barry: Your go-to motif accountant

0.0-1

Generated by Doxygen 1.9.1

1 Main Page 1

2 Module Index 5

2.1 Modules . . . 5

3 Class Index 7

3.1 Class List . . . 7

4 File Index 9

4.1 File List . . . 9

5 Module Documentation 11

5.1 Counting . . . 11

5.1.1 Detailed Description . . . 11

5.2 Statistical Models . . . 11

5.2.1 Detailed Description . . . 12

5.3 Network counters . . . 12

5.3.1 Detailed Description . . . 13

5.3.2 Function Documentation . . . 13

5.3.2.1 counter_absdiff() . . . 13

5.3.2.2 counter_ctriads() [1/2] . . . 14

5.3.2.3 counter_ctriads() [2/2] . . . 14

5.3.2.4 counter_degree() . . . 14

5.3.2.5 counter_density() . . . 14

5.3.2.6 counter_diff() . . . 14

5.3.2.7 counter_edges() . . . 15

5.3.2.8 counter_idegree() [1/2] . . . 15

5.3.2.9 counter_idegree() [2/2] . . . 15

5.3.2.10 counter_idegree15() [1/2] . . . 15

5.3.2.11 counter_idegree15() [2/2] . . . 15

5.3.2.12 counter_isolates() [1/2] . . . 16

5.3.2.13 counter_isolates() [2/2] . . . 16

5.3.2.14 counter_istar2() [1/2] . . . 16

5.3.2.15 counter_istar2() [2/2] . . . 16

5.3.2.16 counter_mutual() . . . 16

5.3.2.17 counter_nodecov() . . . 17

5.3.2.18 counter_nodeicov() . . . 17

5.3.2.19 counter_nodematch() . . . 17

5.3.2.20 counter_nodeocov() . . . 17

5.3.2.21 counter_odegree() [1/2] . . . 17

5.3.2.22 counter_odegree() [2/2] . . . 18

5.3.2.23 counter_odegree15() [1/2] . . . 18

5.3.2.24 counter_odegree15() [2/2] . . . 18

5.3.2.25 counter_ostar2() [1/2] . . . 18

5.3.2.26 counter_ostar2() [2/2] . . . 18
5.3.2.27 counter_ttriads() [1/2] . . . 19
5.3.2.28 counter_ttriads() [2/2] . . . 19
5.3.2.29 NETWORK_COUNTER() . . . 19
5.4 Phylo counters . . . 19
5.4.1 Detailed Description . . . 20
5.4.2 Function Documentation . . . 20
5.4.2.1 counter_co_opt() . . . 20
5.4.2.2 counter_cogain() . . . 21
5.4.2.3 counter_gains() . . . 21
5.4.2.4 counter_gains_k_offspring() . . . 21
5.4.2.5 counter_genes_changing() . . . 22
5.4.2.6 counter_k_genes_changing() . . . 22
5.4.2.7 counter_less_than_p_prop_genes_changing() . . . 22
5.4.2.8 counter_longest() . . . 22
5.4.2.9 counter_loss() . . . 23
5.4.2.10 counter_maxfuns() . . . 23
5.4.2.11 counter_neofun() . . . 23
5.4.2.12 counter_neofun_a2b() . . . 23
5.4.2.13 counter_overall_changes() . . . 24
5.4.2.14 counter_overall_gains() . . . 24
5.4.2.15 counter_overall_loss() . . . 24
5.4.2.16 counter_prop_genes_changing() . . . 24
5.4.2.17 counter_subfun() . . . 25
5.5 Phylo rules . . . 25
5.5.1 Detailed Description . . . 25
5.5.2 Function Documentation . . . 25
5.5.2.1 rule_dyn_limit_changes() . . . 25

6 Namespace Documentation **27**
6.1 barry Namespace Reference . . . 27
6.1.1 Detailed Description . . . 27
6.2 barry::counters Namespace Reference . . . 27
6.2.1 Detailed Description . . . 27
6.3 barry::counters::network Namespace Reference . . . 28
6.4 barry::counters::phylo Namespace Reference . . . 28
6.5 CHECK Namespace Reference . . . 28
6.5.1 Detailed Description . . . 28
6.5.2 Variable Documentation . . . 28
6.5.2.1 BOTH . . . 28
6.5.2.2 NONE . . . 28
6.5.2.3 ONE . . . 28

6.5.2.4 TWO . . . 29
6.6 EXISTS Namespace Reference . . . 29
6.6.1 Detailed Description . . . 29
6.6.2 Variable Documentation . . . 29
6.6.2.1 AS_ONE . . . 29
6.6.2.2 AS_ZERO . . . 29
6.6.2.3 BOTH . . . 30
6.6.2.4 NONE . . . 30
6.6.2.5 ONE . . . 30
6.6.2.6 TWO . . . 30
6.6.2.7 UKNOWN . . . 30

7 Class Documentation **31**
7.1 BArray< Cell_Type, Data_Type > Class Template Reference . . . 31
7.1.1 Detailed Description . . . 33
7.1.2 Constructor & Destructor Documentation . . . 34
7.1.2.1 BArray() [1/6] . . . 34
7.1.2.2 BArray() [2/6] . . . 34
7.1.2.3 BArray() [3/6] . . . 34
7.1.2.4 BArray() [4/6] . . . 35
7.1.2.5 BArray() [5/6] . . . 35
7.1.2.6 BArray() [6/6] . . . 35
7.1.2.7 ~BArray() . . . 35
7.1.3 Member Function Documentation . . . 35
7.1.3.1 clear() . . . 35
7.1.3.2 col() . . . 36
7.1.3.3 D() [1/2] . . . 36
7.1.3.4 D() [2/2] . . . 36
7.1.3.5 default_val() . . . 36
7.1.3.6 flush_data() . . . 36
7.1.3.7 get_cell() . . . 36
7.1.3.8 get_col_vec() [1/2] . . . 37
7.1.3.9 get_col_vec() [2/2] . . . 37
7.1.3.10 get_entries() . . . 37
7.1.3.11 get_row_vec() [1/2] . . . 37
7.1.3.12 get_row_vec() [2/2] . . . 37
7.1.3.13 insert_cell() [1/3] . . . 38
7.1.3.14 insert_cell() [2/3] . . . 38
7.1.3.15 insert_cell() [3/3] . . . 38
7.1.3.16 is_dense() . . . 38
7.1.3.17 is_empty() . . . 38
7.1.3.18 ncol() . . . 39

7.1.3.19 nnozero() . . . 39
7.1.3.20 nrow() . . . 39
7.1.3.21 operator()() [1/2] . . . 39
7.1.3.22 operator()() [2/2] . . . 39
7.1.3.23 operator*=() . . . 39
7.1.3.24 operator+=() [1/3] . . . 40
7.1.3.25 operator+=() [2/3] . . . 40
7.1.3.26 operator+=() [3/3] . . . 40
7.1.3.27 operator-=() [1/3] . . . 40
7.1.3.28 operator-=() [2/3] . . . 40
7.1.3.29 operator-=() [3/3] . . . 40
7.1.3.30 operator/=() . . . 41
7.1.3.31 operator=() [1/2] . . . 41
7.1.3.32 operator=() [2/2] . . . 41
7.1.3.33 operator==() . . . 41
7.1.3.34 out_of_range() . . . 41
7.1.3.35 print() . . . 41
7.1.3.36 reserve() . . . 42
7.1.3.37 resize() . . . 42
7.1.3.38 rm_cell() . . . 42
7.1.3.39 row() . . . 42
7.1.3.40 set_data() . . . 42
7.1.3.41 swap_cells() . . . 43
7.1.3.42 swap_cols() . . . 43
7.1.3.43 swap_rows() . . . 43
7.1.3.44 toggle_cell() . . . 43
7.1.3.45 toggle_lock() . . . 44
7.1.3.46 transpose() . . . 44
7.1.3.47 zero_col() . . . 44
7.1.3.48 zero_row() . . . 44
7.1.4 Friends And Related Function Documentation . . . 44
7.1.4.1 BArrayCell< Cell_Type, Data_Type > . . . 44
7.1.4.2 BArrayCell_const< Cell_Type, Data_Type > . . . 45
7.1.5 Member Data Documentation . . . 45
7.1.5.1 visited . . . 45
7.2 BArrayCell< Cell_Type, Data_Type > Class Template Reference . . . 45
7.2.1 Detailed Description . . . 45
7.2.2 Constructor & Destructor Documentation . . . 46
7.2.2.1 BArrayCell() . . . 46
7.2.2.2 ~BArrayCell() . . . 46
7.2.3 Member Function Documentation . . . 46
7.2.3.1 operator Cell_Type() . . . 46

7.2.3.2 operator*=() . . . 46
7.2.3.3 operator+=() . . . 47
7.2.3.4 operator-=() . . . 47
7.2.3.5 operator/=() . . . 47
7.2.3.6 operator=() . . . 47
7.2.3.7 operator==() . . . 47
7.3 BArrayCell_const< Cell_Type, Data_Type > Class Template Reference . . . 48
7.3.1 Detailed Description . . . 48
7.3.2 Constructor & Destructor Documentation . . . 48
7.3.2.1 BArrayCell_const() . . . 48
7.3.2.2 ~BArrayCell_const() . . . 48
7.3.3 Member Function Documentation . . . 49
7.3.3.1 operator Cell_Type() . . . 49
7.3.3.2 operator"!=() . . . 49
7.3.3.3 operator<() . . . 49
7.3.3.4 operator<=() . . . 49
7.3.3.5 operator==() . . . 49
7.3.3.6 operator>() . . . 50
7.3.3.7 operator>=() . . . 50
7.4 BArrayDense< Cell_Type, Data_Type > Class Template Reference . . . 50
7.4.1 Detailed Description . . . 52
7.4.2 Constructor & Destructor Documentation . . . 53
7.4.2.1 BArrayDense() [1/6] . . . 53
7.4.2.2 BArrayDense() [2/6] . . . 53
7.4.2.3 BArrayDense() [3/6] . . . 53
7.4.2.4 BArrayDense() [4/6] . . . 54
7.4.2.5 BArrayDense() [5/6] . . . 54
7.4.2.6 BArrayDense() [6/6] . . . 54
7.4.2.7 ~BArrayDense() . . . 54
7.4.3 Member Function Documentation . . . 54
7.4.3.1 clear() . . . 54
7.4.3.2 col() [1/2] . . . 55
7.4.3.3 col() [2/2] . . . 55
7.4.3.4 colsum() . . . 55
7.4.3.5 D() [1/2] . . . 55
7.4.3.6 D() [2/2] . . . 55
7.4.3.7 default_val() . . . 55
7.4.3.8 get_cell() . . . 56
7.4.3.9 get_col_vec() [1/2] . . . 56
7.4.3.10 get_col_vec() [2/2] . . . 56
7.4.3.11 get_data() . . . 56
7.4.3.12 get_entries() . . . 56

7.4.3.13 get_row_vec() [1/2] . . . 57
7.4.3.14 get_row_vec() [2/2] . . . 57
7.4.3.15 insert_cell() [1/2] . . . 57
7.4.3.16 insert_cell() [2/2] . . . 57
7.4.3.17 is_dense() . . . 57
7.4.3.18 is_empty() . . . 58
7.4.3.19 ncol() . . . 58
7.4.3.20 nnozero() . . . 58
7.4.3.21 nrow() . . . 58
7.4.3.22 operator()() [1/2] . . . 58
7.4.3.23 operator()() [2/2] . . . 58
7.4.3.24 operator*=() . . . 59
7.4.3.25 operator+=() [1/3] . . . 59
7.4.3.26 operator+=() [2/3] . . . 59
7.4.3.27 operator+=() [3/3] . . . 59
7.4.3.28 operator-=() [1/3] . . . 59
7.4.3.29 operator-=() [2/3] . . . 59
7.4.3.30 operator-=() [3/3] . . . 60
7.4.3.31 operator/=() . . . 60
7.4.3.32 operator=() [1/2] . . . 60
7.4.3.33 operator=() [2/2] . . . 60
7.4.3.34 operator==() . . . 60
7.4.3.35 out_of_range() . . . 60
7.4.3.36 print() . . . 61
7.4.3.37 reserve() . . . 61
7.4.3.38 resize() . . . 61
7.4.3.39 rm_cell() . . . 61
7.4.3.40 row() [1/2] . . . 61
7.4.3.41 row() [2/2] . . . 61
7.4.3.42 rowsum() . . . 62
7.4.3.43 set_data() . . . 62
7.4.3.44 swap_cells() . . . 62
7.4.3.45 swap_cols() . . . 62
7.4.3.46 swap_rows() . . . 63
7.4.3.47 toggle_cell() . . . 63
7.4.3.48 toggle_lock() . . . 63
7.4.3.49 transpose() . . . 63
7.4.3.50 zero_col() . . . 63
7.4.3.51 zero_row() . . . 64
7.4.4 Friends And Related Function Documentation . . . 64
7.4.4.1 BArrayDenseCell< Cell_Type, Data_Type > . . . 64
7.4.4.2 BArrayDenseCol< Cell_Type, Data_Type > . . . 64

7.4.4.3 BArrayDenseCol_const< Cell_Type, Data_Type > . . . 64
7.4.4.4 BArrayDenseRow< Cell_Type, Data_Type > . . . 64
7.4.4.5 BArrayDenseRow_const< Cell_Type, Data_Type > . . . 65
7.4.5 Member Data Documentation . . . 65
7.4.5.1 visited . . . 65
7.5 BArrayDenseCell< Cell_Type, Data_Type > Class Template Reference . . . 65
7.5.1 Detailed Description . . . 66
7.5.2 Constructor & Destructor Documentation . . . 66
7.5.2.1 BArrayDenseCell() . . . 66
7.5.2.2 ~BArrayDenseCell() . . . 66
7.5.3 Member Function Documentation . . . 66
7.5.3.1 operator Cell_Type() . . . 66
7.5.3.2 operator*=() . . . 67
7.5.3.3 operator+=() . . . 67
7.5.3.4 operator-=() . . . 67
7.5.3.5 operator/=() . . . 67
7.5.3.6 operator=() . . . 67
7.5.3.7 operator==() . . . 68
7.5.4 Friends And Related Function Documentation . . . 68
7.5.4.1 BArrayDense< Cell_Type, Data_Type > . . . 68
7.5.4.2 BArrayDenseCol< Cell_Type, Data_Type > . . . 68
7.5.4.3 BArrayDenseCol_const< Cell_Type, Data_Type > . . . 68
7.6 BArrayDenseCell_const< Cell_Type, Data_Type > Class Template Reference . . . 69
7.6.1 Detailed Description . . . 69
7.7 BArrayDenseCol< Cell_Type, Data_Type > Class Template Reference . . . 69
7.7.1 Detailed Description . . . 69
7.7.2 Constructor & Destructor Documentation . . . 69
7.7.2.1 BArrayDenseCol() . . . 70
7.7.3 Member Function Documentation . . . 70
7.7.3.1 begin() . . . 70
7.7.3.2 end() . . . 70
7.7.3.3 operator()() . . . 70
7.7.3.4 size() . . . 70
7.7.4 Friends And Related Function Documentation . . . 71
7.7.4.1 BArrayDense< Cell_Type, Data_Type > . . . 71
7.7.4.2 BArrayDenseCell< Cell_Type, Data_Type > . . . 71
7.7.4.3 BArrayDenseCell_const< Cell_Type, Data_Type > . . . 71
7.8 BArrayDenseCol_const< Cell_Type, Data_Type > Class Template Reference . . . 71
7.8.1 Detailed Description . . . 72
7.8.2 Constructor & Destructor Documentation . . . 72
7.8.2.1 BArrayDenseCol_const() . . . 72
7.8.3 Member Function Documentation . . . 72

7.8.3.1 begin() . . . 72
7.8.3.2 end() . . . 72
7.8.3.3 operator()() . . . 73
7.8.3.4 size() . . . 73
7.8.4 Friends And Related Function Documentation . . . 73
7.8.4.1 BArrayDenseCell< Cell_Type, Data_Type > . . . 73
7.8.4.2 BArrayDenseCell_const< Cell_Type, Data_Type > . . . 73
7.9 BArrayDenseRow< Cell_Type, Data_Type > Class Template Reference . . . 73
7.9.1 Detailed Description . . . 74
7.9.2 Constructor & Destructor Documentation . . . 74
7.9.2.1 BArrayDenseRow() . . . 74
7.9.3 Member Function Documentation . . . 74
7.9.3.1 begin() . . . 74
7.9.3.2 end() . . . 75
7.9.3.3 operator()() . . . 75
7.9.3.4 size() . . . 75
7.9.4 Friends And Related Function Documentation . . . 75
7.9.4.1 BArrayDense< Cell_Type, Data_Type > . . . 75
7.9.4.2 BArrayDenseCell< Cell_Type, Data_Type > . . . 75
7.9.4.3 BArrayDenseCell_const< Cell_Type, Data_Type > . . . 76
7.10 BArrayDenseRow_const< Cell_Type, Data_Type > Class Template Reference . . . 76
7.10.1 Detailed Description . . . 76
7.10.2 Constructor & Destructor Documentation . . . 76
7.10.2.1 BArrayDenseRow_const() . . . 77
7.10.3 Member Function Documentation . . . 77
7.10.3.1 begin() . . . 77
7.10.3.2 end() . . . 77
7.10.3.3 operator()() . . . 77
7.10.3.4 size() . . . 77
7.10.4 Friends And Related Function Documentation . . . 78
7.10.4.1 BArrayDenseCell< Cell_Type, Data_Type > . . . 78
7.10.4.2 BArrayDenseCell_const< Cell_Type, Data_Type > . . . 78
7.11 BArrayRow< Cell_Type, Data_Type > Class Template Reference . . . 78
7.11.1 Detailed Description . . . 78
7.11.2 Constructor & Destructor Documentation . . . 79
7.11.2.1 BArrayRow() . . . 79
7.11.2.2 ~BArrayRow() . . . 79
7.11.3 Member Function Documentation . . . 79
7.11.3.1 operator BArrayRow< Cell_Type, Data_Type >() . . . 79
7.11.3.2 operator*=() . . . 79
7.11.3.3 operator+=() . . . 79
7.11.3.4 operator-=() . . . 80

7.11.3.5 operator/=() . . . 80
7.11.3.6 operator=() . . . 80
7.11.3.7 operator==() . . . 80
7.12 BArrayRow_const< Cell_Type, Data_Type > Class Template Reference . . . 80
7.12.1 Detailed Description . . . 81
7.12.2 Constructor & Destructor Documentation . . . 81
7.12.2.1 BArrayRow_const() . . . 81
7.12.2.2 ~BArrayRow_const() . . . 81
7.12.3 Member Function Documentation . . . 81
7.12.3.1 operator BArrayRow_const< Cell_Type, Data_Type >() . . . 81
7.12.3.2 operator"!=() . . . 81
7.12.3.3 operator<() . . . 82
7.12.3.4 operator<=() . . . 82
7.12.3.5 operator==() . . . 82
7.12.3.6 operator>() . . . 82
7.12.3.7 operator>=() . . . 82
7.13 BArrayVector< Cell_Type, Data_Type > Class Template Reference . . . 82
7.13.1 Detailed Description . . . 83
7.13.2 Constructor & Destructor Documentation . . . 83
7.13.2.1 BArrayVector() . . . 83
7.13.2.2 ~BArrayVector() . . . 84
7.13.3 Member Function Documentation . . . 84
7.13.3.1 begin() . . . 84
7.13.3.2 end() . . . 84
7.13.3.3 is_col() . . . 84
7.13.3.4 is_row() . . . 85
7.13.3.5 operator std::vector< Cell_Type >() . . . 85
7.13.3.6 operator*=() . . . 85
7.13.3.7 operator+=() . . . 85
7.13.3.8 operator-=() . . . 85
7.13.3.9 operator/=() . . . 86
7.13.3.10 operator=() . . . 86
7.13.3.11 operator==() . . . 86
7.13.3.12 size() . . . 86
7.14 BArrayVector_const< Cell_Type, Data_Type > Class Template Reference . . . 86
7.14.1 Detailed Description . . . 87
7.14.2 Constructor & Destructor Documentation . . . 87
7.14.2.1 BArrayVector_const() . . . 87
7.14.2.2 ~BArrayVector_const() . . . 87
7.14.3 Member Function Documentation . . . 88
7.14.3.1 begin() . . . 88
7.14.3.2 end() . . . 88

7.14.3.3 is_col() . . . 88
7.14.3.4 is_row() . . . 88
7.14.3.5 operator std::vector< Cell_Type >() . . . 88
7.14.3.6 operator"!=() . . . 89
7.14.3.7 operator<() . . . 89
7.14.3.8 operator<=() . . . 89
7.14.3.9 operator==() . . . 89
7.14.3.10 operator>() . . . 89
7.14.3.11 operator>=() . . . 90
7.14.3.12 size() . . . 90
7.15 Cell< Cell_Type > Class Template Reference . . . 90
7.15.1 Detailed Description . . . 91
7.15.2 Constructor & Destructor Documentation . . . 91
7.15.2.1 Cell() [1/7] . . . 91
7.15.2.2 Cell() [2/7] . . . 91
7.15.2.3 ~Cell() . . . 91
7.15.2.4 Cell() [3/7] . . . 92
7.15.2.5 Cell() [4/7] . . . 92
7.15.2.6 Cell() [5/7] . . . 92
7.15.2.7 Cell() [6/7] . . . 92
7.15.2.8 Cell() [7/7] . . . 92
7.15.3 Member Function Documentation . . . 92
7.15.3.1 add() [1/4] . . . 93
7.15.3.2 add() [2/4] . . . 93
7.15.3.3 add() [3/4] . . . 93
7.15.3.4 add() [4/4] . . . 93
7.15.3.5 operator Cell_Type() . . . 93
7.15.3.6 operator"!=() . . . 93
7.15.3.7 operator=() [1/2] . . . 94
7.15.3.8 operator=() [2/2] . . . 94
7.15.3.9 operator==() . . . 94
7.15.4 Member Data Documentation . . . 94
7.15.4.1 active . . . 94
7.15.4.2 value . . . 94
7.15.4.3 visited . . . 95
7.16 Cell_const< Cell_Type > Class Template Reference . . . 95
7.16.1 Detailed Description . . . 95
7.17 ConstBArrayRowIter< Cell_Type, Data_Type > Class Template Reference . . . 95
7.17.1 Detailed Description . . . 96
7.17.2 Constructor & Destructor Documentation . . . 96
7.17.2.1 ConstBArrayRowIter() . . . 96
7.17.2.2 ~ConstBArrayRowIter() . . . 96

7.17.3 Member Data Documentation . . . 96
7.17.3.1 Array . . . 97
7.17.3.2 current_col . . . 97
7.17.3.3 current_row . . . 97
7.17.3.4 iter . . . 97
7.18 Counter< Array_Type, Data_Type > Class Template Reference . . . 97
7.18.1 Detailed Description . . . 98
7.18.2 Constructor & Destructor Documentation . . . 98
7.18.2.1 Counter() [1/4] . . . 99
7.18.2.2 Counter() [2/4] . . . 99
7.18.2.3 Counter() [3/4] . . . 99
7.18.2.4 Counter() [4/4] . . . 99
7.18.2.5 ~Counter() . . . 99
7.18.3 Member Function Documentation . . . 100
7.18.3.1 count() . . . 100
7.18.3.2 get_description() . . . 100
7.18.3.3 get_name() . . . 100
7.18.3.4 init() . . . 100
7.18.3.5 operator=() [1/2] . . . 100
7.18.3.6 operator=() [2/2] . . . 101
7.18.4 Member Data Documentation . . . 101
7.18.4.1 count_fun . . . 101
7.18.4.2 data . . . 101
7.18.4.3 delete_data . . . 101
7.18.4.4 desc . . . 101
7.18.4.5 init_fun . . . 102
7.18.4.6 name . . . 102
7.19 Counters< Array_Type, Data_Type > Class Template Reference . . . 102
7.19.1 Detailed Description . . . 103
7.19.2 Constructor & Destructor Documentation . . . 103
7.19.2.1 Counters() [1/3] . . . 103
7.19.2.2 ~Counters() . . . 103
7.19.2.3 Counters() [2/3] . . . 103
7.19.2.4 Counters() [3/3] . . . 104
7.19.3 Member Function Documentation . . . 104
7.19.3.1 add_counter() [1/3] . . . 104
7.19.3.2 add_counter() [2/3] . . . 104
7.19.3.3 add_counter() [3/3] . . . 104
7.19.3.4 clear() . . . 105
7.19.3.5 get_descriptions() . . . 105
7.19.3.6 get_names() . . . 105
7.19.3.7 operator=() [1/2] . . . 105

7.19.3.8 operator=() [2/2] . . . 105
7.19.3.9 operator[]() . . . 106
7.19.3.10 size() . . . 106
7.20 Entries< Cell_Type > Class Template Reference . . . 107
7.20.1 Detailed Description . . . 107
7.20.2 Constructor & Destructor Documentation . . . 107
7.20.2.1 Entries() [1/2] . . . 107
7.20.2.2 Entries() [2/2] . . . 108
7.20.2.3 ~Entries() . . . 108
7.20.3 Member Function Documentation . . . 108
7.20.3.1 resize() . . . 108
7.20.4 Member Data Documentation . . . 108
7.20.4.1 source . . . 108
7.20.4.2 target . . . 108
7.20.4.3 val . . . 109
7.21 Flock Class Reference . . . 109
7.21.1 Detailed Description . . . 110
7.21.2 Constructor & Destructor Documentation . . . 110
7.21.2.1 Flock() . . . 110
7.21.2.2 ~Flock() . . . 110
7.21.3 Member Function Documentation . . . 110
7.21.3.1 add_data() . . . 110
7.21.3.2 colnames() . . . 111
7.21.3.3 get_counters() . . . 111
7.21.3.4 get_model() . . . 111
7.21.3.5 get_support() . . . 111
7.21.3.6 init() . . . 112
7.21.3.7 likelihood_joint() . . . 112
7.21.3.8 nfuns() . . . 112
7.21.3.9 nleafs() . . . 112
7.21.3.10 nnodes() . . . 113
7.21.3.11 nterms() . . . 113
7.21.3.12 ntrees() . . . 113
7.21.3.13 operator()() . . . 113
7.21.3.14 parse_polytomies() . . . 113
7.21.3.15 print() . . . 114
7.21.3.16 set_seed() . . . 114
7.21.3.17 support_size() . . . 114
7.21.4 Member Data Documentation . . . 114
7.21.4.1 dat . . . 114
7.21.4.2 initialized . . . 114
7.21.4.3 model . . . 115

7.21.4.4 nfunctions . . . 115
7.21.4.5 rengine . . . 115
7.22 FreqTable< T > Class Template Reference . . . 115
7.22.1 Detailed Description . . . 116
7.22.2 Constructor & Destructor Documentation . . . 116
7.22.2.1 FreqTable() . . . 116
7.22.2.2 ~FreqTable() . . . 116
7.22.3 Member Function Documentation . . . 116
7.22.3.1 add() . . . 116
7.22.3.2 as_vector() . . . 117
7.22.3.3 clear() . . . 117
7.22.3.4 get_data() . . . 117
7.22.3.5 get_index() . . . 117
7.22.3.6 make_hash() . . . 117
7.22.3.7 print() . . . 118
7.22.3.8 reserve() . . . 118
7.22.3.9 size() . . . 118
7.23 Geese Class Reference . . . 118
7.23.1 Detailed Description . . . 121
7.23.2 Constructor & Destructor Documentation . . . 121
7.23.2.1 Geese() [1/4] . . . 121
7.23.2.2 Geese() [2/4] . . . 121
7.23.2.3 Geese() [3/4] . . . 122
7.23.2.4 Geese() [4/4] . . . 122
7.23.2.5 ~Geese() . . . 122
7.23.3 Member Function Documentation . . . 122
7.23.3.1 calc_reduced_sequence() . . . 122
7.23.3.2 calc_sequence() . . . 122
7.23.3.3 colnames() . . . 123
7.23.3.4 get_annotated_nodes() . . . 123
7.23.3.5 get_counters() . . . 123
7.23.3.6 get_model() . . . 123
7.23.3.7 get_probabilities() . . . 123
7.23.3.8 get_rengine() . . . 123
7.23.3.9 get_states() . . . 124
7.23.3.10 get_support() . . . 124
7.23.3.11 inherit_support() . . . 124
7.23.3.12 init() . . . 124
7.23.3.13 init_node() . . . 124
7.23.3.14 likelihood() . . . 125
7.23.3.15 likelihood_exhaust() . . . 125
7.23.3.16 nannotations() . . . 125

7.23.3.17 nfuns() . . . 125
7.23.3.18 nleafs() . . . 125
7.23.3.19 nnodes() . . . 126
7.23.3.20 nterms() . . . 126
7.23.3.21 observed_counts() . . . 126
7.23.3.22 operator=() [1/2] . . . 126
7.23.3.23 operator=() [2/2] . . . 126
7.23.3.24 parse_polytomies() . . . 126
7.23.3.25 predict() . . . 127
7.23.3.26 predict_backend() . . . 127
7.23.3.27 predict_exhaust() . . . 127
7.23.3.28 predict_exhaust_backend() . . . 127
7.23.3.29 predict_sim() . . . 127
7.23.3.30 print() . . . 128
7.23.3.31 print_observed_counts() . . . 128
7.23.3.32 set_seed() . . . 128
7.23.3.33 simulate() . . . 128
7.23.3.34 support_size() . . . 128
7.23.3.35 update_annotations() . . . 129
7.23.4 Member Data Documentation . . . 129
7.23.4.1 delete_rengine . . . 129
7.23.4.2 delete_support . . . 129
7.23.4.3 initialized . . . 129
7.23.4.4 map_to_nodes . . . 129
7.23.4.5 nfunctions . . . 130
7.23.4.6 nodes . . . 130
7.23.4.7 reduced_sequence . . . 130
7.23.4.8 sequence . . . 130
7.24 Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > Class Template Reference . . . 130
7.24.1 Detailed Description . . . 132
7.24.2 Constructor & Destructor Documentation . . . 134
7.24.2.1 Model() [1/3] . . . 134
7.24.2.2 Model() [2/3] . . . 134
7.24.2.3 Model() [3/3] . . . 134
7.24.2.4 ~Model() . . . 134
7.24.3 Member Function Documentation . . . 135
7.24.3.1 add_array() . . . 135
7.24.3.2 add_counter() [1/3] . . . 135
7.24.3.3 add_counter() [2/3] . . . 135
7.24.3.4 add_counter() [3/3] . . . 136
7.24.3.5 add_rule() [1/3] . . . 136

7.24.3.6 add_rule() [2/3] . . . 136
7.24.3.7 add_rule() [3/3] . . . 136
7.24.3.8 add_rule_dyn() [1/3] . . . 136
7.24.3.9 add_rule_dyn() [2/3] . . . 137
7.24.3.10 add_rule_dyn() [3/3] . . . 137
7.24.3.11 colnames() . . . 137
7.24.3.12 conditional_prob() . . . 137
7.24.3.13 gen_key() . . . 138
7.24.3.14 get_counters() . . . 138
7.24.3.15 get_norm_const() . . . 138
7.24.3.16 get_pset() . . . 138
7.24.3.17 get_pset_stats() . . . 139
7.24.3.18 get_rengine() . . . 139
7.24.3.19 get_rules() . . . 139
7.24.3.20 get_rules_dyn() . . . 139
7.24.3.21 get_support() . . . 139
7.24.3.22 likelihood() [1/3] . . . 140
7.24.3.23 likelihood() [2/3] . . . 140
7.24.3.24 likelihood() [3/3] . . . 140
7.24.3.25 likelihood_total() . . . 140
7.24.3.26 nterms() . . . 141
7.24.3.27 operator=() . . . 141
7.24.3.28 print() . . . 141
7.24.3.29 print_stats() . . . 141
7.24.3.30 sample() [1/2] . . . 141
7.24.3.31 sample() [2/2] . . . 142
7.24.3.32 set_counters() . . . 142
7.24.3.33 set_keygen() . . . 142
7.24.3.34 set_rengine() . . . 142
7.24.3.35 set_rules() . . . 142
7.24.3.36 set_rules_dyn() . . . 143
7.24.3.37 set_seed() . . . 143
7.24.3.38 size() . . . 143
7.24.3.39 size_unique() . . . 143
7.24.3.40 store_psets() . . . 143
7.24.3.41 support_size() . . . 144
7.25 NetCounterData Class Reference . . . 144
7.25.1 Detailed Description . . . 144
7.25.2 Constructor & Destructor Documentation . . . 144
7.25.2.1 NetCounterData() [1/2] . . . 144
7.25.2.2 NetCounterData() [2/2] . . . 145
7.25.2.3 ~NetCounterData() . . . 145

7.25.3 Member Data Documentation . . . 145
7.25.3.1 indices . . . 145
7.25.3.2 numbers . . . 145
7.26 NetworkData Class Reference . . . 145
7.26.1 Detailed Description . . . 146
7.26.2 Constructor & Destructor Documentation . . . 146
7.26.2.1 NetworkData() [1/3] . . . 146
7.26.2.2 NetworkData() [2/3] . . . 146
7.26.2.3 NetworkData() [3/3] . . . 147
7.26.2.4 ~NetworkData() . . . 147
7.26.3 Member Data Documentation . . . 147
7.26.3.1 directed . . . 147
7.26.3.2 vertex_attr . . . 148
7.27 Node Class Reference . . . 148
7.27.1 Detailed Description . . . 149
7.27.2 Constructor & Destructor Documentation . . . 149
7.27.2.1 Node() [1/5] . . . 149
7.27.2.2 Node() [2/5] . . . 150
7.27.2.3 Node() [3/5] . . . 150
7.27.2.4 Node() [4/5] . . . 150
7.27.2.5 Node() [5/5] . . . 150
7.27.2.6 ~Node() . . . 150
7.27.3 Member Function Documentation . . . 150
7.27.3.1 get_parent() . . . 151
7.27.3.2 is_leaf() . . . 151
7.27.3.3 noffspring() . . . 151
7.27.4 Member Data Documentation . . . 151
7.27.4.1 annotations . . . 151
7.27.4.2 array . . . 151
7.27.4.3 arrays . . . 152
7.27.4.4 duplication . . . 152
7.27.4.5 id . . . 152
7.27.4.6 narray . . . 152
7.27.4.7 offspring . . . 152
7.27.4.8 ord . . . 153
7.27.4.9 parent . . . 153
7.27.4.10 probability . . . 153
7.27.4.11 subtree_prob . . . 153
7.27.4.12 visited . . . 153
7.28 NodeData Class Reference . . . 154
7.28.1 Detailed Description . . . 154
7.28.2 Constructor & Destructor Documentation . . . 154

7.28.2.1 NodeData() . . . 154
7.28.3 Member Data Documentation . . . 154
7.28.3.1 blengths . . . 155
7.28.3.2 duplication . . . 155
7.28.3.3 states . . . 155
7.29 PhyloCounterData Class Reference . . . 155
7.29.1 Detailed Description . . . 156
7.29.2 Constructor & Destructor Documentation . . . 156
7.29.2.1 PhyloCounterData() . . . 156
7.29.3 Member Function Documentation . . . 156
7.29.3.1 at() . . . 156
7.29.3.2 begin() . . . 156
7.29.3.3 empty() . . . 156
7.29.3.4 end() . . . 157
7.29.3.5 get_counters() . . . 157
7.29.3.6 operator()() . . . 157
7.29.3.7 push_back() . . . 157
7.29.3.8 reserve() . . . 157
7.29.3.9 shrink_to_fit() . . . 157
7.29.3.10 size() . . . 158
7.30 PhyloRuleDynData Class Reference . . . 158
7.30.1 Detailed Description . . . 158
7.30.2 Constructor & Destructor Documentation . . . 158
7.30.2.1 PhyloRuleDynData() . . . 158
7.30.2.2 ∼PhyloRuleDynData() . . . 159
7.30.3 Member Data Documentation . . . 159
7.30.3.1 counts . . . 159
7.30.3.2 duplication . . . 159
7.30.3.3 lb . . . 159
7.30.3.4 pos . . . 159
7.30.3.5 ub . . . 159
7.31 PowerSet< Array_Type, Data_Rule_Type > Class Template Reference . . . 160
7.31.1 Detailed Description . . . 161
7.31.2 Constructor & Destructor Documentation . . . 161
7.31.2.1 PowerSet() [1/3] . . . 161
7.31.2.2 PowerSet() [2/3] . . . 161
7.31.2.3 PowerSet() [3/3] . . . 162
7.31.2.4 ∼PowerSet() . . . 162
7.31.3 Member Function Documentation . . . 162
7.31.3.1 add_rule() [1/3] . . . 162
7.31.3.2 add_rule() [2/3] . . . 162
7.31.3.3 add_rule() [3/3] . . . 162

7.31.3.4 begin() . . . 163
7.31.3.5 calc() . . . 163
7.31.3.6 end() . . . 163
7.31.3.7 get_data() . . . 163
7.31.3.8 get_data_ptr() . . . 163
7.31.3.9 init_support() . . . 164
7.31.3.10 operator[]() . . . 164
7.31.3.11 reset() . . . 164
7.31.3.12 size() . . . 164
7.31.4 Member Data Documentation . . . 164
7.31.4.1 coordinates_free . . . 164
7.31.4.2 coordinates_locked . . . 165
7.31.4.3 data . . . 165
7.31.4.4 EmptyArray . . . 165
7.31.4.5 M . . . 165
7.31.4.6 N . . . 165
7.31.4.7 n_free . . . 165
7.31.4.8 n_locked . . . 166
7.31.4.9 rules . . . 166
7.31.4.10 rules_deleted . . . 166
7.32 Progress Class Reference . . . 166
7.32.1 Detailed Description . . . 166
7.32.2 Constructor & Destructor Documentation . . . 167
7.32.2.1 Progress() . . . 167
7.32.2.2 ∼Progress() . . . 167
7.32.3 Member Function Documentation . . . 167
7.32.3.1 end() . . . 167
7.32.3.2 next() . . . 167
7.33 Rule< Array_Type, Data_Type > Class Template Reference . . . 167
7.33.1 Detailed Description . . . 168
7.33.2 Constructor & Destructor Documentation . . . 168
7.33.2.1 Rule() [1/2] . . . 168
7.33.2.2 Rule() [2/2] . . . 168
7.33.2.3 ∼Rule() . . . 169
7.33.3 Member Function Documentation . . . 169
7.33.3.1 D() . . . 169
7.33.3.2 operator()() . . . 169
7.34 Rules< Array_Type, Data_Type > Class Template Reference . . . 169
7.34.1 Detailed Description . . . 170
7.34.2 Constructor & Destructor Documentation . . . 170
7.34.2.1 Rules() [1/2] . . . 170
7.34.2.2 Rules() [2/2] . . . 170

7.34.2.3 ~Rules() . . . 171
7.34.3 Member Function Documentation . . . 171
7.34.3.1 add_rule() [1/3] . . . 171
7.34.3.2 add_rule() [2/3] . . . 171
7.34.3.3 add_rule() [3/3] . . . 171
7.34.3.4 clear() . . . 171
7.34.3.5 get_seq() . . . 171
7.34.3.6 operator()() . . . 172
7.34.3.7 operator=() . . . 172
7.34.3.8 size() . . . 173
7.35 StatsCounter< Array_Type, Data_Type > Class Template Reference . . . 173
7.35.1 Detailed Description . . . 173
7.35.2 Constructor & Destructor Documentation . . . 174
7.35.2.1 StatsCounter() [1/3] . . . 174
7.35.2.2 StatsCounter() [2/3] . . . 174
7.35.2.3 StatsCounter() [3/3] . . . 174
7.35.2.4 ~StatsCounter() . . . 174
7.35.3 Member Function Documentation . . . 175
7.35.3.1 add_counter() [1/2] . . . 175
7.35.3.2 add_counter() [2/2] . . . 175
7.35.3.3 count_all() . . . 175
7.35.3.4 count_current() . . . 175
7.35.3.5 count_init() . . . 175
7.35.3.6 get_counters() . . . 176
7.35.3.7 get_descriptions() . . . 176
7.35.3.8 get_names() . . . 176
7.35.3.9 reset_array() . . . 176
7.35.3.10 set_counters() . . . 176
7.36 Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > Class Template Reference . . . 177
7.36.1 Detailed Description . . . 178
7.36.2 Constructor & Destructor Documentation . . . 179
7.36.2.1 Support() [1/3] . . . 179
7.36.2.2 Support() [2/3] . . . 179
7.36.2.3 Support() [3/3] . . . 179
7.36.2.4 ~Support() . . . 179
7.36.3 Member Function Documentation . . . 180
7.36.3.1 add_counter() [1/2] . . . 180
7.36.3.2 add_counter() [2/2] . . . 180
7.36.3.3 add_rule() [1/2] . . . 180
7.36.3.4 add_rule() [2/2] . . . 180
7.36.3.5 add_rule_dyn() [1/2] . . . 180

7.36.3.6 add_rule_dyn() [2/2] . . . 181
7.36.3.7 calc() . . . 181
7.36.3.8 eval_rules_dyn() . . . 181
7.36.3.9 get_counters() . . . 181
7.36.3.10 get_counts() . . . 182
7.36.3.11 get_current_stats() . . . 182
7.36.3.12 get_data() . . . 182
7.36.3.13 get_rules() . . . 182
7.36.3.14 get_rules_dyn() . . . 182
7.36.3.15 init_support() . . . 183
7.36.3.16 print() . . . 183
7.36.3.17 reset_array() [1/2] . . . 183
7.36.3.18 reset_array() [2/2] . . . 183
7.36.3.19 set_counters() . . . 183
7.36.3.20 set_rules() . . . 184
7.36.3.21 set_rules_dyn() . . . 184
7.36.4 Member Data Documentation . . . 184
7.36.4.1 change_stats . . . 184
7.36.4.2 coordiantes_n_free . . . 184
7.36.4.3 coordiantes_n_locked . . . 184
7.36.4.4 coordinates_free . . . 185
7.36.4.5 coordinates_locked . . . 185
7.36.4.6 current_stats . . . 185
7.36.4.7 delete_counters . . . 185
7.36.4.8 delete_rules . . . 185
7.36.4.9 delete_rules_dyn . . . 186
7.36.4.10 hashes . . . 186
7.36.4.11 hashes_initialized . . . 186
7.36.4.12 M . . . 186
7.36.4.13 max_num_elements . . . 186
7.36.4.14 N . . . 187
7.36.4.15 n_counters . . . 187
7.37 vecHasher< T > Struct Template Reference . . . 187
7.37.1 Detailed Description . . . 187
7.37.2 Member Function Documentation . . . 187
7.37.2.1 operator()() . . . 187

8 File Documentation **189**

8.1 include/barry/barray-bones.hpp File Reference . . . 189
8.1.1 Macro Definition Documentation . . . 190
8.1.1.1 BARRAY_BONES_HPP . . . 190
8.2 include/barry/barray-iterator.hpp File Reference . . . 190

8.3 include/barry/barray-meat-operators.hpp File Reference . . . 191
8.3.1 Macro Definition Documentation . . . 192
8.3.1.1 BARRAY_TEMPLATE . . . 192
8.3.1.2 BARRAY_TEMPLATE_ARGS . . . 192
8.3.1.3 BARRAY_TYPE . . . 192
8.3.1.4 BARRY_BARRAY_MEAT_OPERATORS_HPP . . . 193
8.3.1.5 COL . . . 193
8.3.1.6 ROW . . . 193
8.3.2 Function Documentation . . . 193
8.3.2.1 BARRAY_TEMPLATE() [1/6] . . . 193
8.3.2.2 BARRAY_TEMPLATE() [2/6] . . . 193
8.3.2.3 BARRAY_TEMPLATE() [3/6] . . . 194
8.3.2.4 BARRAY_TEMPLATE() [4/6] . . . 194
8.3.2.5 BARRAY_TEMPLATE() [5/6] . . . 194
8.3.2.6 BARRAY_TEMPLATE() [6/6] . . . 194
8.3.2.7 BARRAY_TEMPLATE_ARGS() . . . 194
8.3.2.8 BARRAY_TYPE() . . . 194
8.3.2.9 for() . . . 195
8.3.2.10 operator()() . . . 195
8.3.3 Variable Documentation . . . 195
8.3.3.1 rhs . . . 195
8.3.3.2 this . . . 195
8.4 include/barry/barray-meat.hpp File Reference . . . 196
8.4.1 Macro Definition Documentation . . . 198
8.4.1.1 BARRAY_TEMPLATE . . . 198
8.4.1.2 BARRAY_TEMPLATE_ARGS . . . 198
8.4.1.3 BARRAY_TYPE . . . 199
8.4.1.4 COL . . . 199
8.4.1.5 ROW . . . 199
8.4.2 Function Documentation . . . 199
8.4.2.1 ans() . . . 199
8.4.2.2 BARRAY_TEMPLATE() [1/23] . . . 199
8.4.2.3 BARRAY_TEMPLATE() [2/23] . . . 200
8.4.2.4 BARRAY_TEMPLATE() [3/23] . . . 200
8.4.2.5 BARRAY_TEMPLATE() [4/23] . . . 200
8.4.2.6 BARRAY_TEMPLATE() [5/23] . . . 200
8.4.2.7 BARRAY_TEMPLATE() [6/23] . . . 200
8.4.2.8 BARRAY_TEMPLATE() [7/23] . . . 200
8.4.2.9 BARRAY_TEMPLATE() [8/23] . . . 201
8.4.2.10 BARRAY_TEMPLATE() [9/23] . . . 201
8.4.2.11 BARRAY_TEMPLATE() [10/23] . . . 201
8.4.2.12 BARRAY_TEMPLATE() [11/23] . . . 201

8.4.2.13 BARRAY_TEMPLATE() [12/23] . . . 201
8.4.2.14 BARRAY_TEMPLATE() [13/23] . . . 202
8.4.2.15 BARRAY_TEMPLATE() [14/23] . . . 202
8.4.2.16 BARRAY_TEMPLATE() [15/23] . . . 202
8.4.2.17 BARRAY_TEMPLATE() [16/23] . . . 202
8.4.2.18 BARRAY_TEMPLATE() [17/23] . . . 202
8.4.2.19 BARRAY_TEMPLATE() [18/23] . . . 202
8.4.2.20 BARRAY_TEMPLATE() [19/23] . . . 203
8.4.2.21 BARRAY_TEMPLATE() [20/23] . . . 203
8.4.2.22 BARRAY_TEMPLATE() [21/23] . . . 203
8.4.2.23 BARRAY_TEMPLATE() [22/23] . . . 203
8.4.2.24 BARRAY_TEMPLATE() [23/23] . . . 203
8.4.2.25 BARRAY_TEMPLATE_ARGS() . . . 203
8.4.2.26 COL() . . . 204
8.4.2.27 for() [1/3] . . . 204
8.4.2.28 for() [2/3] . . . 204
8.4.2.29 for() [3/3] . . . 204
8.4.2.30 if() [1/17] . . . 204
8.4.2.31 if() [2/17] . . . 204
8.4.2.32 if() [3/17] . . . 205
8.4.2.33 if() [4/17] . . . 205
8.4.2.34 if() [5/17] . . . 205
8.4.2.35 if() [6/17] . . . 205
8.4.2.36 if() [7/17] . . . 205
8.4.2.37 if() [8/17] . . . 205
8.4.2.38 if() [9/17] . . . 206
8.4.2.39 if() [10/17] . . . 206
8.4.2.40 if() [11/17] . . . 206
8.4.2.41 if() [12/17] . . . 206
8.4.2.42 if() [13/17] . . . 206
8.4.2.43 if() [14/17] . . . 206
8.4.2.44 if() [15/17] . . . 206
8.4.2.45 if() [16/17] . . . 207
8.4.2.46 if() [17/17] . . . 207
8.4.2.47 M() . . . 207
8.4.2.48 resize() [1/2] . . . 207
8.4.2.49 resize() [2/2] . . . 207
8.4.2.50 return() . . . 207
8.4.2.51 ROW() [1/2] . . . 208
8.4.2.52 ROW() [2/2] . . . 208
8.4.3 Variable Documentation . . . 208
8.4.3.1 add . . . 208

8.4.3.2 ans . . . 208
8.4.3.3 Array_ . . . 208
8.4.3.4 check_bounds . . . 209
8.4.3.5 check_exists . . . 209
8.4.3.6 col0 . . . 209
8.4.3.7 const . . . 209
8.4.3.8 copy_data . . . 210
8.4.3.9 data . . . 210
8.4.3.10 delete_data . . . 210
8.4.3.11 delete_data_ . . . 210
8.4.3.12 else . . . 210
8.4.3.13 false . . . 211
8.4.3.14 first . . . 211
8.4.3.15 i1 . . . 211
8.4.3.16 j . . . 211
8.4.3.17 j0 . . . 211
8.4.3.18 j1 . . . 211
8.4.3.19 M . . . 212
8.4.3.20 M_ . . . 212
8.4.3.21 N . . . 212
8.4.3.22 NCells . . . 212
8.4.3.23 report . . . 212
8.4.3.24 return . . . 213
8.4.3.25 row0 . . . 213
8.4.3.26 search . . . 213
8.4.3.27 source . . . 213
8.4.3.28 target . . . 213
8.4.3.29 v . . . 213
8.4.3.30 value . . . 214
8.5 include/barry/barraycell-bones.hpp File Reference . . . 214
8.6 include/barry/barraycell-meat.hpp File Reference . . . 215
8.7 include/barry/barraydense-bones.hpp File Reference . . . 215
8.7.1 Macro Definition Documentation . . . 217
8.7.1.1 BARRY_BARRAYDENSE_BONES_HPP . . . 217
8.8 include/barry/barraydense-meat-operators.hpp File Reference . . . 217
8.8.1 Macro Definition Documentation . . . 218
8.8.1.1 BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP . . . 218
8.8.1.2 BDENSE_TEMPLATE . . . 218
8.8.1.3 BDENSE_TEMPLATE_ARGS . . . 218
8.8.1.4 BDENSE_TYPE . . . 219
8.8.1.5 COL . . . 219
8.8.1.6 POS . . . 219

8.8.1.7 POS_N . . . 219
8.8.1.8 ROW . . . 219
8.8.2 Function Documentation . . . 219
8.8.2.1 BDENSE_TEMPLATE() [1/4] . . . 220
8.8.2.2 BDENSE_TEMPLATE() [2/4] . . . 220
8.8.2.3 BDENSE_TEMPLATE() [3/4] . . . 220
8.8.2.4 BDENSE_TEMPLATE() [4/4] . . . 220
8.8.2.5 BDENSE_TEMPLATE_ARGS() . . . 220
8.8.2.6 BDENSE_TYPE() . . . 220
8.9 include/barry/barraydense-meat.hpp File Reference . . . 221
8.9.1 Macro Definition Documentation . . . 223
8.9.1.1 BDENSE_TEMPLATE . . . 223
8.9.1.2 BDENSE_TEMPLATE_ARGS . . . 224
8.9.1.3 BDENSE_TYPE . . . 224
8.9.1.4 COL . . . 224
8.9.1.5 POS . . . 224
8.9.1.6 POS_N . . . 224
8.9.1.7 ROW . . . 225
8.9.1.8 ZERO_CELL . . . 225
8.9.2 Function Documentation . . . 225
8.9.2.1 ans() . . . 225
8.9.2.2 BDENSE_TEMPLATE() [1/37] . . . 225
8.9.2.3 BDENSE_TEMPLATE() [2/37] . . . 225
8.9.2.4 BDENSE_TEMPLATE() [3/37] . . . 225
8.9.2.5 BDENSE_TEMPLATE() [4/37] . . . 226
8.9.2.6 BDENSE_TEMPLATE() [5/37] . . . 226
8.9.2.7 BDENSE_TEMPLATE() [6/37] . . . 226
8.9.2.8 BDENSE_TEMPLATE() [7/37] . . . 226
8.9.2.9 BDENSE_TEMPLATE() [8/37] . . . 226
8.9.2.10 BDENSE_TEMPLATE() [9/37] . . . 227
8.9.2.11 BDENSE_TEMPLATE() [10/37] . . . 227
8.9.2.12 BDENSE_TEMPLATE() [11/37] . . . 227
8.9.2.13 BDENSE_TEMPLATE() [12/37] . . . 227
8.9.2.14 BDENSE_TEMPLATE() [13/37] . . . 227
8.9.2.15 BDENSE_TEMPLATE() [14/37] . . . 228
8.9.2.16 BDENSE_TEMPLATE() [15/37] . . . 228
8.9.2.17 BDENSE_TEMPLATE() [16/37] . . . 228
8.9.2.18 BDENSE_TEMPLATE() [17/37] . . . 228
8.9.2.19 BDENSE_TEMPLATE() [18/37] . . . 228
8.9.2.20 BDENSE_TEMPLATE() [19/37] . . . 229
8.9.2.21 BDENSE_TEMPLATE() [20/37] . . . 229
8.9.2.22 BDENSE_TEMPLATE() [21/37] . . . 229

8.9.2.23 BDENSE_TEMPLATE() [22/37] . . . 229
8.9.2.24 BDENSE_TEMPLATE() [23/37] . . . 229
8.9.2.25 BDENSE_TEMPLATE() [24/37] . . . 230
8.9.2.26 BDENSE_TEMPLATE() [25/37] . . . 230
8.9.2.27 BDENSE_TEMPLATE() [26/37] . . . 230
8.9.2.28 BDENSE_TEMPLATE() [27/37] . . . 230
8.9.2.29 BDENSE_TEMPLATE() [28/37] . . . 230
8.9.2.30 BDENSE_TEMPLATE() [29/37] . . . 230
8.9.2.31 BDENSE_TEMPLATE() [30/37] . . . 231
8.9.2.32 BDENSE_TEMPLATE() [31/37] . . . 231
8.9.2.33 BDENSE_TEMPLATE() [32/37] . . . 231
8.9.2.34 BDENSE_TEMPLATE() [33/37] . . . 231
8.9.2.35 BDENSE_TEMPLATE() [34/37] . . . 231
8.9.2.36 BDENSE_TEMPLATE() [35/37] . . . 231
8.9.2.37 BDENSE_TEMPLATE() [36/37] . . . 232
8.9.2.38 BDENSE_TEMPLATE() [37/37] . . . 232
8.9.2.39 for() . . . 232
8.9.2.40 if() [1/4] . . . 232
8.9.2.41 if() [2/4] . . . 232
8.9.2.42 if() [3/4] . . . 232
8.9.2.43 if() [4/4] . . . 233
8.9.2.44 insert_cell() [1/2] . . . 233
8.9.2.45 insert_cell() [2/2] . . . 233
8.9.2.46 M() . . . 233
8.9.2.47 resize() [1/6] . . . 233
8.9.2.48 resize() [2/6] . . . 234
8.9.2.49 resize() [3/6] . . . 234
8.9.2.50 resize() [4/6] . . . 234
8.9.2.51 resize() [5/6] . . . 234
8.9.2.52 resize() [6/6] . . . 234
8.9.2.53 rm_cell() [1/3] . . . 234
8.9.2.54 rm_cell() [2/3] . . . 235
8.9.2.55 rm_cell() [3/3] . . . 235
8.9.2.56 va_end() . . . 235
8.9.2.57 va_start() . . . 235
8.9.2.58 vprintf() . . . 235
8.9.3 Variable Documentation . . . 235
8.9.3.1 add . . . 236
8.9.3.2 ans . . . 236
8.9.3.3 check_bounds . . . 236
8.9.3.4 check_exists . . . 236
8.9.3.5 col . . . 237

8.9.3.6 const . . . 237
8.9.3.7 copy_data . . . 237
8.9.3.8 data . . . 237
8.9.3.9 delete_data . . . 237
8.9.3.10 delete_data_ . . . 238
8.9.3.11 el . . . 238
8.9.3.12 el_colsums . . . 238
8.9.3.13 el_rowsums . . . 238
8.9.3.14 else . . . 238
8.9.3.15 false . . . 239
8.9.3.16 i1 . . . 239
8.9.3.17 j . . . 239
8.9.3.18 j0 . . . 239
8.9.3.19 j1 . . . 239
8.9.3.20 M . . . 239
8.9.3.21 M_ . . . 240
8.9.3.22 N . . . 240
8.9.3.23 report . . . 240
8.9.3.24 return . . . 240
8.9.3.25 source . . . 240
8.9.3.26 target . . . 241
8.9.3.27 v . . . 241
8.9.3.28 val0 . . . 241
8.9.3.29 val1 . . . 241
8.9.3.30 value . . . 241
8.10 include/barry/barraydensecell-bones.hpp File Reference . . . 242
8.10.1 Macro Definition Documentation . . . 242
8.10.1.1 POS . . . 243
8.11 include/barry/barraydensecell-meat.hpp File Reference . . . 243
8.11.1 Macro Definition Documentation . . . 244
8.11.1.1 POS . . . 244
8.12 include/barry/barraydensecol-bones.hpp File Reference . . . 244
8.12.1 Macro Definition Documentation . . . 245
8.12.1.1 POS . . . 245
8.12.1.2 POS_N . . . 245
8.12.1.3 ZERO_CELL . . . 245
8.13 include/barry/barraydenserow-bones.hpp File Reference . . . 245
8.13.1 Macro Definition Documentation . . . 246
8.13.1.1 POS . . . 246
8.13.1.2 POS_N . . . 246
8.13.1.3 ZERO_CELL . . . 246
8.14 include/barry/barrayrow-bones.hpp File Reference . . . 247

8.15 include/barry/barrayrow-meat.hpp File Reference . . . 247
8.15.1 Macro Definition Documentation . . . 248
8.15.1.1 BARRY_BARRAYROW_MEAT_HPP . . . 248
8.15.1.2 BROW_TEMPLATE . . . 249
8.15.1.3 BROW_TEMPLATE_ARGS . . . 249
8.15.1.4 BROW_TYPE . . . 249
8.15.2 Function Documentation . . . 249
8.15.2.1 BROW_TEMPLATE() [1/5] . . . 249
8.15.2.2 BROW_TEMPLATE() [2/5] . . . 249
8.15.2.3 BROW_TEMPLATE() [3/5] . . . 250
8.15.2.4 BROW_TEMPLATE() [4/5] . . . 250
8.15.2.5 BROW_TEMPLATE() [5/5] . . . 250
8.16 include/barry/barrayvector-bones.hpp File Reference . . . 250
8.17 include/barry/barrayvector-meat.hpp File Reference . . . 251
8.17.1 Macro Definition Documentation . . . 252
8.17.1.1 BARRY_BARRAYVECTOR_MEAT_HPP . . . 252
8.18 include/barry/barry-configuration.hpp File Reference . . . 252
8.18.1 Macro Definition Documentation . . . 253
8.18.1.1 BARRY_CHECK_SUPPORT . . . 253
8.18.1.2 BARRY_ISFINITE . . . 253
8.18.1.3 BARRY_MAX_NUM_ELEMENTS . . . 253
8.18.1.4 BARRY_SAFE_EXP . . . 253
8.18.1.5 printf_barry . . . 253
8.18.2 Typedef Documentation . . . 253
8.18.2.1 Map . . . 254
8.19 include/barry/barry-debug.hpp File Reference . . . 254
8.19.1 Macro Definition Documentation . . . 254
8.19.1.1 BARRY_DEBUG_LEVEL . . . 254
8.20 include/barry/barry-macros.hpp File Reference . . . 254
8.20.1 Macro Definition Documentation . . . 255
8.20.1.1 BARRY_ONE . . . 255
8.20.1.2 BARRY_ONE_DENSE . . . 255
8.20.1.3 BARRY_UNUSED . . . 255
8.20.1.4 BARRY_ZERO . . . 255
8.20.1.5 BARRY_ZERO_DENSE . . . 256
8.21 include/barry/barry.hpp File Reference . . . 256
8.21.1 Macro Definition Documentation . . . 257
8.21.1.1 BARRY_HPP . . . 257
8.21.1.2 BARRY_VERSION . . . 257
8.21.1.3 COUNTER_FUNCTION . . . 258
8.21.1.4 COUNTER_LAMBDA . . . 258
8.21.1.5 RULE_FUNCTION . . . 258

8.21.1.6 RULE_LAMBDA . . . 258
8.22 include/barry/cell-bones.hpp File Reference . . . 259
8.23 include/barry/cell-meat.hpp File Reference . . . 259
8.24 include/barry/col-bones.hpp File Reference . . . 260
8.25 include/barry/counters-bones.hpp File Reference . . . 260
8.26 include/barry/counters-meat.hpp File Reference . . . 262
8.26.1 Macro Definition Documentation . . . 264
8.26.1.1 COUNTER_TEMPLATE . . . 264
8.26.1.2 COUNTER_TEMPLATE_ARGS . . . 264
8.26.1.3 COUNTER_TYPE . . . 264
8.26.1.4 COUNTERS_TEMPLATE . . . 264
8.26.1.5 COUNTERS_TEMPLATE_ARGS . . . 264
8.26.1.6 COUNTERS_TYPE . . . 265
8.26.2 Function Documentation . . . 265
8.26.2.1 count_fun() . . . 265
8.26.2.2 COUNTER_TEMPLATE() [1/7] . . . 265
8.26.2.3 COUNTER_TEMPLATE() [2/7] . . . 265
8.26.2.4 COUNTER_TEMPLATE() [3/7] . . . 265
8.26.2.5 COUNTER_TEMPLATE() [4/7] . . . 266
8.26.2.6 COUNTER_TEMPLATE() [5/7] . . . 266
8.26.2.7 COUNTER_TEMPLATE() [6/7] . . . 266
8.26.2.8 COUNTER_TEMPLATE() [7/7] . . . 266
8.26.2.9 COUNTERS_TEMPLATE() [1/8] . . . 266
8.26.2.10 COUNTERS_TEMPLATE() [2/8] . . . 267
8.26.2.11 COUNTERS_TEMPLATE() [3/8] . . . 267
8.26.2.12 COUNTERS_TEMPLATE() [4/8] . . . 267
8.26.2.13 COUNTERS_TEMPLATE() [5/8] . . . 267
8.26.2.14 COUNTERS_TEMPLATE() [6/8] . . . 267
8.26.2.15 COUNTERS_TEMPLATE() [7/8] . . . 268
8.26.2.16 COUNTERS_TEMPLATE() [8/8] . . . 268
8.26.2.17 data() . . . 268
8.26.2.18 delete_data() [1/3] . . . 268
8.26.2.19 delete_data() [2/3] . . . 268
8.26.2.20 delete_data() [3/3] . . . 268
8.26.2.21 delete_to_be_deleted() [1/2] . . . 269
8.26.2.22 delete_to_be_deleted() [2/2] . . . 269
8.26.2.23 desc() . . . 269
8.26.2.24 init_fun() [1/3] . . . 269
8.26.2.25 init_fun() [2/3] . . . 269
8.26.2.26 init_fun() [3/3] . . . 270
8.26.2.27 name() . . . 270
8.26.2.28 push_back() [1/2] . . . 270

8.26.2.29 push_back() [2/2] . . . 270
8.26.2.30 to_be_deleted() [1/2] . . . 270
8.26.2.31 to_be_deleted() [2/2] . . . 270
8.26.3 Variable Documentation . . . 270
8.26.3.1 count_fun_ . . . 271
8.26.3.2 counter . . . 271
8.26.3.3 counter_ . . . 271
8.26.3.4 data_ . . . 271
8.26.3.5 delete_data_ . . . 272
8.26.3.6 desc_ . . . 272
8.26.3.7 i . . . 272
8.26.3.8 init_fun_ . . . 272
8.26.3.9 j . . . 272
8.26.3.10 name_ . . . 273
8.26.3.11 noexcept . . . 273
8.26.3.12 return . . . 273
8.27 include/barry/counters/network-css.hpp File Reference . . . 274
8.27.1 Macro Definition Documentation . . . 275
8.27.1.1 CSS_APPEND . . . 275
8.27.1.2 CSS_CASE_ELSE . . . 276
8.27.1.3 CSS_CASE_PERCEIVED . . . 276
8.27.1.4 CSS_CASE_TRUTH . . . 276
8.27.1.5 CSS_CHECK_SIZE . . . 276
8.27.1.6 CSS_CHECK_SIZE_INIT . . . 276
8.27.1.7 CSS_NET_COUNTER_LAMBDA_INIT . . . 277
8.27.1.8 CSS_PERCEIVED_CELLS . . . 277
8.27.1.9 CSS_SIZE . . . 277
8.27.1.10 CSS_TRUE_CELLS . . . 277
8.27.2 Function Documentation . . . 277
8.27.2.1 counter_css_census01() . . . 278
8.27.2.2 counter_css_census02() . . . 278
8.27.2.3 counter_css_census03() . . . 278
8.27.2.4 counter_css_census04() . . . 278
8.27.2.5 counter_css_census05() . . . 279
8.27.2.6 counter_css_census06() . . . 279
8.27.2.7 counter_css_census07() . . . 279
8.27.2.8 counter_css_census08() . . . 279
8.27.2.9 counter_css_census09() . . . 280
8.27.2.10 counter_css_census10() . . . 280
8.27.2.11 counter_css_completely_false_recip_comiss() . . . 280
8.27.2.12 counter_css_completely_false_recip_omiss() . . . 280
8.27.2.13 counter_css_mixed_recip() . . . 281

