Technical Documentation

Andrea Esposito

TABLE OF CONTENTS

Ι	The Emotions Tool	1
1	Quick Start 1.1 Installation	3 3 3
2	Code Documentation 2.1 The Entry Point	5 5 6 6 7
II 3	The Browser Extension The Browser Extension	9 11
Ш	I The Server	13
4	Introduction 4.1 Folder Structure	15 15
5	The Data Processor	17
6	The Survey	19
In	dex	21

Part I The Emotions Tool

CHAPTER

ONE

QUICK START

1.1 Installation

To use the tool, download its compiled binary from the repository and execute it from a console.

Important: The tool has been tested on **Ubuntu Xenial 16.04**.

The Affdex SDK is only available on Windows and Ubuntu Xenial 16.04, so compatibility with other Operative Systems is not guaranteed.

1.1.1 From source with CMake

Clone and open the GitHub repository in a console, using the following commands:

```
git clone https://github.com/espositoandrea/Bachelor-Thesis.git
cd Bachelor-Thesis
```

Open the directory containing the tool's source code:

```
cd emotions
```

Finally, create and compile the CMakeProject:

```
mkdir bin
cd bin
cmake -G "CodeBlocks - Unix Makefiles" ..
make
```

1.2 Usage

Important: To use the tool you must have the Affdex SDK installed on your machine. Then, you have to add /path/to/affdex-sdk/lib to the variable \$LD_LIBRARY_PATH (on Ubuntu).

```
export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/path/to/affdex-sdk/lib/
```

Technical Documentation

The tool will then search, in its folder, for the folder lib/affdex-sdk/data/ (that has to contain the data used by Affdex).

The tool can be used through CLI (or executed by another script).

```
./emotions [<option>...] IMAGE...
./emotions [<option>...] --file FILE
```

Where IMAGE is a *data URI*. The available options are:

-h, --help Get the help message

-f FILE, --file FILE The file containing the images to be analyzed (as a data URI)

CODE DOCUMENTATION

2.1 The Entry Point

The main file.

This file is the main file of the tool.

Author Andrea Esposito < github.com/espositoandrea>

Functions

int main (int argc, char **argv)

The main entry point.

This is the entry point of the tool.

Return An exit code based on the execution.

Parameters

- argc: The length of argv.
- argv: The array of arguments given through the command line.

2.2 The CLI

exit_codes setup_options (int argc, char **argv, std::vector<std::string> &images)
Set up the tool's options and arguments.

This function is responsible of the CLI API of the tool. It sets and handles the available options and arguments.

Return An exit code:

- exit_codes::OK If the given arguments are valid and no errors occurred.
- exit_codes::HALT If the given arguments are valid but the argument combination stops the execution.
- exit_codes::ARGUMENT_ERROR If the given arguments are invalid
- exit_codes::UNKNOWN_ARGUMENT_ERROR If an unknown error occurred.

Parameters

- argc: The length of argv.
- argv: The array of arguments passed via CLI.
- images: A variable that will contain the images passed through the CLI API.

2.3 The Exit Codes

enum exit_codes

A collection of all the exit codes of the tool.

This enum contains all the (expected) exit codes of the tool.

Values:

 $\mathbf{OK} = 0$

The tool exited with no error completing its tasks.

HALT = 1

The tool exited with no error, but without completing its tasks.

ARGUMENT ERROR = 2

The tool exited due to errors in the given arguments.

UNKNOWN ARGUMENT ERROR = 3

The tool exited due to unknown errors while parsing the arguments.

2.4 The Data URI

class data_uri

A utility class to handle data URIs.

This class represents a data URI. A data URI is defined by MDN as a string with the followind sintax: data: [<mediatype>] [; base64], <data>.

Public Functions

```
data uri (const std::string &s)
```

The class constructor.

This constructor creates a *data_uri* from a string.

Parameters

• s: The string representing the data uri.

Exceptions

• data_uri::string_not_uri: if s is not a valid data URI.

std::string get_type() const

Get the media type.

This function returns the media type of the data URI.

Return The media type (<mediatype> in data: <mediatype>; base64, <data>).

std::string get_data() const

Get the data.

This function returns the data contained in the data URI.

Return The data (<data> in data: <mediatype>; base64, <data>).

std::string get_uri() const

Get the URI.

This function returns the entire URI as a string.

Return The URI as a string.

Public Static Functions

```
bool is_data_uri (const std::string &s)
```

Check if a string is a data URI.

The function checks if a string is in the format data: <mediatype>; base64, <data>.

Return True if s is a data URI, false otherwise.

Parameters

• s: The string to be checked

class string_not_uri : public exception

An exception raised if a string is not an URI.

This exception is thrown if a string, assumed to be one, is not a data URI.

2.5 The Base64 Utilities

namespace base64

Namespace for dealing with base64 strings.

