

# PRs Review

Media Computing in Practice (2022)

M1 Boming YANG

Dept. ICE, IST 2022.7.6

#### → 2022-FunPalettes←

#### [update] 5 build from dockerfile

- Issue:
  - Make a more convenient method to build and run.
  - Users do not need to set up the environment.
- **Solutions:**
- Use Docker to have it run the same way on all environments.
  - Build Docker Image with Dockerfile
    - \*\*Cmake Version\*\* (no apt-get)
    - \*\*nointeractive\*\* (or stunk at time-zone setting)
  - Install Xquartz on MacOS
    - Docker start with DISPLAY
- Ref: https://github.com/mviereck/x11docker
  - https://qiita.com/hoto17296/items/bdb2ab24bc32b6b7f360

https://medium.com/@benjamin.botto/opengl-and-cuda-applications-in-docker-af0eece000f1

```
1 + FROM ubuntu:20.04
2 + ENV PWD=/2022-FunPalettes
3 + WORKDIR ${PWD}
4 + ENV DEBIAN FRONTEND noninteractive
6 + ADD . / ./
7 + RUN apt-get update -y \
          && apt-get install -y wget tar libx11-dev libeigen3-dev libsdl2-dev mesa-utils build-essential libgl-dev
9 + RUN wget https://cmake.org/files/v3.20/cmake-3.20.6-linux-x86 64.tar.gz
         tar -zxvf cmake-3.20.6-linux-x86 64.tar.qz \
         && mv cmake-3.20.6-linux-x86 64 cmake-3.20.6 \
         && ln -sf $PWD/cmake-3.20.6/bin/* /usr/bin
13 + RUN mkdir build && cd ./build \
         && cmake .. -DCMAKE BUILD TYPE=Release \
         && cmake --build . --config Release
16 + CMD $PWD/build/FunPalttes
```

```
+ ## Build FunPalette Docker (Only MacOS)
  + Install xquartz to receive the GUI
0 + brew cask install xquartz
  + Open the Preferences Menu of XQuartz
  + - Turn on **Allow connections from network clients**
6 + And Open X server on Mac
 + defaults read org.xquartz.X11 enable_iglx -bool true
9 + xhost +
1 + ### Docker Part
+ Build Image with dockerfile
3 + $IP from ```ipconfig en0```
7 + docker run --rm -it -e DISPLAY=$ip:0 -v -v /tmp/.X11-unix:/tmp/.X11-unix --name myfun funpalettes:latest bash
```

### → 2022-HybirdIntelligence ←

#### [update] 5 create action & update README

- Issue:
  - 1. Lack of Github action
  - 2. Code is not highlighted in README
- Solutions:
  - 1. Make a github action.
  - 2. Update the code blocks in README.md

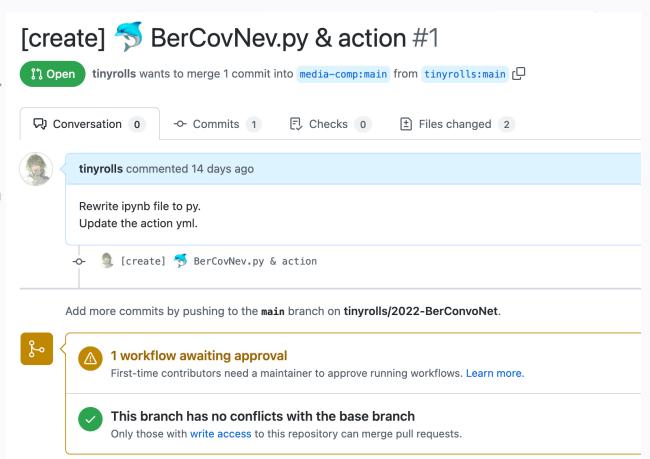
```
√ 34 ■■■■ .github/workflows/main.yml 
□

             @@ -0,0 +1,34 @@
        1 + name: Test Actions
                 branches: [ main ]
                 runs-on: ubuntu-latest
                 steps:
                   - uses: actions/checkout@v3
                   - uses: actions/setup-python@v3
                    with:
                       python-version: '3.7'
                   - name: Install dependencies
                    pip install opency-python chardet
                    pip install -r requirements.txt
                   - name: Dataset
                     run:
                      python downloadBasaltDataset.py
                      python dataProcessing.py
                       python compileLabels.py
                   - name: Training
                     run:
                      python train.py
      31 +
      32 +
      33 +
      34 +
                      python test.py (
```

