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# Pattern Analysis & Machine Intelligence

## Praktikum: MLPR-19

### Week 1: Versioning and documentation





# Versioning – what is it and why should we use it?

- Keeping track and documenting changes to your code and / documents
- Reasons to use versioning:
  - Troubleshooting and backtracking
  - Logging
  - Remote backup
  - Simplified addition of features
  - Sharing with a team



# Versioning – what is it and why should we use it?

- Works by having a copy of your code on a server as a master-copy, changes can be sent or received.
- There exists a huge ecosystem of different version control systems, most common are:
  - Git
  - Mercurial
  - CVS (concurrent versions systems)
  - SVN (subversion)
- Git and Mercurial are distributed: the server has a master-repository, but there is a local repository on the user's machine
- SVN and CVS are non-distributed and all commits go to the server



# Versioning – what is it and why should we use it?

This enables:

- Keeping track of changes to files and folders
- Teamwork on code with multiple authors in parallel
- A record of who did what and when
- The „why“ is provided by commit messages
- Release of stable versions while working on new features



The screenshot shows a comparison between two versions of the file `filediff.py`. The left pane shows the local version at `/tmp/tmpDHBlya-meld/meld/filediff.py`, and the right pane shows the remote version at `/home/kaiw/meld/meld/filediff.py`.

Differences are highlighted with color-coded regions and arrows:

- Local changes (red highlights):**
  - `self._connect_putter_handlers()`
  - `self._sync_vscroll_lock = False`
  - `self._sync_hscroll_lock = False`
  - `self.linediffer = self.differ()`
  - `self.linediffer.ignore_blanks = self.prefs.ignore_blanks`
  - `self._inline_cache = set()`
  - `self._cached_match = CachedSequenceMatcher()`
  - `for buf in self.textbuffer:`
  - `buf.create_tag("edited line", background="red", foreground="black")`
  - `buf.create_tag("delete line", background="blue", foreground="white")`
  - `buf.create_tag("replace line", background="blue", foreground="white")`
  - `buf.create_tag("conflict line", background="blue", foreground="white")`
  - `buf.create_tag("inline line", background="blue", foreground="white")`
  - `def parse_to_cairo(color_spec):`
  - `color = gtk.gdk.color_parse(color_spec)`
  - `return [x / 65535. for x in (color.red, c`
- Remote changes (green highlights):**
  - `self._scroll_lock = False`
  - `self.linediffer = self.differ()`
  - `self.linediffer.ignore_blanks = self.prefs.ignore_blanks`
  - `self.in_nest_textview_gutter_expose = False`
  - `self._inline_cache = set()`
  - `self._cached_match = CachedSequenceMatcher()`
  - `self.anim_source_id = []`
  - `self.animating_chunks = []`
  - `for buf in self.textbuffer:`
  - `buf.create_tag("inline", background=self.prefs.background, foreground=self.prefs.foreground)`
  - `self.anim_source_id.append(None)`
  - `self.animating_chunks.append([])`
  - `def parse_to_cairo(color_spec):`
  - `c = gtk.gdk.color_parse(color_spec)`
  - `return tuple([x / 65535. for x in (c.red, c`
- Common changes (blue highlights):**
  - `self.fill_colors = {"insert" : parse_to_cai`
  - `"delete" : parse_to_cai`
  - `"conflict" : parse_to_cai`
  - `"replace" : parse_to_cai`
  - `darken = lambda color: tuple([x * 0.8 for x i`
  - `self.line_colors = {"insert" : darken(self.prefs.background), "dele`

**Versioning-diffs**

<https://www.git-tower.com/blog/content/posts/90-diff-tools-windows/meld.png>

# Git

Open source version control system designed for speed and efficiency

Best insurance against

Created by Linus Torvalds (for managing Linux kernel)

Accidental mistakes (like deleting files)

Remember what has been changed (and why)

Hard-drive-failures, fire, earthquakes

„I'm an egoistical bastard, and I name all my projects after myself. First 'Linux', now 'Git'"  
Linus Torvalds

# Git

## Server

### Getting a Git-Server:

- Hosted solutions include [github.com](https://github.com) (widespread, public repos free), [bitbucket.com](https://bitbucket.com)
- Self-hosted gitserver: [gitlab](https://gitlab.com)

