

# Version Control Fundamentals

Michael Hirsch

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# Git vs. Mercurial

~2019 Market share (both started development in 2005):

- Git: 80% (GitHub, GitLab, Bitbucket)
- Mercurial: 2% (Bitbucket)

Source: <https://www.perforce.com/blog/vcs/git-vs-mercurial-how-are-they-different> (Jan. 2019)

# Version control ([Git](#)) in one slide

- `git clone` Copy a repo (includes history)
  - `git clone https://github.com/scivision/findssh`
- `git checkout` Choose a branch to edit
  - Keeps history uncluttered, allows trying risky things
  - `git checkout -b develop` Creates new “develop” branch to work in, without changing default “master” others see
- `git commit` Current code remembered in history
  - `git commit -am “adjusted scoring bonus”`
- `git push` Send revisions to repo(s) so others can use
- `git pull` Get other’s changes from repo
- `git merge` Joins branches, once new code is debugged
  - `git merge develop`
- `git tag` Convenient bookmark to a particular revision
  - `git tag GRL2018`
  - Use tagged revision by: `git checkout GRL2018`

# Pull Requests

scipy / scipy

Sponsor Used by 109,476 Watch 318 Star 5,932 Fork 2,828

Code Issues 1,233 Pull requests 221 Projects 0 Wiki Security Insights

## allow reading of certain IDL 8.0 .sav files #5801

Merged pv merged 2 commits into `scipy:master` from `unknown repository` on Feb 13, 2016

Conversation 4 Commits 2 Checks 0 Files changed 3 +6 -1

Changes from all commits File filter... Jump to... Review changes

```
2 scipy/io/idl.py
@@ -278,7 +278,7 @@ def _read_array(f, typecode, array_desc):
278     if typecode == 1:
279         nbytes = _read_int32(f)
280         if nbytes != array_desc['nbytes']:
281 -             raise Exception("Error occurred while reading byte
array")
278     if typecode == 1:
279         nbytes = _read_int32(f)
280         if nbytes != array_desc['nbytes']:
281 +             warnings.warn("Not able to verify number of bytes from
header")
```

- anyone can make a Pull Request (PR) to your project code repo
- PR may take time to integrate upstream
- Workaround: fork project while changes are folded back into parent project
- Can simply make a new branch from original project “master” to test the PR

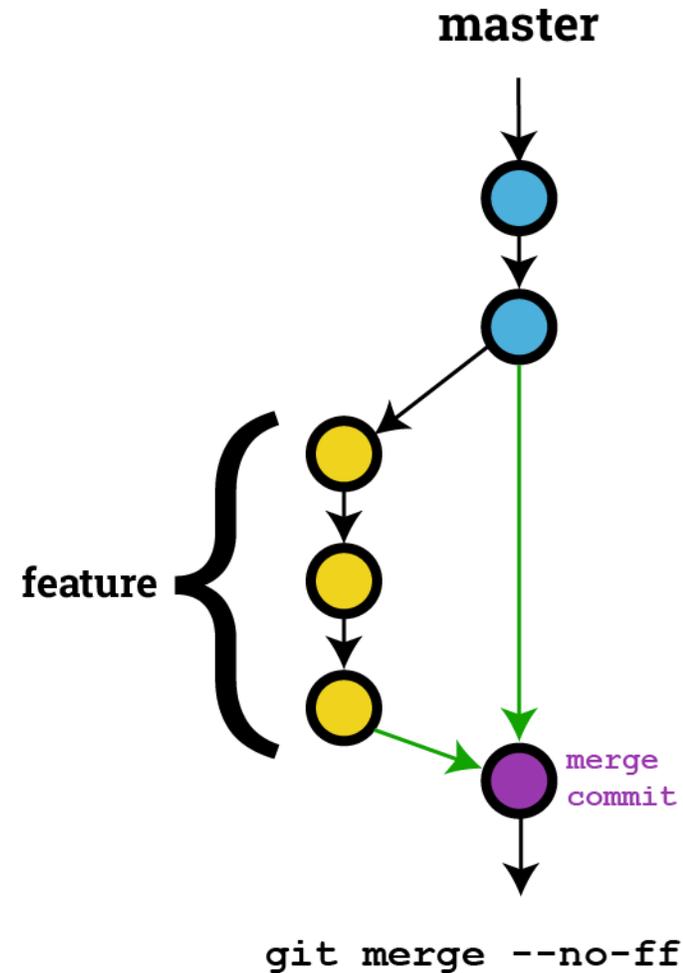
# Code merging strategies

- No one right answer
- Safer methods are generally messier in project history
  - OK for small projects, but bigger projects try to avoid having 100K's of commits – slows Git down.

