Logistics

- Pre course survey for EC, due Wed Oct 11
- Section 1 ==> EC
- Section 2 ==> Participation in the pedagogical experiment
- Datahub: where discussion labs and assignments will be released
- Discussion Lab:
 - SECTION DOES NOT START UNTIL Mon Oct 9
 - D1 will be posted Fri Oct 6, due Fri Oct 13
- Assignments
 - Practice Assignment, due Wed Oct 11
 - A1 will be posted Wed Oct 11, due Wed Oct 18

COGS 108 Final Projects Groups will be assigned Mon Oct 16 The COGS 108 Final Project will give you the chance to explore a topic of your choice and to expand your analytical skills. By working with real data of your choosing you can examine questions of particular interest to you.

- You are encouraged to work on a topic that <u>matters</u> to the world (your family, your neighborhood, a state/province, country, etc).
- <u>Taboo Topics</u>: Movie Predictions/Recommendation System; YouTube Data Analysis,
 Kickstarter success prediction/analysis, prediction of what makes a song popular on Spotify
 Whatever is MOST popular EVER and whatever is HOTTEST RN on Kaggle

Final Project: Objectives

- Identify the problems and goals of a real situation and dataset.
- Choose an appropriate approach for formalizing and testing the problems and goals, and be able to articulate the reasoning for that selection.
- Implement your analysis choices on the dataset(s).
- Interpret the results of the analyses.
- Contextualize those results within a greater scientific and social context, acknowledging and addressing any potential issues related to privacy and ethics.
- Work effectively to manage a project as part of a team.

Upcoming Project Components

Groups assigned Monday of week 3

Project Review (5%) - your group will be assigned a previous COGS 108 project to review; A google form will be released to guide your thinking/discussion about and review of what a previous COGS 108 group did for their project. (due Wed Oct 25)

Project Proposal (8%) - a GitHub repo will be created for your group; 'submit' on GitHub (due Wed Nov 1)

Project Proposal (8%)

Full project guidelines are here:

https://github.com/COGS108/Projects/blob/master/ FinalProject_Guidelines.md

Version Control

Jason G. Fleischer, Ph.D UC San Diego



Department of Cognitive Science jfleischer@ucsd.edu

https://jgfleischer.com



@jasongfleischer

This sucks

archived version of my Documents folder from ~ 2012.

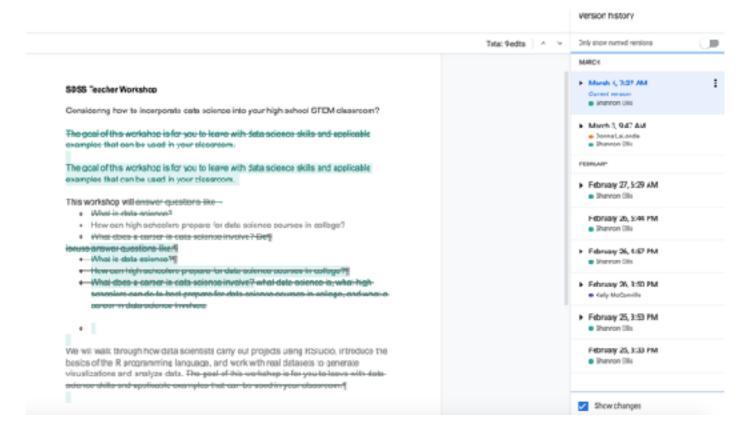
		archived version of my Documents folder from ~ 2012
	=	LNAL_fulltext.pdf
	=	LNAI_v4520.pdf
١		Neuromorphic BBD book
Þ		Neuromorphic BBD book - from Desktop
١		Neuromorphic BBD book FINAL version 99% sure
		neuromorphic book abstract final.pages
	-	neuromorphic robots book abstract v1.pages
		NeuromorphicBookChapter2011.pdf
		neuroreport_v18_n17_2007.pdf
		pnas_v104_n9_pp3556-3561.pdf
		robotics and automation magazine (conflict at 2012-07-28_00-23-24)
١		Robotics and Automation Magazine 2009 final version
•		Robotics and Automation Magazine 2009 f "Led up copy due to sync with laptop i think
١		Robotics and Automation Magazine 2009 may be jacked tex file
•		Robotics and Automation Magazine 2009 not final version, too many refs
٠		Robotics and Automation Magazine 2009 not the final, too many refs to be it
	P	Robotics and Automation Magazine 2009.zip
		robotics and automation magazine.pages
١		Rome JIN Submission
	*	SegwaySocceriCRA2006.pdf
	-	

Several months after finishing a writing project, I wanted to keep only the final version of the many different revisions... figuring out which one was the version actually sent to the publisher was hard!

Yup, this sucks too.