## Client

### Getting the Git client:

- Windows: Download from <http://git-scm.com/downloads>
- Mac: `brew install git`
- Linux: `sudo apt-get install git`

# Git – why distributed?

---

Use GIT on your local machine without being connected to the internet

---

Revisions (commits) you make to your local repo are available to you only

---

The next time you are online (or you want to), you can push your changes to the server for sharing/backup

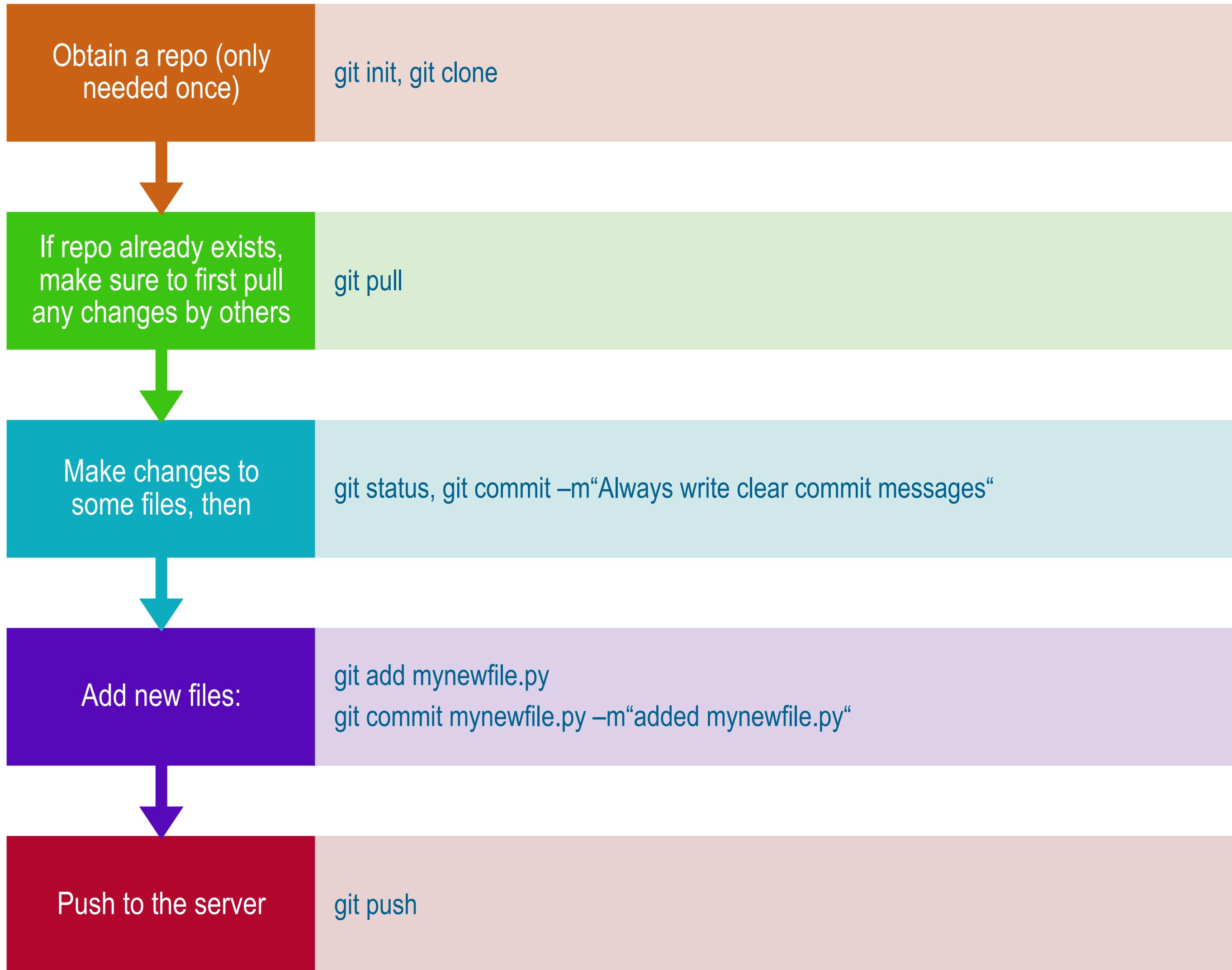
---

The local nature makes it effortless to create branches to isolate your work

---

A lot of minor changes (local commits) can be pushed as a single commit to remote branch

