

# Using Git and CMake to bring order out of chaos

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# Introduction

- ▶ Principles of revision control
  - Reasons and methods of revision control
  - Existing systems and Git's place among them
  - Git basics
  - Local and remote repositories, free services
  - The way of collaboration
- ▶ Principles of a build system
  - From the source to the results
  - Overview of the build systems
  - Introduction to Cmake
  - Sample workflow walk-through

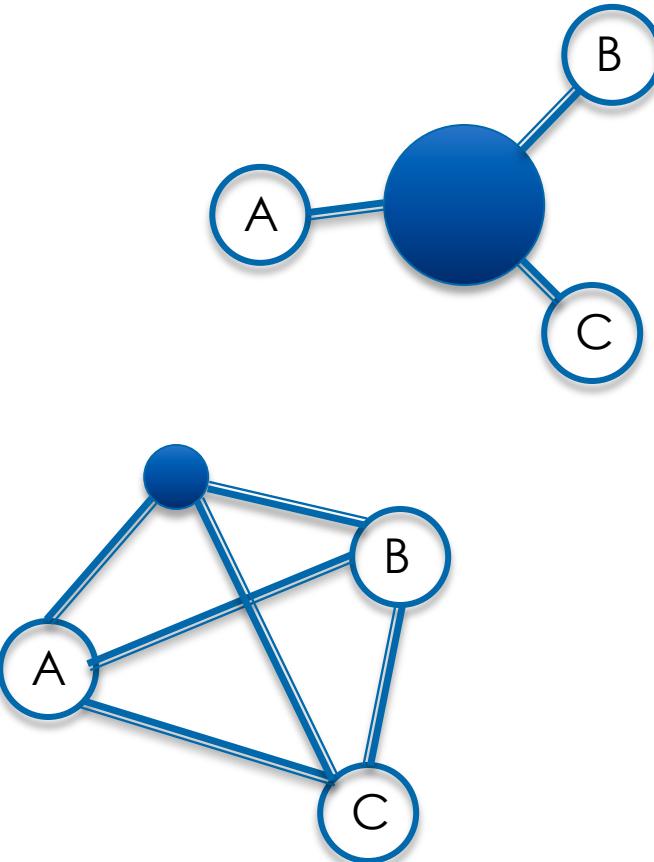
# Revision Control Systems

## ► Goals:

- Preserve, display and replay history
  - Undo
  - Backup
  - Track
  - Find problems
- Enable concurrent development:
  - Version all changes
  - Accept changes from multiple developers
  - Resolve conflicting changes
  - Enable multiple branches of development

