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# Version control with git and Rstudio

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*Remko Duursma*

**WESTERN SYDNEY**  
UNIVERSITY



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Hawkesbury Institute  
for the Environment

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# Chapter 1

## Version control with git

### 1.1 Should I learn version control?

When you use version control, you can do the following:

1. Keep a history of all the changes you have made to your code.
2. Be able to revert to an old version, or briefly look around in old code, or find any code you have written at some time in the past.
3. Undo fatal coding mistakes.
4. Avoid having multiple versions of the same script ('myscrip\_v1.R', 'myscript\_v1\_mod2.R' etc.), and commented-out bits of code that you no longer need.
5. Collaborate with others on the same code, and easily merge the changes you and your collaborators make.
6. Maintain an online backup of your code base.

These are all basic capabilities of version control. With *git* version control, the most popular system, there are many more possibilities, but these won't be covered in this chapter. In this chapter, I will give an informal introduction to version control, and focus on its use in Rstudio. The command line will also be introduced, particularly for somewhat more advanced options.

### 1.2 Basics of git

#### 1.2.1 Basic principles

With git, every folder that you work in can have its own version control repository. This allows you to keep your projects neatly organized in separate folders, each with its own history and set of files that belong together. Organizing code in smaller projects also makes for a natural connection to *projects* in Rstudio, as we will see shortly.

Not all files in the folder need to be kept track of in the git repository. You can specify yourself which files you want to have under version control. Generally speaking it's up to you which files to track, but a few guidelines are helpful. Mind you that exceptions will arise for each of these ideas; every project is different.

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- It is useful to follow the idea that *input files* (code, data) are the most important files in your project, whereas *output files* (figures, processed data, markdown reports, etc.) should be treated as temporary. If you set up your workflow well, you should always be able to generate all outputs from the inputs. As a result, generally speaking **it is a good idea to version control all input files, but none of your output files**.
  - Avoid tracking binary files (non-text files). The two reasons are that a) git cannot see incremental changes to these files (only that the entire file has changed), and b) continuously updating larger binary files will increase the size of the git repository (a collection of hidden files storing your history) - eventually to unmanageable bloatedness.
  - There is no need to track the Rstudio project file (\*.Rproj), and probably better if you don't especially when collaborating.
  - Text-based datasets can be stored very well in git repositories, but that git is not a data management tool per se. It is therefore a bad idea to include *large* datasets, only smallish datasets in the repository.

With git, you can 'store' a snapshot of all the tracked files in your repository as often as you like. Normally, this snapshot represents a significant change you made to your code, some new feature added, new figures coded, or whatever. It can be any point during your work where you think it may be useful to return to. With every snapshot, you can decide which changes to the tracked files should be included ('staged'). It is thus **important to realize that a version control repository acts on multiple files in the folder**, not separately for each file. This way we can also add and delete files, and keep track of their histories as well (e.g. return to a version of the repository when a particular file was not deleted).

When we store a snapshot of the repository, this is called a **commit**. When we commit changes to the files in the repository, we do this because we may wish to return to this point, or clearly document the changes we have made. When a commit is made, a message has to be written to document what we have done (as we will see further below). Every time we commit, we can manually select which files should be added to the next snapshot. This process is called **staging**, and it allows you to decide to keep some changes, and undo all other changes, for example.

It needs to be stressed that this chapter is a brief non-technical introduction to the topic. It only covers the basic capabilities of git. A very good collection of tutorials and more advanced books is listed on SixRevisions<sup>1</sup>.

## Local and remote repositories

An important concept when starting with git is that there is a distinction between **local** and **remote** repositories. With git, your version control **is fundamentally done on your computer, that is, it is a local repository**. Optionally, this local repository may be synced with a remote repository. It is thus important to understand that **a)** you do not need to have a remote repository for git to function and **b)** you must have a local repository even if you also have a remote one.

Finally, do not confuse 'github' with 'git', the former is a website (github.com) used for hosting remote git repositories, the latter is the actual version control system. There are other websites of that kind (for example bitbucket.org). The inventor of git has nothing to do with these websites.

### 1.2.2 Installing git

To get started, first install the actual git program from <https://git-scm.com/>. During the installation process, do not change any of the defaults, just press OK when prompted.

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<sup>1</sup><http://sixrevisions.com/resources/git-tutorials-beginners/>

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The first time you use git on a computer, you have to set your name and email. These will be appended to each time you commit (very useful when collaborating!).

Normally you can open a 'git bash shell' (a command line window) from Rstudio, as we show in Section 1.5. This first time, however, you have to find Git Bash in the list of installed programs.

With the shell open, type the following commands (but with your actual name and email, of course):

```
git config --global user.name "My Name"
git config --global user.email "myemail@somewhere.com"
```

To check the settings configuration file (which is stored in your home directory), use :

```
git config --list
```

You can now close the shell.

