# CSC 7700: Scientific Computing

Module A: Basic Skills

Lecture 3: Record and share your work: revision control systems

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## Overview



## Version control systems

### Version Control Systems:

- Most commonly stand-alone applications
- Also embedded into various other software, e.g.
  - word processors
  - spreadsheets
  - content management systems
  - wikis

### Changes:

- Might be identified by number or letter code
- Termed as "revision number", "revision level", or simply "revision"
- Associated with time-stamp, user and log message
- Can be compared, restored, and with some types of files, merged



## Version control systems

Traditionally: centralized model - solve conflicts with one of two methods:

- File locking
  - grant write access to only one checkout at a time
  - benefit: can provide some protection against difficult conflicts
  - drawback: when locked for too long, developers are tempted to bypass system
- Version merging
  - Simultaneous edit by multiple developers allowed
  - Merge necessary when transferring change to central server
  - Automatic merging available for simple files: text

Often both options are available, but locking is typically not used (anymore).



# Branches - Trunk - Tags

#### Branch

- Duplication of a (larger) object under revision control
- Usually complete directory tree

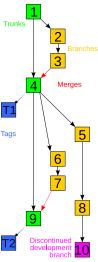
### Trunk / Master

- Main, central development branch
- Upstream branch

### Tag

- Repository snapshots
- Used especially for releases
- Synonyms: labels, baselines

Some repository systems treat all three identically.





## Version control systems - Branches

Branching: duplication of an object under revision control

- Modifications can happen in parallel along multiple branches.
- Branch: also known as trees, streams or code-lines
- Originating branch: parent branch or upstream
- Branch without parent: trunk or mainline
- Branches might be merged, especially into trunk
- Branches not intended to be merged usually called fork



### Distributed revision control

- Peer-to-peer approach
- Theoretically no central repository
- Repositories synchronized by exchanging change-sets (patches)
- Communication only necessary for exchange with other copies
- Some common operations are fast, because local
- In practice, projects tend to have one designated central, "official" repository and only limited exchange between user copies.



# Checkouts - Exports - Update - Commits

### Checkout (synonym: working copy)

- Act of creating a local working copy from the repository
- User may specify a specific revision or obtain the latest

### Export

- Act of obtaining only files from the repository
- Similar to checkout, but creates clean directory tree without version control metadata.

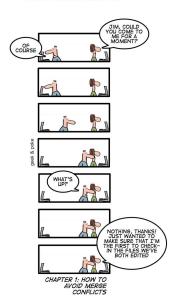
### Update

- Merges changes in the repository into the local working copy
- Might create conflicts with local changes that might have to be resolved manually

#### Commit

- Action of writing or merging the changes made in the working copy back to the repository.
- Might not be possible without an up-to-date checkout
- Also: New revision that is created by committing

BEING A CODER MADE EASY





## Revision control - Log messages

"If you have nothing to say about what you are committing, you have nothing to commit."

Log messages serve at least three important purposes

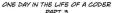
- To speed up the reviewing process.
- To help to write a good release note.
- To help the future maintainers to find out why a particular change was made (that might be you!)

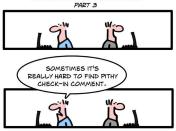
### At least try to

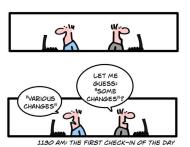
- Summarize clearly in one line what this commit is about
- Describe the change, not how it was made

#### Even better

- Write one-line summary, followed by an empty line and a longer description
- Line-break the commit message









### Revision control - example work-flows

### Simple change to central repository

- Checkout
- Change file locally
- Test change
- Update shows no remote changes
- 6 Commit change



## Revision control - example work-flows

### Change to central repository with conflicts

- Checkout
- Change file locally
- Test change
- Update shows changes and merge conflicts
- Resolve conflict
- Test change
- Repeat updating until success
- Commit change



### Revision control - Conflicts

### Updating from repository will

- Try to merge remote changes with local changes
- Create a conflict if this fails
  - Binary files: only option between 'theirs full' and 'mine full'
  - Text files: fine-grained control of multiple changes in single file

### Example:

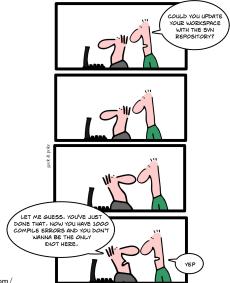
### \$svn update

- U index.html
- G changed-b.html
- C rubbish-b.html
- Updated to revision 46.
- Test after conflict resolving!