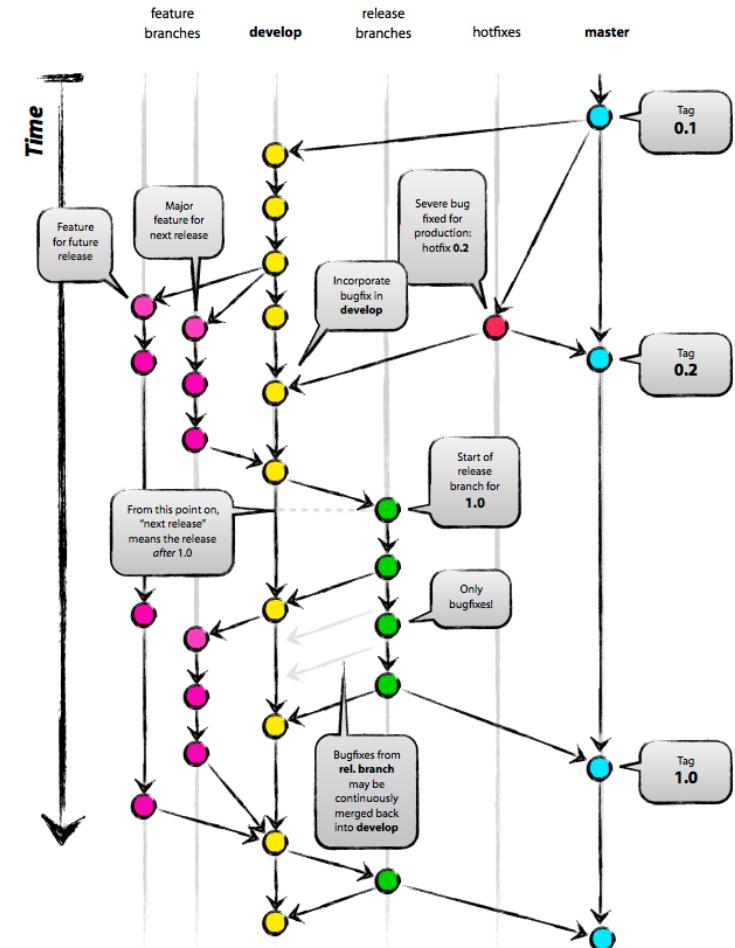
# Types of RCSs

- ▶ Centralized:
  - CVS
  - Subversion
  - Perforce
- ▶ Distributed:
  - Svk
  - Mercurial
  - Bazaar
  - Git



# Git – king of the hill

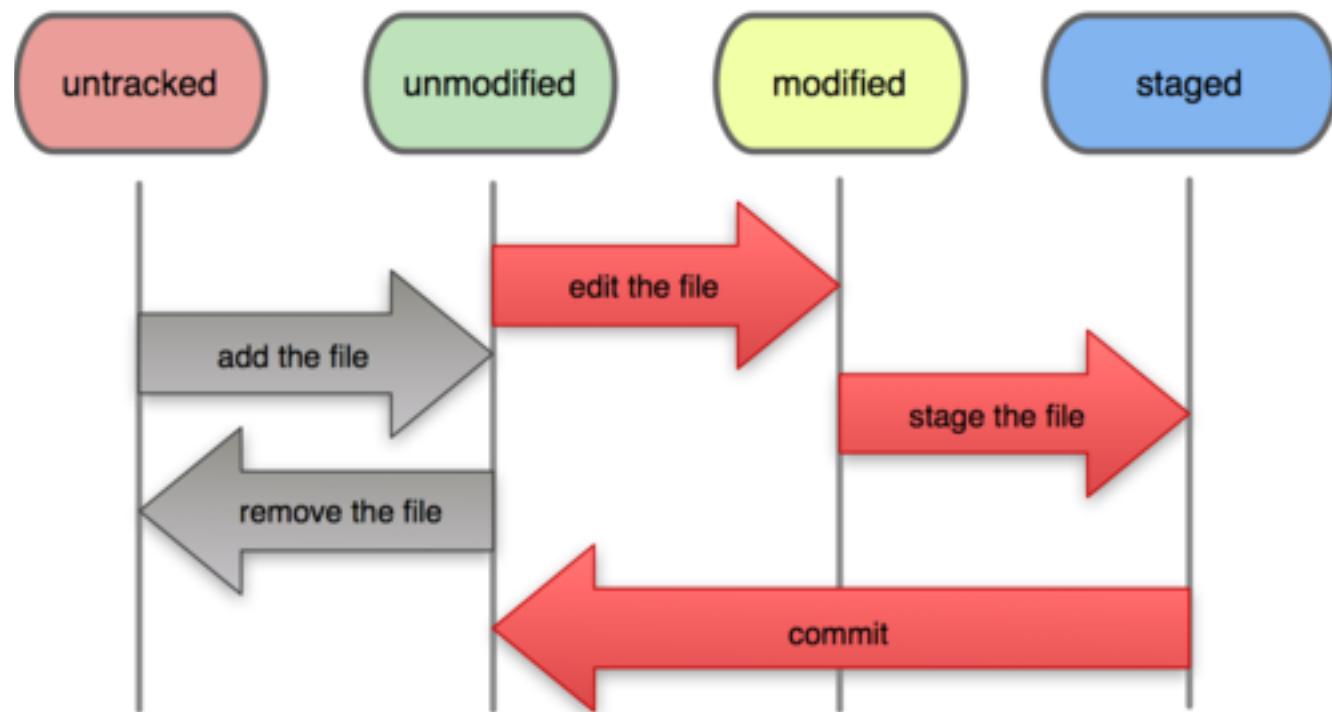
- Distributed:
  - Decentralized but centralized
- Flexible
- Documented
- Scalable
- Supported
- Services
- Branch/merge model