## 1.2.3 Using git in Rstudio

After installation, Rstudio may have trouble finding the git executable (a reboot may help, but this does not always fix the problem). We can let Rstudio know where git was installed by clicking Browse in the following screenshot (on Windows it will most likely be installed in this exact directory).

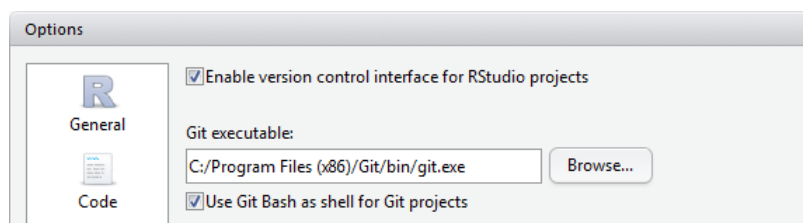


Figure 1.1: Click Browse to find the directory where git.exe is installed, on Windows it will be this exact directory. You may not have to do this if you rebooted after installing git.

## 1.3 Local git repositories

Before we turn to remote repositories, we first need a basic understanding of local repositories. Unlike some version control systems, git can work with only a local repository; this can be very useful when you want to commit changes when you are offline.

The workflow with a local git repository is as follows:

1. Make changes to your code
2. Stage changes, this will mark the changes to the files to be added to the next 'commit'.
3. Commit your changes to the local git repository.
4. Repeat.

### 1.3.1 A first session with version control in Rstudio

Let's start a new Rstudio project with version control. If you are not familiar with projects, read Chapter 11 (Vol. 1). In this example we will make a simple local project, with no remote repository defined. We do that in Section 1.4.

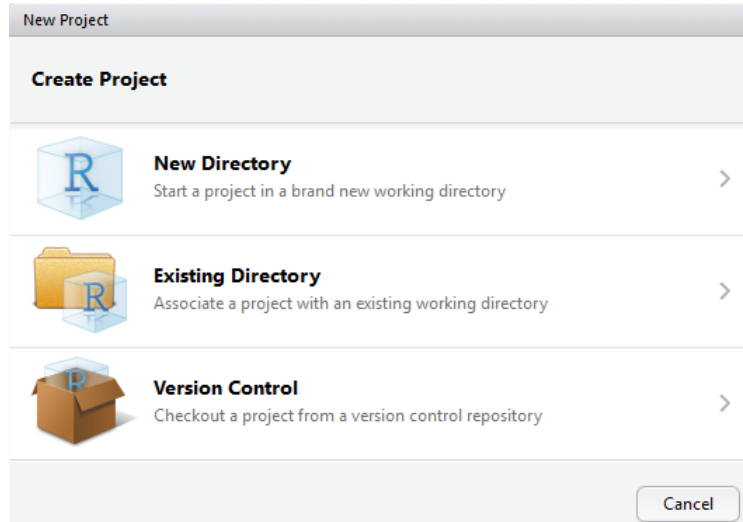


Figure 1.2: To start a new, local, project with git enabled click 'New Directory' (**not Version Control!**). Alternatively you can use an 'Existing Directory' and create a project there.

On the next tab, select `Empty Project`, and the following window appears. Here, give the project a reasonable name- it will be used to create a new folder if you selected 'New Directory' in the above window. Now, also check the box that says 'Create git repository'.

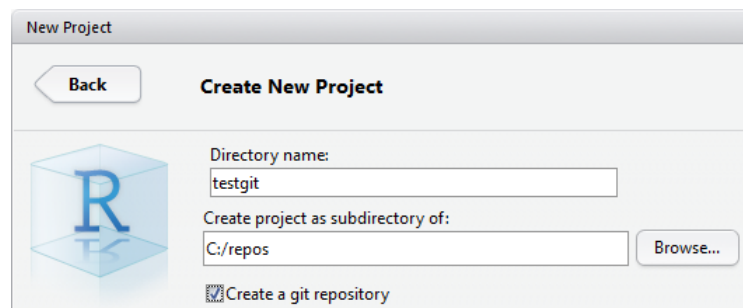


Figure 1.3: Enter a name for the new project, the directory where the project will be created (as a sub-directory with the project's name). Check 'Create a git repository' to enable git.

Click OK, and if successful, you will switch to a new instance of Rstudio. The git tab should look like the following figure.

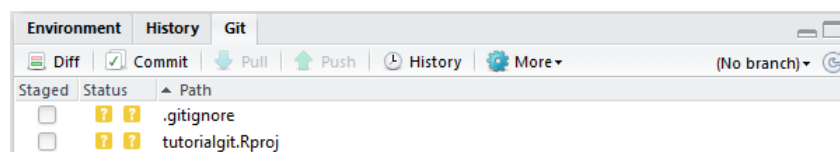


Figure 1.4: What your git tab should look like if you started an empty project in a new directory.

The two files in the folder show up with two question marks. This means that git is not sure if you want to track these files. By default, it won't track them. The '.gitignore' file is a special file that lists all the files you always will want to ignore. It is very useful and we will use it later.