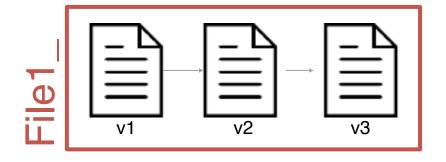


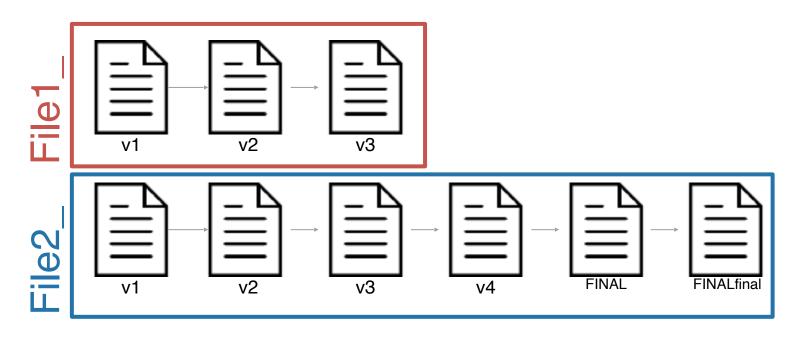
This is a step in the right direction

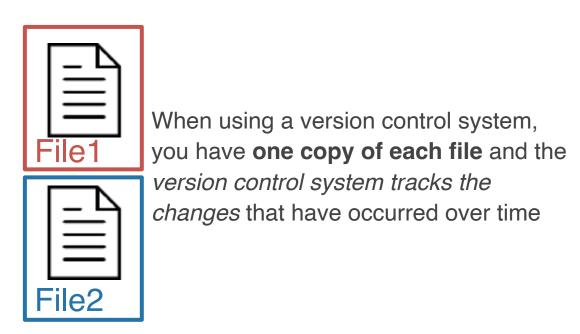


Version Control

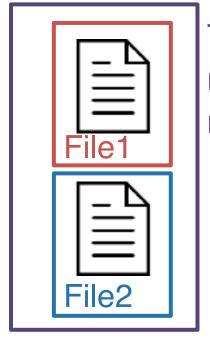
- Enables multiple people to simultaneously work on a single project.
- Each person edits their own copy of the files and chooses when to share those changes with the rest of the team.
- Thus, temporary or partial edits by one person do not interfere with another person's work







A way to manage the evolution of a set of files



The <u>set of files</u> is referred to as a **repository (repo)**

Gil		69.2%
Subversion	9 1%	
Team Foundation Server	7.3%	
I don't use version control	4.8%	
Luse some other system	3 0%	
Zip file back ups	2.0%	
Mercurial	1 9%	
Copying and pasting files to network shares	1.7%	
Visual Source Safe	0.5%	
Rational ClearCase	0.4%	

git & GitHub



the version control system

~ Track Changes from Microsoft Word....on steroids



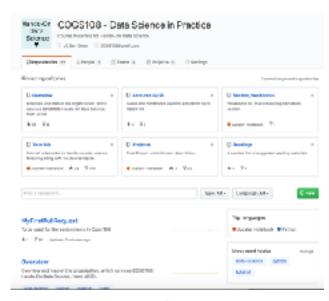
GitHub (or Bitbucket or GitLab) is the home where your git-based projects live, on the Internet.

~ Dropbox + social media for programmers

What version control looks like

```
$ git clone https://www.github.com/username/repo.git
$ git pull
$ git add -A
$ git commit -m "informative commit message"
$ git push
```

Terminal git



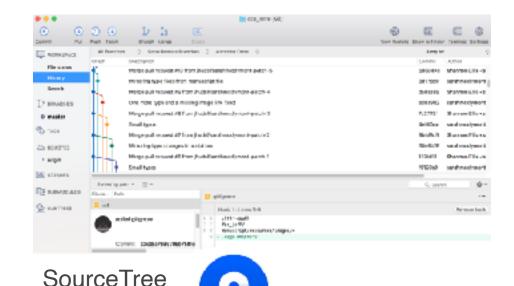


GUIs can be helpful when working with version control



GitHub Desktop





Version Controller How do you typically interact with git?

A. I don't

B. command line

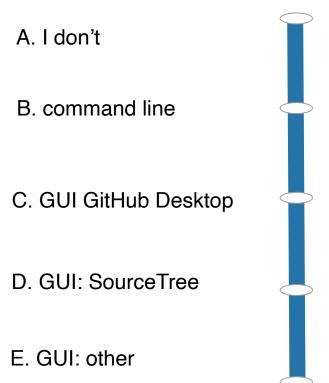
C. GUI GitHub Desktop

D. GUI: SourceTree

E. GUI: other

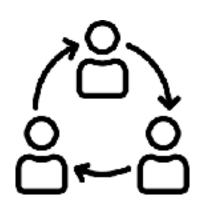
https://forms.gle/8UeUL2Ux4YtG2CVr8

Version Controller How do you typically interact with git?





Why version control with git and GitHub?



