

Code versioning & Git

GIGA Doctorate School

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Program

- Why "Version Control" ?
- Basics of Version Control (VC)
- Git as a VC solution
- Being Git practical with GitHub/GitLab
- Conclusions & reference



What is "Version Control"

In software engineering, version control (aka. revision control, source control, or source code management) is a class of systems responsible for **managing changes** to computer programs, documents, large web sites, or other collections of information.

i.e. organize and control revisions.



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Example 1, "last version?"

Real life example

- ▶ Hey can you send me the source of that article XYZ?
- Sure, ...hum, well, ...

article.tar.bz2	There it is!
article_final.tar.bz2	No this one is more recent
article_final2.tar.bz2	Wait, this is one even more so
article_last.tar.bz2	Hold on, that should be it
article_20180705_bis.tar.bz2	Or maybe

► Poor man's versioning → date & comment in archive file name BUT you do not know what is different from one version to the other!!!



Example 2, "conference abstract and presentation?"

Real life example #2,

Big international conference in October, with abstract/shortpaper deadline in March

- in March create results, plots & graphs + write submission
- from March to October, keep on working on code and data
- ▶ in September, prepare your oral presentation or poster...
 - can you reproduce results, plots & graphs from March?
 - if different, which one is "correct" ? And why?
 - code difference, improvement or new bug?



Example 3, "collaborate?"

One person in charge

Send an email with:

"Changes made:

- updated help part of file1.m
- corrected a bug in file2.m
- Added a new feature to handle .png images in file3.m

See the attached files."

- One shared file, e.g. through Dropbox or on server
 - → Incompatible parallel versions, overwritten files, lost changes,... depending on "who saved last"

And still no idea of what differs across versions!



Example 4, "mess with yourself!"

A simple way to "shoot oneself in the foot":

- 1. Take a snap shot archive of current stable version commonly "copy your code in a new folder".
- 2. Begin implementing your new crazy experimental idea.
- 3. Fix some bugs in old code, revealed during testing.
- 4. Your idea was crap, discard experimental version.
- 5. Start back from stable version archive.
- 6. You lost your bug fixes, which also applied to the stable version... Or was it ?



Why Version Control

Key questions:

- Do you work in a team?
- Has it ever happened that you were working on a file, and someone else was working on the same file at the same time? Did you lose your changes to that file because of that? Or ended up with incompatible code?
- Have you ever saved a file, and then wanted to revert the changes you made? Have you ever wished you could see what a file looked like some time ago?
- Have you ever found a bug/error in your project and wanted to know when that bug got into your files?

If any "Yes", then use a VC system !

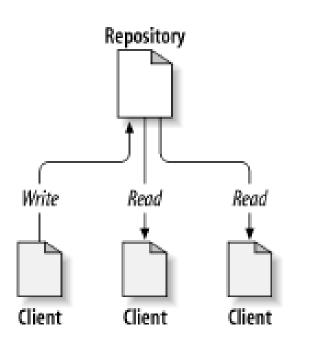


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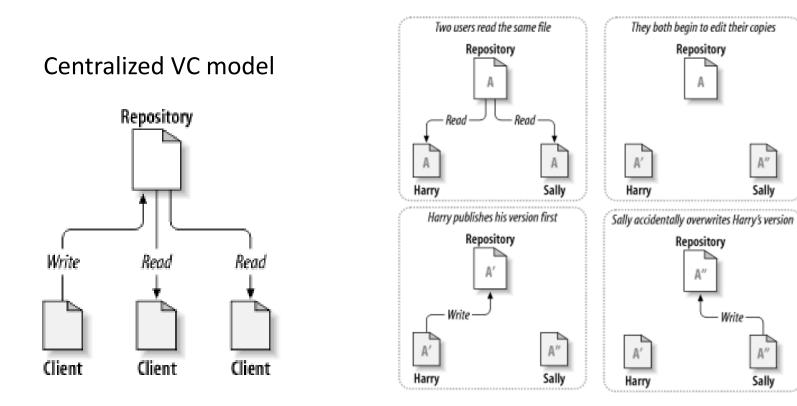
Centralized file management



- One central **repository**, on a **server**.
- (Stores the files and their history.)
- Many clients, i.e. users, connecting to the repository.
- Each client has one or more working copies, i.e. a local copy of the files, where changes are made