Now, let's open two new scripts and write some code. I have called my new scripts 'analysis.R' and 'figures.R'. As you expect, these two files will show up in the git tab with two question marks. Notice the `Staged` column in the above figure? Let's stage both files by checking them, as in the below figure.

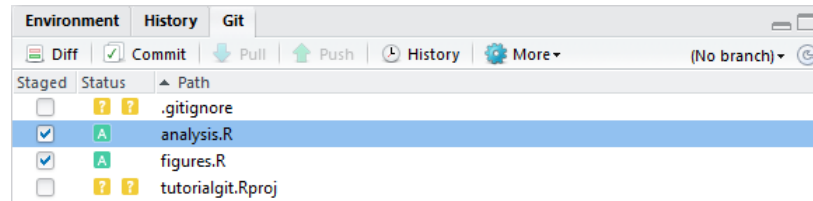


Figure 1.5: Two new files are staged for the next commit. The green 'A' means 'Add', because these files were not already being tracked by the git repository.

We will now make our **first commit**. With the files staged as in the screenshot, click the 'Commit' button.

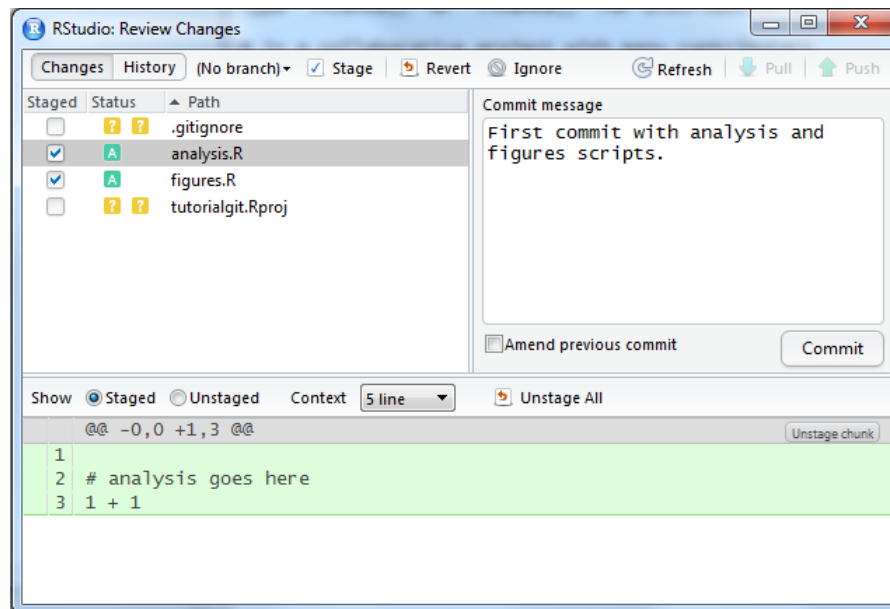


Figure 1.6: With the two new files staged, you can commit their changes to the local git repository. You **must** first write a meaningful message in the box on the right.

The files will now have disappeared from the git tab. That's good - their versions are the same as the last time you committed, that is, they have not changed in content. Now let's modify 'analysis.R', and delete 'figures.R' (maybe you decided to combine code from these files into a single file), and see what happens.

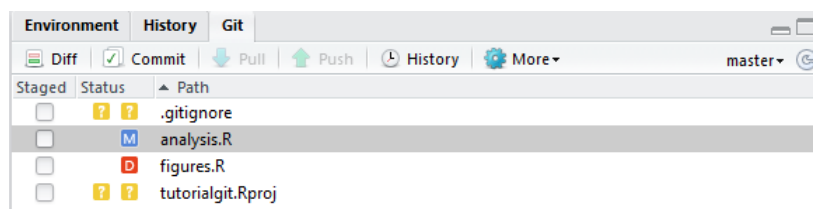


Figure 1.7: Here we have modified (M) and deleted (D) files that are being tracked by git.

Now, stage both files, and press Commit. Write a message that briefly describes your changes and click 'Commit' in the next window as well. See Figure 1.8.

