Pull Requests Seminar

WU YUHAN

My Pull Requests

BerConvoNet

Local Branch

1. **Reorganize to local .py file**

The original repo is exported from Google Colab jupyter notebook.

2. **Update README.md**

Add pypi requirement, environment setup guide, cover image.

3. **Add git submodule**

Make the dependencies of the repo cleaner.

BerConvNet

Install

1. Create a conda environment with python version no more than 3.6

```
conda create -n BerCovNet python=3.6
conda activate BerCovNet
```

2. Install requirements

```
pip install requirements.txt
```

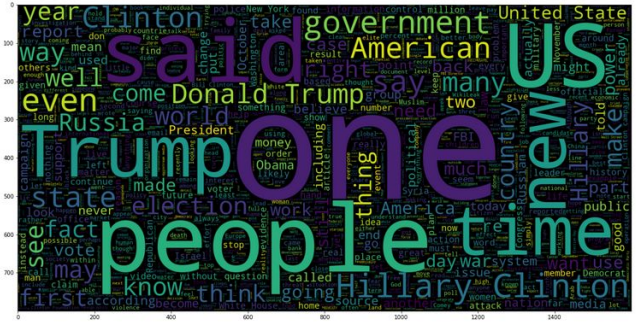
3. Update Submodule

```
git submodule update --init
```

4. Run python file

```
python BerCovNet.py
```

Results



Major Contribution:

- README.md (modified)
- .gitmodules (new)
- BerCovNet.py (new)
- requirements.txt (new)

PCT-Lightning

Better Visualization

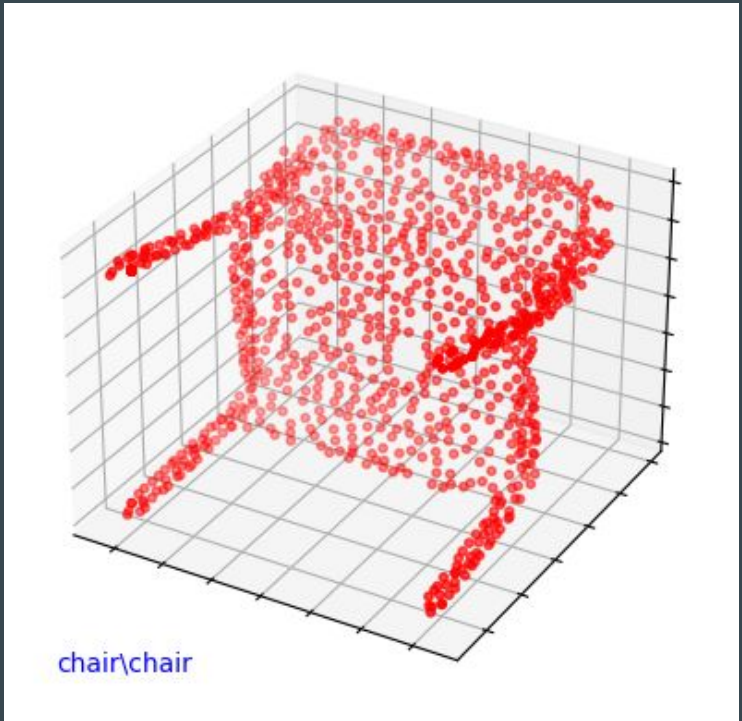
1. **Update README.md**

Fix some errors, reorganize the installation guide

2. **New point cloud visualization**

.Visualization of generated point cloud based on Matplotlib 3D.

PCT-Lightning



Major Contribution:

- README.md (modified)
- configs/test.yaml (modified)
- src/models/pct_module.py (modified)
- src/utils/plot3d.py (new)

FunPalettes

WebVersion

1. **Faster TSP solver**

Update a much faster TSP solver by Dynamic Programming

2. **HTML version**

A static website for palette editing.

Published to my github pages.

Fun Palette Online

https://yoharol.github.io/pages/funpalette/index.html

Fun Palette Online

Major Contribution:

- README.md (modified)
- web_version/
  - color_format.js (new)
  - index.html (new)
  - index.js (new)
  - pickr_classic.css (new)
  - style.css (new)

Fun Palette Online

Future Plan:

1. Click to drag in canvas
2. Load and save palette file in format of Aseprite/Photoshop/...
3. Extract and load feature Palette from given images