# Revision Control Systems

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# The “Git” cycle



# The “Git” cycle

## Hands on

# Hosting services

- ▶ Github
  - <https://github.com/>
  - Unlimited free public repositories
  - \$7/Mo/5 private repositories and up
- ▶ Gitorious
  - <http://gitorious.org/>
  - Free public repositories
- ▶ Bitbucket
  - <https://bitbucket.org/>
  - Unlimited private repositories for up to 5 users
  - \$10/Mo/10 users and up

# Hosting Git repositories - DIY

- ▶ Filesystem
  - “git clone file:///scratch/hpc/\$USER/git/project.git”
- ▶ Access-control systems (Gitosis, Gitolite)
  - “git clone [ufrc@git.hpc.ufl.edu](mailto:ufrc@git.hpc.ufl.edu):training.git”
  - or
  - git remote add ufrc [ufrc@git.hpc.ufl.edu](mailto:ufrc@git.hpc.ufl.edu):training.git
  - git push

# Git – find problems

- ▶ git bisect start
- ▶ git bisect good 852df3c
- ▶ git bisect bad 185e4a2

Use

- ▶ git bisect good  
and
- ▶ git bisect bad

Until the offending revision is located

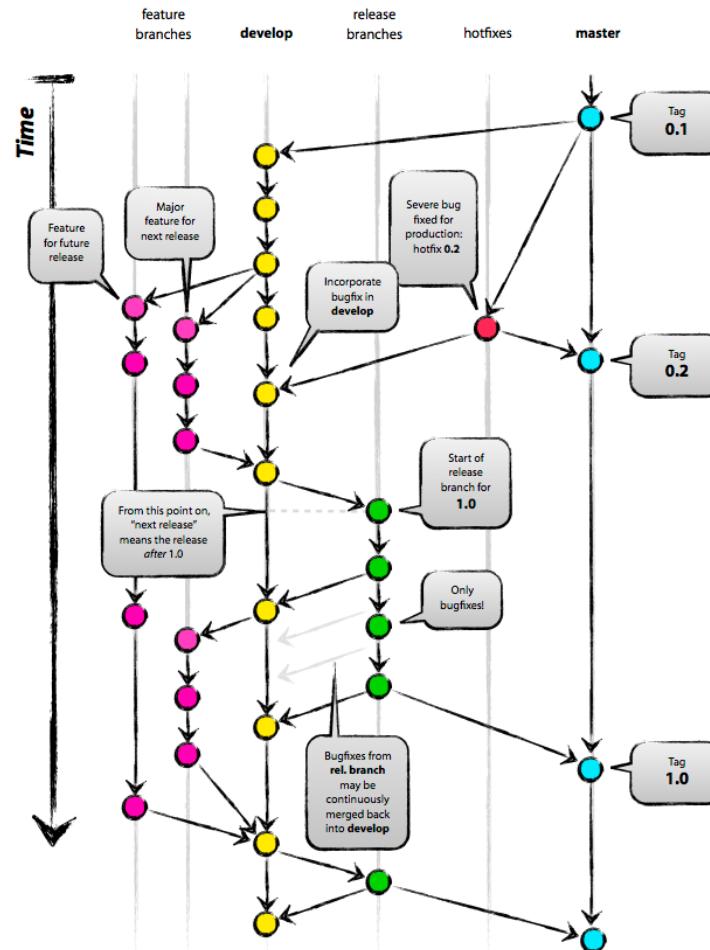
- ▶ git bisect reset

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# Collaboration with Git



# Collaboration with Git

## Hands on

# Git collaboration - conflicts

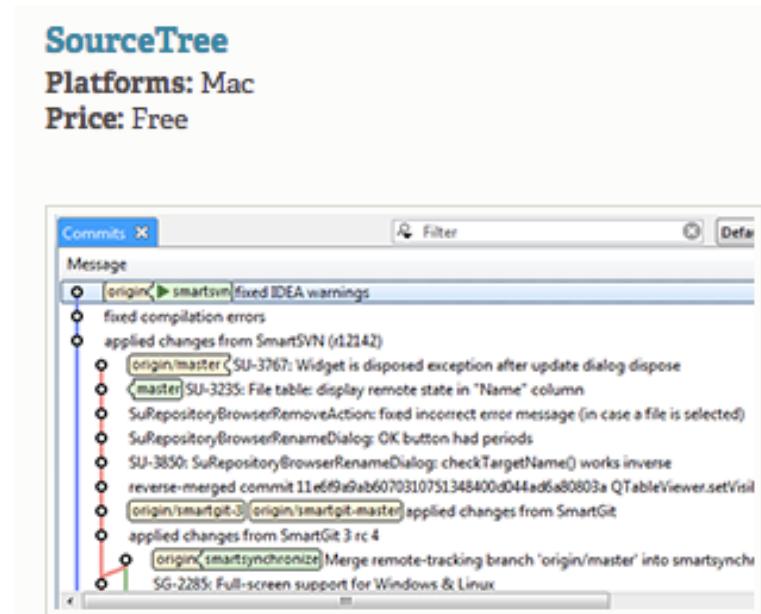
- ▶ Strategy depends on activity
  - Infrequent changes:
    - Pull, resolve, commit, push
  - Frequent changes
    - Choose a designated driver who will
    - Pull from other people's repositories
    - Merge and push into the master repository