- U Updated
- G Merged
- C Conflict

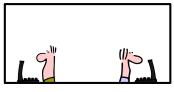


#### REAL CODERS HELP EACH OTHER





ONE DAY IN THE LIFE OF A CODER PART 2











### Revision control - Conflicts

Conflict markers in text files:

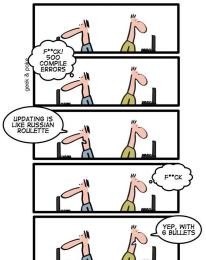
```
<<<<< filename
   your changes
=====
   code merged from repository
>>>>>> revision
```

### Resolve conflict by

- Reviewing both changes and manually merging them
- Test merged version
- Tell RCS that conflict is resolved
- Commit

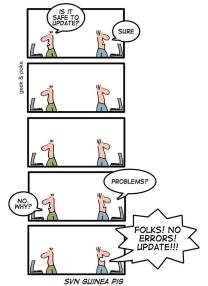


#### EVERY MORNING GOOD CODERS UPDATE THEIR WORKSPACE





#### SIMPLY EXPLAINED





## Revision control - example workflows

### Simple branch example

- Create branch from trunk
- Checkout branch
- 3 Change files locally, test and commit like on trunk
- Possibly merge changes from trunk, resolve conflicts as usual
- Eventually, merge changes from branch back into trunk
- Remove branch



## Revision control - example workflows

### Applying change using distributed RCSs

- Checkout / Clone
- Change file locally
- Test change
- Commit change (locally)
- Update from other working copy (e.g. "central" repository)
- Resolve possible conflicts, commit needed changes
- Test again
- Repeat until success
- Push commit(s) to other working copy (e.g. "central" repository)



## Revision control - history examination

History in RCSs can be used to find out

- Why something was implemented (log messages)
- When something was implemented
- Who did a certain change

#### Typical example:

- Test of checkout: ok
- Test of checkout after local changes: ok
- Test after update from repository: failure

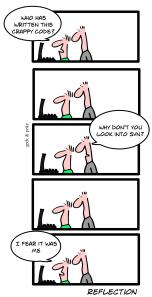
Narrow down location of bug by

- List log messages since last known working version
- Test without some of remote changes (go back in history)

Tools can help with this process.



#### SIMPLY EXPLAINED





# Summary - Best RCS usage

#### Basic

- Use it, learn (much) about it!
- Put as much as possible under version control
- Only put original source in version control, not built objects
- Test changes before committing
- Commit often and in logical chunks
- Update as often as possible (close open files beforehand!)
- Write meaningful commit messages

#### Advanced

- Branch only when necessary
- Don't copy when you mean to branch
- Branch late
- Propagate / Merge early and often

Reading: Subversion, Git, Mercurial



### Course Work I

http://cactus.cct.lsu.edu/courses/sci-comp-2013/YOURNAME/

- Your personal subversion repository for CSC7700
- Commit coursework files to sub-directory coursework/LECTURE, e.g., coursework/A3/
- Otherwise use as you like (be nice)
- Data is only accessible to all lecturers and yourself



### Course Work II

https://svn.cct.lsu.edu/repos/courses/sci-comp-2013-public/

- Checkout the class repository
- Update it from time to time to get new and updated materials

http://svn.cactuscode.org/flesh/trunk/src

- What was the commit message of revision 7? Show how you found out.
- Which revision removed the macro GROUP\_SCALAR? (mentioned in the commit message)
- Do a checkout and an export of that repository. Report about the size of both. Which one is larger and why? Which version of svn are you using?
- Commit PDF report until Sep 13 2013 to coursework/A3/

