

# Data Management for Reproducible Research

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① Problems and Caution

② What is Git?

③ Using Git

④ Caveats



# Long-term reproducibility and Mysterious Data:

- Common Scenario:
- Get novel data file
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- Return to project...
  - What does `log_inerv_1234.b` mean? How did I get it? Why is it driving my results?
- Even worse if someone asks for your replication data
  - You need to be able to explain how you arrived at a given variable/model/etc
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- Make R script, DO file or other script that generates data



# Two big challenges with managing data

- ① Track file changes over time
  - Long-term reproducibility
  - Version management
- ② Collaboration with others

# Common Solutions:

- ⑤ Edit data in-place (!)
- ⑥ Dropbox
- ⑦ Track Changes/time-machine
- ⑧ Email
- ⑨ New folder per version

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- Git can help resolve all of these

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- Think: “Track changes” on steroids

# Repos

- Git tracks sets of files – multiple files at once
- Folder with set of files tracked by Git: Repository
  - Generally, a Git repo looks and works just like a folder
- Think: Repo project

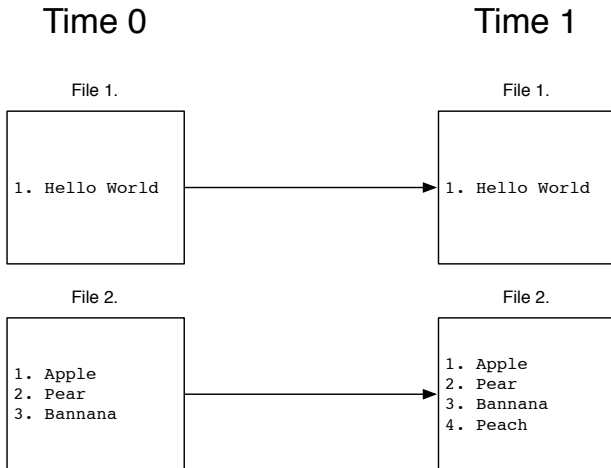
# Commits

- A snapshot of (specified) files tracked by Git
  - Captures *changes* in specified files (since last commit)



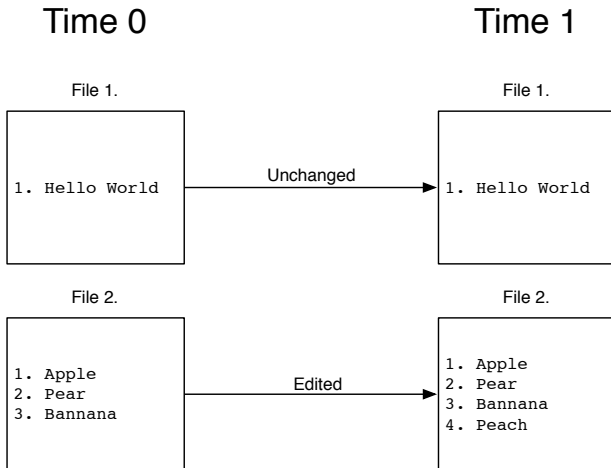
# Commits

## File Perspective



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# Commits

## Git Perspective (Diff Perspective)

Time 0  
(commit1)

File 1.

Time 1  
(commit 2)

File 1.

file added

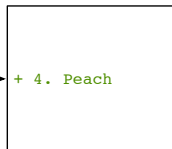
→ No changes

File 2.

File 2.

file added

→ + 4. Peach

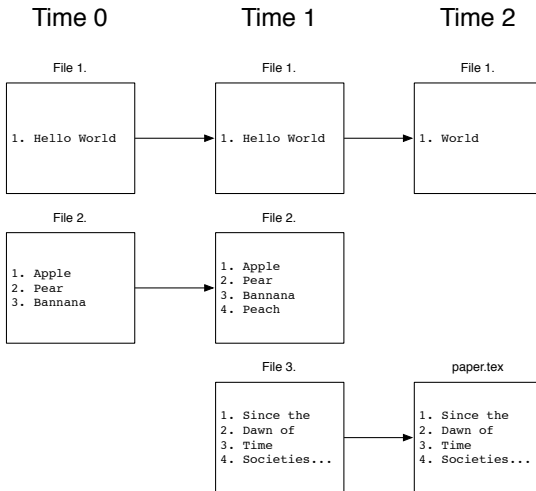


# Commits

- A snapshot of (specified) files tracked by Git
  - Captures *changes* in specified files (since last commit)
  - Captures Files Added/Removed/Moved