8.27.2.14 counter_css_partially_false_recip_commi() . . . 281
8.27.2.15 counter_css_partially_false_recip_omiss() . . . 281
8.28 include/barry/counters/network.hpp File Reference . . . 282
8.28.1 Macro Definition Documentation . . . 284
8.28.1.1 BARRY_ZERO_NETWORK . . . 285
8.28.1.2 BARRY_ZERO_NETWORK_DENSE . . . 285
8.28.1.3 NET_C_DATA_IDX . . . 285
8.28.1.4 NET_C_DATA_NUM . . . 285
8.28.1.5 NETWORK_COUNTER . . . 285
8.28.1.6 NETWORK_COUNTER_LAMBDA . . . 286
8.28.1.7 NETWORK_RULE . . . 286
8.28.1.8 NETWORK_RULE_LAMBDA . . . 286
8.28.1.9 NETWORKDENSE_COUNTER_LAMBDA . . . 286
8.28.2 Typedef Documentation . . . 287
8.28.2.1 NetCounter . . . 287
8.28.2.2 NetCounters . . . 287
8.28.2.3 NetModel . . . 287
8.28.2.4 NetRule . . . 287
8.28.2.5 NetRules . . . 287
8.28.2.6 NetStatsCounter . . . 288
8.28.2.7 NetSupport . . . 288
8.28.2.8 Network . . . 288
8.28.2.9 NetworkDense . . . 288
8.28.3 Function Documentation . . . 288
8.28.3.1 rules_zerodiag() . . . 288
8.29 include/barry/counters/phylo.hpp File Reference . . . 289
8.29.1 Macro Definition Documentation . . . 291
8.29.1.1 DEFAULT_DUPLICATION . . . 291
8.29.1.2 DUPL_DUPL . . . 291
8.29.1.3 DUPL_EITH . . . 291
8.29.1.4 DUPL_SPEC . . . 291
8.29.1.5 IF_MATCHES . . . 291
8.29.1.6 IF_NOTMATCHES . . . 292
8.29.1.7 IS_DUPLICATION . . . 292
8.29.1.8 IS_EITHER . . . 292
8.29.1.9 IS_SPECIATION . . . 292
8.29.1.10 MAKE_DUPL_VARS . . . 292
8.29.1.11 PHYLO_CHECK_MISSING . . . 293
8.29.1.12 PHYLO_COUNTER_LAMBDA . . . 293
8.29.1.13 PHYLO_RULE_DYN_LAMBDA . . . 293
8.29.2 Typedef Documentation . . . 293
8.29.2.1 PhyloArray . . . 293

8.29.2.2 PhyloCounter . . . 294
8.29.2.3 PhyloCounters . . . 294
8.29.2.4 PhyloModel . . . 294
8.29.2.5 PhyloPowerSet . . . 294
8.29.2.6 PhyloRule . . . 294
8.29.2.7 PhyloRuleData . . . 294
8.29.2.8 PhyloRuleDyn . . . 295
8.29.2.9 PhyloRules . . . 295
8.29.2.10 PhyloRulesDyn . . . 295
8.29.2.11 PhyloStatsCounter . . . 295
8.29.2.12 PhyloSupport . . . 295
8.29.3 Function Documentation . . . 295
8.29.3.1 get_last_name() . . . 295
8.30 include/barry/model-bones.hpp File Reference . . . 296
8.30.1 Function Documentation . . . 297
8.30.1.1 keygen_default() . . . 297
8.31 include/barry/model-meat.hpp File Reference . . . 297
8.31.1 Macro Definition Documentation . . . 298
8.31.1.1 MODEL_TEMPLATE . . . 298
8.31.1.2 MODEL_TEMPLATE_ARGS . . . 298
8.31.1.3 MODEL_TYPE . . . 298
8.31.2 Function Documentation . . . 298
8.31.2.1 likelihood_() . . . 299
8.31.2.2 MODEL_TEMPLATE() [1/2] . . . 299
8.31.2.3 MODEL_TEMPLATE() [2/2] . . . 299
8.31.2.4 update_normalizing_constant() . . . 299
8.32 include/barry/models/geese.hpp File Reference . . . 299
8.33 include/barry/models/geese/flock-bones.hpp File Reference . . . 300
8.34 include/barry/models/geese/flock-meat.hpp File Reference . . . 300
8.35 include/barry/models/geese/geese-bones.hpp File Reference . . . 301
8.35.1 Macro Definition Documentation . . . 301
8.35.1.1 INITIALIZED . . . 302
8.35.2 Function Documentation . . . 302
8.35.2.1 keygen_full() . . . 302
8.35.2.2 RULE_FUNCTION() . . . 302
8.35.2.3 vec_diff() . . . 302
8.35.2.4 vector_caster() . . . 302
8.36 include/barry/models/geese/geese-meat-constructors.hpp File Reference . . . 303
8.37 include/barry/models/geese/geese-meat-likelihood.hpp File Reference . . . 303
8.38 include/barry/models/geese/geese-meat-likelihood_exhaust.hpp File Reference . . . 304
8.39 include/barry/models/geese/geese-meat-predict.hpp File Reference . . . 305
8.40 include/barry/models/geese/geese-meat-predict_exhaust.hpp File Reference . . . 305

8.41 include/barry/models/geese/geese-meat-predict_sim.hpp File Reference . . . 306
8.42 include/barry/models/geese/geese-meat-simulate.hpp File Reference . . . 306
8.43 include/barry/models/geese/geese-meat.hpp File Reference . . . 307
8.44 include/barry/models/geese/geese-node-bones.hpp File Reference . . . 307
8.45 include/barry/powerset-bones.hpp File Reference . . . 308
8.46 include/barry/powerset-meat.hpp File Reference . . . 309
8.47 include/barry/progress.hpp File Reference . . . 310
8.47.1 Macro Definition Documentation . . . 310
8.47.1.1 BARRY_PROGRESS_BAR_WIDTH . . . 310
8.48 include/barry/rules-bones.hpp File Reference . . . 310
8.48.1 Function Documentation . . . 311
8.48.1.1 rule_fun_default() . . . 311
8.49 include/barry/rules-meat.hpp File Reference . . . 312
8.50 include/barry/statscounter-bones.hpp File Reference . . . 312
8.51 include/barry/statscounter-meat.hpp File Reference . . . 314
8.51.1 Macro Definition Documentation . . . 315
8.51.1.1 STATSCOUNTER_TEMPLATE . . . 315
8.51.1.2 STATSCOUNTER_TEMPLATE_ARGS . . . 315
8.51.1.3 STATSCOUNTER_TYPE . . . 316
8.51.2 Function Documentation . . . 316
8.51.2.1 clear() . . . 316
8.51.2.2 for() . . . 316
8.51.2.3 resize() . . . 316
8.51.2.4 STATSCOUNTER_TEMPLATE() [1/9] . . . 316
8.51.2.5 STATSCOUNTER_TEMPLATE() [2/9] . . . 316
8.51.2.6 STATSCOUNTER_TEMPLATE() [3/9] . . . 317
8.51.2.7 STATSCOUNTER_TEMPLATE() [4/9] . . . 317
8.51.2.8 STATSCOUNTER_TEMPLATE() [5/9] . . . 317
8.51.2.9 STATSCOUNTER_TEMPLATE() [6/9] . . . 317
8.51.2.10 STATSCOUNTER_TEMPLATE() [7/9] . . . 317
8.51.2.11 STATSCOUNTER_TEMPLATE() [8/9] . . . 317
8.51.2.12 STATSCOUNTER_TEMPLATE() [9/9] . . . 318
8.51.3 Variable Documentation . . . 318
8.51.3.1 counter . . . 318
8.51.3.2 counter_deleted . . . 318
8.51.3.3 counters . . . 318
8.51.3.4 counters_ . . . 318
8.51.3.5 current_stats . . . 319
8.51.3.6 EmptyArray . . . 319
8.51.3.7 f_ . . . 319
8.51.3.8 j . . . 319
8.51.3.9 return . . . 319

8.52 include/barry/statsdb.hpp File Reference . . . 320
8.53 include/barry/support-bones.hpp File Reference . . . 320
8.54 include/barry/support-meat.hpp File Reference . . . 322
8.54.1 Macro Definition Documentation . . . 323
8.54.1.1 BARRY_SUPPORT_MEAT_HPP . . . 324
8.54.1.2 SUPPORT_TEMPLATE . . . 324
8.54.1.3 SUPPORT_TEMPLATE_ARGS . . . 324
8.54.1.4 SUPPORT_TYPE . . . 324
8.54.2 Function Documentation . . . 324
8.54.2.1 calc_backend_dense() . . . 325
8.54.2.2 calc_backend_sparse() . . . 325
8.54.2.3 for() . . . 325
8.54.2.4 if() [1/4] . . . 325
8.54.2.5 if() [2/4] . . . 325
8.54.2.6 if() [3/4] . . . 325
8.54.2.7 if() [4/4] . . . 326
8.54.2.8 insert_cell() [1/2] . . . 326
8.54.2.9 insert_cell() [2/2] . . . 326
8.54.2.10 rm_cell() . . . 326
8.54.2.11 SUPPORT_TEMPLATE() [1/17] . . . 326
8.54.2.12 SUPPORT_TEMPLATE() [2/17] . . . 327
8.54.2.13 SUPPORT_TEMPLATE() [3/17] . . . 327
8.54.2.14 SUPPORT_TEMPLATE() [4/17] . . . 327
8.54.2.15 SUPPORT_TEMPLATE() [5/17] . . . 327
8.54.2.16 SUPPORT_TEMPLATE() [6/17] . . . 327
8.54.2.17 SUPPORT_TEMPLATE() [7/17] . . . 328
8.54.2.18 SUPPORT_TEMPLATE() [8/17] . . . 328
8.54.2.19 SUPPORT_TEMPLATE() [9/17] . . . 328
8.54.2.20 SUPPORT_TEMPLATE() [10/17] . . . 328
8.54.2.21 SUPPORT_TEMPLATE() [11/17] . . . 328
8.54.2.22 SUPPORT_TEMPLATE() [12/17] . . . 328
8.54.2.23 SUPPORT_TEMPLATE() [13/17] . . . 329
8.54.2.24 SUPPORT_TEMPLATE() [14/17] . . . 329
8.54.2.25 SUPPORT_TEMPLATE() [15/17] . . . 329
8.54.2.26 SUPPORT_TEMPLATE() [16/17] . . . 329
8.54.2.27 SUPPORT_TEMPLATE() [17/17] . . . 329
8.54.3 Variable Documentation . . . 329
8.54.3.1 array_bank . . . 330
8.54.3.2 change_stats_different . . . 330
8.54.3.3 coord_i . . . 330
8.54.3.4 coord_j . . . 330
8.54.3.5 counters . . . 330

8.54.3.6 counters_ . . . 330
8.54.3.7 delete_counters . . . 331
8.54.3.8 delete_rules . . . 331
8.54.3.9 delete_rules_dyn . . . 331
8.54.3.10 else . . . 331
8.54.3.11 f_ . . . 331
8.54.3.12 hashes . . . 332
8.54.3.13 return . . . 332
8.54.3.14 rules . . . 332
8.54.3.15 rules_ . . . 332
8.54.3.16 rules_dyn . . . 332
8.54.3.17 stats_bank . . . 333
8.54.3.18 tmp_chng . . . 333
8.55 include/barry/typedefs.hpp File Reference . . . 333
8.55.1 Typedef Documentation . . . 335
8.55.1.1 Col_type . . . 335
8.55.1.2 Counter_fun_type . . . 335
8.55.1.3 Counts_type . . . 336
8.55.1.4 MapVec_type . . . 336
8.55.1.5 Row_type . . . 336
8.55.1.6 Rule_fun_type . . . 336
8.55.1.7 uint . . . 336
8.55.2 Function Documentation . . . 336
8.55.2.1 vec_equal() . . . 336
8.55.2.2 vec_equal_approx() . . . 337
8.55.2.3 vec_inner_prod() [1/2] . . . 337
8.55.2.4 vec_inner_prod() [2/2] . . . 337
8.56 README.md File Reference . . . 337

Index **339**

Chapter 1

Main Page

Barry: your to-go motif accountant

`This repository` contains a C++ template library that essentially counts sufficient statistics on binary arrays. The goal of the library is to provide a general framework for building discrete exponential-family models. A particular example is Exponential Random Graph Models (ERGMs), but we can use `barry` to deal with non-square arrays.

Among the key features included in `barry`, we have:

- Sparse arrays.
- User-defined count statistics.
- User-defined constrain of the support set.
- Powerset generation of binary arrays.
- Discrete Exponential Family Models module (DEFMs).
- Pooled DEFMs.

This was created and maintained by `Dr. George G. Vega Yon` as part of his doctoral dissertation `"Essays on Bioinformatics and Social Network Analysis: Statistical and Computational Methods for Complex Systems."`

Examples

Counting statistics in a graph

In the following code we create an array of size 5x5 of class `Network` (available in the namespace `netcounters`), add/remove ties, print the graph, and count common statistics used in ERGMs:

```
#include <iostream>
#include <ostream>
#include "../include/barry.hpp"
typedef std::vector< unsigned int > vuint;
int main() {
```

```
  // Creating network of size six with five ties
  netcounters::Network net(
      6, 6,
      {0, 0, 4, 4, 2, 0, 1},
      {1, 2, 0, 2, 4, 0, 1}
  );

  // How does this looks like?
  net.print("Current view");

  // Adding extra ties
  net += {1, 0};
  net(2, 0) = true;

  // And removing a couple
  net(0, 0) = false;
  net -= {1, 1};
  net.print("New view");

  // Initializing the data. The program deals with freing the memory
  net.set_data(new netcounters::NetworkData, true);
  // Creating counter object for the network and adding stats to count
  netcounters::NetStatsCounter counter(&net);
  netcounters::counter_edges(counter.counters);
  netcounters::counter_ttriads(counter.counters);
  netcounters::counter_isolates(counter.counters);
  netcounters::counter_ctriads(counter.counters);
  netcounters::counter_mutual(counter.counters);

  // Counting and printing the results
  std::vector< double > counts = counter.count_all();

  std::cout «
    "Edges             : " « counts[0] « std::endl «
    "Transitive triads : " « counts[1] « std::endl «
    "Isolates          : " « counts[2] « std::endl «
    "C triads          : " « counts[3] « std::endl «
    "Mutuals           : " « counts[4] « std::endl;

  return 0;
}
```

Compiling this program using g++

```
g++ -std=c++11 -Wall -pedantic 08-counts.cpp -o counts && ./counts
```

Yields the following output:

```
Current view
[  0,]  1  1  1  .  .  .
[  1,]  .  1  .  .  .  .
[  2,]  .  .  .  .  1  .
[  3,]  .  .  .  .  .  .
[  4,]  1  .  1  .  .  .
[  5,]  .  .  .  .  .  .
New view
[  0,]  .  1  1  .  .  .
[  1,]  1  .  .  .  .  .
[  2,]  1  .  .  .  1  .
[  3,]  .  .  .  .  .  .
[  4,]  1  .  1  .  .  .
[  5,]  .  .  .  .  .  .
Edges             : 7
Transitive triads : 3
Isolates          : 2
C triads          : 1
Mutuals           : 3
```

Features

Efficient memory usage

One of the key features of `barry` is that it will handle memory efficiently. In the case of pooled-data models, the module for statistical models avoids double-counting support when possible by keeping track of what datasets (networks, for instance) share the same.

Documentation

More information can be found in the Doxygen website here and in the PDF version of the documentation here.

Code of Conduct

Please note that the barry project is released with a Contributor Code of Conduct. By contributing to this project, you agree to abide by its terms.

Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

Counting 11
Statistical Models 11
Network counters 12
Phylo counters 19
Phylo rules 25

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BArray< Cell_Type, Data_Type >
: Baseline class for binary arrays . . . 31
BArrayCell< Cell_Type, Data_Type > . . . 45
BArrayCell_const< Cell_Type, Data_Type > . . . 48
BArrayDense< Cell_Type, Data_Type >
: Baseline class for binary arrays . . . 50
BArrayDenseCell< Cell_Type, Data_Type > . . . 65
BArrayDenseCell_const< Cell_Type, Data_Type > . . . 69
BArrayDenseCol< Cell_Type, Data_Type > . . . 69
BArrayDenseCol_const< Cell_Type, Data_Type > . . . 71
BArrayDenseRow< Cell_Type, Data_Type > . . . 73
BArrayDenseRow_const< Cell_Type, Data_Type > . . . 76
BArrayRow< Cell_Type, Data_Type > . . . 78
BArrayRow_const< Cell_Type, Data_Type > . . . 80
BArrayVector< Cell_Type, Data_Type >
: Row or column of a `BArray` . . . 82
BArrayVector_const< Cell_Type, Data_Type > . . . 86
Cell< Cell_Type >
: Entries in BArray. For now, it only has two members: . . . 90
Cell_const< Cell_Type > . . . 95
ConstBArrayRowIter< Cell_Type, Data_Type > . . . 95
Counter< Array_Type, Data_Type >
: A counter function based on change statistics . . . 97
Counters< Array_Type, Data_Type >
: Vector of counters . . . 102
Entries< Cell_Type >
: A wrapper class to store `source`, `target`, `val` from a `BArray` object . . . 107
Flock
: A Flock is a group of Geese . . . 109
FreqTable< T >
: Database of statistics . . . 115
Geese
: Annotated Phylo Model . . . 118
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >
: General framework for discrete exponential models. This class allows generating discrete exponential models in the form of a linear exponential model: . . . 130

NetCounterData
Data class used to store arbitrary uint or double vectors . . . 144
NetworkData
Data class for Networks . . . 145
Node
A single node for the model . . . 148
NodeData
Data definition for the PhyloArray class . . . 154
PhyloCounterData . . . 155
PhyloRuleDynData . . . 158
PowerSet< Array_Type, Data_Rule_Type >
Powerset of a binary array . . . 160
Progress
A simple progress bar . . . 166
Rule< Array_Type, Data_Type >
Rule for determining if a cell should be included in a sequence . . . 167
Rules< Array_Type, Data_Type >
Vector of objects of class Rule . . . 169
StatsCounter< Array_Type, Data_Type >
Count stats for a single Array . . . 173
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >
Compute the support of sufficient statistics . . . 177
vecHasher< T > . . . 187

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

include/barry/barray-bones.hpp . . . 189
include/barry/barray-iterator.hpp . . . 190
include/barry/barray-meat-operators.hpp . . . 191
include/barry/barray-meat.hpp . . . 196
include/barry/barraycell-bones.hpp . . . 214
include/barry/barraycell-meat.hpp . . . 215
include/barry/barraydense-bones.hpp . . . 215
include/barry/barraydense-meat-operators.hpp . . . 217
include/barry/barraydense-meat.hpp . . . 221
include/barry/barraydensecell-bones.hpp . . . 242
include/barry/barraydensecell-meat.hpp . . . 243
include/barry/barraydensecol-bones.hpp . . . 244
include/barry/barraydenserow-bones.hpp . . . 245
include/barry/barrayrow-bones.hpp . . . 247
include/barry/barrayrow-meat.hpp . . . 247
include/barry/barrayvector-bones.hpp . . . 250
include/barry/barrayvector-meat.hpp . . . 251
include/barry/barry-configuration.hpp . . . 252
include/barry/barry-debug.hpp . . . 254
include/barry/barry-macros.hpp . . . 254
include/barry/barry.hpp . . . 256
include/barry/cell-bones.hpp . . . 259
include/barry/cell-meat.hpp . . . 259
include/barry/col-bones.hpp . . . 260
include/barry/counters-bones.hpp . . . 260
include/barry/counters-meat.hpp . . . 262
include/barry/model-bones.hpp . . . 296
include/barry/model-meat.hpp . . . 297
include/barry/powerset-bones.hpp . . . 308
include/barry/powerset-meat.hpp . . . 309
include/barry/progress.hpp . . . 310
include/barry/rules-bones.hpp . . . 310
include/barry/rules-meat.hpp . . . 312
include/barry/statscounter-bones.hpp . . . 312
include/barry/statscounter-meat.hpp . . . 314

include/barry/statsdb.hpp . . . 320
include/barry/support-bones.hpp . . . 320
include/barry/support-meat.hpp . . . 322
include/barry/typedefs.hpp . . . 333
include/barry/counters/network-css.hpp . . . 274
include/barry/counters/network.hpp . . . 282
include/barry/counters/phylo.hpp . . . 289
include/barry/models/geese.hpp . . . 299
include/barry/models/geese/flock-bones.hpp . . . 300
include/barry/models/geese/flock-meat.hpp . . . 300
include/barry/models/geese/geese-bones.hpp . . . 301
include/barry/models/geese/geese-meat-constructors.hpp . . . 303
include/barry/models/geese/geese-meat-likelihood.hpp . . . 303
include/barry/models/geese/geese-meat-likelihood_exhaust.hpp . . . 304
include/barry/models/geese/geese-meat-predict.hpp . . . 305
include/barry/models/geese/geese-meat-predict_exhaust.hpp . . . 305
include/barry/models/geese/geese-meat-predict_sim.hpp . . . 306
include/barry/models/geese/geese-meat-simulate.hpp . . . 306
include/barry/models/geese/geese-meat.hpp . . . 307
include/barry/models/geese/geese-node-bones.hpp . . . 307

Chapter 5

Module Documentation

5.1 Counting

Classes

- class NetworkData

  Data class for Networks.
- class NodeData

  Data definition for the `PhyloArray` *class.*
- class Counter< Array_Type, Data_Type >

  A counter function based on change statistics.

5.1.1 Detailed Description

`barry` includes a flexible way to generate counters based on change statistics. Since most of the time we are counting many motifs in a graph, change statistics make a reasonable (and efficient) way to make such counts.

In particular, let the motif be defined as $s(y)$, with y as the binary array. The change statistic when adding cell y_{ij}, i.e. when the cell moves from being emty to have a one, is defined as

$$\delta(y_{ij}) = s^{+}_{ij}(y) - s^{-}_{ij}(y),$$

where $s^{+}_{ij}(y)$ and $s^{-}_{ij}(y)$ represent the motif statistic with and without the ij-cell. For example, in the case of networks, the change statistic for the number of edges is always 1.

To count statistics in an array, the [Counter] class will empty the array, initialize the counters, and then start counting while adding at each step a single cell, until matching the original array.

5.2 Statistical Models

Statistical models available in `barry`.

Classes

- class Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >

  General framework for discrete exponential models. This class allows generating discrete exponential models in the form of a linear exponential model:
- class Flock

  A Flock is a group of Geese.
- class Geese

  Annotated Phylo Model.

5.2.1 Detailed Description

Statistical models available in `barry`.

5.3 Network counters

Counters for network models.

Functions

- template<typename Tnet = Network>
  void counter_edges (NetCounters< Tnet > *counters)

  Number of edges.
- template<typename Tnet = Network>
  void counter_isolates (NetCounters< Tnet > *counters)

  Number of isolated vertices.
- template<> void counter_isolates (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_mutual (NetCounters< Tnet > *counters)

  Number of mutual ties.
- template<typename Tnet = Network>
  void counter_istar2 (NetCounters< Tnet > *counters)
- template<> void counter_istar2 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_ostar2 (NetCounters< Tnet > *counters)
- template<> void counter_ostar2 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_ttriads (NetCounters< Tnet > *counters)
- template<> void counter_ttriads (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_ctriads (NetCounters< Tnet > *counters)
- template<> void counter_ctriads (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_density (NetCounters< Tnet > *counters)
- template<typename Tnet = Network>
  void counter_idegree15 (NetCounters< Tnet > *counters)
- template<> void counter_idegree15 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_odegree15 (NetCounters< Tnet > *counters)
- template<> void counter_odegree15 (NetCounters< NetworkDense > *counters)

- template<typename Tnet = Network>
  void counter_absdiff (NetCounters< Tnet > *counters, uint attr_id, double alpha=1.0)

  Sum of absolute attribute difference between ego and alter.
- template<typename Tnet = Network>
  void counter_diff (NetCounters< Tnet > *counters, uint attr_id, double alpha=1.0, double tail_head=true)

  Sum of attribute difference between ego and alter to pow(alpha)
- NETWORK_COUNTER (init_single_attr)
- template<typename Tnet = Network>
  void counter_nodeicov (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_nodeocov (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_nodecov (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_nodematch (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_idegree (NetCounters< Tnet > *counters, std::vector< uint > d)

  Counts number of vertices with a given in-degree.
- template<> void counter_idegree (NetCounters< NetworkDense > *counters, std::vector< uint > d)
- template<typename Tnet = Network>
  void counter_odegree (NetCounters< Tnet > *counters, std::vector< uint > d)

  Counts number of vertices with a given out-degree.
- template<> void counter_odegree (NetCounters< NetworkDense > *counters, std::vector< uint > d)
- template<typename Tnet = Network>
  void counter_degree (NetCounters< Tnet > *counters, std::vector< uint > d)

  Counts number of vertices with a given out-degree.

5.3.1 Detailed Description

Counters for network models.

Parameters

counters	A pointer to a `NetCounters` object (`Counters<Network, NetCounterData>`).

5.3.2 Function Documentation

5.3.2.1 counter_absdiff()

```
template<typename Tnet = Network>
void counter_absdiff (
            NetCounters< Tnet > * counters,
            uint attr_id,
            double alpha = 1.0 )  [inline]
```

Sum of absolute attribute difference between ego and alter.

Definition at line 847 of file network.hpp.

5.3.2.2 counter_ctriads() [1/2]

```
template<>
void counter_ctriads (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 631 of file network.hpp.

5.3.2.3 counter_ctriads() [2/2]

```
template<typename Tnet = Network>
void counter_ctriads (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 578 of file network.hpp.

5.3.2.4 counter_degree()

```
template<typename Tnet = Network>
void counter_degree (
            NetCounters< Tnet > * counters,
            std::vector< uint > d )  [inline]
```

Counts number of vertices with a given out-degree.

Definition at line 1264 of file network.hpp.

5.3.2.5 counter_density()

```
template<typename Tnet = Network>
void counter_density (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 690 of file network.hpp.

5.3.2.6 counter_diff()

```
template<typename Tnet = Network>
void counter_diff (
            NetCounters< Tnet > * counters,
            uint attr_id,
            double alpha = 1.0,
            double tail_head = true )  [inline]
```

Sum of attribute difference between ego and alter to pow(alpha)

Definition at line 892 of file network.hpp.

5.3.2.7 counter_edges()

```
template<typename Tnet = Network>
void counter_edges (
            NetCounters< Tnet > * counters )  [inline]
```

Number of edges.

Definition at line 152 of file network.hpp.

5.3.2.8 counter_idegree() [1/2]

```
template<>
void counter_idegree (
            NetCounters< NetworkDense > * counters,
            std::vector< uint > d )  [inline]
```

Definition at line 1108 of file network.hpp.

5.3.2.9 counter_idegree() [2/2]

```
template<typename Tnet = Network>
void counter_idegree (
            NetCounters< Tnet > * counters,
            std::vector< uint > d )  [inline]
```

Counts number of vertices with a given in-degree.

Definition at line 1061 of file network.hpp.

5.3.2.10 counter_idegree15() [1/2]

```
template<>
void counter_idegree15 (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 742 of file network.hpp.

5.3.2.11 counter_idegree15() [2/2]

```
template<typename Tnet = Network>
void counter_idegree15 (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 716 of file network.hpp.

5.3.2.12 counter_isolates() [1/2]

```
template<>
void counter_isolates (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 211 of file network.hpp.

5.3.2.13 counter_isolates() [2/2]

```
template<typename Tnet = Network>
void counter_isolates (
            NetCounters< Tnet > * counters )  [inline]
```

Number of isolated vertices.

Definition at line 174 of file network.hpp.

5.3.2.14 counter_istar2() [1/2]

```
template<>
void counter_istar2 (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 325 of file network.hpp.

5.3.2.15 counter_istar2() [2/2]

```
template<typename Tnet = Network>
void counter_istar2 (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 304 of file network.hpp.

5.3.2.16 counter_mutual()

```
template<typename Tnet = Network>
void counter_mutual (
            NetCounters< Tnet > * counters )  [inline]
```

Number of mutual ties.

Definition at line 250 of file network.hpp.

5.3.2.17 counter_nodecov()

```
template<typename Tnet = Network>
void counter_nodecov (
            NetCounters< Tnet > * counters,
            uint attr_id )  [inline]
```

Definition at line 1005 of file network.hpp.

5.3.2.18 counter_nodeicov()

```
template<typename Tnet = Network>
void counter_nodeicov (
            NetCounters< Tnet > * counters,
            uint attr_id )  [inline]
```

Definition at line 955 of file network.hpp.

5.3.2.19 counter_nodematch()

```
template<typename Tnet = Network>
void counter_nodematch (
            NetCounters< Tnet > * counters,
            uint attr_id )  [inline]
```

Definition at line 1030 of file network.hpp.

5.3.2.20 counter_nodeocov()

```
template<typename Tnet = Network>
void counter_nodeocov (
            NetCounters< Tnet > * counters,
            uint attr_id )  [inline]
```

Definition at line 980 of file network.hpp.

5.3.2.21 counter_odegree() [1/2]

```
template<>
void counter_odegree (
            NetCounters< NetworkDense > * counters,
            std::vector< uint > d )  [inline]
```

Definition at line 1209 of file network.hpp.

5.3.2.22 counter_odegree() [2/2]

```
template<typename Tnet = Network>
void counter_odegree (
            NetCounters< Tnet > * counters,
            std::vector< uint > d )  [inline]
```

Counts number of vertices with a given out-degree.

Definition at line 1161 of file network.hpp.

5.3.2.23 counter_odegree15() [1/2]

```
template<>
void counter_odegree15 (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 806 of file network.hpp.

5.3.2.24 counter_odegree15() [2/2]

```
template<typename Tnet = Network>
void counter_odegree15 (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 780 of file network.hpp.

5.3.2.25 counter_ostar2() [1/2]

```
template<>
void counter_ostar2 (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 381 of file network.hpp.

5.3.2.26 counter_ostar2() [2/2]

```
template<typename Tnet = Network>
void counter_ostar2 (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 358 of file network.hpp.

5.3.2.27 counter_ttriads() [1/2]

```
template<>
void counter_ttriads (
            NetCounters< NetworkDense > * counters )  [inline]
```

Definition at line 501 of file network.hpp.

5.3.2.28 counter_ttriads() [2/2]

```
template<typename Tnet = Network>
void counter_ttriads (
            NetCounters< Tnet > * counters )  [inline]
```

Definition at line 413 of file network.hpp.

5.3.2.29 NETWORK_COUNTER()

```
NETWORK_COUNTER (
            init_single_attr  )
```

Definition at line 936 of file network.hpp.

5.4 Phylo counters

Counters for phylogenetic modeling.

Functions

- void counter_overall_gains (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Overall functional gains.
- void counter_gains (PhyloCounters *counters, std::vector< uint > nfun, unsigned int duplication=DEFAULT_DUPLICATION)

  Functional gains for a specific function (`nfun`).
- void counter_gains_k_offspring (PhyloCounters *counters, std::vector< uint > nfun, uint k=1u, unsigned int duplication=DEFAULT_DUPLICATION)

  k genes gain function nfun
- void counter_genes_changing (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Keeps track of how many genes are changing (either 0, 1, or 2 if dealing with regular trees.)
- void counter_prop_genes_changing (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Keeps track of how many genes are changing (either 0, 1, or 2 if dealing with regular trees.)
- void counter_overall_loss (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Overall functional loss.
- void counter_maxfuns (PhyloCounters *counters, uint lb, uint ub, unsigned int duplication=DEFAULT_DUPLICATION)

  Cap the number of functions per gene.

- void counter_loss (PhyloCounters *counters, std::vector< uint > nfun, unsigned int duplication=DEFAULT_DUPLICATION)

  Total count of losses for an specific function.
- void counter_overall_changes (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Total number of changes. Use this statistic to account for "preservation".
- void counter_subfun (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Total count of Sub-functionalization events.
- void counter_cogain (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Co-evolution (joint gain or loss)
- void counter_longest (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Longest branch mutates (either by gain or by loss)
- void counter_neofun (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Total number of neofunctionalization events.
- void counter_neofun_a2b (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Total number of neofunctionalization events.
- void counter_co_opt (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Function co-opting.
- void counter_k_genes_changing (PhyloCounters *counters, unsigned int k, unsigned int duplication=DEFAULT_DUPLICATION)

  Indicator function. Equals to one if k genes changed and zero otherwise.
- void counter_less_than_p_prop_genes_changing (PhyloCounters *counters, double p, unsigned int duplication=DEFAULT_DUPLICATION)

  Indicator function. Equals to one if k genes changed and zero otherwise.

5.4.1 Detailed Description

Counters for phylogenetic modeling.

Parameters

counters	A pointer to a `PhyloCounters` object (`Counters<PhyloArray, PhyloCounterData>`).

5.4.2 Function Documentation

5.4.2.1 counter_co_opt()

```
void counter_co_opt (
            PhyloCounters * counters,
            uint nfunA,
            uint nfunB,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Function co-opting.

Function co-opting of functions A and B happens when, for example, function B is gained as a new featured leveraging what function A already does; without losing function A. The sufficient statistic is defined as follows:

$$x_{pa}(1-x_{pb})\sum_{i<j}\left[x^p_{ia}(1-x^p_{ib})x^p_{ja}x^p_{jb}+x^p_{ja}(1-x^p_{jb})x^p_{ia}x^p_{ib}\right]$$

This algorithm implements the change statistic.

Definition at line 1234 of file phylo.hpp.

5.4.2.2 counter_cogain()

```
void counter_cogain (
            PhyloCounters * counters,
            uint nfunA,
            uint nfunB,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Co-evolution (joint gain or loss)

Needs to specify pairs of functions (`nfunA`, `nfunB`).

Definition at line 859 of file phylo.hpp.

5.4.2.3 counter_gains()

```
void counter_gains (
            PhyloCounters * counters,
            std::vector< uint > nfun,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Functional gains for a specific function (`nfun`).

Definition at line 205 of file phylo.hpp.

5.4.2.4 counter_gains_k_offspring()

```
void counter_gains_k_offspring (
            PhyloCounters * counters,
            std::vector< uint > nfun,
            uint k = 1u,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

k genes gain function nfun

Definition at line 266 of file phylo.hpp.

5.4.2.5 counter_genes_changing()

```
void counter_genes_changing (
            PhyloCounters * counters,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Keeps track of how many genes are changing (either 0, 1, or 2 if dealing with regular trees.)

Definition at line 339 of file phylo.hpp.

5.4.2.6 counter_k_genes_changing()

```
void counter_k_genes_changing (
            PhyloCounters * counters,
            unsigned int k,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Indicator function. Equals to one if k genes changed and zero otherwise.

$<$ How many genes diverge the parent

Definition at line 1333 of file phylo.hpp.

5.4.2.7 counter_less_than_p_prop_genes_changing()

```
void counter_less_than_p_prop_genes_changing (
            PhyloCounters * counters,
            double p,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Indicator function. Equals to one if k genes changed and zero otherwise.

$<$ How many genes diverge the parent

Definition at line 1467 of file phylo.hpp.

5.4.2.8 counter_longest()

```
void counter_longest (
            PhyloCounters * counters,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Longest branch mutates (either by gain or by loss)

Definition at line 917 of file phylo.hpp.

5.4.2.9 counter_loss()

```
void counter_loss (
            PhyloCounters * counters,
            std::vector< uint > nfun,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Total count of losses for an specific function.

Definition at line 654 of file phylo.hpp.

5.4.2.10 counter_maxfuns()

```
void counter_maxfuns (
            PhyloCounters * counters,
            uint lb,
            uint ub,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Cap the number of functions per gene.

Definition at line 572 of file phylo.hpp.

5.4.2.11 counter_neofun()

```
void counter_neofun (
            PhyloCounters * counters,
            uint nfunA,
            uint nfunB,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Total number of neofunctionalization events.

Needs to specify pairs of function.

Definition at line 1029 of file phylo.hpp.

5.4.2.12 counter_neofun_a2b()

```
void counter_neofun_a2b (
            PhyloCounters * counters,
            uint nfunA,
            uint nfunB,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Total number of neofunctionalization events.

Needs to specify pairs of function.

Definition at line 1115 of file phylo.hpp.

5.4.2.13 counter_overall_changes()

```
void counter_overall_changes (
            PhyloCounters * counters,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Total number of changes. Use this statistic to account for "preservation".

Definition at line 712 of file phylo.hpp.

5.4.2.14 counter_overall_gains()

```
void counter_overall_gains (
            PhyloCounters * counters,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Overall functional gains.

Total number of gains (irrespective of the function).

Definition at line 154 of file phylo.hpp.

5.4.2.15 counter_overall_loss()

```
void counter_overall_loss (
            PhyloCounters * counters,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Overall functional loss.

Definition at line 529 of file phylo.hpp.

5.4.2.16 counter_prop_genes_changing()

```
void counter_prop_genes_changing (
            PhyloCounters * counters,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Keeps track of how many genes are changing (either 0, 1, or 2 if dealing with regular trees.)

Definition at line 411 of file phylo.hpp.

5.4.2.17 counter_subfun()

```
void counter_subfun (
            PhyloCounters * counters,
            uint nfunA,
            uint nfunB,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Total count of Sub-functionalization events.

It requires to specify data = {funA, funB}

Definition at line 772 of file phylo.hpp.

5.5 Phylo rules

Rules for phylogenetic modeling.

Classes

- class PhyloRuleDynData

Functions

- void rule_dyn_limit_changes (PhyloSupport *support, uint pos, uint lb, uint ub, unsigned int duplication=DEFAULT_DUPLICATIO
  Overall functional gains.

5.5.1 Detailed Description

Rules for phylogenetic modeling.

Parameters

rules	A pointer to a `PhyloRules` object (`Rules<PhyloArray, PhyloRuleData>`).

5.5.2 Function Documentation

5.5.2.1 rule_dyn_limit_changes()

```
void rule_dyn_limit_changes (
            PhyloSupport * support,
            uint pos,
```

```
            uint lb,
            uint ub,
            unsigned int duplication = DEFAULT_DUPLICATION )  [inline]
```

Overall functional gains.

Parameters

support	Support of a model.
pos	Position of the focal statistic.
lb	Lower bound
ub	Upper bound

Returns

(void) adds a rule limiting the support of the model.

Definition at line 1636 of file phylo.hpp.

Chapter 6

Namespace Documentation

6.1 barry Namespace Reference

barry: Your go-to motif accountant

Namespaces

- counters

  Tree class and TreeIterator class.

6.1.1 Detailed Description

barry: Your go-to motif accountant

6.2 barry::counters Namespace Reference

Tree class and TreeIterator class.

Namespaces

- network
- phylo

6.2.1 Detailed Description

Tree class and TreeIterator class.

6.3 barry::counters::network Namespace Reference

6.4 barry::counters::phylo Namespace Reference

6.5 CHECK Namespace Reference

Integer constants used to specify which cell should be check.

Variables

- const int BOTH = -1
- const int NONE = 0
- const int ONE = 1
- const int TWO = 2

6.5.1 Detailed Description

Integer constants used to specify which cell should be check.

6.5.2 Variable Documentation

6.5.2.1 BOTH

```
const int CHECK::BOTH = -1
```

Definition at line 28 of file typedefs.hpp.

6.5.2.2 NONE

```
const int CHECK::NONE = 0
```

Definition at line 29 of file typedefs.hpp.

6.5.2.3 ONE

```
const int CHECK::ONE = 1
```

Definition at line 30 of file typedefs.hpp.

6.5.2.4 TWO

```
const int CHECK::TWO = 2
```

Definition at line 31 of file typedefs.hpp.

6.6 EXISTS Namespace Reference

Integer constants used to specify which cell should be check to exist or not.

Variables

- const int BOTH = -1
- const int NONE = 0
- const int ONE = 1
- const int TWO = 1
- const int UKNOWN = -1
- const int AS_ZERO = 0
- const int AS_ONE = 1

6.6.1 Detailed Description

Integer constants used to specify which cell should be check to exist or not.

6.6.2 Variable Documentation

6.6.2.1 AS_ONE

```
const int EXISTS::AS_ONE = 1
```

Definition at line 46 of file typedefs.hpp.

6.6.2.2 AS_ZERO

```
const int EXISTS::AS_ZERO = 0
```

Definition at line 45 of file typedefs.hpp.

6.6.2.3 BOTH

```
const int EXISTS::BOTH = -1
```

Definition at line 39 of file typedefs.hpp.

6.6.2.4 NONE

```
const int EXISTS::NONE = 0
```

Definition at line 40 of file typedefs.hpp.

6.6.2.5 ONE

```
const int EXISTS::ONE = 1
```

Definition at line 41 of file typedefs.hpp.

6.6.2.6 TWO

```
const int EXISTS::TWO = 1
```

Definition at line 42 of file typedefs.hpp.

6.6.2.7 UKNOWN

```
const int EXISTS::UKNOWN = -1
```

Definition at line 44 of file typedefs.hpp.

Chapter 7

Class Documentation

7.1 BArray< Cell_Type, Data_Type > Class Template Reference

Baseline class for binary arrays.

`#include <barray-bones.hpp>`

Public Member Functions

- bool operator== (const BArray< Cell_Type, Data_Type > &Array_)
- ~BArray ()
- void out_of_range (uint i, uint j) const
- Cell_Type get_cell (uint i, uint j, bool check_bounds=true) const
- std::vector< Cell_Type > get_col_vec (uint i, bool check_bounds=true) const
- std::vector< Cell_Type > get_row_vec (uint i, bool check_bounds=true) const
- void get_col_vec (std::vector< Cell_Type > *x, uint i, bool check_bounds=true) const
- void get_row_vec (std::vector< Cell_Type > *x, uint i, bool check_bounds=true) const
- const Row_type< Cell_Type > & row (uint i, bool check_bounds=true) const
- const Col_type< Cell_Type > & col (uint i, bool check_bounds=true) const
- Entries< Cell_Type > get_entries () const

  Get the edgelist.
- void transpose ()
- void clear (bool hard=true)
- void resize (uint N_, uint M_)
- void reserve ()
- void print (const char *fmt=nullptr,...) const
- bool is_dense () const noexcept

Constructors

Parameters

N_	*Number of rows*
M_	*Number of columns*
source	*An unsigned vector ranging from 0 to N_*
target	*An unsigned int vector ranging from 0 to M_*
target	*When `true` tries to add repeated observations.*

- BArray ()
  Zero-size array.
- BArray (uint N_, uint M_)
  Empty array.
- BArray (uint N_, uint M_, const std::vector< uint > &source, const std::vector< uint > &target, const std::vector< Cell_Type > &value, bool add=true)
  Edgelist with data.
- BArray (uint N_, uint M_, const std::vector< uint > &source, const std::vector< uint > &target, bool add=true)
  Edgelist with no data (simpler)
- BArray (const BArray< Cell_Type, Data_Type > &Array_, bool copy_data=false)
  Copy constructor.
- BArray< Cell_Type, Data_Type > & operator= (const BArray< Cell_Type, Data_Type > &Array_)
  Assignment constructor.
- BArray (BArray< Cell_Type, Data_Type > &&x) noexcept
  Move operator.
- BArray< Cell_Type, Data_Type > & operator= (BArray< Cell_Type, Data_Type > &&x) noexcept
  Move assignment.

- void set_data (Data_Type *data_, bool delete_data_=false)
  Set the data object.
- Data_Type * D ()
- const Data_Type * D () const
- void flush_data ()

Queries

`is_empty` queries a single cell. `nrow`, `ncol`, and `nnozero` return the number of rows, columns, and non-zero cells respectively.

Parameters

i,j	*Coordinates*
check_bounds	*If `false` avoids checking bounds.*

- bool is_empty (uint i, uint j, bool check_bounds=true) const
- uint nrow () const noexcept
- uint ncol () const noexcept
- uint nnozero () const noexcept
- Cell< Cell_Type > default_val () const

Cell-wise insertion/deletion

Parameters

i,j	*Row,column*
check_bounds	*When `true` and out of range, the function throws an error.*
check_exists	*Wither check if the cell exists (before trying to delete/add), or, in the case of `swap_cells`, check if either of both cells exists/don't exist.*

- BArray< Cell_Type, Data_Type > & operator+= (const std::pair< uint, uint > &coords)

- BArray< Cell_Type, Data_Type > & operator-= (const std::pair< uint, uint > &coords)
- BArrayCell< Cell_Type, Data_Type > operator() (uint i, uint j, bool check_bounds=true)
- const Cell< Cell_Type > & operator() (uint i, uint j, bool check_bounds=true) const
- void rm_cell (uint i, uint j, bool check_bounds=true, bool check_exists=true)
- void insert_cell (uint i, uint j, const Cell< Cell_Type > &v, bool check_bounds, bool check_exists)
- void insert_cell (uint i, uint j, Cell< Cell_Type > &&v, bool check_bounds, bool check_exists)
- void insert_cell (uint i, uint j, Cell_Type v, bool check_bounds, bool check_exists)
- void swap_cells (uint i0, uint j0, uint i1, uint j1, bool check_bounds=true, int check_exists=CHECK::BOTH, int *report=nullptr)
- void toggle_cell (uint i, uint j, bool check_bounds=true, int check_exists=EXISTS::UKNOWN)
- void toggle_lock (uint i, uint j, bool check_bounds=true)

Column/row wise interchange

- void swap_rows (uint i0, uint i1, bool check_bounds=true)
- void swap_cols (uint j0, uint j1, bool check_bounds=true)
- void zero_row (uint i, bool check_bounds=true)
- void zero_col (uint j, bool check_bounds=true)

Arithmetic operators

- BArray< Cell_Type, Data_Type > & operator+= (const BArray< Cell_Type, Data_Type > &rhs)
- BArray< Cell_Type, Data_Type > & operator+= (const Cell_Type &rhs)
- BArray< Cell_Type, Data_Type > & operator-= (const BArray< Cell_Type, Data_Type > &rhs)
- BArray< Cell_Type, Data_Type > & operator-= (const Cell_Type &rhs)
- BArray< Cell_Type, Data_Type > & operator/= (const Cell_Type &rhs)
- BArray< Cell_Type, Data_Type > & operator*= (const Cell_Type &rhs)

Public Attributes

- bool visited = false

Friends

- class BArrayCell< Cell_Type, Data_Type >
- class BArrayCell_const< Cell_Type, Data_Type >

7.1.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArray< Cell_Type, Data_Type >

Baseline class for binary arrays.

`BArray` class objects are arbitrary arrays in which non-empty cells hold data of type `Cell_Type`. The non-empty cells are stored by row and indexed using `unordered_map`s, i.e. `std::vector< std::unordered_map<unsigned int,Cell_Type> >`.

Template Parameters

Cell_Type	Type of cell (any type).
Data_Type	Data type of the array (bool default).

Definition at line 22 of file barray-bones.hpp.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 BArray() [1/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::BArray ( )  [inline]
```

Zero-size array.

Definition at line 63 of file barray-bones.hpp.

7.1.2.2 BArray() [2/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::BArray (
            uint N_,
            uint M_ )  [inline]
```

Empty array.

Definition at line 66 of file barray-bones.hpp.

7.1.2.3 BArray() [3/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::BArray (
            uint N_,
            uint M_,
            const std::vector< uint > & source,
            const std::vector< uint > & target,
            const std::vector< Cell_Type > & value,
            bool add = true )
```

Edgelist with data.

7.1.2.4 BArray() [4/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::BArray (
            uint N_,
            uint M_,
            const std::vector< uint > & source,
            const std::vector< uint > & target,
            bool add = true )
```

Edgelist with no data (simpler)

7.1.2.5 BArray() [5/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::BArray (
            const BArray< Cell_Type, Data_Type > & Array_,
            bool copy_data = false )
```

Copy constructor.

7.1.2.6 BArray() [6/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::BArray (
            BArray< Cell_Type, Data_Type > && x )  [noexcept]
```

Move operator.

7.1.2.7 ~BArray()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray< Cell_Type, Data_Type >::~BArray ( )
```

7.1.3 Member Function Documentation

7.1.3.1 clear()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::clear (
            bool hard = true )
```

7.1.3.2 col()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Col_type< Cell_Type >& BArray< Cell_Type, Data_Type >::col (
            uint i,
            bool check_bounds = true ) const
```

7.1.3.3 D() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Data_Type* BArray< Cell_Type, Data_Type >::D ( )
```

7.1.3.4 D() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Data_Type* BArray< Cell_Type, Data_Type >::D ( ) const
```

7.1.3.5 default_val()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Cell<Cell_Type> BArray< Cell_Type, Data_Type >::default_val ( ) const
```

7.1.3.6 flush_data()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::flush_data ( )
```

7.1.3.7 get_cell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Cell_Type BArray< Cell_Type, Data_Type >::get_cell (
            uint i,
            uint j,
            bool check_bounds = true ) const
```

7.1.3.8 get_col_vec() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::get_col_vec (
            std::vector< Cell_Type > * x,
            uint i,
            bool check_bounds = true ) const
```

7.1.3.9 get_col_vec() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::vector< Cell_Type > BArray< Cell_Type, Data_Type >::get_col_vec (
            uint i,
            bool check_bounds = true ) const
```

7.1.3.10 get_entries()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Entries<Cell_Type> BArray< Cell_Type, Data_Type >::get_entries ( ) const
```

Get the edgelist.

Entries is a class with three objects: Two std::vector with the row and column coordinates respectively, and one std::vector with the corresponding value of the cell.

Returns

Entries<Cell_Type>

7.1.3.11 get_row_vec() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::get_row_vec (
            std::vector< Cell_Type > * x,
            uint i,
            bool check_bounds = true ) const
```

7.1.3.12 get_row_vec() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::vector< Cell_Type > BArray< Cell_Type, Data_Type >::get_row_vec (
            uint i,
            bool check_bounds = true ) const
```

7.1.3.13 insert_cell() [1/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::insert_cell (
            uint i,
            uint j,
            Cell< Cell_Type > && v,
            bool check_bounds,
            bool check_exists )
```

7.1.3.14 insert_cell() [2/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::insert_cell (
            uint i,
            uint j,
            Cell_Type v,
            bool check_bounds,
            bool check_exists )
```

7.1.3.15 insert_cell() [3/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::insert_cell (
            uint i,
            uint j,
            const Cell< Cell_Type > & v,
            bool check_bounds,
            bool check_exists )
```

7.1.3.16 is_dense()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArray< Cell_Type, Data_Type >::is_dense ( ) const  [inline], [noexcept]
```

Definition at line 232 of file barray-bones.hpp.

7.1.3.17 is_empty()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArray< Cell_Type, Data_Type >::is_empty (
            uint i,
            uint j,
            bool check_bounds = true ) const
```

7.1.3.18 ncol()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArray< Cell_Type, Data_Type >::ncol ( ) const  [noexcept]
```

7.1.3.19 nnozero()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArray< Cell_Type, Data_Type >::nnozero ( ) const  [noexcept]
```

7.1.3.20 nrow()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArray< Cell_Type, Data_Type >::nrow ( ) const  [noexcept]
```

7.1.3.21 operator()() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayCell<Cell_Type,Data_Type> BArray< Cell_Type, Data_Type >::operator() (
            uint i,
            uint j,
            bool check_bounds = true )
```

7.1.3.22 operator()() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Cell<Cell_Type>& BArray< Cell_Type, Data_Type >::operator() (
            uint i,
            uint j,
            bool check_bounds = true ) const
```

7.1.3.23 operator*=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator*= (
            const Cell_Type & rhs )
```

7.1.3.24 operator+=() [1/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator+= (
            const BArray< Cell_Type, Data_Type > & rhs )
```

7.1.3.25 operator+=() [2/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator+= (
            const Cell_Type & rhs )
```

7.1.3.26 operator+=() [3/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator+= (
            const std::pair< uint, uint > & coords )
```

7.1.3.27 operator-=() [1/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator-= (
            const BArray< Cell_Type, Data_Type > & rhs )
```

7.1.3.28 operator-=() [2/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator-= (
            const Cell_Type & rhs )
```

7.1.3.29 operator-=() [3/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator-= (
            const std::pair< uint, uint > & coords )
```

7.1.3.30 operator/=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator/= (
            const Cell_Type & rhs )
```

7.1.3.31 operator=() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator= (
            BArray< Cell_Type, Data_Type > && x )  [noexcept]
```

Move assignment.

7.1.3.32 operator=() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArray<Cell_Type,Data_Type>& BArray< Cell_Type, Data_Type >::operator= (
            const BArray< Cell_Type, Data_Type > & Array_ )
```

Assignment constructor.

7.1.3.33 operator==()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArray< Cell_Type, Data_Type >::operator== (
            const BArray< Cell_Type, Data_Type > & Array_ )
```

7.1.3.34 out_of_range()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::out_of_range (
            uint i,
            uint j ) const
```

7.1.3.35 print()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::print (
            const char * fmt = nullptr,
             ...  )  const
```

7.1.3.36 reserve()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::reserve ( )
```

7.1.3.37 resize()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::resize (
            uint N_,
            uint M_ )
```

7.1.3.38 rm_cell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::rm_cell (
            uint i,
            uint j,
            bool check_bounds = true,
            bool check_exists = true )
```

7.1.3.39 row()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Row_type< Cell_Type >& BArray< Cell_Type, Data_Type >::row (
            uint i,
            bool check_bounds = true ) const
```

7.1.3.40 set_data()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::set_data (
            Data_Type * data_,
            bool delete_data_ = false )
```

Set the data object.

Parameters

*data_*	
*delete_↩ data_*	

7.1.3.41 swap_cells()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::swap_cells (
            uint i0,
            uint j0,
            uint i1,
            uint j1,
            bool check_bounds = true,
            int check_exists = CHECK::BOTH,
            int * report = nullptr )
```

7.1.3.42 swap_cols()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::swap_cols (
            uint j0,
            uint j1,
            bool check_bounds = true )
```

7.1.3.43 swap_rows()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::swap_rows (
            uint i0,
            uint i1,
            bool check_bounds = true )
```

7.1.3.44 toggle_cell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::toggle_cell (
            uint i,
            uint j,
            bool check_bounds = true,
            int check_exists = EXISTS::UKNOWN )
```

7.1.3.45 toggle_lock()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::toggle_lock (
            uint i,
            uint j,
            bool check_bounds = true )
```

7.1.3.46 transpose()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::transpose ( )
```

7.1.3.47 zero_col()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::zero_col (
            uint j,
            bool check_bounds = true )
```

7.1.3.48 zero_row()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArray< Cell_Type, Data_Type >::zero_row (
            uint i,
            bool check_bounds = true )
```

7.1.4 Friends And Related Function Documentation

7.1.4.1 BArrayCell< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayCell< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barray-bones.hpp.

7.1.4.2 BArrayCell_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayCell_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barray-bones.hpp.

7.1.5 Member Data Documentation

7.1.5.1 visited

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArray< Cell_Type, Data_Type >::visited = false
```

This is as a reference, if we need to iterate through the cells and we need to keep track which were visited, we use this as a reference. So that if cell.visited = true and visited = true, it means that we haven't been here yet. Ideally, any routine using this->visited should switch it at the beginning of the routine.

Definition at line 48 of file barray-bones.hpp.

The documentation for this class was generated from the following file:

- include/barry/barray-bones.hpp

7.2 BArrayCell< Cell_Type, Data_Type > Class Template Reference

```
#include <barraycell-bones.hpp>
```

Public Member Functions

- BArrayCell (BArray< Cell_Type, Data_Type > *Array_, uint i_, uint j_, bool check_bounds=true)
- ~BArrayCell ()
- void operator= (const Cell_Type &val)
- void operator+= (const Cell_Type &val)
- void operator-= (const Cell_Type &val)
- void operator*= (const Cell_Type &val)
- void operator/= (const Cell_Type &val)
- operator Cell_Type () const
- bool operator== (const Cell_Type &val) const

7.2.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayCell< Cell_Type, Data_Type >

Definition at line 7 of file barraycell-bones.hpp.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 BArrayCell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayCell< Cell_Type, Data_Type >::BArrayCell (
            BArray< Cell_Type, Data_Type > * Array_,
            uint i_,
            uint j_,
            bool check_bounds = true )  [inline]
```

Definition at line 16 of file barraycell-bones.hpp.

7.2.2.2 ~BArrayCell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayCell< Cell_Type, Data_Type >::~BArrayCell ( )  [inline]
```

Definition at line 31 of file barraycell-bones.hpp.

7.2.3 Member Function Documentation

7.2.3.1 operator Cell_Type()

```
template<typename Cell_Type , typename Data_Type >
BArrayCell< Cell_Type, Data_Type >::operator Cell_Type  [inline]
```

Definition at line 58 of file barraycell-meat.hpp.

7.2.3.2 operator*=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayCell< Cell_Type, Data_Type >::operator*= (
            const Cell_Type & val )  [inline]
```

Definition at line 40 of file barraycell-meat.hpp.

7.2.3.3 operator+=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayCell< Cell_Type, Data_Type >::operator+= (
            const Cell_Type & val )  [inline]
```

Definition at line 18 of file barraycell-meat.hpp.

7.2.3.4 operator-=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayCell< Cell_Type, Data_Type >::operator-= (
            const Cell_Type & val )  [inline]
```

Definition at line 29 of file barraycell-meat.hpp.

7.2.3.5 operator/=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayCell< Cell_Type, Data_Type >::operator/= (
            const Cell_Type & val )  [inline]
```

Definition at line 49 of file barraycell-meat.hpp.

7.2.3.6 operator=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayCell< Cell_Type, Data_Type >::operator= (
            const Cell_Type & val )  [inline]
```

Definition at line 7 of file barraycell-meat.hpp.

7.2.3.7 operator==()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell< Cell_Type, Data_Type >::operator== (
            const Cell_Type & val ) const  [inline]
```

Definition at line 63 of file barraycell-meat.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraycell-bones.hpp
- include/barry/barraycell-meat.hpp
- include/barry/barrayrow-meat.hpp

7.3 BArrayCell_const< Cell_Type, Data_Type > Class Template Reference

`#include <barraycell-bones.hpp>`

Public Member Functions

- BArrayCell_const (const BArray< Cell_Type, Data_Type > *Array_, uint i_, uint j_, bool check_bounds=true)
- ~BArrayCell_const ()
- operator Cell_Type () const
- bool operator== (const Cell_Type &val) const
- bool operator!= (const Cell_Type &val) const
- bool operator< (const Cell_Type &val) const
- bool operator> (const Cell_Type &val) const
- bool operator<= (const Cell_Type &val) const
- bool operator>= (const Cell_Type &val) const

7.3.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayCell_const< Cell_Type, Data_Type >

Definition at line 46 of file barraycell-bones.hpp.

7.3.2 Constructor & Destructor Documentation

7.3.2.1 BArrayCell_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayCell_const< Cell_Type, Data_Type >::BArrayCell_const (
            const BArray< Cell_Type, Data_Type > * Array_,
            uint i_,
            uint j_,
            bool check_bounds = true )  [inline]
```

Definition at line 55 of file barraycell-bones.hpp.

7.3.2.2 ~BArrayCell_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayCell_const< Cell_Type, Data_Type >::~BArrayCell_const ( )  [inline]
```

Definition at line 67 of file barraycell-bones.hpp.

7.3.3 Member Function Documentation

7.3.3.1 operator Cell_Type()

```
template<typename Cell_Type , typename Data_Type >
BArrayCell_const< Cell_Type, Data_Type >::operator Cell_Type  [inline]
```

Definition at line 68 of file barraycell-meat.hpp.

7.3.3.2 operator"!=()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell_const< Cell_Type, Data_Type >::operator!= (
            const Cell_Type & val ) const  [inline]
```

Definition at line 78 of file barraycell-meat.hpp.

7.3.3.3 operator<()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell_const< Cell_Type, Data_Type >::operator< (
            const Cell_Type & val ) const  [inline]
```

Definition at line 83 of file barraycell-meat.hpp.

7.3.3.4 operator<=()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell_const< Cell_Type, Data_Type >::operator<= (
            const Cell_Type & val ) const  [inline]
```

Definition at line 93 of file barraycell-meat.hpp.

7.3.3.5 operator==()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell_const< Cell_Type, Data_Type >::operator== (
            const Cell_Type & val ) const  [inline]
```

Definition at line 73 of file barraycell-meat.hpp.

7.3.3.6 operator>()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell_const< Cell_Type, Data_Type >::operator> (
            const Cell_Type & val ) const  [inline]
```

Definition at line 88 of file barraycell-meat.hpp.