Collaboration



Returning to a safe state

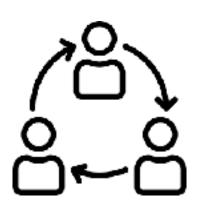


for your work

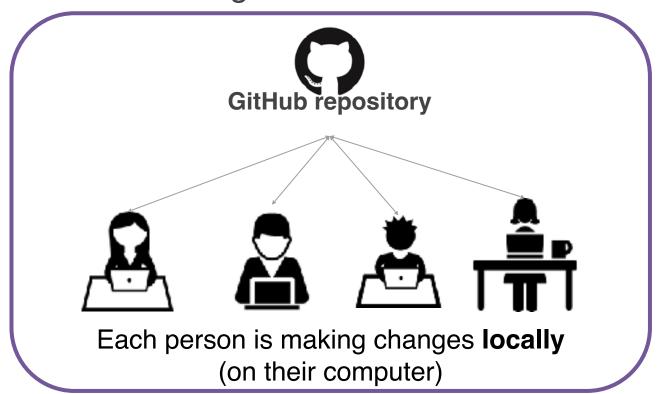


Tracking others' work

Collaborate like you do with Google Docs



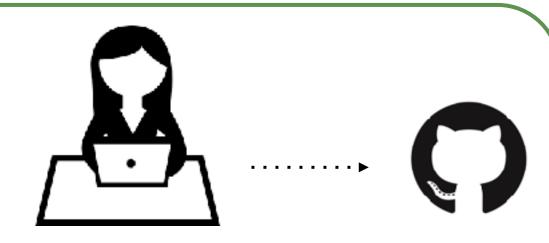
Collaboration



Make changes locally, while knowing a stable copy exists



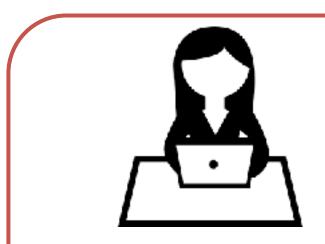
Returning to a safe state



You're free and safe to **try things out locally**. You'll only send changes to the repo
when you're at a stable point

Your repositories will be visible to others!



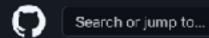


Your public GitHub repos are your coding social media

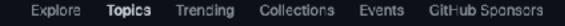
And vice versa, you can search for the code you need

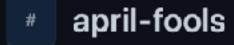
For instance, this might come in handy when thinking about class projects

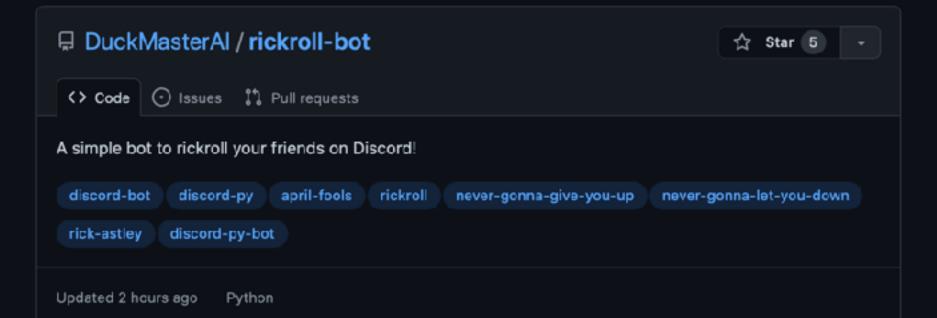
https://github.com/topics/datascience-projects



Pull requests Issues Marketplace Explore







Keep up with others' work easily



Tracking others' work



As a social platform, you can see others' work too!

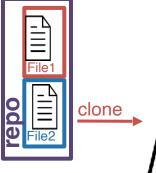




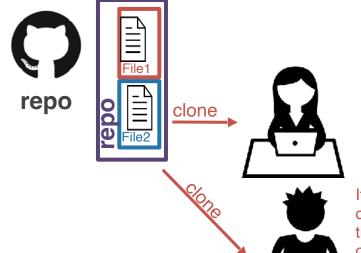
A **GitHub repo** contains all the files and folders for your project.

GitHub is a **remote host**. The files are geographically distant from any files on your computer.

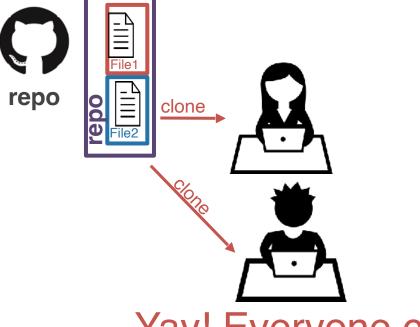




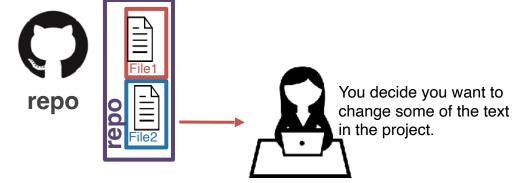
When you first make a copy onto your local computer (read: laptop), you **clone** the repository.

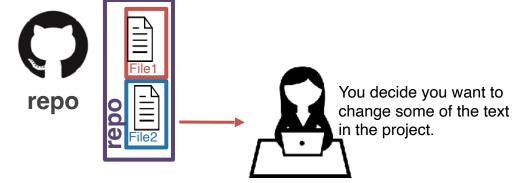


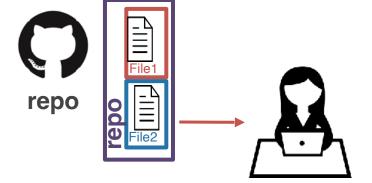
If someone else on your project cloned the repo at the same time, you would have identical copies of the project on each of your computers.

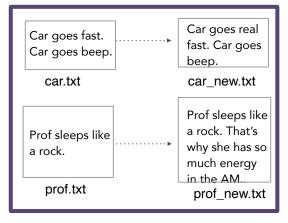


Yay! Everyone can work on the project!