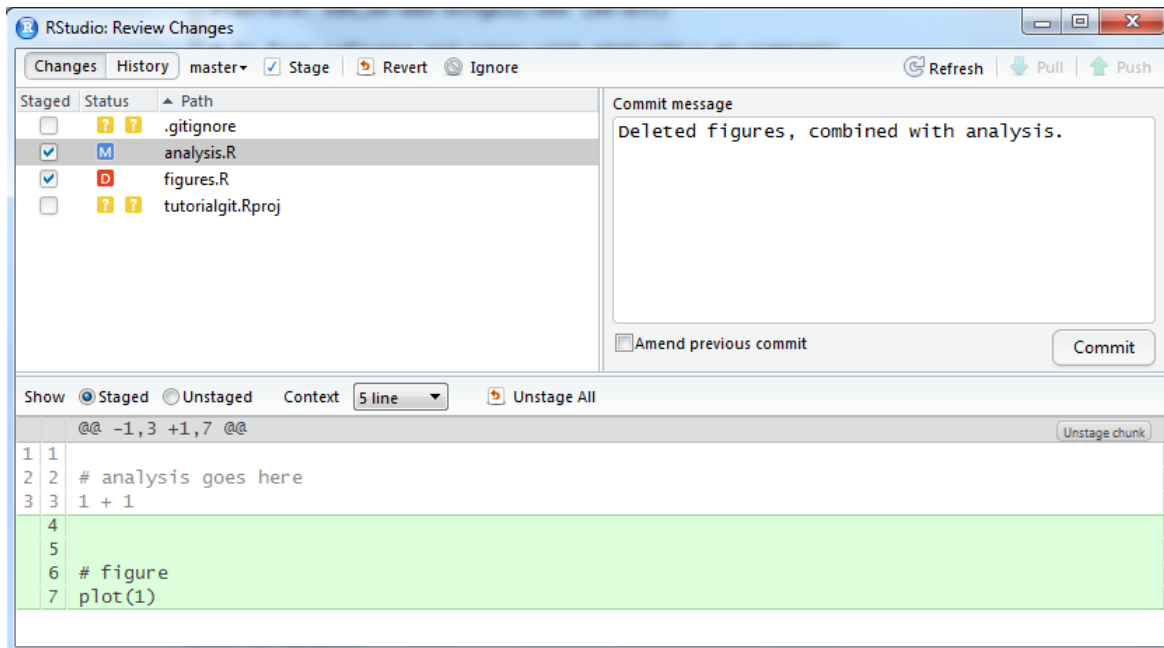


Figure 1.8: With the modified and deleted file selected, write a message and click Commit.

Let's now look at the history of our first project so far. Find the 'History' button in the git tab. It will look like Fig. 1.9.

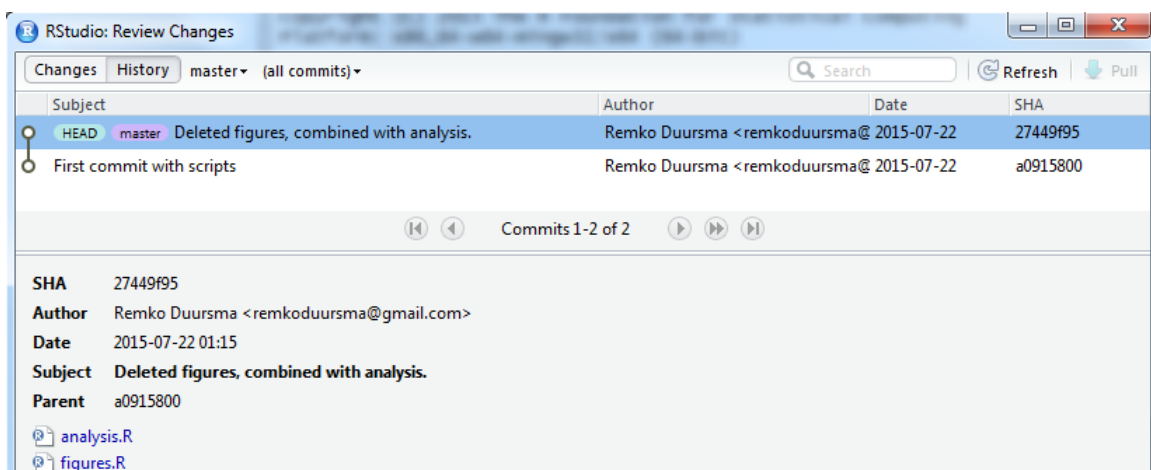


Figure 1.9: History of the project so far. The HEAD tag means this is the current location of the working directory. As we will see later, we can check out older versions, in which case HEAD will move to whatever commit we are looking at. Shown are the messages we wrote when committing, the author and date (taken from the git configuration), and the SHA (explained in the next section).

Finally, the question marks for '.gitignore' and the `Rproj` files can be annoying, and in many projects you will have a long list of files that are in the working directory but you don't want to track them.

### 1.3.2 Some explanations

Every time you have made changes you want to commit, you must first 'stage' the changed files. This applies equally to modifications, new files and deleted files. When you delete tracked files, you must



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stage them to get rid of them in the next commit. This is actually really useful because it means you can undo deletes, because the old version (that is, when the file was not deleted), will remain in the history<sup>2</sup>. This allows you to write scripts that you then delete, knowing you can always return to them in the git history if you really need them (although I don't recommend relying on this as a backup system!).

The 'SHA' is the unique code given to each commit. You normally don't have to use it in Rstudio, but it is important in the command line commands given below. We never need all characters from the SHA, only the first few (normally 5 or so). You can find the (abbreviated) SHA in the right-hand column of the history.