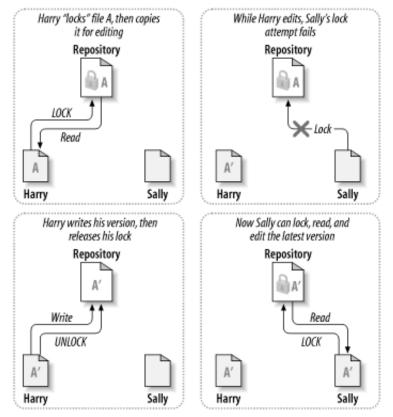


File sharing & Collaboration Problem



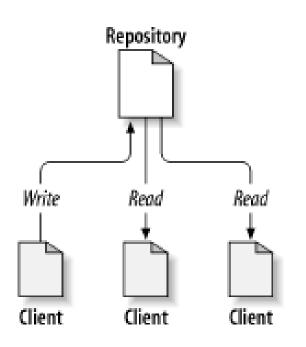


Locking solution





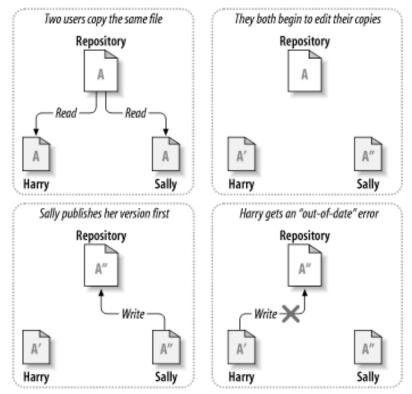
Centralized VC model



- One central **repository**, on a server.
- Stores the **files** and their **history**.
- Many **clients**, i.e. users connecting to the repo
- Each client has one or more working copies,
 i.e. a local copy of the files, where changes are made
- A revision identifies a point in time of the repo, it is denoted by a number.

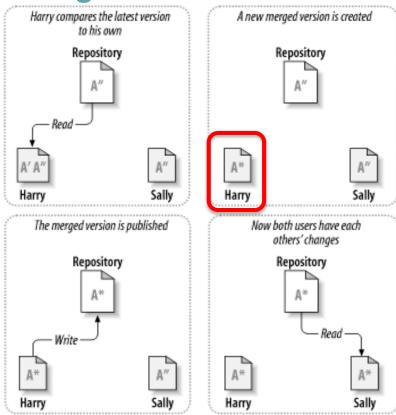


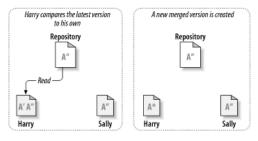
Copy-Modify-Merge Solution





Copy-Modify-Merge Solution





File merging & conflicts

When updating files are "updated" automatically.

Merged files:

all changes, yours & from server, are automatically merged into *your* files (if possible).

 \rightarrow manual check recommended...

Conflicted files:

your changes and those on the server are NOT compatible, no automatic merging possible

→ manual intervention necessary! **Your** responsibility.



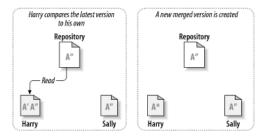
Resolving conflicts

When updating your working copy:

- If some files have changed both in the repository and in your working copy, there can be a conflict
- It is your responsibility to fix conflicts, by inspecting the

diverging changes and

- choose your own version, or
- choose repository version, or
- choose previous version, or
- mix both versions



Binary files...

- Merging works on text-based files (code/document)
- With binary files (images, .ppt, .pdf, .doc, .xls, ...)
 - → Updating overwrites the file...
 but previous versions still available in history!
- Use simple text (.txt), Markdown (.md), comma-/tabseparated values (.csv/.tsv) or JSON (.json) files instead of Word or Excel files !



How to...

- Create repository or get code from repository:
 - check out/clone code, or update code
- Work on your code/files:
 - bug fixes and/or new features
- Publish your changes to the repository
 - re-updating and fixing conflicts, if necessary

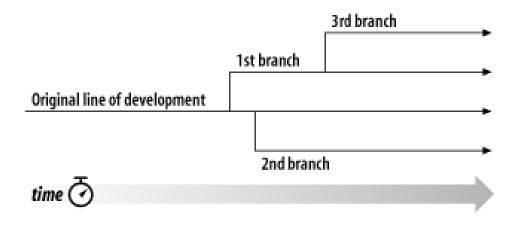
Note:

- Split your commits into logical steps
- Add description!!!



