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1  package hyperDap.generator.main;
2
3  import java.util.List;
4  import java.util.Random;
5  import hyperDap.base.types.dataSet.DataSet;
6  import hyperDap.base.types.dataSet.ValueDataSet;
7
8  public class GenMain {
9
10     /**
11      * Create a new {@link ValueDataSet} made up of any number of mathematical
12      * functions combined.
13      *
14      * @param functionEncodings The {@code encoding} specifying what functions should
15      * be represented.
16      * See {@link GenSegment} for details.
17      * @param numberOfBiases The number of times that the value of the functions
18      * should abruptly
19      * change, affecting all subsequent values.
20      * @param base The {@code base} of the {@link DataSet}.
21      * @param step The {@code step} of the {@link DataSet}.
22      * @param length A rough number of the data points that is to be generated.
23      * @param noise Unused at this time.
24      * @return The generated {@link ValueDataSet}
25      */
26     public static ValueDataSet<Double> newDataSet(List<String> functionEncodings, int
27     numberOfBiases,
28     double base, double step, int length, double noise, double precision) {
29         // protect from bad arguments
30         if (functionEncodings.isEmpty()) {
31             throw new IllegalArgumentException(
32                 String.format("%s was passed an empty list of functionEncodings",
33                     GenMain.class));
34         }
35         if (step == 0.0) {
36             throw new IllegalArgumentException(
37                 String.format("%s has been passed illegal step size of 0.0!",
38                     GenMain.class));
39         }
40         if (length <= 0) {
41             throw new IllegalArgumentException(
42                 String.format("%s has been passed illegal length argument of %s",
43                     GenMain.class, length));
44         }
45         // log and debugging
46         System.out.println(String.format("%s.newDataSet(encodings, %s, %s, %s)",
47             GenMain.class,
48             numberOfBiases, base, step, length));
49         for (String encoding : functionEncodings) {
50             System.out.println(encoding);
51         }
52         System.out.println("generating now");
53         // prepare data generation
54         Random rand = new Random();
55         int number = length / functionEncodings.size(); // the number of data points to
56         be added
57         ValueDataSet<Double> set =
58             new ValueDataSet<Double>(base, step, precision, d -> Double.valueOf(d));
59         set.add(0.0); // add an initial value
60         // for each functionEncoding generate and add a list of data points
61         GenSegment generator;
62         double scale;
63         double shiftX;
64         double lastVal;
65         for (String encoding : functionEncodings) {
66             lastVal = set.getByIndex(set.size() - 1);
67             scale = (Double.valueOf(rand.nextInt(10)) - 4.0) / 10;
68             shiftX = Double.valueOf(rand.nextInt(30)) - 15.0;
69             if (encoding.equals("rand")) { // random data is handled differently
70                 generator = new GenSegment("constant", scale, shiftX, lastVal, step);
71                 generator.addRandomToDoubleDataSet(set, number);
72                 continue;
73             }
74         }

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65     generator = new GenSegment(encoding, scale, shiftX, lastVal, step);
66     generator.addToDoubleDataSet(set, number, noise);
67     // add a bias if needed
68     if (numberOfBiases != 0) {
69         numberOfBiases--;
70         // the same function but shifted by the already added data points in X and
71         // by the intended
72         // bias in Y
73         generator =
74             new GenSegment(encoding, scale, shiftX + number, lastVal +
75                 rand.nextInt(7) + 2, step);
76         // for demonstration purposes only use visible and positive bias
77         generator.addToDoubleDataSet(set, number, noise); // length is liberally
78         // extended here
79     }
80 }
81 // complete
82 return set;
83 }

```