Add a Collaborator”.

3.1.1 Being Invited as a Collaborator

If you know that you have been invited to collaborate on a project, you can accept the invitation to collaborate by going to the repository at the link <https://github.com/username/reponame/invitations>, where **username** and **reponame** are replaced in the obvious way.

You will also receive an e-mail notifying you of the invitation to collaborate. You will **not** see anything in your GitHub notifications.


4 Issues

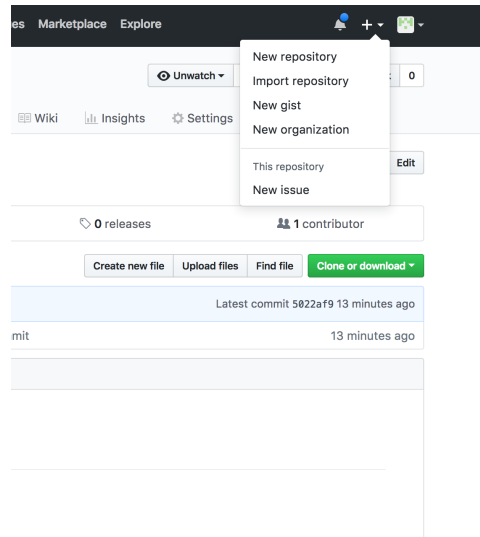
Issues are a way for team members to communicate and keep track of changes to the project. Here is GitHub’s description of an issue: [2]

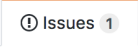
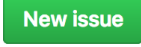
Issues are used to track todos, bugs, feature requests, and more. As issues are created, they’ll appear here in a searchable and filterable list. To get started, you should [create an issue](#).


4.1 Creating An Issue

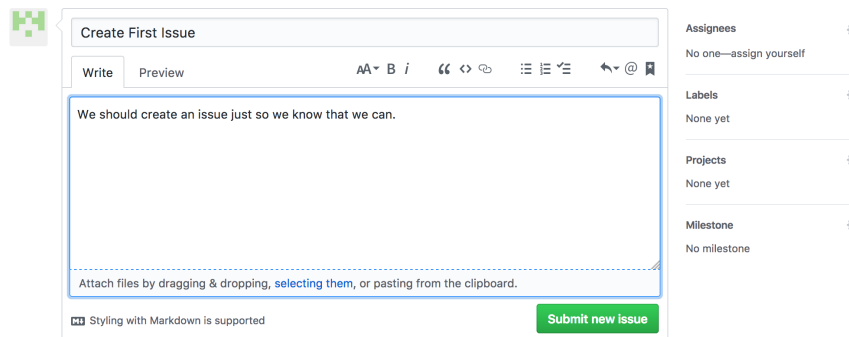
We’ll follow their advice, creating our first issue. The first issue we will create will be a “**todo**”, telling us to create an issue. (Thus, this issue resolves itself.) We have two options:

1. Under the  in the upper left corner, we select the command “New Issue”.

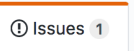


2. We click on the  tab, then click the  button.

Either way brings up a “New Issue” screen with fields for Title and Description. We fill in this information, then click the  button.

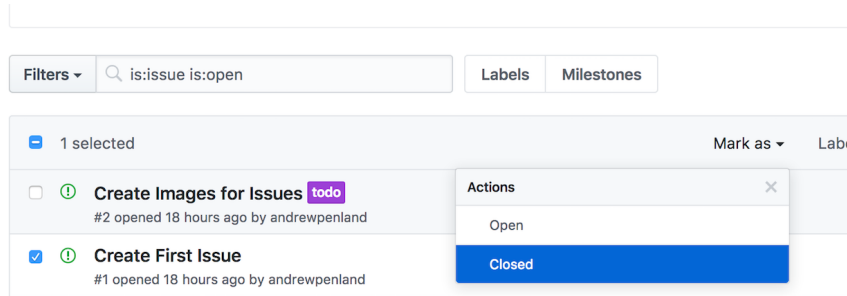


4.2 Checking For Issues

If we log in to GitHub, we see that there is a new Issue by checking the “Issues” tab. We see , telling us there is one new issue. We click on the tab to see what the issue is.

4.3 Closing An Issue

Once an issue is satisfactorily resolved, we want to close it. We can do this on the Issues screen by selecting the checkbox next to the issue, then going to the “Mark as” menu and selecting “Closed”.