Code branch

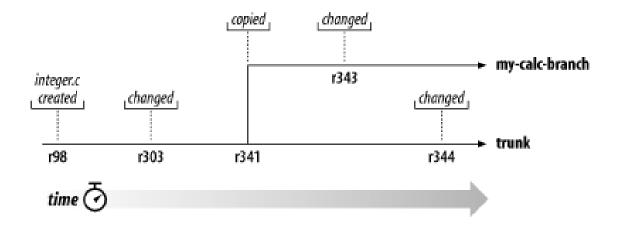
"...a line of development that exists independently of another line, yet still shares a common history if you look far enough back in time. A branch always begins life as a copy of something, and moves on from there, generating its own history."





Branching

- Work on a branch as you would on any other folder, e.g. code_v1, code_v2,...
- File histories in branches also stored!





Branch merging

- = synchronizing two branches
- When developing a branch, you'll want to synch with "main trunk" from time to time (e.g. for bug fixes)
- When merging, you can encounter conflicts, to be resolved as before
- If you want to integrate a branch back to "main trunk", you can merge it back (e.g. adding new features).



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What is "Git" ?

- currently the most popular distributed versioning system
- free open-source software
- Cross-platform (originally for Linux but now also on MacOS and Windows)
- very efficient, very powerful but can be very complex
- some GUIs and IDEs plugins
- no global revision numbers, "hashes" instead
- created by Linus Torvalds, 1st release in 2005

Git, pro's & con's

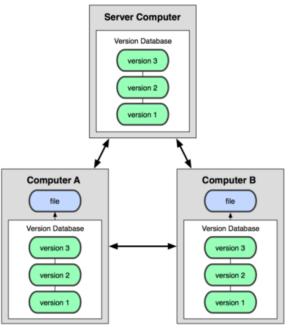
Pro's

- Every working copy is a full backup of the data
- You can work off-line
- You can do micro-commits
- Allows private work, eases experimental jump in

Cons

- More complex (decentralized \rightarrow "parallel worlds")
- Less control on project evolution
- Less sharing?

Decentralized model



Git Basics		Rewriting Git H	listory
git init <directory></directory>	Create empty Git repo in specified directory. Run with no arguments to initialize the current directory as a git repository.	git commit —amend	Replace the last commit with the staged changes and last commit combined. Use with nothing staged to edit the last commit's message.
git clone <repo></repo>	Clone repo located at <repo> onto local machine. Original repo can be located on the local filesystem or on a remote machine via HTTP or SSH.</repo>	git rebase <base/>	Rebase the current branch onto <base/> . <base/> can be a commit ID, a branch name, a tag, or a relative reference to HEAD.
git config user.name <name></name>	Define author name to be used for all commits in current repo. Devs commonly use —global flag to set config options for current user.	git reflog	Show a log of changes to the local repository's HEAD. Add relative-date flag to show date info orall to show all refs.
git add <directory></directory>	Stage all changes in <directory> for the next commit. Replace <directory> with a <file> to change a specific file.</file></directory></directory>	Git Branches	
git commit —m " <message>"</message>	Commit the staged snapshot, but instead of launching a text editor, use <message> as the commit message.</message>	git branch	List all of the branches in your repo. Add a <branch> argument to create a new branch with the name <branch>.</branch></branch>
git status	List which files are staged, unstaged, and untracked.	git checkout —b <branch></branch>	Create and check out a new branch named <branch>. Drop the -b flag to checkout an existing branch.</branch>
git log	Display the entire commit history using the default format. For customization see additional options.	git merge <branch></branch>	Merge <branch> into the current branch.</branch>
git diff	Show unstaged changes between your index and working directory.	Remote Reposi	tories
Undoing Chang	jes	git remote add <name> <url></url></name>	Create a new connection to a remote repo. After adding a remote, you can use <name> as a shortcut for <url> in other commands.</url></name>
git revert <commit></commit>	Create new commit that undoes all of the changes made in <commit>, then apply it to the current branch.</commit>	git fetch <remote> <branch></branch></remote>	Fetches a specific <branch>, from the repo. Leave off <branch> to fetch all remote refs.</branch></branch>
git reset <file></file>	Remove <file> from the staging area, but leave the working directory unchanged. This unstages a file without overwriting any changes.</file>	git pull <remote></remote>	Fetch the specified remote's copy of current branch and immediately merge it into the local copy.
git clean -n	Shows which files would be removed from working directory. Use the -f flag in place of the -n flag to execute the clean.	git push <remote> <branch></branch></remote>	Push the branch to <remote>, along with necessary commits and objects. Creates named branch in the remote repo if it doesn't exist.</remote>