7.3.3.7 operator>=()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayCell_const< Cell_Type, Data_Type >::operator>= (
            const Cell_Type & val ) const  [inline]
```

Definition at line 98 of file barraycell-meat.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraycell-bones.hpp
- include/barry/barraycell-meat.hpp
- include/barry/barrayrow-meat.hpp

7.4 BArrayDense< Cell_Type, Data_Type > Class Template Reference

Baseline class for binary arrays.

`#include <barraydense-bones.hpp>`

Public Member Functions

- bool operator== (const BArrayDense< Cell_Type, Data_Type > &Array_)
- ~BArrayDense ()
- void out_of_range (uint i, uint j) const
- Cell_Type get_cell (uint i, uint j, bool check_bounds=true) const
- std::vector< Cell_Type > get_col_vec (uint i, bool check_bounds=true) const
- std::vector< Cell_Type > get_row_vec (uint i, bool check_bounds=true) const
- void get_col_vec (std::vector< Cell_Type > *x, uint i, bool check_bounds=true) const
- void get_row_vec (std::vector< Cell_Type > *x, uint i, bool check_bounds=true) const
- BArrayDenseRow< Cell_Type, Data_Type > & row (uint i, bool check_bounds=true)
- const BArrayDenseRow_const< Cell_Type, Data_Type > row (uint i, bool check_bounds=true) const
- BArrayDenseCol< Cell_Type, Data_Type > & col (uint j, bool check_bounds=true)
- const BArrayDenseCol_const< Cell_Type, Data_Type > col (uint j, bool check_bounds=true) const
- Entries< Cell_Type > get_entries () const

  Get the edgelist.
- void transpose ()
- void clear (bool hard=true)
- void resize (uint N_, uint M_)
- void reserve ()
- void print (const char *fmt=nullptr,...) const
- bool is_dense () const noexcept
- const std::vector< Cell_Type > & get_data () const
- const Cell_Type rowsum (unsigned int i) const
- const Cell_Type colsum (unsigned int i) const

Constructors

Parameters

N_	*Number of rows*
M_	*Number of columns*
source	*An unsigned vector ranging from 0 to N_*
target	*An unsigned int vector ranging from 0 to M_*
target	*When `true` tries to add repeated observations.*

- BArrayDense ()
  Zero-size array.
- BArrayDense (uint N_, uint M_)
  Empty array.
- BArrayDense (uint N_, uint M_, const std::vector< uint > &source, const std::vector< uint > &target, const std::vector< Cell_Type > &value, bool add=true)
  Edgelist with data.
- BArrayDense (uint N_, uint M_, const std::vector< uint > &source, const std::vector< uint > &target, bool add=true)
  Edgelist with no data (simpler)
- BArrayDense (const BArrayDense< Cell_Type, Data_Type > &Array_, bool copy_data=false)
  Copy constructor.
- BArrayDense< Cell_Type, Data_Type > & operator= (const BArrayDense< Cell_Type, Data_Type > &Array_)
  Assignment constructor.
- BArrayDense (BArrayDense< Cell_Type, Data_Type > &&x) noexcept
  Move operator.
- BArrayDense< Cell_Type, Data_Type > & operator= (BArrayDense< Cell_Type, Data_Type > &&x) noexcept
  Move assignment.

- void set_data (Data_Type *data_, bool delete_data_=false)
  Set the data object.
- Data_Type * D ()
- const Data_Type * D () const

Queries

`is_empty` queries a single cell. `nrow`, `ncol`, and `nnozero` return the number of rows, columns, and non-zero cells respectively.

Parameters

i,j	*Coordinates*
check_bounds	*If `false` avoids checking bounds.*

- bool is_empty (uint i, uint j, bool check_bounds=true) const
- uint nrow () const noexcept
- uint ncol () const noexcept
- uint nnozero () const noexcept
- Cell< Cell_Type > default_val () const

Cell-wise insertion/deletion

Parameters

i,j	*Row,column*
check_bounds	*When* `true` *and out of range, the function throws an error.*
check_exists	*Wither check if the cell exists (before trying to delete/add), or, in the case of* `swap_cells`*, check if either of both cells exists/don't exist.*

- BArrayDense< Cell_Type, Data_Type > & operator+= (const std::pair< uint, uint > &coords)
- BArrayDense< Cell_Type, Data_Type > & operator-= (const std::pair< uint, uint > &coords)
- BArrayDenseCell< Cell_Type, Data_Type > operator() (uint i, uint j, bool check_bounds=true)
- const Cell_Type operator() (uint i, uint j, bool check_bounds=true) const
- void rm_cell (uint i, uint j, bool check_bounds=true, bool check_exists=true)
- void insert_cell (uint i, uint j, const Cell< Cell_Type > &v, bool check_bounds, bool check_exists)
- void insert_cell (uint i, uint j, Cell_Type v, bool check_bounds, bool check_exists)
- void swap_cells (uint i0, uint j0, uint i1, uint j1, bool check_bounds=true, int check_exists=CHECK::BOTH, int *report=nullptr)
- void toggle_cell (uint i, uint j, bool check_bounds=true, int check_exists=EXISTS::UKNOWN)
- void toggle_lock (uint i, uint j, bool check_bounds=true)

Column/row wise interchange

- void swap_rows (uint i0, uint i1, bool check_bounds=true)
- void swap_cols (uint j0, uint j1, bool check_bounds=true)
- void zero_row (uint i, bool check_bounds=true)
- void zero_col (uint j, bool check_bounds=true)

Arithmetic operators

- BArrayDense< Cell_Type, Data_Type > & operator+= (const BArrayDense< Cell_Type, Data_Type > &rhs)
- BArrayDense< Cell_Type, Data_Type > & operator+= (const Cell_Type &rhs)
- BArrayDense< Cell_Type, Data_Type > & operator-= (const BArrayDense< Cell_Type, Data_Type > &rhs)
- BArrayDense< Cell_Type, Data_Type > & operator-= (const Cell_Type &rhs)
- BArrayDense< Cell_Type, Data_Type > & operator/= (const Cell_Type &rhs)
- BArrayDense< Cell_Type, Data_Type > & operator*= (const Cell_Type &rhs)

Public Attributes

- bool visited = false

Friends

- class BArrayDenseCell< Cell_Type, Data_Type >
- class BArrayDenseCol< Cell_Type, Data_Type >
- class BArrayDenseCol_const< Cell_Type, Data_Type >
- class BArrayDenseRow< Cell_Type, Data_Type >
- class BArrayDenseRow_const< Cell_Type, Data_Type >

7.4.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayDense< Cell_Type, Data_Type >

Baseline class for binary arrays.

`BArrayDense` class objects are arbitrary arrays in which non-empty cells hold data of type `Cell_Type`. The non-empty cells are stored by row and indexed using `unordered_map`s, i.e. `std::vector< std::unordered_map<unsigned int,Cell_Type> >`.

Template Parameters

Cell_Type	Type of cell (any type).
Data_Type	Data type of the array (bool default).

Definition at line 34 of file barraydense-bones.hpp.

7.4.2 Constructor & Destructor Documentation

7.4.2.1 BArrayDense() [1/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::BArrayDense ( )  [inline]
```

Zero-size array.

Definition at line 79 of file barraydense-bones.hpp.

7.4.2.2 BArrayDense() [2/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::BArrayDense (
            uint N_,
            uint M_ )  [inline]
```

Empty array.

Definition at line 82 of file barraydense-bones.hpp.

7.4.2.3 BArrayDense() [3/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::BArrayDense (
            uint N_,
            uint M_,
            const std::vector< uint > & source,
            const std::vector< uint > & target,
            const std::vector< Cell_Type > & value,
            bool add = true )
```

Edgelist with data.

7.4.2.4 BArrayDense() [4/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::BArrayDense (
            uint N_,
            uint M_,
            const std::vector< uint > & source,
            const std::vector< uint > & target,
            bool add = true )
```

Edgelist with no data (simpler)

7.4.2.5 BArrayDense() [5/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::BArrayDense (
            const BArrayDense< Cell_Type, Data_Type > & Array_,
            bool copy_data = false )
```

Copy constructor.

7.4.2.6 BArrayDense() [6/6]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::BArrayDense (
            BArrayDense< Cell_Type, Data_Type > && x )  [noexcept]
```

Move operator.

7.4.2.7 ~BArrayDense()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense< Cell_Type, Data_Type >::~BArrayDense ( )
```

7.4.3 Member Function Documentation

7.4.3.1 clear()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::clear (
            bool hard = true )
```

7.4.3.2 col() [1/2]

```
template<typename Cell_Type , typename Data_Type >
BArrayDenseCol< Cell_Type, Data_Type > & BArrayDense< Cell_Type, Data_Type >::col (
            uint j,
            bool check_bounds = true )  [inline]
```

Definition at line 482 of file barraydense-meat.hpp.

7.4.3.3 col() [2/2]

```
template<typename Cell_Type , typename Data_Type >
const BArrayDenseCol_const< Cell_Type, Data_Type > BArrayDense< Cell_Type, Data_Type >::col (
            uint j,
            bool check_bounds = true ) const  [inline]
```

Definition at line 468 of file barraydense-meat.hpp.

7.4.3.4 colsum()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Cell_Type BArrayDense< Cell_Type, Data_Type >::colsum (
            unsigned int i ) const
```

7.4.3.5 D() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Data_Type* BArrayDense< Cell_Type, Data_Type >::D ( )
```

7.4.3.6 D() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Data_Type* BArrayDense< Cell_Type, Data_Type >::D ( ) const
```

7.4.3.7 default_val()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Cell<Cell_Type> BArrayDense< Cell_Type, Data_Type >::default_val ( ) const
```

7.4.3.8 get_cell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Cell_Type BArrayDense< Cell_Type, Data_Type >::get_cell (
            uint i,
            uint j,
            bool check_bounds = true ) const
```

7.4.3.9 get_col_vec() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::get_col_vec (
            std::vector< Cell_Type > * x,
            uint i,
            bool check_bounds = true ) const
```

7.4.3.10 get_col_vec() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::vector< Cell_Type > BArrayDense< Cell_Type, Data_Type >::get_col_vec (
            uint i,
            bool check_bounds = true ) const
```

7.4.3.11 get_data()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const std::vector< Cell_Type >& BArrayDense< Cell_Type, Data_Type >::get_data ( ) const
```

7.4.3.12 get_entries()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Entries<Cell_Type> BArrayDense< Cell_Type, Data_Type >::get_entries ( ) const
```

Get the edgelist.

`Entries` is a class with three objects: Two `std::vector` with the row and column coordinates respectively, and one `std::vector` with the corresponding value of the cell.

Returns

Entries<Cell_Type>

7.4.3.13 get_row_vec() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::get_row_vec (
            std::vector< Cell_Type > * x,
            uint i,
            bool check_bounds = true ) const
```

7.4.3.14 get_row_vec() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::vector< Cell_Type > BArrayDense< Cell_Type, Data_Type >::get_row_vec (
            uint i,
            bool check_bounds = true ) const
```

7.4.3.15 insert_cell() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::insert_cell (
            uint i,
            uint j,
            Cell_Type v,
            bool check_bounds,
            bool check_exists )
```

7.4.3.16 insert_cell() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::insert_cell (
            uint i,
            uint j,
            const Cell< Cell_Type > & v,
            bool check_bounds,
            bool check_exists )
```

7.4.3.17 is_dense()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayDense< Cell_Type, Data_Type >::is_dense ( ) const  [inline], [noexcept]
```

Definition at line 254 of file barraydense-bones.hpp.

7.4.3.18 is_empty()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayDense< Cell_Type, Data_Type >::is_empty (
            uint i,
            uint j,
            bool check_bounds = true ) const
```

7.4.3.19 ncol()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArrayDense< Cell_Type, Data_Type >::ncol ( ) const  [noexcept]
```

7.4.3.20 nnozero()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArrayDense< Cell_Type, Data_Type >::nnozero ( ) const  [noexcept]
```

7.4.3.21 nrow()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArrayDense< Cell_Type, Data_Type >::nrow ( ) const  [noexcept]
```

7.4.3.22 operator()() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseCell<Cell_Type,Data_Type> BArrayDense< Cell_Type, Data_Type >::operator() (
            uint i,
            uint j,
            bool check_bounds = true )
```

7.4.3.23 operator()() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Cell_Type BArrayDense< Cell_Type, Data_Type >::operator() (
            uint i,
            uint j,
            bool check_bounds = true ) const
```

7.4.3.24 operator*=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator*= (
            const Cell_Type & rhs )
```

7.4.3.25 operator+=() [1/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator+= (
            const BArrayDense< Cell_Type, Data_Type > & rhs )
```

7.4.3.26 operator+=() [2/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator+= (
            const Cell_Type & rhs )
```

7.4.3.27 operator+=() [3/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator+= (
            const std::pair< uint, uint > & coords )
```

7.4.3.28 operator-=() [1/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator-= (
            const BArrayDense< Cell_Type, Data_Type > & rhs )
```

7.4.3.29 operator-=() [2/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator-= (
            const Cell_Type & rhs )
```

7.4.3.30 operator-=() [3/3]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator-= (
            const std::pair< uint, uint > & coords )
```

7.4.3.31 operator/=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator/= (
            const Cell_Type & rhs )
```

7.4.3.32 operator=() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator= (
            BArrayDense< Cell_Type, Data_Type > && x )  [noexcept]
```

Move assignment.

7.4.3.33 operator=() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDense<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::operator= (
            const BArrayDense< Cell_Type, Data_Type > & Array_ )
```

Assignment constructor.

7.4.3.34 operator==()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayDense< Cell_Type, Data_Type >::operator== (
            const BArrayDense< Cell_Type, Data_Type > & Array_ )
```

7.4.3.35 out_of_range()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::out_of_range (
            uint i,
            uint j ) const
```

7.4.3.36 print()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::print (
            const char * fmt = nullptr,
             ...  )  const
```

7.4.3.37 reserve()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::reserve ( )
```

7.4.3.38 resize()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::resize (
            uint N_,
            uint M_ )
```

7.4.3.39 rm_cell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::rm_cell (
            uint i,
            uint j,
            bool check_bounds = true,
            bool check_exists = true )
```

7.4.3.40 row() [1/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseRow<Cell_Type,Data_Type>& BArrayDense< Cell_Type, Data_Type >::row (
            uint i,
            bool check_bounds = true )
```

7.4.3.41 row() [2/2]

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const BArrayDenseRow_const<Cell_Type,Data_Type> BArrayDense< Cell_Type, Data_Type >::row (
            uint i,
            bool check_bounds = true ) const
```

7.4.3.42 rowsum()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const Cell_Type BArrayDense< Cell_Type, Data_Type >::rowsum (
            unsigned int i ) const
```

7.4.3.43 set_data()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::set_data (
            Data_Type * data_,
            bool delete_data_ = false )
```

Set the data object.

Parameters

*data_*	
*delete_↩ data_*	

7.4.3.44 swap_cells()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::swap_cells (
            uint i0,
            uint j0,
            uint i1,
            uint j1,
            bool check_bounds = true,
            int check_exists = CHECK::BOTH,
            int * report = nullptr )
```

7.4.3.45 swap_cols()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::swap_cols (
            uint j0,
            uint j1,
            bool check_bounds = true )
```

7.4.3.46 swap_rows()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::swap_rows (
            uint i0,
            uint i1,
            bool check_bounds = true )
```

7.4.3.47 toggle_cell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::toggle_cell (
            uint i,
            uint j,
            bool check_bounds = true,
            int check_exists = EXISTS::UKNOWN )
```

7.4.3.48 toggle_lock()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::toggle_lock (
            uint i,
            uint j,
            bool check_bounds = true )
```

7.4.3.49 transpose()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::transpose ( )
```

7.4.3.50 zero_col()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::zero_col (
            uint j,
            bool check_bounds = true )
```

7.4.3.51 zero_row()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayDense< Cell_Type, Data_Type >::zero_row (
            uint i,
            bool check_bounds = true )
```

7.4.4 Friends And Related Function Documentation

7.4.4.1 BArrayDenseCell< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydense-bones.hpp.

7.4.4.2 BArrayDenseCol< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCol< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydense-bones.hpp.

7.4.4.3 BArrayDenseCol_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCol_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydense-bones.hpp.

7.4.4.4 BArrayDenseRow< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseRow< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydense-bones.hpp.

7.4.4.5 BArrayDenseRow_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseRow_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydense-bones.hpp.

7.4.5 Member Data Documentation

7.4.5.1 visited

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayDense< Cell_Type, Data_Type >::visited = false
```

This is as a reference, if we need to iterate through the cells and we need to keep track which were visited, we use this as a reference. So that if cell.visited = true and visited = true, it means that we haven't been here yet. Ideally, any routine using this->visited should switch it at the beginning of the routine.

Definition at line 64 of file barraydense-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraydense-bones.hpp
- include/barry/barraydense-meat.hpp

7.5 BArrayDenseCell< Cell_Type, Data_Type > Class Template Reference

```
#include <barraydensecell-bones.hpp>
```

Public Member Functions

- BArrayDenseCell (BArrayDense< Cell_Type, Data_Type > *Array_, uint i_, uint j_, bool check_bounds=true)
- ~BArrayDenseCell ()
- void operator= (const Cell_Type &val)
- void operator+= (const Cell_Type &val)
- void operator-= (const Cell_Type &val)
- void operator*= (const Cell_Type &val)
- void operator/= (const Cell_Type &val)
- operator Cell_Type () const
- bool operator== (const Cell_Type &val) const

Friends

- class BArrayDense< Cell_Type, Data_Type >
- class BArrayDenseCol< Cell_Type, Data_Type >
- class BArrayDenseCol_const< Cell_Type, Data_Type >

7.5.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayDenseCell< Cell_Type, Data_Type >

Definition at line 15 of file barraydensecell-bones.hpp.

7.5.2 Constructor & Destructor Documentation

7.5.2.1 BArrayDenseCell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseCell< Cell_Type, Data_Type >::BArrayDenseCell (
            BArrayDense< Cell_Type, Data_Type > * Array_,
            uint i_,
            uint j_,
            bool check_bounds = true )  [inline]
```

Definition at line 27 of file barraydensecell-bones.hpp.

7.5.2.2 ~BArrayDenseCell()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseCell< Cell_Type, Data_Type >::~BArrayDenseCell ( )  [inline]
```

Definition at line 49 of file barraydensecell-bones.hpp.

7.5.3 Member Function Documentation

7.5.3.1 operator Cell_Type()

```
template<typename Cell_Type , typename Data_Type >
BArrayDenseCell< Cell_Type, Data_Type >::operator Cell_Type  [inline]
```

Definition at line 56 of file barraydensecell-meat.hpp.

7.5.3.2 operator*=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayDenseCell< Cell_Type, Data_Type >::operator*= (
            const Cell_Type & val )  [inline]
```

Definition at line 37 of file barraydensecell-meat.hpp.

7.5.3.3 operator+=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayDenseCell< Cell_Type, Data_Type >::operator+= (
            const Cell_Type & val )  [inline]
```

Definition at line 19 of file barraydensecell-meat.hpp.

7.5.3.4 operator-=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayDenseCell< Cell_Type, Data_Type >::operator-= (
            const Cell_Type & val )  [inline]
```

Definition at line 28 of file barraydensecell-meat.hpp.

7.5.3.5 operator/=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayDenseCell< Cell_Type, Data_Type >::operator/= (
            const Cell_Type & val )  [inline]
```

Definition at line 46 of file barraydensecell-meat.hpp.

7.5.3.6 operator=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayDenseCell< Cell_Type, Data_Type >::operator= (
            const Cell_Type & val )  [inline]
```

Definition at line 9 of file barraydensecell-meat.hpp.

7.5.3.7 operator==()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayDenseCell< Cell_Type, Data_Type >::operator== (
            const Cell_Type & val ) const  [inline]
```

Definition at line 61 of file barraydensecell-meat.hpp.

7.5.4 Friends And Related Function Documentation

7.5.4.1 BArrayDense< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDense< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydensecell-bones.hpp.

7.5.4.2 BArrayDenseCol< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCol< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydensecell-bones.hpp.

7.5.4.3 BArrayDenseCol_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCol_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydensecell-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraydense-bones.hpp
- include/barry/barraydensecell-bones.hpp
- include/barry/barraydensecell-meat.hpp

7.6 BArrayDenseCell_const< Cell_Type, Data_Type > Class Template Reference

7.6.1 Detailed Description

template<typename Cell_Type, typename Data_Type>
class BArrayDenseCell_const< Cell_Type, Data_Type >

Definition at line 20 of file barraydense-bones.hpp.

The documentation for this class was generated from the following file:

- include/barry/barraydense-bones.hpp

7.7 BArrayDenseCol< Cell_Type, Data_Type > Class Template Reference

`#include <barraydensecol-bones.hpp>`

Public Member Functions

- BArrayDenseCol (BArrayDense< Cell_Type, Data_Type > &array_, unsigned int j)
- Col_type< Cell_Type >::iterator & begin ()
- Col_type< Cell_Type >::iterator & end ()
- size_t size () const noexcept
- std::pair< unsigned int, Cell_Type * > & operator() (unsigned int i)

Friends

- class BArrayDense< Cell_Type, Data_Type >
- class BArrayDenseCell< Cell_Type, Data_Type >
- class BArrayDenseCell_const< Cell_Type, Data_Type >

7.7.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayDenseCol< Cell_Type, Data_Type >

Definition at line 9 of file barraydensecol-bones.hpp.

7.7.2 Constructor & Destructor Documentation

7.7.2.1 BArrayDenseCol()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseCol< Cell_Type, Data_Type >::BArrayDenseCol (
            BArrayDense< Cell_Type, Data_Type > & array_,
            unsigned int j )  [inline]
```

Definition at line 38 of file barraydensecol-bones.hpp.

7.7.3 Member Function Documentation

7.7.3.1 begin()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Col_type<Cell_Type>::iterator& BArrayDenseCol< Cell_Type, Data_Type >::begin ( )  [inline]
```

Definition at line 44 of file barraydensecol-bones.hpp.

7.7.3.2 end()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Col_type<Cell_Type>::iterator& BArrayDenseCol< Cell_Type, Data_Type >::end ( )  [inline]
```

Definition at line 50 of file barraydensecol-bones.hpp.

7.7.3.3 operator()()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::pair<unsigned int,Cell_Type*>& BArrayDenseCol< Cell_Type, Data_Type >::operator() (
            unsigned int i )  [inline]
```

Definition at line 62 of file barraydensecol-bones.hpp.

7.7.3.4 size()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
size_t BArrayDenseCol< Cell_Type, Data_Type >::size ( ) const  [inline], [noexcept]
```

Definition at line 56 of file barraydensecol-bones.hpp.

7.7.4 Friends And Related Function Documentation

7.7.4.1 BArrayDense< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDense< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydensecol-bones.hpp.

7.7.4.2 BArrayDenseCell< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydensecol-bones.hpp.

7.7.4.3 BArrayDenseCell_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydensecol-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraydense-meat.hpp
- include/barry/barraydensecol-bones.hpp

7.8 BArrayDenseCol_const< Cell_Type, Data_Type > Class Template Reference

```
#include <barraydensecol-bones.hpp>
```

Public Member Functions

- BArrayDenseCol_const (const BArrayDense< Cell_Type, Data_Type > &array_, unsigned int j)
- Col_type< Cell_Type >::iterator begin ()
- Col_type< Cell_Type >::iterator end ()
- size_t size () const noexcept
- const std::pair< unsigned int, Cell_Type * > operator() (unsigned int i) const

Friends

- class BArrayDenseCell< Cell_Type, Data_Type >
- class BArrayDenseCell_const< Cell_Type, Data_Type >

7.8.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayDenseCol_const< Cell_Type, Data_Type >

Definition at line 71 of file barraydensecol-bones.hpp.

7.8.2 Constructor & Destructor Documentation

7.8.2.1 BArrayDenseCol_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseCol_const< Cell_Type, Data_Type >::BArrayDenseCol_const (
            const BArrayDense< Cell_Type, Data_Type > & array_,
            unsigned int j )  [inline]
```

Definition at line 80 of file barraydensecol-bones.hpp.

7.8.3 Member Function Documentation

7.8.3.1 begin()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Col_type<Cell_Type>::iterator BArrayDenseCol_const< Cell_Type, Data_Type >::begin ( )  [inline]
```

Definition at line 96 of file barraydensecol-bones.hpp.

7.8.3.2 end()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Col_type<Cell_Type>::iterator BArrayDenseCol_const< Cell_Type, Data_Type >::end ( )  [inline]
```

Definition at line 101 of file barraydensecol-bones.hpp.

7.8.3.3 operator()()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const std::pair<unsigned int,Cell_Type*> BArrayDenseCol_const< Cell_Type, Data_Type >::operator()
(
            unsigned int i ) const  [inline]
```

Definition at line 112 of file barraydensecol-bones.hpp.

7.8.3.4 size()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
size_t BArrayDenseCol_const< Cell_Type, Data_Type >::size ( ) const  [inline], [noexcept]
```

Definition at line 107 of file barraydensecol-bones.hpp.

7.8.4 Friends And Related Function Documentation

7.8.4.1 BArrayDenseCell< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell< Cell_Type, Data_Type >  [friend]
```

Definition at line 62 of file barraydensecol-bones.hpp.

7.8.4.2 BArrayDenseCell_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 62 of file barraydensecol-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraydense-meat.hpp
- include/barry/barraydensecol-bones.hpp

7.9 BArrayDenseRow< Cell_Type, Data_Type > Class Template Reference

```
#include <barraydenserow-bones.hpp>
```

Public Member Functions

- BArrayDenseRow (BArrayDense< Cell_Type, Data_Type > &array_, unsigned int i)
- Row_type< Cell_Type >::iterator & begin ()
- Row_type< Cell_Type >::iterator & end ()
- size_t size () const noexcept
- std::pair< unsigned int, Cell< Cell_Type > > & operator() (unsigned int i)

Friends

- class BArrayDense< Cell_Type, Data_Type >
- class BArrayDenseCell< Cell_Type, Data_Type >
- class BArrayDenseCell_const< Cell_Type, Data_Type >

7.9.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayDenseRow< Cell_Type, Data_Type >

Definition at line 9 of file barraydenserow-bones.hpp.

7.9.2 Constructor & Destructor Documentation

7.9.2.1 BArrayDenseRow()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseRow< Cell_Type, Data_Type >::BArrayDenseRow (
            BArrayDense< Cell_Type, Data_Type > & array_,
            unsigned int i )  [inline]
```

Definition at line 40 of file barraydenserow-bones.hpp.

7.9.3 Member Function Documentation

7.9.3.1 begin()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Row_type<Cell_Type>::iterator& BArrayDenseRow< Cell_Type, Data_Type >::begin ( )  [inline]
```

Definition at line 45 of file barraydenserow-bones.hpp.

7.9.3.2 end()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Row_type<Cell_Type>::iterator& BArrayDenseRow< Cell_Type, Data_Type >::end ( )  [inline]
```

Definition at line 53 of file barraydenserow-bones.hpp.

7.9.3.3 operator()()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::pair<unsigned int,Cell<Cell_Type> >& BArrayDenseRow< Cell_Type, Data_Type >::operator()
(
            unsigned int i )  [inline]
```

Definition at line 69 of file barraydenserow-bones.hpp.

7.9.3.4 size()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
size_t BArrayDenseRow< Cell_Type, Data_Type >::size ( ) const  [inline], [noexcept]
```

Definition at line 61 of file barraydenserow-bones.hpp.

7.9.4 Friends And Related Function Documentation

7.9.4.1 BArrayDense< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDense< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydenserow-bones.hpp.

7.9.4.2 BArrayDenseCell< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydenserow-bones.hpp.

7.9.4.3 BArrayDenseCell_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 1 of file barraydenserow-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraydense-bones.hpp
- include/barry/barraydenserow-bones.hpp

7.10 BArrayDenseRow_const< Cell_Type, Data_Type > Class Template Reference

```
#include <barraydenserow-bones.hpp>
```

Public Member Functions

- BArrayDenseRow_const (const BArrayDense< Cell_Type, Data_Type > &array_, unsigned int i)
- Row_type< Cell_Type >::const_iterator begin () const
- Row_type< Cell_Type >::const_iterator end () const
- size_t size () const noexcept
- const std::pair< unsigned int, Cell< Cell_Type > > operator() (unsigned int i) const

Friends

- class BArrayDenseCell< Cell_Type, Data_Type >
- class BArrayDenseCell_const< Cell_Type, Data_Type >

7.10.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayDenseRow_const< Cell_Type, Data_Type >

Definition at line 80 of file barraydenserow-bones.hpp.

7.10.2 Constructor & Destructor Documentation

7.10.2.1 BArrayDenseRow_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseRow_const< Cell_Type, Data_Type >::BArrayDenseRow_const (
            const BArrayDense< Cell_Type, Data_Type > & array_,
            unsigned int i )  [inline]
```

Definition at line 89 of file barraydenserow-bones.hpp.

7.10.3 Member Function Documentation

7.10.3.1 begin()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Row_type< Cell_Type >::const_iterator BArrayDenseRow_const< Cell_Type, Data_Type >::begin ( )
const  [inline]
```

Definition at line 108 of file barraydenserow-bones.hpp.

7.10.3.2 end()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
Row_type< Cell_Type >::const_iterator BArrayDenseRow_const< Cell_Type, Data_Type >::end ( )
const  [inline]
```

Definition at line 113 of file barraydenserow-bones.hpp.

7.10.3.3 operator()()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
const std::pair<unsigned int,Cell<Cell_Type> > BArrayDenseRow_const< Cell_Type, Data_Type
>::operator() (
            unsigned int i ) const  [inline]
```

Definition at line 123 of file barraydenserow-bones.hpp.

7.10.3.4 size()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
size_t BArrayDenseRow_const< Cell_Type, Data_Type >::size ( ) const  [inline], [noexcept]
```

Definition at line 118 of file barraydenserow-bones.hpp.

7.10.4 Friends And Related Function Documentation

7.10.4.1 BArrayDenseCell< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell< Cell_Type, Data_Type >  [friend]
```

Definition at line 69 of file barraydenserow-bones.hpp.

7.10.4.2 BArrayDenseCell_const< Cell_Type, Data_Type >

```
template<typename Cell_Type = bool, typename Data_Type = bool>
friend class BArrayDenseCell_const< Cell_Type, Data_Type >  [friend]
```

Definition at line 69 of file barraydenserow-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barraydense-bones.hpp
- include/barry/barraydenserow-bones.hpp

7.11 BArrayRow< Cell_Type, Data_Type > Class Template Reference

```
#include <barrayrow-bones.hpp>
```

Public Member Functions

- BArrayRow (BArray< Cell_Type, Data_Type > *Array_, uint i_, bool check_bounds=true)
- ~BArrayRow ()
- void operator= (const BArrayRow< Cell_Type, Data_Type > &val)
- void operator+= (const BArrayRow< Cell_Type, Data_Type > &val)
- void operator-= (const BArrayRow< Cell_Type, Data_Type > &val)
- void operator*= (const BArrayRow< Cell_Type, Data_Type > &val)
- void operator/= (const BArrayRow< Cell_Type, Data_Type > &val)
- operator BArrayRow< Cell_Type, Data_Type > () const
- bool operator== (const BArrayRow< Cell_Type, Data_Type > &val) const

7.11.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayRow< Cell_Type, Data_Type >

Definition at line 7 of file barrayrow-bones.hpp.

7.11.2 Constructor & Destructor Documentation

7.11.2.1 BArrayRow()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayRow< Cell_Type, Data_Type >::BArrayRow (
            BArray< Cell_Type, Data_Type > * Array_,
            uint i_,
            bool check_bounds = true )  [inline]
```

Definition at line 15 of file barrayrow-bones.hpp.

7.11.2.2 ~BArrayRow()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayRow< Cell_Type, Data_Type >::~BArrayRow ( )  [inline]
```

Definition at line 28 of file barrayrow-bones.hpp.

7.11.3 Member Function Documentation

7.11.3.1 operator BArrayRow< Cell_Type, Data_Type >()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayRow< Cell_Type, Data_Type >::operator BArrayRow< Cell_Type, Data_Type > ( ) const
```

7.11.3.2 operator*=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayRow< Cell_Type, Data_Type >::operator*= (
            const BArrayRow< Cell_Type, Data_Type > & val )
```

7.11.3.3 operator+=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayRow< Cell_Type, Data_Type >::operator+= (
            const BArrayRow< Cell_Type, Data_Type > & val )
```

7.11.3.4 operator-=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayRow< Cell_Type, Data_Type >::operator-= (
            const BArrayRow< Cell_Type, Data_Type > & val )
```

7.11.3.5 operator/=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayRow< Cell_Type, Data_Type >::operator/= (
            const BArrayRow< Cell_Type, Data_Type > & val )
```

7.11.3.6 operator=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
void BArrayRow< Cell_Type, Data_Type >::operator= (
            const BArrayRow< Cell_Type, Data_Type > & val )
```

7.11.3.7 operator==()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow< Cell_Type, Data_Type >::operator== (
            const BArrayRow< Cell_Type, Data_Type > & val ) const
```

The documentation for this class was generated from the following file:

- include/barry/barrayrow-bones.hpp

7.12 BArrayRow_const< Cell_Type, Data_Type > Class Template Reference

`#include <barrayrow-bones.hpp>`

Public Member Functions

- BArrayRow_const (const BArray< Cell_Type, Data_Type > *Array_, uint i_, bool check_bounds=true)
- ~BArrayRow_const ()
- operator BArrayRow_const< Cell_Type, Data_Type > () const
- bool operator== (const BArrayRow_const< Cell_Type, Data_Type > &val) const
- bool operator!= (const BArrayRow_const< Cell_Type, Data_Type > &val) const
- bool operator< (const BArrayRow_const< Cell_Type, Data_Type > &val) const
- bool operator> (const BArrayRow_const< Cell_Type, Data_Type > &val) const
- bool operator<= (const BArrayRow_const< Cell_Type, Data_Type > &val) const
- bool operator>= (const BArrayRow_const< Cell_Type, Data_Type > &val) const

7.12.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayRow_const< Cell_Type, Data_Type >

Definition at line 43 of file barrayrow-bones.hpp.

7.12.2 Constructor & Destructor Documentation

7.12.2.1 BArrayRow_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayRow_const< Cell_Type, Data_Type >::BArrayRow_const (
            const BArray< Cell_Type, Data_Type > * Array_,
            uint i_,
            bool check_bounds = true )  [inline]
```

Definition at line 51 of file barrayrow-bones.hpp.

7.12.2.2 ~BArrayRow_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayRow_const< Cell_Type, Data_Type >::~BArrayRow_const ( )  [inline]
```

Definition at line 61 of file barrayrow-bones.hpp.

7.12.3 Member Function Documentation

7.12.3.1 operator BArrayRow_const< Cell_Type, Data_Type >()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayRow_const< Cell_Type, Data_Type >::operator BArrayRow_const< Cell_Type, Data_Type > ( )
const
```

7.12.3.2 operator"!=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow_const< Cell_Type, Data_Type >::operator!= (
            const BArrayRow_const< Cell_Type, Data_Type > & val ) const
```

7.12.3.3 operator<()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow_const< Cell_Type, Data_Type >::operator< (
            const BArrayRow_const< Cell_Type, Data_Type > & val ) const
```

7.12.3.4 operator<=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow_const< Cell_Type, Data_Type >::operator<= (
            const BArrayRow_const< Cell_Type, Data_Type > & val ) const
```

7.12.3.5 operator==()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow_const< Cell_Type, Data_Type >::operator== (
            const BArrayRow_const< Cell_Type, Data_Type > & val ) const
```

7.12.3.6 operator>()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow_const< Cell_Type, Data_Type >::operator> (
            const BArrayRow_const< Cell_Type, Data_Type > & val ) const
```

7.12.3.7 operator>=()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayRow_const< Cell_Type, Data_Type >::operator>= (
            const BArrayRow_const< Cell_Type, Data_Type > & val ) const
```

The documentation for this class was generated from the following file:

- include/barry/barrayrow-bones.hpp

7.13 BArrayVector< Cell_Type, Data_Type > Class Template Reference

Row or column of a BArray

```
#include <barrayvector-bones.hpp>
```

Public Member Functions

- BArrayVector (BArray< Cell_Type, Data_Type > *Array_, uint &dim_ uint &i_, bool check_bounds=true)
  Construct a new BArrayVector object.
- ~BArrayVector ()
- bool is_row () const noexcept
- bool is_col () const noexcept
- uint size () const noexcept
- std::vector< Cell_Type >::const_iterator begin () noexcept
- std::vector< Cell_Type >::const_iterator end () noexcept
- void operator= (const Cell_Type &val)
- void operator+= (const Cell_Type &val)
- void operator-= (const Cell_Type &val)
- void operator*= (const Cell_Type &val)
- void operator/= (const Cell_Type &val)
- operator std::vector< Cell_Type > () const
- bool operator== (const Cell_Type &val) const

7.13.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayVector< Cell_Type, Data_Type >

Row or column of a `BArray`

Template Parameters

Cell_Type	
Data_Type	

Definition at line 13 of file barrayvector-bones.hpp.

7.13.2 Constructor & Destructor Documentation

7.13.2.1 BArrayVector()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayVector< Cell_Type, Data_Type >::BArrayVector (
            BArray< Cell_Type, Data_Type > * Array_,
            uint &dim_ uint & i_,
            bool check_bounds = true )  [inline]
```

Construct a new BArrayVector object.

Parameters

*Array_*	Pointer to a `BArray` object
*dim_*	Dimension. 0 means row and 1 means column.
*i_*	Element to point.
check_bounds	When `true`, check boundaries.

Definition at line 34 of file barrayvector-bones.hpp.

7.13.2.2 ~BArrayVector()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayVector< Cell_Type, Data_Type >::~BArrayVector ( )  [inline]
```

Definition at line 55 of file barrayvector-bones.hpp.

7.13.3 Member Function Documentation

7.13.3.1 begin()

```
template<typename Cell_Type , typename Data_Type >
std::vector< Cell_Type >::const_iterator BArrayVector< Cell_Type, Data_Type >::begin  [inline],
[noexcept]
```

Definition at line 52 of file barrayvector-meat.hpp.

7.13.3.2 end()

```
template<typename Cell_Type , typename Data_Type >
std::vector< Cell_Type >::const_iterator BArrayVector< Cell_Type, Data_Type >::end  [inline],
[noexcept]
```

Definition at line 66 of file barrayvector-meat.hpp.

7.13.3.3 is_col()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector< Cell_Type, Data_Type >::is_col  [inline], [noexcept]
```

Definition at line 36 of file barrayvector-meat.hpp.

7.13.3.4 is_row()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector< Cell_Type, Data_Type >::is_row  [inline], [noexcept]
```

Definition at line 31 of file barrayvector-meat.hpp.

7.13.3.5 operator std::vector< Cell_Type >()

```
template<typename Cell_Type , typename Data_Type >
BArrayVector< Cell_Type, Data_Type >::operator std::vector< Cell_Type >  [inline]
```

Definition at line 177 of file barrayvector-meat.hpp.

7.13.3.6 operator*=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayVector< Cell_Type, Data_Type >::operator*= (
            const Cell_Type & val )  [inline]
```

Definition at line 135 of file barrayvector-meat.hpp.

7.13.3.7 operator+=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayVector< Cell_Type, Data_Type >::operator+= (
            const Cell_Type & val )  [inline]
```

Definition at line 93 of file barrayvector-meat.hpp.

7.13.3.8 operator-=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayVector< Cell_Type, Data_Type >::operator-= (
            const Cell_Type & val )  [inline]
```

Definition at line 114 of file barrayvector-meat.hpp.

7.13.3.9 operator/=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayVector< Cell_Type, Data_Type >::operator/= (
            const Cell_Type & val )  [inline]
```

Definition at line 156 of file barrayvector-meat.hpp.

7.13.3.10 operator=()

```
template<typename Cell_Type , typename Data_Type >
void BArrayVector< Cell_Type, Data_Type >::operator= (
            const Cell_Type & val )  [inline]
```

Definition at line 71 of file barrayvector-meat.hpp.

7.13.3.11 operator==()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector< Cell_Type, Data_Type >::operator== (
            const Cell_Type & val ) const  [inline]
```

Definition at line 187 of file barrayvector-meat.hpp.

7.13.3.12 size()

```
template<typename Cell_Type , typename Data_Type >
uint BArrayVector< Cell_Type, Data_Type >::size  [inline], [noexcept]
```

Definition at line 41 of file barrayvector-meat.hpp.

The documentation for this class was generated from the following files:

- include/barry/barrayvector-bones.hpp
- include/barry/barrayvector-meat.hpp

7.14 BArrayVector_const< Cell_Type, Data_Type > Class Template Reference

```
#include <barrayvector-bones.hpp>
```

Public Member Functions

- BArrayVector_const (const BArray< Cell_Type, Data_Type > *Array_, uint &dim_ uint &i_, bool check_bounds=true)
- ~BArrayVector_const ()
- bool is_row () const noexcept
- bool is_col () const noexcept
- uint size () const noexcept
- std::vector< Cell_Type >::const_iterator begin () noexcept
- std::vector< Cell_Type >::const_iterator end () noexcept
- operator std::vector< Cell_Type > () const
- bool operator== (const Cell_Type &val) const
- bool operator!= (const Cell_Type &val) const
- bool operator< (const Cell_Type &val) const
- bool operator> (const Cell_Type &val) const
- bool operator<= (const Cell_Type &val) const
- bool operator>= (const Cell_Type &val) const

7.14.1 Detailed Description

template<typename Cell_Type = bool, typename Data_Type = bool>
class BArrayVector_const< Cell_Type, Data_Type >

Definition at line 75 of file barrayvector-bones.hpp.

7.14.2 Constructor & Destructor Documentation

7.14.2.1 BArrayVector_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayVector_const< Cell_Type, Data_Type >::BArrayVector_const (
            const BArray< Cell_Type, Data_Type > * Array_,
            uint &dim_ uint & i_,
            bool check_bounds = true )  [inline]
```

Definition at line 88 of file barrayvector-bones.hpp.

7.14.2.2 ~BArrayVector_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayVector_const< Cell_Type, Data_Type >::~BArrayVector_const ( )  [inline]
```

Definition at line 110 of file barrayvector-bones.hpp.

7.14.3 Member Function Documentation

7.14.3.1 begin()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::vector< Cell_Type >::const_iterator BArrayVector_const< Cell_Type, Data_Type >::begin (
)  [noexcept]
```

7.14.3.2 end()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
std::vector< Cell_Type >::const_iterator BArrayVector_const< Cell_Type, Data_Type >::end ( )
[noexcept]
```

7.14.3.3 is_col()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayVector_const< Cell_Type, Data_Type >::is_col ( ) const  [noexcept]
```

7.14.3.4 is_row()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
bool BArrayVector_const< Cell_Type, Data_Type >::is_row ( ) const  [noexcept]
```

7.14.3.5 operator std::vector< Cell_Type >()

```
template<typename Cell_Type , typename Data_Type >
BArrayVector_const< Cell_Type, Data_Type >::operator std::vector< Cell_Type >  [inline]
```

Definition at line 214 of file barrayvector-meat.hpp.

7.14.3.6 operator"!=()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector_const< Cell_Type, Data_Type >::operator!= (
            const Cell_Type & val ) const  [inline]
```

Definition at line 251 of file barrayvector-meat.hpp.

7.14.3.7 operator<()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector_const< Cell_Type, Data_Type >::operator< (
            const Cell_Type & val ) const  [inline]
```

Definition at line 256 of file barrayvector-meat.hpp.

7.14.3.8 operator<=()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector_const< Cell_Type, Data_Type >::operator<= (
            const Cell_Type & val ) const  [inline]
```

Definition at line 283 of file barrayvector-meat.hpp.

7.14.3.9 operator==()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector_const< Cell_Type, Data_Type >::operator== (
            const Cell_Type & val ) const  [inline]
```

Definition at line 224 of file barrayvector-meat.hpp.

7.14.3.10 operator>()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector_const< Cell_Type, Data_Type >::operator> (
            const Cell_Type & val ) const  [inline]
```

Definition at line 310 of file barrayvector-meat.hpp.

7.14.3.11 operator>=()

```
template<typename Cell_Type , typename Data_Type >
bool BArrayVector_const< Cell_Type, Data_Type >::operator>= (
            const Cell_Type & val ) const  [inline]
```

Definition at line 317 of file barrayvector-meat.hpp.

7.14.3.12 size()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
uint BArrayVector_const< Cell_Type, Data_Type >::size ( ) const  [noexcept]
```

The documentation for this class was generated from the following files:

- include/barry/barrayvector-bones.hpp
- include/barry/barrayvector-meat.hpp

7.15 Cell< Cell_Type > Class Template Reference

Entries in BArray. For now, it only has two members:

`#include <cell-bones.hpp>`

Public Member Functions

- Cell ()
- Cell (Cell_Type value_, bool visited_=false, bool active_=true)
- ~Cell ()
- Cell (const Cell< Cell_Type > &arg)
- Cell< Cell_Type > & operator= (const Cell< Cell_Type > &other)
- Cell (Cell< Cell_Type > &&arg) noexcept
- Cell< Cell_Type > & operator= (Cell< Cell_Type > &&other) noexcept
- void add (Cell_Type x)
- operator Cell_Type () const
- bool operator== (const Cell< Cell_Type > &rhs) const
- bool operator!= (const Cell< Cell_Type > &rhs) const
- void add (double x)
- void add (unsigned int x)
- void add (int x)
- Cell ()
- Cell ()
- Cell ()

Public Attributes

- Cell_Type value
- bool visited
- bool active

7.15.1 Detailed Description

template<class Cell_Type>
class Cell< Cell_Type >

Entries in BArray. For now, it only has two members:

- value: the content
- visited: boolean (just a convenient)

Definition at line 13 of file cell-bones.hpp.

7.15.2 Constructor & Destructor Documentation

7.15.2.1 Cell() [1/7]

```
template<class Cell_Type >
Cell< Cell_Type >::Cell ( )
```

7.15.2.2 Cell() [2/7]

```
template<class Cell_Type >
Cell< Cell_Type >::Cell (
            Cell_Type value_,
            bool visited_ = false,
            bool active_ = true )  [inline]
```

Definition at line 19 of file cell-bones.hpp.

7.15.2.3 ~Cell()

```
template<class Cell_Type >
Cell< Cell_Type >::~Cell ( )  [inline]
```

Definition at line 21 of file cell-bones.hpp.

7.15.2.4 Cell() [3/7]

```
template<class Cell_Type >
Cell< Cell_Type >::Cell (
            const Cell< Cell_Type > & arg )  [inline]
```

Definition at line 25 of file cell-bones.hpp.

7.15.2.5 Cell() [4/7]

```
template<class Cell_Type >
Cell< Cell_Type >::Cell (
            Cell< Cell_Type > && arg )  [inline], [noexcept]
```

Definition at line 32 of file cell-bones.hpp.

7.15.2.6 Cell() [5/7]

```
Cell< double >::Cell ( )  [inline]
```

Definition at line 64 of file cell-meat.hpp.

7.15.2.7 Cell() [6/7]

```
Cell< uint >::Cell ( )  [inline]
```

Definition at line 65 of file cell-meat.hpp.

7.15.2.8 Cell() [7/7]

```
Cell< int >::Cell ( )  [inline]
```

Definition at line 66 of file cell-meat.hpp.

7.15.3 Member Function Documentation

7.15.3.1 add() [1/4]

```
template<class Cell_Type >
void Cell< Cell_Type >::add (
            Cell_Type x )
```

7.15.3.2 add() [2/4]

```
void Cell< double >::add (
            double x )  [inline]
```

Definition at line 44 of file cell-meat.hpp.

7.15.3.3 add() [3/4]

```
void Cell< int >::add (
            int x )  [inline]
```

Definition at line 54 of file cell-meat.hpp.

7.15.3.4 add() [4/4]

```
void Cell< unsigned int >::add (
            unsigned int x )  [inline]
```

Definition at line 49 of file cell-meat.hpp.

7.15.3.5 operator Cell_Type()

```
template<class Cell_Type >
Cell< Cell_Type >::operator Cell_Type ( ) const  [inline]
```

Definition at line 44 of file cell-bones.hpp.

7.15.3.6 operator"!=()

```
template<typename Cell_Type >
bool Cell< Cell_Type >::operator!= (
            const Cell< Cell_Type > & rhs ) const
```

Definition at line 33 of file cell-meat.hpp.

7.15.3.7 operator=() [1/2]

```
template<typename Cell_Type >
Cell< Cell_Type > & Cell< Cell_Type >::operator= (
            Cell< Cell_Type > && other )  [noexcept]
```

Definition at line 15 of file cell-meat.hpp.

7.15.3.8 operator=() [2/2]

```
template<typename Cell_Type >
Cell< Cell_Type > & Cell< Cell_Type >::operator= (
            const Cell< Cell_Type > & other )
```

Definition at line 7 of file cell-meat.hpp.

7.15.3.9 operator==()

```
template<typename Cell_Type >
bool Cell< Cell_Type >::operator== (
            const Cell< Cell_Type > & rhs ) const
```

Definition at line 23 of file cell-meat.hpp.

7.15.4 Member Data Documentation

7.15.4.1 active

```
template<class Cell_Type >
bool Cell< Cell_Type >::active
```

Definition at line 17 of file cell-bones.hpp.

7.15.4.2 value

```
template<class Cell_Type >
Cell_Type Cell< Cell_Type >::value
```

Definition at line 15 of file cell-bones.hpp.

7.15.4.3 visited

```
template<class Cell_Type >
bool Cell< Cell_Type >::visited
```

Definition at line 16 of file cell-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/barray-meat.hpp
- include/barry/cell-bones.hpp
- include/barry/cell-meat.hpp

7.16 Cell_const< Cell_Type > Class Template Reference

7.16.1 Detailed Description

template<typename Cell_Type>
class Cell_const< Cell_Type >

Definition at line 8 of file barray-meat.hpp.

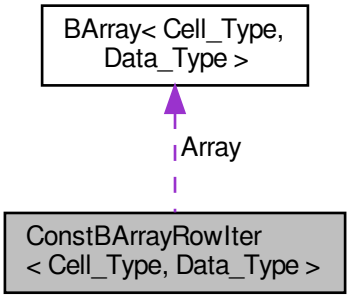
The documentation for this class was generated from the following file:

- include/barry/barray-meat.hpp

7.17 ConstBArrayRowIter< Cell_Type, Data_Type > Class Template Reference

```
#include <barray-iterator.hpp>
```

Collaboration diagram for ConstBArrayRowIter< Cell_Type, Data_Type >:



Public Member Functions

- ConstBArrayRowIter (const BArray< Cell_Type, Data_Type > *Array_)
- ~ConstBArrayRowIter ()

Public Attributes

- uint current_row
- uint current_col
- Row_type< Cell_Type >::const_iterator iter
- const BArray< Cell_Type, Data_Type > * Array

7.17.1 Detailed Description

template<typename Cell_Type, typename Data_Type>
class ConstBArrayRowIter< Cell_Type, Data_Type >

Definition at line 10 of file barray-iterator.hpp.

7.17.2 Constructor & Destructor Documentation

7.17.2.1 ConstBArrayRowIter()

```
template<typename Cell_Type , typename Data_Type >
ConstBArrayRowIter< Cell_Type, Data_Type >::ConstBArrayRowIter (
            const BArray< Cell_Type, Data_Type > * Array_ )  [inline]
```

Definition at line 17 of file barray-iterator.hpp.

7.17.2.2 ~ConstBArrayRowIter()

```
template<typename Cell_Type , typename Data_Type >
ConstBArrayRowIter< Cell_Type, Data_Type >::~ConstBArrayRowIter ( )  [inline]
```

Definition at line 29 of file barray-iterator.hpp.

7.17.3 Member Data Documentation

7.17.3.1 Array

```
template<typename Cell_Type , typename Data_Type >
const BArray<Cell_Type,Data_Type>* ConstBArrayRowIter< Cell_Type, Data_Type >::Array
```

Definition at line 15 of file barray-iterator.hpp.

7.17.3.2 current_col

```
template<typename Cell_Type , typename Data_Type >
uint ConstBArrayRowIter< Cell_Type, Data_Type >::current_col
```

Definition at line 13 of file barray-iterator.hpp.

7.17.3.3 current_row

```
template<typename Cell_Type , typename Data_Type >
uint ConstBArrayRowIter< Cell_Type, Data_Type >::current_row
```

Definition at line 13 of file barray-iterator.hpp.

7.17.3.4 iter

```
template<typename Cell_Type , typename Data_Type >
Row_type<Cell_Type>::const_iterator ConstBArrayRowIter< Cell_Type, Data_Type >::iter
```

Definition at line 14 of file barray-iterator.hpp.

The documentation for this class was generated from the following file:

- include/barry/barray-iterator.hpp

7.18 Counter< Array_Type, Data_Type > Class Template Reference

A counter function based on change statistics.

`#include <counters-bones.hpp>`

Public Member Functions

- ~Counter ()
- double count (Array_Type &Array, uint i, uint j)
- double init (Array_Type &Array, uint i, uint j)
- std::string get_name () const
- std::string get_description () const

Creator passing a counter and an initializer

Parameters

count_fun_	*The main counter function.*
init_fun_	*The initializer function can also be used to check if the `BArray` as the needed variables (see BArray::data).*
data_	*Data to be used with the counter.*
delete_data_	*When `true`, the destructor will delete the pointer in the main data.*

- Counter ()
- Counter (Counter_fun_type< Array_Type, Data_Type > count_fun_, Counter_fun_type< Array_Type, Data_Type > init_fun_=nullptr, Data_Type *data_=nullptr, bool delete_data_=false, std::string name_="", std::string desc_="")
- Counter (const Counter< Array_Type, Data_Type > &counter_)
  Copy constructor.
- Counter (Counter< Array_Type, Data_Type > &&counter_) noexcept
  Move constructor.
- Counter< Array_Type, Data_Type > operator= (const Counter< Array_Type, Data_Type > &counter_)
  Copy assignment.
- Counter< Array_Type, Data_Type > & operator= (Counter< Array_Type, Data_Type > &&counter_) noexcept
  Move assignment.

Public Attributes

- Counter_fun_type< Array_Type, Data_Type > count_fun
- Counter_fun_type< Array_Type, Data_Type > init_fun
- Data_Type * data = nullptr
- bool delete_data = false
- std::string name = ""
- std::string desc = ""

7.18.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Type = bool>
class Counter< Array_Type, Data_Type >

A counter function based on change statistics.

This class is used by `CountStats` and `StatsCounter` as a way to count statistics using change statistics.

Definition at line 38 of file counters-bones.hpp.

7.18.2 Constructor & Destructor Documentation

7.18.2.1 Counter() [1/4]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter< Array_Type, Data_Type >::Counter ( )  [inline]
```

Definition at line 59 of file counters-bones.hpp.

7.18.2.2 Counter() [2/4]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter< Array_Type, Data_Type >::Counter (
            Counter_fun_type< Array_Type, Data_Type > count_fun_,
            Counter_fun_type< Array_Type, Data_Type > init_fun_ = nullptr,
            Data_Type * data_ = nullptr,
            bool delete_data_ = false,
            std::string name_ = "",
            std::string desc_ = "" )  [inline]
```

Definition at line 61 of file counters-bones.hpp.

7.18.2.3 Counter() [3/4]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter< Array_Type, Data_Type >::Counter (
            const Counter< Array_Type, Data_Type > & counter_ )
```

Copy constructor.

7.18.2.4 Counter() [4/4]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter< Array_Type, Data_Type >::Counter (
            Counter< Array_Type, Data_Type > && counter_ )  [noexcept]
```

Move constructor.

7.18.2.5 ~Counter()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter< Array_Type, Data_Type >::~Counter ( )  [inline]
```

Definition at line 77 of file counters-bones.hpp.

7.18.3 Member Function Documentation

7.18.3.1 count()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
double Counter< Array_Type, Data_Type >::count (
            Array_Type & Array,
            uint i,
            uint j )
```

7.18.3.2 get_description()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::string Counter< Array_Type, Data_Type >::get_description ( ) const
```

7.18.3.3 get_name()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::string Counter< Array_Type, Data_Type >::get_name ( ) const
```

7.18.3.4 init()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
double Counter< Array_Type, Data_Type >::init (
            Array_Type & Array,
            uint i,
            uint j )
```

7.18.3.5 operator=() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter<Array_Type,Data_Type> Counter< Array_Type, Data_Type >::operator= (
            const Counter< Array_Type, Data_Type > & counter_ )
```

Copy assignment.

7.18.3.6 operator=() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter<Array_Type,Data_Type>& Counter< Array_Type, Data_Type >::operator= (
            Counter< Array_Type, Data_Type > && counter_ )  [noexcept]
```

Move assignment.

7.18.4 Member Data Documentation

7.18.4.1 count_fun

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter_fun_type<Array_Type,Data_Type> Counter< Array_Type, Data_Type >::count_fun
```

Definition at line 41 of file counters-bones.hpp.

7.18.4.2 data

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Data_Type* Counter< Array_Type, Data_Type >::data = nullptr
```

Definition at line 43 of file counters-bones.hpp.

7.18.4.3 delete_data

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
bool Counter< Array_Type, Data_Type >::delete_data = false
```

Definition at line 44 of file counters-bones.hpp.

7.18.4.4 desc

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::string Counter< Array_Type, Data_Type >::desc = ""
```

Definition at line 46 of file counters-bones.hpp.

7.18.4.5 init_fun

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter_fun_type<Array_Type,Data_Type> Counter< Array_Type, Data_Type >::init_fun
```

Definition at line 42 of file counters-bones.hpp.

7.18.4.6 name

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::string Counter< Array_Type, Data_Type >::name = ""
```

Definition at line 45 of file counters-bones.hpp.

The documentation for this class was generated from the following file:

- include/barry/counters-bones.hpp

7.19 Counters< Array_Type, Data_Type > Class Template Reference

Vector of counters.

```
#include <counters-bones.hpp>
```

Public Member Functions

- Counters ()
- ~Counters ()
- Counters (const Counters< Array_Type, Data_Type > &counter_)

  Copy constructor.
- Counters (Counters< Array_Type, Data_Type > &&counters_) noexcept

  Move constructor.
- Counters< Array_Type, Data_Type > operator= (const Counters< Array_Type, Data_Type > &counter_)

  Copy assignment constructor.
- Counters< Array_Type, Data_Type > & operator= (Counters< Array_Type, Data_Type > &&counter_) noexcept

  Move assignment constructor.
- Counter< Array_Type, Data_Type > & operator[ ] (uint idx)

  Returns a pointer to a particular counter.
- std::size_t size () const noexcept

  Number of counters in the set.
- void add_counter (Counter< Array_Type, Data_Type > &counter)
- void add_counter (Counter< Array_Type, Data_Type > *counter)
- void add_counter (Counter_fun_type< Array_Type, Data_Type > count_fun_, Counter_fun_type< Array_Type, Data_Type > init_fun_=nullptr, Data_Type *data_=nullptr, bool delete_data_=false, std::string name_="", std::string desc_="")
- void clear ()
- std::vector< std::string > get_names () const
- std::vector< std::string > get_descriptions () const

7.19.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Type = bool>
class Counters< Array_Type, Data_Type >

Vector of counters.

Various functions hold more than one counter, so this class is a helper class that allows managing multiple counters efficiently. The main data is a vector to pointers of counters.

Definition at line 101 of file counters-bones.hpp.

7.19.2 Constructor & Destructor Documentation

7.19.2.1 Counters() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters< Array_Type, Data_Type >::Counters ( )
```

7.19.2.2 ~Counters()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters< Array_Type, Data_Type >::~Counters ( )  [inline]
```

Definition at line 115 of file counters-bones.hpp.

7.19.2.3 Counters() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters< Array_Type, Data_Type >::Counters (
            const Counters< Array_Type, Data_Type > & counter_ )
```

Copy constructor.

Parameters

*counter_*	

7.19.2.4 Counters() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters< Array_Type, Data_Type >::Counters (
            Counters< Array_Type, Data_Type > && counters_ )  [noexcept]
```

Move constructor.

Parameters

*counters_*	

7.19.3 Member Function Documentation

7.19.3.1 add_counter() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void Counters< Array_Type, Data_Type >::add_counter (
            Counter< Array_Type, Data_Type > & counter )
```

7.19.3.2 add_counter() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void Counters< Array_Type, Data_Type >::add_counter (
            Counter< Array_Type, Data_Type > * counter )
```

7.19.3.3 add_counter() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void Counters< Array_Type, Data_Type >::add_counter (
            Counter_fun_type< Array_Type, Data_Type > count_fun_,
            Counter_fun_type< Array_Type, Data_Type > init_fun_ = nullptr,
            Data_Type * data_ = nullptr,
            bool delete_data_ = false,
            std::string name_ = "",
            std::string desc_ = "" )
```

7.19.3.4 clear()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void Counters< Array_Type, Data_Type >::clear ( )
```

7.19.3.5 get_descriptions()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::vector< std::string > Counters< Array_Type, Data_Type >::get_descriptions ( ) const
```

7.19.3.6 get_names()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::vector< std::string > Counters< Array_Type, Data_Type >::get_names ( ) const
```

7.19.3.7 operator=() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters<Array_Type,Data_Type> Counters< Array_Type, Data_Type >::operator= (
            const Counters< Array_Type, Data_Type > & counter_ )
```

Copy assignment constructor.

Parameters

*counter_*	

Returns

Counters<Array_Type,Data_Type>

7.19.3.8 operator=() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters<Array_Type,Data_Type>& Counters< Array_Type, Data_Type >::operator= (
            Counters< Array_Type, Data_Type > && counter_ )  [noexcept]
```

Move assignment constructor.

Parameters

*counter_*	

Returns

Counters<Array_Type,Data_Type>&

7.19.3.9 operator[]()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counter<Array_Type,Data_Type>& Counters< Array_Type, Data_Type >::operator[] (
            uint idx )
```

Returns a pointer to a particular counter.

Parameters

idx	Id of the counter

Returns

Counter<Array_Type,Data_Type>*

7.19.3.10 size()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::size_t Counters< Array_Type, Data_Type >::size ( ) const  [inline], [noexcept]
```

Number of counters in the set.

Returns

uint

Definition at line 161 of file counters-bones.hpp.

The documentation for this class was generated from the following file:

- include/barry/counters-bones.hpp

7.20 Entries< Cell_Type > Class Template Reference

A wrapper class to store `source`, `target`, `val` from a `BArray` object.

`#include <typedefs.hpp>`

Public Member Functions

- Entries ()
- Entries (uint n)
- ~Entries ()
- void resize (uint n)

Public Attributes

- std::vector< uint > source
- std::vector< uint > target
- std::vector< Cell_Type > val

7.20.1 Detailed Description

template<typename Cell_Type>
class Entries< Cell_Type >

A wrapper class to store `source`, `target`, `val` from a `BArray` object.

Template Parameters

Cell_Type	Any type

Definition at line 79 of file typedefs.hpp.

7.20.2 Constructor & Destructor Documentation

7.20.2.1 Entries() [1/2]

```
template<typename Cell_Type >
Entries< Cell_Type >::Entries ( )  [inline]
```

Definition at line 85 of file typedefs.hpp.

7.20.2.2 Entries() [2/2]

```
template<typename Cell_Type >
Entries< Cell_Type >::Entries (
            uint n )  [inline]
```

Definition at line 86 of file typedefs.hpp.

7.20.2.3 ~Entries()

```
template<typename Cell_Type >
Entries< Cell_Type >::~Entries ( )  [inline]
```

Definition at line 93 of file typedefs.hpp.

7.20.3 Member Function Documentation

7.20.3.1 resize()

```
template<typename Cell_Type >
void Entries< Cell_Type >::resize (
            uint n )  [inline]
```

Definition at line 95 of file typedefs.hpp.

7.20.4 Member Data Documentation

7.20.4.1 source

```
template<typename Cell_Type >
std::vector< uint > Entries< Cell_Type >::source
```

Definition at line 81 of file typedefs.hpp.

7.20.4.2 target

```
template<typename Cell_Type >
std::vector< uint > Entries< Cell_Type >::target
```

Definition at line 82 of file typedefs.hpp.

7.20.4.3 val

```
template<typename Cell_Type >
std::vector< Cell_Type > Entries< Cell_Type >::val
```

Definition at line 83 of file typedefs.hpp.

The documentation for this class was generated from the following file:

- include/barry/typedefs.hpp

7.21 Flock Class Reference

A Flock is a group of Geese.

```
#include <flock-bones.hpp>
```

Public Member Functions

- Flock ()
- ~Flock ()
- unsigned int add_data (std::vector< std::vector< unsigned int > > &annotations, std::vector< unsigned int > &geneid, std::vector< int > &parent, std::vector< bool > &duplication)

  Add a tree to the flock.
- void set_seed (const unsigned int &s)

  Set the seed of the model.
- void init (unsigned int bar_width=BARRY_PROGRESS_BAR_WIDTH)
- phylocounters::PhyloCounters * get_counters ()
- phylocounters::PhyloSupport * get_support ()
- phylocounters::PhyloModel * get_model ()
- double likelihood_joint (const std::vector< double > &par, bool as_log=false, bool use_reduced_sequence=true)

  Returns the joint likelihood of the model.
- Geese * operator() (unsigned int i, bool check_bounds=true)

  Access the i-th geese element.

Information about the model

- unsigned int nfuns () const noexcept
- unsigned int ntrees () const noexcept
- std::vector< unsigned int > nnodes () const noexcept
- std::vector< unsigned int > nleafs () const noexcept
- unsigned int nterms () const
- unsigned int support_size () const noexcept
- std::vector< std::string > colnames () const
- unsigned int parse_polytomies (bool verb=true) const noexcept
- void print () const

Public Attributes

- std::vector< Geese > dat
- unsigned int nfunctions = 0u
- bool initialized = false
- std::mt19937 rengine
- phylocounters::PhyloModel model = phylocounters::PhyloModel()

7.21.1 Detailed Description

A Flock is a group of Geese.

This object builds a model with multiple trees (Geese objects), with all of these using the same PhyloModel object. Available counters (terms) can be found in counter-phylo.

Definition at line 14 of file flock-bones.hpp.

7.21.2 Constructor & Destructor Documentation

7.21.2.1 Flock()

```
Flock::Flock ( )  [inline]
```

Definition at line 25 of file flock-bones.hpp.

7.21.2.2 ~Flock()

```
Flock::~Flock ( )  [inline]
```

Definition at line 26 of file flock-bones.hpp.

7.21.3 Member Function Documentation

7.21.3.1 add_data()

```
unsigned int Flock::add_data (
            std::vector< std::vector< unsigned int > > & annotations,
            std::vector< unsigned int > & geneid,
            std::vector< int > & parent,
            std::vector< bool > & duplication )  [inline]
```

Add a tree to the flock.

Parameters

annotations	see Geese::Geese.
geneid	see Geese.
parent	see Geese.
duplication	see Geese.

Returns

unsigned int The number of tree in the model (starting from zero).

Definition at line 6 of file flock-meat.hpp.

7.21.3.2 colnames()

```
std::vector< std::string > Flock::colnames ( ) const  [inline]
```

Definition at line 210 of file flock-meat.hpp.

7.21.3.3 get_counters()

```
phylocounters::PhyloCounters * Flock::get_counters ( )  [inline]
```

Definition at line 100 of file flock-meat.hpp.

7.21.3.4 get_model()

```
phylocounters::PhyloModel * Flock::get_model ( )  [inline]
```

Definition at line 117 of file flock-meat.hpp.