# git merge --no-ff

(safest, most verbose)

- Assuming you don't delete feature branches, this method preserves the most history
- Adds an additional commit for the merge that points to the feature branch commits
- It works even if commits were added to master since you branched
  - Assuming the unit tests pass, that is, that the new code segments are still correct when used together



# git merge

(less verbose)

- I usually use “git merge” (which is a “fast-forward merge”)
  - “git merge --no-ff” is fine too
- “Risk” of “git merge”:

if someone committed to master since you branched, you may have to manually merge differences if the same lines of the same file were changed in those conflicting commits. Consider [Meld](#) for this case (or another merge strategy)

## What is a fast-forward merge?

It will just shift the  
**master HEAD**



# Git merge commit: example

Ready to do some new work:

```
git checkout master  
git checkout -b newfeat1
```

Feature added, CI test completed:

```
git commit -am "feature1  
complete"  
git push -u origin newfeat1
```

Test passes, make merge commit

```
git checkout master  
git merge [--no-ff] newfeat1  
git push
```

# “git merge” conflict

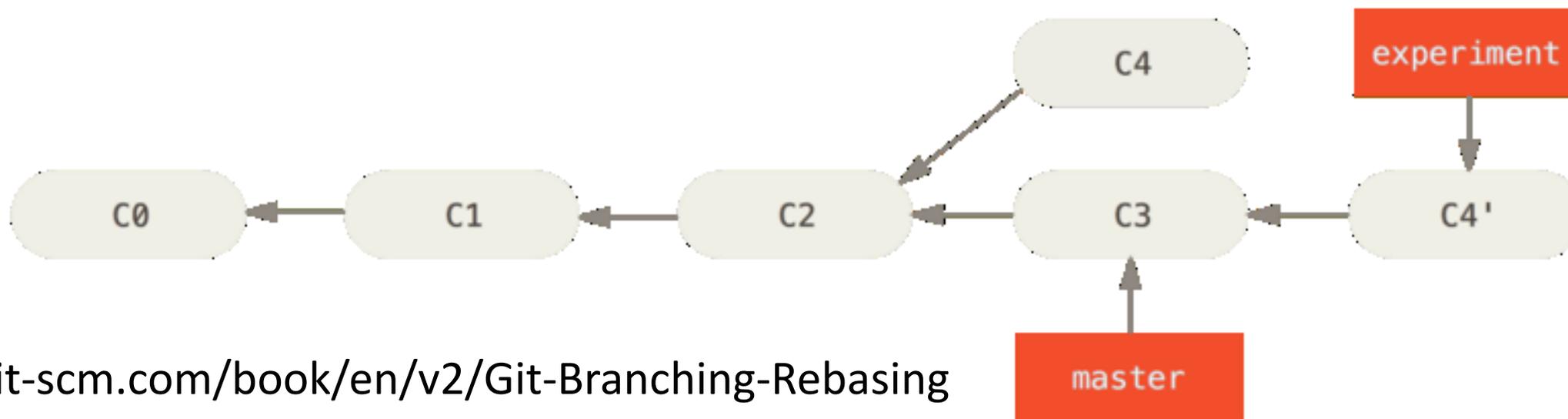
If the same line(s) of the same file are edited on the branch merging into, a merge conflict results, that must be manually resolved

- Reduce occurrences of Git merge conflicts by:
  - Merging frequently (daily or when small unit of work is complete)
  - Break code up into a moderate amount of files vs. huge code files
- Another advantage of code modularity: mitigate merge messes

# Advanced, but riskier: rebase merge



- Major projects: typically rebase branch to master before merge
- This is riskier: typos can wipe out a lot of work
- Git force push can irretrievably wipe out an unlimited amount of work
  - no one can recover, except from manual backups, if they were made
- Advanced Git users in experienced teams may use this paradigm
- Advantage: cleanest possible Git history--important for large projects, less so for class / small projects



# Risky Git commands



These commands have common, appropriate uses by experienced Git users.

But: they can irretrievably wipe out code & code history

“Force push”

```
git push -f  
git push --force
```

“Reset”: erases local work, copies specified location

```
git reset origin/master --hard
```

“mirror push”: wipes out remote history

```
git push --mirror
```

# Git backup strategies

offsite, automated mirroring:

[https://docs.gitlab.com/ee/workflow/repository\\_mirroring.html#pulling-from-a-remote-repository-starter](https://docs.gitlab.com/ee/workflow/repository_mirroring.html#pulling-from-a-remote-repository-starter)

- DO NOT use Dropbox or similar services for raw .git folder, it will get corrupted!
- As a last resort, zipping up a Git project is “safe” to keep in Dropbox and the like