# treeopt Documentation

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A python module for simulation-based optimization

## ONE

## **GETTING STARTED**

## **1.1 Installing the Library**

You can use pip to install *treeopt*.

pip install treeopt

TWO

## **API DOCUMENTATION**

A python module for simulation-based optimization.

## THREE

## DEVELOPMENT

## 3.1 Getting Started

This section provides instructions for setting up your development environment. If you follow the steps from top to bottom you should be ready to roll by the end.

### 3.1.1 Get the Source

The source code for the TREEOPT project lives at github. You can use git clone to get it.

```
git clone https://github.com/hbrs-cse/TREEOPT
```

### 3.1.2 Create the Virtual Environment

You can create a virtual environment and install the project's dependencies using make.

```
make venv
make install
source venv/bin/activate
```

### 3.1.3 Try It Out

One way to test out the environment is to run the tests. You can do this with the make test target.

```
make test
```

If the tests run and pass, you're ready to roll.

#### 3.1.4 Getting Answers

Once the environment is set up, you can perform a quick build of this project documentation using the *make answers* target.

make answers

## 3.2 Contribution Guide

Begin by reading the section *Getting Started*. Make sure you are on your master branch and your local copy is up-to-date:

```
git checkout master git pull
```

### 3.2.1 Create a new feature branch

If you would like to contribute, begin by creating a feature branch

```
git checkout -b jk/issue-42-my-awesome-new-feature
```

Ideally, the name of the branch should have a speaking name. It is good practice to prepend a private branch with your initials. If you are writing a feature that is referenced in an issue on Github, include the issue number in your branch name.

Now implement your modifications. The source code of the library is contained in the subdirectory treeopt. Any new feature should be thoroughly tested, so please add unit tests in the tests subdirectory.

#### 3.2.2 Autoformat your code

Your code stype should conform to the PEP. We use flake8 to check the code at every commit and decline contributions that are not conform to the standard. Using a combination of the tools pre-commit, black and flake8 you can automatically re-format and check your code with every commit. To activate this optional feature, install pre-commit

```
pip install pre-commit
```

and install the pre-configured commit-hook for this repository. In the root directory of this repo, type

```
pre-commit install
```

That's all there is to it!

#### 3.2.3 Commit your changes

```
git commit -m 'implemented an awesome new feature
fixes #42'
```

The commit message should be a short, but good description of the changes. Make as many commits as you need and try to change only one thing. A good rule of thumb is, that using the word "and" in a commit message is a sign, that you could have used two commits instead.

You can add a reference to an Github issue number using a hashtag.

### 3.2.4 Push your local branch

git push -u origin HEAD

This will generate a new branch in the remote repository with the same name as your local branch and the sync the two branches. After the remote branch has been created, the command

git push

suffices to push your local changes to the remote branch.

### 3.2.5 Create a Pull Request

If you are satisfied with your changes, navigate to the repo on Github and open a Pull Request. You can prepend the Pull Request name with *[WIP]* to label it as "Work in Progress". This way, noone will prematurally review your unfinished work.

## 3.3 Using the Makefile

This project includes a Makefile that you can use to perform common tasks such as running tests and building documentation.

### 3.3.1 Targets

This section contains a brief description of the targets defined in the Makefile.

#### clean

Remove generated packages, documentation, temporary files, etc.

#### lint

Run pylint against the project files.

#### test

Run the unit tests.

#### quicktest

Run the unit tests without performing pre-test validations (like linting).

#### docs

Build the documentation for production.

**Note:** You can also build the documents directly, bypassing validations like *linting* and *testing* using Sphinx Makefile directly.

```
cd docs
make clean && make html
make latexpdf
```

#### answers

Perform a quick build of the documentation and open it in your browser.

#### package

Build the package for publishing.

#### publish

Publish the package to your repository.

#### build

Install the current project locally so that you may run the command-line application.

#### venv

Create a virtual environment.

#### install

Install (or update) project dependencies.

#### licenses

Generate a report of the projects dependencies and respective licenses.

Note: If project dependencies change, please update this documentation.

## 3.4 Publishing the Package

As you make changes to the project, you'll probably want to publish new version of the package. (*That's the point, right?*)

## 3.4.1 Publishing

The actual process of publishing the project is just a matter of running the publish target.

make publish

## 3.4.2 Installing

If you just need to install the library in your project, have a look at the general tutorial article.

## 3.5 Building the Documentation

### 3.5.1 Sphinx

The documentation in this project is generated by Sphinx from reStructuredTex.

### 3.5.2 Ubuntu/Debian

This project started on Ubuntu Linux 18.04. That doesn't mean you can't use another distribution, or even another operating system, but you may need to perform some additional setup steps to get your builds working. (If you do get it working under another system, please consider adding an article to let others know how you did it!)

#### **Prerequisites**

The project uses the Sphinx LatexBuilder to generate a PDF document. If you're using Ubuntu (or Debian) you'll need to install texlive and latexmk.

```
sudo apt-get install texlive-latex-recommended \
    texlive-latex-extra \
    texlive-fonts-recommended \
    latexmk
```

### 3.5.3 make

Once everything is in place, you can build the documentation using the *make docs* the target defined in the project's *Makefile*.

make docs

## FOUR

## **INDICES AND TABLES**

- genindex
- modindex
- search

## **DEPENDENCIES**

The requirements.txt file contains this project's module dependencies. You can install these dependencies using pip.

pip install -r requirements.txt

## 5.1 requirements.txt

```
click>=7.0,<8
pip-check-reqs>=2.0.1,<3
pip-licenses==3.3.1
flake8>=3.7.9,<4
flake8-docstrings>=1.5.0,<2
pytest==6.2.3
pytest-cov>=2.5.1,<3
pytest-pythonpath>=0.7.2,<1
setuptools>=38.4.0
Sphinx>=2.2.0
sphinx-rtd-theme>=0.4.3,<1
tox>=3.0.0,<4
twine==3.4.1
pre-commit>=2.2.0
```

Name	Ver-	License	URL
	sion		
Click	7.0	BSD	https://palletsprojects.com/p/click/
bleach	3.1.0	Apache Software License	https://github.com/mozilla/bleach
filelock	3.0.12	Public Domain <http: td="" unlicense.<=""><td>https://github.com/benediktschmitt/py-filelock</td></http:>	https://github.com/benediktschmitt/py-filelock
		org>	
frozenordered-	1.2.0	MIT	https://github.com/wsmith323/
dict			frozenordereddict
importlib-	0.18	Apache Software License	http://importlib-metadata.readthedocs.io/
metadata			
readme-renderer	24.0	Apache License, Version 2.0	https://github.com/pypa/readme_renderer
toml	0.10.0	MIT	https://github.com/uiri/toml
webencodings	0.5.1	BSD	https://github.com/SimonSapin/
			python-webencodings
zipp	0.5.1	UNKNOWN	https://github.com/jaraco/zipp

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## **INDICES AND TABLES**

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