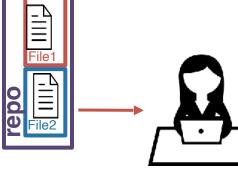


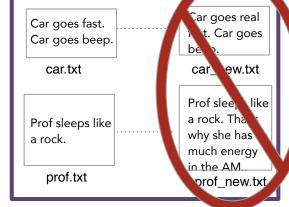




without git...you'd likely rename these files....

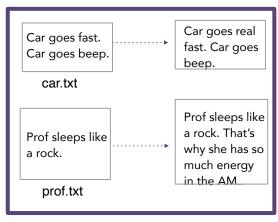






Thank goodness those days are over!

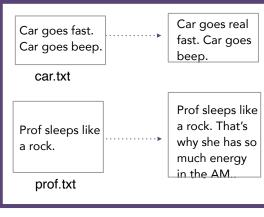




Instead, you tell git which files you'd like to keep track of using **add**. This process is called *staging*.

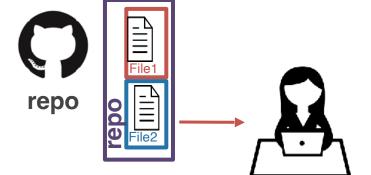


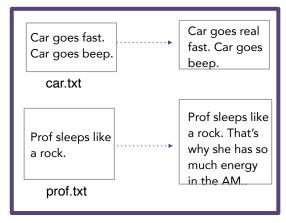




stages specified file (or folder)
stages new and modified files
stages modified and deleted files
stages new, modified, and deleted files
Stages any files with .csv extension
Use with caution: stages everything

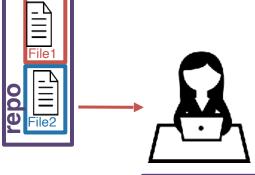
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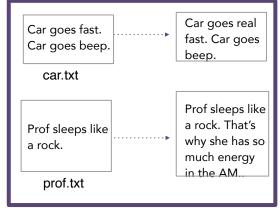




Then, you create a snapshot of your files at this point. This snapshot is called a **commit**.



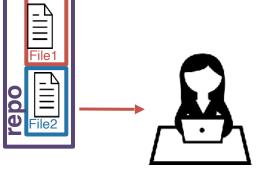


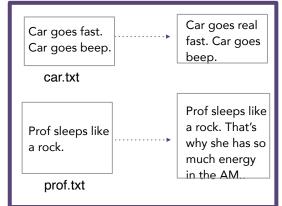


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A **commit** tracks who, what, and when





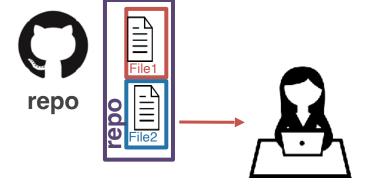


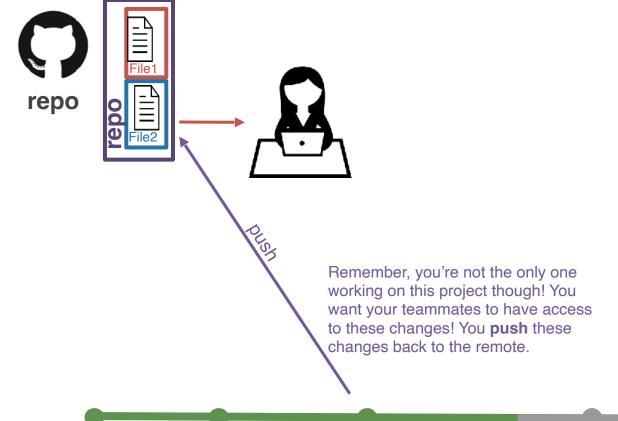
You can make commits more informative by adding a **commit message**.

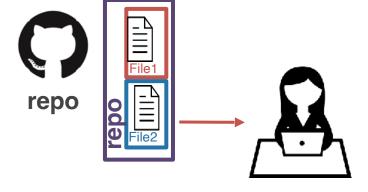
Example: git commit -m 'fix typos in car and prof'

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A **commit** tracks who, what, and when





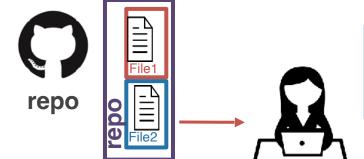


fix typos in car and prof



Your teammate is still working with the (out-of-date) copy he cloned earlier!

Shannon Ellis 3/28/21 3:28pm



To catch up, your teammate will have to **pull** the changes from GitHub (remote)