7.21.3.5 get_support()

```
phylocounters::PhyloSupport * Flock::get_support ( )  [inline]
```

Definition at line 110 of file flock-meat.hpp.

7.21.3.6 init()

```
void Flock::init (
            unsigned int bar_width = BARRY_PROGRESS_BAR_WIDTH )  [inline]
```

Definition at line 49 of file flock-meat.hpp.

7.21.3.7 likelihood_joint()

```
double Flock::likelihood_joint (
            const std::vector< double > & par,
            bool as_log = false,
            bool use_reduced_sequence = true )  [inline]
```

Returns the joint likelihood of the model.

Parameters

par	Vector of model parameters.
as_log	When `true` it will return the value as log.
use_reduced_sequence	When `true` (default) will compute the likelihood using the reduced sequence, which is faster.

Returns

double

Definition at line 124 of file flock-meat.hpp.

7.21.3.8 nfuns()

```
unsigned int Flock::nfuns ( ) const  [inline], [noexcept]
```

Definition at line 153 of file flock-meat.hpp.

7.21.3.9 nleafs()

```
std::vector< unsigned int > Flock::nleafs ( ) const  [inline], [noexcept]
```

Definition at line 181 of file flock-meat.hpp.

7.21.3.10 nnodes()

```
std::vector< unsigned int > Flock::nnodes ( ) const  [inline], [noexcept]
```

Definition at line 167 of file flock-meat.hpp.

7.21.3.11 nterms()

```
unsigned int Flock::nterms ( ) const  [inline]
```

Definition at line 195 of file flock-meat.hpp.

7.21.3.12 ntrees()

```
unsigned int Flock::ntrees ( ) const  [inline], [noexcept]
```

Definition at line 160 of file flock-meat.hpp.

7.21.3.13 operator()()

```
Geese * Flock::operator() (
            unsigned int i,
            bool check_bounds = true )  [inline]
```

Access the i-th geese element.

Parameters

i	Element to access
check_bounds	When true, it will check bounds.

Returns

Geese*

Definition at line 285 of file flock-meat.hpp.

7.21.3.14 parse_polytomies()

```
unsigned int Flock::parse_polytomies (
            bool verb = true ) const  [inline], [noexcept]
```

Definition at line 217 of file flock-meat.hpp.

7.21.3.15 print()

```
void Flock::print ( ) const  [inline]
```

Definition at line 241 of file flock-meat.hpp.

7.21.3.16 set_seed()

```
void Flock::set_seed (
            const unsigned int & s )  [inline]
```

Set the seed of the model.

Parameters

s	Passed to the `rengine.seed()` member object.

Definition at line 42 of file flock-meat.hpp.

7.21.3.17 support_size()

```
unsigned int Flock::support_size ( ) const  [inline], [noexcept]
```

Definition at line 203 of file flock-meat.hpp.

7.21.4 Member Data Documentation

7.21.4.1 dat

```
std::vector< Geese > Flock::dat
```

Definition at line 17 of file flock-bones.hpp.

7.21.4.2 initialized

```
bool Flock::initialized = false
```

Definition at line 19 of file flock-bones.hpp.

7.21.4.3 model

```
phylocounters::PhyloModel Flock::model = phylocounters::PhyloModel()
```

Definition at line 23 of file flock-bones.hpp.

7.21.4.4 nfunctions

```
unsigned int Flock::nfunctions = 0u
```

Definition at line 18 of file flock-bones.hpp.

7.21.4.5 rengine

```
std::mt19937 Flock::rengine
```

Definition at line 22 of file flock-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/models/geese/flock-bones.hpp
- include/barry/models/geese/flock-meat.hpp

7.22 FreqTable< T > Class Template Reference

Database of statistics.

```
#include <statsdb.hpp>
```

Public Member Functions

- FreqTable ()
- ~FreqTable ()
- size_t add (const std::vector< T > &x, size_t *h_precomp)
- Counts_type as_vector () const
- const std::vector< double > & get_data () const
- const std::unordered_map< size_t, size_t > & get_index () const
- void clear ()
- void reserve (unsigned int n)
- void print () const
- size_t size () const noexcept

  Number of unique elements in the table. (.
- size_t make_hash (const std::vector< double > &x) const

7.22.1 Detailed Description

template<typename T = double>
class FreqTable< T >

Database of statistics.

This is mostly used in `Support`.

Definition at line 16 of file statsdb.hpp.

7.22.2 Constructor & Destructor Documentation

7.22.2.1 FreqTable()

```
template<typename T = double>
FreqTable< T >::FreqTable ( )  [inline]
```

Definition at line 28 of file statsdb.hpp.

7.22.2.2 ~FreqTable()

```
template<typename T = double>
FreqTable< T >::~FreqTable ( )  [inline]
```

Definition at line 29 of file statsdb.hpp.

7.22.3 Member Function Documentation

7.22.3.1 add()

```
template<typename T >
size_t FreqTable< T >::add (
            const std::vector< T > & x,
            size_t * h_precomp )  [inline]
```

Definition at line 53 of file statsdb.hpp.

7.22.3.2 as_vector()

```
template<typename T >
Counts_type FreqTable< T >::as_vector  [inline]
```

Definition at line 112 of file statsdb.hpp.

7.22.3.3 clear()

```
template<typename T >
void FreqTable< T >::clear  [inline]
```

Definition at line 141 of file statsdb.hpp.

7.22.3.4 get_data()

```
template<typename T = double>
const std::vector< double >& FreqTable< T >::get_data ( ) const  [inline]
```

Definition at line 34 of file statsdb.hpp.

7.22.3.5 get_index()

```
template<typename T = double>
const std::unordered_map<size_t,size_t>& FreqTable< T >::get_index ( ) const  [inline]
```

Definition at line 35 of file statsdb.hpp.

7.22.3.6 make_hash()

```
template<typename T >
size_t FreqTable< T >::make_hash (
            const std::vector< double > & x ) const  [inline]
```

Definition at line 207 of file statsdb.hpp.

7.22.3.7 print()

```
template<typename T >
void FreqTable< T >::print  [inline]
```

Definition at line 172 of file statsdb.hpp.

7.22.3.8 reserve()

```
template<typename T >
void FreqTable< T >::reserve (
            unsigned int n )  [inline]
```

Definition at line 155 of file statsdb.hpp.

7.22.3.9 size()

```
template<typename T >
size_t FreqTable< T >::size  [inline], [noexcept]
```

Number of unique elements in the table. (.

Returns

size_t

Definition at line 199 of file statsdb.hpp.

The documentation for this class was generated from the following file:

- include/barry/statsdb.hpp

7.23 Geese Class Reference

Annotated Phylo Model.

```
#include <geese-bones.hpp>
```

Public Member Functions

- ~Geese ()
- void init (unsigned int bar_width=BARRY_PROGRESS_BAR_WIDTH)
- void inherit_support (const Geese &model_, bool delete_support_=false)
- void calc_sequence (Node *n=nullptr)
- void calc_reduced_sequence ()
- double likelihood (const std::vector< double > &par, bool as_log=false, bool use_reduced_sequence=true)
- double likelihood_exhaust (const std::vector< double > &par)
- std::vector< double > get_probabilities () const
- void set_seed (const unsigned int &s)
- std::vector< std::vector< unsigned int > > simulate (const std::vector< double > &par)
- std::vector< std::vector< double > > observed_counts ()
- void print_observed_counts ()
- void print () const

  Prints information about the GEESE.
- void init_node (Node &n)
- void update_annotations (unsigned int nodeid, std::vector< unsigned int > newann)
- std::vector< std::vector< bool > > get_states () const

  Powerset of a gene's possible states.
- std::vector< unsigned int > get_annotated_nodes () const

  Returns the ids of the nodes with at least one annotation.

Construct a new Geese object

The model includes a total of `N + 1` *nodes, the* `+ 1` *beign the root node.*

Parameters

annotations	*A vector of vectors with annotations. It should be of length* `k` *(number of functions). Each vector should be of length* `N` *(equal to the number of nodes, including interior). Possible values are 0, 1, and 9.*
geneid	*Id of the gene. It should be of length* `N`*.*
parent	*Id of the parent gene. Also of length* `N`
duplication	*Logical scalar indicating the type of event (true: duplication, false: speciation.)*

The ordering of the entries does not matter. Passing the nodes in post order or not makes no difference to the constructor.

- Geese ()
- Geese (std::vector< std::vector< unsigned int > > &annotations, std::vector< unsigned int > &geneid, std::vector< int > &parent, std::vector< bool > &duplication)
- Geese (const Geese &model_, bool copy_data=true)
- Geese (Geese &&x) noexcept
- Geese & operator= (const Geese &model_)=delete
- Geese & operator= (Geese &&model_) noexcept=delete

Information about the model

Parameters

verb	*When* `true` *it will print out information about the encountered polytomies.*

- unsigned int nfuns () const noexcept

Number of functions analyzed.

- unsigned int nnodes () const noexcept
  Number of nodes (interior + leaf)
- unsigned int nleafs () const noexcept
  Number of leaf.
- unsigned int nterms () const
  Number of terms included.
- unsigned int support_size () const noexcept
  Number of unique sets of sufficient stats.
- std::vector< unsigned int > nannotations () const noexcept
  Number of annotations.
- std::vector< std::string > colnames () const
  Names of the terms in the model.
- unsigned int parse_polytomies (bool verb=true) const noexcept
  Check polytomies and return the largest.

Geese prediction

Calculate the conditional probability

Parameters

par	*Vector of parameters (terms + root).*
res_prob	*Vector indicating each nodes' state probability.*
leave_one_out	*When `true`, it will compute the predictions using leave-one-out, thus the prediction will be repeated nleaf times.*
only_annotated	*When `true`, it will make the predictions only on the induced sub-tree with annotated leafs.*
use_reduced_sequence	*Passed to the `likelihood` method.*
preorder	*For the tree traversal.*

When `res_prob` is specified, the function will attach the member vector `probabilities` from the `Node`s objects. This contains the probability that the ith node has either of the possible states.

Returns

std::vector< double > Returns the posterior probability

- std::vector< std::vector< double > > predict (const std::vector< double > &par, std::vector< std::vector< double > > *res_prob=nullptr, bool leave_one_out=false, bool only_annotated=false, bool use_reduced↩_sequence=true)
- std::vector< std::vector< double > > predict_backend (const std::vector< double > &par, bool use_↩reduced_sequence, const std::vector< uint > &preorder)
- std::vector< std::vector< double > > predict_exhaust_backend (const std::vector< double > &par, const std::vector< uint > &preorder)
- std::vector< std::vector< double > > predict_exhaust (const std::vector< double > &par)
- std::vector< std::vector< double > > predict_sim (const std::vector< double > &par, bool only_↩annotated=false, unsigned int nsims=10000u)

Non-const pointers to shared objects in <tt>Geese</tt>

These functions provide direct access to some member objects that are shared by the nodes within `Geese`.

Returns

`get_rengine()` returns the Pseudo-RNG engine used.
`get_counters()` returns the vector of counters used.
`get_model()` returns the `Model` object used.
`get_support()` returns the computed support of the model.

- std::mt19937 * get_rengine ()
- phylocounters::PhyloCounters * get_counters ()
- phylocounters::PhyloModel * get_model ()
- phylocounters::PhyloSupport * get_support ()

Public Attributes

- unsigned int nfunctions
- std::map< unsigned int, Node > nodes
- barry::MapVec_type< unsigned int > map_to_nodes
- std::vector< unsigned int > sequence
- std::vector< unsigned int > reduced_sequence
- bool initialized = false
- bool delete_rengine = false
- bool delete_support = false

7.23.1 Detailed Description

Annotated Phylo Model.

A list of available terms for this model can be found in the Phylo counters section.

Definition at line 80 of file geese-bones.hpp.

7.23.2 Constructor & Destructor Documentation

7.23.2.1 Geese() [1/4]

```
Geese::Geese ( )  [inline]
```

Definition at line 6 of file geese-meat-constructors.hpp.

7.23.2.2 Geese() [2/4]

```
Geese::Geese (
            std::vector< std::vector< unsigned int > > & annotations,
            std::vector< unsigned int > & geneid,
            std::vector< int > & parent,
            std::vector< bool > & duplication )  [inline]
```

Definition at line 20 of file geese-meat-constructors.hpp.

7.23.2.3 Geese() [3/4]

```
Geese::Geese (
            const Geese & model_,
            bool copy_data = true )  [inline]
```

Definition at line 214 of file geese-meat-constructors.hpp.

7.23.2.4 Geese() [4/4]

```
Geese::Geese (
            Geese && x )  [inline], [noexcept]
```

Definition at line 292 of file geese-meat-constructors.hpp.

7.23.2.5 ~Geese()

```
Geese::~Geese ( )  [inline]
```

Definition at line 84 of file geese-meat.hpp.

7.23.3 Member Function Documentation

7.23.3.1 calc_reduced_sequence()

```
void Geese::calc_reduced_sequence ( )  [inline]
```

Definition at line 295 of file geese-meat.hpp.

7.23.3.2 calc_sequence()

```
void Geese::calc_sequence (
            Node * n = nullptr )  [inline]
```

Definition at line 251 of file geese-meat.hpp.

7.23.3.3 colnames()

```
std::vector< std::string > Geese::colnames ( ) const  [inline]
```

Names of the terms in the model.

Definition at line 417 of file geese-meat.hpp.

7.23.3.4 get_annotated_nodes()

```
std::vector< unsigned int > Geese::get_annotated_nodes ( ) const  [inline]
```

Returns the ids of the nodes with at least one annotation.

Definition at line 623 of file geese-meat.hpp.

7.23.3.5 get_counters()

```
phylocounters::PhyloCounters * Geese::get_counters ( )  [inline]
```

Definition at line 606 of file geese-meat.hpp.

7.23.3.6 get_model()

```
phylocounters::PhyloModel * Geese::get_model ( )  [inline]
```

Definition at line 611 of file geese-meat.hpp.

7.23.3.7 get_probabilities()

```
std::vector< double > Geese::get_probabilities ( ) const  [inline]
```

Definition at line 343 of file geese-meat.hpp.

7.23.3.8 get_rengine()

```
std::mt19937 * Geese::get_rengine ( )  [inline]
```

Definition at line 601 of file geese-meat.hpp.

7.23.3.9 get_states()

```
std::vector< std::vector< bool > > Geese::get_states ( ) const  [inline]
```

Powerset of a gene's possible states.

This list of vectors is used throughout Geese. It lists all possible combinations of functional states for any gene. Thus, for P functions, there will be 2^P possible combinations.

Returns

std::vector< std::vector< bool > > of length 2^P.

Definition at line 619 of file geese-meat.hpp.

7.23.3.10 get_support()

```
phylocounters::PhyloSupport * Geese::get_support ( )  [inline]
```

Definition at line 615 of file geese-meat.hpp.

7.23.3.11 inherit_support()

```
void Geese::inherit_support (
            const Geese & model_,
            bool delete_support_ = false )  [inline]
```

Definition at line 194 of file geese-meat.hpp.

7.23.3.12 init()

```
void Geese::init (
            unsigned int bar_width = BARRY_PROGRESS_BAR_WIDTH )  [inline]
```

Definition at line 96 of file geese-meat.hpp.

7.23.3.13 init_node()

```
void Geese::init_node (
            Node & n )  [inline]
```

Definition at line 6 of file geese-meat.hpp.

7.23.3.14 likelihood()

```
double Geese::likelihood (
            const std::vector< double > & par,
            bool as_log = false,
            bool use_reduced_sequence = true )  [inline]
```

Definition at line 6 of file geese-meat-likelihood.hpp.

7.23.3.15 likelihood_exhaust()

```
double Geese::likelihood_exhaust (
            const std::vector< double > & par )  [inline]
```

Definition at line 7 of file geese-meat-likelihood_exhaust.hpp.

7.23.3.16 nannotations()

```
std::vector< unsigned int > Geese::nannotations ( ) const  [inline], [noexcept]
```

Number of annotations.

Definition at line 408 of file geese-meat.hpp.

7.23.3.17 nfuns()

```
unsigned int Geese::nfuns ( ) const  [inline], [noexcept]
```

Number of functions analyzed.

Definition at line 364 of file geese-meat.hpp.

7.23.3.18 nleafs()

```
unsigned int Geese::nleafs ( ) const  [inline], [noexcept]
```

Number of leaf.

Definition at line 378 of file geese-meat.hpp.

7.23.3.19 nnodes()

```
unsigned int Geese::nnodes ( ) const  [inline], [noexcept]
```

Number of nodes (interior + leaf)

Definition at line 371 of file geese-meat.hpp.

7.23.3.20 nterms()

```
unsigned int Geese::nterms ( ) const  [inline]
```

Number of terms included.

Definition at line 390 of file geese-meat.hpp.

7.23.3.21 observed_counts()

```
std::vector< std::vector< double > > Geese::observed_counts ( )  [inline]
```

Definition at line 449 of file geese-meat.hpp.

7.23.3.22 operator=() [1/2]

```
Geese& Geese::operator= (
            const Geese & model_ )  [delete]
```

7.23.3.23 operator=() [2/2]

```
Geese& Geese::operator= (
            Geese && model_ )  [delete], [noexcept]
```

7.23.3.24 parse_polytomies()

```
unsigned int Geese::parse_polytomies (
            bool verb = true ) const  [inline], [noexcept]
```

Check polytomies and return the largest.

Definition at line 424 of file geese-meat.hpp.

7.23.3.25 predict()

```
std::vector< std::vector< double > > Geese::predict (
            const std::vector< double > & par,
            std::vector< std::vector< double > > * res_prob = nullptr,
            bool leave_one_out = false,
            bool only_annotated = false,
            bool use_reduced_sequence = true )  [inline]
```

Definition at line 240 of file geese-meat-predict.hpp.

7.23.3.26 predict_backend()

```
std::vector< std::vector< double > > Geese::predict_backend (
            const std::vector< double > & par,
            bool use_reduced_sequence,
            const std::vector< uint > & preorder )  [inline]
```

< True if the array belongs to the set

Definition at line 6 of file geese-meat-predict.hpp.

7.23.3.27 predict_exhaust()

```
std::vector< std::vector< double > > Geese::predict_exhaust (
            const std::vector< double > & par )  [inline]
```

Definition at line 5 of file geese-meat-predict_exhaust.hpp.

7.23.3.28 predict_exhaust_backend()

```
std::vector< std::vector< double > > Geese::predict_exhaust_backend (
            const std::vector< double > & par,
            const std::vector< uint > & preorder )  [inline]
```

Definition at line 47 of file geese-meat-predict_exhaust.hpp.

7.23.3.29 predict_sim()

```
std::vector< std::vector< double > > Geese::predict_sim (
            const std::vector< double > & par,
            bool only_annotated = false,
            unsigned int nsims = 10000u )  [inline]
```

Definition at line 6 of file geese-meat-predict_sim.hpp.

7.23.3.30 print()

```
void Geese::print ( ) const  [inline]
```

Prints information about the GEESE.

Definition at line 583 of file geese-meat.hpp.

7.23.3.31 print_observed_counts()

```
void Geese::print_observed_counts ( )  [inline]
```

Definition at line 520 of file geese-meat.hpp.

7.23.3.32 set_seed()

```
void Geese::set_seed (
            const unsigned int & s )  [inline]
```

Definition at line 4 of file geese-meat-simulate.hpp.

7.23.3.33 simulate()

```
std::vector< std::vector< unsigned int > > Geese::simulate (
            const std::vector< double > & par )  [inline]
```

Definition at line 8 of file geese-meat-simulate.hpp.

7.23.3.34 support_size()

```
unsigned int Geese::support_size ( ) const  [inline], [noexcept]
```

Number of unique sets of sufficient stats.

Definition at line 398 of file geese-meat.hpp.

7.23.3.35 update_annotations()

```
void Geese::update_annotations (
            unsigned int nodeid,
            std::vector< unsigned int > newann )  [inline]
```

Definition at line 222 of file geese-meat.hpp.

7.23.4 Member Data Documentation

7.23.4.1 delete_rengine

```
bool Geese::delete_rengine = false
```

Definition at line 117 of file geese-bones.hpp.

7.23.4.2 delete_support

```
bool Geese::delete_support = false
```

Definition at line 118 of file geese-bones.hpp.

7.23.4.3 initialized

```
bool Geese::initialized = false
```

Definition at line 116 of file geese-bones.hpp.

7.23.4.4 map_to_nodes

```
barry::MapVec_type< unsigned int > Geese::map_to_nodes
```

Definition at line 109 of file geese-bones.hpp.

7.23.4.5 nfunctions

```
unsigned int Geese::nfunctions
```

Definition at line 107 of file geese-bones.hpp.

7.23.4.6 nodes

```
std::map< unsigned int, Node > Geese::nodes
```

Definition at line 108 of file geese-bones.hpp.

7.23.4.7 reduced_sequence

```
std::vector< unsigned int > Geese::reduced_sequence
```

Definition at line 113 of file geese-bones.hpp.

7.23.4.8 sequence

```
std::vector< unsigned int > Geese::sequence
```

Definition at line 112 of file geese-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/models/geese/geese-bones.hpp
- include/barry/models/geese/geese-meat-constructors.hpp
- include/barry/models/geese/geese-meat-likelihood.hpp
- include/barry/models/geese/geese-meat-likelihood_exhaust.hpp
- include/barry/models/geese/geese-meat-predict.hpp
- include/barry/models/geese/geese-meat-predict_exhaust.hpp
- include/barry/models/geese/geese-meat-predict_sim.hpp
- include/barry/models/geese/geese-meat-simulate.hpp
- include/barry/models/geese/geese-meat.hpp

7.24 Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > Class Template Reference

General framework for discrete exponential models. This class allows generating discrete exponential models in the form of a linear exponential model:

```
#include <model-bones.hpp>
```

Public Member Functions

- void set_rengine (std::mt19937 *rengine_, bool delete_=false)
- void set_seed (unsigned int s)
- Model ()
- Model (uint size_)
- Model (const Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > &Model_)
- Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > & operator= (const Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > &Model_)
- ~Model ()
- void store_psets () noexcept
- void set_keygen (std::function< std::vector< double >(const Array_Type &)> keygen_)
- std::vector< double > gen_key (const Array_Type &Array_)
- uint add_array (const Array_Type &Array_, bool force_new=false)

  Adds an array to the support of not already included.
- void print_stats (uint i) const
- void print () const

  Prints information about the model.
- Array_Type sample (const Array_Type &Array_, const std::vector< double > &params={})
- Array_Type sample (const uint &i, const std::vector< double > &params)
- double conditional_prob (const Array_Type &Array_, const std::vector< double > &params, unsigned int i, unsigned int j)

  Conditional probability ("Gibbs sampler")
- const std::mt19937 * get_rengine () const
- Counters< Array_Type, Data_Counter_Type > * get_counters ()
- Rules< Array_Type, Data_Rule_Type > * get_rules ()
- Rules< Array_Type, Data_Rule_Dyn_Type > * get_rules_dyn ()
- Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > * get_support ()

Wrappers for the <tt>Counters</tt> member.

These will add counters to the model, which are shared by the support and the actual counter function.

- void add_counter (Counter< Array_Type, Data_Counter_Type > &counter)
- void add_counter (Counter< Array_Type, Data_Counter_Type > *counter)
- void add_counter (Counter_fun_type< Array_Type, Data_Counter_Type > count_fun_, Counter_fun_type< Array_Type, Data_Counter_Type > init_fun_=nullptr, Data_Counter_Type *data_=nullptr, bool delete_data_=false)
- void set_counters (Counters< Array_Type, Data_Counter_Type > *counters_)

Wrappers for the <tt>Rules</tt> member.

These will add rules to the model, which are shared by the support and the actual counter function.

- void add_rule (Rule< Array_Type, Data_Rule_Type > &rule)
- void add_rule (Rule< Array_Type, Data_Rule_Type > *rule)
- void add_rule (Rule_fun_type< Array_Type, Data_Rule_Type > count_fun_, Data_Rule_Type *data_=nullptr, bool delete_data_=false)
- void set_rules (Rules< Array_Type, Data_Rule_Type > *rules_)
- void add_rule_dyn (Rule< Array_Type, Data_Rule_Dyn_Type > &rule)
- void add_rule_dyn (Rule< Array_Type, Data_Rule_Dyn_Type > *rule)
- void add_rule_dyn (Rule_fun_type< Array_Type, Data_Rule_Dyn_Type > count_fun_, Data_Rule_Dyn_Type *data_=nullptr, bool delete_data_=false)
- void set_rules_dyn (Rules< Array_Type, Data_Rule_Dyn_Type > *rules_)

Likelihood functions.

Calculation of likelihood functions is done reusing normalizing constants. Before recalculating the normalizing constant, the function checks whether `params` *matches the last set vector of parameters used to compute it.*

Parameters

params	*Vector of parameters*
as_log	*When `true`, the function returns the log-likelihood.*

- double likelihood (const std::vector< double > &params, const uint &i, bool as_log=false)
- double likelihood (const std::vector< double > &params, const Array_Type &Array_, int i=-1, bool as_log=false)
- double likelihood (const std::vector< double > &params, const std::vector< double > &target_, const uint &i, bool as_log=false)
- double likelihood_total (const std::vector< double > &params, bool as_log=false)

Extract elements by index

Parameters

i	*Index relative to the array in the model.*
params	*A new vector of model parameters to compute the normalizing constant.*
as_log	*When `true` returns the logged version of the normalizing constant.*

- double get_norm_const (const std::vector< double > &params, const uint &i, bool as_log=false)
- const std::vector< Array_Type > * get_pset (const uint &i)
- const std::vector< std::vector< double > > * get_pset_stats (const uint &i)

Size of the model

Number of different supports included in the model

This will return the size of `stats`.

Returns

`size()` returns the number of arrays in the model.

`size_unique()` returns the number of unique arrays (according to the hasher) in the model.

`nterms()` returns the number of terms in the model.

- unsigned int size () const noexcept
- unsigned int size_unique () const noexcept
- unsigned int nterms () const noexcept
- unsigned int support_size () const noexcept
- std::vector< std::string > colnames () const

7.24.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
class Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >

General framework for discrete exponential models. This class allows generating discrete exponential models in the form of a linear exponential model:

$$\frac{\exp\left(\theta^{\mathsf{t}} c(A)\right)}{\sum_{A' \in \mathcal{A}} \exp\left(\theta^{\mathsf{t}} c(A')\right)}$$

This implementation aims to reduce the number of times that the support needs to be computed. Models included here use more than a single array, and thus allow the function to recycle support sets as needed. For example, if we are looking at directed graphs all of the same size and without vertex level features, i.e. a model that only counts edges, triangles, etc. then the support needs to be fully computed only once.

Template Parameters

Array_Type	Class of BArray object.
Data_Counter_Type	Any type.
Data_Rule_Type	Any type.

Definition at line 47 of file model-bones.hpp.

7.24.2 Constructor & Destructor Documentation

7.24.2.1 Model() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::Model ( )
```

7.24.2.2 Model() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::Model (
            uint size_ )
```

7.24.2.3 Model() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::Model (
            const Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >
& Model_ )
```

7.24.2.4 ~Model()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::~Model ( )  [inline]
```

Definition at line 149 of file model-bones.hpp.

7.24.3 Member Function Documentation

7.24.3.1 add_array()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
uint Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_array (
            const Array_Type & Array_,
            bool force_new = false )
```

Adds an array to the support of not already included.

Parameters

*Array_*	array to be added
force_new	If `false`, it will use `keygen` to obtain a double vector and create a hash of it. If the hash has been computed earlier, the support is recycled.

Returns

The number of the array.

7.24.3.2 add_counter() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_counter (
            Counter< Array_Type, Data_Counter_Type > & counter )
```

7.24.3.3 add_counter() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_counter (
            Counter< Array_Type, Data_Counter_Type > * counter )
```

7.24.3.4 add_counter() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_counter (
            Counter_fun_type< Array_Type, Data_Counter_Type > count_fun_,
            Counter_fun_type< Array_Type, Data_Counter_Type > init_fun_ = nullptr,
            Data_Counter_Type * data_ = nullptr,
            bool delete_data_ = false )
```

7.24.3.5 add_rule() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule (
            Rule< Array_Type, Data_Rule_Type > & rule )
```

7.24.3.6 add_rule() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule (
            Rule< Array_Type, Data_Rule_Type > * rule )
```

7.24.3.7 add_rule() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule (
            Rule_fun_type< Array_Type, Data_Rule_Type > count_fun_,
            Data_Rule_Type * data_ = nullptr,
            bool delete_data_ = false )
```

7.24.3.8 add_rule_dyn() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule_dyn
(
            Rule< Array_Type, Data_Rule_Dyn_Type > & rule )
```

7.24.3.9 add_rule_dyn() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule_dyn
(
            Rule< Array_Type, Data_Rule_Dyn_Type > * rule )
```

7.24.3.10 add_rule_dyn() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule_dyn
(
            Rule_fun_type< Array_Type, Data_Rule_Dyn_Type > count_fun_,
            Data_Rule_Dyn_Type * data_ = nullptr,
            bool delete_data_ = false )
```

7.24.3.11 colnames()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< std::string > Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_↩
Dyn_Type >::colnames ( ) const
```

7.24.3.12 conditional_prob()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
double Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::conditional↩
_prob (
            const Array_Type & Array_,
            const std::vector< double > & params,
            unsigned int i,
            unsigned int j )
```

Conditional probability ("Gibbs sampler")

Computes the conditional probability of observing P{Y(i,j) = | Y^C, theta}, i.e., the probability of observing the entry Y(i,j) equal to one given the rest of the array.

Parameters

*Array_*	Array to check
params	Vector of parameters
i	Row entry
j	Column entry

Returns

double The conditional probability

7.24.3.13 gen_key()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< double > Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_↩
Type >::gen_key (
            const Array_Type & Array_ )
```

7.24.3.14 get_counters()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Counters<Array_Type,Data_Counter_Type>* Model< Array_Type, Data_Counter_Type, Data_Rule_Type,
Data_Rule_Dyn_Type >::get_counters ( )
```

7.24.3.15 get_norm_const()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
double Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::get_norm_↩
const (
            const std::vector< double > & params,
            const uint & i,
            bool as_log = false )
```

7.24.3.16 get_pset()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
const std::vector< Array_Type >* Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data↩
_Rule_Dyn_Type >::get_pset (
            const uint & i )
```

7.24.3.17 get_pset_stats()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
const std::vector< std::vector< double > >* Model< Array_Type, Data_Counter_Type, Data_Rule↩
_Type, Data_Rule_Dyn_Type >::get_pset_stats (
            const uint & i )
```

7.24.3.18 get_rengine()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
const std::mt19937* Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type
>::get_rengine ( ) const
```

7.24.3.19 get_rules()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Rules<Array_Type,Data_Rule_Type>* Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data↩
_Rule_Dyn_Type >::get_rules ( )
```

7.24.3.20 get_rules_dyn()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Rules<Array_Type,Data_Rule_Dyn_Type>* Model< Array_Type, Data_Counter_Type, Data_Rule_Type,
Data_Rule_Dyn_Type >::get_rules_dyn ( )
```

7.24.3.21 get_support()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Support<Array_Type,Data_Counter_Type,Data_Rule_Type,Data_Rule_Dyn_Type>* Model< Array_Type,
Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::get_support ( )
```

7.24.3.22 likelihood() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
double Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::likelihood
(
            const std::vector< double > & params,
            const Array_Type & Array_,
            int i = -1,
            bool as_log = false )
```

7.24.3.23 likelihood() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
double Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::likelihood
(
            const std::vector< double > & params,
            const std::vector< double > & target_,
            const uint & i,
            bool as_log = false )
```

7.24.3.24 likelihood() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
double Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::likelihood
(
            const std::vector< double > & params,
            const uint & i,
            bool as_log = false )
```

7.24.3.25 likelihood_total()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
double Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::likelihood↩
_total (
            const std::vector< double > & params,
            bool as_log = false )
```

7.24.3.26 nterms()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
unsigned int Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >↩
::nterms ( ) const  [noexcept]
```

7.24.3.27 operator=()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Model<Array_Type,Data_Counter_Type,Data_Rule_Type,Data_Rule_Dyn_Type>& Model< Array_Type,
Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::operator= (
            const Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >
& Model_ )
```

7.24.3.28 print()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::print ( )
const
```

Prints information about the model.

7.24.3.29 print_stats()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::print_stats (
            uint i ) const
```

7.24.3.30 sample() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Array_Type Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::sample
(
            const Array_Type & Array_,
            const std::vector< double > & params = {} )
```

7.24.3.31 sample() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Array_Type Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::sample
(
            const uint & i,
            const std::vector< double > & params )
```

7.24.3.32 set_counters()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_counters
(
            Counters< Array_Type, Data_Counter_Type > * counters_ )
```

7.24.3.33 set_keygen()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_keygen (
            std::function< std::vector< double >(const Array_Type &)> keygen_ )
```

7.24.3.34 set_rengine()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_rengine (
            std::mt19937 * rengine_,
            bool delete_ = false )  [inline]
```

Definition at line 119 of file model-bones.hpp.

7.24.3.35 set_rules()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_rules (
            Rules< Array_Type, Data_Rule_Type > * rules_ )
```

7.24.3.36 set_rules_dyn()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_rules_dyn
(
            Rules< Array_Type, Data_Rule_Dyn_Type > * rules_ )
```

7.24.3.37 set_seed()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_seed (
            unsigned int s )  [inline]
```

Definition at line 129 of file model-bones.hpp.

7.24.3.38 size()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
unsigned int Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::size
( ) const  [noexcept]
```

7.24.3.39 size_unique()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
unsigned int Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >↩
::size_unique ( ) const  [noexcept]
```

7.24.3.40 store_psets()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::store_psets (
)  [noexcept]
```

7.24.3.41 support_size()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
unsigned int Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >↩
::support_size ( ) const  [noexcept]
```

The documentation for this class was generated from the following file:

- include/barry/model-bones.hpp

7.25 NetCounterData Class Reference

Data class used to store arbitrary uint or double vectors.

`#include <network.hpp>`

Public Member Functions

- NetCounterData ()
- NetCounterData (const std::vector< uint > indices_, const std::vector< double > numbers_)
- ~NetCounterData ()

Public Attributes

- std::vector< uint > indices
- std::vector< double > numbers

7.25.1 Detailed Description

Data class used to store arbitrary uint or double vectors.

Definition at line 56 of file network.hpp.

7.25.2 Constructor & Destructor Documentation

7.25.2.1 NetCounterData() [1/2]

```
NetCounterData::NetCounterData ( )  [inline]
```

Definition at line 62 of file network.hpp.

7.25.2.2 NetCounterData() [2/2]

```
NetCounterData::NetCounterData (
            const std::vector< uint > indices_,
            const std::vector< double > numbers_ )  [inline]
```

Definition at line 63 of file network.hpp.

7.25.2.3 ~NetCounterData()

```
NetCounterData::~NetCounterData ( )  [inline]
```

Definition at line 68 of file network.hpp.

7.25.3 Member Data Documentation

7.25.3.1 indices

```
std::vector< uint > NetCounterData::indices
```

Definition at line 59 of file network.hpp.

7.25.3.2 numbers

```
std::vector< double > NetCounterData::numbers
```

Definition at line 60 of file network.hpp.

The documentation for this class was generated from the following file:

- include/barry/counters/network.hpp

7.26 NetworkData Class Reference

Data class for Networks.

```
#include <network.hpp>
```

Public Member Functions

- NetworkData ()
- NetworkData (std::vector< double > vertex_attr_, bool directed_=true)

  Constructor using a single attribute.
- NetworkData (std::vector< std::vector< double > > vertex_attr_, bool directed_=true)

  Constructor using multiple attributes.
- ~NetworkData ()

Public Attributes

- bool directed = true
- std::vector< std::vector< double > > vertex_attr

7.26.1 Detailed Description

Data class for Networks.

Details on the available counters for `NetworkData` can be found in the Network counters section.

This holds information about whether the graph is directed or not, and, if defined, vectors of node (vertex) attributes (`vertex_attr`).

Definition at line 19 of file network.hpp.

7.26.2 Constructor & Destructor Documentation

7.26.2.1 NetworkData() [1/3]

```
NetworkData::NetworkData ( )  [inline]
```

Definition at line 25 of file network.hpp.

7.26.2.2 NetworkData() [2/3]

```
NetworkData::NetworkData (
            std::vector< double > vertex_attr_,
            bool directed_ = true )  [inline]
```

Constructor using a single attribute.

Parameters

*vertex_↩ attr_*	Double vector of length equal to the number of vertices in the data.
*directed_*	When `true` the graph as treated as directed.

Definition at line 33 of file network.hpp.

7.26.2.3 NetworkData() [3/3]

```
NetworkData::NetworkData (
            std::vector< std::vector< double > > vertex_attr_,
            bool directed_ = true )  [inline]
```

Constructor using multiple attributes.

Parameters

*vertex_↩ attr_*	Vector of double vectors. The size equals to the number of attributes to be created. Each individual vector should be of length equal to the number of vertices.
*directed_*	When `true` the graph as treated as directed.

Definition at line 45 of file network.hpp.

7.26.2.4 ∼NetworkData()

```
NetworkData::∼NetworkData ( )  [inline]
```

Definition at line 51 of file network.hpp.

7.26.3 Member Data Documentation

7.26.3.1 directed

```
bool NetworkData::directed = true
```

Definition at line 22 of file network.hpp.

7.26.3.2 vertex_attr

```
std::vector< std::vector< double > > NetworkData::vertex_attr
```

Definition at line 23 of file network.hpp.

The documentation for this class was generated from the following file:

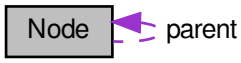
- include/barry/counters/network.hpp

7.27 Node Class Reference

A single node for the model.

```
#include <geese-node-bones.hpp>
```

Collaboration diagram for Node:



Public Member Functions

- ~Node ()
- int get_parent () const
- unsigned int noffspring () const noexcept
- bool is_leaf () const noexcept

Construct a new Node object

- Node ()
- Node (unsigned int id_, unsigned int ord_, bool duplication_)
- Node (unsigned int id_, unsigned int ord_, std::vector< unsigned int > annotations_, bool duplication_)
- Node (Node &&x) noexcept
- Node (const Node &x)

Public Attributes

- unsigned int id

  Id of the node (as specified in the input)
- unsigned int ord

  Order in which the node was created.
- phylocounters::PhyloArray array
- std::vector< unsigned int > annotations

  Observed annotations (only defined for Geese)
- bool duplication
- std::vector< phylocounters::PhyloArray > arrays = {}

  Arrays given all possible states.
- Node * parent = nullptr

  Parent node.
- std::vector< Node * > offspring = {}

  Offspring nodes.
- std::vector< unsigned int > narray = {}

  ID of the array in the model.
- bool visited = false
- std::vector< double > subtree_prob

  Induced subtree probabilities.
- std::vector< double > probability

  The probability of observing each state.

7.27.1 Detailed Description

A single node for the model.

Each node contains all the information to compute the conditional probability of the pruning algorithm at that node.

Definition at line 11 of file geese-node-bones.hpp.

7.27.2 Constructor & Destructor Documentation

7.27.2.1 Node() [1/5]

```
Node::Node ( )  [inline]
```

Definition at line 36 of file geese-node-bones.hpp.

7.27.2.2 Node() [2/5]

```
Node::Node (
            unsigned int id_,
            unsigned int ord_,
            bool duplication_ )  [inline]
```

Definition at line 56 of file geese-node-bones.hpp.

7.27.2.3 Node() [3/5]

```
Node::Node (
            unsigned int id_,
            unsigned int ord_,
            std::vector< unsigned int > annotations_,
            bool duplication_ )  [inline]
```

Definition at line 62 of file geese-node-bones.hpp.

7.27.2.4 Node() [4/5]

```
Node::Node (
            Node && x )  [inline], [noexcept]
```

Definition at line 69 of file geese-node-bones.hpp.

7.27.2.5 Node() [5/5]

```
Node::Node (
            const Node & x )  [inline]
```

Definition at line 83 of file geese-node-bones.hpp.

7.27.2.6 ~Node()

```
Node::~Node ( )  [inline]
```

Definition at line 47 of file geese-node-bones.hpp.

7.27.3 Member Function Documentation

7.27.3.1 get_parent()

```
int Node::get_parent ( ) const  [inline]
```

Definition at line 97 of file geese-node-bones.hpp.

7.27.3.2 is_leaf()

```
bool Node::is_leaf ( ) const  [inline], [noexcept]
```

Definition at line 109 of file geese-node-bones.hpp.

7.27.3.3 noffspring()

```
unsigned int Node::noffspring ( ) const  [inline], [noexcept]
```

Definition at line 103 of file geese-node-bones.hpp.

7.27.4 Member Data Documentation

7.27.4.1 annotations

```
std::vector< unsigned int > Node::annotations
```

Observed annotations (only defined for Geese)

Definition at line 18 of file geese-node-bones.hpp.

7.27.4.2 array

```
phylocounters::PhyloArray Node::array
```

Definition at line 17 of file geese-node-bones.hpp.

7.27.4.3 arrays

```
std::vector< phylocounters::PhyloArray > Node::arrays = {}
```

Arrays given all possible states.

Definition at line 21 of file geese-node-bones.hpp.

7.27.4.4 duplication

```
bool Node::duplication
```

Definition at line 19 of file geese-node-bones.hpp.

7.27.4.5 id

```
unsigned int Node::id
```

Id of the node (as specified in the input)

Definition at line 14 of file geese-node-bones.hpp.

7.27.4.6 narray

```
std::vector< unsigned int > Node::narray = {}
```

ID of the array in the model.

Definition at line 24 of file geese-node-bones.hpp.

7.27.4.7 offspring

```
std::vector< Node* > Node::offspring = {}
```

Offspring nodes.

Definition at line 23 of file geese-node-bones.hpp.

7.27.4.8 ord

```
unsigned int Node::ord
```

Order in which the node was created.

Definition at line 15 of file geese-node-bones.hpp.

7.27.4.9 parent

```
Node* Node::parent = nullptr
```

Parent node.

Definition at line 22 of file geese-node-bones.hpp.

7.27.4.10 probability

```
std::vector< double > Node::probability
```

The probability of observing each state.

Definition at line 28 of file geese-node-bones.hpp.

7.27.4.11 subtree_prob

```
std::vector< double > Node::subtree_prob
```

Induced subtree probabilities.

Definition at line 27 of file geese-node-bones.hpp.

7.27.4.12 visited

```
bool Node::visited = false
```

Definition at line 25 of file geese-node-bones.hpp.

The documentation for this class was generated from the following file:

- include/barry/models/geese/geese-node-bones.hpp

7.28 NodeData Class Reference

Data definition for the `PhyloArray` class.

`#include <phylo.hpp>`

Public Member Functions

- NodeData (const std::vector< double > &blengths_, const std::vector< bool > &states_, bool duplication_=true)

Public Attributes

- std::vector< double > blengths = {}
- std::vector< bool > states = {}
- bool duplication = true

7.28.1 Detailed Description

Data definition for the `PhyloArray` class.

Details about the available counters for `PhyloArray` objects can be found in the Phylo counters section.

This holds basic information about a given node.

Definition at line 38 of file phylo.hpp.

7.28.2 Constructor & Destructor Documentation

7.28.2.1 NodeData()

```
NodeData::NodeData (
            const std::vector< double > & blengths_,
            const std::vector< bool > & states_,
            bool duplication_ = true )  [inline]
```

Definition at line 58 of file phylo.hpp.

7.28.3 Member Data Documentation

7.28.3.1 blengths

```
std::vector< double > NodeData::blengths = {}
```

Branch length.

Definition at line 44 of file phylo.hpp.

7.28.3.2 duplication

```
bool NodeData::duplication = true
```

Definition at line 54 of file phylo.hpp.

7.28.3.3 states

```
std::vector< bool > NodeData::states = {}
```

State of the parent node.

Definition at line 49 of file phylo.hpp.

The documentation for this class was generated from the following file:

- include/barry/counters/phylo.hpp

7.29 PhyloCounterData Class Reference

```
#include <phylo.hpp>
```

Public Member Functions

- PhyloCounterData (std::vector< uint > data_, std::vector< double > *counters_=nullptr)
- uint at (uint d)
- uint operator() (uint d)
- void reserve (uint x)
- void push_back (uint x)
- void shrink_to_fit ()
- uint size ()
- std::vector< uint >::iterator begin ()
- std::vector< uint >::iterator end ()
- bool empty ()
- std::vector< double > * get_counters ()

7.29.1 Detailed Description

Definition at line 69 of file phylo.hpp.

7.29.2 Constructor & Destructor Documentation

7.29.2.1 PhyloCounterData()

```
PhyloCounterData::PhyloCounterData (
            std::vector< uint > data_,
            std::vector< double > * counters_ = nullptr )  [inline]
```

Definition at line 75 of file phylo.hpp.

7.29.3 Member Function Documentation

7.29.3.1 at()

```
uint PhyloCounterData::at (
            uint d )  [inline]
```

Definition at line 80 of file phylo.hpp.

7.29.3.2 begin()

```
std::vector< uint >::iterator PhyloCounterData::begin ( )  [inline]
```

Definition at line 87 of file phylo.hpp.

7.29.3.3 empty()

```
bool PhyloCounterData::empty ( )  [inline]
```

Definition at line 90 of file phylo.hpp.

7.29.3.4 end()

```
std::vector< uint >::iterator PhyloCounterData::end ( )  [inline]
```

Definition at line 88 of file phylo.hpp.

7.29.3.5 get_counters()

```
std::vector< double >* PhyloCounterData::get_counters ( )  [inline]
```

Definition at line 91 of file phylo.hpp.

7.29.3.6 operator()()

```
uint PhyloCounterData::operator() (
            uint d )  [inline]
```

Definition at line 81 of file phylo.hpp.

7.29.3.7 push_back()

```
void PhyloCounterData::push_back (
            uint x )  [inline]
```

Definition at line 83 of file phylo.hpp.

7.29.3.8 reserve()

```
void PhyloCounterData::reserve (
            uint x )  [inline]
```

Definition at line 82 of file phylo.hpp.

7.29.3.9 shrink_to_fit()

```
void PhyloCounterData::shrink_to_fit ( )  [inline]
```

Definition at line 84 of file phylo.hpp.

7.29.3.10 size()

```
uint PhyloCounterData::size ( )  [inline]
```

Definition at line 85 of file phylo.hpp.

The documentation for this class was generated from the following file:

- include/barry/counters/phylo.hpp

7.30 PhyloRuleDynData Class Reference

`#include <phylo.hpp>`

Public Member Functions

- PhyloRuleDynData (const std::vector< double > *counts_, uint pos_, uint lb_, uint ub_, uint duplication_)
- ~PhyloRuleDynData ()

Public Attributes

- const std::vector< double > * counts
- uint pos
- uint lb
- uint ub
- uint duplication

7.30.1 Detailed Description

Definition at line 1608 of file phylo.hpp.

7.30.2 Constructor & Destructor Documentation

7.30.2.1 PhyloRuleDynData()

```
PhyloRuleDynData::PhyloRuleDynData (
            const std::vector< double > * counts_,
            uint pos_,
            uint lb_,
            uint ub_,
            uint duplication_ )  [inline]
```

Definition at line 1615 of file phylo.hpp.

7.30.2.2 ~PhyloRuleDynData()

```
PhyloRuleDynData::~PhyloRuleDynData ( )  [inline]
```

Definition at line 1624 of file phylo.hpp.

7.30.3 Member Data Documentation

7.30.3.1 counts

```
const std::vector< double >* PhyloRuleDynData::counts
```

Definition at line 1610 of file phylo.hpp.

7.30.3.2 duplication

```
uint PhyloRuleDynData::duplication
```

Definition at line 1614 of file phylo.hpp.

7.30.3.3 lb

```
uint PhyloRuleDynData::lb
```

Definition at line 1612 of file phylo.hpp.

7.30.3.4 pos

```
uint PhyloRuleDynData::pos
```

Definition at line 1611 of file phylo.hpp.

7.30.3.5 ub

```
uint PhyloRuleDynData::ub
```

Definition at line 1613 of file phylo.hpp.

The documentation for this class was generated from the following file:

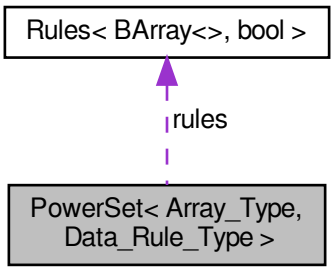
- include/barry/counters/phylo.hpp

7.31 PowerSet< Array_Type, Data_Rule_Type > Class Template Reference

Powerset of a binary array.

`#include <powerset-bones.hpp>`

Collaboration diagram for PowerSet< Array_Type, Data_Rule_Type >:



Public Member Functions

- void init_support ()
- void calc ()
- void reset (uint N_, uint M_)

Construct and destroy a PowerSet object

- PowerSet ()
- PowerSet (uint N_, uint M_)
- PowerSet (const Array_Type &array)
- ~PowerSet ()

Wrappers for the <tt>Rules</tt> member.

These will add rules to the model, which are shared by the support and the actual counter function.

- void add_rule (Rule< Array_Type, Data_Rule_Type > &rule)
- void add_rule (Rule< Array_Type, Data_Rule_Type > *rule)
- void add_rule (Rule_fun_type< Array_Type, Data_Rule_Type > count_fun_, Data_Rule_Type *data_=nullptr, bool delete_data_=false)

Getter functions

- const std::vector< Array_Type > * get_data_ptr () const
- std::vector< Array_Type > get_data () const
- std::vector< Array_Type >::iterator begin ()
- std::vector< Array_Type >::iterator end ()
- std::size_t size () const noexcept
- const Array_Type & operator[] (const unsigned int &i) const

Public Attributes

- Array_Type EmptyArray
- std::vector< Array_Type > data
- Rules< Array_Type, Data_Rule_Type > * rules
- uint N
- uint M
- bool rules_deleted = false
- std::vector< size_t > coordinates_free
- std::vector< size_t > coordinates_locked
- size_t n_free
- size_t n_locked

7.31.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
class PowerSet< Array_Type, Data_Rule_Type >

Powerset of a binary array.

Template Parameters

Array_Type	
Data_Rule_Type	

Definition at line 17 of file powerset-bones.hpp.

7.31.2 Constructor & Destructor Documentation

7.31.2.1 PowerSet() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
PowerSet< Array_Type, Data_Rule_Type >::PowerSet ( )  [inline]
```

Definition at line 42 of file powerset-bones.hpp.

7.31.2.2 PowerSet() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
PowerSet< Array_Type, Data_Rule_Type >::PowerSet (
            uint N_,
            uint M_ )  [inline]
```

Definition at line 44 of file powerset-bones.hpp.

7.31.2.3 PowerSet() [3/3]

```
template<typename Array_Type , typename Data_Rule_Type >
PowerSet< Array_Type, Data_Rule_Type >::PowerSet (
            const Array_Type & array )  [inline]
```

Definition at line 7 of file powerset-meat.hpp.

7.31.2.4 ~PowerSet()

```
template<typename Array_Type , typename Data_Rule_Type >
PowerSet< Array_Type, Data_Rule_Type >::~PowerSet  [inline]
```

Definition at line 15 of file powerset-meat.hpp.

7.31.3 Member Function Documentation

7.31.3.1 add_rule() [1/3]

```
template<typename Array_Type , typename Data_Rule_Type >
void PowerSet< Array_Type, Data_Rule_Type >::add_rule (
            Rule< Array_Type, Data_Rule_Type > & rule )  [inline]
```

Definition at line 175 of file powerset-meat.hpp.

7.31.3.2 add_rule() [2/3]

```
template<typename Array_Type , typename Data_Rule_Type >
void PowerSet< Array_Type, Data_Rule_Type >::add_rule (
            Rule< Array_Type, Data_Rule_Type > * rule )  [inline]
```

Definition at line 184 of file powerset-meat.hpp.

7.31.3.3 add_rule() [3/3]

```
template<typename Array_Type , typename Data_Rule_Type >
void PowerSet< Array_Type, Data_Rule_Type >::add_rule (
            Rule_fun_type< Array_Type, Data_Rule_Type > count_fun_,
            Data_Rule_Type * data_ = nullptr,
            bool delete_data_ = false )  [inline]
```

Definition at line 194 of file powerset-meat.hpp.

7.31.3.4 begin()

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< Array_Type >::iterator PowerSet< Array_Type, Data_Rule_Type >::begin ( )  [inline]
```

Definition at line 76 of file powerset-bones.hpp.

7.31.3.5 calc()

```
template<typename Array_Type , typename Data_Rule_Type >
void PowerSet< Array_Type, Data_Rule_Type >::calc  [inline]
```

Definition at line 147 of file powerset-meat.hpp.

7.31.3.6 end()

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< Array_Type >::iterator PowerSet< Array_Type, Data_Rule_Type >::end ( )  [inline]
```

Definition at line 77 of file powerset-bones.hpp.

7.31.3.7 get_data()

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< Array_Type > PowerSet< Array_Type, Data_Rule_Type >::get_data ( ) const  [inline]
```

Definition at line 75 of file powerset-bones.hpp.

7.31.3.8 get_data_ptr()

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
const std::vector< Array_Type >* PowerSet< Array_Type, Data_Rule_Type >::get_data_ptr ( )
const  [inline]
```

Definition at line 74 of file powerset-bones.hpp.

7.31.3.9 init_support()

```
template<typename Array_Type , typename Data_Rule_Type >
void PowerSet< Array_Type, Data_Rule_Type >::init_support  [inline]
```

Definition at line 21 of file powerset-meat.hpp.

7.31.3.10 operator[]()

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
const Array_Type& PowerSet< Array_Type, Data_Rule_Type >::operator[] (
            const unsigned int & i ) const  [inline]
```

Definition at line 79 of file powerset-bones.hpp.

7.31.3.11 reset()

```
template<typename Array_Type , typename Data_Rule_Type >
void PowerSet< Array_Type, Data_Rule_Type >::reset (
            uint N_,
            uint M_ )  [inline]
```

Definition at line 163 of file powerset-meat.hpp.

7.31.3.12 size()

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::size_t PowerSet< Array_Type, Data_Rule_Type >::size ( ) const  [inline], [noexcept]
```

Definition at line 78 of file powerset-bones.hpp.

7.31.4 Member Data Documentation

7.31.4.1 coordinates_free

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< size_t > PowerSet< Array_Type, Data_Rule_Type >::coordinates_free
```

Definition at line 32 of file powerset-bones.hpp.

7.31.4.2 coordinates_locked

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< size_t > PowerSet< Array_Type, Data_Rule_Type >::coordinates_locked
```

Definition at line 33 of file powerset-bones.hpp.

7.31.4.3 data

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< Array_Type > PowerSet< Array_Type, Data_Rule_Type >::data
```

Definition at line 25 of file powerset-bones.hpp.

7.31.4.4 EmptyArray

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
Array_Type PowerSet< Array_Type, Data_Rule_Type >::EmptyArray
```

Definition at line 24 of file powerset-bones.hpp.

7.31.4.5 M

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
uint PowerSet< Array_Type, Data_Rule_Type >::M
```

Definition at line 28 of file powerset-bones.hpp.

7.31.4.6 N

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
uint PowerSet< Array_Type, Data_Rule_Type >::N
```

Definition at line 28 of file powerset-bones.hpp.

7.31.4.7 n_free

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
size_t PowerSet< Array_Type, Data_Rule_Type >::n_free
```

Definition at line 34 of file powerset-bones.hpp.

7.31.4.8 n_locked

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
size_t PowerSet< Array_Type, Data_Rule_Type >::n_locked
```

Definition at line 35 of file powerset-bones.hpp.

7.31.4.9 rules

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
Rules<Array_Type,Data_Rule_Type>* PowerSet< Array_Type, Data_Rule_Type >::rules
```

Definition at line 26 of file powerset-bones.hpp.

7.31.4.10 rules_deleted

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
bool PowerSet< Array_Type, Data_Rule_Type >::rules_deleted = false
```

Definition at line 29 of file powerset-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/powerset-bones.hpp
- include/barry/powerset-meat.hpp

7.32 Progress Class Reference

A simple progress bar.

`#include <progress.hpp>`

Public Member Functions

- Progress (int n_, int width_)
- ~Progress ()
- void next ()
- void end ()

7.32.1 Detailed Description

A simple progress bar.

Definition at line 11 of file progress.hpp.

7.32.2 Constructor & Destructor Documentation

7.32.2.1 Progress()

```
Progress::Progress (
            int n_,
            int width_ )  [inline]
```

Definition at line 30 of file progress.hpp.

7.32.2.2 ~Progress()

```
Progress::~Progress ( )  [inline]
```

Definition at line 23 of file progress.hpp.

7.32.3 Member Function Documentation

7.32.3.1 end()

```
void Progress::end ( )  [inline]
```

Definition at line 52 of file progress.hpp.

7.32.3.2 next()

```
void Progress::next ( )  [inline]
```

Definition at line 41 of file progress.hpp.

The documentation for this class was generated from the following file:

- include/barry/progress.hpp

7.33 Rule< Array_Type, Data_Type > Class Template Reference

Rule for determining if a cell should be included in a sequence.

`#include <rules-bones.hpp>`

Public Member Functions

- ~Rule ()
- Data_Type * D ()

  Read/Write access to the data.
- bool operator() (const Array_Type &a, uint i, uint j)

Construct a new Rule object

Construct a new Rule object

Parameters

fun_	*A function of type* `Rule_fun_type`.
dat_	*Data pointer to be passed to* `fun_`
delete_↩ dat_	*When* `true`, *the* `Rule` *destructor will delete the pointer, if defined.*

- Rule ()
- Rule (Rule_fun_type< Array_Type, Data_Type > fun_, Data_Type *dat_=nullptr, bool delete_dat_=false)

7.33.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Type = bool>
class Rule< Array_Type, Data_Type >

Rule for determining if a cell should be included in a sequence.

Rules can be used together with `Support` and `PowerSet` to determine which cells should be included when enumerating all possible realizations of a binary array.

Template Parameters

Array_Type	An object of class `BArray`.
Data_Type	Any type.

Definition at line 22 of file rules-bones.hpp.

7.33.2 Constructor & Destructor Documentation

7.33.2.1 Rule() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Rule< Array_Type, Data_Type >::Rule ( )  [inline]
```

Definition at line 41 of file rules-bones.hpp.

7.33.2.2 Rule() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Rule< Array_Type, Data_Type >::Rule (
            Rule_fun_type< Array_Type, Data_Type > fun_,
            Data_Type * dat_ = nullptr,
            bool delete_dat_ = false )  [inline]
```

Definition at line 42 of file rules-bones.hpp.

7.33.2.3 ~Rule()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Rule< Array_Type, Data_Type >::~Rule ( )  [inline]
```

Definition at line 49 of file rules-bones.hpp.

7.33.3 Member Function Documentation

7.33.3.1 D()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Data_Type* Rule< Array_Type, Data_Type >::D ( )
```

Read/Write access to the data.

7.33.3.2 operator()()

```
template<typename Array_Type , typename Data_Type >
bool Rule< Array_Type, Data_Type >::operator() (
            const Array_Type & a,
            uint i,
            uint j )  [inline]
```

Definition at line 63 of file rules-meat.hpp.

The documentation for this class was generated from the following files:

- include/barry/rules-bones.hpp
- include/barry/rules-meat.hpp

7.34 Rules< Array_Type, Data_Type > Class Template Reference

Vector of objects of class Rule.

```
#include <rules-bones.hpp>
```

Public Member Functions

- Rules ()
- Rules (const Rules< Array_Type, Data_Type > &rules_)
- Rules< Array_Type, Data_Type > operator= (const Rules< Array_Type, Data_Type > &rules_)
- ~Rules ()
- uint size () const noexcept
- bool operator() (const Array_Type &a, uint i, uint j)

  Check whether a given cell is free or locked.
- void clear ()
- void get_seq (const Array_Type &a, std::vector< size_t > *free, std::vector< size_t > *locked=nullptr)

  Computes the sequence of free and locked cells in an BArray.

Rule adding

Parameters

rule	

- void add_rule (Rule< Array_Type, Data_Type > &rule)
- void add_rule (Rule< Array_Type, Data_Type > *rule)
- void add_rule (Rule_fun_type< Array_Type, Data_Type > rule_, Data_Type *data_=nullptr, bool delete_data_=false)

7.34.1 Detailed Description

template<typename Array_Type, typename Data_Type>
class Rules< Array_Type, Data_Type >

Vector of objects of class Rule.

Template Parameters

Array_Type	An object of class `BArray`
Data_Type	Any type.

Definition at line 68 of file rules-bones.hpp.

7.34.2 Constructor & Destructor Documentation

7.34.2.1 Rules() [1/2]

```
template<typename Array_Type , typename Data_Type >
Rules< Array_Type, Data_Type >::Rules ( )  [inline]
```

Definition at line 75 of file rules-bones.hpp.

7.34.2.2 Rules() [2/2]

```
template<typename Array_Type , typename Data_Type >
Rules< Array_Type, Data_Type >::Rules (
            const Rules< Array_Type, Data_Type > & rules_ )  [inline]
```

Definition at line 10 of file rules-meat.hpp.

7.34.2.3 ~Rules()

```
template<typename Array_Type , typename Data_Type >
Rules< Array_Type, Data_Type >::~Rules ( )  [inline]
```

Definition at line 80 of file rules-bones.hpp.

7.34.3 Member Function Documentation

7.34.3.1 add_rule() [1/3]

```
template<typename Array_Type , typename Data_Type >
void Rules< Array_Type, Data_Type >::add_rule (
            Rule< Array_Type, Data_Type > & rule )  [inline]
```

Definition at line 68 of file rules-meat.hpp.

7.34.3.2 add_rule() [2/3]

```
template<typename Array_Type , typename Data_Type >
void Rules< Array_Type, Data_Type >::add_rule (
            Rule< Array_Type, Data_Type > * rule )  [inline]
```

Definition at line 79 of file rules-meat.hpp.

7.34.3.3 add_rule() [3/3]

```
template<typename Array_Type , typename Data_Type >
void Rules< Array_Type, Data_Type >::add_rule (
            Rule_fun_type< Array_Type, Data_Type > rule_,
            Data_Type * data_ = nullptr,
            bool delete_data_ = false )  [inline]
```

Definition at line 89 of file rules-meat.hpp.

7.34.3.4 clear()

```
template<typename Array_Type , typename Data_Type >
void Rules< Array_Type, Data_Type >::clear  [inline]
```

Definition at line 127 of file rules-meat.hpp.

7.34.3.5 get_seq()

```
template<typename Array_Type , typename Data_Type >
void Rules< Array_Type, Data_Type >::get_seq (
            const Array_Type & a,
            std::vector< size_t > * free,
            std::vector< size_t > * locked = nullptr )  [inline]
```

Computes the sequence of free and locked cells in an BArray.

Parameters

a	An object of class BArray.
free	Pointer to a vector of pairs (i, j) listing the free cells.
locked	(optional) Pointer to a vector of pairs (i, j) listing the locked cells.

Returns

Nothing.

Definition at line 140 of file rules-meat.hpp.

7.34.3.6 operator()()

```
template<typename Array_Type , typename Data_Type >
bool Rules< Array_Type, Data_Type >::operator() (
            const Array_Type & a,
            uint i,
            uint j )  [inline]
```

Check whether a given cell is free or locked.

Parameters

a	A BArray object
i	row position
j	col position

Returns

true If the cell is locked

false If the cell is free

Definition at line 111 of file rules-meat.hpp.

7.34.3.7 operator=()

```
template<typename Array_Type , typename Data_Type >
Rules< Array_Type, Data_Type > Rules< Array_Type, Data_Type >::operator= (
            const Rules< Array_Type, Data_Type > & rules_ )
```

Definition at line 35 of file rules-meat.hpp.

7.34.3.8 size()

```
template<typename Array_Type , typename Data_Type >
uint Rules< Array_Type, Data_Type >::size ( ) const  [inline], [noexcept]
```

Definition at line 85 of file rules-bones.hpp.

The documentation for this class was generated from the following files:

- include/barry/rules-bones.hpp
- include/barry/rules-meat.hpp

7.35 StatsCounter< Array_Type, Data_Type > Class Template Reference

Count stats for a single Array.

`#include <statscounter-bones.hpp>`

Public Member Functions

- StatsCounter (const Array_Type *Array_)
  Creator of a `StatsCounter`
- StatsCounter (const StatsCounter< Array_Type, Data_Type > &counter)
  Copy constructor.
- StatsCounter ()
  Can be created without setting the array.
- ~StatsCounter ()
- void reset_array (const Array_Type *Array_)
  Changes the reference array for the counting.
- void add_counter (Counter< Array_Type, Data_Type > *f_)
- void add_counter (Counter< Array_Type, Data_Type > f_)
- void set_counters (Counters< Array_Type, Data_Type > *counters_)
- void count_init (uint i, uint j)
  Counter functions This function recurses through the entries of `Array` and at each step of adding a new cell it uses the functions to list the statistics.
- void count_current (uint i, uint j)
- std::vector< double > count_all ()
- Counters< Array_Type, Data_Type > * get_counters ()
- std::vector< std::string > get_names () const
- std::vector< std::string > get_descriptions () const

7.35.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Type = bool>
class StatsCounter< Array_Type, Data_Type >

Count stats for a single Array.

Users can a list of functions that can be used with this. The baseline set of arguments is a pointer to a binary array and a dataset to add the counts to.

Definition at line 19 of file statscounter-bones.hpp.

7.35.2 Constructor & Destructor Documentation

7.35.2.1 StatsCounter() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
StatsCounter< Array_Type, Data_Type >::StatsCounter (
            const Array_Type * Array_ )  [inline]
```

Creator of a StatsCounter

Parameters

*Array_*	A const pointer to a BArray.