4.4 Labeling Issues

We can label issues so that we know what type they are. We can label an issue when we create it by using a dropdown menu called “Labels”. GitHub has pre-existing labels for various categories. Simply type the name of the label you want to use or select it from the menu.

4.5 Creating Your Own Labels

To create our own label, we begin by typing the name we want to use for the label. GitHub will automatically bring up a suggestion to create a label with this name.

Figure 4.5 and Figure 4.5 show how to create a “todo” label, which is a common issue, but one that doesn’t already have a premade GitHub label.

4.6 Assigning Issues

You can assign an issue to the attention of specific project members using the *Assignments* drop-down menu, which is to the right of the screen just above the *Labels* menu.

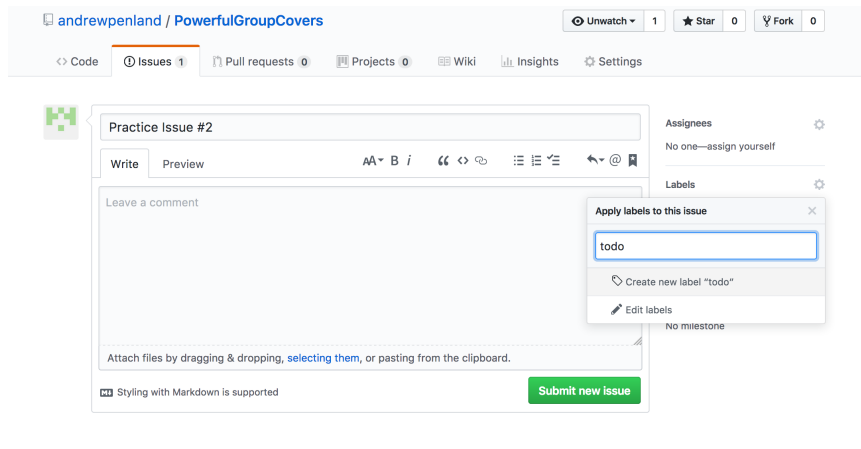


Figure 3: Labeling An Issue using The Menu

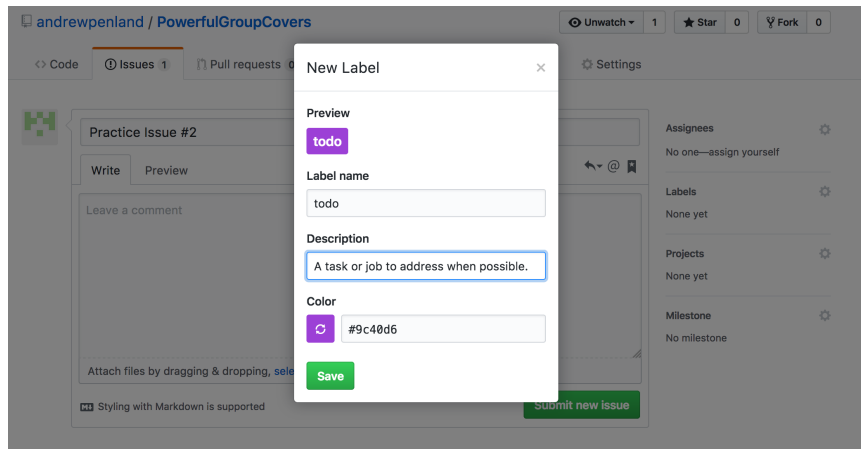


Figure 4: Creating A Custom Label

5 Changes



5.1 Making Changes

5.1.1 Branches

5.1.2 Pull Requests

5.2 Keeping Track of Changes

5.2.1 Changes To The Repository

If you want useful information about the project's history, look no further than the  **Insights** tab. From the Insights page, you can see all Issues and Pull Requests associated to the project by clicking on  **Pulse**. Other tools available from the Insights page include graphs that track data related to commits, visits, and code dependencies. Analysis of GitHub data is an emerging topic in computer science, with several tools intended for this purpose. (For just one example, see [1]).

5.2.2 Changes To An Individual File

To see changes in an individual file, open the file in GitHub, then use the *Blame* or *History* command. *Blame* will show the document along with a line-by-line annotation of which commit added each particular section. *History* gives a day-by-day overview of commits and their summaries.

6 Conclusion

References

- [1] Annalee Newitz. Data analysis of github contributions reveals unexpected gender bias. <https://arstechnica.com/information-technology/2016/02/data-analysis-of-github-contributions-reveals-unexpected-gender-bias/>.
- [2] The Github Team. Issues. <https://github.com/issues>.