**Branching is wonderful!**

# GUI Client software - Mac

<http://git-scm.com/downloads/guis>

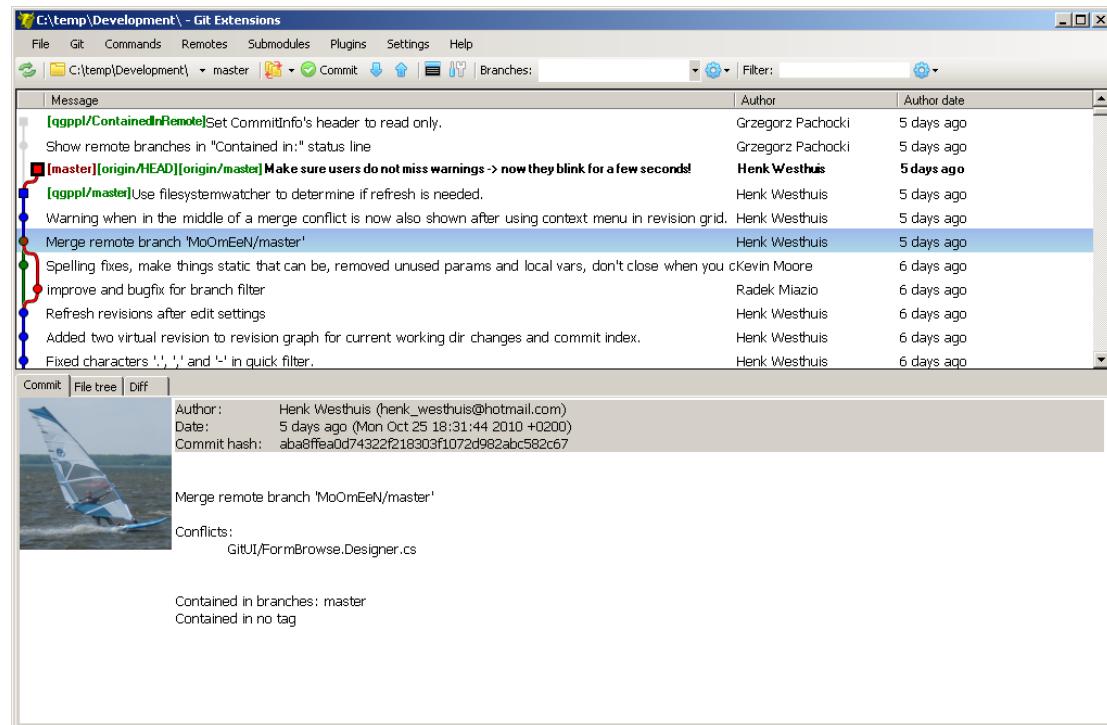