Definition at line 42 of file statscounter-bones.hpp.

7.35.2.2 StatsCounter() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
StatsCounter< Array_Type, Data_Type >::StatsCounter (
            const StatsCounter< Array_Type, Data_Type > & counter )
```

Copy constructor.

Parameters

counter	

7.35.2.3 StatsCounter() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
StatsCounter< Array_Type, Data_Type >::StatsCounter ( )  [inline]
```

Can be created without setting the array.

Definition at line 64 of file statscounter-bones.hpp.

7.35.2.4 ~StatsCounter()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
StatsCounter< Array_Type, Data_Type >::~StatsCounter ( )
```

7.35.3 Member Function Documentation

7.35.3.1 add_counter() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void StatsCounter< Array_Type, Data_Type >::add_counter (
            Counter< Array_Type, Data_Type > * f_ )
```

7.35.3.2 add_counter() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void StatsCounter< Array_Type, Data_Type >::add_counter (
            Counter< Array_Type, Data_Type > f_ )
```

7.35.3.3 count_all()

```
template<typename Array_Type , typename Data_Type >
std::vector< double > StatsCounter< Array_Type, Data_Type >::count_all  [inline]
```

Definition at line 110 of file statscounter-meat.hpp.

7.35.3.4 count_current()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void StatsCounter< Array_Type, Data_Type >::count_current (
            uint i,
            uint j )
```

7.35.3.5 count_init()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void StatsCounter< Array_Type, Data_Type >::count_init (
            uint i,
            uint j )
```

Counter functions This function recurses through the entries of `Array` and at each step of adding a new cell it uses the functions to list the statistics.

7.35.3.6 get_counters()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
Counters<Array_Type,Data_Type>* StatsCounter< Array_Type, Data_Type >::get_counters ( )
```

7.35.3.7 get_descriptions()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::vector< std::string > StatsCounter< Array_Type, Data_Type >::get_descriptions ( ) const
```

7.35.3.8 get_names()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
std::vector< std::string > StatsCounter< Array_Type, Data_Type >::get_names ( ) const
```

7.35.3.9 reset_array()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void StatsCounter< Array_Type, Data_Type >::reset_array (
            const Array_Type * Array_ )
```

Changes the reference array for the counting.

Parameters

*Array_*	A pointer to an array of class `Array_Type`.

7.35.3.10 set_counters()

```
template<typename Array_Type = BArray<>, typename Data_Type = bool>
void StatsCounter< Array_Type, Data_Type >::set_counters (
            Counters< Array_Type, Data_Type > * counters_ )
```

The documentation for this class was generated from the following files:

- include/barry/statscounter-bones.hpp
- include/barry/statscounter-meat.hpp

7.36 Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > Class Template Reference

Compute the support of sufficient statistics.

`#include <support-bones.hpp>`

Public Member Functions

- Support (const Array_Type &Array_)
  Constructor passing a reference Array.
- Support (uint N_, uint M_)
  Constructor specifying the dimensions of the array (empty).
- Support ()
- ~Support ()
- void init_support (std::vector< Array_Type > *array_bank=nullptr, std::vector< std::vector< double > > *stats_bank=nullptr)
- void calc (std::vector< Array_Type > *array_bank=nullptr, std::vector< std::vector< double > > *stats_bank=nullptr, unsigned int max_num_elements_=0u)
  Computes the entire support.
- std::vector< double > get_counts () const
- std::vector< double > * get_current_stats ()
  List current statistics.
- void print () const
- const FreqTable & get_data () const
- Counters< Array_Type, Data_Counter_Type > * get_counters ()
  Vector of couter functions.
- Rules< Array_Type, Data_Rule_Type > * get_rules ()
  Vector of static rules (cells to iterate).
- Rules< Array_Type, Data_Rule_Dyn_Type > * get_rules_dyn ()
  Vector of dynamic rules (to include/exclude a realizaton).

Resets the support calculator

If needed, the counters of a support object can be reused.

Parameters

Array_	*New array over which the support will be computed.*

- void reset_array ()
- void reset_array (const Array_Type &Array_)

Manage counters

Parameters

f_	*A counter to be added.*
counters_	*A vector of counters to be added.*

- void add_counter (Counter< Array_Type, Data_Counter_Type > *f_)
- void add_counter (Counter< Array_Type, Data_Counter_Type > f_)
- void set_counters (Counters< Array_Type, Data_Counter_Type > *counters_)

Manage rules

Parameters

f_	*A rule to be added.*
counters_	*A vector of rules to be added.*

- void add_rule (Rule< Array_Type, Data_Rule_Type > *f_)
- void add_rule (Rule< Array_Type, Data_Rule_Type > f_)
- void set_rules (Rules< Array_Type, Data_Rule_Type > *rules_)
- void add_rule_dyn (Rule< Array_Type, Data_Rule_Dyn_Type > *f_)
- void add_rule_dyn (Rule< Array_Type, Data_Rule_Dyn_Type > f_)
- void set_rules_dyn (Rules< Array_Type, Data_Rule_Dyn_Type > *rules_)
- bool eval_rules_dyn (const std::vector< double > &counts, const uint &i, const uint &j)

Public Attributes

- uint N
- uint M
- bool delete_counters = true
- bool delete_rules = true
- bool delete_rules_dyn = true
- uint max_num_elements = BARRY_MAX_NUM_ELEMENTS
- std::vector< double > current_stats
- std::vector< size_t > coordinates_free
- std::vector< size_t > coordinates_locked
- size_t coordiantes_n_free
- size_t coordiantes_n_locked
- std::vector< double > change_stats
- std::vector< size_t > hashes
- std::vector< bool > hashes_initialized
- size_t n_counters

7.36.1 Detailed Description

template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
class Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >

Compute the support of sufficient statistics.

Given an array and a set of counters, this object iterates throughout the support set of the Array while at the same time computing the support of the sufficient statitics.

The members `rule` and `rule_dyn` allow constraining the support. The first will establish which cells of the array will be used to iterate, for example, in the case of social networks, self-loops are not allowed, so the entire diagonal would be fixed to zero, reducing the size of the support.

In the case of `rule_dyn`, the function will stablish dynamically whether the current state will be included in the counts or not. For example, this set of rules can be used to constrain the support to networks that have a prescribed degree sequence.

Definition at line 35 of file support-bones.hpp.

7.36.2 Constructor & Destructor Documentation

7.36.2.1 Support() [1/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::Support (
            const Array_Type & Array_ )  [inline]
```

Constructor passing a reference Array.

Definition at line 80 of file support-bones.hpp.

7.36.2.2 Support() [2/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::Support (
            uint N_,
            uint M_ )  [inline]
```

Constructor specifying the dimensions of the array (empty).

Definition at line 89 of file support-bones.hpp.

7.36.2.3 Support() [3/3]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::Support ( )
[inline]
```

Definition at line 96 of file support-bones.hpp.

7.36.2.4 ~Support()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::~Support ( )
[inline]
```

Definition at line 103 of file support-bones.hpp.

7.36.3 Member Function Documentation

7.36.3.1 add_counter() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_counter
(
            Counter< Array_Type, Data_Counter_Type > * f_ )
```

7.36.3.2 add_counter() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_counter
(
            Counter< Array_Type, Data_Counter_Type > f_ )
```

7.36.3.3 add_rule() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule (
            Rule< Array_Type, Data_Rule_Type > * f_ )
```

7.36.3.4 add_rule() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule (
            Rule< Array_Type, Data_Rule_Type > f_ )
```

7.36.3.5 add_rule_dyn() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule_↩
dyn (
            Rule< Array_Type, Data_Rule_Dyn_Type > * f_ )
```

7.36.3.6 add_rule_dyn() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::add_rule_↩
dyn (
            Rule< Array_Type, Data_Rule_Dyn_Type > f_ )
```

7.36.3.7 calc()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::calc (
            std::vector< Array_Type > * array_bank = nullptr,
            std::vector< std::vector< double > > * stats_bank = nullptr,
            unsigned int max_num_elements_ = 0u )
```

Computes the entire support.

Not to be used by the user. Sets the starting point in the array (column-major).

Parameters

array_bank	If specified, the counter will add to the vector each possible state of the array, as it counts.
stats_bank	If specified, the counter will add to the vector each possible set of statistics, as it counts.

7.36.3.8 eval_rules_dyn()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
bool Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::eval_↩
rules_dyn (
            const std::vector< double > & counts,
            const uint & i,
            const uint & j )
```

7.36.3.9 get_counters()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Counters<Array_Type,Data_Counter_Type>* Support< Array_Type, Data_Counter_Type, Data_Rule_↩
Type, Data_Rule_Dyn_Type >::get_counters ( )
```

Vector of couter functions.

7.36.3.10 get_counts()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< double > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn↩
_Type >::get_counts ( ) const
```

7.36.3.11 get_current_stats()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< double >* Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_↩
Dyn_Type >::get_current_stats ( )
```

List current statistics.

7.36.3.12 get_data()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
const FreqTable& Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type
>::get_data ( ) const
```

7.36.3.13 get_rules()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Rules<Array_Type,Data_Rule_Type>* Support< Array_Type, Data_Counter_Type, Data_Rule_Type,
Data_Rule_Dyn_Type >::get_rules ( )
```

Vector of static rules (cells to iterate).

7.36.3.14 get_rules_dyn()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
Rules<Array_Type,Data_Rule_Dyn_Type>* Support< Array_Type, Data_Counter_Type, Data_Rule_Type,
Data_Rule_Dyn_Type >::get_rules_dyn ( )
```

Vector of dynamic rules (to include/exclude a realizaton).

7.36.3.15 init_support()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::init_↩
support (
            std::vector< Array_Type > * array_bank = nullptr,
            std::vector< std::vector< double > > * stats_bank = nullptr )
```

7.36.3.16 print()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::print ( )
const
```

7.36.3.17 reset_array() [1/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::reset_array
( )
```

7.36.3.18 reset_array() [2/2]

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::reset_array
(
            const Array_Type & Array_ )
```

7.36.3.19 set_counters()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_↩
counters (
            Counters< Array_Type, Data_Counter_Type > * counters_ )
```

7.36.3.20 set_rules()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_rules (
            Rules< Array_Type, Data_Rule_Type > * rules_ )
```

7.36.3.21 set_rules_dyn()

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
void Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::set_rules↩
_dyn (
            Rules< Array_Type, Data_Rule_Dyn_Type > * rules_ )
```

7.36.4 Member Data Documentation

7.36.4.1 change_stats

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< double > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn↩
_Type >::change_stats
```

Definition at line 73 of file support-bones.hpp.

7.36.4.2 coordiantes_n_free

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
size_t Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::coordiantes↩
_n_free
```

Definition at line 71 of file support-bones.hpp.

7.36.4.3 coordiantes_n_locked

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
size_t Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::coordiantes↩
_n_locked
```

Definition at line 72 of file support-bones.hpp.

7.36.4.4 coordinates_free

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< size_t > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn↩
_Type >::coordinates_free
```

Definition at line 69 of file support-bones.hpp.

7.36.4.5 coordinates_locked

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< size_t > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn↩
_Type >::coordinates_locked
```

Definition at line 70 of file support-bones.hpp.

7.36.4.6 current_stats

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< double > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn↩
_Type >::current_stats
```

Definition at line 68 of file support-bones.hpp.

7.36.4.7 delete_counters

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
bool Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::delete_↩
counters = true
```

Definition at line 62 of file support-bones.hpp.

7.36.4.8 delete_rules

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
bool Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::delete_↩
rules = true
```

Definition at line 63 of file support-bones.hpp.

7.36.4.9 delete_rules_dyn

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
bool Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::delete_↩
rules_dyn = true
```

Definition at line 64 of file support-bones.hpp.

7.36.4.10 hashes

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< size_t > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn↩
_Type >::hashes
```

Definition at line 74 of file support-bones.hpp.

7.36.4.11 hashes_initialized

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
std::vector< bool > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_↩
Type >::hashes_initialized
```

Definition at line 75 of file support-bones.hpp.

7.36.4.12 M

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
uint Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::M
```

Definition at line 61 of file support-bones.hpp.

7.36.4.13 max_num_elements

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
uint Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::max_num_↩
elements = BARRY_MAX_NUM_ELEMENTS
```

Definition at line 65 of file support-bones.hpp.

7.36.4.14 N

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
uint Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::N
```

Definition at line 61 of file support-bones.hpp.

7.36.4.15 n_counters

```
template<typename Array_Type = BArray<>, typename Data_Counter_Type = bool, typename Data_↩
Rule_Type = bool, typename Data_Rule_Dyn_Type = bool>
size_t Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::n_↩
counters
```

Definition at line 76 of file support-bones.hpp.

The documentation for this class was generated from the following file:

- include/barry/support-bones.hpp

7.37 vecHasher< T > Struct Template Reference

```
#include <typedefs.hpp>
```

Public Member Functions

- std::size_t operator() (std::vector< T > const &dat) const noexcept

7.37.1 Detailed Description

template<typename T>
struct vecHasher< T >

Definition at line 106 of file typedefs.hpp.

7.37.2 Member Function Documentation

7.37.2.1 operator()()

```
template<typename T >
std::size_t vecHasher< T >::operator() (
            std::vector< T > const & dat ) const  [inline], [noexcept]
```

Definition at line 109 of file typedefs.hpp.

The documentation for this struct was generated from the following file:

- include/barry/typedefs.hpp

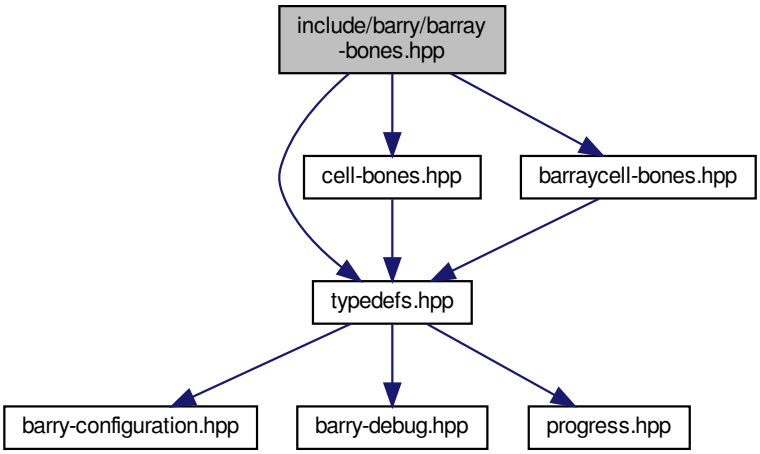
Chapter 8

File Documentation

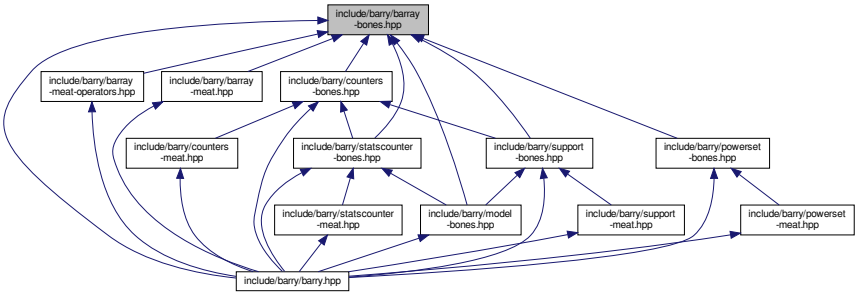
8.1 include/barry/barray-bones.hpp File Reference

```
#include "typedefs.hpp"
#include "cell-bones.hpp"
#include "barraycell-bones.hpp"
```

Include dependency graph for barray-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class BArray< Cell_Type, Data_Type >

  Baseline class for binary arrays.

Macros

- #define BARRAY_BONES_HPP 1

8.1.1 Macro Definition Documentation

8.1.1.1 BARRAY_BONES_HPP

```
#define BARRAY_BONES_HPP 1
```

Definition at line 8 of file barray-bones.hpp.

8.2 include/barry/barray-iterator.hpp File Reference

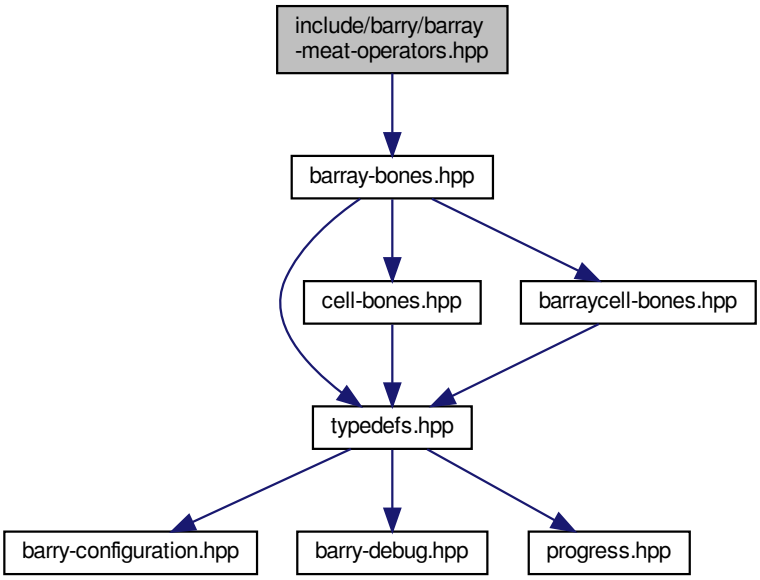
Classes

- class ConstBArrayRowIter< Cell_Type, Data_Type >

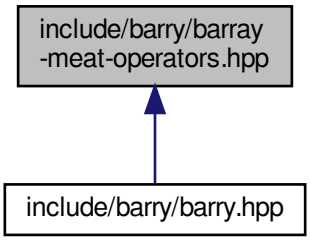
8.3 include/barry/barray-meat-operators.hpp File Reference

```
#include "barray-bones.hpp"
```

Include dependency graph for barray-meat-operators.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define BARRY_BARRAY_MEAT_OPERATORS_HPP 1
- #define BARRAY_TYPE() BArray<Cell_Type, Data_Type>
- #define BARRAY_TEMPLATE_ARGS() <typename Cell_Type, typename Data_Type>
- #define BARRAY_TEMPLATE(a, b) template BARRAY_TEMPLATE_ARGS() inline a BARRAY_TYPE()::b
- #define ROW(a) this->el_ij[a]
- #define COL(a) this->el_ji[a]

Functions

- template BARRAY_TEMPLATE_ARGS () inline void checkdim_(const BARRAY_TYPE() &lhs
- template const BARRAY_TYPE () &rhs)
- BARRAY_TEMPLATE (BARRAY_TYPE()&, operator+=)(const BArray< Cell_Type
- for (uint i=0u;i< nrow();++i) for(uint j=0u = el[POS(i, j)]
- j< ncol();++j) this-> operator() (i, j)+
- BARRAY_TEMPLATE (BARRAY_TYPE()&, operator+=)(const Cell_Type &rhs)
- BARRAY_TEMPLATE (BARRAY_TYPE()&, operator-=)(const BArray< Cell_Type
- BARRAY_TEMPLATE (BARRAY_TYPE()&, operator-=)(const Cell_Type &rhs)
- BARRAY_TEMPLATE (BARRAY_TYPE()&, operator*=)(const Cell_Type &rhs)
- BARRAY_TEMPLATE (BARRAY_TYPE()&, operator/=)(const Cell_Type &rhs)

Variables

- Data_Type & rhs
- return * this

8.3.1 Macro Definition Documentation

8.3.1.1 BARRAY_TEMPLATE

```
#define BARRAY_TEMPLATE(
              a,
              b )  template BARRAY_TEMPLATE_ARGS() inline a BARRAY_TYPE()::b
```

Definition at line 11 of file barray-meat-operators.hpp.

8.3.1.2 BARRAY_TEMPLATE_ARGS

```
template BARRAY_TEMPLATE_ARGS( ) <typename Cell_Type, typename Data_Type>
```

Definition at line 9 of file barray-meat-operators.hpp.

8.3.1.3 BARRAY_TYPE

```
template Data_Type BARRAY_TYPE( ) BArray<Cell_Type, Data_Type>
```

Definition at line 7 of file barray-meat-operators.hpp.

8.3.1.4 BARRY_BARRAY_MEAT_OPERATORS_HPP

```
#define BARRY_BARRAY_MEAT_OPERATORS_HPP 1
```

Definition at line 5 of file barray-meat-operators.hpp.

8.3.1.5 COL

```
#define COL(
              a ) this->el_ji[a]
```

Definition at line 15 of file barray-meat-operators.hpp.

8.3.1.6 ROW

```
#define ROW(
              a ) this->el_ij[a]
```

Definition at line 14 of file barray-meat-operators.hpp.

8.3.2 Function Documentation

8.3.2.1 BARRAY_TEMPLATE() [1/6]

```
BARRAY_TEMPLATE (
             BARRAY_TYPE()& ,
             operator*  ) const &
```

Definition at line 88 of file barray-meat-operators.hpp.

8.3.2.2 BARRAY_TEMPLATE() [2/6]

```
BARRAY_TEMPLATE (
             BARRAY_TYPE()& ,
             operator+  ) const
```

8.3.2.3 BARRAY_TEMPLATE() [3/6]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE()& ,
            operator+  ) const &
```

Definition at line 46 of file barray-meat-operators.hpp.

8.3.2.4 BARRAY_TEMPLATE() [4/6]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE()& ,
            operator-  ) const
```

8.3.2.5 BARRAY_TEMPLATE() [5/6]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE()& ,
            operator-  ) const &
```

Definition at line 75 of file barray-meat-operators.hpp.

8.3.2.6 BARRAY_TEMPLATE() [6/6]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE()& ,
            operator/  ) const &
```

Definition at line 105 of file barray-meat-operators.hpp.

8.3.2.7 BARRAY_TEMPLATE_ARGS()

```
template BARRAY_TEMPLATE_ARGS ( ) const &
```

8.3.2.8 BARRAY_TYPE()

```
template const BARRAY_TYPE ( ) &
```

Definition at line 20 of file barray-meat-operators.hpp.

8.3.2.9 for()

```
for ( ) = el[POS(i, j)]  [pure virtual]
```

Definition at line 66 of file barray-meat-operators.hpp.

8.3.2.10 operator()()

```
j< ncol(); ++j) this-> operator() (
             i ,
             j  )
```

8.3.3 Variable Documentation

8.3.3.1 rhs

```
Data_Type & rhs
```

Initial value:

```
{
    checkdim_(*this, rhs)
```

Definition at line 33 of file barray-meat-operators.hpp.

8.3.3.2 this

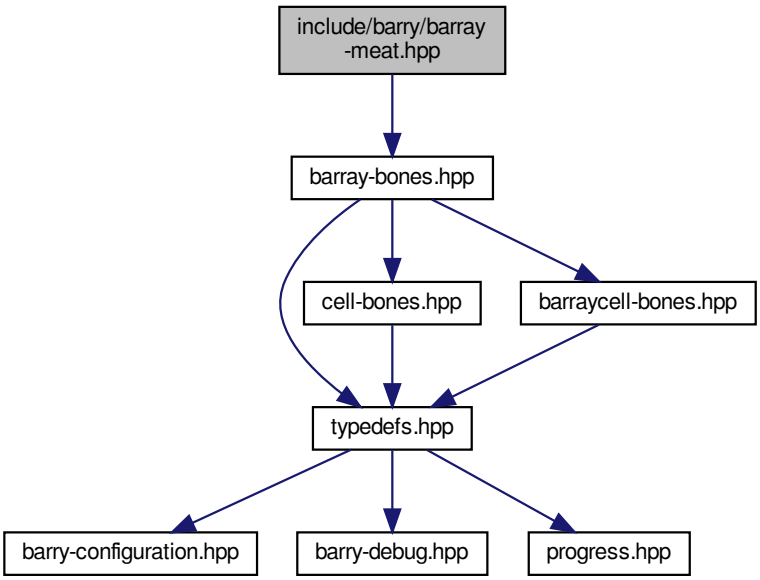
```
return * this
```

Definition at line 43 of file barray-meat-operators.hpp.

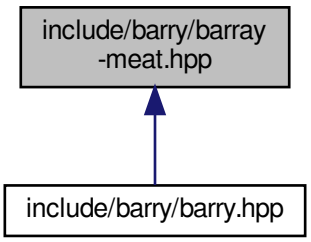
8.4 include/barry/barray-meat.hpp File Reference

```
#include "barray-bones.hpp"
```

Include dependency graph for barray-meat.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define BARRAY_TYPE() BArray<Cell_Type, Data_Type>
- #define BARRAY_TEMPLATE_ARGS() <typename Cell_Type, typename Data_Type>
- #define BARRAY_TEMPLATE(a, b) template BARRAY_TEMPLATE_ARGS() inline a BARRAY_TYPE()::b
- #define ROW(a) this->el_ij[a]
- #define COL(a) this->el_ji[a]

Functions

- BARRAY_TEMPLATE (, BArray)(uint N_
- el_ij resize (N)
- el_ji resize (M)
- for (uint i=0u;i< source.size();++i)
- Data_Type bool M (Array_.M)
- BARRAY_TEMPLATE (BARRAY_TYPE() &, operator=)(const BArray< Cell_Type
- BARRAY_TEMPLATE (, BArray)(BARRAY_TYPE() &&x) noexcept
- BARRAY_TEMPLATE (BARRAY_TYPE() &, operator=)(BARRAY_TYPE() &&x) noexcept
- BARRAY_TEMPLATE (bool, operator==)(const BARRAY_TYPE() &Array_)
- BARRAY_TEMPLATE (,~BArray)()
- BARRAY_TEMPLATE (void, set_data)(Data_Type *data_
- BARRAY_TEMPLATE (Data_Type *, D)()
- BARRAY_TEMPLATE (void, out_of_range)(uint i
- BARRAY_TEMPLATE (Cell_Type, get_cell)(uint i
- if (ROW(i).size()==0u) return(Cell_Type) 0.0
- if (search !=ROW(i).end()) return search -> second.value
- return (Cell_Type) 0.0
- BARRAY_TEMPLATE (std::vector< Cell_Type >, get_row_vec)(uint i
- std::vector< Cell_Type > ans (ncol(),(Cell_Type) false)
- for (const auto &iter :row(i, false)) ans[iter.first]
- BARRAY_TEMPLATE (void, get_row_vec)(std
- BARRAY_TEMPLATE (BARRAY_TYPE() &, operator-=)(const std
- template BARRAY_TEMPLATE_ARGS () inline const Cell< Cell_Type > &BARRAY_TYPE()
- BARRAY_TEMPLATE (void, insert_cell)(uint i
- if (check_exists)
- COL (j).emplace(i
- & ROW (i)[j])
- BARRAY_TEMPLATE (void, swap_cells)(uint i0
- if (report !=nullptr)(*report)
- if (check0 &check1)
- else if (!check0 &check1)
- else if (check0 &!check1)
- BARRAY_TEMPLATE (void, toggle_cell)(uint i
- BARRAY_TEMPLATE (void, swap_rows)(uint i0
- if (ROW(i0).size()==0u) move0
- if (ROW(i1).size()==0u) move1
- if (!move0 &&!move1) return
- ROW (i0).swap(ROW(i1))
- BARRAY_TEMPLATE (void, swap_cols)(uint j0
- if (COL(j0).size()==0u) check0
- if (COL(j1).size()==0u) check1
- if (check0 &&check1)
- else if (check0 &&!check1)
- else if (!check0 &&check1)
- BARRAY_TEMPLATE (void, zero_row)(uint i
- for (auto row=row0.begin();row !=row0.end();++row) rm_cell(i
- BARRAY_TEMPLATE (void, zero_col)(uint j
- if (COL(j).size()==0u) return
- BARRAY_TEMPLATE (void, transpose)()
- BARRAY_TEMPLATE (void, clear)(bool hard)
- BARRAY_TEMPLATE (void, resize)(uint N_
- if (M_< M) for(uint j = N_

Variables

- uint M_
- uint const std::vector< uint > & source
- uint const std::vector< uint > const std::vector< uint > & target
- uint const std::vector< uint > const std::vector< uint > const std::vector< Cell_Type > & value
- uint const std::vector< uint > const std::vector< uint > const std::vector< Cell_Type > bool add
- if(source.size() !=value.size()) throw std N = N_
- M = M_
- return
- Data_Type & Array_
- Data_Type bool copy_data
- bool delete_data_
- data = data_
- delete_data = delete_data_
- uint j const
- uint j
- auto search = ROW(i).find(j)
- return ans
- uint const Cell< Cell_Type > & v
- uint const Cell< Cell_Type > bool check_bounds
- uint const Cell< Cell_Type > bool bool check_exists
- else
- NCells
- uint j0
- uint uint i1
- uint uint uint j1
- uint uint uint bool int int * report
- auto row0 = ROW(i)
- row first
- row false
- auto col0 = COL(j)

8.4.1 Macro Definition Documentation

8.4.1.1 BARRAY_TEMPLATE

```
#define BARRAY_TEMPLATE(
              a,
              b )  template BARRAY_TEMPLATE_ARGS() inline a BARRAY_TYPE()::b
```

Definition at line 17 of file barray-meat.hpp.

8.4.1.2 BARRAY_TEMPLATE_ARGS

```
#define BARRAY_TEMPLATE_ARGS( ) <typename Cell_Type, typename Data_Type>
```

Definition at line 15 of file barray-meat.hpp.

8.4.1.3 BARRAY_TYPE

```
#define BARRAY_TYPE( ) BArray<Cell_Type, Data_Type>
```

Definition at line 13 of file barray-meat.hpp.

8.4.1.4 COL

```
#define COL(
              a ) this->el_ji[a]
```

Definition at line 21 of file barray-meat.hpp.

8.4.1.5 ROW

```
#define ROW(
              a ) this->el_ij[a]
```

Definition at line 20 of file barray-meat.hpp.

8.4.2 Function Documentation

8.4.2.1 ans()

```
std::vector< Cell_Type > ans (
             ncol() ,
             (Cell_Type) false )
```

8.4.2.2 BARRAY_TEMPLATE() [1/23]

```
BARRAY_TEMPLATE (
             BArray  ) &&  [noexcept]
```

Definition at line 230 of file barray-meat.hpp.

8.4.2.3 BARRAY_TEMPLATE() [2/23]

```
BARRAY_TEMPLATE (
            BArray  )
```

8.4.2.4 BARRAY_TEMPLATE() [3/23]

```
BARRAY_TEMPLATE (
            ~ BArray )
```

Definition at line 339 of file barray-meat.hpp.

8.4.2.5 BARRAY_TEMPLATE() [4/23]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE() & ,
            operator-  ) const
```

Definition at line 586 of file barray-meat.hpp.

8.4.2.6 BARRAY_TEMPLATE() [5/23]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE() & ,
            operator  ) &&  [noexcept]
```

Definition at line 272 of file barray-meat.hpp.

8.4.2.7 BARRAY_TEMPLATE() [6/23]

```
BARRAY_TEMPLATE (
            BARRAY_TYPE() & ,
            operator  ) const
```

8.4.2.8 BARRAY_TEMPLATE() [7/23]

```
BARRAY_TEMPLATE (
            bool ,
            operator  = = ) const &
```

Definition at line 321 of file barray-meat.hpp.

8.4.2.9 BARRAY_TEMPLATE() [8/23]

```
BARRAY_TEMPLATE (
            Cell_Type ,
            get_cell  )
```

8.4.2.10 BARRAY_TEMPLATE() [9/23]

```
BARRAY_TEMPLATE (
            Data_Type * ,
            D  )
```

Definition at line 361 of file barray-meat.hpp.

8.4.2.11 BARRAY_TEMPLATE() [10/23]

```
BARRAY_TEMPLATE (
            std::vector< Cell_Type > ,
            get_row_vec  )
```

8.4.2.12 BARRAY_TEMPLATE() [11/23]

```
BARRAY_TEMPLATE (
            void ,
            clear  )
```

Definition at line 1122 of file barray-meat.hpp.

8.4.2.13 BARRAY_TEMPLATE() [12/23]

```
BARRAY_TEMPLATE (
            void ,
            get_row_vec  )
```

Definition at line 441 of file barray-meat.hpp.

8.4.2.14 BARRAY_TEMPLATE() [13/23]

```
BARRAY_TEMPLATE (
            void ,
            insert_cell  )
```

8.4.2.15 BARRAY_TEMPLATE() [14/23]

```
BARRAY_TEMPLATE (
            void ,
            out_of_range  )
```

8.4.2.16 BARRAY_TEMPLATE() [15/23]

```
BARRAY_TEMPLATE (
            void ,
            resize  )
```

8.4.2.17 BARRAY_TEMPLATE() [16/23]

```
BARRAY_TEMPLATE (
            void ,
            set_data  )
```

8.4.2.18 BARRAY_TEMPLATE() [17/23]

```
BARRAY_TEMPLATE (
            void ,
            swap_cells  )
```

8.4.2.19 BARRAY_TEMPLATE() [18/23]

```
BARRAY_TEMPLATE (
            void ,
            swap_cols  )
```

8.4.2.20 BARRAY_TEMPLATE() [19/23]

```
BARRAY_TEMPLATE (
            void ,
            swap_rows  )
```

8.4.2.21 BARRAY_TEMPLATE() [20/23]

```
BARRAY_TEMPLATE (
            void ,
            toggle_cell  )
```

8.4.2.22 BARRAY_TEMPLATE() [21/23]

```
BARRAY_TEMPLATE (
            void ,
            transpose  )
```

Definition at line 1061 of file barray-meat.hpp.

8.4.2.23 BARRAY_TEMPLATE() [22/23]

```
BARRAY_TEMPLATE (
            void ,
            zero_col  )
```

8.4.2.24 BARRAY_TEMPLATE() [23/23]

```
BARRAY_TEMPLATE (
            void ,
            zero_row  )
```

8.4.2.25 BARRAY_TEMPLATE_ARGS()

```
template BARRAY_TEMPLATE_ARGS ( ) const &
```

Definition at line 611 of file barray-meat.hpp.

8.4.2.26 COL()

```
COL (
              j  )
```

8.4.2.27 for() [1/3]

```
for (
              auto row = row0.begin();row !=row0.end();++row )
```

8.4.2.28 for() [2/3]

```
for (
              const auto &iter  :rowi, false )
```

8.4.2.29 for() [3/3]

```
for ( )
```

Definition at line 51 of file barray-meat.hpp.

8.4.2.30 if() [1/17]

```
else if (
              !check0 && check1 )
```

Definition at line 1000 of file barray-meat.hpp.

8.4.2.31 if() [2/17]

```
else if (
              !check0 & check1 )
```

Definition at line 848 of file barray-meat.hpp.

8.4.2.32 if() [3/17]

```
if (
              !move0 &&!  move1 )
```

8.4.2.33 if() [4/17]

```
else if (
              check0 &!  check1 )
```

Definition at line 856 of file barray-meat.hpp.

8.4.2.34 if() [5/17]

```
else if (
              check0 &&!  check1 )
```

Definition at line 991 of file barray-meat.hpp.

8.4.2.35 if() [6/17]

```
if (
              check0 && check1 )
```

Definition at line 964 of file barray-meat.hpp.

8.4.2.36 if() [7/17]

```
if (
              check0 & check1 )
```

Definition at line 830 of file barray-meat.hpp.

8.4.2.37 if() [8/17]

```
else if (
              check_exists  = = CHECK::BOTH )
```

Definition at line 671 of file barray-meat.hpp.

8.4.2.38 if() [9/17]

```
if (
             COL(j).size()   = =0u )
```

8.4.2.39 if() [10/17]

```
if (
             COL(j0).size()   = =0u )
```

8.4.2.40 if() [11/17]

```
if (
             COL(j1).size()   = =0u )
```

8.4.2.41 if() [12/17]

```
else if ( ) = N_
```

Definition at line 86 of file barray-meat.hpp.

8.4.2.42 if() [13/17]

```
if (
             report !    = nullptr )
```

8.4.2.43 if() [14/17]

```
if (
             ROW(i).size()   = =0u )
```

8.4.2.44 if() [15/17]

```
if (
             ROW(i0).size()   = =0u )
```

8.4.2.45 if() [16/17]

```
if (
             ROW(i1).size()   = =0u )
```

8.4.2.46 if() [17/17]

```
if (
             search !     = ROW(i).end() ) -> second.value
```

8.4.2.47 M()

```
Data_Type bool M (
             Array_.  M )
```

Definition at line 136 of file barray-meat.hpp.

8.4.2.48 resize() [1/2]

```
el_ji resize (
             M  )
```

8.4.2.49 resize() [2/2]

```
el_ij resize (
             N  )
```

8.4.2.50 return()

```
return (
             Cell_Type  )
```

8.4.2.51 ROW() [1/2]

```
& ROW (
              i  )
```

8.4.2.52 ROW() [2/2]

```
ROW (
              i0  )
```

8.4.3 Variable Documentation

8.4.3.1 add

```
uint const std::vector< uint > const std::vector< uint > bool add
```

Initial value:

```
{
    if (source.size() != target.size())
        throw std::length_error("-source- and -target- don't match on length.")
```

Definition at line 34 of file barray-meat.hpp.

8.4.3.2 ans

```
return ans
```

Definition at line 438 of file barray-meat.hpp.

8.4.3.3 Array_

```
Data_Type & Array_
```

Definition at line 134 of file barray-meat.hpp.

8.4.3.4 check_bounds

```
bool check_bounds
```

Initial value:

```
{
    if (check_bounds) {
        out_of_range(i0,0u);
        out_of_range(i1,0u);
    }

    bool move0=true, move1=true
```

Definition at line 664 of file barray-meat.hpp.

8.4.3.5 check_exists

```
uint bool int check_exists
```

Initial value:

```
{
    if (check_bounds)
        out_of_range(i,j)
```

Definition at line 665 of file barray-meat.hpp.

8.4.3.6 col0

```
auto col0 = COL(j)
```

Definition at line 1053 of file barray-meat.hpp.

8.4.3.7 const

```
uint bool check_bounds const
```

Initial value:

```
{
    if (i >= N)
        throw std::range_error("The row is out of range.")
```

Definition at line 391 of file barray-meat.hpp.

8.4.3.8 copy_data

```
Data_Type bool copy_data
```

Definition at line 135 of file barray-meat.hpp.

8.4.3.9 data

```
data = data_
```

Definition at line 354 of file barray-meat.hpp.

8.4.3.10 delete_data

```
delete_data = delete_data_
```

Definition at line 355 of file barray-meat.hpp.

8.4.3.11 delete_data_

```
bool delete_data_
```

Initial value:

```
{
    if ((data != nullptr) && delete_data)
        delete data
```

Definition at line 348 of file barray-meat.hpp.

8.4.3.12 else

```
else (
             void  )
```

Initial value:

```
{
        ROW(i).insert(std::pair< uint, Cell<Cell_Type>>(j, v))
```

Definition at line 695 of file barray-meat.hpp.

8.4.3.13 false

```
row false
```

Definition at line 1034 of file barray-meat.hpp.

8.4.3.14 first

```
row first
```

Definition at line 1034 of file barray-meat.hpp.

8.4.3.15 i1

```
uint i1
```

Definition at line 768 of file barray-meat.hpp.

8.4.3.16 j

```
uint j
```

Initial value:

```
{
    if (init_fun == nullptr)
        return 0.0
```

Definition at line 403 of file barray-meat.hpp.

8.4.3.17 j0

```
uint j0
```

Definition at line 767 of file barray-meat.hpp.

8.4.3.18 j1

```
uint j1
```

Definition at line 768 of file barray-meat.hpp.

8.4.3.19 M

```
M = M_
```

Definition at line 44 of file barray-meat.hpp.

8.4.3.20 M_

```
uint M_
```

Initial value:

```
{

    if (N_ < N)
        for (uint i = N_; i < N; ++i)
            zero_row(i, false)
```

Definition at line 30 of file barray-meat.hpp.

8.4.3.21 N

```
if (source.size() != target.size()) throw std if (source.size() != value.size()) throw std N =
N_
```

Definition at line 43 of file barray-meat.hpp.

8.4.3.22 NCells

```
NCells
```

Definition at line 699 of file barray-meat.hpp.

8.4.3.23 report

```
uint uint uint bool int int* report
```

Definition at line 771 of file barray-meat.hpp.

8.4.3.24 return

```
return
```

Definition at line 66 of file barray-meat.hpp.

8.4.3.25 row0

```
auto row0 = ROW(i)
```

Definition at line 1032 of file barray-meat.hpp.

8.4.3.26 search

```
auto search = ROW(i).find(j)
```

Definition at line 415 of file barray-meat.hpp.

8.4.3.27 source

```
uint const std::vector< uint > & source
```

Definition at line 31 of file barray-meat.hpp.

8.4.3.28 target

```
uint const std::vector< uint > const std::vector< uint > & target
```

Definition at line 32 of file barray-meat.hpp.

8.4.3.29 v

```
uint Cell_Type v
```

Definition at line 663 of file barray-meat.hpp.

8.4.3.30 value

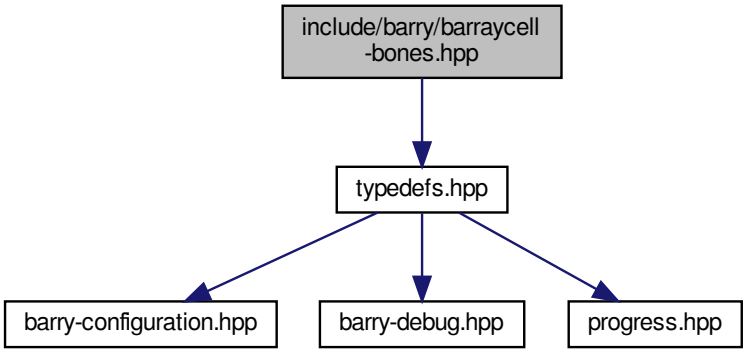
```
uint const std::vector< uint > const std::vector< uint > const std::vector< Cell_Type >&
value
```

Definition at line 33 of file barray-meat.hpp.

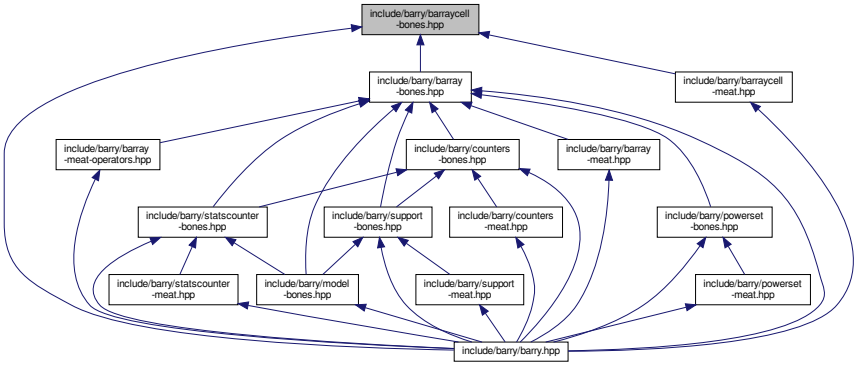
8.5 include/barry/barraycell-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for barraycell-bones.hpp:



This graph shows which files directly or indirectly include this file:



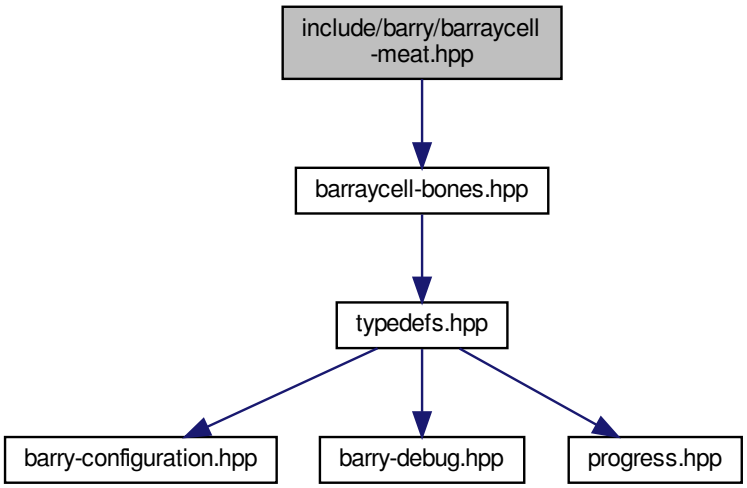
Classes

- class BArrayCell< Cell_Type, Data_Type >
- class BArrayCell_const< Cell_Type, Data_Type >

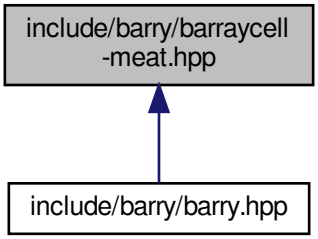
8.6 include/barry/barraycell-meat.hpp File Reference

```
#include "barraycell-bones.hpp"
```

Include dependency graph for barraycell-meat.hpp:



This graph shows which files directly or indirectly include this file:

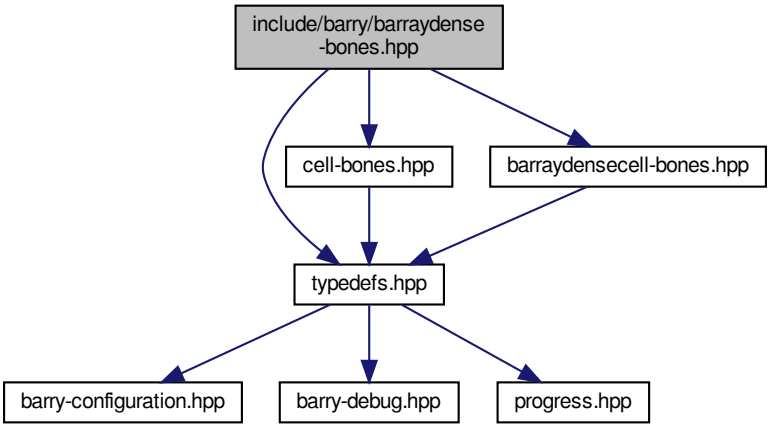


8.7 include/barry/barraydense-bones.hpp File Reference

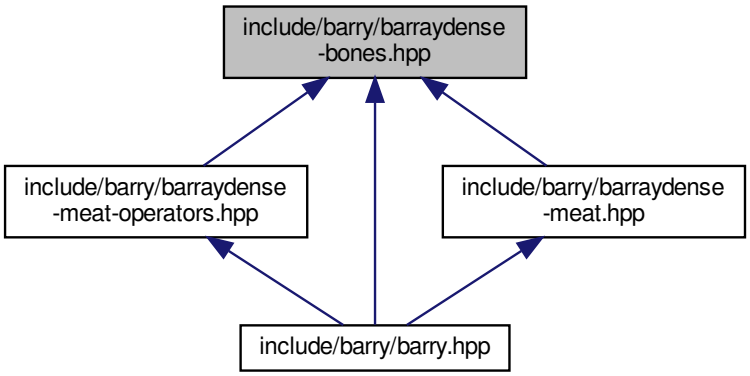
```
#include "typedefs.hpp"
#include "cell-bones.hpp"
```

```
#include "barraydensecell-bones.hpp"
```

Include dependency graph for barraydense-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class BArrayDense< Cell_Type, Data_Type >

  Baseline class for binary arrays.

Macros

- #define BARRY_BARRAYDENSE_BONES_HPP 1

8.7.1 Macro Definition Documentation

8.7.1.1 BARRY_BARRAYDENSE_BONES_HPP

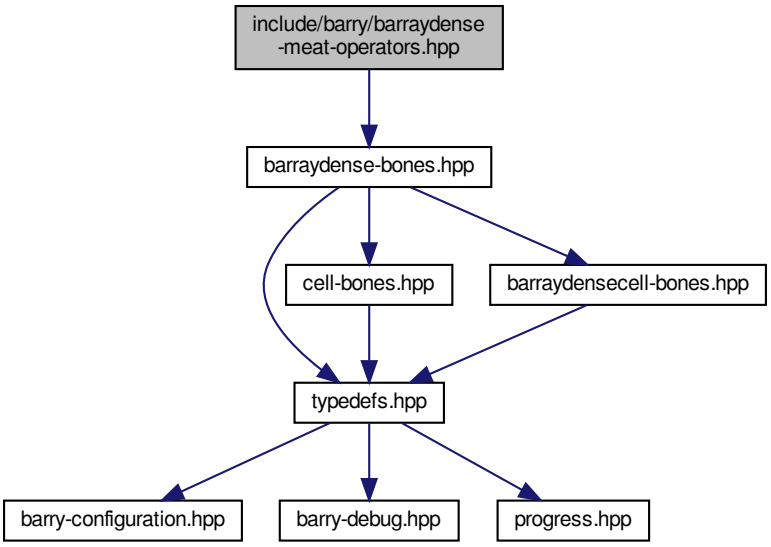
```
#define BARRY_BARRAYDENSE_BONES_HPP 1
```

Definition at line 8 of file barraydense-bones.hpp.

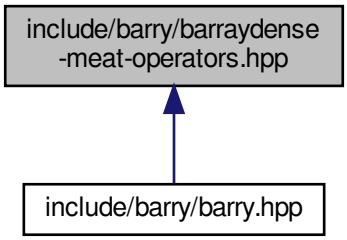
8.8 include/barry/barraydense-meat-operators.hpp File Reference

```
#include "barraydense-bones.hpp"
```

Include dependency graph for barraydense-meat-operators.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP 1
- #define BDENSE_TYPE() BArrayDense<Cell_Type, Data_Type>
- #define BDENSE_TEMPLATE_ARGS() <typename Cell_Type, typename Data_Type>
- #define BDENSE_TEMPLATE(a, b) template BDENSE_TEMPLATE_ARGS() inline a BDENSE_TYPE()::b
- #define ROW(a) this->el_ij[a]
- #define COL(a) this->el_ji[a]
- #define POS(a, b) (b)*N + (a)
- #define POS_N(a, b, c) (b)*(c) + (a)

Functions

- template BDENSE_TEMPLATE_ARGS () inline void checkdim_(const BDENSE_TYPE() &lhs
- template const BDENSE_TYPE () &rhs)
- BDENSE_TEMPLATE (BDENSE_TYPE()&, operator+=)(const BDENSE_TYPE() &rhs)
- BDENSE_TEMPLATE (BDENSE_TYPE()&, operator-=)(const BDENSE_TYPE() &rhs)
- BDENSE_TEMPLATE (BDENSE_TYPE()&, operator*=)(const Cell_Type &rhs)
- BDENSE_TEMPLATE (BDENSE_TYPE()&, operator/=)(const Cell_Type &rhs)

8.8.1 Macro Definition Documentation

8.8.1.1 BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP

```
#define BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP 1
```

Definition at line 5 of file barraydense-meat-operators.hpp.

8.8.1.2 BDENSE_TEMPLATE

```
#define BDENSE_TEMPLATE(
             a,
             b )  template BDENSE_TEMPLATE_ARGS() inline a BDENSE_TYPE()::b
```

Definition at line 11 of file barraydense-meat-operators.hpp.

8.8.1.3 BDENSE_TEMPLATE_ARGS

```
template BDENSE_TEMPLATE_ARGS( ) <typename Cell_Type, typename Data_Type>
```

Definition at line 9 of file barraydense-meat-operators.hpp.

8.8.1.4 BDENSE_TYPE

```
template Data_Type BDENSE_TYPE( ) BArrayDense<Cell_Type, Data_Type>
```

Definition at line 7 of file barraydense-meat-operators.hpp.

8.8.1.5 COL

```
#define COL(
              a ) this->el_ji[a]
```

Definition at line 15 of file barraydense-meat-operators.hpp.

8.8.1.6 POS

```
#define POS(
              a,
              b ) (b)*N + (a)
```

Definition at line 16 of file barraydense-meat-operators.hpp.

8.8.1.7 POS_N

```
#define POS_N(
              a,
              b,
              c ) (b)*(c) + (a)
```

Definition at line 17 of file barraydense-meat-operators.hpp.

8.8.1.8 ROW

```
#define ROW(
              a ) this->el_ij[a]
```

Definition at line 14 of file barraydense-meat-operators.hpp.

8.8.2 Function Documentation

8.8.2.1 BDENSE_TEMPLATE() [1/4]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE()& ,
            operator*  ) const &
```

Definition at line 90 of file barraydense-meat-operators.hpp.

8.8.2.2 BDENSE_TEMPLATE() [2/4]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE()& ,
            operator+  ) const &
```

Definition at line 34 of file barraydense-meat-operators.hpp.

8.8.2.3 BDENSE_TEMPLATE() [3/4]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE()& ,
            operator-  ) const &
```

Definition at line 61 of file barraydense-meat-operators.hpp.

8.8.2.4 BDENSE_TEMPLATE() [4/4]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE()& ,
            operator/  ) const &
```

Definition at line 101 of file barraydense-meat-operators.hpp.

8.8.2.5 BDENSE_TEMPLATE_ARGS()

```
template BDENSE_TEMPLATE_ARGS ( ) const &
```

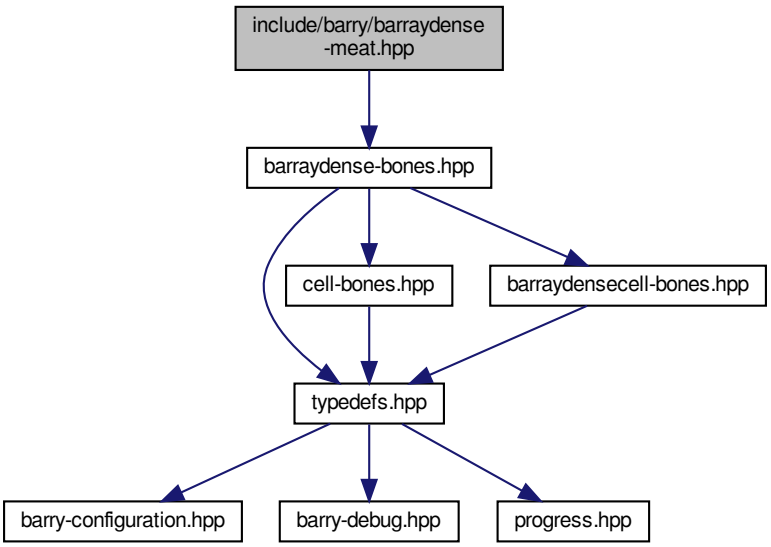
8.8.2.6 BDENSE_TYPE()

```
template const BDENSE_TYPE ( ) &
```

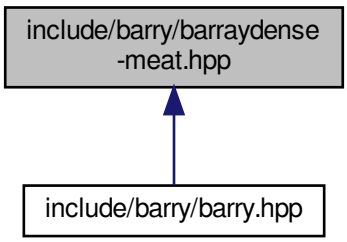
Definition at line 22 of file barraydense-meat-operators.hpp.

8.9 include/barry/barraydense-meat.hpp File Reference

`#include "barraydense-bones.hpp"`
Include dependency graph for barraydense-meat.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define BDENSE_TYPE() BArrayDense<Cell_Type, Data_Type>
- #define BDENSE_TEMPLATE_ARGS() <typename Cell_Type, typename Data_Type>
- #define BDENSE_TEMPLATE(a, b) template BDENSE_TEMPLATE_ARGS() inline a BDENSE_TYPE()::b
- #define ROW(a) this->el_ij[a]
- #define COL(a) this->el_ji[a]
- #define POS(a, b) (b)*N + (a)
- #define POS_N(a, b, c) (b)*(c) + (a)
- #define ZERO_CELL static_cast<Cell_Type>(0.0)

Functions

- BDENSE_TEMPLATE (, BArrayDense)(uint N_
- el resize (N ∗M, ZERO_CELL)
- el_rowsums resize (N, ZERO_CELL)
- el_colsums resize (M, ZERO_CELL)
- for (uint i=0u;i< source.size();++i)
- BDENSE_TEMPLATE (, BArrayDense)(const BDENSE_TYPE() &Array_
- bool M (Array_.M)
- BDENSE_TEMPLATE (BDENSE_TYPE() &, operator=)(const BDENSE_TYPE() &Array_)
- BDENSE_TEMPLATE (, BArrayDense)(BDENSE_TYPE() &&x) noexcept
- BDENSE_TEMPLATE (BDENSE_TYPE() &, operator=)(BDENSE_TYPE() &&x) noexcept
- BDENSE_TEMPLATE (bool, operator==)(const BDENSE_TYPE() &Array_)
- BDENSE_TEMPLATE (, ∼BArrayDense)()
- BDENSE_TEMPLATE (void, set_data)(Data_Type ∗data_
- BDENSE_TEMPLATE (Data_Type ∗, D)()
- BDENSE_TEMPLATE (const Data_Type ∗, D)() const
- BDENSE_TEMPLATE (void, out_of_range)(uint i
- BDENSE_TEMPLATE (Cell_Type, get_cell)(uint i
- BDENSE_TEMPLATE (std::vector< Cell_Type >, get_row_vec)(uint i
- std::vector< Cell_Type > ans (ncol(), static_cast< Cell_Type >(false))
- BDENSE_TEMPLATE (void, get_row_vec)(std
- BDENSE_TEMPLATE (Entries< Cell_Type >, get_entries)() const
- BDENSE_TEMPLATE (bool, is_empty)(uint i
- BDENSE_TEMPLATE (unsigned int, nrow)() const noexcept
- BDENSE_TEMPLATE (unsigned int, ncol)() const noexcept
- BDENSE_TEMPLATE (unsigned int, nnozero)() const noexcept
- BDENSE_TEMPLATE (Cell< Cell_Type >, default_val)() const
- BDENSE_TEMPLATE (BDENSE_TYPE() &, operator+=)(const std
- BDENSE_TEMPLATE (BDENSE_TYPE() &, operator-=)(const std
- BDENSE_TEMPLATE (void, insert_cell)(uint i
- if (el[POS(i, j)]==BARRY_ZERO_DENSE)
- BDENSE_TEMPLATE (void, swap_cells)(uint i0
- if ((i0==i1) &&(j0==j1)) return
- rm_cell (i0, j0, false, false)
- rm_cell (i1, j1, false, false)
- insert_cell (i0, j0, val1, false, false)
- insert_cell (i1, j1, val0, false, false)
- BDENSE_TEMPLATE (void, toggle_cell)(uint i
- else rm_cell (i, j, false, false)
- BDENSE_TEMPLATE (void, swap_rows)(uint i0
- BDENSE_TEMPLATE (void, swap_cols)(uint j0
- BDENSE_TEMPLATE (void, zero_row)(uint i
- if (el_rowsums[i]==ZERO_CELL) return
- BDENSE_TEMPLATE (void, zero_col)(uint j
- if (el_colsums[j]==ZERO_CELL) return
- BDENSE_TEMPLATE (void, transpose)()
- BDENSE_TEMPLATE (void, clear)(bool hard)
- BDENSE_TEMPLATE (void, resize)(uint N_
- el resize (N_ ∗M_, ZERO_CELL)
- el_rowsums resize (N_, ZERO_CELL)
- el_colsums resize (M_, ZERO_CELL)
- BDENSE_TEMPLATE (void, reserve)()
- BDENSE_TEMPLATE (void, print)(const char ∗fmt
- va_start (args, fmt)

- vprintf (fmt, args)
- va_end (args)
- BDENSE_TEMPLATE (const std::vector< Cell_Type > &, get_data)() const
- BDENSE_TEMPLATE (const Cell_Type, rowsum)(unsigned int i) const
- BDENSE_TEMPLATE (const Cell_Type, colsum)(unsigned int j) const

Variables

- uint M_
- uint const std::vector< uint > & source
- uint const std::vector< uint > const std::vector< uint > & target
- uint const std::vector< uint > const std::vector< uint > const std::vector< Cell_Type > & value
- uint const std::vector< uint > const std::vector< uint > const std::vector< Cell_Type > bool add
- if(source.size() !=value.size()) throw std N = N_
- M = M_
- return
- bool copy_data
- bool delete_data_
- data = data_
- delete_data = delete_data_
- uint j const
- uint j
- return el [POS(i, j)] == ZERO_CELL
- return ans
- uint const Cell< Cell_Type > & v
- uint const Cell< Cell_Type > bool check_bounds
- uint const Cell< Cell_Type > bool bool check_exists
- else
- el_rowsums [i] = (v.value - old)
- el_colsums [j] = (v.value - old)
- uint j0
- uint uint i1
- uint uint uint j1
- uint uint uint bool int int * report
- Cell_Type val0 = el[POS(i0,j0)]
- Cell_Type val1 = el[POS(i1,j1)]
- false
- col

8.9.1 Macro Definition Documentation

8.9.1.1 BDENSE_TEMPLATE

```
#define BDENSE_TEMPLATE(
              a,
              b )  template BDENSE_TEMPLATE_ARGS() inline a BDENSE_TYPE()::b
```

Definition at line 27 of file barraydense-meat.hpp.

8.9.1.2 BDENSE_TEMPLATE_ARGS

```
#define BDENSE_TEMPLATE_ARGS( ) <typename Cell_Type, typename Data_Type>
```

Definition at line 25 of file barraydense-meat.hpp.

8.9.1.3 BDENSE_TYPE

```
#define BDENSE_TYPE( ) BArrayDense<Cell_Type, Data_Type>
```

Definition at line 23 of file barraydense-meat.hpp.

8.9.1.4 COL

```
#define COL(
              a ) this->el_ji[a]
```

Definition at line 31 of file barraydense-meat.hpp.

8.9.1.5 POS

```
#define POS(
              a,
              b ) (b)*N + (a)
```

Definition at line 32 of file barraydense-meat.hpp.

8.9.1.6 POS_N

```
#define POS_N(
              a,
              b,
              c ) (b)*(c) + (a)
```

Definition at line 33 of file barraydense-meat.hpp.

8.9.1.7 ROW

```
#define ROW(
              a ) this->el_ij[a]
```

Definition at line 30 of file barraydense-meat.hpp.

8.9.1.8 ZERO_CELL

```
#define ZERO_CELL static_cast<Cell_Type>(0.0)
```

Definition at line 38 of file barraydense-meat.hpp.

8.9.2 Function Documentation

8.9.2.1 ans()

```
std::vector< Cell_Type > ans (
             ncol() ,
             static_cast< Cell_Type > false )
```

8.9.2.2 BDENSE_TEMPLATE() [1/37]

```
BDENSE_TEMPLATE (
             BArrayDense  ) &&  [noexcept]
```

Definition at line 240 of file barraydense-meat.hpp.

8.9.2.3 BDENSE_TEMPLATE() [2/37]

```
BDENSE_TEMPLATE (
             BArrayDense  ) const &
```

8.9.2.4 BDENSE_TEMPLATE() [3/37]

```
BDENSE_TEMPLATE (
             BArrayDense  )
```

8.9.2.5 BDENSE_TEMPLATE() [4/37]

```
BDENSE_TEMPLATE (
            ~ BArrayDense )
```

Definition at line 318 of file barraydense-meat.hpp.

8.9.2.6 BDENSE_TEMPLATE() [5/37]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE() & ,
            operator+  ) const
```

Definition at line 558 of file barraydense-meat.hpp.

8.9.2.7 BDENSE_TEMPLATE() [6/37]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE() & ,
            operator-  ) const
```

Definition at line 576 of file barraydense-meat.hpp.