Most important to understand :

- Not all local files are tracked
- You do not have to commit all changes to the files every time (you can select which ones you want by staging them)
- Write useful commit messages that make sense a long time from now (saying 'changed file.txt' is useless because it will be clear which files you changed anyway). When you reach a particular milestone, include it in the commit message ("version submitted for publication").
- Commit **often**. Don't wait days to commit all enormous changes to your code. Commit smaller increments of progress ("updated figure 1", "defined new function for barplots").
- **only commit code that actually works**. There may be exceptions, but you can see this is a good idea. Basically assume that a commit is a point to which you might want to return (for whatever reason).

### 1.3.3 Reverting changes

The Revert button in Rstudio

## 1.4 Remote git repositories

Version control with git becomes especially useful if you host your code in an online ('remote') repository. It is an essential step for collaboration (even if this is just with yourself, on multiple computers). Popular sites to host git repositories are [www.github.com](https://www.github.com) and [www.bitbucket.org](https://www.bitbucket.org). I will not provide a guide to using either site, I will leave this to you to figure out. Either way, the first step is to create a user account, and set up the remote to be able to communicate with your computer.

NOTE : best to start over from scratch when setting up your first project. Make a habit of collecting projects that have a remote git repository into a single directory, for example c:/repos. You don't have to do this, but I like it :) It is of course possible to add git version control to an existing project, but the easiest, most fail-safe way is to create a remote repository, then make a new project in Rstudio pulling from that repository, and adding your files into the project. We will follow this approach below.

### HTTPS or SSH?

https is useful to get started (no complicated setup needed) SSH better on your own machine, never have to type a password if you are on a guest computer, use HTTPS!

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<sup>2</sup>there is also a way to completely remove files, even from the history. This is usually a bad idea unless the files are very large or contain sensitive information

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## Setting up SSH

If you are using SSH for authentication, you must first make a sort of password (an 'SSH key'), which is stored on your computer as well as on the hosting site. To do this, you must first create the directory where the key will be stored - this is very specific so pay close attention.

1. Go to Tools/Global Options... then click on the Git/SVN button, and note the 'SSH/RSA key' field.
2. This field is probably blank, now click on Create RSA Key **but don't create it yet**. Make a note of the directory shown in the top box ("The RSA key will be created at").
3. Now create the directory you just wrote down with this command (in R),

```
dir.create('c:/Users/90021859/.ssh')
```

The reason you have to do this in R (or from a command window) is that Windows does not allow you to make a directory that starts with a period. Once you have created the directory, again go to Create RSA key as above, and this time actually create it.

The next step is to paste the SSH key in the remote hosting site, so it knows who you are when you try to use the repository.

On bitbucket, when logged in, click 'Manage Account', and find 'SSH Keys' on the left. Then click 'Add Key', and you now have to paste the contents of the file 'id\_rsa.pub' in this field. You can find it from the directory you created above, or use this R command (make sure to change this to your actual directory).

```
writeClipboard(readLines("c:/users/90021859/.ssh/id_rsa.pub"))
```

You can now paste it into the field. Also add a nice label for the key (identifying the computer you are working on).

### 1.4.1 Making a remote repository

Now, let's create a remote repository. On bitbucket, do Create/Create repository, and on github click the plus '+' button in the top right and Create repository. Decide for yourself on the settings for the repository, such as Private/Public etc.

The key thing for us is to find the address of the repository, we need this to use the remote in Rstudio. When using SSH, it will look like (on bitbucket):

```
git@bitbucket.org:remkoduursma/tutorialgit.git
```

When using HTTPS, it will look like this:

```
XXXXXX
```

### Cloning : make a local copy of a remote repository

The easiest approach is to start with an empty remote repository and use it as the basis for a new project in Rstudio. Then, you can add your files to this repository and start tracking (some of) them.

First, make a remote repository, find the address (SSH or HTTPS, see previous section), and copy it. In Rstudio, go File/New Project.../Version Control/Git and paste the address in the URL box (HTTPS or SSH, it will be recognized). Rstudio is going to create a (nearly empty) folder with a git repository. It will create this as a subfolder of the directory in the window you see (the third field). I recommend you keep your git repositories in a local folder in the root, **that contains no spaces in the name**. For example, 'c:/repos/'.

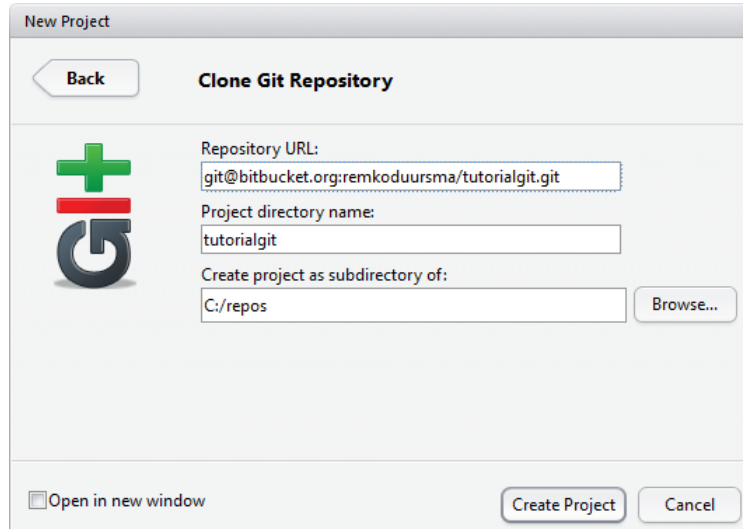


Figure 1.10: Paste the remote address of the repository in the first field, the second field will automatically get the name of the remote repository, and for the third field select a directory yourself (but see text).