# Git - workflow



# Git - workflow

Work is  
done here



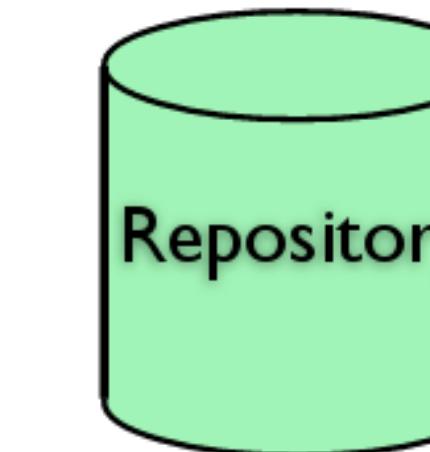
Things “about  
to be stored”  
are put here

`$ git add`



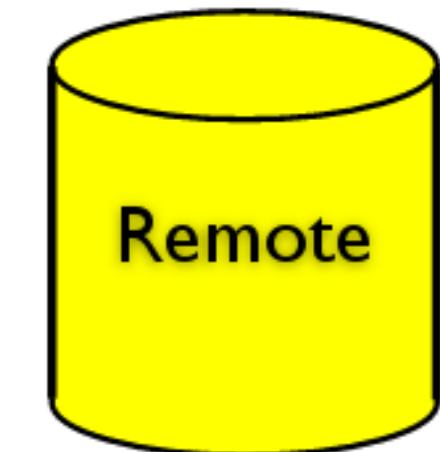
History,  
branches are  
