

Contributing to FreeBSD via Github

A guide to all the fussy bits

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Some History

The Github Pull Request Experiment

- Started just after git migration
- What to do about github pull requests?
- Core requested I figure out next steps for our workflow.
- How do we use git better?
- What can we do to improve our workflow?



Pull Request Ideals

- Easy path for mature changes
- Integrate worth while changes
- Make contribution easier
- Stop ignoring changes
- Improvements our process and culture
- Help recruit new talent



Boring Background

Overview



- Baseline assumptions
 - You know what git is and how to use it
 - You know what Github is
 - Vague familiarity with FreeBSD's infrastructure
- Github
 - Will highlight the basic mechanics
 - Some GUI pictures
- FreeBSD Expectations
 - What we want
 - What we don't want
 - How we want it packaged
- How to Help Out

Why Github?

- A familiar process to many
- An experiment to try to increase engagement
- Improve our developer pipeline
- Easy to publish to Github w/o being completely dependent on it
- A place to try new ways to improve our general development workflow
- Changes are more visible and discoverable
- Better fit for more people than Phabricator

Target Audience

- Casual user with small fix
 - Man page improvements
 - Minor tweaks (new devices, build fix, etc)
- Casual developers with small to medium sized change
 - Fix to broken behavior
 - Optimizations with measured speed ups
 - Minor new feature
- People Wanting to Contribute
 - Improve the FreeBSD experience
 - Improve the patch acceptance workflow
- vendors with drivers for their hardware
- Focuses on base system, with callouts for docs and ports



Only One Part of the Story

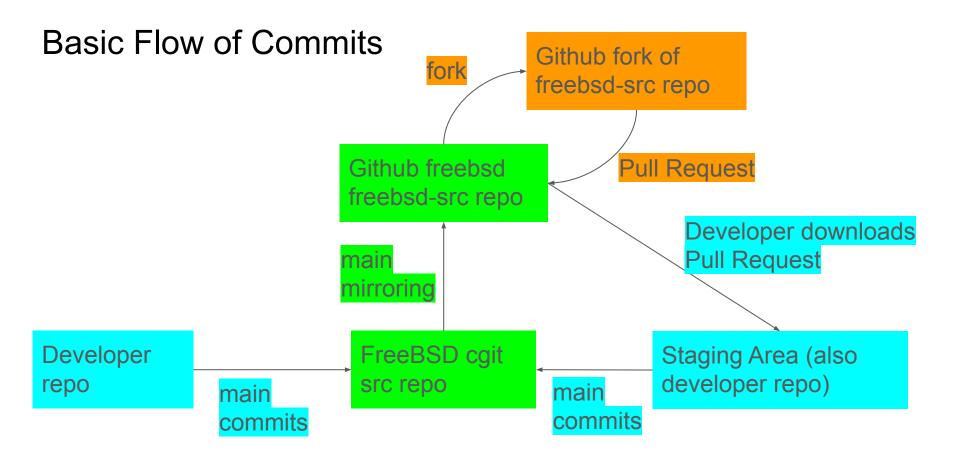
- Bugzilla still for bugs
- Project private resources guard the source of truth repo
- Phabricator for developer review
- Complements CI efforts
- Mailing Lists