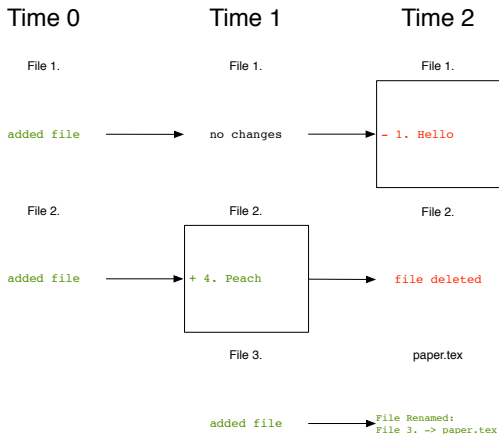
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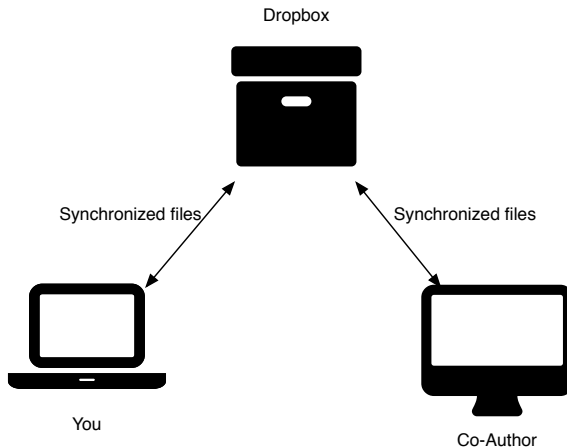
- A snapshot of (specified) files tracked by Git
  - Upshot: Can track file changes very closely over time

# Distribution/Collaboration

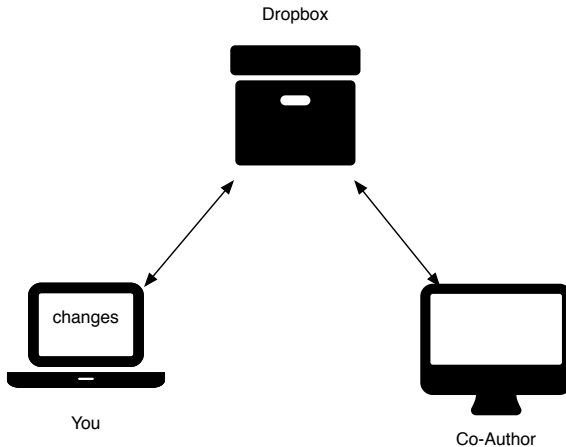
- Git enables Collaboration – it is a distributed system.
  - Contrast to Dropbox



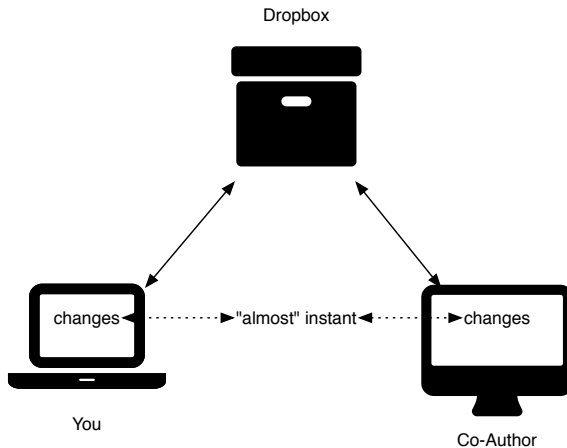
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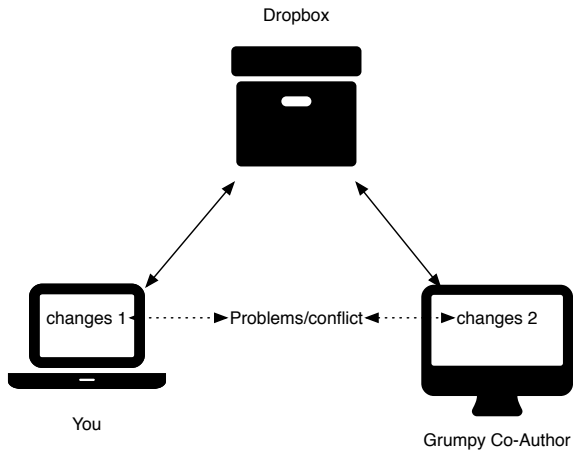
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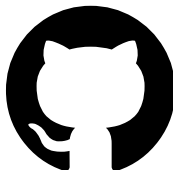