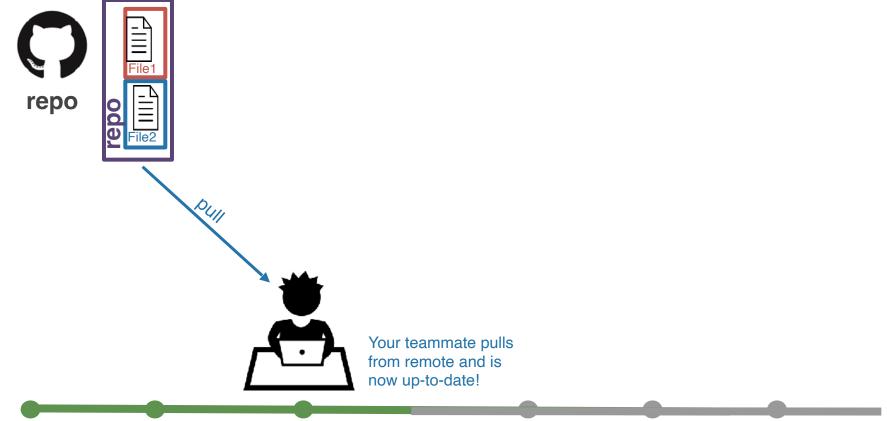
Shannon Ellis 3/28/21 3:28pm

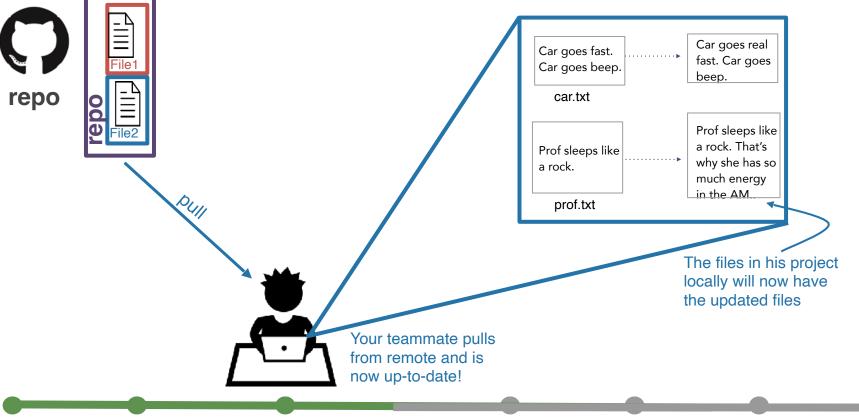
fix typos in car and prof

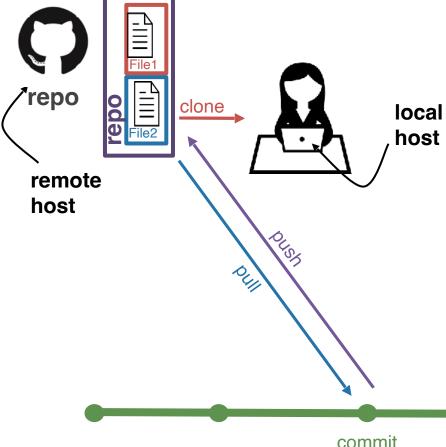


Your teammate is still working with the (out-of-date) copy he cloned earlier!

Shannon Ellis 3/28/21 3:28pm







Let's recap real quick!

repo - set of files and folders for a project **remote** - where the repo lives **clone** - get the repo from the remote for the first time add - specify which files you want to stage (add to repo) **commit** - snapshot of your files at a point in time **pull** - get new commits to the repo from the remote push - send your new commits to the remote

commit

```
(base) jasonfleischer@rabona Lectures-Fa23 % git status
On branch main
Your branch is up to date with 'origin/main'.
Untracked files:
 (use "git add <file>..." to include in what will be committed)
       Week 01/.ipynb checkpoints/
       Week 01/01 03 and 04 version control.pdf
nothing added to commit but untracked files present (use "git add" to track)
(base) jasonfleischer@rabona Lectures-Fa23 % git add Week 01/01 03 and 04 version control.pdf
(base) jasonfleischer@rabona Lectures-Fa23 % git commit -m "lectures 3 and 4"
[main 08fae3a] lectures 3 and 4
1 file changed, 0 insertions(+), 0 deletions(-)
create mode 100644 Week 01/01 03 and 04 version control.pdf
(base) jasonfleischer@rabona Lectures-Fa23 % git push
Enumerating objects: 6, done.
Counting objects: 100% (6/6), done.
Delta compression using up to 16 threads
Compressing objects: 100% (4/4), done.
Writing objects: 100% (4/4), 973.36 KiB | 24.96 MiB/s. done.
Total 4 (delta 0), reused 0 (delta 0)
To https://github.com/COGS108/Lectures-Fa23.git
  a6d9a0e..08fae3a main -> main
(base) jasonfleischer@rabona Lectures-Fa23 %
```

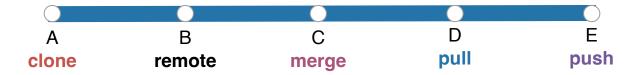
(base) jasonfleischer@rabona COG5108 % cd Lectures-Fa23

Review & Question Time

Version Controller I https://forms.gle/wHA2GSyuycFre5qr6

You've been working with a team on a project in a repo. You've made changes locally and you want to see them on the remote.

What do you do to get them on the remote?





Version Controller II

Your teammate has given you access to a GitHub repository to work on a project together. You want to get them for the first time on your computer locally.