stored here

`$ git commit`



Same as  
Repository,  
but remote

`$ git push`  
`$ git pull`



Source: <http://de.slideshare.net/eykanal/git-introductory-talk>

# Git

## Branches

Allow to try out ideas/experiment isolated from the master-branch of the code

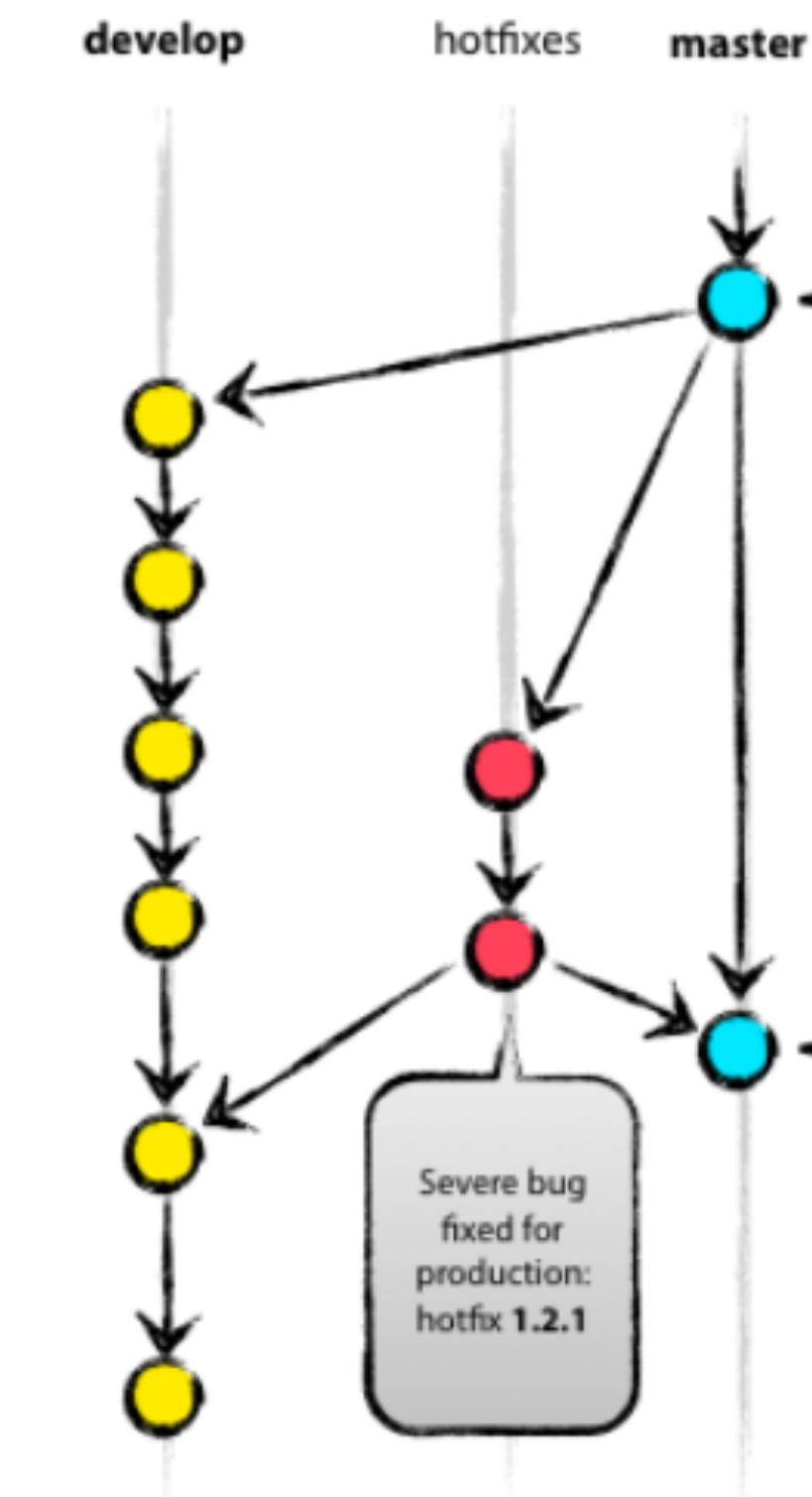
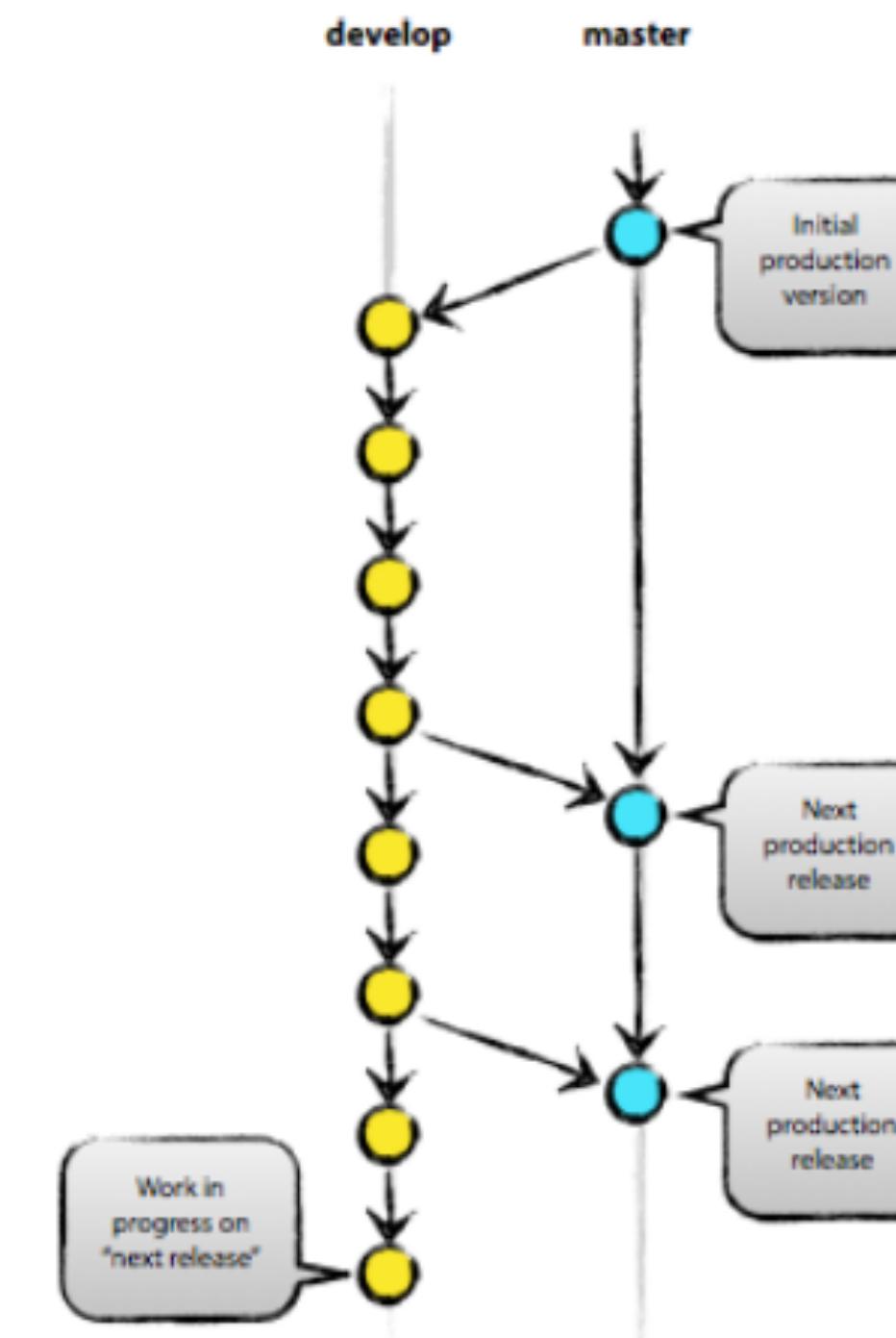
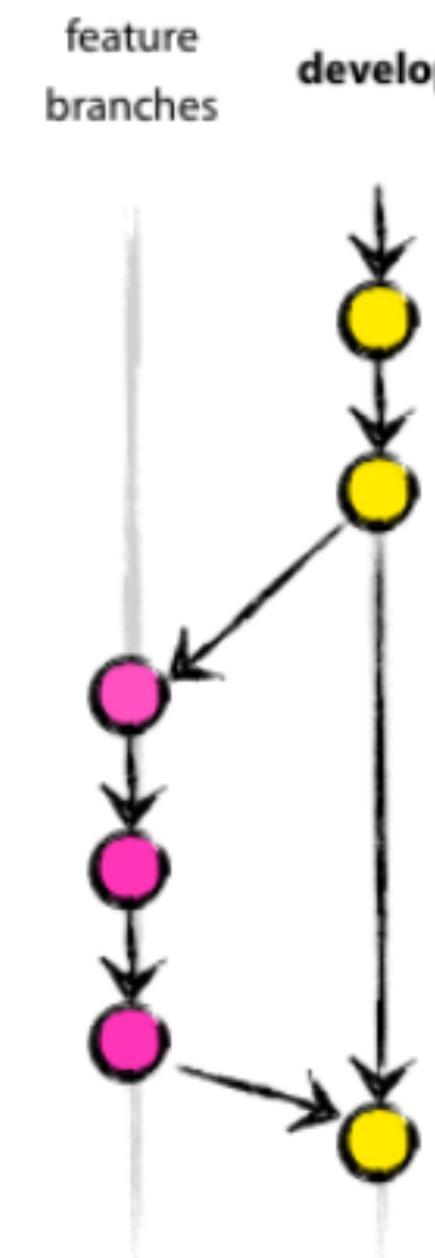
Enable to work on long-running topics without interfering/breaking the master-branch