<http://www.sourcetreeapp.com/>



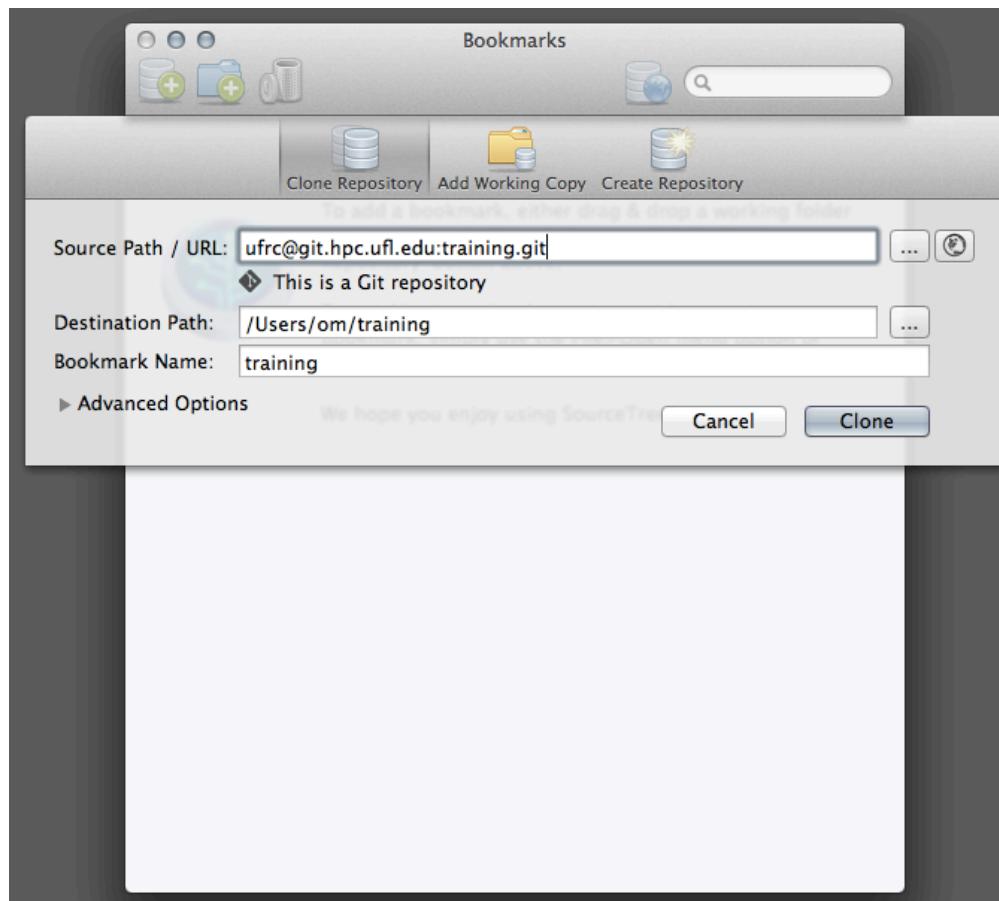
# GUI Client software - Win

<http://git-scm.com/downloads/guis>