XAtlassian

Visit atlassian.com/git for more information, training, and tutorials

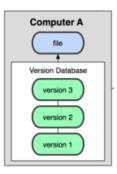


Git, notes

- If the git repository only exist on your machine or one single computer/drive, then
 - you are at risk of losing everything!
 - no easy collaboration

\Rightarrow use an external server to sync' with

Only text files or *light* (<10MB) binary files
 ⇒ No dataset! (use other tools)





Program

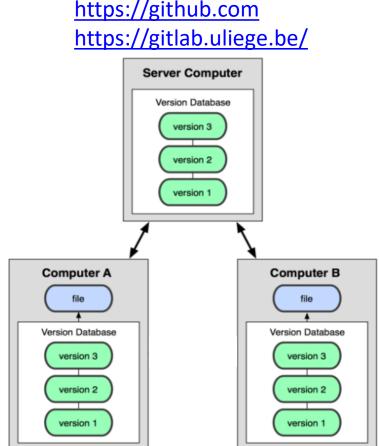
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Git & GitHub/GitLab

Git

- "version control system" software
- language with its commands
- ► GitHub.com (& GitLab.com)
 - web-based Git repository hosting system
 - servers from a *private company*
- GitLab.uliege.be
 - web-based Git repository hosting system
 - hosted at ULiège. ☺





GitHub & GitLab features

Code versioning
 + branching, merging, releases

And more...

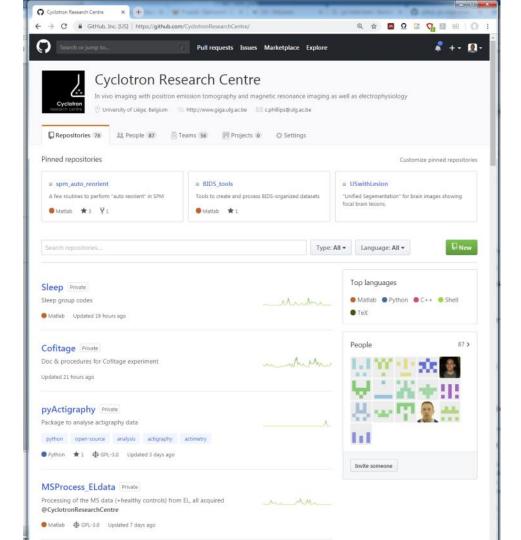
► Code documentation and Wiki → build knowledge for the team

Issue tracking

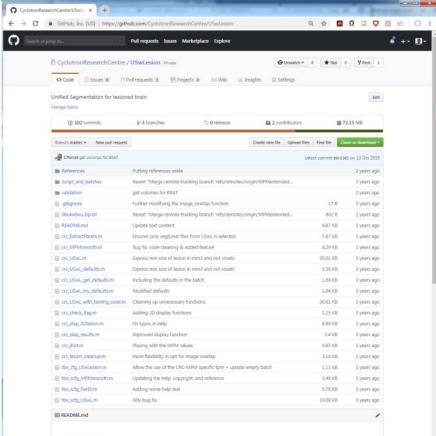
 \rightarrow discuss problems & requests in a forum, keep track of decisions!

Management

 \rightarrow access rights, visibility, groups/teams, ...







USwLesion

Unified Segmentation with lesions in the brain

The aim is to extend the "unified segmentation" (US: Ashburner et al. 2005) to brain images with lesional tissue. This was originally developed to process multiple scienciss MR images. We are using the standard structural MRI but also quantitative MR images. aka. multi-parametric maps or MPM. Becasue we are dealing with VBQ/MPM data we also include the specific smoothing proposed by (Organski et al. 2011)

This development should lead to an SPM12 comaptible toolbox with a matlabbatch interface.

Here is how the code is organized:

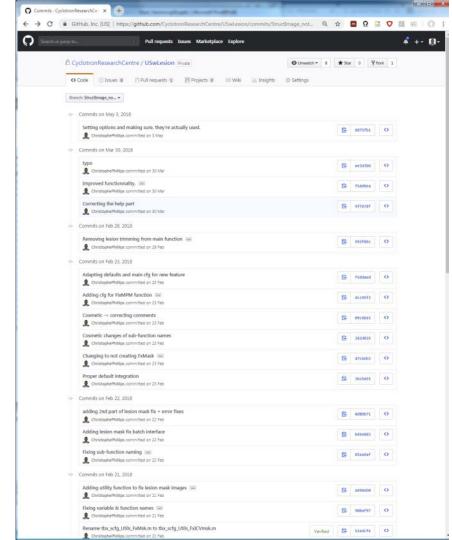
the matlabhatch confinuration files are all the 'thy cfo,' and 'thy scfo,' files.