8.9.2.8 BDENSE_TEMPLATE() [7/37]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE() & ,
            operator  ) &&  [noexcept]
```

Definition at line 257 of file barraydense-meat.hpp.

8.9.2.9 BDENSE_TEMPLATE() [8/37]

```
BDENSE_TEMPLATE (
            BDENSE_TYPE() & ,
            operator  ) const &
```

Definition at line 194 of file barraydense-meat.hpp.

8.9.2.10 BDENSE_TEMPLATE() [9/37]

```
BDENSE_TEMPLATE (
            bool ,
            is_empty  )
```

8.9.2.11 BDENSE_TEMPLATE() [10/37]

```
BDENSE_TEMPLATE (
            bool ,
            operator  = = ) const &
```

Definition at line 300 of file barraydense-meat.hpp.

8.9.2.12 BDENSE_TEMPLATE() [11/37]

```
BDENSE_TEMPLATE (
            Cell< Cell_Type > ,
            default_val  ) const
```

Definition at line 554 of file barraydense-meat.hpp.

8.9.2.13 BDENSE_TEMPLATE() [12/37]

```
BDENSE_TEMPLATE (
            Cell_Type ,
            get_cell  )
```

8.9.2.14 BDENSE_TEMPLATE() [13/37]

```
BDENSE_TEMPLATE (
            const Cell_Type,
            colsum  ) const
```

Definition at line 991 of file barraydense-meat.hpp.

8.9.2.15 BDENSE_TEMPLATE() [14/37]

```
BDENSE_TEMPLATE (
            const Cell_Type,
            rowsum  ) const
```

Definition at line 986 of file barraydense-meat.hpp.

8.9.2.16 BDENSE_TEMPLATE() [15/37]

```
BDENSE_TEMPLATE (
            const Data_Type * ,
            D  ) const
```

Definition at line 345 of file barraydense-meat.hpp.

8.9.2.17 BDENSE_TEMPLATE() [16/37]

```
BDENSE_TEMPLATE (
            const std::vector< Cell_Type > & ,
            get_data  ) const
```

Definition at line 981 of file barraydense-meat.hpp.

8.9.2.18 BDENSE_TEMPLATE() [17/37]

```
BDENSE_TEMPLATE (
            Data_Type * ,
            D  )
```

Definition at line 341 of file barraydense-meat.hpp.

8.9.2.19 BDENSE_TEMPLATE() [18/37]

```
BDENSE_TEMPLATE (
            Entries< Cell_Type > ,
            get_entries  ) const
```

Definition at line 494 of file barraydense-meat.hpp.

8.9.2.20 BDENSE_TEMPLATE() [19/37]

```
BDENSE_TEMPLATE (
            std::vector< Cell_Type > ,
            get_row_vec  )
```

8.9.2.21 BDENSE_TEMPLATE() [20/37]

```
BDENSE_TEMPLATE (
            unsigned int ,
            ncol  ) const  [noexcept]
```

Definition at line 540 of file barraydense-meat.hpp.

8.9.2.22 BDENSE_TEMPLATE() [21/37]

```
BDENSE_TEMPLATE (
            unsigned int ,
            nnozero  ) const  [noexcept]
```

Definition at line 544 of file barraydense-meat.hpp.

8.9.2.23 BDENSE_TEMPLATE() [22/37]

```
BDENSE_TEMPLATE (
            unsigned int ,
            nrow  ) const  [noexcept]
```

Definition at line 536 of file barraydense-meat.hpp.

8.9.2.24 BDENSE_TEMPLATE() [23/37]

```
BDENSE_TEMPLATE (
            void ,
            clear  )
```

Definition at line 888 of file barraydense-meat.hpp.

8.9.2.25 BDENSE_TEMPLATE() [24/37]

```
BDENSE_TEMPLATE (
            void ,
            get_row_vec  )
```

Definition at line 394 of file barraydense-meat.hpp.

8.9.2.26 BDENSE_TEMPLATE() [25/37]

```
BDENSE_TEMPLATE (
            void ,
            insert_cell  )
```

8.9.2.27 BDENSE_TEMPLATE() [26/37]

```
BDENSE_TEMPLATE (
            void ,
            out_of_range  )
```

8.9.2.28 BDENSE_TEMPLATE() [27/37]

```
BDENSE_TEMPLATE (
            void ,
            print  ) const
```

8.9.2.29 BDENSE_TEMPLATE() [28/37]

```
BDENSE_TEMPLATE (
            void ,
            reserve  )
```

Definition at line 938 of file barraydense-meat.hpp.

8.9.2.30 BDENSE_TEMPLATE() [29/37]

```
BDENSE_TEMPLATE (
            void ,
            resize  )
```

8.9.2.31 BDENSE_TEMPLATE() [30/37]

```
BDENSE_TEMPLATE (
            void ,
            set_data  )
```

8.9.2.32 BDENSE_TEMPLATE() [31/37]

```
BDENSE_TEMPLATE (
            void ,
            swap_cells  )
```

8.9.2.33 BDENSE_TEMPLATE() [32/37]

```
BDENSE_TEMPLATE (
            void ,
            swap_cols  )
```

8.9.2.34 BDENSE_TEMPLATE() [33/37]

```
BDENSE_TEMPLATE (
            void ,
            swap_rows  )
```

8.9.2.35 BDENSE_TEMPLATE() [34/37]

```
BDENSE_TEMPLATE (
            void ,
            toggle_cell  )
```

8.9.2.36 BDENSE_TEMPLATE() [35/37]

```
BDENSE_TEMPLATE (
            void ,
            transpose  )
```

Definition at line 860 of file barraydense-meat.hpp.

8.9.2.37 BDENSE_TEMPLATE() [36/37]

```
BDENSE_TEMPLATE (
             void ,
             zero_col  )
```

8.9.2.38 BDENSE_TEMPLATE() [37/37]

```
BDENSE_TEMPLATE (
             void ,
             zero_row  )
```

8.9.2.39 for()

```
for ( )
```

Definition at line 64 of file barraydense-meat.hpp.

8.9.2.40 if() [1/4]

```
if (
             (i0==i1) &&(j0==j1)  )
```

8.9.2.41 if() [2/4]

```
if (
             el [POS(i, j)] = = BARRY_ZERO_DENSE )
```

Definition at line 655 of file barraydense-meat.hpp.

8.9.2.42 if() [3/4]

```
if (
             el_colsums [j] = =ZERO_CELL )
```

8.9.2.43 if() [4/4]

```
if (
             el_rowsums [i] = =ZERO_CELL )
```

8.9.2.44 insert_cell() [1/2]

```
insert_cell (
             i0 ,
             j0 ,
             val1 ,
             false ,
             false  )
```

8.9.2.45 insert_cell() [2/2]

```
insert_cell (
             i1 ,
             j1 ,
             val0 ,
             false ,
             false  )
```

8.9.2.46 M()

```
bool M (
             Array_.  M )
```

Definition at line 157 of file barraydense-meat.hpp.

8.9.2.47 resize() [1/6]

```
el_colsums resize (
             M ,
             ZERO_CELL  )
```

8.9.2.48 resize() [2/6]

```
el_colsums resize (
            M_ ,
            ZERO_CELL  )
```

8.9.2.49 resize() [3/6]

```
el resize (
            N * M,
            ZERO_CELL  )
```

8.9.2.50 resize() [4/6]

```
el_rowsums resize (
            N ,
            ZERO_CELL  )
```

8.9.2.51 resize() [5/6]

```
el resize (
            N_ * M_,
            ZERO_CELL  )
```

8.9.2.52 resize() [6/6]

```
el_rowsums resize (
            N_ ,
            ZERO_CELL  )
```

8.9.2.53 rm_cell() [1/3]

```
else rm_cell (
            i ,
            j ,
            false ,
            false  )
```

8.9.2.54 rm_cell() [2/3]

```
rm_cell (
            i0 ,
            j0 ,
            false ,
            false  )
```

8.9.2.55 rm_cell() [3/3]

```
rm_cell (
            i1 ,
            j1 ,
            false ,
            false  )
```

8.9.2.56 va_end()

```
va_end (
            args  )
```

8.9.2.57 va_start()

```
va_start (
            args ,
            fmt  )
```

8.9.2.58 vprintf()

```
vprintf (
            fmt ,
            args  )
```

8.9.3 Variable Documentation

8.9.3.1 add

```
uint const std::vector< uint > const std::vector< uint > bool add
```

Initial value:

```
{
    if (source.size() != target.size())
        throw std::length_error("-source- and -target- don't match on length.")
```

Definition at line 47 of file barraydense-meat.hpp.

8.9.3.2 ans

```
return ans
```

Definition at line 390 of file barraydense-meat.hpp.

8.9.3.3 check_bounds

```
bool check_bounds
```

Initial value:

```
{
    if (check_bounds)
    {
        out_of_range(i0,0u);
        out_of_range(i1,0u);
    }



    for (uint j = 0u; j < M; ++j)
        std::swap(el[POS(i0, j)], el[POS(i1, j)])
```

Definition at line 646 of file barraydense-meat.hpp.

8.9.3.4 check_exists

```
uint bool int check_exists
```

Initial value:

```
{
    if (check_bounds)
        out_of_range(i,j)
```

Definition at line 647 of file barraydense-meat.hpp.

8.9.3.5 col

```
col
```

Definition at line 835 of file barraydense-meat.hpp.

8.9.3.6 const

```
const
```

Initial value:

```
{
    if (i >= N)
        throw std::range_error("The row is out of range.")
```

Definition at line 352 of file barraydense-meat.hpp.

8.9.3.7 copy_data

```
bool copy_data
```

Definition at line 156 of file barraydense-meat.hpp.

8.9.3.8 data

```
data = data_
```

Definition at line 334 of file barraydense-meat.hpp.

8.9.3.9 delete_data

```
delete_data = delete_data_
```

Definition at line 335 of file barraydense-meat.hpp.

8.9.3.10 delete_data_

```
bool delete_data_
```

Initial value:

```
{
    if ((data != nullptr) && delete_data)
        delete data
```

Definition at line 328 of file barraydense-meat.hpp.

8.9.3.11 el

```
return el == ZERO_CELL
```

Definition at line 373 of file barraydense-meat.hpp.

8.9.3.12 el_colsums

```
el_colsums[j] = (v.value - old)
```

Definition at line 667 of file barraydense-meat.hpp.

8.9.3.13 el_rowsums

```
el_rowsums[i] = (v.value - old)
```

Definition at line 666 of file barraydense-meat.hpp.

8.9.3.14 else

```
else (
             void  )
```

Initial value:

```
{
        Cell_Type old = el[POS(i,j)]
```

Definition at line 662 of file barraydense-meat.hpp.

8.9.3.15 false

```
false
```

Definition at line 759 of file barraydense-meat.hpp.

8.9.3.16 i1

```
uint i1
```

Definition at line 713 of file barraydense-meat.hpp.

8.9.3.17 j

```
j
```

Definition at line 365 of file barraydense-meat.hpp.

8.9.3.18 j0

```
uint j0
```

Definition at line 712 of file barraydense-meat.hpp.

8.9.3.19 j1

```
uint j1
```

Definition at line 713 of file barraydense-meat.hpp.

8.9.3.20 M

```
M = M_
```

Definition at line 57 of file barraydense-meat.hpp.

8.9.3.21 M_

```
uint M_
```

Initial value:

```
{
    std::vector< Cell_Type > el_tmp(el)
```

Definition at line 43 of file barraydense-meat.hpp.

8.9.3.22 N

```
N = N_
```

Definition at line 56 of file barraydense-meat.hpp.

8.9.3.23 report

```
uint uint uint bool int int* report
```

Initial value:

```
{
    if (check_bounds) {
        out_of_range(i0,j0);
        out_of_range(i1,j1);
    }


    if (report != nullptr)
        (*report) = EXISTS::BOTH
```

Definition at line 716 of file barraydense-meat.hpp.

8.9.3.24 return

```
return
```

Definition at line 94 of file barraydense-meat.hpp.

8.9.3.25 source

```
uint const std::vector< uint >& source
```

Definition at line 44 of file barraydense-meat.hpp.

8.9.3.26 target

```
uint const std::vector< uint > const std::vector< uint >& target
```

Definition at line 45 of file barraydense-meat.hpp.

8.9.3.27 v

```
uint Cell_Type v
```

Definition at line 645 of file barraydense-meat.hpp.

8.9.3.28 val0

```
Cell_Type val0 = el[POS(i0,j0)]
```

Definition at line 734 of file barraydense-meat.hpp.

8.9.3.29 val1

```
Cell_Type val1 = el[POS(i1,j1)]
```

Definition at line 735 of file barraydense-meat.hpp.

8.9.3.30 value

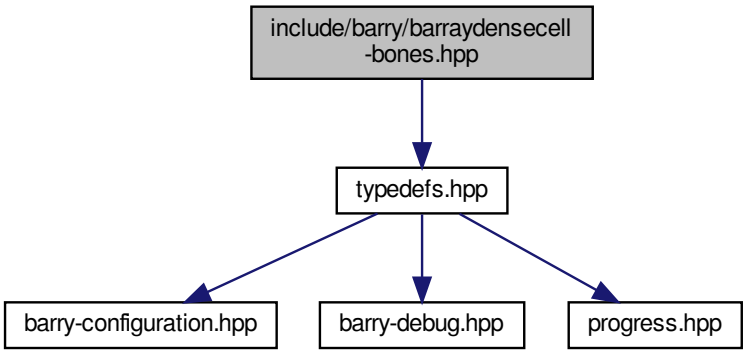
```
uint const std::vector< uint > const std::vector< uint > const std::vector< Cell_Type >&
value
```

Definition at line 46 of file barraydense-meat.hpp.

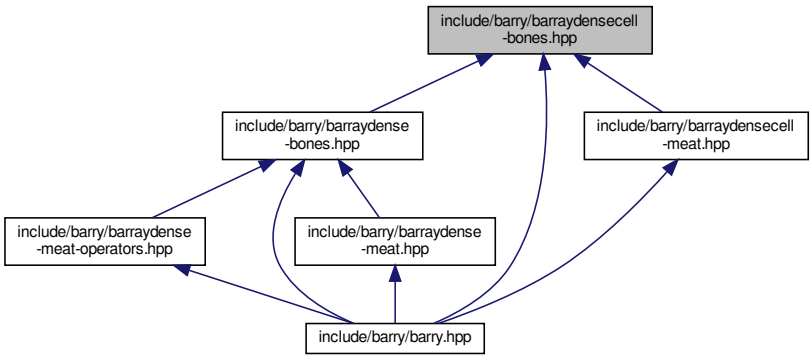
8.10 include/barry/barraydensecell-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for barraydensecell-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class BArrayDenseCell< Cell_Type, Data_Type >

Macros

- #define POS(a, b) (a) + (b) * N

8.10.1 Macro Definition Documentation

8.10.1.1 POS

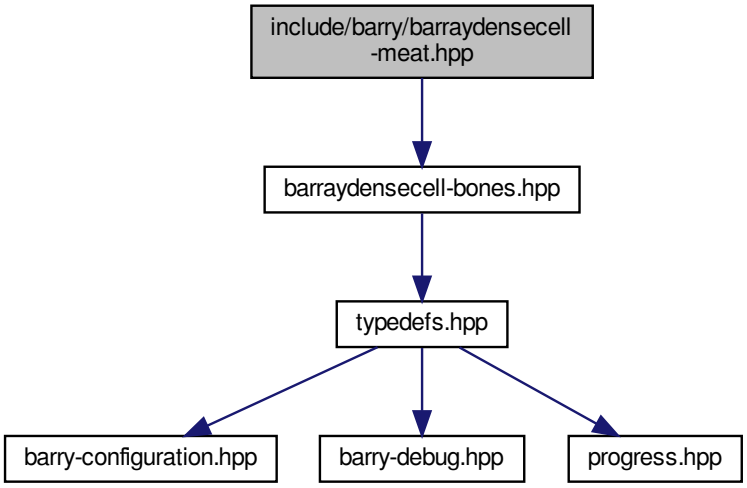
```
#define POS(
              a,
              b ) (a) + (b) * N
```

Definition at line 6 of file barraydensecell-bones.hpp.

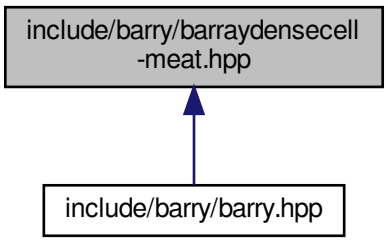
8.11 include/barry/barraydensecell-meat.hpp File Reference

```
#include "barraydensecell-bones.hpp"
```

Include dependency graph for barraydensecell-meat.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define POS(a, b) (a) + (b) ∗ dat->N

8.11.1 Macro Definition Documentation

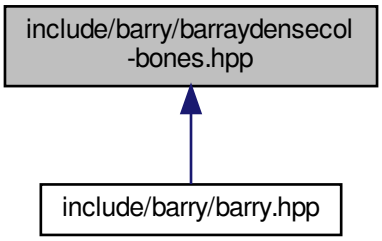
8.11.1.1 POS

```
#define POS(
              a,
              b ) (a) + (b) * dat->N
```

Definition at line 6 of file barraydensecell-meat.hpp.

8.12 include/barry/barraydensecol-bones.hpp File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class BArrayDenseCol< Cell_Type, Data_Type >
- class BArrayDenseCol_const< Cell_Type, Data_Type >

Macros

- #define POS(a, b) (b)∗N + (a)
- #define POS_N(a, b, c) (b)∗(c) + (a)
- #define ZERO_CELL static_cast<Cell_Type>(0.0)

8.12.1 Macro Definition Documentation

8.12.1.1 POS

```
#define POS(
              a,
              b ) (b)*N + (a)
```

Definition at line 4 of file barraydensecol-bones.hpp.

8.12.1.2 POS_N

```
#define POS_N(
              a,
              b,
              c ) (b)*(c) + (a)
```

Definition at line 5 of file barraydensecol-bones.hpp.

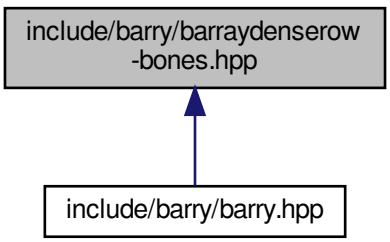
8.12.1.3 ZERO_CELL

```
#define ZERO_CELL static_cast<Cell_Type>(0.0)
```

Definition at line 6 of file barraydensecol-bones.hpp.

8.13 include/barry/barraydenserow-bones.hpp File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class BArrayDenseRow< Cell_Type, Data_Type >
- class BArrayDenseRow_const< Cell_Type, Data_Type >

Macros

- #define POS(a, b) (b) * N + (a)
- #define POS_N(a, b, c) (b)*(c) + (a)
- #define ZERO_CELL static_cast< Cell_Type >(0.0)

8.13.1 Macro Definition Documentation

8.13.1.1 POS

```
#define POS(
              a,
              b ) (b) * N + (a)
```

Definition at line 4 of file barraydenserow-bones.hpp.

8.13.1.2 POS_N

```
#define POS_N(
              a,
              b,
              c ) (b)*(c) + (a)
```

Definition at line 5 of file barraydenserow-bones.hpp.

8.13.1.3 ZERO_CELL

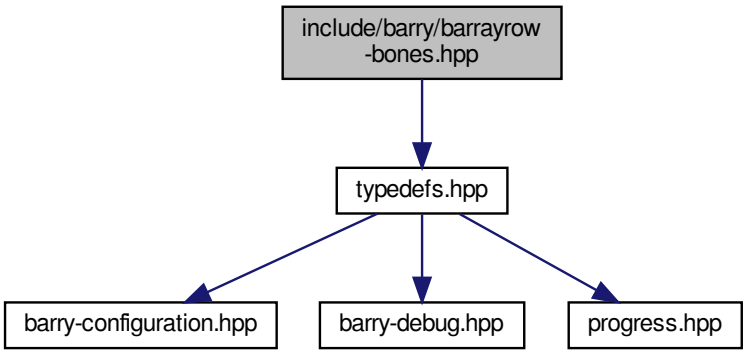
```
#define ZERO_CELL static_cast< Cell_Type >(0.0)
```

Definition at line 6 of file barraydenserow-bones.hpp.

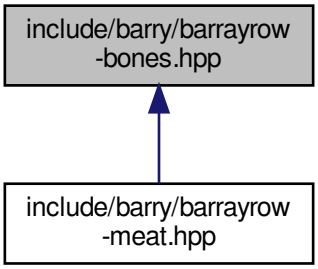
8.14 include/barry/barrayrow-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for barrayrow-bones.hpp:



This graph shows which files directly or indirectly include this file:



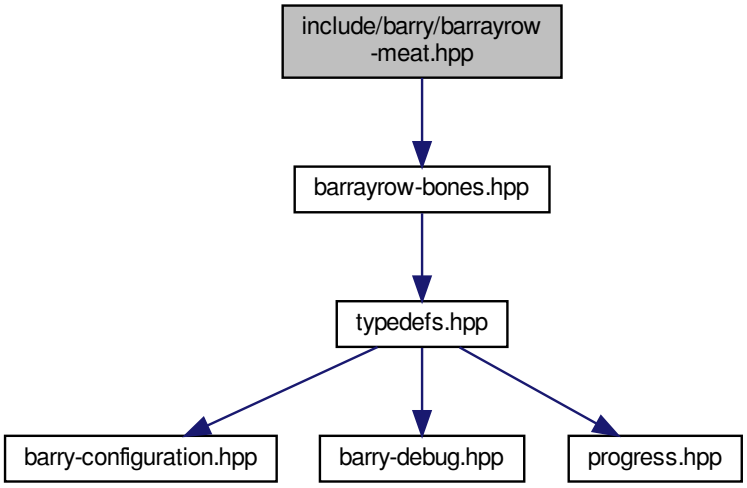
Classes

- class BArrayRow< Cell_Type, Data_Type >
- class BArrayRow_const< Cell_Type, Data_Type >

8.15 include/barry/barrayrow-meat.hpp File Reference

```
#include "barrayrow-bones.hpp"
```

Include dependency graph for barrayrow-meat.hpp:



Macros

- #define BARRY_BARRAYROW_MEAT_HPP 1
- #define BROW_TYPE() BArrayRow<Cell_Type, Data_Type>
- #define BROW_TEMPLATE_ARGS() <typename Cell_Type, typename Data_Type>
- #define BROW_TEMPLATE(a, b) template BROW_TEMPLATE_ARGS() inline a BROW_TYPE()::b

Functions

- BROW_TEMPLATE (void, operator=)(const BROW_TYPE() &val)
- BROW_TEMPLATE (void, operator+=)(const BROW_TYPE() &val)
- BROW_TEMPLATE (void, operator-=)(const BROW_TYPE() &val)
- BROW_TEMPLATE (void, operator*=)(const BROW_TYPE() &val)
- BROW_TEMPLATE (void, operator/=)(const BROW_TYPE() &val)

8.15.1 Macro Definition Documentation

8.15.1.1 BARRY_BARRAYROW_MEAT_HPP

```
#define BARRY_BARRAYROW_MEAT_HPP 1
```

Definition at line 4 of file barrayrow-meat.hpp.

8.15.1.2 BROW_TEMPLATE

```
#define BROW_TEMPLATE(
              a,
              b )  template BROW_TEMPLATE_ARGS() inline a BROW_TYPE()::b
```

Definition at line 10 of file barrayrow-meat.hpp.

8.15.1.3 BROW_TEMPLATE_ARGS

```
#define BROW_TEMPLATE_ARGS( ) <typename Cell_Type, typename Data_Type>
```

Definition at line 8 of file barrayrow-meat.hpp.

8.15.1.4 BROW_TYPE

```
#define BROW_TYPE( ) BArrayRow<Cell_Type, Data_Type>
```

Definition at line 6 of file barrayrow-meat.hpp.

8.15.2 Function Documentation

8.15.2.1 BROW_TEMPLATE() [1/5]

```
BROW_TEMPLATE (
             void ,
             operator*  ) const &
```

Definition at line 47 of file barrayrow-meat.hpp.

8.15.2.2 BROW_TEMPLATE() [2/5]

```
BROW_TEMPLATE (
             void ,
             operator+  ) const &
```

Definition at line 27 of file barrayrow-meat.hpp.

8.15.2.3 BROW_TEMPLATE() [3/5]

```
BROW_TEMPLATE (
            void ,
            operator-  ) const &
```

Definition at line 36 of file barrayrow-meat.hpp.

8.15.2.4 BROW_TEMPLATE() [4/5]

```
BROW_TEMPLATE (
            void ,
            operator/  ) const &
```

Definition at line 57 of file barrayrow-meat.hpp.

8.15.2.5 BROW_TEMPLATE() [5/5]

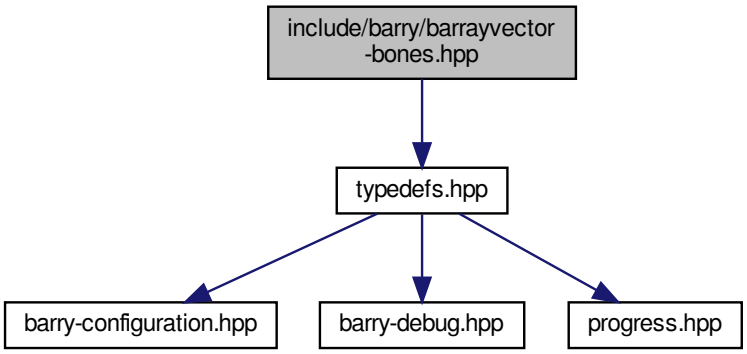
```
BROW_TEMPLATE (
            void ,
            operator  ) const &
```

Definition at line 13 of file barrayrow-meat.hpp.

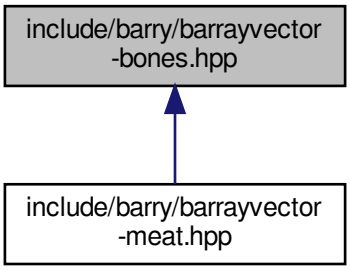
8.16 include/barry/barrayvector-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for barrayvector-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

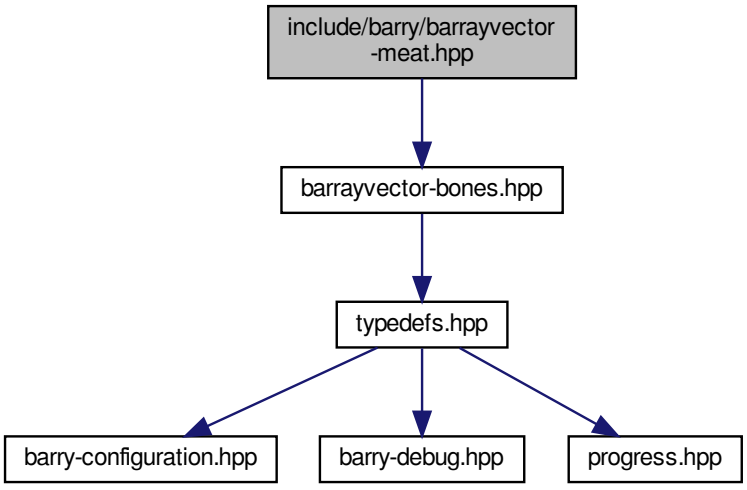
- class BArrayVector< Cell_Type, Data_Type >

  Row or column of a `BArray`
- class BArrayVector_const< Cell_Type, Data_Type >

8.17 include/barry/barrayvector-meat.hpp File Reference

```
#include "barrayvector-bones.hpp"
```

Include dependency graph for barrayvector-meat.hpp:



Macros

- #define BARRY_BARRAYVECTOR_MEAT_HPP 1

8.17.1 Macro Definition Documentation

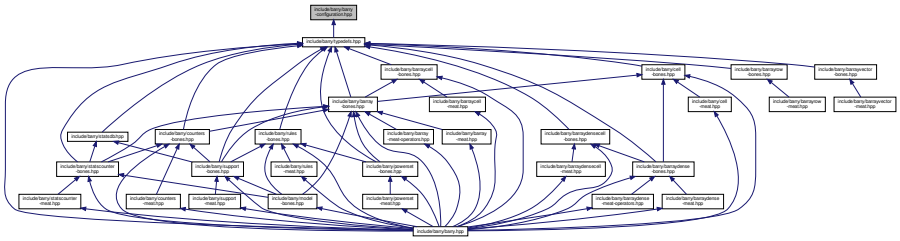
8.17.1.1 BARRY_BARRAYVECTOR_MEAT_HPP

```
#define BARRY_BARRAYVECTOR_MEAT_HPP 1
```

Definition at line 4 of file barrayvector-meat.hpp.

8.18 include/barry/barry-configuration.hpp File Reference

This graph shows which files directly or indirectly include this file:



Configuration MACROS

These are mostly related to performance. The definitions follow:

- `BARRY_USE_UNORDERED_MAP` If specified, then barry is compiled using `std::unordered_map`. Otherwise it will use `std::map` for the arrays.
- `BARRY_USE_SAFE_EXP` When specified, it will multiply all likelihoods in `Model` by (1/-100)/(1/-100) so that numerical overflows are avoided.
- `BARRY_USE_ISFINITE` When specified, it will introduce a macro that checks whether the likelihood is finite or not.
- `printf_barry` If not specified, will be defined as `printf`.
- `BARRY_DEBUG_LEVEL`, when defined, will make things verbose.

- #define BARRY_SAFE_EXP -100.0
- #define BARRY_ISFINITE(a)
- #define BARRY_CHECK_SUPPORT(x, maxs)
- #define printf_barry printf
- #define BARRY_MAX_NUM_ELEMENTS static_cast< unsigned int >(UINT_MAX/2u)
- template<typename Ta , typename Tb >
  using Map = std::map< Ta, Tb >

8.18.1 Macro Definition Documentation

8.18.1.1 BARRY_CHECK_SUPPORT

```
#define BARRY_CHECK_SUPPORT(
              x,
              maxs )
```

Definition at line 47 of file barry-configuration.hpp.

8.18.1.2 BARRY_ISFINITE

```
#define BARRY_ISFINITE(
              a )
```

Definition at line 40 of file barry-configuration.hpp.

8.18.1.3 BARRY_MAX_NUM_ELEMENTS

```
#define BARRY_MAX_NUM_ELEMENTS static_cast< unsigned int >(UINT_MAX/2u)
```

Definition at line 55 of file barry-configuration.hpp.

8.18.1.4 BARRY_SAFE_EXP

```
#define BARRY_SAFE_EXP -100.0
```

Definition at line 33 of file barry-configuration.hpp.

8.18.1.5 printf_barry

```
#define printf_barry printf
```

Definition at line 51 of file barry-configuration.hpp.

8.18.2 Typedef Documentation

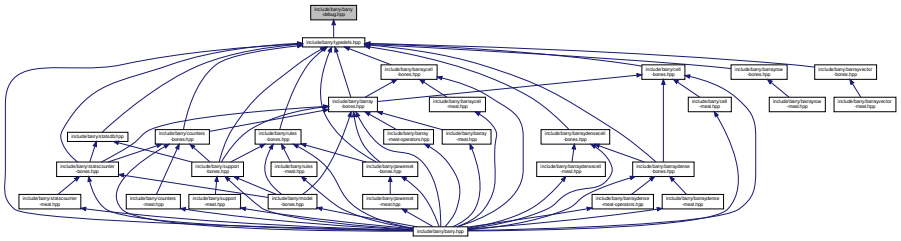
8.18.2.1 Map

```
template<typename Ta , typename Tb >
using Map = std::map<Ta,Tb>
```

Definition at line 27 of file barry-configuration.hpp.

8.19 include/barry/barry-debug.hpp File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define BARRY_DEBUG_LEVEL 0

8.19.1 Macro Definition Documentation

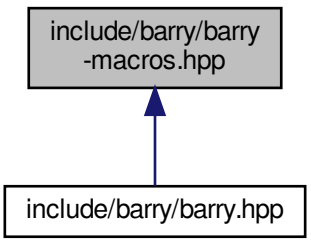
8.19.1.1 BARRY_DEBUG_LEVEL

```
#define BARRY_DEBUG_LEVEL 0
```

Definition at line 5 of file barry-debug.hpp.

8.20 include/barry/barry-macros.hpp File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define BARRY_ZERO Cell<Cell_Type>(0.0)
- #define BARRY_ZERO_DENSE static_cast<Cell_Type>(0.0)
- #define BARRY_ONE Cell<Cell_Type>(1.0)
- #define BARRY_ONE_DENSE static_cast<Cell_Type>(1.0)
- #define BARRY_UNUSED(expr) do { (void)(expr); } while (0);

8.20.1 Macro Definition Documentation

8.20.1.1 BARRY_ONE

```
#define BARRY_ONE Cell<Cell_Type>(1.0)
```

Definition at line 7 of file barry-macros.hpp.

8.20.1.2 BARRY_ONE_DENSE

```
#define BARRY_ONE_DENSE static_cast<Cell_Type>(1.0)
```

Definition at line 8 of file barry-macros.hpp.

8.20.1.3 BARRY_UNUSED

```
#define BARRY_UNUSED(
              expr ) do { (void)(expr); } while (0);
```

Definition at line 10 of file barry-macros.hpp.

8.20.1.4 BARRY_ZERO

```
#define BARRY_ZERO Cell<Cell_Type>(0.0)
```

Definition at line 4 of file barry-macros.hpp.

8.20.1.5 BARRY_ZERO_DENSE

```
#define BARRY_ZERO_DENSE static_cast<Cell_Type>(0.0)
```

Definition at line 5 of file barry-macros.hpp.

8.21 include/barry/barry.hpp File Reference

```
#include <iostream>
#include <cstdarg>
#include <vector>
#include <unordered_map>
#include <functional>
#include <stdexcept>
#include <cmath>
#include <map>
#include <algorithm>
#include <utility>
#include <random>
#include <climits>
#include <cfloat>
#include <string>
#include <cstdint>
#include "typedefs.hpp"
#include "barry-macros.hpp"
#include "cell-bones.hpp"
#include "cell-meat.hpp"
#include "barray-bones.hpp"
#include "barraycell-bones.hpp"
#include "barray-meat.hpp"
#include "barraycell-meat.hpp"
#include "barray-meat-operators.hpp"
#include "barraydense-bones.hpp"
#include "barraydensecell-bones.hpp"
#include "barraydenserow-bones.hpp"
#include "barraydensecol-bones.hpp"
#include "barraydense-meat.hpp"
#include "barraydensecell-meat.hpp"
#include "barraydense-meat-operators.hpp"
#include "counters-bones.hpp"
#include "counters-meat.hpp"
#include "statscounter-bones.hpp"
#include "statscounter-meat.hpp"
#include "support-bones.hpp"
#include "support-meat.hpp"
#include "powerset-bones.hpp"
#include "powerset-meat.hpp"
#include "model-bones.hpp"
#include "model-meat.hpp"
#include "rules-bones.hpp"
#include "rules-meat.hpp"
#include "counters/network.hpp"
```

```
#include "counters/phylo.hpp"
```

Include dependency graph for barry.hpp:

Namespaces

- barry

  barry: Your go-to motif accountant
- barry::counters

  Tree class and TreeIterator class.
- barry::counters::network
- barry::counters::phylo

Macros

- #define BARRY_HPP
- #define BARRY_VERSION 0.1
- #define COUNTER_FUNCTION(a)
- #define COUNTER_LAMBDA(a)
- #define RULE_FUNCTION(a)
- #define RULE_LAMBDA(a)

8.21.1 Macro Definition Documentation

8.21.1.1 BARRY_HPP

```
#define BARRY_HPP
```

Definition at line 22 of file barry.hpp.

8.21.1.2 BARRY_VERSION

```
#define BARRY_VERSION 0.1
```

Definition at line 24 of file barry.hpp.

8.21.1.3 COUNTER_FUNCTION

```
#define COUNTER_FUNCTION(
                a )
```

Value:

```
    template <typename Array_Type = barry::BArray<>, typename Data_Type = bool> \
    inline double (a) (const Array_Type & Array, uint i, uint j, Data_Type * data)\
```

Definition at line 86 of file barry.hpp.

8.21.1.4 COUNTER_LAMBDA

```
#define COUNTER_LAMBDA(
                a )
```

Value:

```
    template <typename Array_Type = barry::BArray<>, typename Data_Type = bool> \
    Counter_fun_type<Array_Type, Data_Type> a = \
    [](const Array_Type & Array, uint i, uint j, Data_Type * data)
```

Definition at line 89 of file barry.hpp.

8.21.1.5 RULE_FUNCTION

```
#define RULE_FUNCTION(
                a )
```

Value:

```
    template <typename Array_Type = barry::BArray<>, typename Data_Type = bool> \
    inline bool (a) (const Array_Type & Array, uint i, uint j, Data_Type * data)\
```

Definition at line 93 of file barry.hpp.

8.21.1.6 RULE_LAMBDA

```
#define RULE_LAMBDA(
                a )
```

Value:

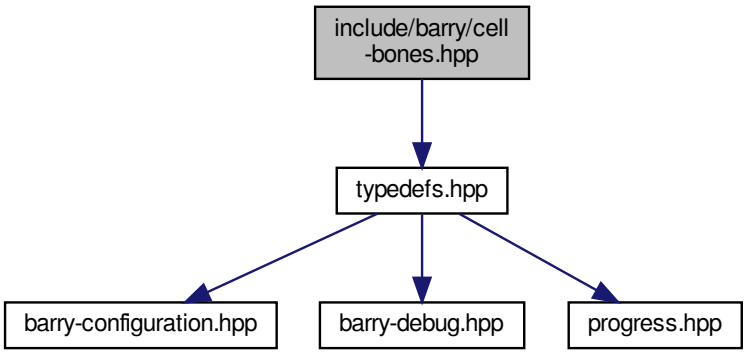
```
    template <typename Array_Type = barry::BArray<>, typename Data_Type = bool> \
    Rule_fun_type<Array_Type, Data_Type> a = \
    [](const Array_Type & Array, uint i, uint j, Data_Type * data)
```

Definition at line 96 of file barry.hpp.

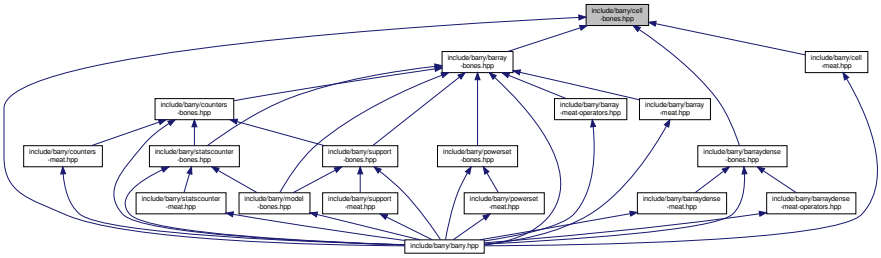
8.22 include/barry/cell-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for cell-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

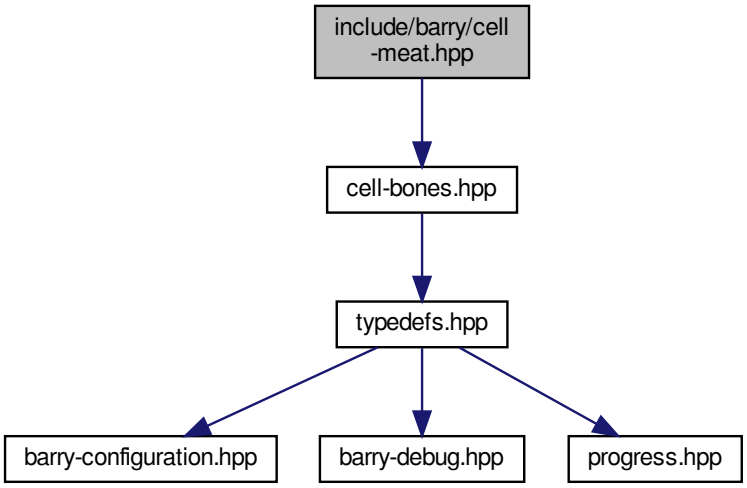
- class Cell< Cell_Type >

  Entries in BArray. For now, it only has two members:

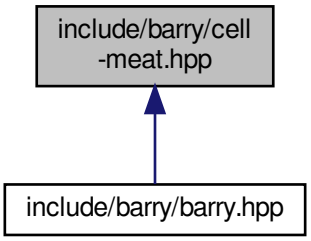
8.23 include/barry/cell-meat.hpp File Reference

```
#include "cell-bones.hpp"
```

Include dependency graph for cell-meat.hpp:



This graph shows which files directly or indirectly include this file:

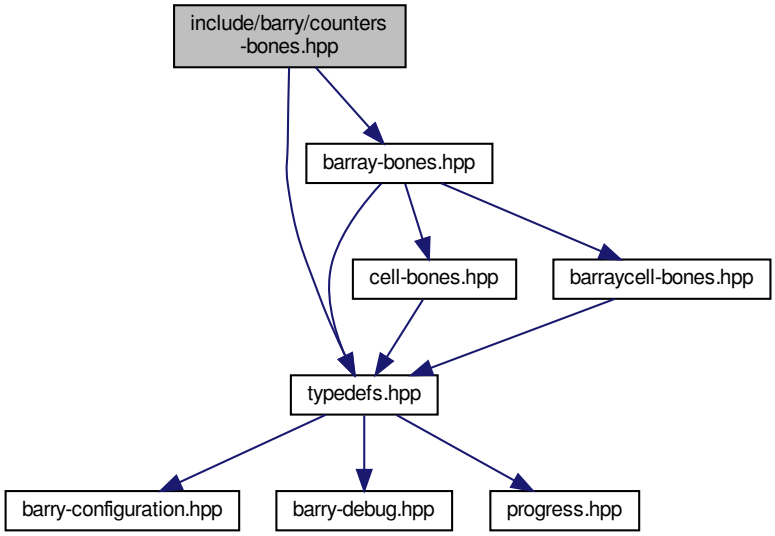


8.24 include/barry/col-bones.hpp File Reference

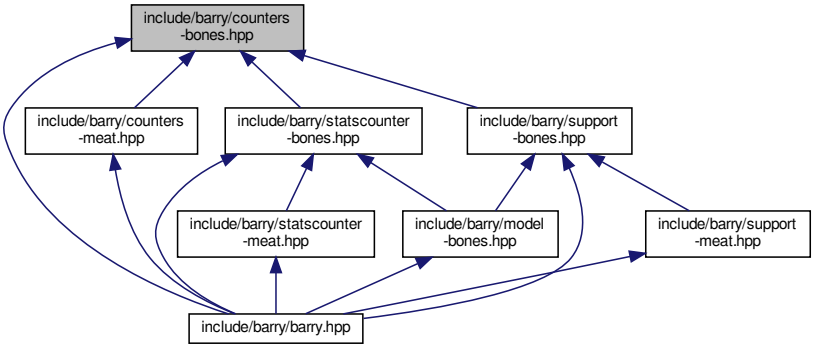
8.25 include/barry/counters-bones.hpp File Reference

```
#include "typedefs.hpp"
#include "barray-bones.hpp"
```

Include dependency graph for counters-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class Counter< Array_Type, Data_Type >

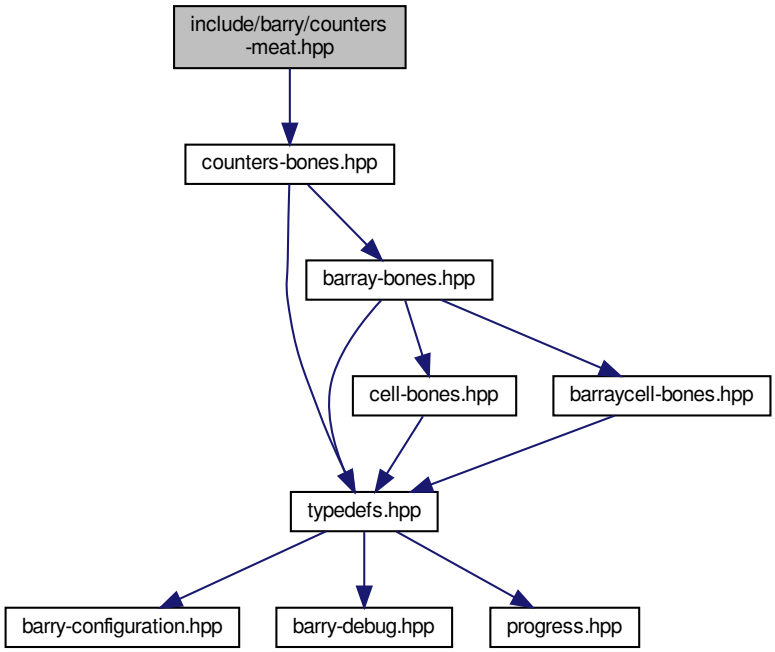
  A counter function based on change statistics.
- class Counters< Array_Type, Data_Type >

  Vector of counters.

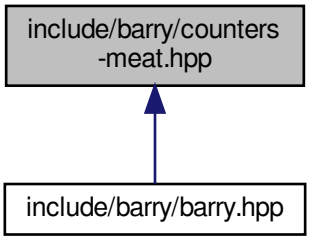
8.26 include/barry/counters-meat.hpp File Reference

```
#include "counters-bones.hpp"
```

Include dependency graph for counters-meat.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define COUNTER_TYPE() Counter<Array_Type,Data_Type>
- #define COUNTER_TEMPLATE_ARGS() <typename Array_Type, typename Data_Type>

- #define COUNTER_TEMPLATE(a, b) template COUNTER_TEMPLATE_ARGS() inline a COUNTER_TYPE()↩ ::b
- #define COUNTERS_TYPE() Counters<Array_Type,Data_Type>
- #define COUNTERS_TEMPLATE_ARGS() <typename Array_Type, typename Data_Type>
- #define COUNTERS_TEMPLATE(a, b) template COUNTERS_TEMPLATE_ARGS() inline a COUNTERS_TYPE()↩ ::b

Functions

- COUNTER_TEMPLATE (, Counter)(const Counter< Array_Type
- Data_Type init_fun (counter_.init_fun)
- Data_Type &&counter_ init_fun (std::move(counter_.init_fun))
- Data_Type &&counter_ data (std::move(counter_.data))
- Data_Type &&counter_ delete_data (std::move(counter_.delete_data))
- Data_Type &&counter_ name (std::move(counter_.name))
- Data_Type &&counter_ desc (std::move(counter_.desc))

  Move constructor.
- COUNTER_TEMPLATE (COUNTER_TYPE(), operator=)(const Counter< Array_Type
- COUNTER_TEMPLATE (COUNTER_TYPE() &, operator=)(Counter< Array_Type
- COUNTER_TEMPLATE (double, count)(Array_Type &Array

  < *Move assignment*
- return count_fun (Array, i, j, data)
- COUNTER_TEMPLATE (double, init)(Array_Type &Array
- return init_fun (Array, i, j, data)
- COUNTER_TEMPLATE (std::string, get_name)() const
- COUNTER_TEMPLATE (std::string, get_description)() const
- COUNTERS_TEMPLATE (, Counters)()
- COUNTERS_TEMPLATE (COUNTER_TYPE() &, operator[])(uint idx)
- Data_Type Data_Type to_be_deleted (new std::vector< uint >(0u))
- Data_Type Data_Type delete_data (true)
- Data_Type Data_Type delete_to_be_deleted (true)
- Data_Type &&counters_ to_be_deleted (std::move(counters_.to_be_deleted))
- Data_Type &&counters_ delete_data (std::move(counters_.delete_data))
- Data_Type &&counters_ delete_to_be_deleted (std::move(counters_.delete_to_be_deleted))
- COUNTERS_TEMPLATE (COUNTERS_TYPE(), operator=)(const Counters< Array_Type
- COUNTERS_TEMPLATE (COUNTERS_TYPE() &, operator=)(Counters< Array_Type
- COUNTERS_TEMPLATE (void, add_counter)(Counter< Array_Type
- data push_back (new Counter< Array_Type, Data_Type >(counter))
- data push_back (new Counter< Array_Type, Data_Type >(count_fun_, init_fun_, data_, delete_data_, name_, desc_))
- COUNTERS_TEMPLATE (void, clear)()
- COUNTERS_TEMPLATE (std::vector< std::string >, get_names)() const
- COUNTERS_TEMPLATE (std::vector< std::string >, get_descriptions)() const

Variables

- Data_Type & counter_
- Data_Type &&counter_ noexcept
- uint i
- uint uint j
- Data_Type & counter
- return
- Data_Type count_fun_
- Data_Type Counter_fun_type< Array_Type, Data_Type > init_fun_
- Data_Type Counter_fun_type< Array_Type, Data_Type > Data_Type * data_
- Data_Type Counter_fun_type< Array_Type, Data_Type > Data_Type bool delete_data_
- Data_Type Counter_fun_type< Array_Type, Data_Type > Data_Type bool std::string name_
- Data_Type Counter_fun_type< Array_Type, Data_Type > Data_Type bool std::string std::string desc_

8.26.1 Macro Definition Documentation

8.26.1.1 COUNTER_TEMPLATE

```
#define COUNTER_TEMPLATE(
              a,
              b )  template COUNTER_TEMPLATE_ARGS() inline a COUNTER_TYPE()::b
```

Definition at line 10 of file counters-meat.hpp.

8.26.1.2 COUNTER_TEMPLATE_ARGS

```
#define COUNTER_TEMPLATE_ARGS( ) <typename Array_Type, typename Data_Type>
```

Definition at line 8 of file counters-meat.hpp.

8.26.1.3 COUNTER_TYPE

```
#define COUNTER_TYPE( ) Counter<Array_Type,Data_Type>
```

Definition at line 6 of file counters-meat.hpp.

8.26.1.4 COUNTERS_TEMPLATE

```
#define COUNTERS_TEMPLATE(
              a,
              b )  template COUNTERS_TEMPLATE_ARGS() inline a COUNTERS_TYPE()::b
```

Definition at line 155 of file counters-meat.hpp.

8.26.1.5 COUNTERS_TEMPLATE_ARGS

```
#define COUNTERS_TEMPLATE_ARGS( ) <typename Array_Type, typename Data_Type>
```

Definition at line 153 of file counters-meat.hpp.

8.26.1.6 COUNTERS_TYPE

```
#define COUNTERS_TYPE( ) Counters<Array_Type,Data_Type>
```

Definition at line 151 of file counters-meat.hpp.

8.26.2 Function Documentation

8.26.2.1 count_fun()

```
return count_fun (
            Array ,
            i ,
            j ,
            data  )
```

8.26.2.2 COUNTER_TEMPLATE() [1/7]

```
COUNTER_TEMPLATE (
            Counter  ) const
```

8.26.2.3 COUNTER_TEMPLATE() [2/7]

```
COUNTER_TEMPLATE (
            COUNTER_TYPE() & ,
            operator  )
```

8.26.2.4 COUNTER_TEMPLATE() [3/7]

```
COUNTER_TEMPLATE (
            COUNTER_TYPE() ,
            operator  ) const
```

8.26.2.5 COUNTER_TEMPLATE() [4/7]

```
COUNTER_TEMPLATE (
            double ,
            count  ) &
```

< Move assignment

8.26.2.6 COUNTER_TEMPLATE() [5/7]

```
COUNTER_TEMPLATE (
            double ,
            init  ) &
```

8.26.2.7 COUNTER_TEMPLATE() [6/7]

```
COUNTER_TEMPLATE (
            std::string ,
            get_description  ) const
```

Definition at line 143 of file counters-meat.hpp.

8.26.2.8 COUNTER_TEMPLATE() [7/7]

```
COUNTER_TEMPLATE (
            std::string ,
            get_name  ) const
```

Definition at line 139 of file counters-meat.hpp.

8.26.2.9 COUNTERS_TEMPLATE() [1/8]

```
COUNTERS_TEMPLATE (
            Counters  )
```

Definition at line 158 of file counters-meat.hpp.

8.26.2.10 COUNTERS_TEMPLATE() [2/8]

```
COUNTERS_TEMPLATE (
            COUNTER_TYPE() & ,
            operator [] )
```

Definition at line 165 of file counters-meat.hpp.

8.26.2.11 COUNTERS_TEMPLATE() [3/8]

```
COUNTERS_TEMPLATE (
            COUNTERS_TYPE() & ,
            operator  )
```

8.26.2.12 COUNTERS_TEMPLATE() [4/8]

```
COUNTERS_TEMPLATE (
            COUNTERS_TYPE() ,
            operator  ) const
```

8.26.2.13 COUNTERS_TEMPLATE() [5/8]

```
COUNTERS_TEMPLATE (
            std::vector< std::string > ,
            get_descriptions  ) const
```

Definition at line 355 of file counters-meat.hpp.

8.26.2.14 COUNTERS_TEMPLATE() [6/8]

```
COUNTERS_TEMPLATE (
            std::vector< std::string > ,
            get_names  ) const
```

Definition at line 344 of file counters-meat.hpp.

8.26.2.15 COUNTERS_TEMPLATE() [7/8]

```
COUNTERS_TEMPLATE (
            void ,
            add_counter  )
```

8.26.2.16 COUNTERS_TEMPLATE() [8/8]

```
COUNTERS_TEMPLATE (
            void ,
            clear  )
```

Definition at line 320 of file counters-meat.hpp.

8.26.2.17 data()

```
Data_Type&& counter_ data (
            std::move(counter_.data)  )
```

8.26.2.18 delete_data() [1/3]

```
Data_Type&& counter_ delete_data (
            std::move(counter_.delete_data)  )
```

8.26.2.19 delete_data() [2/3]

```
Data_Type&& counters_ delete_data (
            std::move(counters_.delete_data)  )
```

8.26.2.20 delete_data() [3/3]

```
Data_Type Data_Type delete_data (
            true  )
```

8.26.2.21 delete_to_be_deleted() [1/2]

```
Data_Type&& counters_ delete_to_be_deleted (
             std::move(counters_.delete_to_be_deleted)  )
```

Definition at line 203 of file counters-meat.hpp.

8.26.2.22 delete_to_be_deleted() [2/2]

```
Data_Type Data_Type delete_to_be_deleted (
             true  )
```

Definition at line 175 of file counters-meat.hpp.

8.26.2.23 desc()

```
Data_Type&& counter_ desc (
             std::move(counter_.desc)  )
```

Move constructor.

Definition at line 48 of file counters-meat.hpp.

8.26.2.24 init_fun() [1/3]

```
return init_fun (
             Array ,
             i ,
             j ,
             data  )
```

8.26.2.25 init_fun() [2/3]

```
Data_Type init_fun (
             counter_.  init_fun )
```

Definition at line 15 of file counters-meat.hpp.

8.26.2.26 init_fun() [3/3]

```
Data_Type&& counter_ init_fun (
            std::move(counter_.init_fun)  )
```

8.26.2.27 name()

```
Data_Type&& counter_ name (
            std::move(counter_.name)  )
```

8.26.2.28 push_back() [1/2]

```
data push_back (
            new Counter< Array_Type, Data_Type > count_fun_, init_fun_, data_, delete_data_,
name_, desc_ )
```

8.26.2.29 push_back() [2/2]

```
data push_back (
            new Counter< Array_Type, Data_Type > counter )
```

8.26.2.30 to_be_deleted() [1/2]

```
Data_Type Data_Type to_be_deleted (
            new std::vector< uint > 0u )
```

8.26.2.31 to_be_deleted() [2/2]

```
Data_Type&& counters_ to_be_deleted (
            std::move(counters_.to_be_deleted)  )
```

8.26.3 Variable Documentation

8.26.3.1 count_fun_

```
Data_Type count_fun_
```

Definition at line 293 of file counters-meat.hpp.

8.26.3.2 counter

```
Data_Type * counter
```

Initial value:

```
{
    to_be_deleted->push_back(data->size())
```

Definition at line 275 of file counters-meat.hpp.

8.26.3.3 counter_

```
Data_Type & counter_
```

Initial value:

```
{
    if (this != &counter_) {
        this->count_fun = counter_.count_fun;
        this->init_fun = counter_.init_fun;
        if (counter_.delete_data)
        {
            this->data = new Data_Type(*counter_.data);
            this->delete_data = true;

        } else {
            this->data = counter_.data;
            this->delete_data = false;
        }
        this->name = counter_.name;
        this->desc = counter_.desc;
    }
    return *this
```

Definition at line 14 of file counters-meat.hpp.

8.26.3.4 data_

```
Data_Type Counter_fun_type<Array_Type,Data_Type> Data_Type* data_
```

Definition at line 295 of file counters-meat.hpp.

8.26.3.5 delete_data_

```
Data_Type Counter_fun_type<Array_Type,Data_Type> Data_Type bool delete_data_
```

Definition at line 296 of file counters-meat.hpp.

8.26.3.6 desc_

```
Data_Type Counter_fun_type<Array_Type,Data_Type> Data_Type bool std::string std::string desc↩
_
```

Initial value:

```
{

    to_be_deleted->push_back(data->size())
```

Definition at line 298 of file counters-meat.hpp.

8.26.3.7 i

```
uint i
```

Definition at line 119 of file counters-meat.hpp.

8.26.3.8 init_fun_

```
Data_Type Counter_fun_type<Array_Type,Data_Type> init_fun_
```

Definition at line 294 of file counters-meat.hpp.

8.26.3.9 j

```
uint uint j
```

Initial value:

```
{
    if (count_fun == nullptr)
        return 0.0
```

Definition at line 119 of file counters-meat.hpp.

8.26.3.10 name_

```
Data_Type Counter_fun_type<Array_Type,Data_Type> Data_Type bool std::string name_
```

Definition at line 297 of file counters-meat.hpp.

8.26.3.11 noexcept

```
Data_Type &&counters_ noexcept
```

Initial value:

```
{
    if (this != &counter_)
    {

        if (delete_data)
            delete data;

        this->data        = std::move(counter_.data);
        this->delete_data = std::move(counter_.delete_data);
        counter_.data        = nullptr;
        counter_.delete_data = false;

        this->count_fun = std::move(counter_.count_fun);
        this->init_fun = std::move(counter_.init_fun);

        this->name = std::move(counter_.name);
        this->desc = std::move(counter_.desc);
    }
    return *this
```

Definition at line 42 of file counters-meat.hpp.

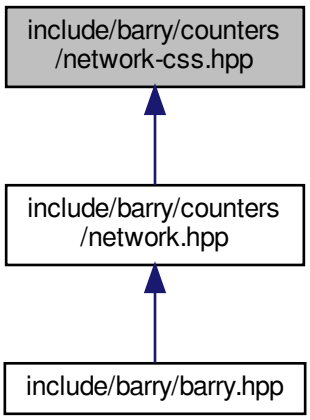
8.26.3.12 return

```
return
```

Definition at line 281 of file counters-meat.hpp.

8.27 include/barry/counters/network-css.hpp File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define CSS_SIZE()
- #define CSS_CASE_TRUTH() if ((i < n) && (j < n))
- #define CSS_TRUE_CELLS()
- #define CSS_CASE_PERCEIVED() else if (((i >= s) && (i < e)) & ((j >= s) && (j < e)))
- #define CSS_PERCEIVED_CELLS()
- #define CSS_CASE_ELSE()
- #define CSS_CHECK_SIZE_INIT()
- #define CSS_CHECK_SIZE()
- #define CSS_APPEND(name)
- #define CSS_NET_COUNTER_LAMBDA_INIT()

Functions

- template<typename Tnet = Network>
  void counter_css_partially_false_recip_commi (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)

  Counts errors of commission.
- template<typename Tnet = Network>
  void counter_css_partially_false_recip_omiss (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)

  Counts errors of omission.
- template<typename Tnet = Network>
  void counter_css_completely_false_recip_comiss (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)

  Counts completely false reciprocity (comission)

- template<typename Tnet = Network>
  void counter_css_completely_false_recip_omiss (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)

  Counts completely false reciprocity (omission)
- template<typename Tnet = Network>
  void counter_css_mixed_recip (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)

  Counts mixed reciprocity errors.
- template<typename Tnet = Network>
  void counter_css_census01 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census02 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census03 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census04 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census05 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census06 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census07 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census08 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census09 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)
- template<typename Tnet = Network>
  void counter_css_census10 (NetCounters< Tnet > *counters, uint netsize, const std::vector< uint > &end_)

8.27.1 Macro Definition Documentation

8.27.1.1 CSS_APPEND

```
#define CSS_APPEND(
                name )
```

Value:

```
    std::string name_ = (name);\
    for (uint i = 0u; i < end_.size(); ++i) { \
    std::string tmpname = name_ + " (" + std::to_string(i) + ")";\
    counters->add_counter(tmp_count, tmp_init,\
            new NetCounterData({netsize, i == 0u ? netsize : end_[i-1], end_[i]}, {}),\
            true, tmpname);}
```

Definition at line 42 of file network-css.hpp.

8.27.1.2 CSS_CASE_ELSE

```
#define CSS_CASE_ELSE( )
```

Definition at line 27 of file network-css.hpp.

8.27.1.3 CSS_CASE_PERCEIVED

```
#define CSS_CASE_PERCEIVED( ) else if (((i >= s) && (i < e)) & ((j >= s) && (j < e)))
```

Definition at line 20 of file network-css.hpp.

8.27.1.4 CSS_CASE_TRUTH

```
#define CSS_CASE_TRUTH( ) if ((i < n) && (j < n))
```

Definition at line 13 of file network-css.hpp.

8.27.1.5 CSS_CHECK_SIZE

```
#define CSS_CHECK_SIZE( )
```

Value:

```
    for (uint i = 0u; i < end_.size(); ++i) {\
    if (i == 0u) continue; \
    else if (end_[i] < end_[i-1u]) \
        throw std::logic_error("Endpoints should be specified in order.");}
```

Definition at line 37 of file network-css.hpp.

8.27.1.6 CSS_CHECK_SIZE_INIT

```
#define CSS_CHECK_SIZE_INIT( )
```

Value:

```
    /* The indices fall within the network */ \
    if ((data->indices.at(0) > Array.ncol()) \
    | (data->indices.at(2) > Array.ncol())) \
        throw std::range_error("The network does not match the prescribed size.");
```

Definition at line 31 of file network-css.hpp.

8.27.1.7 CSS_NET_COUNTER_LAMBDA_INIT

```
#define CSS_NET_COUNTER_LAMBDA_INIT( )
```

Value:

```
        NETWORK_COUNTER_LAMBDA(tmp_init) {\
        CSS_CHECK_SIZE_INIT() \
        return 0.0; \
    };
```

Definition at line 49 of file network-css.hpp.

8.27.1.8 CSS_PERCEIVED_CELLS

```
#define CSS_PERCEIVED_CELLS( )
```

Value:

```
    double tji = static_cast<double>(Array(j - s, i - s, false)); \
    double pji = static_cast<double>(Array(j, i, false)); \
    double tij = static_cast<double>(Array(i - s, j - s, false));
```

Definition at line 21 of file network-css.hpp.

8.27.1.9 CSS_SIZE

```
#define CSS_SIZE( )
```

Value:

```
    uint n = data->indices[0u]; \
    uint s = data->indices[1u]; \
    uint e = data->indices[2u];
```

Definition at line 7 of file network-css.hpp.

8.27.1.10 CSS_TRUE_CELLS

```
#define CSS_TRUE_CELLS( )
```

Value:

```
    double tji = static_cast<double>(Array(j, i, false)); \
    double pij = static_cast<double>(Array(i + s, j + s, false)); \
    double pji = static_cast<double>(Array(j + s, i + s, false));
```

Definition at line 14 of file network-css.hpp.

8.27.2 Function Documentation

8.27.2.1 counter_css_census01()

```
template<typename Tnet = Network>
void counter_css_census01 (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Definition at line 275 of file network-css.hpp.

8.27.2.2 counter_css_census02()

```
template<typename Tnet = Network>
void counter_css_census02 (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Definition at line 314 of file network-css.hpp.

8.27.2.3 counter_css_census03()

```
template<typename Tnet = Network>
void counter_css_census03 (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Definition at line 353 of file network-css.hpp.

8.27.2.4 counter_css_census04()

```
template<typename Tnet = Network>
void counter_css_census04 (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Definition at line 392 of file network-css.hpp.

8.27.2.5 counter_css_census05()

```
template<typename Tnet = Network>
void counter_css_census05 (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

Definition at line 431 of file network-css.hpp.

8.27.2.6 counter_css_census06()

```
template<typename Tnet = Network>
void counter_css_census06 (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

Definition at line 470 of file network-css.hpp.

8.27.2.7 counter_css_census07()

```
template<typename Tnet = Network>
void counter_css_census07 (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

Definition at line 509 of file network-css.hpp.

8.27.2.8 counter_css_census08()

```
template<typename Tnet = Network>
void counter_css_census08 (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

Definition at line 548 of file network-css.hpp.

8.27.2.9 counter_css_census09()

```
template<typename Tnet = Network>
void counter_css_census09 (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Definition at line 587 of file network-css.hpp.