This namespace contains utilities to deal with base64 strings.

Functions

std::string encode (const std::string &s)

Encode a string to base64.

This function encodes a string to a base64 string.

Return The encoded string.

Parameters

• s: The string to be encoded.

std::string encode (unsigned char const *s, unsigned int len)

Encode a string to base64.

This function encodes a string to a base64 string.

Return The encoded string.

Parameters

- s: The string to be encoded.
- len: The length of the string s.

std::string **decode** (std::string **const** &s)

Decode a *base64* string.

This function decodes a base64 string to a binary string.

Return The decoded string.

Parameters

• s: The string to be decoded.

Part II The Browser Extension

CHAPTER	
THREE	

THE BROWSER EXTENSION

Part III

The Server

CHAPTER

FOUR

INTRODUCTION

4.1 Folder Structure

The server/ folder contains all the source code of the developed server. Its structure is the following (all described folders are subfolders of server/).

views/ This folder contains all the views developed for the server.

views/layouts/ This folder contains the layouts used to define the views.

survey/ This folder contains all the required data for the survey.

assets/ This folder contains all the static files that will be served without any modification.

assets/images/ A folder that contains all the images and illustrations used.

assets/js/ A folder that contains all the external JavaScript files (needed by the extension).

assets/style/ A folder that contains all the stylesheets of the server (written in SASS).

THE DATA PROCESSOR

class DataProcessor()

The data processor.

This class processes the collected data, by adding various features (that can be extracted by the existing fields).

DataProcessor._analyzeEmotions(data)

Extract the emotions from the image field.

Arguments

• data (Object) – The data to work on.

Returns Promise.<**Array.**<**Object>>** – A promise that will be resolved once the analysis is completed. The returned parameter contains the modified data.

DataProcessor._minimumAcceptedValue

Get the minimum accepted value for the emotions' fields. If the registered value is less than the returned value, the emotions' object can be safely discarded.

DataProcessor._roundValue(val)

Round a value to two decimal places.

Arguments

• val (number) – The value to be rounded.

Returns number – The value rounded to two decimal places.

DataProcessor.process (data)

Process the data. This modify the passed data injecting various features in them.

Arguments

• data (Object | Array. <Object>) - The data to be processed.

Returns Promise.<**Array.**<**Object>>** – A promise that will be resolved once all the data have been processed. The promise's parameter holds the modified data.

THE SURVEY

The survey is generated using the export defined in the module <code>survey/survey-data.js</code>. Here is documented the structure of the exported object.

class Survey()

The survey configuration object.

Arguments

- **introduction** (*string*) The introduction to the survey. Treated as raw HTML.
- **sections** (Array. < Section >) The survey's sections.

class Section()

A section of the survey.

Arguments

- title (string) The section's title.
- questions (Array. < Question >) The section's questions.

class Question()

A question of the survey. @extends BasicQuestion.

Arguments

- **type** (*string*) The type of question.
- rules (Object) Various additional rules. Can be any HTML attribute accepted by the current input type.
- placeholder (string) The input placeholder.
- **choices** (Array. < string>) A list of choices. Used only if type is 'choice'.
- **question** (*string* | *Array* . *<BasicQuestion>*) If it's a string, the same as BasicQuestion.question. If an array of BasicQuestion, a list of questions used if type is 'likert'.

class BasicQuestion()

A basic question of the survey. This class contains all the required field of a question.

Arguments

- **question** (*string*) The question that will be asked to the user.
- name (string) The name of the GET/POST parameter.

• required (boolean) – Wether or not the input is required.

INDEX

```
S
Α
ARGUMENT_ERROR (C++ enumerator), 6
                                          Section() (class), 19
                                          setup_options (C++ function), 5
В
                                          Survey () (class), 19
base64 (C++ type), 7
base 64:: decode (C++ function), 8
base64::encode (C++ function), 7, 8
                                          UNKNOWN_ARGUMENT_ERROR (C++ enumera-
BasicQuestion() (class), 19
                                                 tor), 6
D
data\_uri(C++ class), 6
data_uri::data_uri(C++ function), 6
data_uri::get_data(C++ function), 7
data_uri::get_type (C++ function), 6
data_uri::get_uri(C++ function), 7
data_uri::is_data_uri(C++ function),7
data_uri::string_not_uri (C++ class),
DataProcessor() (class), 17
DataProcessor._analyzeEmotions()
       (DataProcessor method), 17
DataProcessor._minimumAcceptedValue
       (DataProcessor attribute), 17
DataProcessor._roundValue()
                                   (Dat-
       aProcessor method), 17
DataProcessor.process() (DataProces-
       sor method), 17
Ε
exit_codes (C++ enum), 6
Н
HALT (C++ enumerator), 6
M
main(C++function), 5
OK (C++ enumerator), 6
Q
Question() (class), 19
```