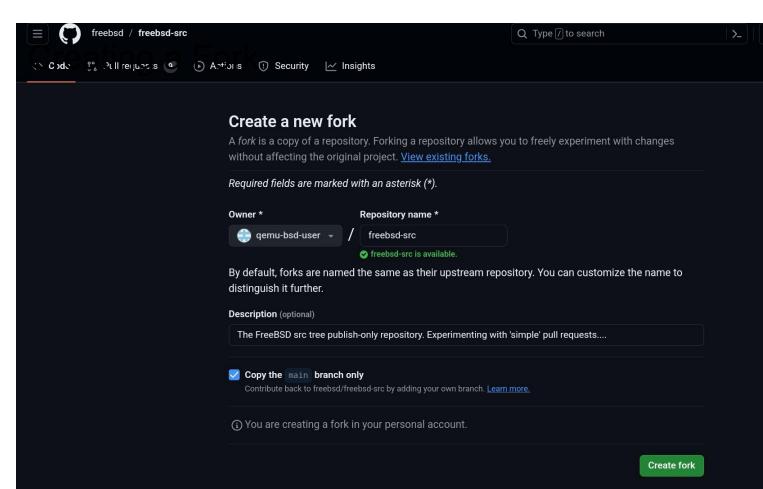


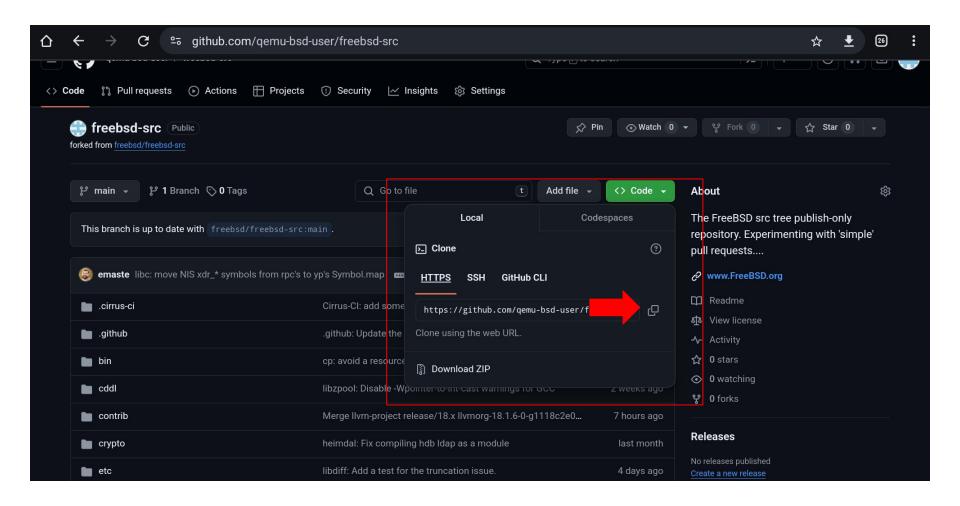
Why Not Phabricator?

- Have to create a new account
 - Most people already have github account
- Hard to discover changes
 - Phabricator's interface makes it hard to find things to commit
- Hard to extract information
 - Phabricator tracks less information than git, and creating a commit message with proper credit from that is hard
- Is End of Life
 - Although things like Phorge are replacing it, they aren't materially fixing these defects
- Phabricator is a developer tool to communicate with other developers
 - Not a friendly place to contribute a change

Getting Started – Basic Flow







Clone your new repo

```
https://github.com/qemu-bsd-user/freebsd-src
Cloning into 'freebsd-src'...
remote: Enumerating objects: 3287614, done.
remote: Counting objects: 100% (993/993), done.
remote: Compressing objects: 100% (585/585), done.
remote: Total 3287614 (delta 412), reused 815 (delta 397), pack-reused 3286621
Receiving objects: 100% (3287614/3287614), 2.44 GiB | 22.06 MiB/s, done.
Resolving deltas: 100% (2414925/2414925), done.
Updating files: 100% (100972/100972), done.
10:50am rebo: 200621> cd freebsd-src
```