Share work-in-progress with others

Incorporate finished work into master-branch

# Git - branches

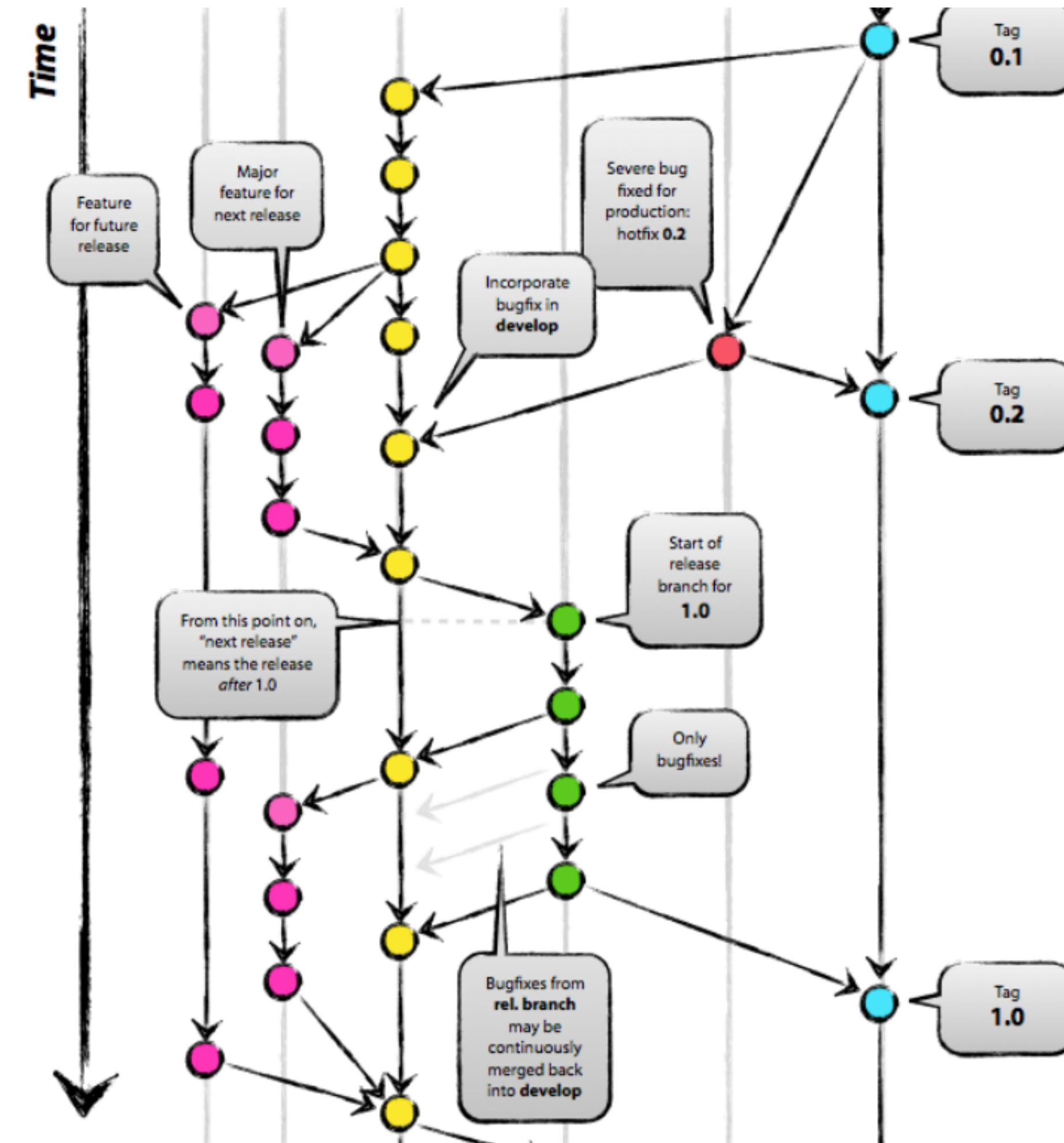
- Think of branches as separate folders, each with its own content and history.



Source: <http://de.slideshare.net/eykanal/git-introductory-talk>

# Git - branches

## Branches – Go Nuts



Source: <http://de.slideshare.net/eykanal/git-introductory-talk>

# Git – branching workflow



# Git

Additional tips/conventions:

Do not put large binary files in plain git (use git-lfs, or a fileserver)

Always create a README in the toplevel directory describing your work

Try to only keep runnable code in the master-branch

Github.com:

Public repos are free

Easy-to-use web-interface

Has markdown enabled for \*.md files (README)