# Distribution/Collaboration

- Git enables Collaboration – it is a distributed system.
  - Download repo to local computer
  - Make changes and commit
  - Push changes to server when ready
  - Pull changes from server when ready

# Distribution/Collaboration

Github  
(or other service -- bitbucket, aws, etc. )



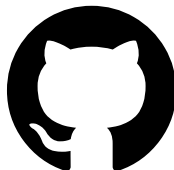
You



Co-Author

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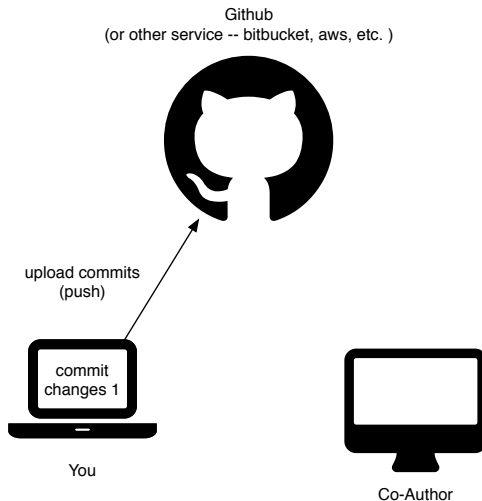
You

Asynchronous



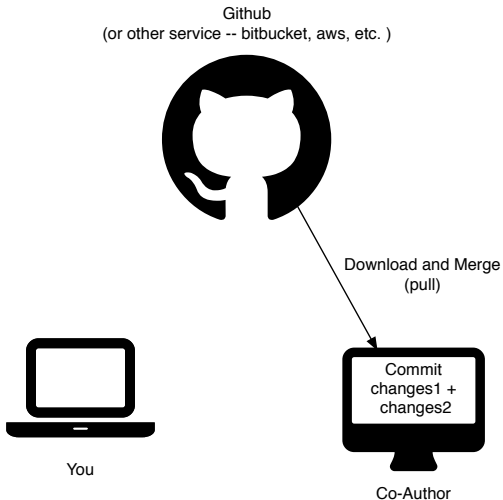
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# Other things Git does

- Roll-back to previous versions
- Branch development/management
- Integration in to lots of software
- Best way to explore: start using git

# Today

- Sourcetree
  - Setup Repo
  - Clone Repo
  - Checkout
  - Commit
  - Pull

# Where to get help

- Easy help
  - Lots of places
  - Stackoverflow.com
  - Google
  - Github youtube channel
  - Sourcetree help
- Punching deck and interactive learning:
  - [try.github.io](http://try.github.io)
  - [www.codeschool.com/courses/git-real](http://www.codeschool.com/courses/git-real)
  - A great course at lynda.com [www.lynda.com/Git-tutorials/Git-Essential-Training/100222-2.html](http://www.lynda.com/Git-tutorials/Git-Essential-Training/100222-2.html)
- Deep Dive
  - pro-git book by Scott Chacon and Ben Straub. – Free online <http://git-scm.com/book/en/v2>

# Things Git is bad at

- Tracking binary files – word files, images, etc. It will track them, but it's not ideal

# Merge Conflicts

- Git is good at fixing conflicts
- When it can't you need to fix them
- Diff, resolve using 'mine'/'theirs'

# Problem:

- Software versions change over time

# That's actually sort of a hard question to answer

- Virtualization software, but not totally
- But totally if on pc/mac