8.27.2.10 counter_css_census10()

```
template<typename Tnet = Network>
void counter_css_census10 (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Definition at line 626 of file network-css.hpp.

8.27.2.11 counter_css_completely_false_recip_comiss()

```
template<typename Tnet = Network>
void counter_css_completely_false_recip_comiss (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Counts completely false reciprocity (comission)

Definition at line 154 of file network-css.hpp.

8.27.2.12 counter_css_completely_false_recip_omiss()

```
template<typename Tnet = Network>
void counter_css_completely_false_recip_omiss (
             NetCounters< Tnet > * counters,
             uint netsize,
             const std::vector< uint > & end_ )  [inline]
```

Counts completely false reciprocity (omission)

Definition at line 194 of file network-css.hpp.

8.27.2.13 counter_css_mixed_recip()

```
template<typename Tnet = Network>
void counter_css_mixed_recip (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

Counts mixed reciprocity errors.

Definition at line 234 of file network-css.hpp.

8.27.2.14 counter_css_partially_false_recip_commi()

```
template<typename Tnet = Network>
void counter_css_partially_false_recip_commi (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

Counts errors of commission.

Parameters

netsize	Size of the reference (true) network
*end_*	Vector indicating one past the ending index of each network. (see details)

The `end_` parameter should be of length `N of networks` - 1. It is assumed that the first network ends at `netsize`.

Definition at line 63 of file network-css.hpp.

8.27.2.15 counter_css_partially_false_recip_omiss()

```
template<typename Tnet = Network>
void counter_css_partially_false_recip_omiss (
            NetCounters< Tnet > * counters,
            uint netsize,
            const std::vector< uint > & end_ )  [inline]
```

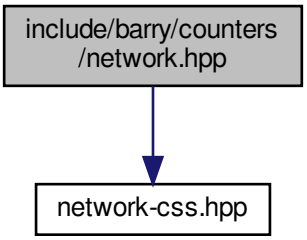
Counts errors of omission.

Definition at line 110 of file network-css.hpp.

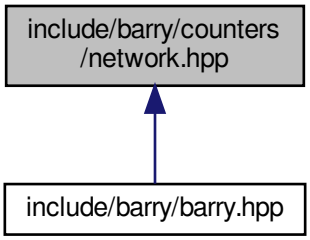
8.28 include/barry/counters/network.hpp File Reference

```
#include "network-css.hpp"
```

Include dependency graph for network.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class NetworkData

  Data class for Networks.
- class NetCounterData

  Data class used to store arbitrary uint or double vectors.

Macros

- #define NET_C_DATA_IDX(i) (data->indices[i])
- #define NET_C_DATA_NUM(i) (data->numbers[i])

Macros for defining counters

- #define NETWORK_COUNTER(a)
- #define NETWORK_COUNTER_LAMBDA(a)
- #define NETWORKDENSE_COUNTER_LAMBDA(a)

Macros for defining rules

- #define NETWORK_RULE(a)
- #define NETWORK_RULE_LAMBDA(a)

Functions

- template<typename Tnet = Network>
  void counter_edges (NetCounters< Tnet > *counters)

  Number of edges.
- template<typename Tnet = Network>
  void counter_isolates (NetCounters< Tnet > *counters)

  Number of isolated vertices.
- template<> void counter_isolates (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_mutual (NetCounters< Tnet > *counters)

  Number of mutual ties.
- template<typename Tnet = Network>
  void counter_istar2 (NetCounters< Tnet > *counters)
- template<> void counter_istar2 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_ostar2 (NetCounters< Tnet > *counters)
- template<> void counter_ostar2 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_ttriads (NetCounters< Tnet > *counters)
- template<> void counter_ttriads (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_ctriads (NetCounters< Tnet > *counters)
- template<> void counter_ctriads (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_density (NetCounters< Tnet > *counters)
- template<typename Tnet = Network>
  void counter_idegree15 (NetCounters< Tnet > *counters)
- template<> void counter_idegree15 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_odegree15 (NetCounters< Tnet > *counters)
- template<> void counter_odegree15 (NetCounters< NetworkDense > *counters)
- template<typename Tnet = Network>
  void counter_absdiff (NetCounters< Tnet > *counters, uint attr_id, double alpha=1.0)

  Sum of absolute attribute difference between ego and alter.
- template<typename Tnet = Network>
  void counter_diff (NetCounters< Tnet > *counters, uint attr_id, double alpha=1.0, double tail_head=true)

  Sum of attribute difference between ego and alter to pow(alpha)
- NETWORK_COUNTER (init_single_attr)
- template<typename Tnet = Network>
  void counter_nodeicov (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_nodeocov (NetCounters< Tnet > *counters, uint attr_id)

- template<typename Tnet = Network>
  void counter_nodecov (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_nodematch (NetCounters< Tnet > *counters, uint attr_id)
- template<typename Tnet = Network>
  void counter_idegree (NetCounters< Tnet > *counters, std::vector< uint > d)

  Counts number of vertices with a given in-degree.
- template<> void counter_idegree (NetCounters< NetworkDense > *counters, std::vector< uint > d)
- template<typename Tnet = Network>
  void counter_odegree (NetCounters< Tnet > *counters, std::vector< uint > d)

  Counts number of vertices with a given out-degree.
- template<> void counter_odegree (NetCounters< NetworkDense > *counters, std::vector< uint > d)
- template<typename Tnet = Network>
  void counter_degree (NetCounters< Tnet > *counters, std::vector< uint > d)

  Counts number of vertices with a given out-degree.

Rules for network models

Parameters

rules	*A pointer to a* `NetRules` *object (*`Rules<Network, bool>`*).*

- template<typename Tnet = Network>
  void rules_zerodiag (NetRules< Tnet > *rules)

  Number of edges.

Convenient typedefs for network objects.

- #define BARRY_ZERO_NETWORK 0.0
- #define BARRY_ZERO_NETWORK_DENSE 0
- typedef BArray< double, NetworkData > Network
- typedef BArrayDense< int, NetworkData > NetworkDense
- template<typename Tnet = Network>
  using NetCounter = Counter< Tnet, NetCounterData >
- template<typename Tnet = Network>
  using NetCounters = Counters< Tnet, NetCounterData >
- template<typename Tnet = Network>
  using NetSupport = Support< Tnet, NetCounterData >
- template<typename Tnet = Network>
  using NetStatsCounter = StatsCounter< Tnet, NetCounterData >
- template<typename Tnet >
  using NetModel = Model< Tnet, NetCounterData >
- template<typename Tnet = Network>
  using NetRule = Rule< Tnet, bool >
- template<typename Tnet = Network>
  using NetRules = Rules< Tnet, bool >

8.28.1 Macro Definition Documentation

8.28.1.1 BARRY_ZERO_NETWORK

```
#define BARRY_ZERO_NETWORK 0.0
```

Definition at line 85 of file network.hpp.

8.28.1.2 BARRY_ZERO_NETWORK_DENSE

```
#define BARRY_ZERO_NETWORK_DENSE 0
```

Definition at line 86 of file network.hpp.

8.28.1.3 NET_C_DATA_IDX

```
#define NET_C_DATA_IDX(
              i ) (data->indices[i])
```

Definition at line 74 of file network.hpp.

8.28.1.4 NET_C_DATA_NUM

```
#define NET_C_DATA_NUM(
              i ) (data->numbers[i])
```

Definition at line 75 of file network.hpp.

8.28.1.5 NETWORK_COUNTER

```
#define NETWORK_COUNTER(
              a )
```

Value:

```
template<typename Tnet = Network>\
inline double (a) (const Tnet & Array, uint i, uint j, NetCounterData * data)
```

Function for definition of a network counter function

Definition at line 114 of file network.hpp.

8.28.1.6 NETWORK_COUNTER_LAMBDA

```
#define NETWORK_COUNTER_LAMBDA(
                a )
```

Value:

```
Counter_fun_type<Tnet, NetCounterData> a = \
    [](const Tnet & Array, uint i, uint j, NetCounterData * data)
```

Lambda function for definition of a network counter function

Definition at line 119 of file network.hpp.

8.28.1.7 NETWORK_RULE

```
#define NETWORK_RULE(
                a )
```

Value:

```
template<typename Tnet = Network>\
inline bool (a) (const Tnet & Array, uint i, uint j, bool * data)
```

Function for definition of a network counter function

Definition at line 133 of file network.hpp.

8.28.1.8 NETWORK_RULE_LAMBDA

```
#define NETWORK_RULE_LAMBDA(
                a )
```

Value:

```
Rule_fun_type<Tnet, bool> a = \
[](const Tnet & Array, uint i, uint j, bool * data)
```

Lambda function for definition of a network counter function

Definition at line 138 of file network.hpp.

8.28.1.9 NETWORKDENSE_COUNTER_LAMBDA

```
#define NETWORKDENSE_COUNTER_LAMBDA(
                a )
```

Value:

```
Counter_fun_type<NetworkDense, NetCounterData> a = \
    [](const NetworkDense & Array, uint i, uint j, NetCounterData * data)
```

Definition at line 123 of file network.hpp.

8.28.2 Typedef Documentation

8.28.2.1 NetCounter

```
template<typename Tnet = Network>
using NetCounter = Counter<Tnet, NetCounterData >
```

Definition at line 89 of file network.hpp.

8.28.2.2 NetCounters

```
template<typename Tnet = Network>
using NetCounters = Counters<Tnet, NetCounterData>
```

Definition at line 92 of file network.hpp.

8.28.2.3 NetModel

```
template<typename Tnet >
using NetModel = Model<Tnet, NetCounterData>
```

Definition at line 101 of file network.hpp.

8.28.2.4 NetRule

```
template<typename Tnet = Network>
using NetRule = Rule<Tnet, bool>
```

Definition at line 104 of file network.hpp.

8.28.2.5 NetRules

```
template<typename Tnet = Network>
using NetRules = Rules<Tnet, bool>
```

Definition at line 107 of file network.hpp.

8.28.2.6 NetStatsCounter

```
template<typename Tnet = Network>
using NetStatsCounter = StatsCounter<Tnet, NetCounterData>
```

Definition at line 98 of file network.hpp.

8.28.2.7 NetSupport

```
template<typename Tnet = Network>
using NetSupport = Support<Tnet, NetCounterData >
```

Definition at line 95 of file network.hpp.

8.28.2.8 Network

```
typedef BArray<double, NetworkData> Network
```

Definition at line 82 of file network.hpp.

8.28.2.9 NetworkDense

```
typedef BArrayDense<int, NetworkData> NetworkDense
```

Definition at line 83 of file network.hpp.

8.28.3 Function Documentation

8.28.3.1 rules_zerodiag()

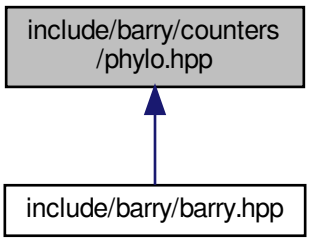
```
template<typename Tnet = Network>
void rules_zerodiag (
            NetRules< Tnet > * rules )  [inline]
```

Number of edges.

Definition at line 1320 of file network.hpp.

8.29 include/barry/counters/phylo.hpp File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class NodeData

  Data definition for the `PhyloArray` class.
- class PhyloCounterData
- class PhyloRuleDynData

Macros

- #define DEFAULT_DUPLICATION 1u
- #define DUPL_SPEC 0u
- #define DUPL_DUPL 1u
- #define DUPL_EITH 2u
- #define MAKE_DUPL_VARS()
- #define IS_EITHER() (DATA_AT == DUPL_EITH)
- #define IS_DUPLICATION() ((DATA_AT == DUPL_DUPL) & (DPL))
- #define IS_SPECIATION() ((DATA_AT == DUPL_SPEC) & (!DPL))
- #define IF_MATCHES()
- #define IF_NOTMATCHES()
- #define PHYLO_COUNTER_LAMBDA(a)

  Extension of a simple counter.
- #define PHYLO_RULE_DYN_LAMBDA(a)
- #define PHYLO_CHECK_MISSING()

Typedefs

- typedef std::vector< std::pair< uint, uint > > PhyloRuleData

Convenient typedefs for Node objects.

- typedef BArrayDense< uint, NodeData > PhyloArray
- typedef Counter< PhyloArray, PhyloCounterData > PhyloCounter
- typedef Counters< PhyloArray, PhyloCounterData > PhyloCounters
- typedef Rule< PhyloArray, PhyloRuleData > PhyloRule
- typedef Rules< PhyloArray, PhyloRuleData > PhyloRules
- typedef Rule< PhyloArray, PhyloRuleDynData > PhyloRuleDyn
- typedef Rules< PhyloArray, PhyloRuleDynData > PhyloRulesDyn
- typedef Support< PhyloArray, PhyloCounterData, PhyloRuleData, PhyloRuleDynData > PhyloSupport
- typedef StatsCounter< PhyloArray, PhyloCounterData > PhyloStatsCounter
- typedef Model< PhyloArray, PhyloCounterData, PhyloRuleData, PhyloRuleDynData > PhyloModel
- typedef PowerSet< PhyloArray, PhyloRuleData > PhyloPowerSet

Functions

- std::string get_last_name (unsigned int d)
- void counter_overall_gains (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Overall functional gains.
- void counter_gains (PhyloCounters *counters, std::vector< uint > nfun, unsigned int duplication=DEFAULT_DUPLICATION)

  Functional gains for a specific function (`nfun`).
- void counter_gains_k_offspring (PhyloCounters *counters, std::vector< uint > nfun, uint k=1u, unsigned int duplication=DEFAULT_DUPLICATION)

  k genes gain function nfun
- void counter_genes_changing (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Keeps track of how many genes are changing (either 0, 1, or 2 if dealing with regular trees.)
- void counter_prop_genes_changing (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Keeps track of how many genes are changing (either 0, 1, or 2 if dealing with regular trees.)
- void counter_overall_loss (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Overall functional loss.
- void counter_maxfuns (PhyloCounters *counters, uint lb, uint ub, unsigned int duplication=DEFAULT_DUPLICATION)

  Cap the number of functions per gene.
- void counter_loss (PhyloCounters *counters, std::vector< uint > nfun, unsigned int duplication=DEFAULT_DUPLICATION)

  Total count of losses for an specific function.
- void counter_overall_changes (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Total number of changes. Use this statistic to account for "preservation".
- void counter_subfun (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Total count of Sub-functionalization events.
- void counter_cogain (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Co-evolution (joint gain or loss)
- void counter_longest (PhyloCounters *counters, unsigned int duplication=DEFAULT_DUPLICATION)

  Longest branch mutates (either by gain or by loss)
- void counter_neofun (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Total number of neofunctionalization events.
- void counter_neofun_a2b (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Total number of neofunctionalization events.
- void counter_co_opt (PhyloCounters *counters, uint nfunA, uint nfunB, unsigned int duplication=DEFAULT_DUPLICATION)

  Function co-opting.
- void counter_k_genes_changing (PhyloCounters *counters, unsigned int k, unsigned int duplication=DEFAULT_DUPLICATION)

  Indicator function. Equals to one if k genes changed and zero otherwise.
- void counter_less_than_p_prop_genes_changing (PhyloCounters *counters, double p, unsigned int duplication=DEFAULT_DUPLICATION)

  Indicator function. Equals to one if k genes changed and zero otherwise.
- void rule_dyn_limit_changes (PhyloSupport *support, uint pos, uint lb, uint ub, unsigned int duplication=DEFAULT_DUPLICATIO

  Overall functional gains.

8.29.1 Macro Definition Documentation

8.29.1.1 DEFAULT_DUPLICATION

```
#define DEFAULT_DUPLICATION 1u
```

Definition at line 5 of file phylo.hpp.

8.29.1.2 DUPL_DUPL

```
#define DUPL_DUPL 1u
```

Definition at line 7 of file phylo.hpp.

8.29.1.3 DUPL_EITH

```
#define DUPL_EITH 2u
```

Definition at line 8 of file phylo.hpp.

8.29.1.4 DUPL_SPEC

```
#define DUPL_SPEC 0u
```

Definition at line 6 of file phylo.hpp.

8.29.1.5 IF_MATCHES

```
#define IF_MATCHES( )
```

Value:

```
    MAKE_DUPL_VARS() \
    if (IS_EITHER() | IS_DUPLICATION() | IS_SPECIATION())
```

Definition at line 19 of file phylo.hpp.

8.29.1.6 IF_NOTMATCHES

```
#define IF_NOTMATCHES( )
```

Value:

```
    MAKE_DUPL_VARS() \
    if (!IS_EITHER() & !IS_DUPLICATION() & !IS_SPECIATION())
```

Definition at line 21 of file phylo.hpp.

8.29.1.7 IS_DUPLICATION

```
#define IS_DUPLICATION( ) ((DATA_AT == DUPL_DUPL) & (DPL))
```

Definition at line 16 of file phylo.hpp.

8.29.1.8 IS_EITHER

```
#define IS_EITHER( ) (DATA_AT == DUPL_EITH)
```

Definition at line 15 of file phylo.hpp.

8.29.1.9 IS_SPECIATION

```
#define IS_SPECIATION( ) ((DATA_AT == DUPL_SPEC) & (!DPL))
```

Definition at line 17 of file phylo.hpp.

8.29.1.10 MAKE_DUPL_VARS

```
#define MAKE_DUPL_VARS( )
```

Value:

```
    bool DPL = Array.D()->duplication; \
    unsigned int DATA_AT = data->at(0u);
```

Definition at line 11 of file phylo.hpp.

8.29.1.11 PHYLO_CHECK_MISSING

```
#define PHYLO_CHECK_MISSING( )
```

Value:

```
    if (Array.D() == nullptr) \
    throw std::logic_error("The array data is nullptr."); \
    if (data == nullptr) \
    throw std::logic_error("The counter/rule data is nullptr.")
```

Definition at line 136 of file phylo.hpp.

8.29.1.12 PHYLO_COUNTER_LAMBDA

```
#define PHYLO_COUNTER_LAMBDA(
              a )
```

Value:

```
    Counter_fun_type<PhyloArray, PhyloCounterData> a = \
    [](const PhyloArray & Array, uint i, uint j, PhyloCounterData * data)
```

Extension of a simple counter.

It allows specifying extra arguments, in particular, the corresponding sets of rows to which this statistic may be relevant. This could be important in the case of, for example, counting correlation type statistics between function 1 and 2, and between function 1 and 3.

Definition at line 130 of file phylo.hpp.

8.29.1.13 PHYLO_RULE_DYN_LAMBDA

```
#define PHYLO_RULE_DYN_LAMBDA(
              a )
```

Value:

```
    Rule_fun_type<PhyloArray, PhyloRuleDynData> a = \
    [](const PhyloArray & Array, uint i, uint j, PhyloRuleDynData * data)
```

Definition at line 133 of file phylo.hpp.

8.29.2 Typedef Documentation

8.29.2.1 PhyloArray

```
typedef BArrayDense<uint, NodeData> PhyloArray
```

Definition at line 103 of file phylo.hpp.

8.29.2.2 PhyloCounter

```
typedef Counter<PhyloArray, PhyloCounterData > PhyloCounter
```

Definition at line 104 of file phylo.hpp.

8.29.2.3 PhyloCounters

```
typedef Counters< PhyloArray, PhyloCounterData> PhyloCounters
```

Definition at line 105 of file phylo.hpp.

8.29.2.4 PhyloModel

```
typedef Model<PhyloArray, PhyloCounterData, PhyloRuleData, PhyloRuleDynData > PhyloModel
```

Definition at line 115 of file phylo.hpp.

8.29.2.5 PhyloPowerSet

```
typedef PowerSet<PhyloArray, PhyloRuleData> PhyloPowerSet
```

Definition at line 116 of file phylo.hpp.

8.29.2.6 PhyloRule

```
typedef Rule<PhyloArray,PhyloRuleData> PhyloRule
```

Definition at line 107 of file phylo.hpp.

8.29.2.7 PhyloRuleData

```
typedef std::vector< std::pair< uint, uint > > PhyloRuleData
```

Definition at line 96 of file phylo.hpp.

8.29.2.8 PhyloRuleDyn

```
typedef Rule<PhyloArray,PhyloRuleDynData> PhyloRuleDyn
```

Definition at line 110 of file phylo.hpp.

8.29.2.9 PhyloRules

```
typedef Rules<PhyloArray,PhyloRuleData> PhyloRules
```

Definition at line 108 of file phylo.hpp.

8.29.2.10 PhyloRulesDyn

```
typedef Rules<PhyloArray,PhyloRuleDynData> PhyloRulesDyn
```

Definition at line 111 of file phylo.hpp.

8.29.2.11 PhyloStatsCounter

```
typedef StatsCounter<PhyloArray, PhyloCounterData> PhyloStatsCounter
```

Definition at line 114 of file phylo.hpp.

8.29.2.12 PhyloSupport

```
typedef Support<PhyloArray, PhyloCounterData, PhyloRuleData, PhyloRuleDynData > PhyloSupport
```

Definition at line 113 of file phylo.hpp.

8.29.3 Function Documentation

8.29.3.1 get_last_name()

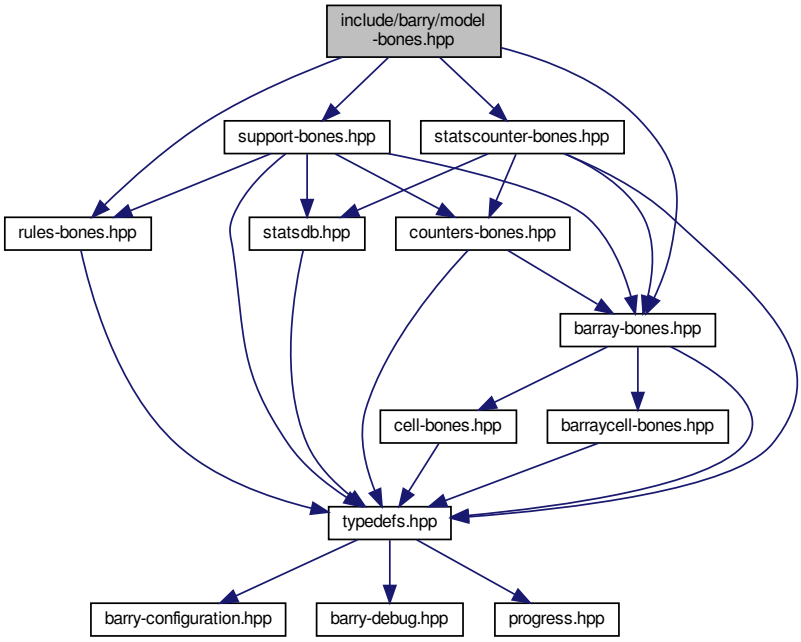
```
std::string get_last_name (
            unsigned int d )  [inline]
```

Definition at line 141 of file phylo.hpp.

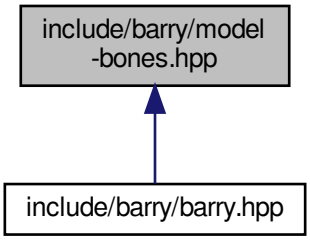
8.30 include/barry/model-bones.hpp File Reference

```
#include "barray-bones.hpp"
#include "support-bones.hpp"
#include "statscounter-bones.hpp"
#include "rules-bones.hpp"
```

Include dependency graph for model-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >

  General framework for discrete exponential models. This class allows generating discrete exponential models in the form of a linear exponential model:

Functions

- template<typename Array_Type >
  std::vector< double > keygen_default (const Array_Type &Array_)

  Array Hasher class (used for computing support)

8.30.1 Function Documentation

8.30.1.1 keygen_default()

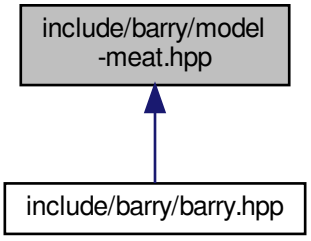
```
template<typename Array_Type >
std::vector< double > keygen_default (
            const Array_Type & Array_ )  [inline]
```

Array Hasher class (used for computing support)

Definition at line 17 of file model-bones.hpp.

8.31 include/barry/model-meat.hpp File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define MODEL_TYPE()
- #define MODEL_TEMPLATE_ARGS()
- #define MODEL_TEMPLATE(a, b) template MODEL_TEMPLATE_ARGS() inline a MODEL_TYPE()::b

Functions

- double update_normalizing_constant (const std::vector< double > &params, const std::vector< double > &support)
- double likelihood_ (const std::vector< double > &target_stats, const std::vector< double > &params, const double normalizing_constant, bool log_=false)
- MODEL_TEMPLATE (, Model)()
- MODEL_TEMPLATE (, Model)(const MODEL_TYPE() &Model_)

8.31.1 Macro Definition Documentation

8.31.1.1 MODEL_TEMPLATE

```
#define MODEL_TEMPLATE(
              a,
              b )  template MODEL_TEMPLATE_ARGS() inline a MODEL_TYPE()::b
```

Definition at line 80 of file model-meat.hpp.

8.31.1.2 MODEL_TEMPLATE_ARGS

```
#define MODEL_TEMPLATE_ARGS( )
```

Value:

```
<typename Array_Type, typename Data_Counter_Type,\
typename Data_Rule_Type, typename Data_Rule_Dyn_Type>
```

Definition at line 77 of file model-meat.hpp.

8.31.1.3 MODEL_TYPE

```
#define MODEL_TYPE( )
```

Value:

```
Model<Array_Type,Data_Counter_Type,Data_Rule_Type,\
Data_Rule_Dyn_Type>
```

Definition at line 74 of file model-meat.hpp.

8.31.2 Function Documentation

8.31.2.1 likelihood_()

```
double likelihood_ (
            const std::vector< double > & target_stats,
            const std::vector< double > & params,
            const double normalizing_constant,
            bool log_ = false )  [inline]
```

Definition at line 44 of file model-meat.hpp.

8.31.2.2 MODEL_TEMPLATE() [1/2]

```
MODEL_TEMPLATE (
            Model  )
```

Definition at line 84 of file model-meat.hpp.

8.31.2.3 MODEL_TEMPLATE() [2/2]

```
MODEL_TEMPLATE (
            Model  ) const &
```

Definition at line 139 of file model-meat.hpp.

8.31.2.4 update_normalizing_constant()

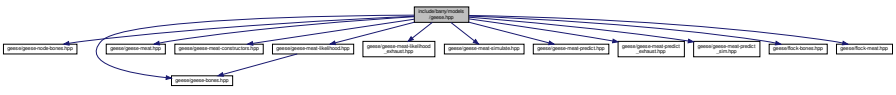
```
double update_normalizing_constant (
            const std::vector< double > & params,
            const std::vector< double > & support )  [inline]
```

Definition at line 11 of file model-meat.hpp.

8.32 include/barry/models/geese.hpp File Reference

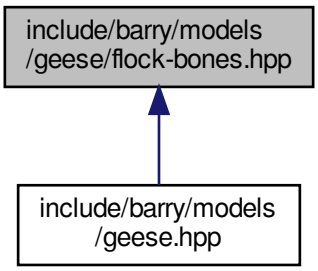
```
#include "geese/geese-node-bones.hpp"
#include "geese/geese-bones.hpp"
#include "geese/geese-meat.hpp"
#include "geese/geese-meat-constructors.hpp"
#include "geese/geese-meat-likelihood.hpp"
#include "geese/geese-meat-likelihood_exhaust.hpp"
#include "geese/geese-meat-simulate.hpp"
#include "geese/geese-meat-predict.hpp"
#include "geese/geese-meat-predict_exhaust.hpp"
#include "geese/geese-meat-predict_sim.hpp"
#include "geese/flock-bones.hpp"
#include "geese/flock-meat.hpp"
```

Include dependency graph for geese.hpp:



8.33 include/barry/models/geese/flock-bones.hpp File Reference

This graph shows which files directly or indirectly include this file:



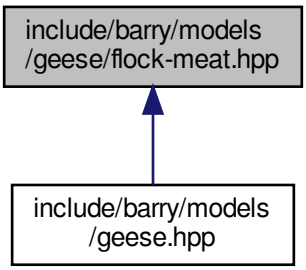
Classes

- class Flock

  A Flock is a group of Geese.

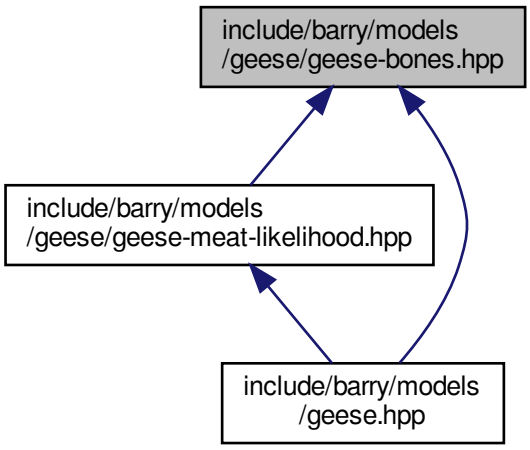
8.34 include/barry/models/geese/flock-meat.hpp File Reference

This graph shows which files directly or indirectly include this file:



8.35 include/barry/models/geese/geese-bones.hpp File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class Geese

  Annotated Phylo Model.

Macros

- #define INITIALIZED()

Functions

- template<typename Ta , typename Tb >
  std::vector< Ta > vector_caster (const std::vector< Tb > &x)
- RULE_FUNCTION (rule_empty_free)
- std::vector< double > keygen_full (const phylocounters::PhyloArray &array)
- bool vec_diff (const std::vector< unsigned int > &s, const std::vector< unsigned int > &a)

8.35.1 Macro Definition Documentation

8.35.1.1 INITIALIZED

```
#define INITIALIZED( )
```

Value:

```
    if (!this->initialized) \
    throw std::logic_error("The model has not been initialized yet.");
```

Definition at line 22 of file geese-bones.hpp.

8.35.2 Function Documentation

8.35.2.1 keygen_full()

```
std::vector< double > keygen_full (
            const phylocounters::PhyloArray & array )  [inline]
```

Definition at line 35 of file geese-bones.hpp.

8.35.2.2 RULE_FUNCTION()

```
RULE_FUNCTION (
            rule_empty_free  )
```

Definition at line 26 of file geese-bones.hpp.

8.35.2.3 vec_diff()

```
bool vec_diff (
            const std::vector< unsigned int > & s,
            const std::vector< unsigned int > & a )  [inline]
```

Definition at line 59 of file geese-bones.hpp.

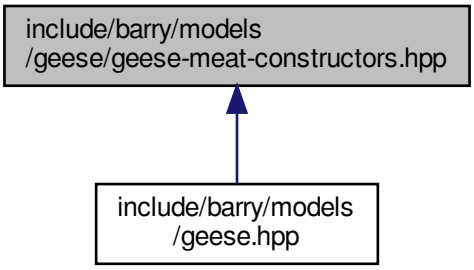
8.35.2.4 vector_caster()

```
template<typename Ta , typename Tb >
std::vector< Ta > vector_caster (
            const std::vector< Tb > & x )  [inline]
```

Definition at line 10 of file geese-bones.hpp.

8.36 include/barry/models/geese/geese-meat-constructors.hpp File Reference

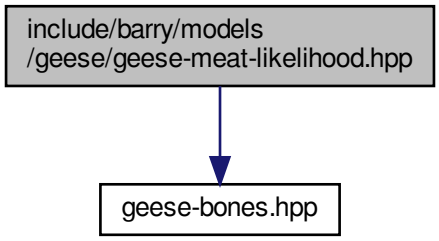
This graph shows which files directly or indirectly include this file:



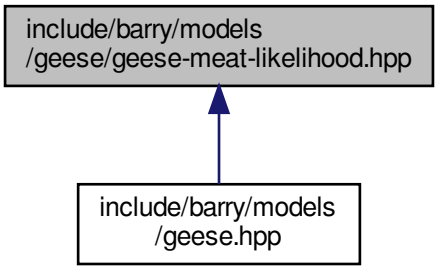
8.37 include/barry/models/geese/geese-meat-likelihood.hpp File Reference

```
#include "geese-bones.hpp"
```

Include dependency graph for geese-meat-likelihood.hpp:

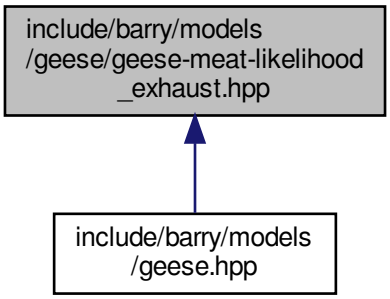


This graph shows which files directly or indirectly include this file:



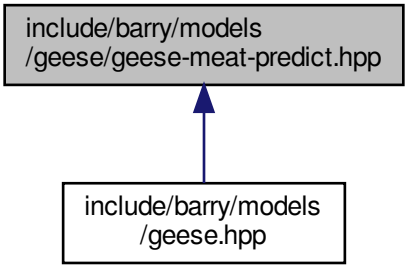
8.38 include/barry/models/geese/geese-meat-likelihood_exhaust.hpp File Reference

This graph shows which files directly or indirectly include this file:



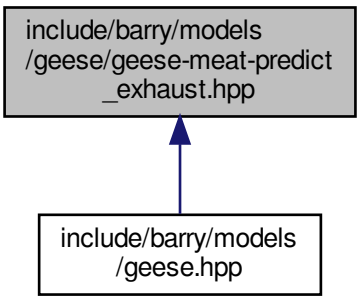
8.39 include/barry/models/geese/geese-meat-predict.hpp File Reference

This graph shows which files directly or indirectly include this file:



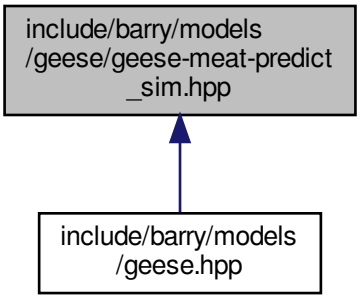
8.40 include/barry/models/geese/geese-meat-predict_exhaust.hpp File Reference

This graph shows which files directly or indirectly include this file:



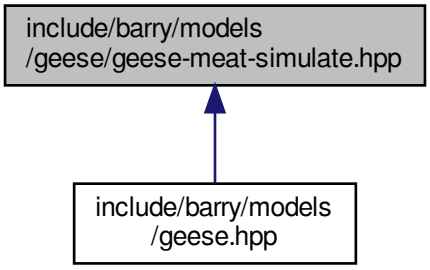
8.41 include/barry/models/geese/geese-meat-predict_sim.hpp File Reference

This graph shows which files directly or indirectly include this file:



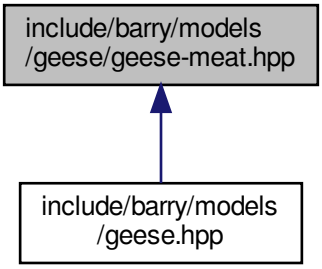
8.42 include/barry/models/geese/geese-meat-simulate.hpp File Reference

This graph shows which files directly or indirectly include this file:



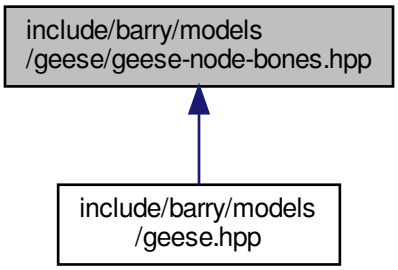
8.43 include/barry/models/geese/geese-meat.hpp File Reference

This graph shows which files directly or indirectly include this file:



8.44 include/barry/models/geese/geese-node-bones.hpp File Reference

This graph shows which files directly or indirectly include this file:



Classes

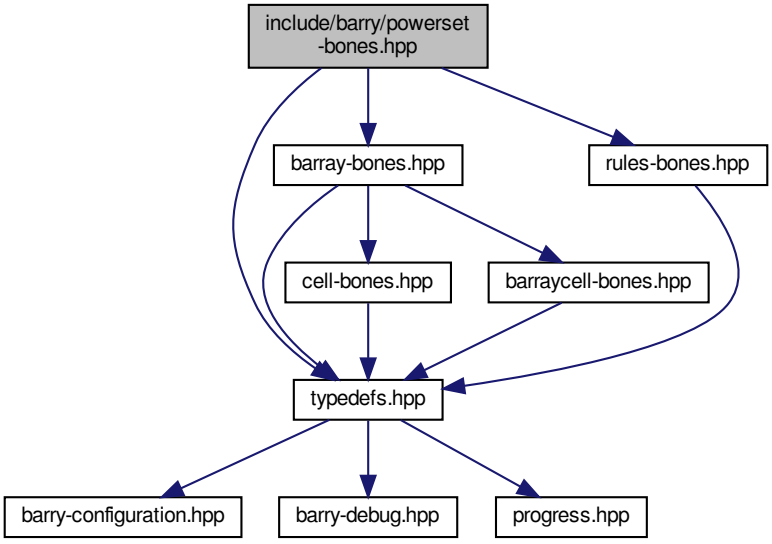
- class Node

  A single node for the model.

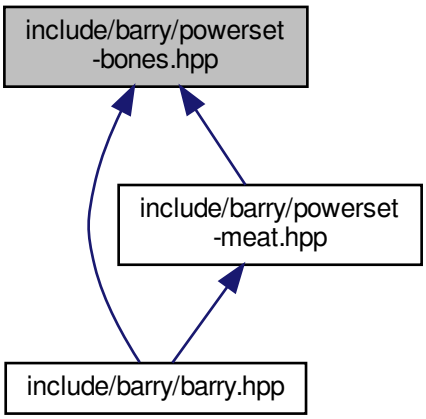
8.45 include/barry/powerset-bones.hpp File Reference

```
#include "typedefs.hpp"
#include "barray-bones.hpp"
#include "rules-bones.hpp"
```

Include dependency graph for powerset-bones.hpp:



This graph shows which files directly or indirectly include this file:



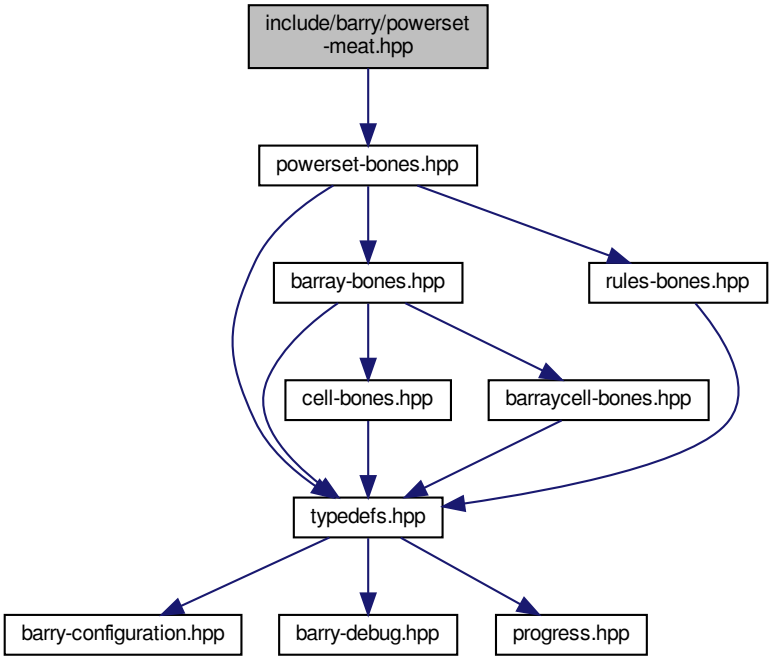
Classes

- class PowerSet< Array_Type, Data_Rule_Type >

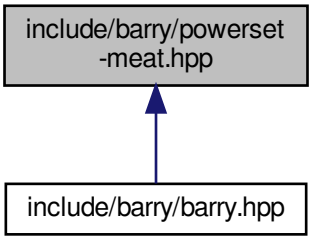
Powerset of a binary array.

8.46 include/barry/powerset-meat.hpp File Reference

`#include "powerset-bones.hpp"`
Include dependency graph for powerset-meat.hpp:

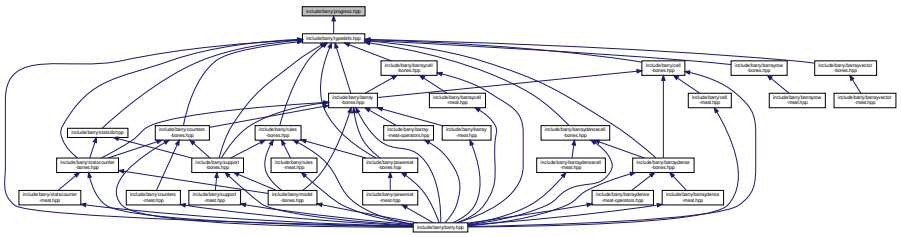


This graph shows which files directly or indirectly include this file:



8.47 include/barry/progress.hpp File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class Progress

  A simple progress bar.

Macros

- #define BARRY_PROGRESS_BAR_WIDTH 80

8.47.1 Macro Definition Documentation

8.47.1.1 BARRY_PROGRESS_BAR_WIDTH

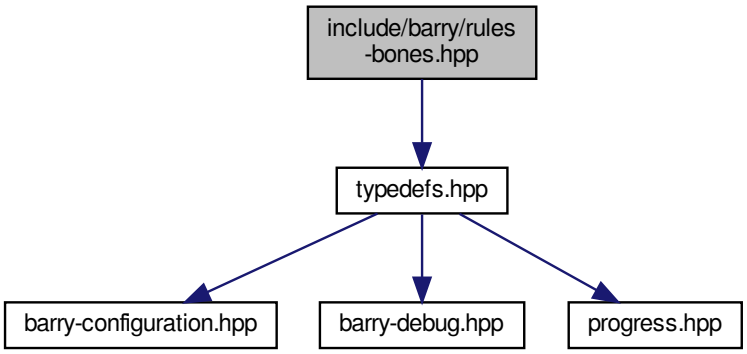
```
#define BARRY_PROGRESS_BAR_WIDTH 80
```

Definition at line 5 of file progress.hpp.

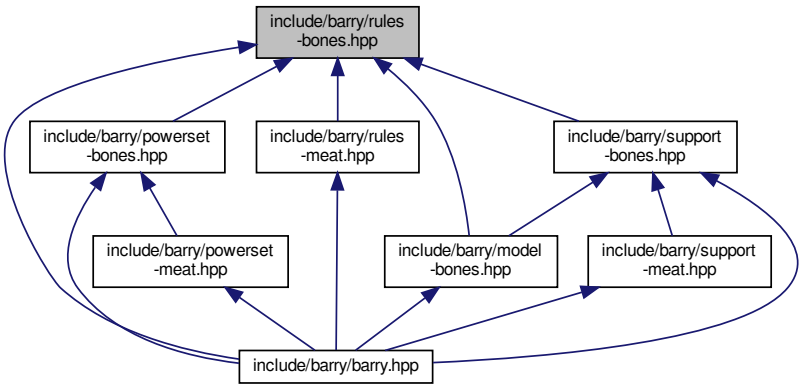
8.48 include/barry/rules-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for rules-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class Rule< Array_Type, Data_Type >

  Rule for determining if a cell should be included in a sequence.
- class Rules< Array_Type, Data_Type >

  Vector of objects of class Rule.

Functions

- template<typename Array_Type , typename Data_Type >
  bool rule_fun_default (const Array_Type *array, uint i, uint j, Data_Type *dat)

8.48.1 Function Documentation

8.48.1.1 rule_fun_default()

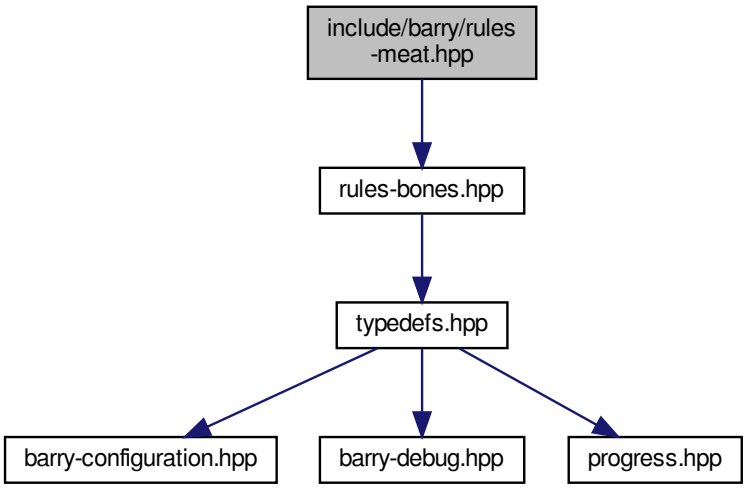
```
template<typename Array_Type , typename Data_Type >
bool rule_fun_default (
            const Array_Type * array,
            uint i,
            uint j,
            Data_Type * dat )
```

Definition at line 7 of file rules-bones.hpp.

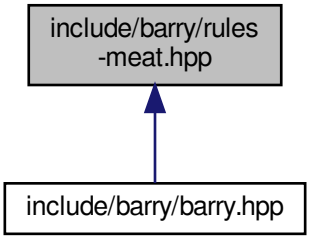
8.49 include/barry/rules-meat.hpp File Reference

```
#include "rules-bones.hpp"
```

Include dependency graph for rules-meat.hpp:



This graph shows which files directly or indirectly include this file:

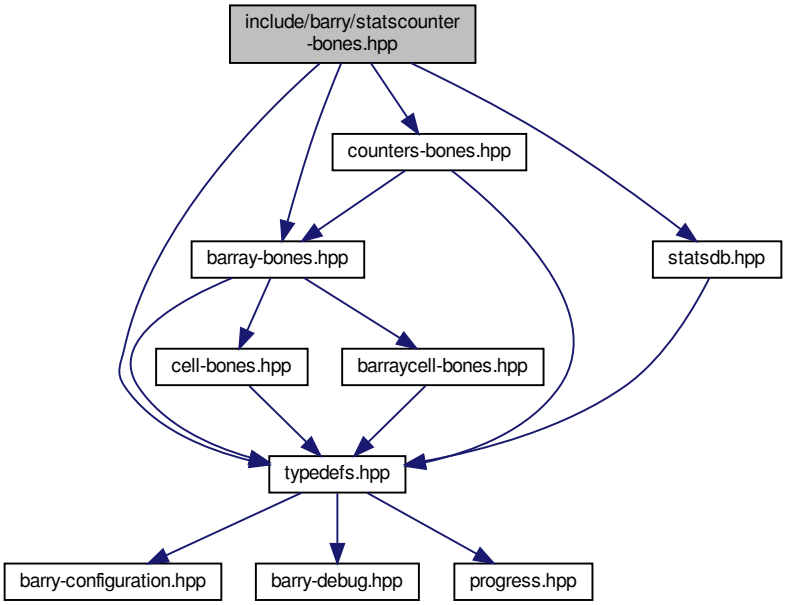


8.50 include/barry/statscounter-bones.hpp File Reference

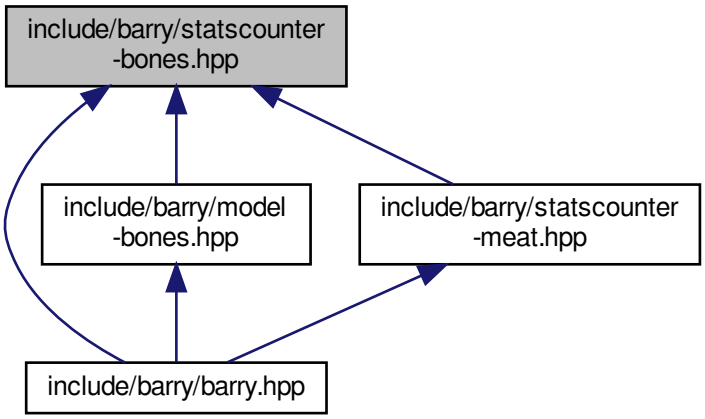
```
#include "typedefs.hpp"
#include "barray-bones.hpp"
#include "statsdb.hpp"
```

```
#include "counters-bones.hpp"
```

Include dependency graph for statscounter-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

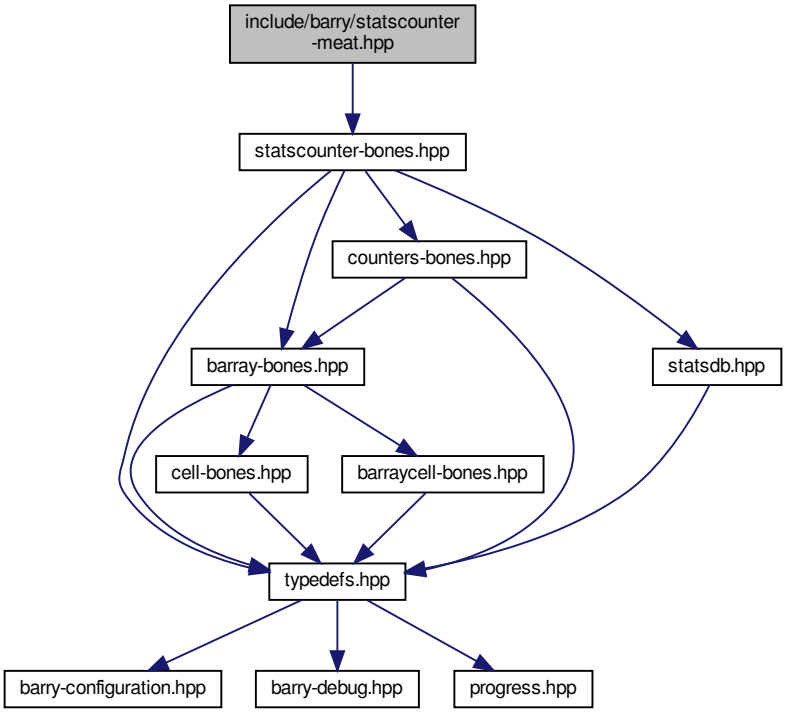
- class StatsCounter< Array_Type, Data_Type >

  Count stats for a single Array.

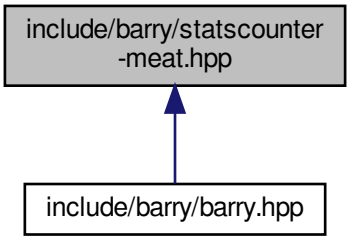
8.51 include/barry/statscounter-meat.hpp File Reference

```
#include "statscounter-bones.hpp"
```

Include dependency graph for statscounter-meat.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define STATSCOUNTER_TYPE() StatsCounter<Array_Type,Data_Type>
- #define STATSCOUNTER_TEMPLATE_ARGS() <typename Array_Type, typename Data_Type>
- #define STATSCOUNTER_TEMPLATE(a, b) template STATSCOUNTER_TEMPLATE_ARGS() inline a STATSCOUNTER_TYPE()::b

Functions

- STATSCOUNTER_TEMPLATE (, StatsCounter)(const StatsCounter< Array_Type
- EmptyArray clear ()
- STATSCOUNTER_TEMPLATE (,~StatsCounter)()
- STATSCOUNTER_TEMPLATE (void, reset_array)(const Array_Type *Array_)
- STATSCOUNTER_TEMPLATE (void, add_counter)(Counter< Array_Type
- STATSCOUNTER_TEMPLATE (void, set_counters)(Counters< Array_Type
- STATSCOUNTER_TEMPLATE (void, count_init)(uint i
- current_stats resize (counters->size(), 0.0)
- for (uint n=0u;n< counters->size();++n) current_stats[n]
- STATSCOUNTER_TEMPLATE (void, count_current)(uint i
- STATSCOUNTER_TEMPLATE (std::vector< std::string >, get_names)() const
- STATSCOUNTER_TEMPLATE (std::vector< std::string >, get_descriptions)() const

Variables

- Data_Type & counter
- EmptyArray = *Array
- current_stats = counter.current_stats
- counters = new Counters<Array_Type,Data_Type>((*counter.counters))
- counter_deleted = false
- Data_Type * f_
- return
- Data_Type * counters_
- uint j

8.51.1 Macro Definition Documentation

8.51.1.1 STATSCOUNTER_TEMPLATE

```
#define STATSCOUNTER_TEMPLATE(
              a,
              b )  template STATSCOUNTER_TEMPLATE_ARGS() inline a STATSCOUNTER_TYPE()::b
```

Definition at line 11 of file statscounter-meat.hpp.

8.51.1.2 STATSCOUNTER_TEMPLATE_ARGS

```
template STATSCOUNTER_TEMPLATE_ARGS( ) <typename Array_Type, typename Data_Type>
```

Definition at line 9 of file statscounter-meat.hpp.

8.51.1.3 STATSCOUNTER_TYPE

```
template Data_Type * STATSCOUNTER_TYPE( ) StatsCounter<Array_Type,Data_Type>
```

Definition at line 7 of file statscounter-meat.hpp.

8.51.2 Function Documentation

8.51.2.1 clear()

```
EmptyArray clear ( )
```

8.51.2.2 for()

```
for (
            uint n = 0u;n< counters->size();++n )
```

8.51.2.3 resize()

```
current_stats resize (
            counters-> size(),
            0.  0 )
```

8.51.2.4 STATSCOUNTER_TEMPLATE() [1/9]

```
STATSCOUNTER_TEMPLATE (
            StatsCounter  ) const
```

8.51.2.5 STATSCOUNTER_TEMPLATE() [2/9]

```
STATSCOUNTER_TEMPLATE (
            ~ StatsCounter )
```

Definition at line 30 of file statscounter-meat.hpp.

8.51.2.6 STATSCOUNTER_TEMPLATE() [3/9]

```
STATSCOUNTER_TEMPLATE (
            std::vector< std::string > ,
            get_descriptions  ) const
```

Definition at line 267 of file statscounter-meat.hpp.

8.51.2.7 STATSCOUNTER_TEMPLATE() [4/9]

```
STATSCOUNTER_TEMPLATE (
            std::vector< std::string > ,
            get_names  ) const
```

Definition at line 262 of file statscounter-meat.hpp.

8.51.2.8 STATSCOUNTER_TEMPLATE() [5/9]

```
STATSCOUNTER_TEMPLATE (
            void ,
            add_counter  )
```

8.51.2.9 STATSCOUNTER_TEMPLATE() [6/9]

```
STATSCOUNTER_TEMPLATE (
            void ,
            count_current  )
```

8.51.2.10 STATSCOUNTER_TEMPLATE() [7/9]

```
STATSCOUNTER_TEMPLATE (
            void ,
            count_init  )
```

8.51.2.11 STATSCOUNTER_TEMPLATE() [8/9]

```
STATSCOUNTER_TEMPLATE (
            void ,
            reset_array  ) const
```

Definition at line 37 of file statscounter-meat.hpp.

8.51.2.12 STATSCOUNTER_TEMPLATE() [9/9]

```
STATSCOUNTER_TEMPLATE (
             void ,
             set_counters  )
```

8.51.3 Variable Documentation

8.51.3.1 counter

```
Data_Type& counter
```

Initial value:

```
{
    Array      = counter.Array
```

Definition at line 15 of file statscounter-meat.hpp.

8.51.3.2 counter_deleted

```
counter_deleted = false
```

Definition at line 26 of file statscounter-meat.hpp.

8.51.3.3 counters

```
counters = new Counters<Array_Type,Data_Type>((*counter.counters))
```

Definition at line 25 of file statscounter-meat.hpp.

8.51.3.4 counters_

```
Data_Type* counters_
```

Initial value:

```
{

    if (!counter_deleted)
        delete counters
```

Definition at line 64 of file statscounter-meat.hpp.

8.51.3.5 current_stats

```
current_stats = counter.current_stats
```

Definition at line 22 of file statscounter-meat.hpp.

8.51.3.6 EmptyArray

```
EmptyArray = *Array
```

Definition at line 20 of file statscounter-meat.hpp.

8.51.3.7 f_

```
Data_Rule_Dyn_Type f_
```

Initial value:

```
{
    counters->add_counter(f_)
```

Definition at line 47 of file statscounter-meat.hpp.

8.51.3.8 j

```
uint j
```

Initial value:

```
{

    if (counters->size() == 0u)
        throw std::logic_error("No counters added: Cannot count without knowning what to count!")
```

Definition at line 77 of file statscounter-meat.hpp.

8.51.3.9 return

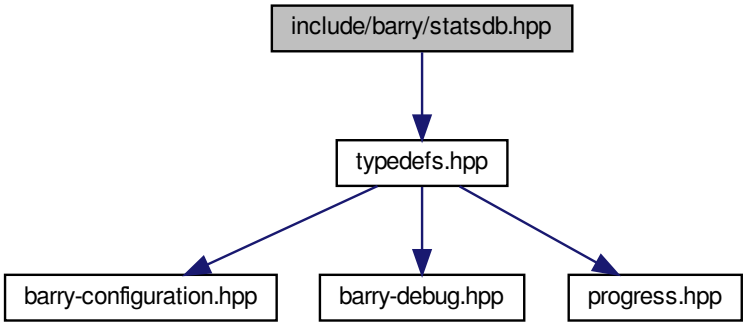
```
return
```

Definition at line 51 of file statscounter-meat.hpp.

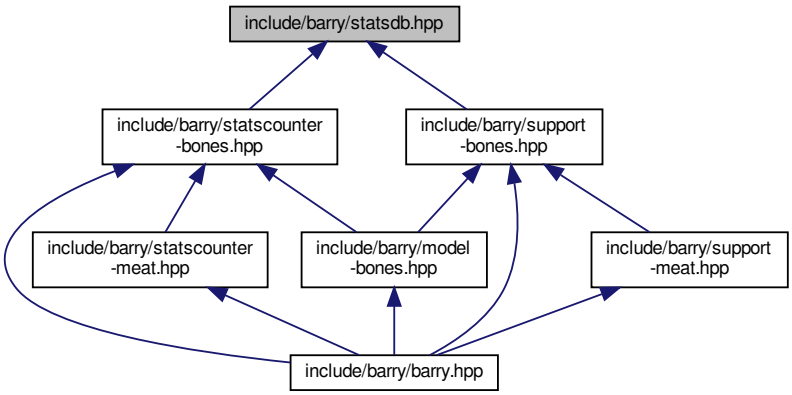
8.52 include/barry/statsdb.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for statsdb.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class FreqTable< T >

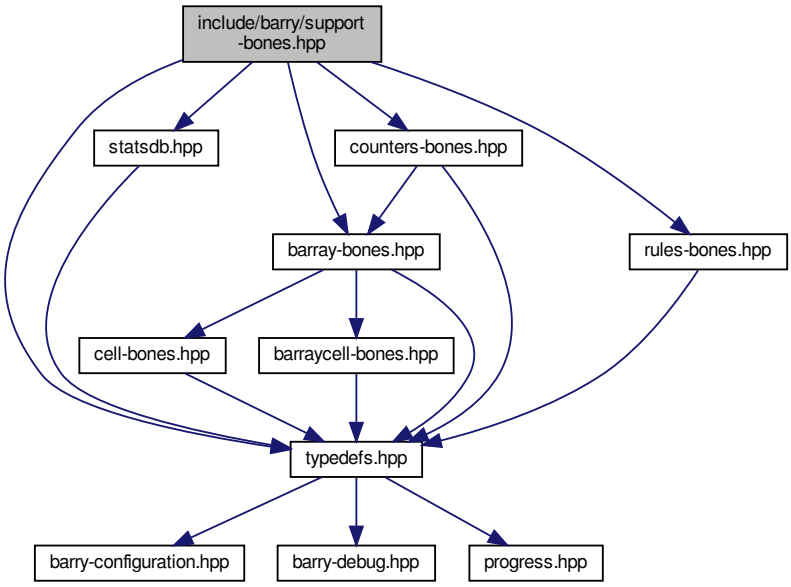
  Database of statistics.

8.53 include/barry/support-bones.hpp File Reference

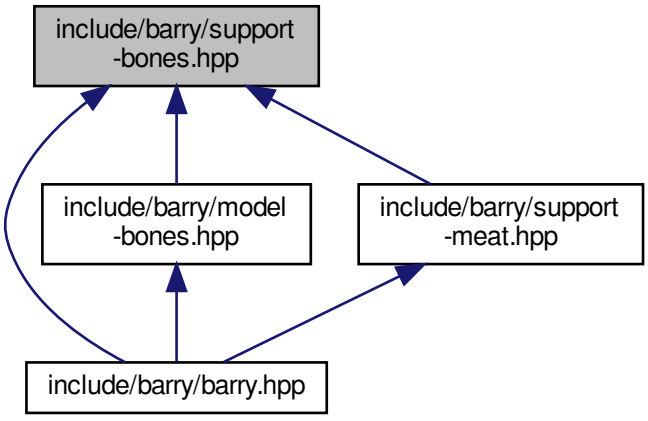
```
#include "typedefs.hpp"
#include "barray-bones.hpp"
```

```
#include "statsdb.hpp"
#include "counters-bones.hpp"
#include "rules-bones.hpp"
```

Include dependency graph for support-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

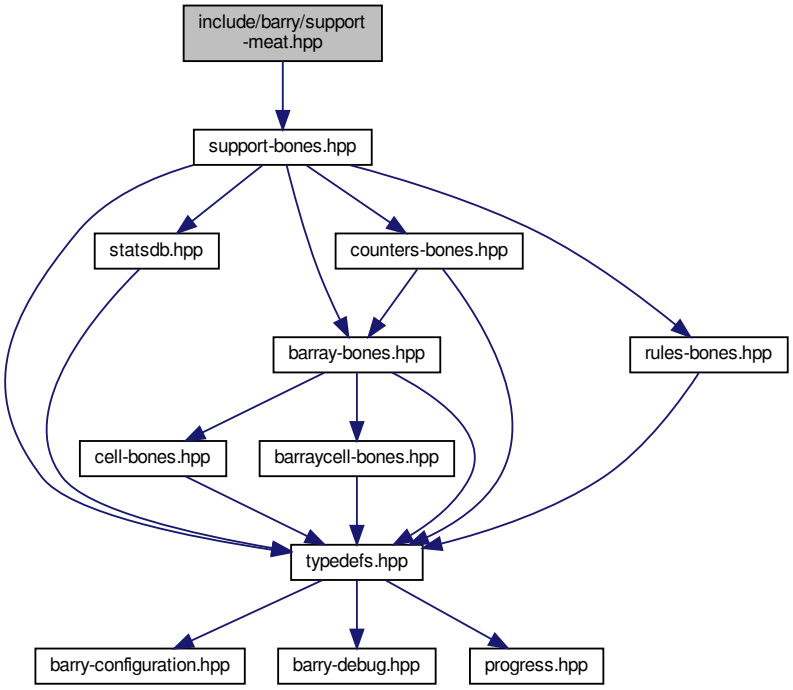
- class Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >

  Compute the support of sufficient statistics.

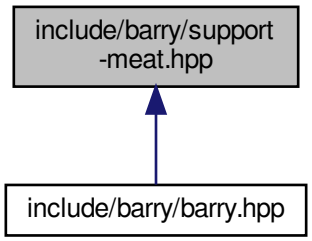
8.54 include/barry/support-meat.hpp File Reference

```
#include "support-bones.hpp"
```

Include dependency graph for support-meat.hpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define BARRY_SUPPORT_MEAT_HPP 1
- #define SUPPORT_TEMPLATE_ARGS()
- #define SUPPORT_TYPE()
- #define SUPPORT_TEMPLATE(a, b)

Functions

- SUPPORT_TEMPLATE (void, init_support)(std
- SUPPORT_TEMPLATE (void, reset_array)()
- SUPPORT_TEMPLATE (void, reset_array)(const Array_Type &Array_)
- SUPPORT_TEMPLATE (void, calc_backend_sparse)(uint pos
- calc_backend_sparse (pos+1u, array_bank, stats_bank)
- EmptyArray insert_cell (coord_i, coord_j, EmptyArray.default_val().value, false, false)
- for (uint n=0u;n< n_counters;++n)
- if (rules_dyn->size() > 0u)
- if (array_bank !=nullptr) array_bank -> push_back(EmptyArray)
- if (stats_bank !=nullptr) stats_bank -> push_back(current_stats)
- EmptyArray rm_cell (coord_i, coord_j, false, false)
- if (change_stats_different > 0u)
- SUPPORT_TEMPLATE (void, calc_backend_dense)(uint pos
- calc_backend_dense (pos+1u, array_bank, stats_bank)
- EmptyArray insert_cell (coord_i, coord_j, 1, false, false)
- SUPPORT_TEMPLATE (void, calc)(std
- SUPPORT_TEMPLATE (void, add_counter)(Counter< Array_Type
- SUPPORT_TEMPLATE (void, set_counters)(Counters< Array_Type
- SUPPORT_TEMPLATE (void, add_rule)(Rule< Array_Type
- SUPPORT_TEMPLATE (void, set_rules)(Rules< Array_Type
- SUPPORT_TEMPLATE (void, add_rule_dyn)(Rule< Array_Type
- SUPPORT_TEMPLATE (void, set_rules_dyn)(Rules< Array_Type
- SUPPORT_TEMPLATE (bool, eval_rules_dyn)(const std
- SUPPORT_TEMPLATE (std::vector< double >, get_counts)() const
- SUPPORT_TEMPLATE (std::vector< double > *, get_current_stats)()
- SUPPORT_TEMPLATE (void, print)() const
- SUPPORT_TEMPLATE (const FreqTable<> &, get_data)() const

Variables

- std::vector< Array_Type > * array_bank
- std::vector< Array_Type > std::vector< std::vector< double > > * stats_bank
- const size_t & coord_i = coordinates_free[pos * 2u]
- const size_t & coord_j = coordinates_free[pos * 2u + 1u]
- double tmp_chng
- unsigned int change_stats_different = hashes_initialized[pos] ? 0u : 1u
- else
- & hashes [pos]
- return
- Data_Counter_Type * f_
- Data_Counter_Type * counters_
- delete_counters = false
- counters = counters_
- Data_Rule_Type * rules_
- delete_rules = false
- rules = rules_
- delete_rules_dyn = false
- rules_dyn = rules_

8.54.1 Macro Definition Documentation

8.54.1.1 BARRY_SUPPORT_MEAT_HPP

```
#define BARRY_SUPPORT_MEAT_HPP 1
```

Definition at line 4 of file support-meat.hpp.