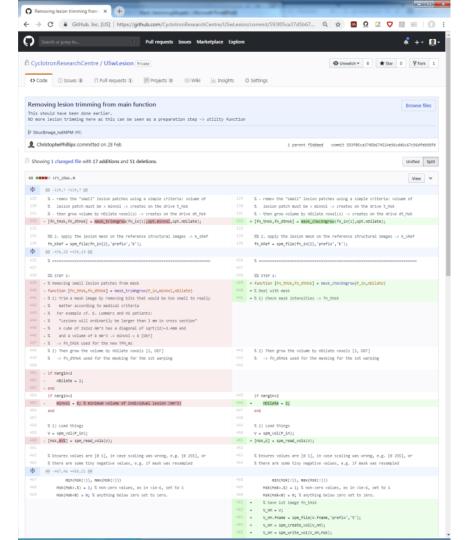
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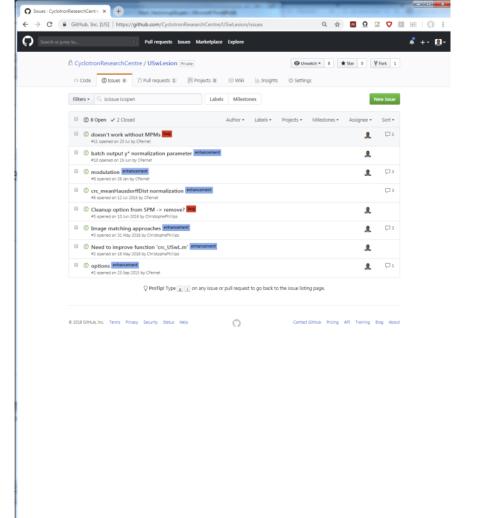
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ChristophePhillips Setting options and	making sure, they're actually us	ed.			Latest com	mit dd75fb1 on 3 May
References	Rearranging script/ba	tch/tpm files				2 years ago
Script_and_batches	Rearranging script/ba	tch/tpm files				2 years ago
eTPM	typo					6 months ago
validation	Cosmetic					2 years ago
.gitignore	Improving main fct +	batching			24 B	a year ago
README.md	Update text content				4.87 KB	3 years ago
] crap.m	Adding ICV creation fr	unction			920 B	a year ago
crc_ExtractParam.m	Parameter extraction				8.03 KB	11 months ago
crc_ExtractParam_MPMs.m	Renaming & improve	ments			13.34 KB	11 months ago
crc_ExtractParam_qMRIs.m	Improved parameter of	extraction			18.6 KB	8 months ago
) crc_USwLm	Removing lesion trime	ming from main function			39.33 KB	7 months ago
) crc_USwL_defaults.m	Adapting defaults and	main cfg for new feature			6.83 KB	7 months ago
crc_USwL_get_defaults.m	Including the defaults	in the batch			1.69 KB	3 years ago
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crc_build_JCVmsk.m	Updating fct call to na	me change			3.71 KB	8 months ago
] crc_check_flag.m	Improved functionnal	ity.			1.61 KB	6 months ago
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crc_fix_ICV.m	Update and rename of	rc_fix_msk.m to crc_fix_ICV.	m		4.86 KB	8 months ago
crc_fix_LesMsk.m	Proper default integra	tion			5.2 KB	7 months ago
crc_fix_MPMintens.m	Setting options and m	aking sure, they're actually	used.		7.85 KB	5 months ago
crc_in/Warp_masks.m	Туро				2.38 KB	a year ago
crc_jhist.m	Playing with the MPM	values			3.65 KB	3 years ago
crc_lesion_cleanup.m	Better help + code im	provement			5.56 KB	8 months ago
crc_lesion_volumes.m	Function to extract vo	lumetric info from lesion			1.37 KB	2 years ago
crc_uswl_MPMsmooth.m	Re-arranging specific	smoothing function			3.08 KB	a year ago
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tbx_scfg_ParEx.m	Adding some help tex	t			5.78 KB	3 years ago
tbx_scfg_USwL.m	Cosmetic -> correctin	g comments			18.7 KB	7 months ago
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USwLesion







