
eflatun uav

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eflatun_uav

EFLATUN_UAV

Modules

| | |
|-------------------------------------|-------------------------------------------|
| <code>eflatun_uav.filters</code> | Filter implementations for moving objects |
| <code>eflatun_uav.helpers</code> | |
| <code>eflatun_uav.objects</code> | |
| <code>eflatun_uav.optimizers</code> | |
| <code>eflatun_uav.trackers</code> | |

1.1 eflatun_uav.filters

Filter implementations for moving objects

Classes

| | |
|--------------------------------------------------|--------------------------------------|
| <code>BaseFilter(input_size, output_size)</code> | Base Filter object for Filter module |
|--------------------------------------------------|--------------------------------------|

class eflatun_uav.filters.**BaseFilter**(*input_size: List, output_size: List*)

Bases: object

Base Filter object for Filter module

__init__(*input_size: List, output_size: List*) → None

 summary

Parameters

- **input_size** (*List*) – _description_
- **output_size** (*List*) – _description_

1.2 eflatun_uav.helpers

Modules

| | |
|----------------------------------------------------|---------------------------------------------------------------|
| <code>eflatun_uav.helpers.number_generators</code> | This module creates numbers for given variable type of inputs |
|----------------------------------------------------|---------------------------------------------------------------|

1.2.1 eflatun_uav.helpers.number_generators

This module creates numbers for given variable type of inputs

Functions

| | |
|-----------------------------------------------------|-------------------------------------------------------------------------------------------------|
| <code>convert_string_to_float(string)</code> | Converts a string to a deterministic random float representation between 0 and 1. |
| <code>convert_string_to_int(string, *, base)</code> | Converts a string to an deterministicly random integer representation using the specified base. |

`eflatun_uav.helpers.number_generators.convert_string_to_float(string: str) → float`

Converts a string to a deterministic random float representation between 0 and 1.

Works better for texts longer than 5 letters.

Parameters

• **string** (*str*) – The input string to be converted to a float.

Returns

The float representation of the input string between 0 and 1.

Return type

float

Example

```
>>> convert_string_to_float("Hello, World")
0.3350260018341942
>>> convert_string_to_float("Hi, World?")
0.8893743173684925
>>> convert_string_to_float("Hi, World")
0.03764671504177386
```

`eflatun_uav.helpers.number_generators.convert_string_to_int(string: str, *, base: int | None = 256) → int`

Converts a string to an deterministicly random integer representation using the specified base.

Works better for texts longer than 5 letters.

Parameters

• **string** (*str*) – The input string to be converted to an integer.

- **base** (*Optional[int]*, *optional*) – The base to be used for the conversion. Defaults to 256.

Raises

ValueError – If the base is not an integer or if it is 0, -1, or 1.

Returns

The integer representation of the input string.

Return type

int

Example

```
>>> convert_string_to_int("Hello, World!")
157
>>> convert_string_to_int("Hello, World")
84
>>> convert_string_to_int("Hello, World!", base = 36)
13
```

1.3 eflatun_uav.objects

1.4 eflatun_uav.optimizers

1.5 eflatun_uav.trackers

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