

Initial Report : Struct

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GitHub url : <https://github.com/andreaIskanderBelkhir/Struct.jl>

Introduction

struct is part of the julia library “LAR.jl”.this library perform geometric calculations on cellular complexes expressed through the Linear Algebraic Representation (LAR). Struct represent complex object and describe those object in they're coordinate system, in this way we can specify the edges. In the code Struct is used as a acyclic oriented graphs; an acyclic oriented graphs are a hierarchical structures formed by different component, and every component have they're different coordinate system

Main interface

A user wanting to use this package will make use of the 4 main interface : *
Lar.Struct * Lar.apply * Lar.struct2lar * Lar.evalStruct

The fonction Struct will create a object of type struct using as input an array of object. This fonction create a structure of geometrical object starting from an array of object.The attribute of a structure are <body,box,name,dim,category>. this fonction return a “Struct” type value and his coordinate system is based on the first object of the “struct” arguments.Also, the resulting geometrical value is often associated with a variable name.Every object in struct can be trasformed by a tensor within its own container The generation of containers may continue hierarchically by suitably applying **Struct**. this fonction is implemented with 4 methods.

The fonction apply use the larmodel in input with the affinateMatrix to return the larmodel as a tuple formed by points an array of cells.

The fonction struct2lar return the struct given by input as his lar representation.

The fonction evalStruct return the world coordinate of the struct in input

Example

To help with the project we used 3 example taken from the **LinearAlgebraicRepresentation.jl** package. the examples were chosen to have different complexity . Its possible to find the chosen example in the folder /docs/examples.Those example are used to test the entirety of the package,meanwhile for testing the singular fonction we created some easier example in the notebook of the specific fonction

Start

Before starting to improve the code, the work started with understanding the package struct as a whole, right after we started to study the functions that compose struct.jl dividing each function in a notebook and for each create some example to run the code and test it with the annotation @btime, @benchmark and @code_llvm (the last two annotation are not used in notebook with longer function for funcionability problem. Before starting to optimize the code, we decide thats better to improve the readabilty of the code using new function when possible for example the function <r(args...)> can use 2 more funcion one for 2D rotation and another for the 3D.

```
function r(args...)
    n = length(args)
    if n == 1 # rotation in 2D
        mat=r2D(args)
    end

    if n == 3 # rotation in 3D
        mat=r3D(args)
    end
    return mat
end
```

Dependency Graph