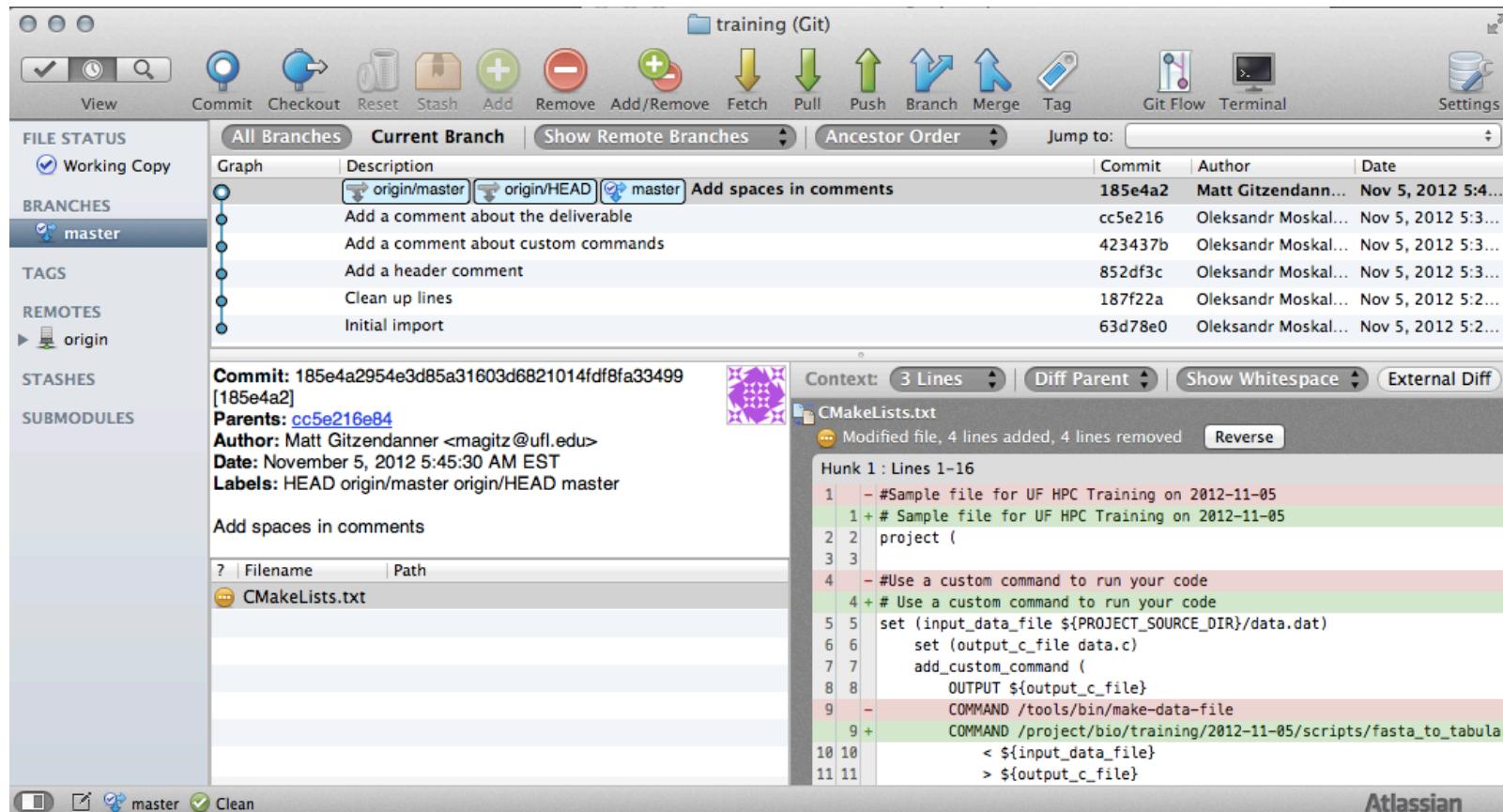
<http://git-cola.github.com/> <http://code.google.com/p/gitextensions/>