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O Code	🕐 🕼 Issues 🕷 🖉 Pull requests 🚯 🗮 Projects 🐠 🔤 Wilki 🔛 Insights 🔍 Settings	
	neanHausdorffDist normalization #6 CPermet opened this issue on 12 JAI 2016 - 3 comments	Edit New Issue
	CPermet commented on 12 Jul 2016	Assignees O
	Hey Chris,	No dre-assign yourse!
	could you add a normalization factor ? last time i think we agreed on dividing by the total number of voxels from one of the images so that max is 1 $$	Labels O enhancement
	cheers	Projects O
	ChristophePhillips added the enhancement label on 14 Jul 2016	None yet
2	ChristopheMhillips commented on 14 Jul 2016 + @ ····	Milestone O
	Thinking of the issue with large values for the Haussdorff distance, it's not that simple.	Notifications
	My impression is that when a cluster is missing, then you end up with large H-distance. In other words the H-distance only provides useful information (how well do blob contours match) when there is a match	 Unsubscribe
	between the blobs. We could condition the H-distance to only matching blobs? Let me come up with a demo case and some tests, :-)	You're receiving notifications because you commented.
~		2 participants
1	CPermet commented on 14 Jul 2016 +	·····
	of not turn 1 follow here - what 1 tailong about is that between subjects we have comparable values so in the logs 1 about 1 allong about is that between subjects we have comparable values 1 formalize $D12 = D12 \ / ma(D12); \\ D12 = D12 \ / ma(D21); \\ end$	Lock conversation
2	Christophe9hillips commented on 15 Jul 2016 • edited + + 👜 ····	
	I do not think this is the right way to deal with the very variable H-dist values returned. The distance is expressed in mm, averaged over the contours of the blobs in the pair of images. This thus some "absolute" image: ~(in fact h-dist is only useful when the blobs in both images are matching, like here. On the other hand if the blobs are not overlapping at all (them H-dist doesn't mean much at all only how far away for average) the borders of 2 non-overlapping blobs are located which bols down to about the distance between their onther of granty. See the test with img3 and img3b in testing_img3overlapm. (Available in the branch MPMedemdetTPM). Possible solution:	
	Unity calculate the moustaince for boots that are matching across the images, then the measure would unity be interpretable in combination with the cluster TP/FP counts	
	ChristophePhillips referenced this issue on 21 Nov 2016	
	possible normalization for HD	48



GitHub.com vs GitLab.uliege.be

- ► GitHub.com (& GitLab.com)
 - useful for international projects & collaboration
 - ensures international visibility
 - can be more than just code (workshop, home page, CV,...)
- ▶ GitLab.uliege.be
 - hosted at Uliège by SeGI \rightarrow safe & secure
 - easy local collaboration
 - lab knowledge with issues & wiki
 - still international visibility

Key difference is audience and membership management.



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Any good "reasons" not to VC ?

- ► "It's only a small bit of code to try out an idea on my data..." → This how breakthroughs happen and papers follow!
- "Nobody else will ever be interested in this..." \rightarrow If you are, someone else will necessarily be!
- "My code is not ready yet..."

 \rightarrow The ULTIMATE reason to actually version your code!

Major hurdle is **psychological** or **carelessness**.



Some wisdom

"Writing software as if we are the only person that ever has to comprehend it is one of the biggest mistakes and false assumptions that can be made." - Karolina Szczur



Code Versioning conclusion

- Absolutely necessary to manage any project that relies on code, script, batch, text,...
- Useful to keep track of changes, improvements & bug fixes over time
- ► Even more so with multiple developers/users → start alone → team interest → available to the community
- Open science \rightarrow paper + code + data accessible



References

- J. D. Blischak et al., A Quick Introduction to Version Control with Git and GitHub, PLOS Computational Biology, 12(1): e1004668, 2016 <u>http://dx.doi.org/10.1371/journal.pcbi.1004668</u>
- https://en.wikipedia.org/wiki/Version control
- https://en.wikipedia.org/wiki/Git
- https://git-scm.com/docs
- https://services.github.com/on-demand/downloads/github-git-cheat-sheet.pdf
- http://github.com/ & http://gitlab.com
- https://gitlab.uliege.be/
- ► Git GUI: <u>https://desktop.github.com/</u> & <u>https://gitahead.github.io/gitahead.com/</u>
- https://www.campus.uliege.be/cms/c_9096862/fr/services-internet-intranet-offerts



Finally

"Programming is like pinball. The reward for doing it is the opportunity of doing it again." – Unknown



Thank you for your attention!