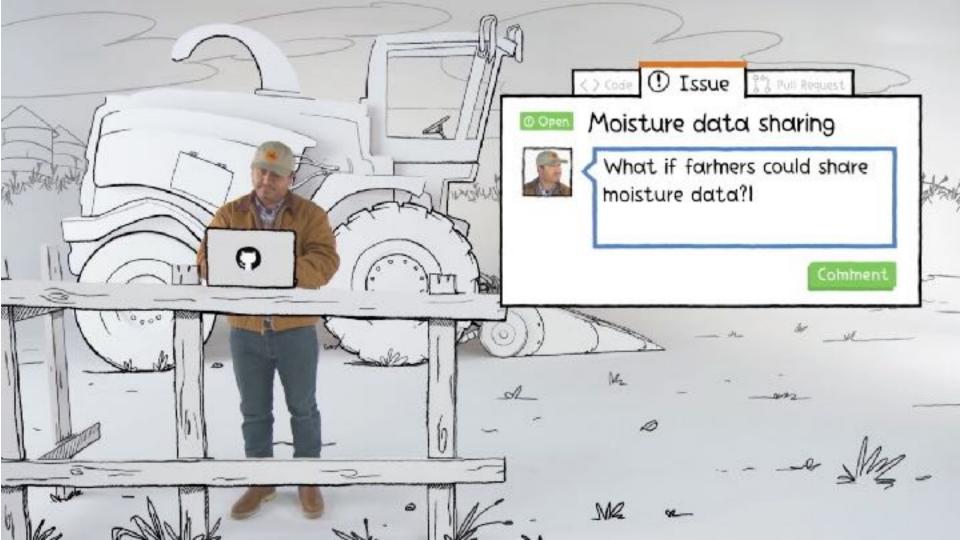
What do you do to get the repo on your computer?



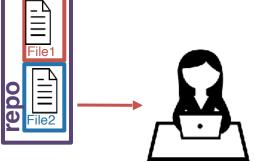


https://youtube.com/watch?v=w3jLJU7DT5E

Link for the video on the next slide so you can watch it on your own:



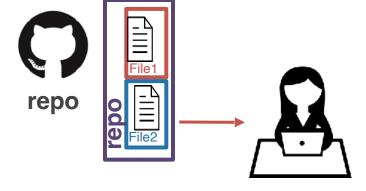




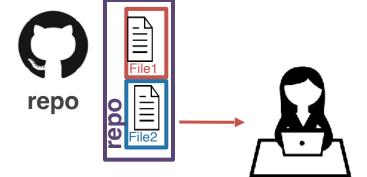
Each time you create a commit, git tracks the changes made automatically.

Initial committee of the state of the state

Shannon Ellis Shoos in Carand Oron Shannon Ellis edited to include survival analysis



By committing each time you make changes, git allows you to time travel!



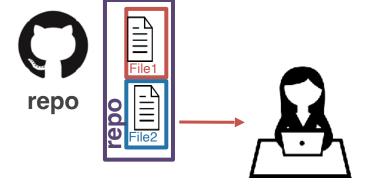
By committing each time you make changes, git allows you to time travel!

377dfcd00dd057542b112cf13be6cf1380b292ad

439301fe69e8f875c049ad0718386516b4878e22

There's a unique id, known as a **hash**, associated with each commit.

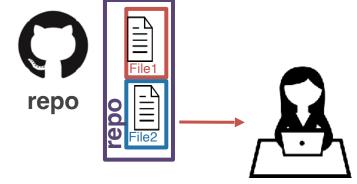
456722223e9f9e0ee0a92917ba80163028d89251



You can return to the state of the repository at any commit. Future commits don't disappear. They just aren't visible when you **check out** an older commit.



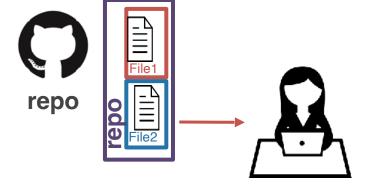
377dfcd00dd057542b112cf13be6cf1380b292ad



But...not everything is always linear.
Sometimes you want to try something out and you're not sure it's going to work.
This is where you'll want to use a **branch**.