When you click OK, Rstudio should open up with the new project.

## 1.4.2 Workflow

Whether or not you have a remote repository enabled, you will still work in a local repository as explained in Section 1.3, and occasionally synchronize the two. In other words, **committing changes is always local**. When you want to sync with a remote, you either do a **push** (send your commits to the remote repository), or a **pull** (get the latest commits from the remote that you don't have).

It is important to note that **you can only push if the local up to date with remote**. We will see in the working example how to deal with the situation where we are 'behind' the remote (that is, have not included some commits stored in the remote repository).

The standard workflow for code stored in a remote repository is:

1. Pull - this makes sure you start with the version contained in the remote repository.
2. Write code, commit changes.
3. Repeat step 2. until you are finished with this session.
4. Push - this sends all the commits you made to the remote repository.

It is thus important to understand that **you don't have to push every time you commit changes**. In fact it is better if you don't, because it is easier to fix problems in the local repository, than when the commits have been pushed to the remote.

## 1.4.3 A session with a remote repository

In this section, I will show a typical workflow with a remote repository. In this example I assume you have made a remote repository, and we will clone the empty repository into a new Rstudio project (see 'Cloning' in Section 1.4.1).

If these first two steps - explained in the previous section - were successful, you now have a new, empty project open in Rstudio. I have copied two scripts that I wrote previously into the folder. In the git tab in Rstudio, you have to 'stage' the added files by clicking the check box. The two new files now show up with a green 'A' :

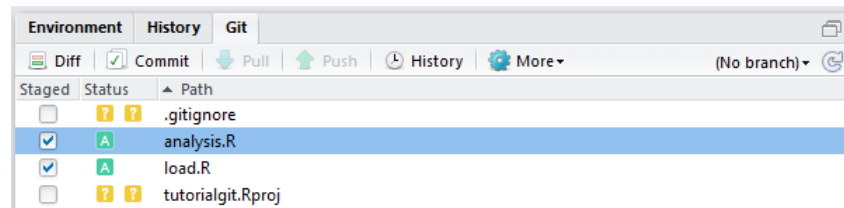


Figure 1.11: Adding two files to be included in the next commit. Note that 'Push' and 'Pull' are greyed out, this is normal because we have no commits in the repository.

Next, click commit (opens up a new window), write a reasonable message in the text box on the right, and click 'Commit'. You now have a single commit in the **local** repository. Again, it is crucial you understand that this commit is not yet on the remote.

Let's **push** this first commit to the remote repository. Just click 'Push' on the git tab, and a new window opens up in Rstudio with the response from the remote. It will say something like,

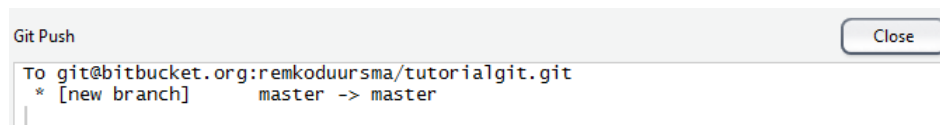


Figure 1.12: Response of the remote after the first push (opens in Rstudio when you click 'push'). Note that a new branch is created because this is the very first commit on the remote repository. All commits will always go to the 'master' branch (in this tutorial, at least).

Now go to the online version (on github.com or bitbucket.com), and check that your code is really there. Also look for the 'commits' (a list of all your commits) and the source code (you can, quite conveniently, browse the code online).

Next, suppose you start a new session with this project. As described in Section 1.4.2, you should always start with a **pull**, except when you are really 100% sure that your local is already up to date with the remote. If you are already up to date, the output will be:

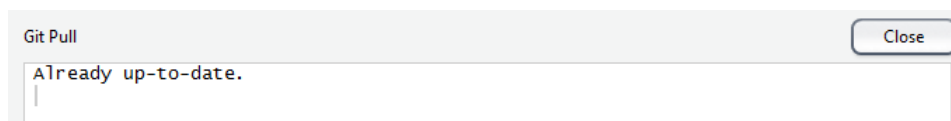
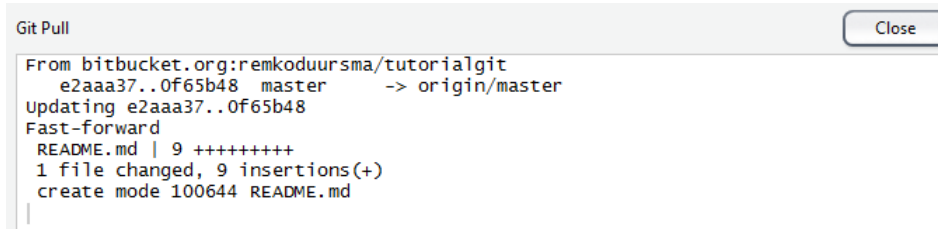


Figure 1.13: Output from a 'pull' when the local repository is already synced with the remote.

