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git-bisect

Bugsquashing Seminar
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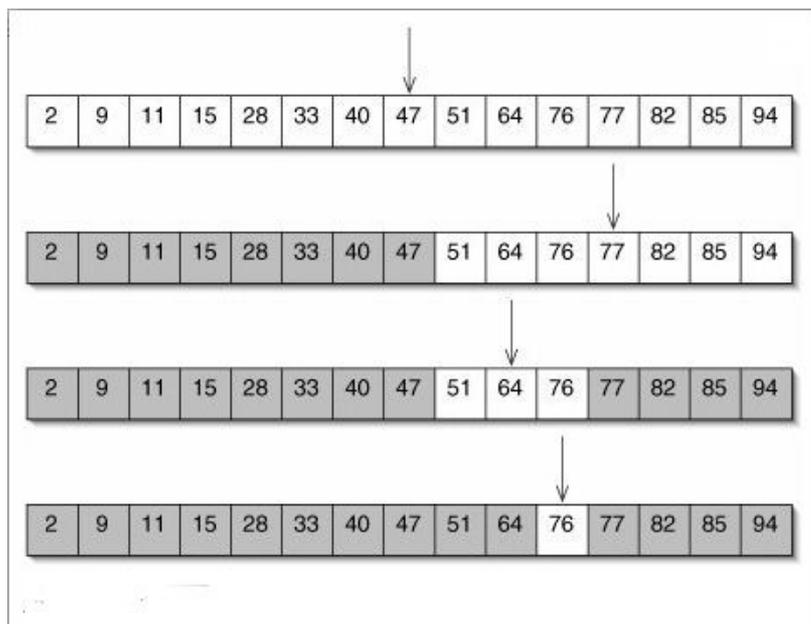


**GERMAN
CANCER RESEARCH CENTER**
IN THE HELMHOLTZ ASSOCIATION

- detect the first commit a bug occurred
- in complex programs – behaviour can depend on several modules (classes)
- the change cannot be identified by git-blame or by parsing commit messages

=> **brute-force search** through the history
unavoidable

- fastest search in **sorted** array : **binary search**



Average Case	$O(\log n)$
Worst Case	$O(\log n)$
Best Case	$O(1)$

- in a **repository**
 - sorted array : *list of commits*
 - binary relation : *buggy / working*

- `git-bisect <option>`
- Initialize search boundaries
 - `git bisect start`
 - `git bisect good <commit>`
 - `git bisect bad <newer_commit> | HEAD`

```
dkfz-vpn136:MITK janhering$ git bisect start
dkfz-vpn136:MITK janhering$ git bisect good adaa9ecc
dkfz-vpn136:MITK janhering$ git bisect bad HEAD
Bisecting: 390 revisions left to test after this (roughly 9 steps)
[1871450c40e0de0f000ab27db10c920149884b04] Merge branch 'bug-10706-ZeroPointer'
dkfz-vpn136:MITK janhering$ █
```

- checkouts the middle commit

- (1) Initialize `git bisect`
 - (2) Test if bug occurs at current state
 - (i) `git bisect bad` if yes
 - (ii) `git bisect good` if no
 - (3) goto (2) if still commits remaining
 - (4) bad commit identified
-
- In case of compile errors at current state:
 - `git bisect skip`
 - `git bisect good <commit>`
 - `git bisect bad <older_commit>`

- **git bisect run** *<script_file>*
 - *<script_file>* some executable script, exit code 0 for success, 1-127 (except 125) for failure

[example]

- Saving and replaying saved state
 - **git bisect log** > *<logfile>*
 - **git bisect replay** *<logfile>*

- **Pro**
 - significant speed-up for brute-force search
 - automatic run

- **Contra** (for huge projects like MITK)
 - external dependency (i.e. CTK) : can require complete superbuild
 - at some commits the project does not compile

Questions?

Thank you for your attention!