# GUI Client software - SourceTree



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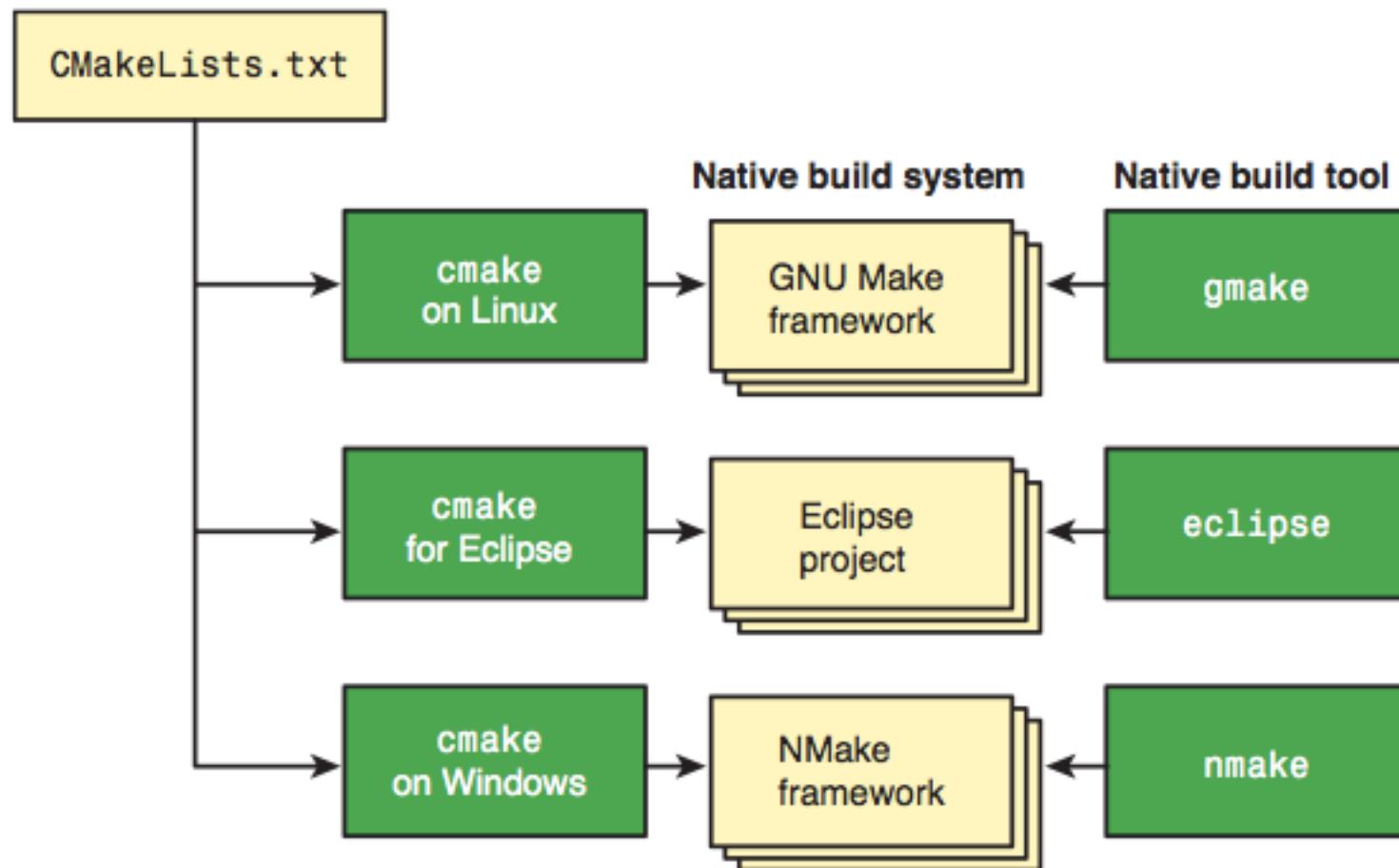