Make your changes

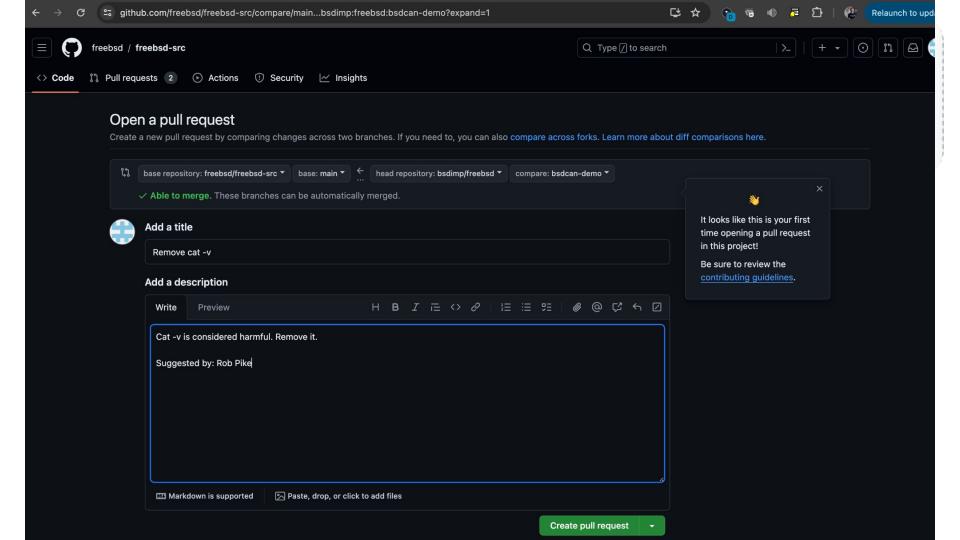
```
10:50am rebo:[20063]> git checkout -b bsdcan-demo
Switched to a new branch 'bsdcan-demo'
10:51am rebo:[20064]> vi mumble-foo
10:55am rebo:[20065]> git commit -a
```

Rince, Lather, Repeat

Push Changes to Your Repo

```
11:15am rebo:[20066]> git push github
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 64 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100\% (3/3), 301 bytes | 3.00 KiB/s, done.
Total 3 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100\% (2/2), completed with 2 local objects.
remote:
remote: Create a pull request for 'bsdcan-demo' on GitHub by visiting:
            https://github.com/bsdimp/freebsd/pull/new/bsdcan-demo
remote:
remote:
To github.com:bsdimp/freebsd.git
 * [new branch]
                              bsdcan-demo -> bsdcan-demo
```





More changes, repush



10:55am rebo:[20065]> git push github --force-with-lease







Evaluating the Changes

First Steps

- Does it pass the CI steps on github
- Are there complaints from our 'checker' scripts



Do We Want It?

- Is it important enough
 - Typo fixes generally not wanted
- Automated Checkers
 - Signed errors
 - Theoretical problems
- Does it fix a real problem?
- Does it solve an interesting problem?
- Generally, cleanup and style changes generally not wanted
- But... on going work in an area may warrant an exception



Is it correct

- Is the code correct?
- Does it solve it in a desirable way?
- Does it integrate well into FreeBSD systems?



FreeBSD Style

- Style checker in Github
- But there's FreeBSD architecture considerations
- Integrates to the FreeBSD specific things



Right Size

- Large enough to do something interesting, desirable and useful
- Small enough to be able to review
- < 10 commits
- < 200 lines changed
- (though those are just guidelines, not hard limits)
- Exceptions do apply

Right Subject

- Change in user-visible behavior
- Change that has consensus
- Change that is worth volunteer time to review, test and commit



Changes Are Mature Enough

- Some changes during review are inevitable
- Major rewrites
 - Must be tested
 - Must have been socialized
 - Must have little to no dissent in the community
- Changes are stable
 - Experimental changes that crash are not welcome



Vendor Driver Changes

- Can be large
- Assume vendor tested
- But we build everywhere (vendors don't always)
- Sanity checks
- Possible alternative to "vendor commit bit"



Some Bad Examples

- Typos in comments
 - Nobody cares, unless you have real bug fixes too
- Theoretical Bugs
 - The kind found by "scanners" that look for patterns
 - That won't change behavior
 - Though some exceptions may apply
- Changes that don't even compile
 - Changes should pass the github testing jobs
- Changes that fix one thing but break other things



How to Help

Github Actions

- Moving the process along
 - "Thank you for your submission"
 - "Thanks for your update" + tag
- Better checking
 - Commit message checking
 - Merge commit filtering



Tooling

- Staging
- Cl testing
- Pushing with rebase
- Other sanity checkers
 - Run igor on man page changes
 - Run lua checker on lua changes
- Context Sensitive Checking
 - No need to rebuild world for man page changes
 - But need to for man page addition (and install too!)





Questions? Warner Losh

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