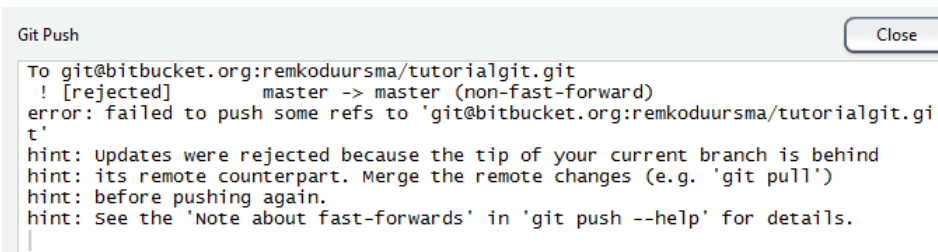
In the next example, I added the file 'README.md' to the repository on another computer. This time, the output from 'pull' looks like:



```
Git Pull
From bitbucket.org:remkoduursma/tutorialgit
e2aaa37..0f65b48 master -> origin/master
Updating e2aaa37..0f65b48
Fast-forward
 README.md | 9 ++++++++
 1 file changed, 9 insertions(+)
 create mode 100644 README.md
```

Figure 1.14: Output from a 'pull' when the local repository is behind the remote. This is a **successful** message. It says that the two repositories have been successfully merged.

Finally, a common situation arises where you have not pulled from the remote, have done work locally and committed the changes. It is possible that the remote includes changes that you don't have, for example commits created by a collaborator and pushed to the same remote repository, or work done by you on another computer. If the remote is ahead of you, and you are trying to push local commits that the remote does not yet have, you will see the output as in Fig. 1.15.



```
Git Push
To git@bitbucket.org:remkoduursma/tutorialgit.git
! [rejected]        master -> master (non-fast-forward)
error: failed to push some refs to 'git@bitbucket.org:remkoduursma/tutorialgit.git'
hint: Updates were rejected because the tip of your current branch is behind
hint: its remote counterpart. Merge the remote changes (e.g. 'git pull')
hint: before pushing again.
hint: See the 'Note about fast-forwards' in 'git push --help' for details.
```

Figure 1.15: Output when attempting to push to a remote when the remote is ahead of the local repository.

The solution to this problem is to first do a pull, and then try to push again. The amazing thing about git is that even if your local commits and the commits on the remote that you don't yet have include changes on the same files, they will be automatically merged in the new commit.

There are cases, however, where **conflicts** arise - if the local and remote changes are on the same line of text. In that case, you will have to fix the conflicts manually. It is however much better to avoid these conflicts by always **beginning your session with a pull, and ending with a push**. That way you minimize the risk of changing the same line of code twice.

## 1.5 Using the command line

Rstudio is very convenient for day-to-day version control, but for more advanced options, you must know how to use the command line. You may also find that when you gain more *git skills*, that using the command line is just as convenient while providing more control.

First, we show you how to open the 'shell', a command window where the full capabilities of git can be used.

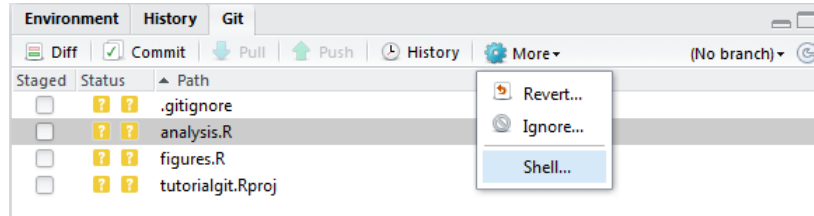


Figure 1.16: From the 'Git' tab in Rstudio (same pane as Environment and History), open the Shell like this.

The shell is different from the Windows command line! It comes installed with git, and recognizes most unix commands.

Note that **if the output is longer than the screen, output will end with a '⌵'.** In that case, press **q** to return to the command prompt.

## 1.5.1 Basic commands

I will not cover git via the command line in detail here, there are many excellent resources available. Needless to say, everything you can do in Rstudio with a click of a button can be achieved in the command line, and much, much more. Quite useful is a sort of 'history',

```
git log
```

which lists each commit (and its SHA and commit message). If you only want to see the last, say 2 commits, do,

```
git log -2
```

and remember to press **q** when the output is longer than the window to return to the prompt.

## 1.5.2 Useful tasks

This section lists a number of useful things you can do with git from the command line. It is by no means exhaustive.