# Build Systems

- ▶ Goal:
  - Convert data from inputs into outputs
  - Software development
    - Compile source code into executable binaries
    - Package scripts
    - Build and package web applications
    - Run tests on the code
    - Run analysis tools
    - Generate documentation

**Sounds familiar?**

# CMake workflow overview



Peter Smith, Software build systems: Principles and Experience, 2011

# CMake Usage - Introduction

- ▶ Contains all directives for building your project
- ▶ Allows in and out of tree builds
- ▶ Creates a native build system i.e.
- ▶ “make” on Linux, “nmake” on Windows etc

# CMake Usage – directory structure

- ▶ /project/bio/training/2012-11-05:
  - CMakeLists.txt
  - bin
  - input
  - output
  - work

Append path to the “bin” directory to \$PATH in the environment or use “FIND\_PROGRAM” commands in CMakeLists.txt

# CMake Usage – run commands

- ▶ mkdir output
- ▶ cd output
- ▶ cmake ..
- ▶ make

# CMakeLists.txt sample

```
CMAKE_MINIMUM_REQUIRED(VERSION 2.8.0)
PROJECT (MetagenomicsStart)
SET(CMAKE_PREFIX_PATH ${CMAKE_SOURCE_DIR})

FIND_PROGRAM(TRIM_SEQ short_reads_trim_seq.py)
ADD_CUSTOM_COMMAND(
    COMMENT "Select high-quality sequences"
    OUTPUT ${CMAKE_SOURCE_DIR}/work/high_quality.fa
    COMMAND ${TRIM_SEQ} 20 50 ${CMAKE_SOURCE_DIR}/work/high_quality.fa ${CMAKE_SOURCE_DIR}/input/input.fa ${CMAKE_SOURCE_DIR}/input/input.qual ye + s
    DEPENDS ${CMAKE_SOURCE_DIR}/input/input.fa
)
ADD_CUSTOM_TARGET(high_qual_fa ALL DEPENDS ${CMAKE_SOURCE_DIR}/work/high_quality.fa)
```

/and so on/

# CMake Run

**Scanning dependencies of target high\_qual\_fa**

[ 6%] **Select high-quality sequences**

[ 6%] **Built target high\_qual\_fa**

**Scanning dependencies of target high\_qual\_read\_fa**

[ 13%] **Convert HQ fasta to tab**

[ 20%] **Add 'readXX' column**

[ 26%] **Convert tab to fasta**

[ 33%] **Built target high\_qual\_read\_fa**

**Scanning dependencies of target high\_qual\_read\_len**

[ 40%] **Compute length**

[ 66%] **Built target high\_qual\_read\_len**

**Scanning dependencies of target high\_qual\_tab**

[ 80%] **Built target high\_qual\_tab**

**Scanning dependencies of target high\_qual\_tab\_read**

[100%] **Built target high\_qual\_tab\_read**

# CMake Outputs

**high\_quality.fa**

**high\_quality\_read.fa**

**high\_quality\_read.len**

**high\_quality\_read.tsv**

**high\_quality.tsv**

# CMake – to bash or not to bash?

- A simple build looks like more complex then an equivalent shell script
- Advantages:
  - More consistent rules when pipelines get bigger
  - Automatically provided variables
  - Build proceeds along a dependency graph
  - If a step fails – subsequent builds will continue from the correct step automatically
  - Out of tree builds are clean automatically
  - Portable – native build system generation
  - ?

# Questions?

# Thank you?