main branch

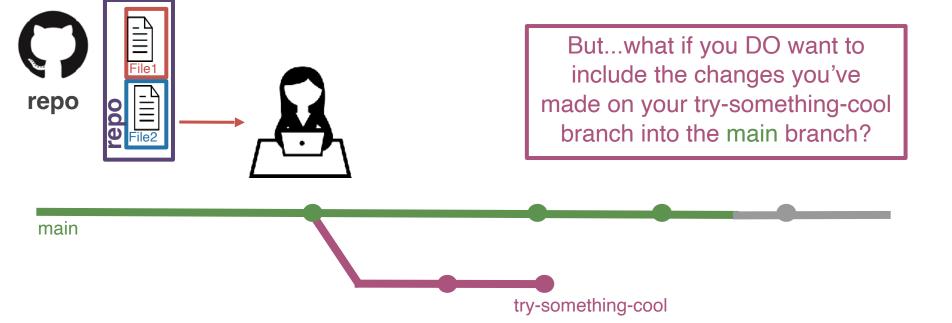
try-something-cool

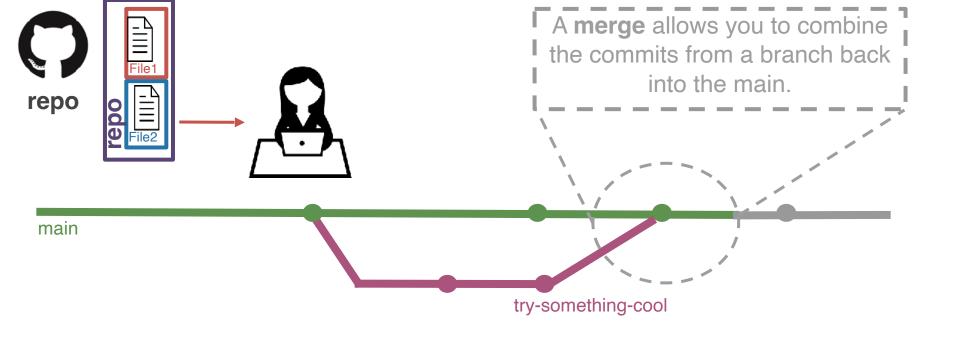


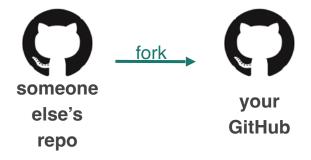
It's a good way to experiment. It's pretty easy to get rid of a branch later on should you not want to include the commits on that branch.

main branch

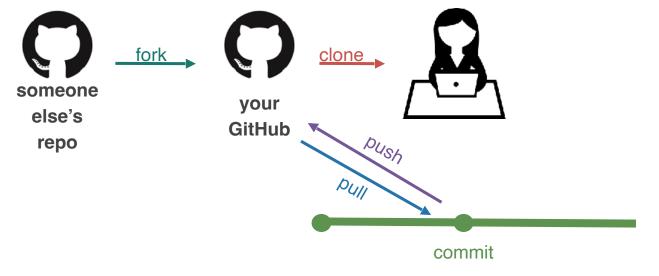
try-something-cool



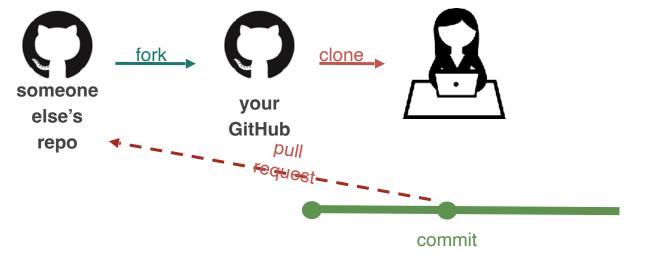




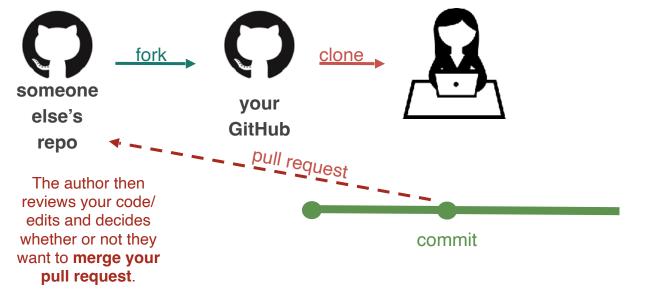
What if someone else is working on something cool and you want to play around with it? You'll have to **fork** their repo.



After you fork their repo, you can play around with it however you want, using the workflow we've already discussed.



But what if you think you've found a bug in their code, a typo, or want to add a new feature to their software? For this, you'll submit a **pull request** (aka **PR**).



But what if you think you've found a bug in their code, a typo, or want to add a new feature to their software? For this, you'll submit a **pull request** (aka **PR**).



Last but not least...what if you find a bug in someone else's code OR you want to make a suggestion but aren't going to submit a suggestion with a PR. For this, you can file an **issue** on GitHub.



Last but not least...what if you find a bug in someone else's code OR you want to make a suggestion but aren't going to submit a suggestion with a PR. For this, you can file an **issue** on GitHub.

Issues are bug trackers.
While, they can include bugs, they can also include feature requests, to-dos, whatever you want, really!

They can be assigned to people.

They can be closed once addressedor if the software maintainer doesn't like the suggestion



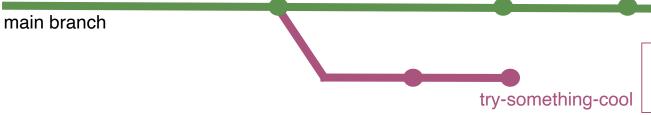
377dfcd00dd057542b112cf13be6cf1380b292ad

commits allow you to time travel because each commit is assigned a unique **hash**

One more git recap...



commits allow you to time travel because each commit is assigned a unique **hash**

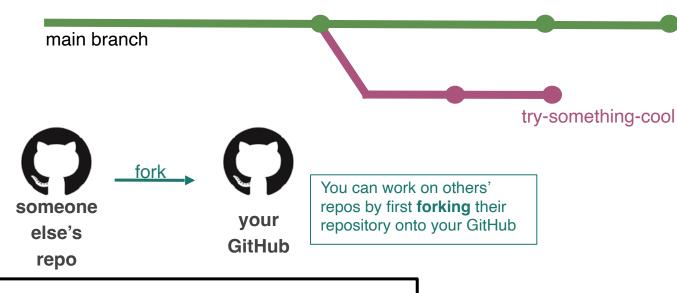


branches allow you to experiment. branches can be abandoned or **merged**

One more git recap...



commits allow you to time travel because each commit is assigned a unique **hash**