### List all tracked files

If you are unsure which files are being tracked, you could browse the remote repository (if you have one), or use this command:

```
git ls-files
```

### Looking around in an old version

Perhaps you don't actually want to undo changes, but instead inspect some older code, from which you can copy-paste bits you accidentally deleted. We can use the `checkout` command for this, which let's you temporarily look at an old commit.

First we find the SHA of the commit, either in the history (Section 1.3.2), or via `git log` as shown above.

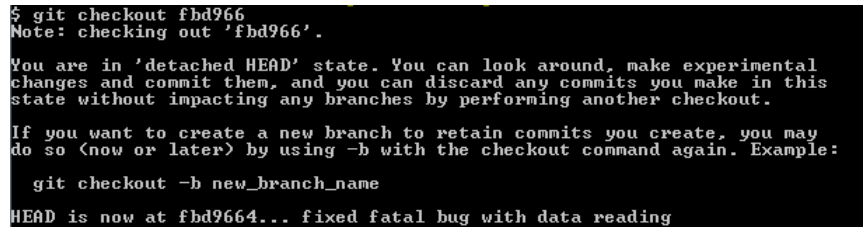
```
git log -2
```

---

Now suppose we want to 'check out' (look around and browse) the commit with SHA fbd966 (recall, you only ever need the first 5 or 6 characters of the commit).

```
git checkout fbd966
```

It is crucial you understand that you can now only look around, but you have not reverted to this old version! This is very useful to take a look at old code, maybe copy some bits and pieces to a new file, and then return to the current version. To make sure you know this, git tells you as much (Fig. 1.17)

A terminal window with a black background and white text. The text shows the command '\$ git checkout fbd966' and its output. The output includes a note about checking out, a warning about the 'detached HEAD' state, and instructions on how to create a new branch. The final line shows 'HEAD is now at fbd9664... fixed fatal bug with data reading'.

```
$ git checkout fbd966
Note: checking out 'fbd966'.

You are in 'detached HEAD' state. You can look around, make experimental
changes and commit them, and you can discard any commits you make in this
state without impacting any branches by performing another checkout.

If you want to create a new branch to retain commits you create, you may
do so (now or later) by using -b with the checkout command again. Example:

    git checkout -b new_branch_name

HEAD is now at fbd9664... fixed fatal bug with data reading
```

Figure 1.17: Output of the command line after doing a checkout. Basically git is trying to tell you your visit to this old version of the code is for looking around only.

To return back to the current, last version, do:

```
git checkout master
```

## Undoing uncommitted changes

-> Revert button in Rstudio, or use this command line option

Suppose you have committed your work, then made a bunch more changes that you are very unhappy with. But, luckily, you haven't committed them yet. Then you can easily revert to the last commit with the `git stash` command<sup>3</sup>, as follows:

```
git stash
```

The files will not automatically appear as they were in the last commit. The advantage of using `stash` here - instead of the Revert button in Rstudio - is that if you change your mind you can do `git stash apply`. Basically your uncommitted changes are kept in a 'stash', not deleted.

## Deleting the last commit

Suppose you have made changes, committed them, and then found out these are terrible and you want to get rid of them. We can use the `reset` command. **Use this at your own risk, it cannot be undone!**

First let's look at the last two commits,

```
git log -2
```

So we want to get rid of commit f76gb, and revert back to hu88e.

```
git reset --hard hu88e
```

Instead of `-hard`, you can use the `-soft` option to revert back to the old commit, but keep the changes since then as unstaged changes to the files. This is useful if you want to keep some of the changes, but manually remove or fix some other changes.

---

<sup>3</sup>There are other ways to do this, in particular `git reset` but I find this is an easy and safe method.

---

## Deleting files

We already saw that when you delete a tracked file from a git repository, you have to stage the change just like you stage a modification to a file. Here are a couple of useful commands related to deleting files locally.

-> simple `git rm --cached`, `git rm --force`

Remove from local repository (i.e. stop tracking) all locally deleted files:

```
git rm $(git ls-files --deleted)
```

The next command is handy to clean your working directory. Use this at your own risk though!

Delete all untracked files:

```
git clean -f
```

To do the same, but include subdirectories (use this at even more own risk!):

```
git clean -f -d
```

## Searching the history

There are a few ways to search the history - all of them require the command line. It may be useful to find code you deleted (on purpose), or to find all the occasions where some word occurs in changed lines of code, or list all the commits that acted on a particular file.

Find all commits with 'someword' in the commit message.

```
git log --grep=someword
```

Find all commits where 'someword' occurs in changed lines of code

```
git log -G someword
```

List all commits that include changes on 'somefile.R'. This even works when the file was deleted at some point.

```
git log -- somefile.R
```

## Accessing git help files

You can learn more about the many options of git via the help files, each of these can be accessed like this.

Show help file for 'log'.

```
git log --help
```

Perhaps more usefully, if you don't know how to do something in git, simply type your question in Google ("git how to delete untracked files").