

Graduate Blog

Rantings of a semi-conscious graduate student -- take with a grain of salt.

[Research progress, week of 2017-05-03](#)

Posted by chathaway on May 10, 2017, 6:23 p.m.

This past week:

- Grading. Final exam grading Monday-Wednesday morning
- Setup server to store list of projects to be indexed
- Continued work on code; considering investigating Luigi

Next week:

- If internet is setup, provide link to list of projects
- Continue working on fetching data (long overdue)

Other:

- Last Friday was "first" day at FIS; starting this Friday, my schedule is: M, W, F = FIS, T, Th = RPI
- Internet troubles; I can't host things until they get resolved
- Working on migrating from RPI email to personal email (not sure how long I will continue to have RPI email)

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[Research progress, week of 2017-04-26](#)

Posted by chathaway on May 3, 2017, 5:46 p.m.

This past week:

- Continued working on code; encountered issues getting project versions (API didn't respond how I expected, internet suggests pulling all issues (which we need anyway) and scanning them for unique tags)
- Worked on making the list of projects easy to access
 - Still need to put it somewhere public with all current projects
- Tried to talk with Barb on Slack; some response, then nothing

Next week:

- Work on code
- Put project list in public place

Other:

- Next week I will be grading finals Monday-Wednesday
- This past week moved some stuff down to PA; arranged for "office space" to ...

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[Docker Compose Hint](#)

Posted by chathaway on May 2, 2017, 2:04 p.m.

If you are having trouble installing the correct version of docker-compose on Ubuntu, here's my hint: do not run "apt install docker-compose". Instead, follow the directions on their site (<https://docs.docker.com/compose/install/>).

Yes, I know it's super lame and stops you from getting automatic updates. But I mean, at least it works.

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[Research progress, week of 2017-04-19](#)

Posted by chathaway on April 26, 2017, 6 p.m.

This past week:

- Paperwork
- Worked on pulling data from Jira APIs; hit issue with rate limits

Next week:

- Revamp code to be more robust
 - Start manually identifying Maven projects

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[What does it mean to make something?](#)

Posted by chathaway on April 21, 2017, 6:48 p.m.

At what point can I say "Yeah, I made that thing" and claim ownership over something I did? It seems like a simple problem, but I keep getting caught in a (metaphorical) recursion loop whenever I try to answer it; if I take a video from youtube and play it fast, did I make it? What if I take a hundred videos, and play them faster then stickem together? What if I take the source material (3d models, Flash files, etc), and re-render them? What if I modify the source files by changing a color?

And so on and so ...

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[Research progress, week of 2017-04-12](#)

Posted by chathaway on April 19, 2017, 5:57 p.m.

This past week:

- Looked at Maven repos to find a way of extracting bug tracking information; no luck
- Continued work on scripts to pull in and analyze Maven repositories for interactive complexity; progress, but work is unfinished due to grading

Next week:

- Finish scripts to analyze Maven repos
- Test scripts
- Last attempt at finding pattern to Maven repos; if that fails, search by hand

Other:

- Conversation with James and Ryan about making the CSDT development community more friendly
- Work with Bill on getting static pages
- Grading. All the grading.

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[Circling an Object in Blender](#)

Posted by chathaway on April 10, 2017, 6:46 p.m.

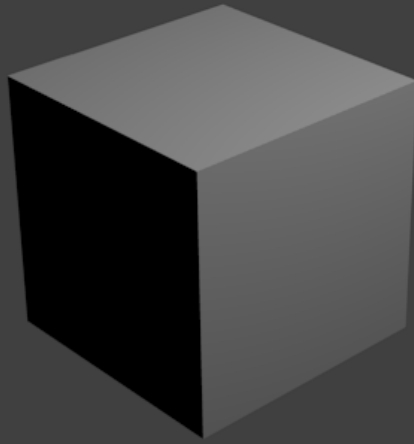
1. Create a curve with your object at the center; scale it to size
2. Create an empty at the center of the curve
3. (in object mode) select camera, shift-select curve, ctrl+p, and "Follow curve"

Of course, the camera will just kinda stare in some direction. You need to add a "Track-to" modifier, which behaves weirdly.

1. Select the camera
2. Constraints -> Add Object Constraint -> Track To
3. Select the target
4. Adjust "To" to be -Y, and Up to by Y

Tada!

Blender file: http://logrit.com/media/uploads/camera_circle.blend



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[The Secret Santa App](#)

Posted by chathaway on Nov. 25, 2016, 3:39 p.m.

This is a fun one; my stepmother walks in and says "I have a great idea! Why don't you make a little app that randomly assigns people for secret santa!"

I think she was just trying to be nice; include my hobby in the a family tradition. She thought it sounded easy enough, and it shouldn't take me more than 5 minutes. But let's take a minute, and explore another case of "That should be easy, right?"

The Problem

For this who don't know, Secret Santa is basically a game in which each person is assigned ...

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[The RTS Struggle](#)

Posted by chathaway on Nov. 1, 2016, 1:20 a.m.

During all my free time, which as a graduate student, which I totally have a ton of (no, sarcasm, of course), I've been searching for a good RTS game to play. If you know if one, please leave it in the comments! This blog post documents my attempts at playing various games; I will record what impressions of the game were, how it compared to the "gold standard", and whether or not I returned the game before Steam's grace period was up.

Note that I try these games for a maximum of 2 hours, then make a snap ...

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[Anonymous Fibonacci in Haskell](#)

Posted by chathaway on Sept. 14, 2016, 3:55 p.m.

We all know how to write the Fibonacci function; but can we do it using only anonymous functions? It's easy enough in something like Javascript; we make the Fibonacci function take in the function as an argument, then our normal variables. i.e.

```
(function (x, n) { return x(x, 1, 0, n) }) (function(m, a, b, n) {if (n == 0) { return a } else { return m(m, a+b, a, n-1) }}), 5)
```

Or, if you want to use ES6:

((x, n) => { return x(x, 1, 0, n) }) ((m, a, b, n) => {return n == 0 ? a : m(m, a ...

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