

Setting up humanshape code on Windows 7

Operating system and software used

- Windows 7 64 bit
- Matlab R2015a 64 bit
- Visual Studio 2013 Professional for mex file creation (C and C++ compiler)
- Intel Visual Fortran Composer 2013 (part of Intel Cluster Studio 2013) and MS Visual Studio 2012 Professional for mex file creation (FORTRAN compiler)

To compile external\lbfgsb-for-matlab

- Code changes
 - matlabprogram.cpp
 - 1.144: `const int nlhs = 1;`
 - 1.169: `mxArray** plhs = (mxArray**) (mxCalloc(nlhs, sizeof(mxArray*)));`
 - add after 1.193: `mxFree(plhs);`
 - program.h and program.cpp
 - replace `setulb_` by `SETULB` (different compiler convention for naming)
- Run mex in matlab using the following four commands
 - `mkdir objfiles`
 - `mex -c -outdir objfiles/ "...\\humanshape\\external\\lbfgsb-for-matlab\\solver.f"`
 - `mex -output lbfgsb.mexa64 "...\\humanshape\\external\\lbfgsb-for-matlab\\matlabexception.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\matlabscalar.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\matlabstring.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\matlabmatrix.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\arrayofmatrices.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\program.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\matlabprogram.cpp" "...\\humanshape\\external\\lbfgsb-for-matlab\\lbfgsb.cpp" objfiles/solver.obj`
 - `rmdir('objfiles','s')`

Here ... is the location on disk where humanshape is stored (e.g. "[C:\Code](#)")

- This generates the file `lbfgsb.mexw64`

To compile shapemodel

- Code changes
 - shapemodel\lib\include\bool.h
 - do not use this file by commenting out everything
 - shapemodel\lib\include\o_Vector.h
 - 1. 8: #ifdef _WIN32 || _WIN64
 - CTMesh.h and CTMesh-30DOF.cpp
 - comment out the following function, as it causes problems in terms of how arrays are allocated and is never used
static void readShapeSpaceEigens(std::string fileName, int numEigenvectors);
- Run mex in matlab using the following command
 - mex -output shapepose.mexw64 -I...\humanshape\shapemodel\lib\nr\
-I...\humanshape\shapemodel\lib\include\ "...humanshape\shapemodel\shapepose.cpp"
"...humanshape\shapemodel\Show.cpp" "...humanshape\shapemodel\NMath.cpp"
"...humanshape\shapemodel\NRBM.cpp" "...humanshape\shapemodel\paramMap.cpp"
"...humanshape\shapemodel\CTMesh-30DOF.cpp"

Here ... is the location on disk where humanshape is stored (e.g. "[C:\Code](#)")
- This generates the file shapepose.mexw64

To compile rigidAlign (in evaluation\statQuality)

- Code changes
 - GeneralizedProcrustes.h and Generalized Procrustes.cpp
 - replace « long int » by « std::ptrdiff_t »
 - 1.210: replace dgels_ by dgels
 - 1.227: replace dgesvd_ by dgesvd
 - 1.235 and 1.262: replace dgemm_ by dgemm
- Run mex in matlab using the following command
 - mex -largeArrayDims -output rigidAlign.mexw64 -Imatlabroot\extern\include\
"...humanshape\evaluation\statQuality\rigidAlign.cpp"
"...humanshape\evaluation\statQuality\GeneralizedProcrustes.cpp"
-Lmatlabroot\extern\lib\win64\microsoft\ -llibmwblas.lib -llibmwlapack.lib

Here ... is the location on disk where humanshape is stored (e.g. "[C:\Code](#)")
- This generates the file rigidAlign.mexw64

To compile ErrorEvaluation (in evaluation\statQuality)

- Code changes
 - GaussVector.cpp
 - 1.84: replace dlamch_ by dlamch
 - 1.99: replace dsyevx_ by dsyevx
 - 1.134: replace dgemm_ by dgemm
 - 1.176 and 1.206: replace dgemv_ by dgemv
 - UnsupervisedLearning.h
 - after 1.26: #include <algorithm>
- Run mex in matlab using the following command
 - mex -largeArrayDims -output ErrorEvaluation.mexw64 -Imatlabroot\extern\include\ "...\\humanshape\evaluation\statQuality\ErrorEvaluation.cpp"
"...\\humanshape\evaluation\statQuality\GeneralizedProcrustes.cpp"
"...\\humanshape\evaluation\statQuality\patternRecognitionPCA.cpp"
"...\\humanshape\evaluation\statQuality\Mle.cpp"
"...\\humanshape\evaluation\statQuality\GaussVector.cpp"
"...\\humanshape\evaluation\statQuality\UnsupervisedLearning.cpp"
-Lmatlabroot\extern\lib\win64\microsoft\ -llibmwblas.lib -llibmwlapack.lib

Here ... is the location on disk where humanshape is stored (e.g. "[C:\Code](#)")

- This generates the file ErrorEvaluation.mexw64