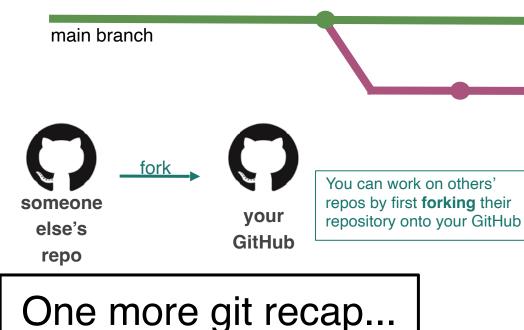
One more git recap...

branches allow you to experiment. branches can be abandoned or **merged**



commits allow you to time travel because each commit is assigned a unique **hash**

try-something-cool



be abandoned or **merged**

branches allow you to experiment. branches can

Pull requests allow you to make specific edits to others' repos

Issues allow you to make general suggestions to your/others' repos

Review & Question Time

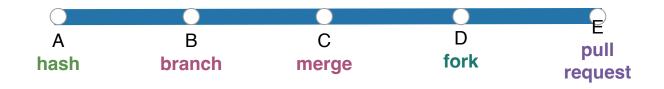


Version Controller III

https://forms.gle/eyxgHB3wvqmy17uR9

To experiment within your own repo (test out a new feature, make some changes you're not sure will work)...

what should you do?

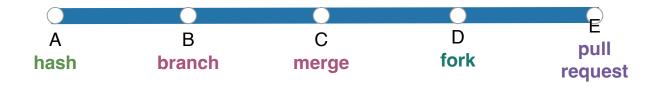




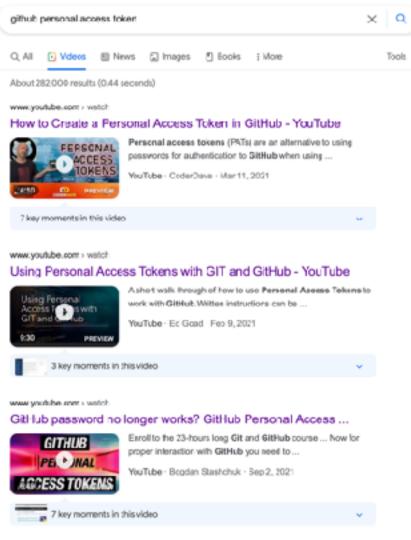
Version Controller IV

https://forms.gle/eyxgHB3wvqmy17uR9

If you've made edits to someone else's repo that you're not a collaborator on... what would *they* have to do to incorporate your changes?







Tokens are

- More secure (no dictionary attacks)
- Unique per person or per device
- You can have lots of them, different PATs for different roles in different projects

Our Scott Yang wrote this great HOWTO

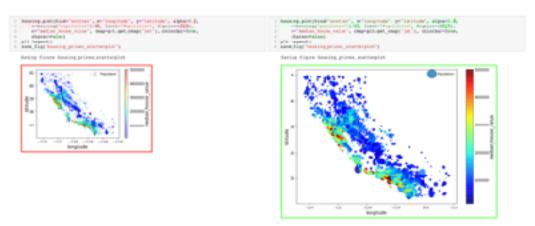
1Sb6tQwUVBhzcmBGWw4UnhGlYcMDdyUy3gaRKcQzYur4/edit

Jupyter notebooks suck to version control

https://nextjournal.com/schmudde/how-to-version-control-jupyter

ReviewNB

<u>ReviewNB</u> is a GitHub app that also offers visual diffing with an interface that looks similar to the traditional Jupyter IDE. Because the outputs are visualized, problems associated with committing binary blobs disappear.



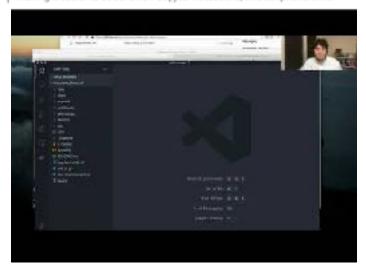
ReviewNB example courtesy of the ReviewNB website

More options

nbautoexport



Making it easier to code review Jupyter notebooks, one script at a time.

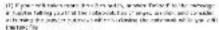


-jupy +text

Paing text notebooks

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(ii) to be solved at the section as





Version Control: Practice

Please do <u>not</u> put assignments on GitHub.

- Discussion Lab 1: Part 3
- Assignment 1: Part 1
 - This will get you practice with git & GitHub
 - Understand what you're doing in the assignment!
 - You may have to google, ask others, spend some time with this!
 - Part II is a Python review; each part of this assignment is self-contained
 - Do this part of the assignment ASAP
- git & Github == How to get the course lectures/materials
 - Assignment 1 will have you fork the Lectures and Project repos
 - You can keep the lectures up-to-date throughout the quarter
- you'll be using GitHub for your final projects

Even more practice

You need to learn by doing. Listening to me blah blah is only going to go so far. Here's some choices that seem to me like they would be good for beginner to intermediate levels, but note I have not actually used them.

- Free 16 hour Coursera course by Google covering common Git usage patterns https://www.coursera.org/learn/introduction-git-github
- Katas for Git https://github.com/eficode-academy/git-katas
- If you have other suggestions please let me know!
- If you use these and like or hate them please give me feedback!