Has a wiki for every repo

# Python style guidelines

Guidelines on formatting code, comments and docstrings for ease of readability

<https://www.python.org/dev/peps/pep-0008>

# PEP8

Limit all lines to a max of 79 characters

Separate top-level function and class definitions with two blank lines

Method definitions inside a class are separated by a single blank line

Use blank lines in functions (sparingly) to indicate logical sections

# PEP8

- Whitespaces
  - NOT immediately inside parentheses, brackets or braces
  - NOT immediately before a comma, semicolon or colon
  - NOT immediately before open parenthesis that starts the argument list
  - NOT immediately before open bracket that starts indexing or slicing
  - NOT more than one space around an operator

Yes:

```
x = 1
y = 2
long_variable = 3
```

No:

```
x      = 1
y      = 2
long_variable = 3
```

# PEP8: comments

- Comments
  - Worst: comments that contradict the code (keep them up-to-date!)
  - Should be complete sentences
  - Comments should always be written in English
  - Block comments generally apply to code that follows them, indented to same level as the code.  
Each line starts with a # and a single space
  - Inline comments are on the same line as the code
  - Use inline comments sparingly, and only to add additional explanations

```
x = x + 1           # Increment x
```

But sometimes, this is useful:

```
x = x + 1           # Compensate for border
```

# Docstrings

## Documentation Strings (Docstrings)

- PEP257
- Write them for all public
  - Modules
  - Functions
  - Classes
  - Methods
- Not necessary for non-public methods (but put a comment there (after the def))
- Docstrings start and end with """

# Docstrings

Inside code, for this class: „sphinxy“ docstrings:

```
#!/usr/bin/python
"""
author: Tobias Weis
"""

class A():
    """This class holds some mathematical functions"""
    def __init__(self):
        pass

    def do_something(self,x,y):
        """This function computes the sum of its arguments

        :param x: first number
        :type x: float
        :param y: second number
        :type y: float
        :returns: float -- the sum of both numbers
        """

        return x+y
```

# Documentation generation with Sphinx

In source folder; sphinx-quickstart. Set root folder to ./docs

In docs-folder: sphinx-apidoc -o source/ ../

Open index.rst, insert source/modules.rst to toc

In conf.py, add the source-path to your system path  
import os, sys  
sys.path.insert(0, os.path.abspath("..."))

In conf.py, add globaltoc.html to html\_sidebars

Make html -> Google-chrome ./\_build/html/index.html

Make latexpdf -> evince ./\_build/pdf/projectname.pdf

# Sphinx

The screenshot shows a web browser displaying a Sphinx-generated documentation page for 'Example Project 1.0'. The page has a dark blue header with the title 'Sphinx'.

The main content area features a large heading 'Welcome to Example Project's documentation!' in a light blue font. Below it is a 'Contents:' section with a hierarchical list:

- Intro
  - Subsection
- docstring\_example
  - A module
  - B module
  - main module

On the left side, there is a sidebar with the following sections and links:

- Table Of Contents
- Contents:
  - Intro
  - docstring\_example
- Next topic
  - Intro
- Quick search (with a search input field and a 'Go' button)

At the bottom of the page, there is a footer with links to 'Example Project 1.0 documentation', 'next | modules | index', and copyright information: '© Copyright 2018, Tobias Weis. Created using Sphinx 1.6.7.'

# Sphinx: LaTex report

## Example Project Documentation Release 1.0

Tobias Weis

Feb 08, 2018

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### CHAPTER ONE

#### INTRO

This is written text (in rst), that is independent of the source code.

You could use these pages for \* a description of your project \* presenting results \* writing tutorials on how to use your code

#### 1.1 Subsection

This is a minor subsection

### CHAPTER TWO

#### DOCSTRING\_EXAMPLE

##### 2.1 A module

author: Tobias Weis

###### class A.A

This class holds some mathematical functions

###### do\_something(x,y)

This function computes the sum of its arguments

###### Parameters

- **x** (float) – first number
- **y** (float) – second number

Returns float – the sum of both numbers

##### 2.2 B module

author: Tobias Weis

###### class B.B

This class holds some string functions

###### do\_something(x,y)

This function computes the concatenation of its arguments

###### Parameters

- **x** (str) – first number
- **y** (str) – second number

Returns str – the concatenation of both numbers

##### 2.3 main module

author: Tobias Weis

###### main.main()

This function does something and uses other classes and their functions