### →2022-BerConvoNet⊷

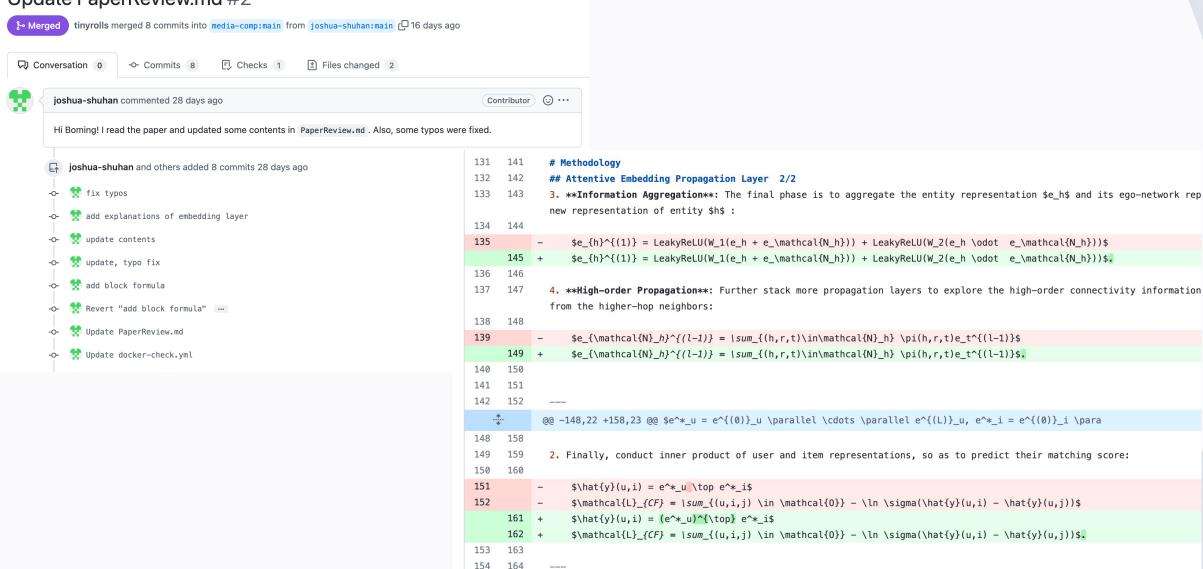
#### [update] SerCovNev.py & action

- Issue:
  - 1. Lack of Github action
  - 2. Jupyter could not run conveniently in github action
- Solutions:
  - 1. Make a single py file from ipynb
  - 2. Update the github action

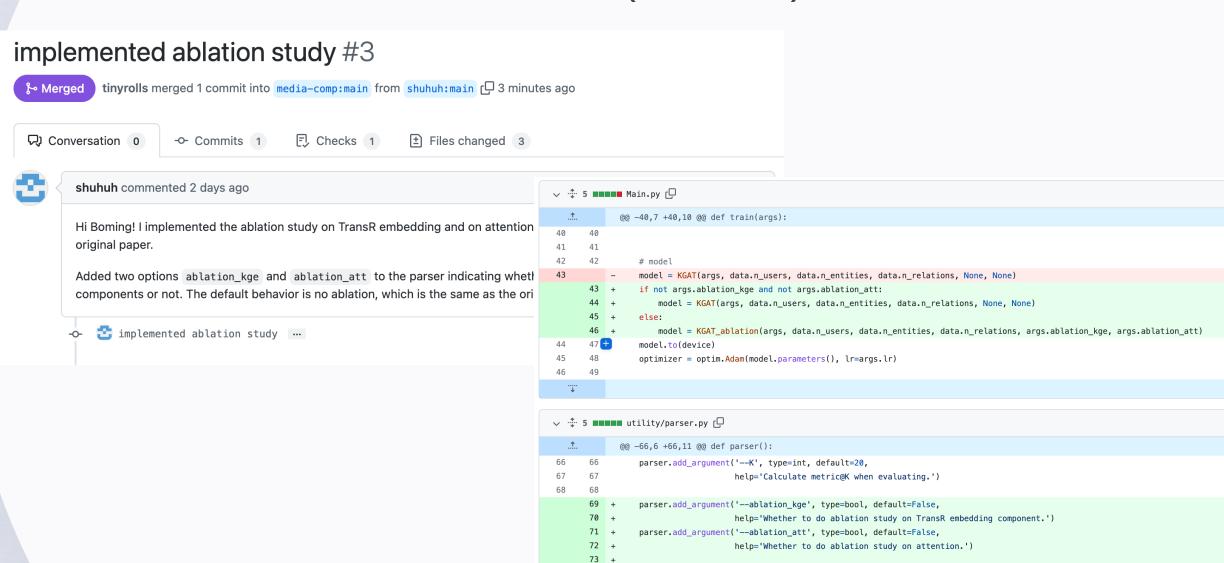


#### →2022-KGAT(Received) ←

#### Update PaperReview.md #2



#### →2022-KGAT(Received) ←



74

75

....

args = parser.parse\_args()

save\_dir = 'result/KGAT/{}/entitydim{}\_relationdim{}\_{{}\_{}\_pretrain{}/'.format(



# Thanks

Media Computing in Practice (2022)