Received Pull Requests

FunPalettes

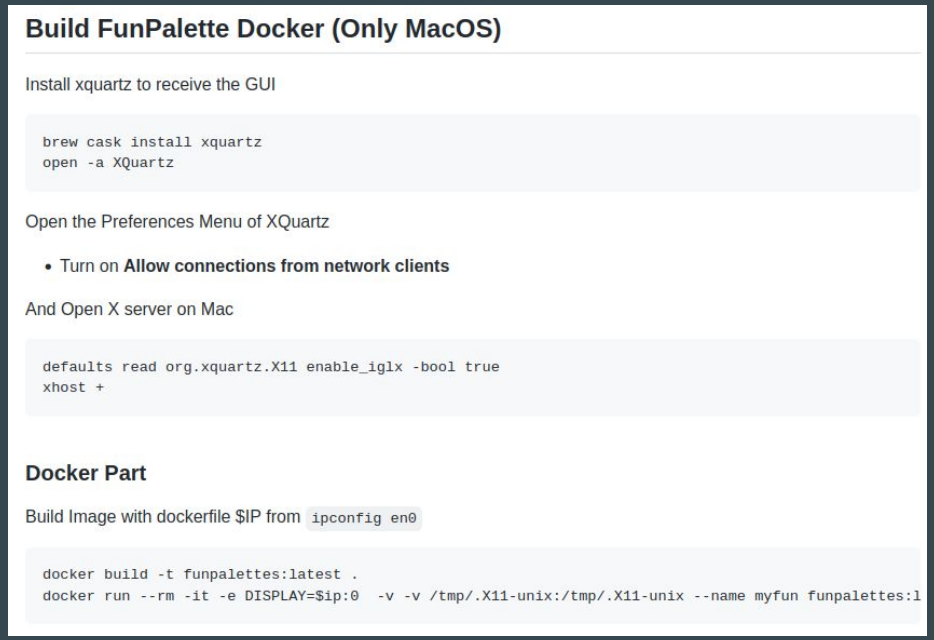
Docker Version

By tinyrolls

Build C++ Version of FunPalette by Docker

Much easier and general than build from CMake.

Fun Palette Online



Build FunPalette Docker (Only MacOS)

Install xquartz to receive the GUI

```
brew cask install xquartz
open -a XQuartz
```

Open the Preferences Menu of XQuartz

- Turn on **Allow connections from network clients**

And Open X server on Mac

```
defaults read org.xquartz.X11 enable_iglx -bool true
xhost +
```

Docker Part

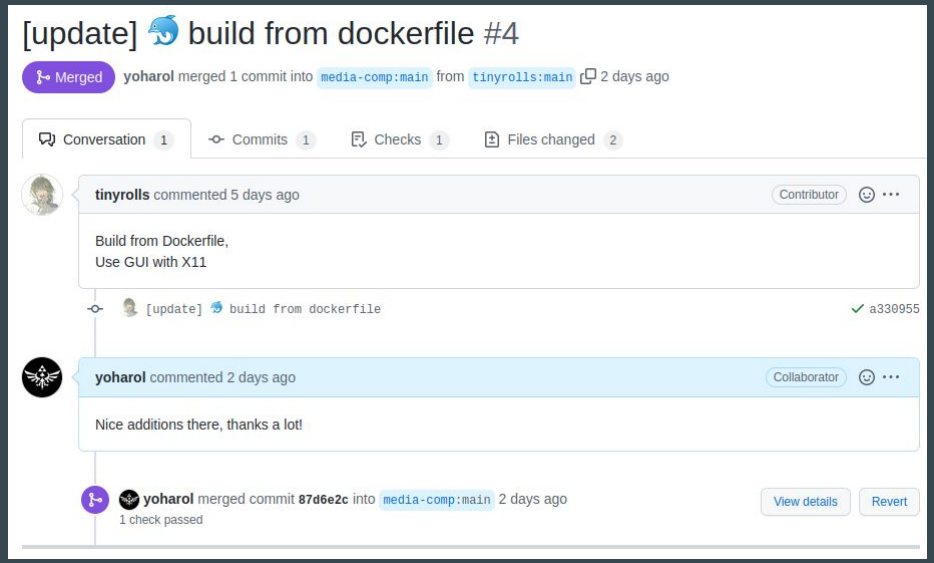
Build Image with dockerfile $IP from `ipconfig en0`

```
docker build -t funpalettes:latest .
docker run --rm -it -e DISPLAY=$ip:0  -v -v /tmp/.X11-unix:/tmp/.X11-unix --name myfun funpalettes:l
```

Major Contribution by tinyrolls:

- README.md (modified)
- Dockerfile (new)

Fun Palette Online



Major Contribution by tinyrolls:

- README.md (modified)
- Dockerfile (new)

Thank You!