8.54.1.2 SUPPORT_TEMPLATE

```
#define SUPPORT_TEMPLATE(
              a,
              b )
```

Value:

```
template SUPPORT_TEMPLATE_ARGS() \
inline a SUPPORT_TYPE()::b
```

Definition at line 12 of file support-meat.hpp.

8.54.1.3 SUPPORT_TEMPLATE_ARGS

```
template SUPPORT_TEMPLATE_ARGS( )
```

Value:

```
<typename Array_Type, typename \
Data_Counter_Type, typename Data_Rule_Type, typename Data_Rule_Dyn_Type>
```

Definition at line 6 of file support-meat.hpp.

8.54.1.4 SUPPORT_TYPE

```
template Data_Rule_Dyn_Type * SUPPORT_TYPE( )
```

Value:

```
Support<Array_Type,Data_Counter_Type,Data_Rule_Type,\
Data_Rule_Dyn_Type>
```

Definition at line 9 of file support-meat.hpp.

8.54.2 Function Documentation

8.54.2.1 calc_backend_dense()

```
calc_backend_dense (
            pos+ 1u,
            array_bank ,
            stats_bank  )
```

8.54.2.2 calc_backend_sparse()

```
calc_backend_sparse (
            pos+ 1u,
            array_bank ,
            stats_bank  )
```

8.54.2.3 for()

```
for ( )
```

Definition at line 160 of file support-meat.hpp.

8.54.2.4 if() [1/4]

```
if (
            array_bank !    = nullptr ) -> push_back(EmptyArray)
```

8.54.2.5 if() [2/4]

```
if (
            change_stats_different ,
            0u  )
```

Definition at line 241 of file support-meat.hpp.

8.54.2.6 if() [3/4]

```
if (
            rules_dyn-> size(),
            0u  )
```

Definition at line 189 of file support-meat.hpp.

8.54.2.7 if() [4/4]

```
if (
            stats_bank !     = nullptr ) -> push_back(current_stats)
```

8.54.2.8 insert_cell() [1/2]

```
EmptyArray insert_cell (
            coord_i ,
            coord_j ,
            1 ,
            false ,
            false  )
```

8.54.2.9 insert_cell() [2/2]

```
EmptyArray insert_cell (
            coord_i ,
            coord_j ,
            EmptyArray.default_val().  value,
            false ,
            false  )
```

8.54.2.10 rm_cell()

```
EmptyArray rm_cell (
            coord_i ,
            coord_j ,
            false ,
            false  )
```

8.54.2.11 SUPPORT_TEMPLATE() [1/17]

```
SUPPORT_TEMPLATE (
            bool ,
            eval_rules_dyn  ) const
```

Definition at line 489 of file support-meat.hpp.

8.54.2.12 SUPPORT_TEMPLATE() [2/17]

```
SUPPORT_TEMPLATE (
            const FreqTable<> & ,
            get_data  ) const
```

Definition at line 538 of file support-meat.hpp.

8.54.2.13 SUPPORT_TEMPLATE() [3/17]

```
SUPPORT_TEMPLATE (
            std::vector< double > * ,
            get_current_stats  )
```

Definition at line 523 of file support-meat.hpp.

8.54.2.14 SUPPORT_TEMPLATE() [4/17]

```
SUPPORT_TEMPLATE (
            std::vector< double > ,
            get_counts  ) const
```

Definition at line 511 of file support-meat.hpp.

8.54.2.15 SUPPORT_TEMPLATE() [5/17]

```
SUPPORT_TEMPLATE (
            void ,
            add_counter  )
```

8.54.2.16 SUPPORT_TEMPLATE() [6/17]

```
SUPPORT_TEMPLATE (
            void ,
            add_rule  )
```

8.54.2.17 SUPPORT_TEMPLATE() [7/17]

```
SUPPORT_TEMPLATE (
            void ,
            add_rule_dyn  )
```

8.54.2.18 SUPPORT_TEMPLATE() [8/17]

```
SUPPORT_TEMPLATE (
            void ,
            calc  )
```

Definition at line 363 of file support-meat.hpp.

8.54.2.19 SUPPORT_TEMPLATE() [9/17]

```
SUPPORT_TEMPLATE (
            void ,
            calc_backend_dense  )
```

8.54.2.20 SUPPORT_TEMPLATE() [10/17]

```
SUPPORT_TEMPLATE (
            void ,
            calc_backend_sparse  )
```

8.54.2.21 SUPPORT_TEMPLATE() [11/17]

```
SUPPORT_TEMPLATE (
            void ,
            init_support  )
```

Definition at line 16 of file support-meat.hpp.

8.54.2.22 SUPPORT_TEMPLATE() [12/17]

```
SUPPORT_TEMPLATE (
            void ,
            print  ) const
```

Definition at line 527 of file support-meat.hpp.

8.54.2.23 SUPPORT_TEMPLATE() [13/17]

```
SUPPORT_TEMPLATE (
            void ,
            reset_array  )
```

Definition at line 115 of file support-meat.hpp.

8.54.2.24 SUPPORT_TEMPLATE() [14/17]

```
SUPPORT_TEMPLATE (
            void ,
            reset_array  ) const &
```

Definition at line 121 of file support-meat.hpp.

8.54.2.25 SUPPORT_TEMPLATE() [15/17]

```
SUPPORT_TEMPLATE (
            void ,
            set_counters  )
```

8.54.2.26 SUPPORT_TEMPLATE() [16/17]

```
SUPPORT_TEMPLATE (
            void ,
            set_rules  )
```

8.54.2.27 SUPPORT_TEMPLATE() [17/17]

```
SUPPORT_TEMPLATE (
            void ,
            set_rules_dyn  )
```

8.54.3 Variable Documentation

8.54.3.1 array_bank

```
std::vector< Array_Type > * array_bank
```

Definition at line 132 of file support-meat.hpp.

8.54.3.2 change_stats_different

```
unsigned int change_stats_different = hashes_initialized[pos] ?  0u :  1u
```

Definition at line 159 of file support-meat.hpp.

8.54.3.3 coord_i

```
const size_t & coord_i = coordinates_free[pos * 2u]
```

Definition at line 145 of file support-meat.hpp.

8.54.3.4 coord_j

```
const size_t & coord_j = coordinates_free[pos * 2u + 1u]
```

Definition at line 146 of file support-meat.hpp.

8.54.3.5 counters

```
counters = counters_
```

Definition at line 417 of file support-meat.hpp.

8.54.3.6 counters_

```
Data_Counter_Type* counters_
```

Initial value:

```
{

    if (delete_counters)
        delete counters
```

Definition at line 410 of file support-meat.hpp.

8.54.3.7 delete_counters

```
delete_counters = false
```

Definition at line 416 of file support-meat.hpp.

8.54.3.8 delete_rules

```
delete_rules = false
```

Definition at line 450 of file support-meat.hpp.

8.54.3.9 delete_rules_dyn

```
delete_rules_dyn = false
```

Definition at line 482 of file support-meat.hpp.

8.54.3.10 else

```
else (
             void  )
```

Initial value:

```
{
        if (change_stats_different > 0u)
            hashes[pos] = data.add(current_stats, nullptr)
```

Definition at line 214 of file support-meat.hpp.

8.54.3.11 f_

```
Data_Rule_Dyn_Type f_
```

Initial value:

```
{

    counters->add_counter(f_)
```

Definition at line 392 of file support-meat.hpp.

8.54.3.12 hashes

```
& hashes
```

Definition at line 219 of file support-meat.hpp.

8.54.3.13 return

```
return
```

Definition at line 249 of file support-meat.hpp.

8.54.3.14 rules

```
rules = rules_
```

Definition at line 451 of file support-meat.hpp.

8.54.3.15 rules_

```
Data_Rule_Dyn_Type * rules_
```

Initial value:

```
{

    if (delete_rules)
        delete rules
```

Definition at line 444 of file support-meat.hpp.

8.54.3.16 rules_dyn

```
rules_dyn = rules_
```

Definition at line 483 of file support-meat.hpp.

8.54.3.17 stats_bank

```
std::vector< Array_Type > std::vector< std::vector< double > > * stats_bank
```

Initial value:

```
{

    if (pos >= coordiantes_n_free)
        return
```

Definition at line 133 of file support-meat.hpp.

8.54.3.18 tmp_chng

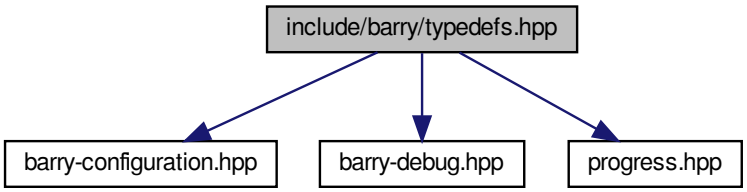
```
double tmp_chng
```

Definition at line 158 of file support-meat.hpp.

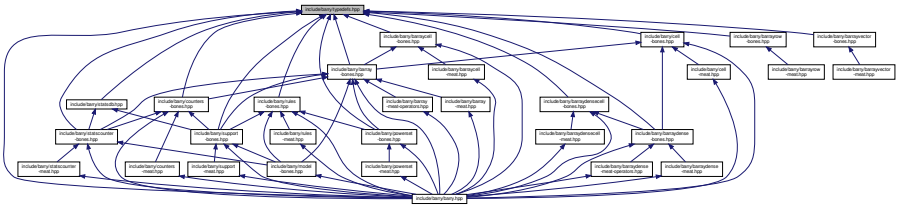
8.55 include/barry/typedefs.hpp File Reference

```
#include "barry-configuration.hpp"
#include "barry-debug.hpp"
#include "progress.hpp"
```

Include dependency graph for typedefs.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class Entries< Cell_Type >

  A wrapper class to store `source`, `target`, `val` from a `BArray` object.
- struct vecHasher< T >

Namespaces

- CHECK

  Integer constants used to specify which cell should be check.
- EXISTS

  Integer constants used to specify which cell should be check to exist or not.

Typedefs

- typedef unsigned int uint
- typedef std::vector< std::pair< std::vector< double >, uint > > Counts_type
- template<typename Cell_Type >
  using Row_type = Map< uint, Cell< Cell_Type > >
- template<typename Cell_Type >
  using Col_type = Map< uint, Cell< Cell_Type > * >
- template<typename Ta = double, typename Tb = uint>
  using MapVec_type = std::unordered_map< std::vector< Ta >, Tb, vecHasher< Ta > >
- template<typename Array_Type , typename Data_Type >
  using Counter_fun_type = std::function< double(const Array_Type &, uint, uint, Data_Type *)>

  Counter and rule functions.
- template<typename Array_Type , typename Data_Type >
  using Rule_fun_type = std::function< bool(const Array_Type &, uint, uint, Data_Type *)>

Functions

- template<typename T >
  T vec_inner_prod (const std::vector< T > &a, const std::vector< T > &b)
- template<> double vec_inner_prod (const std::vector< double > &a, const std::vector< double > &b)
- template<typename T >
  bool vec_equal (const std::vector< T > &a, const std::vector< T > &b)

  Compares if -a- and -b- are equal.
- template<typename T >
  bool vec_equal_approx (const std::vector< T > &a, const std::vector< T > &b, double eps=1e-10)

Variables

- const int CHECK::BOTH = -1
- const int CHECK::NONE = 0
- const int CHECK::ONE = 1
- const int CHECK::TWO = 2
- const int EXISTS::BOTH = -1
- const int EXISTS::NONE = 0
- const int EXISTS::ONE = 1
- const int EXISTS::TWO = 1
- const int EXISTS::UKNOWN = -1
- const int EXISTS::AS_ZERO = 0
- const int EXISTS::AS_ONE = 1

8.55.1 Typedef Documentation

8.55.1.1 Col_type

```
template<typename Cell_Type >
using Col_type = Map< uint, Cell<Cell_Type>* >
```

Definition at line 71 of file typedefs.hpp.

8.55.1.2 Counter_fun_type

```
template<typename Array_Type , typename Data_Type >
using Counter_fun_type = std::function<double(const Array_Type &, uint, uint, Data_Type *)>
```

Counter and rule functions.

Parameters

Array_Type	a BArray
unit,uint	Focal cell
Data_Type	Data associated with the function, for example, id of the attribute in the Array.

Returns

`Counter_fun_type` a double (the change statistic)

`Rule_fun_type` a bool. True if the cell is blocked.

Definition at line 148 of file typedefs.hpp.

8.55.1.3 Counts_type

```
typedef std::vector< std::pair< std::vector<double>, uint > > Counts_type
```

Definition at line 52 of file typedefs.hpp.

8.55.1.4 MapVec_type

```
template<typename Ta = double, typename Tb = uint>
using MapVec_type = std::unordered_map< std::vector< Ta >, Tb, vecHasher<Ta> >
```

Definition at line 129 of file typedefs.hpp.

8.55.1.5 Row_type

```
template<typename Cell_Type >
using Row_type = Map< uint, Cell<Cell_Type> >
```

Definition at line 68 of file typedefs.hpp.

8.55.1.6 Rule_fun_type

```
template<typename Array_Type , typename Data_Type >
using Rule_fun_type = std::function<bool(const Array_Type &, uint, uint, Data_Type *)>
```

Definition at line 151 of file typedefs.hpp.

8.55.1.7 uint

```
typedef unsigned int uint
```

Definition at line 18 of file typedefs.hpp.

8.55.2 Function Documentation

8.55.2.1 vec_equal()

```
template<typename T >
bool vec_equal (
            const std::vector< T > & a,
            const std::vector< T > & b )  [inline]
```

Compares if -a- and -b- are equal.

Parameters

a,b	Two vectors of the same length

Returns

`true` if all elements are equal.

Definition at line 162 of file typedefs.hpp.

8.55.2.2 vec_equal_approx()

```
template<typename T >
bool vec_equal_approx (
            const std::vector< T > & a,
            const std::vector< T > & b,
            double eps = 1e-10 )  [inline]
```

Definition at line 180 of file typedefs.hpp.

8.55.2.3 vec_inner_prod() [1/2]

```
template<>
double vec_inner_prod (
            const std::vector< double > & a,
            const std::vector< double > & b )  [inline]
```

Definition at line 219 of file typedefs.hpp.

8.55.2.4 vec_inner_prod() [2/2]

```
template<typename T >
T vec_inner_prod (
            const std::vector< T > & a,
            const std::vector< T > & b )  [inline]
```

Definition at line 200 of file typedefs.hpp.

8.56 README.md File Reference

Index

~BArray
BArray< Cell_Type, Data_Type >, 35
~BArrayCell
BArrayCell< Cell_Type, Data_Type >, 46
~BArrayCell_const
BArrayCell_const< Cell_Type, Data_Type >, 48
~BArrayDense
BArrayDense< Cell_Type, Data_Type >, 54
~BArrayDenseCell
BArrayDenseCell< Cell_Type, Data_Type >, 66
~BArrayRow
BArrayRow< Cell_Type, Data_Type >, 79
~BArrayRow_const
BArrayRow_const< Cell_Type, Data_Type >, 81
~BArrayVector
BArrayVector< Cell_Type, Data_Type >, 84
~BArrayVector_const
BArrayVector_const< Cell_Type, Data_Type >, 87
~Cell
Cell< Cell_Type >, 91
~ConstBArrayRowIter
ConstBArrayRowIter< Cell_Type, Data_Type >, 96
~Counter
Counter< Array_Type, Data_Type >, 99
~Counters
Counters< Array_Type, Data_Type >, 103
~Entries
Entries< Cell_Type >, 108
~Flock
Flock, 110
~FreqTable
FreqTable< T >, 116
~Geese
Geese, 122
~Model
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 134
~NetCounterData
NetCounterData, 145
~NetworkData
NetworkData, 147
~Node
Node, 150
~PhyloRuleDynData
PhyloRuleDynData, 158
~PowerSet
PowerSet< Array_Type, Data_Rule_Type >, 162
~Progress
Progress, 167
~Rule
Rule< Array_Type, Data_Type >, 168
~Rules
Rules< Array_Type, Data_Type >, 170
~StatsCounter
StatsCounter< Array_Type, Data_Type >, 174
~Support
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 179

active
Cell< Cell_Type >, 94
add
barray-meat.hpp, 208
barraydense-meat.hpp, 235
Cell< Cell_Type >, 92, 93
FreqTable< T >, 116
add_array
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 135
add_counter
Counters< Array_Type, Data_Type >, 104
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 135
StatsCounter< Array_Type, Data_Type >, 175
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 180
add_data
Flock, 110
add_rule
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 136
PowerSet< Array_Type, Data_Rule_Type >, 162
Rules< Array_Type, Data_Type >, 171
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 180
add_rule_dyn
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 136, 137
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 180

annotations
Node, 151
ans
barray-meat.hpp, 199, 208
barraydense-meat.hpp, 225, 236
Array
ConstBArrayRowIter< Cell_Type, Data_Type >, 96
array
Node, 151
Array_
barray-meat.hpp, 208
array_bank
support-meat.hpp, 329
arrays
Node, 151
AS_ONE
EXISTS, 29
as_vector
FreqTable< T >, 116
AS_ZERO
EXISTS, 29
at
PhyloCounterData, 156

BArray
BArray< Cell_Type, Data_Type >, 34, 35
BArray< Cell_Type, Data_Type >, 31
∼BArray, 35
BArray, 34, 35
BArrayCell< Cell_Type, Data_Type >, 44
BArrayCell_const< Cell_Type, Data_Type >, 44
clear, 35
col, 35
D, 36
default_val, 36
flush_data, 36
get_cell, 36
get_col_vec, 36, 37
get_entries, 37
get_row_vec, 37
insert_cell, 37, 38
is_dense, 38
is_empty, 38
ncol, 38
nnozero, 39
nrow, 39
operator∗=, 39
operator(), 39
operator+=, 39, 40
operator-=, 40
operator/=, 40
operator=, 41
operator==, 41
out_of_range, 41
print, 41
reserve, 41
resize, 42
rm_cell, 42
row, 42
set_data, 42
swap_cells, 43
swap_cols, 43
swap_rows, 43
toggle_cell, 43
toggle_lock, 43
transpose, 44
visited, 45
zero_col, 44
zero_row, 44
barray-bones.hpp
BARRAY_BONES_HPP, 190
barray-meat-operators.hpp
BARRAY_TEMPLATE, 192–194
BARRAY_TEMPLATE_ARGS, 192, 194
BARRAY_TYPE, 192, 194
BARRY_BARRAY_MEAT_OPERATORS_HPP, 192
COL, 193
for, 194
operator(), 195
rhs, 195
ROW, 193
this, 195
barray-meat.hpp
add, 208
ans, 199, 208
Array_, 208
BARRAY_TEMPLATE, 198–203
BARRAY_TEMPLATE_ARGS, 198, 203
BARRAY_TYPE, 198
check_bounds, 208
check_exists, 209
COL, 199, 203
col0, 209
const, 209
copy_data, 209
data, 210
delete_data, 210
delete_data_, 210
else, 210
false, 210
first, 211
for, 204
i1, 211
if, 204–207
j, 211
j0, 211
j1, 211
M, 207, 211
M_, 212
N, 212
NCells, 212
report, 212
resize, 207
return, 207, 212
ROW, 199, 207, 208
row0, 213

search, 213
source, 213
target, 213
v, 213
value, 213
BARRAY_BONES_HPP
barray-bones.hpp, 190
BARRAY_TEMPLATE
barray-meat-operators.hpp, 192–194
barray-meat.hpp, 198–203
BARRAY_TEMPLATE_ARGS
barray-meat-operators.hpp, 192, 194
barray-meat.hpp, 198, 203
BARRAY_TYPE
barray-meat-operators.hpp, 192, 194
barray-meat.hpp, 198
BArrayCell
BArrayCell< Cell_Type, Data_Type >, 46
BArrayCell< Cell_Type, Data_Type >, 45
∼BArrayCell, 46
BArray< Cell_Type, Data_Type >, 44
BArrayCell, 46
operator Cell_Type, 46
operator∗=, 46
operator+=, 46
operator-=, 47
operator/=, 47
operator=, 47
operator==, 47
BArrayCell_const
BArrayCell_const< Cell_Type, Data_Type >, 48
BArrayCell_const< Cell_Type, Data_Type >, 48
∼BArrayCell_const, 48
BArray< Cell_Type, Data_Type >, 44
BArrayCell_const, 48
operator Cell_Type, 49
operator!=, 49
operator<, 49
operator<=, 49
operator>, 49
operator>=, 50
operator==, 49
BArrayDense
BArrayDense< Cell_Type, Data_Type >, 53, 54
BArrayDense< Cell_Type, Data_Type >, 50
∼BArrayDense, 54
BArrayDense, 53, 54
BArrayDenseCell< Cell_Type, Data_Type >, 64, 68
BArrayDenseCol< Cell_Type, Data_Type >, 64, 71
BArrayDenseCol_const< Cell_Type, Data_Type >, 64
BArrayDenseRow< Cell_Type, Data_Type >, 64, 75
BArrayDenseRow_const< Cell_Type, Data_Type >, 64
clear, 54
col, 54, 55
colsum, 55
D, 55
default_val, 55
get_cell, 55
get_col_vec, 56
get_data, 56
get_entries, 56
get_row_vec, 56, 57
insert_cell, 57
is_dense, 57
is_empty, 57
ncol, 58
nnozero, 58
nrow, 58
operator∗=, 58
operator(), 58
operator+=, 59
operator-=, 59
operator/=, 60
operator=, 60
operator==, 60
out_of_range, 60
print, 60
reserve, 61
resize, 61
rm_cell, 61
row, 61
rowsum, 61
set_data, 62
swap_cells, 62
swap_cols, 62
swap_rows, 62
toggle_cell, 63
toggle_lock, 63
transpose, 63
visited, 65
zero_col, 63
zero_row, 63
barraydense-bones.hpp
BARRY_BARRAYDENSE_BONES_HPP, 217
barraydense-meat-operators.hpp
BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP, 218
BDENSE_TEMPLATE, 218–220
BDENSE_TEMPLATE_ARGS, 218, 220
BDENSE_TYPE, 218, 220
COL, 219
POS, 219
POS_N, 219
ROW, 219
barraydense-meat.hpp
add, 235
ans, 225, 236
BDENSE_TEMPLATE, 223, 225–232
BDENSE_TEMPLATE_ARGS, 223
BDENSE_TYPE, 224
check_bounds, 236
check_exists, 236

COL, 224
col, 236
const, 237
copy_data, 237
data, 237
delete_data, 237
delete_data_, 237
el, 238
el_colsums, 238
el_rowsums, 238
else, 238
false, 238
for, 232
i1, 239
if, 232
insert_cell, 233
j, 239
j0, 239
j1, 239
M, 233, 239
M_, 239
N, 240
POS, 224
POS_N, 224
report, 240
resize, 233, 234
return, 240
rm_cell, 234, 235
ROW, 224
source, 240
target, 240
v, 241
va_end, 235
va_start, 235
val0, 241
val1, 241
value, 241
vprintf, 235
ZERO_CELL, 225
BArrayDenseCell
BArrayDenseCell< Cell_Type, Data_Type >, 66
BArrayDenseCell< Cell_Type, Data_Type >, 65
~BArrayDenseCell, 66
BArrayDense< Cell_Type, Data_Type >, 64, 68
BArrayDenseCell, 66
BArrayDenseCol< Cell_Type, Data_Type >, 68, 71
BArrayDenseCol_const< Cell_Type, Data_Type >, 68, 73
BArrayDenseRow< Cell_Type, Data_Type >, 75
BArrayDenseRow_const< Cell_Type, Data_Type >, 78
operator Cell_Type, 66
operator*=, 66
operator+=, 67
operator-=, 67
operator/=, 67
operator=, 67
operator==, 67
barraydensecell-bones.hpp
POS, 242
barraydensecell-meat.hpp
POS, 244
BArrayDenseCell_const< Cell_Type, Data_Type >, 69
BArrayDenseCol< Cell_Type, Data_Type >, 71
BArrayDenseCol_const< Cell_Type, Data_Type >, 73
BArrayDenseRow< Cell_Type, Data_Type >, 75
BArrayDenseRow_const< Cell_Type, Data_Type >, 78
BArrayDenseCol
BArrayDenseCol< Cell_Type, Data_Type >, 69
BArrayDenseCol< Cell_Type, Data_Type >, 69
BArrayDense< Cell_Type, Data_Type >, 64, 71
BArrayDenseCell< Cell_Type, Data_Type >, 68, 71
BArrayDenseCell_const< Cell_Type, Data_Type >, 71
BArrayDenseCol, 69
begin, 70
end, 70
operator(), 70
size, 70
barraydensecol-bones.hpp
POS, 245
POS_N, 245
ZERO_CELL, 245
BArrayDenseCol_const
BArrayDenseCol_const< Cell_Type, Data_Type >, 72
BArrayDenseCol_const< Cell_Type, Data_Type >, 71
BArrayDense< Cell_Type, Data_Type >, 64
BArrayDenseCell< Cell_Type, Data_Type >, 68, 73
BArrayDenseCell_const< Cell_Type, Data_Type >, 73
BArrayDenseCol_const, 72
begin, 72
end, 72
operator(), 72
size, 73
BArrayDenseRow
BArrayDenseRow< Cell_Type, Data_Type >, 74
BArrayDenseRow< Cell_Type, Data_Type >, 73
BArrayDense< Cell_Type, Data_Type >, 64, 75
BArrayDenseCell< Cell_Type, Data_Type >, 75
BArrayDenseCell_const< Cell_Type, Data_Type >, 75
BArrayDenseRow, 74
begin, 74
end, 74
operator(), 75
size, 75
barraydenserow-bones.hpp
POS, 246
POS_N, 246
ZERO_CELL, 246

BArrayDenseRow_const
BArrayDenseRow_const< Cell_Type, Data_Type >, 76
BArrayDenseRow_const< Cell_Type, Data_Type >, 76
BArrayDense< Cell_Type, Data_Type >, 64
BArrayDenseCell< Cell_Type, Data_Type >, 78
BArrayDenseCell_const< Cell_Type, Data_Type >, 78
BArrayDenseRow_const, 76
begin, 77
end, 77
operator(), 77
size, 77
BArrayRow
BArrayRow< Cell_Type, Data_Type >, 79
BArrayRow< Cell_Type, Data_Type >, 78
~BArrayRow, 79
BArrayRow, 79
operator BArrayRow< Cell_Type, Data_Type >, 79
operator*=, 79
operator+=, 79
operator-=, 79
operator/=, 80
operator=, 80
operator==, 80
barrayrow-meat.hpp
BARRY_BARRAYROW_MEAT_HPP, 248
BROW_TEMPLATE, 248–250
BROW_TEMPLATE_ARGS, 249
BROW_TYPE, 249
BArrayRow_const
BArrayRow_const< Cell_Type, Data_Type >, 81
BArrayRow_const< Cell_Type, Data_Type >, 80
~BArrayRow_const, 81
BArrayRow_const, 81
operator BArrayRow_const< Cell_Type, Data_Type >, 81
operator!=, 81
operator<, 81
operator<=, 82
operator>, 82
operator>=, 82
operator==, 82
BArrayVector
BArrayVector< Cell_Type, Data_Type >, 83
BArrayVector< Cell_Type, Data_Type >, 82
~BArrayVector, 84
BArrayVector, 83
begin, 84
end, 84
is_col, 84
is_row, 84
operator std::vector< Cell_Type >, 85
operator*=, 85
operator+=, 85
operator-=, 85
operator/=, 85
operator=, 86
operator==, 86
size, 86
barrayvector-meat.hpp
BARRY_BARRAYVECTOR_MEAT_HPP, 252
BArrayVector_const
BArrayVector_const< Cell_Type, Data_Type >, 87
BArrayVector_const< Cell_Type, Data_Type >, 86
~BArrayVector_const, 87
BArrayVector_const, 87
begin, 88
end, 88
is_col, 88
is_row, 88
operator std::vector< Cell_Type >, 88
operator!=, 88
operator<, 89
operator<=, 89
operator>, 89
operator>=, 89
operator==, 89
size, 90
barry, 27
barry-configuration.hpp
BARRY_CHECK_SUPPORT, 253
BARRY_ISFINITE, 253
BARRY_MAX_NUM_ELEMENTS, 253
BARRY_SAFE_EXP, 253
Map, 253
printf_barry, 253
barry-debug.hpp
BARRY_DEBUG_LEVEL, 254
barry-macros.hpp
BARRY_ONE, 255
BARRY_ONE_DENSE, 255
BARRY_UNUSED, 255
BARRY_ZERO, 255
BARRY_ZERO_DENSE, 255
barry.hpp
BARRY_HPP, 257
BARRY_VERSION, 257
COUNTER_FUNCTION, 257
COUNTER_LAMBDA, 258
RULE_FUNCTION, 258
RULE_LAMBDA, 258
barry::counters, 27
barry::counters::network, 28
barry::counters::phylo, 28
BARRY_BARRAY_MEAT_OPERATORS_HPP
barray-meat-operators.hpp, 192
BARRY_BARRAYDENSE_BONES_HPP
barraydense-bones.hpp, 217
BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP
barraydense-meat-operators.hpp, 218
BARRY_BARRAYROW_MEAT_HPP
barrayrow-meat.hpp, 248
BARRY_BARRAYVECTOR_MEAT_HPP
barrayvector-meat.hpp, 252
BARRY_CHECK_SUPPORT

barry-configuration.hpp, 253
BARRY_DEBUG_LEVEL
barry-debug.hpp, 254
BARRY_HPP
barry.hpp, 257
BARRY_ISFINITE
barry-configuration.hpp, 253
BARRY_MAX_NUM_ELEMENTS
barry-configuration.hpp, 253
BARRY_ONE
barry-macros.hpp, 255
BARRY_ONE_DENSE
barry-macros.hpp, 255
BARRY_PROGRESS_BAR_WIDTH
progress.hpp, 310
BARRY_SAFE_EXP
barry-configuration.hpp, 253
BARRY_SUPPORT_MEAT_HPP
support-meat.hpp, 323
BARRY_UNUSED
barry-macros.hpp, 255
BARRY_VERSION
barry.hpp, 257
BARRY_ZERO
barry-macros.hpp, 255
BARRY_ZERO_DENSE
barry-macros.hpp, 255
BARRY_ZERO_NETWORK
network.hpp, 284
BARRY_ZERO_NETWORK_DENSE
network.hpp, 285
BDENSE_TEMPLATE
barraydense-meat-operators.hpp, 218–220
barraydense-meat.hpp, 223, 225–232
BDENSE_TEMPLATE_ARGS
barraydense-meat-operators.hpp, 218, 220
barraydense-meat.hpp, 223
BDENSE_TYPE
barraydense-meat-operators.hpp, 218, 220
barraydense-meat.hpp, 224
begin
BArrayDenseCol< Cell_Type, Data_Type >, 70
BArrayDenseCol_const< Cell_Type, Data_Type >, 72
BArrayDenseRow< Cell_Type, Data_Type >, 74
BArrayDenseRow_const< Cell_Type, Data_Type >, 77
BArrayVector< Cell_Type, Data_Type >, 84
BArrayVector_const< Cell_Type, Data_Type >, 88
PhyloCounterData, 156
PowerSet< Array_Type, Data_Rule_Type >, 162
blengths
NodeData, 154
BOTH
CHECK, 28
EXISTS, 29
BROW_TEMPLATE
barrayrow-meat.hpp, 248–250
BROW_TEMPLATE_ARGS
barrayrow-meat.hpp, 249
BROW_TYPE
barrayrow-meat.hpp, 249

calc
PowerSet< Array_Type, Data_Rule_Type >, 163
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 181
calc_backend_dense
support-meat.hpp, 324
calc_backend_sparse
support-meat.hpp, 325
calc_reduced_sequence
Geese, 122
calc_sequence
Geese, 122
Cell
Cell< Cell_Type >, 91, 92
Cell< Cell_Type >, 90
~Cell, 91
active, 94
add, 92, 93
Cell, 91, 92
operator Cell_Type, 93
operator!=, 93
operator=, 93, 94
operator==, 94
value, 94
visited, 94
Cell_const< Cell_Type >, 95
change_stats
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 184
change_stats_different
support-meat.hpp, 330
CHECK, 28
BOTH, 28
NONE, 28
ONE, 28
TWO, 28
check_bounds
barray-meat.hpp, 208
barraydense-meat.hpp, 236
check_exists
barray-meat.hpp, 209
barraydense-meat.hpp, 236
clear
BArray< Cell_Type, Data_Type >, 35
BArrayDense< Cell_Type, Data_Type >, 54
Counters< Array_Type, Data_Type >, 104
FreqTable< T >, 117
Rules< Array_Type, Data_Type >, 171
statscounter-meat.hpp, 316
COL
barray-meat-operators.hpp, 193
barray-meat.hpp, 199, 203

barraydense-meat-operators.hpp, 219
barraydense-meat.hpp, 224
col
BArray< Cell_Type, Data_Type >, 35
BArrayDense< Cell_Type, Data_Type >, 54, 55
barraydense-meat.hpp, 236
col0
barray-meat.hpp, 209
Col_type
typedefs.hpp, 335
colnames
Flock, 111
Geese, 122
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 137
colsum
BArrayDense< Cell_Type, Data_Type >, 55
conditional_prob
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 137
const
barray-meat.hpp, 209
barraydense-meat.hpp, 237
ConstBArrayRowIter
ConstBArrayRowIter< Cell_Type, Data_Type >, 96
ConstBArrayRowIter< Cell_Type, Data_Type >, 95
~ConstBArrayRowIter, 96
Array, 96
ConstBArrayRowIter, 96
current_col, 97
current_row, 97
iter, 97
coord_i
support-meat.hpp, 330
coord_j
support-meat.hpp, 330
coordiantes_n_free
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 184
coordiantes_n_locked
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 184
coordinates_free
PowerSet< Array_Type, Data_Rule_Type >, 164
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 184
coordinates_locked
PowerSet< Array_Type, Data_Rule_Type >, 164
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 185
copy_data
barray-meat.hpp, 209
barraydense-meat.hpp, 237
count
Counter< Array_Type, Data_Type >, 100
count_all
StatsCounter< Array_Type, Data_Type >, 175
count_current
StatsCounter< Array_Type, Data_Type >, 175
count_fun
Counter< Array_Type, Data_Type >, 101
counters-meat.hpp, 265
count_fun_
counters-meat.hpp, 270
count_init
StatsCounter< Array_Type, Data_Type >, 175
Counter
Counter< Array_Type, Data_Type >, 98, 99
counter
counters-meat.hpp, 271
statscounter-meat.hpp, 318
Counter< Array_Type, Data_Type >, 97
~Counter, 99
count, 100
count_fun, 101
Counter, 98, 99
data, 101
delete_data, 101
desc, 101
get_description, 100
get_name, 100
init, 100
init_fun, 101
name, 102
operator=, 100
counter_
counters-meat.hpp, 271
counter_absdiff
Network counters, 13
counter_co_opt
Phylo counters, 20
counter_cogain
Phylo counters, 21
counter_css_census01
network-css.hpp, 277
counter_css_census02
network-css.hpp, 278
counter_css_census03
network-css.hpp, 278
counter_css_census04
network-css.hpp, 278
counter_css_census05
network-css.hpp, 278
counter_css_census06
network-css.hpp, 279
counter_css_census07
network-css.hpp, 279
counter_css_census08
network-css.hpp, 279
counter_css_census09

network-css.hpp, 279
counter_css_census10
network-css.hpp, 280
counter_css_completely_false_recip_comiss
network-css.hpp, 280
counter_css_completely_false_recip_omiss
network-css.hpp, 280
counter_css_mixed_recip
network-css.hpp, 280
counter_css_partially_false_recip_commi
network-css.hpp, 281
counter_css_partially_false_recip_omiss
network-css.hpp, 281
counter_ctriads
Network counters, 13, 14
counter_degree
Network counters, 14
counter_deleted
statscounter-meat.hpp, 318
counter_density
Network counters, 14
counter_diff
Network counters, 14
counter_edges
Network counters, 14
Counter_fun_type
typedefs.hpp, 335
COUNTER_FUNCTION
barry.hpp, 257
counter_gains
Phylo counters, 21
counter_gains_k_offspring
Phylo counters, 21
counter_genes_changing
Phylo counters, 21
counter_idegree
Network counters, 15
counter_idegree15
Network counters, 15
counter_isolates
Network counters, 15, 16
counter_istar2
Network counters, 16
counter_k_genes_changing
Phylo counters, 22
COUNTER_LAMBDA
barry.hpp, 258
counter_less_than_p_prop_genes_changing
Phylo counters, 22
counter_longest
Phylo counters, 22
counter_loss
Phylo counters, 22
counter_maxfuns
Phylo counters, 23
counter_mutual
Network counters, 16
counter_neofun
Phylo counters, 23
counter_neofun_a2b
Phylo counters, 23
counter_nodecov
Network counters, 16
counter_nodeicov
Network counters, 17
counter_nodematch
Network counters, 17
counter_nodeocov
Network counters, 17
counter_odegree
Network counters, 17
counter_odegree15
Network counters, 18
counter_ostar2
Network counters, 18
counter_overall_changes
Phylo counters, 23
counter_overall_gains
Phylo counters, 24
counter_overall_loss
Phylo counters, 24
counter_prop_genes_changing
Phylo counters, 24
counter_subfun
Phylo counters, 24
COUNTER_TEMPLATE
counters-meat.hpp, 264–266
COUNTER_TEMPLATE_ARGS
counters-meat.hpp, 264
counter_ttriads
Network counters, 18, 19
COUNTER_TYPE
counters-meat.hpp, 264
Counters
Counters< Array_Type, Data_Type >, 103
counters
statscounter-meat.hpp, 318
support-meat.hpp, 330
Counters< Array_Type, Data_Type >, 102
∼Counters, 103
add_counter, 104
clear, 104
Counters, 103
get_descriptions, 105
get_names, 105
operator=, 105
operator[], 106
size, 106
counters-meat.hpp
count_fun, 265
count_fun_, 270
counter, 271
counter_, 271
COUNTER_TEMPLATE, 264–266
COUNTER_TEMPLATE_ARGS, 264
COUNTER_TYPE, 264

COUNTERS_TEMPLATE, 264, 266–268
COUNTERS_TEMPLATE_ARGS, 264
COUNTERS_TYPE, 264
data, 268
data_, 271
delete_data, 268
delete_data_, 271
delete_to_be_deleted, 268, 269
desc, 269
desc_, 272
i, 272
init_fun, 269
init_fun_, 272
j, 272
name, 270
name_, 272
noexcept, 273
push_back, 270
return, 273
to_be_deleted, 270
counters_
statscounter-meat.hpp, 318
support-meat.hpp, 330
COUNTERS_TEMPLATE
counters-meat.hpp, 264, 266–268
COUNTERS_TEMPLATE_ARGS
counters-meat.hpp, 264
COUNTERS_TYPE
counters-meat.hpp, 264
Counting, 11
counts
PhyloRuleDynData, 159
Counts_type
typedefs.hpp, 335
CSS_APPEND
network-css.hpp, 275
CSS_CASE_ELSE
network-css.hpp, 275
CSS_CASE_PERCEIVED
network-css.hpp, 276
CSS_CASE_TRUTH
network-css.hpp, 276
CSS_CHECK_SIZE
network-css.hpp, 276
CSS_CHECK_SIZE_INIT
network-css.hpp, 276
CSS_NET_COUNTER_LAMBDA_INIT
network-css.hpp, 276
CSS_PERCEIVED_CELLS
network-css.hpp, 277
CSS_SIZE
network-css.hpp, 277
CSS_TRUE_CELLS
network-css.hpp, 277
current_col
ConstBArrayRowIter< Cell_Type, Data_Type >, 97
current_row
ConstBArrayRowIter< Cell_Type, Data_Type >, 97
current_stats
statscounter-meat.hpp, 318
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 185

D
BArray< Cell_Type, Data_Type >, 36
BArrayDense< Cell_Type, Data_Type >, 55
Rule< Array_Type, Data_Type >, 169
dat
Flock, 114
data
barray-meat.hpp, 210
barraydense-meat.hpp, 237
Counter< Array_Type, Data_Type >, 101
counters-meat.hpp, 268
PowerSet< Array_Type, Data_Rule_Type >, 165
data_
counters-meat.hpp, 271
DEFAULT_DUPLICATION
phylo.hpp, 291
default_val
BArray< Cell_Type, Data_Type >, 36
BArrayDense< Cell_Type, Data_Type >, 55
delete_counters
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 185
support-meat.hpp, 330
delete_data
barray-meat.hpp, 210
barraydense-meat.hpp, 237
Counter< Array_Type, Data_Type >, 101
counters-meat.hpp, 268
delete_data_
barray-meat.hpp, 210
barraydense-meat.hpp, 237
counters-meat.hpp, 271
delete_rengine
Geese, 129
delete_rules
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 185
support-meat.hpp, 331
delete_rules_dyn
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 185
support-meat.hpp, 331
delete_support
Geese, 129
delete_to_be_deleted
counters-meat.hpp, 268, 269
desc
Counter< Array_Type, Data_Type >, 101
counters-meat.hpp, 269
desc_

counters-meat.hpp, 272
directed
NetworkData, 147
DUPL_DUPL
phylo.hpp, 291
DUPL_EITH
phylo.hpp, 291
DUPL_SPEC
phylo.hpp, 291
duplication
Node, 152
NodeData, 155
PhyloRuleDynData, 159

el
barraydense-meat.hpp, 238
el_colsums
barraydense-meat.hpp, 238
el_rowsums
barraydense-meat.hpp, 238
else
barray-meat.hpp, 210
barraydense-meat.hpp, 238
support-meat.hpp, 331
empty
PhyloCounterData, 156
EmptyArray
PowerSet< Array_Type, Data_Rule_Type >, 165
statscounter-meat.hpp, 319
end
BArrayDenseCol< Cell_Type, Data_Type >, 70
BArrayDenseCol_const< Cell_Type, Data_Type >, 72
BArrayDenseRow< Cell_Type, Data_Type >, 74
BArrayDenseRow_const< Cell_Type, Data_Type >, 77
BArrayVector< Cell_Type, Data_Type >, 84
BArrayVector_const< Cell_Type, Data_Type >, 88
PhyloCounterData, 156
PowerSet< Array_Type, Data_Rule_Type >, 163
Progress, 167
Entries
Entries< Cell_Type >, 107
Entries< Cell_Type >, 107
∼Entries, 108
Entries, 107
resize, 108
source, 108
target, 108
val, 108
eval_rules_dyn
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 181
EXISTS, 29
AS_ONE, 29
AS_ZERO, 29
BOTH, 29
NONE, 30
ONE, 30
TWO, 30
UKNOWN, 30

f_
statscounter-meat.hpp, 319
support-meat.hpp, 331
false
barray-meat.hpp, 210
barraydense-meat.hpp, 238
first
barray-meat.hpp, 211
Flock, 109
∼Flock, 110
add_data, 110
colnames, 111
dat, 114
Flock, 110
get_counters, 111
get_model, 111
get_support, 111
init, 111
initialized, 114
likelihood_joint, 112
model, 114
nfunctions, 115
nfuns, 112
nleafs, 112
nnodes, 112
nterms, 113
ntrees, 113
operator(), 113
parse_polytomies, 113
print, 113
rengine, 115
set_seed, 114
support_size, 114
flush_data
BArray< Cell_Type, Data_Type >, 36
for
barray-meat-operators.hpp, 194
barray-meat.hpp, 204
barraydense-meat.hpp, 232
statscounter-meat.hpp, 316
support-meat.hpp, 325
FreqTable
FreqTable< T >, 116
FreqTable< T >, 115
∼FreqTable, 116
add, 116
as_vector, 116
clear, 117
FreqTable, 116
get_data, 117
get_index, 117
make_hash, 117
print, 117
reserve, 118
size, 118

Geese, 118
~Geese, 122
calc_reduced_sequence, 122
calc_sequence, 122
colnames, 122
delete_rengine, 129
delete_support, 129
Geese, 121, 122
get_annotated_nodes, 123
get_counters, 123
get_model, 123
get_probabilities, 123
get_rengine, 123
get_states, 123
get_support, 124
inherit_support, 124
init, 124
init_node, 124
initialized, 129
likelihood, 124
likelihood_exhaust, 125
map_to_nodes, 129
nannotations, 125
nfunctions, 129
nfuns, 125
nleafs, 125
nnodes, 125
nodes, 130
nterms, 126
observed_counts, 126
operator=, 126
parse_polytomies, 126
predict, 126
predict_backend, 127
predict_exhaust, 127
predict_exhaust_backend, 127
predict_sim, 127
print, 127
print_observed_counts, 128
reduced_sequence, 130
sequence, 130
set_seed, 128
simulate, 128
support_size, 128
update_annotations, 128
geese-bones.hpp
INITIALIZED, 301
keygen_full, 302
RULE_FUNCTION, 302
vec_diff, 302
vector_caster, 302
gen_key
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 138
get_annotated_nodes
Geese, 123
get_cell
BArray< Cell_Type, Data_Type >, 36
BArrayDense< Cell_Type, Data_Type >, 55
get_col_vec
BArray< Cell_Type, Data_Type >, 36, 37
BArrayDense< Cell_Type, Data_Type >, 56
get_counters
Flock, 111
Geese, 123
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 138
PhyloCounterData, 157
StatsCounter< Array_Type, Data_Type >, 175
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 181
get_counts
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 181
get_current_stats
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 182
get_data
BArrayDense< Cell_Type, Data_Type >, 56
FreqTable< T >, 117
PowerSet< Array_Type, Data_Rule_Type >, 163
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 182
get_data_ptr
PowerSet< Array_Type, Data_Rule_Type >, 163
get_description
Counter< Array_Type, Data_Type >, 100
get_descriptions
Counters< Array_Type, Data_Type >, 105
StatsCounter< Array_Type, Data_Type >, 176
get_entries
BArray< Cell_Type, Data_Type >, 37
BArrayDense< Cell_Type, Data_Type >, 56
get_index
FreqTable< T >, 117
get_last_name
phylo.hpp, 295
get_model
Flock, 111
Geese, 123
get_name
Counter< Array_Type, Data_Type >, 100
get_names
Counters< Array_Type, Data_Type >, 105
StatsCounter< Array_Type, Data_Type >, 176
get_norm_const
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 138
get_parent

Node, 150
get_probabilities
Geese, 123
get_pset
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 138
get_pset_stats
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 138
get_rengine
Geese, 123
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 139
get_row_vec
BArray< Cell_Type, Data_Type >, 37
BArrayDense< Cell_Type, Data_Type >, 56, 57
get_rules
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 139
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 182
get_rules_dyn
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 139
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 182
get_seq
Rules< Array_Type, Data_Type >, 171
get_states
Geese, 123
get_support
Flock, 111
Geese, 124
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 139

hashes
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 186
support-meat.hpp, 331
hashes_initialized
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 186

i
counters-meat.hpp, 272
i1
barray-meat.hpp, 211
barraydense-meat.hpp, 239
id
Node, 152
if
barray-meat.hpp, 204–207
barraydense-meat.hpp, 232
support-meat.hpp, 325
IF_MATCHES
phylo.hpp, 291
IF_NOTMATCHES
phylo.hpp, 291
include/barry/barray-bones.hpp, 189
include/barry/barray-iterator.hpp, 190
include/barry/barray-meat-operators.hpp, 191
include/barry/barray-meat.hpp, 196
include/barry/barraycell-bones.hpp, 214
include/barry/barraycell-meat.hpp, 215
include/barry/barraydense-bones.hpp, 215
include/barry/barraydense-meat-operators.hpp, 217
include/barry/barraydense-meat.hpp, 221
include/barry/barraydensecell-bones.hpp, 242
include/barry/barraydensecell-meat.hpp, 243
include/barry/barraydensecol-bones.hpp, 244
include/barry/barraydenserow-bones.hpp, 245
include/barry/barrayrow-bones.hpp, 247
include/barry/barrayrow-meat.hpp, 247
include/barry/barrayvector-bones.hpp, 250
include/barry/barrayvector-meat.hpp, 251
include/barry/barry-configuration.hpp, 252
include/barry/barry-debug.hpp, 254
include/barry/barry-macros.hpp, 254
include/barry/barry.hpp, 256
include/barry/cell-bones.hpp, 259
include/barry/cell-meat.hpp, 259
include/barry/col-bones.hpp, 260
include/barry/counters-bones.hpp, 260
include/barry/counters-meat.hpp, 262
include/barry/counters/network-css.hpp, 274
include/barry/counters/network.hpp, 282
include/barry/counters/phylo.hpp, 289
include/barry/model-bones.hpp, 296
include/barry/model-meat.hpp, 297
include/barry/models/geese.hpp, 299
include/barry/models/geese/flock-bones.hpp, 300
include/barry/models/geese/flock-meat.hpp, 300
include/barry/models/geese/geese-bones.hpp, 301
include/barry/models/geese/geese-meat-constructors.hpp, 303
include/barry/models/geese/geese-meat-likelihood.hpp, 303
include/barry/models/geese/geese-meat-likelihood_exhaust.hpp, 304
include/barry/models/geese/geese-meat-predict.hpp, 305
include/barry/models/geese/geese-meat-predict_exhaust.hpp, 305
include/barry/models/geese/geese-meat-predict_sim.hpp, 306

include/barry/models/geese/geese-meat-simulate.hpp, 306
include/barry/models/geese/geese-meat.hpp, 307
include/barry/models/geese/geese-node-bones.hpp, 307
include/barry/powerset-bones.hpp, 308
include/barry/powerset-meat.hpp, 309
include/barry/progress.hpp, 310
include/barry/rules-bones.hpp, 310
include/barry/rules-meat.hpp, 312
include/barry/statscounter-bones.hpp, 312
include/barry/statscounter-meat.hpp, 314
include/barry/statsdb.hpp, 320
include/barry/support-bones.hpp, 320
include/barry/support-meat.hpp, 322
include/barry/typedefs.hpp, 333
indices
NetCounterData, 145
inherit_support
Geese, 124
init
Counter< Array_Type, Data_Type >, 100
Flock, 111
Geese, 124
init_fun
Counter< Array_Type, Data_Type >, 101
counters-meat.hpp, 269
init_fun_
counters-meat.hpp, 272
init_node
Geese, 124
init_support
PowerSet< Array_Type, Data_Rule_Type >, 163
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 182
INITIALIZED
geese-bones.hpp, 301
initialized
Flock, 114
Geese, 129
insert_cell
BArray< Cell_Type, Data_Type >, 37, 38
BArrayDense< Cell_Type, Data_Type >, 57
barraydense-meat.hpp, 233
support-meat.hpp, 326
is_col
BArrayVector< Cell_Type, Data_Type >, 84
BArrayVector_const< Cell_Type, Data_Type >, 88
is_dense
BArray< Cell_Type, Data_Type >, 38
BArrayDense< Cell_Type, Data_Type >, 57
IS_DUPLICATION
phylo.hpp, 292
IS_EITHER
phylo.hpp, 292
is_empty
BArray< Cell_Type, Data_Type >, 38
BArrayDense< Cell_Type, Data_Type >, 57
is_leaf
Node, 151
is_row
BArrayVector< Cell_Type, Data_Type >, 84
BArrayVector_const< Cell_Type, Data_Type >, 88
IS_SPECIATION
phylo.hpp, 292
iter
ConstBArrayRowIter< Cell_Type, Data_Type >, 97

j
barray-meat.hpp, 211
barraydense-meat.hpp, 239
counters-meat.hpp, 272
statscounter-meat.hpp, 319
j0
barray-meat.hpp, 211
barraydense-meat.hpp, 239
j1
barray-meat.hpp, 211
barraydense-meat.hpp, 239

keygen_default
model-bones.hpp, 297
keygen_full
geese-bones.hpp, 302

lb
PhyloRuleDynData, 159
likelihood
Geese, 124
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 139, 140
likelihood_
model-meat.hpp, 298
likelihood_exhaust
Geese, 125
likelihood_joint
Flock, 112
likelihood_total
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 140

M
barray-meat.hpp, 207, 211
barraydense-meat.hpp, 233, 239
PowerSet< Array_Type, Data_Rule_Type >, 165
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 186
M_
barray-meat.hpp, 212
barraydense-meat.hpp, 239
MAKE_DUPL_VARS
phylo.hpp, 292
make_hash

FreqTable< T >, 117
Map
barry-configuration.hpp, 253
map_to_nodes
Geese, 129
MapVec_type
typedefs.hpp, 336
max_num_elements
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 186
Model
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 134
model
Flock, 114
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 130
~Model, 134
add_array, 135
add_counter, 135
add_rule, 136
add_rule_dyn, 136, 137
colnames, 137
conditional_prob, 137
gen_key, 138
get_counters, 138
get_norm_const, 138
get_pset, 138
get_pset_stats, 138
get_rengine, 139
get_rules, 139
get_rules_dyn, 139
get_support, 139
likelihood, 139, 140
likelihood_total, 140
Model, 134
nterms, 140
operator=, 141
print, 141
print_stats, 141
sample, 141
set_counters, 142
set_keygen, 142
set_rengine, 142
set_rules, 142
set_rules_dyn, 142
set_seed, 143
size, 143
size_unique, 143
store_psets, 143
support_size, 143
model-bones.hpp
keygen_default, 297
model-meat.hpp
likelihood_, 298
MODEL_TEMPLATE, 298, 299
MODEL_TEMPLATE_ARGS, 298
MODEL_TYPE, 298
update_normalizing_constant, 299
MODEL_TEMPLATE
model-meat.hpp, 298, 299
MODEL_TEMPLATE_ARGS
model-meat.hpp, 298
MODEL_TYPE
model-meat.hpp, 298
N
barray-meat.hpp, 212
barraydense-meat.hpp, 240
PowerSet< Array_Type, Data_Rule_Type >, 165
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 186
n_counters
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 187
n_free
PowerSet< Array_Type, Data_Rule_Type >, 165
n_locked
PowerSet< Array_Type, Data_Rule_Type >, 165
name
Counter< Array_Type, Data_Type >, 102
counters-meat.hpp, 270
name_
counters-meat.hpp, 272
nannotations
Geese, 125
narray
Node, 152
NCells
barray-meat.hpp, 212
ncol
BArray< Cell_Type, Data_Type >, 38
BArrayDense< Cell_Type, Data_Type >, 58
NET_C_DATA_IDX
network.hpp, 285
NET_C_DATA_NUM
network.hpp, 285
NetCounter
network.hpp, 287
NetCounterData, 144
~NetCounterData, 145
indices, 145
NetCounterData, 144
numbers, 145
NetCounters
network.hpp, 287
NetModel
network.hpp, 287
NetRule
network.hpp, 287
NetRules
network.hpp, 287
NetStatsCounter

network.hpp, 287
NetSupport
network.hpp, 288
Network
network.hpp, 288
Network counters, 12
counter_absdiff, 13
counter_ctriads, 13, 14
counter_degree, 14
counter_density, 14
counter_diff, 14
counter_edges, 14
counter_idegree, 15
counter_idegree15, 15
counter_isolates, 15, 16
counter_istar2, 16
counter_mutual, 16
counter_nodecov, 16
counter_nodeicov, 17
counter_nodematch, 17
counter_nodeocov, 17
counter_odegree, 17
counter_odegree15, 18
counter_ostar2, 18
counter_ttriads, 18, 19
NETWORK_COUNTER, 19
network-css.hpp
counter_css_census01, 277
counter_css_census02, 278
counter_css_census03, 278
counter_css_census04, 278
counter_css_census05, 278
counter_css_census06, 279
counter_css_census07, 279
counter_css_census08, 279
counter_css_census09, 279
counter_css_census10, 280
counter_css_completely_false_recip_comiss, 280
counter_css_completely_false_recip_omiss, 280
counter_css_mixed_recip, 280
counter_css_partially_false_recip_commi, 281
counter_css_partially_false_recip_omiss, 281
CSS_APPEND, 275
CSS_CASE_ELSE, 275
CSS_CASE_PERCEIVED, 276
CSS_CASE_TRUTH, 276
CSS_CHECK_SIZE, 276
CSS_CHECK_SIZE_INIT, 276
CSS_NET_COUNTER_LAMBDA_INIT, 276
CSS_PERCEIVED_CELLS, 277
CSS_SIZE, 277
CSS_TRUE_CELLS, 277
network.hpp
BARRY_ZERO_NETWORK, 284
BARRY_ZERO_NETWORK_DENSE, 285
NET_C_DATA_IDX, 285
NET_C_DATA_NUM, 285
NetCounter, 287
NetCounters, 287
NetModel, 287
NetRule, 287
NetRules, 287
NetStatsCounter, 287
NetSupport, 288
Network, 288
NETWORK_COUNTER, 285
NETWORK_COUNTER_LAMBDA, 285
NETWORK_RULE, 286
NETWORK_RULE_LAMBDA, 286
NetworkDense, 288
NETWORKDENSE_COUNTER_LAMBDA, 286
rules_zerodiag, 288
NETWORK_COUNTER
Network counters, 19
network.hpp, 285
NETWORK_COUNTER_LAMBDA
network.hpp, 285
NETWORK_RULE
network.hpp, 286
NETWORK_RULE_LAMBDA
network.hpp, 286
NetworkData, 145
~NetworkData, 147
directed, 147
NetworkData, 146, 147
vertex_attr, 147
NetworkDense
network.hpp, 288
NETWORKDENSE_COUNTER_LAMBDA
network.hpp, 286
next
Progress, 167
nfunctions
Flock, 115
Geese, 129
nfuns
Flock, 112
Geese, 125
nleafs
Flock, 112
Geese, 125
nnodes
Flock, 112
Geese, 125
nnozero
BArray< Cell_Type, Data_Type >, 39
BArrayDense< Cell_Type, Data_Type >, 58
Node, 148
~Node, 150
annotations, 151
array, 151
arrays, 151
duplication, 152
get_parent, 150
id, 152
is_leaf, 151

narray, 152
Node, 149, 150
noffspring, 151
offspring, 152
ord, 152
parent, 153
probability, 153
subtree_prob, 153
visited, 153
NodeData, 154
blengths, 154
duplication, 155
NodeData, 154
states, 155
nodes
Geese, 130
noexcept
counters-meat.hpp, 273
noffspring
Node, 151
NONE
CHECK, 28
EXISTS, 30
nrow
BArray< Cell_Type, Data_Type >, 39
BArrayDense< Cell_Type, Data_Type >, 58
nterms
Flock, 113
Geese, 126
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 140
ntrees
Flock, 113
numbers
NetCounterData, 145

observed_counts
Geese, 126
offspring
Node, 152
ONE
CHECK, 28
EXISTS, 30
operator BArrayRow< Cell_Type, Data_Type >
BArrayRow< Cell_Type, Data_Type >, 79
operator BArrayRow_const< Cell_Type, Data_Type >
BArrayRow_const< Cell_Type, Data_Type >, 81
operator Cell_Type
BArrayCell< Cell_Type, Data_Type >, 46
BArrayCell_const< Cell_Type, Data_Type >, 49
BArrayDenseCell< Cell_Type, Data_Type >, 66
Cell< Cell_Type >, 93
operator std::vector< Cell_Type >
BArrayVector< Cell_Type, Data_Type >, 85
BArrayVector_const< Cell_Type, Data_Type >, 88
operator!=
BArrayCell_const< Cell_Type, Data_Type >, 49
BArrayRow_const< Cell_Type, Data_Type >, 81
BArrayVector_const< Cell_Type, Data_Type >, 88
Cell< Cell_Type >, 93
operator<
BArrayCell_const< Cell_Type, Data_Type >, 49
BArrayRow_const< Cell_Type, Data_Type >, 81
BArrayVector_const< Cell_Type, Data_Type >, 89
operator<=
BArrayCell_const< Cell_Type, Data_Type >, 49
BArrayRow_const< Cell_Type, Data_Type >, 82
BArrayVector_const< Cell_Type, Data_Type >, 89
operator>
BArrayCell_const< Cell_Type, Data_Type >, 49
BArrayRow_const< Cell_Type, Data_Type >, 82
BArrayVector_const< Cell_Type, Data_Type >, 89
operator>=
BArrayCell_const< Cell_Type, Data_Type >, 50
BArrayRow_const< Cell_Type, Data_Type >, 82
BArrayVector_const< Cell_Type, Data_Type >, 89
operator*=
BArray< Cell_Type, Data_Type >, 39
BArrayCell< Cell_Type, Data_Type >, 46
BArrayDense< Cell_Type, Data_Type >, 58
BArrayDenseCell< Cell_Type, Data_Type >, 66
BArrayRow< Cell_Type, Data_Type >, 79
BArrayVector< Cell_Type, Data_Type >, 85
operator()
BArray< Cell_Type, Data_Type >, 39
barray-meat-operators.hpp, 195
BArrayDense< Cell_Type, Data_Type >, 58
BArrayDenseCol< Cell_Type, Data_Type >, 70
BArrayDenseCol_const< Cell_Type, Data_Type >, 72
BArrayDenseRow< Cell_Type, Data_Type >, 75
BArrayDenseRow_const< Cell_Type, Data_Type >, 77
Flock, 113
PhyloCounterData, 157
Rule< Array_Type, Data_Type >, 169
Rules< Array_Type, Data_Type >, 172
vecHasher< T >, 187
operator+=
BArray< Cell_Type, Data_Type >, 39, 40
BArrayCell< Cell_Type, Data_Type >, 46
BArrayDense< Cell_Type, Data_Type >, 59
BArrayDenseCell< Cell_Type, Data_Type >, 67
BArrayRow< Cell_Type, Data_Type >, 79
BArrayVector< Cell_Type, Data_Type >, 85
operator-=
BArray< Cell_Type, Data_Type >, 40
BArrayCell< Cell_Type, Data_Type >, 47
BArrayDense< Cell_Type, Data_Type >, 59
BArrayDenseCell< Cell_Type, Data_Type >, 67
BArrayRow< Cell_Type, Data_Type >, 79
BArrayVector< Cell_Type, Data_Type >, 85
operator/=
BArray< Cell_Type, Data_Type >, 40
BArrayCell< Cell_Type, Data_Type >, 47
BArrayDense< Cell_Type, Data_Type >, 60

BArrayDenseCell< Cell_Type, Data_Type >, 67
BArrayRow< Cell_Type, Data_Type >, 80
BArrayVector< Cell_Type, Data_Type >, 85
operator=
BArray< Cell_Type, Data_Type >, 41
BArrayCell< Cell_Type, Data_Type >, 47
BArrayDense< Cell_Type, Data_Type >, 60
BArrayDenseCell< Cell_Type, Data_Type >, 67
BArrayRow< Cell_Type, Data_Type >, 80
BArrayVector< Cell_Type, Data_Type >, 86
Cell< Cell_Type >, 93, 94
Counter< Array_Type, Data_Type >, 100
Counters< Array_Type, Data_Type >, 105
Geese, 126
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 141
Rules< Array_Type, Data_Type >, 172
operator==
BArray< Cell_Type, Data_Type >, 41
BArrayCell< Cell_Type, Data_Type >, 47
BArrayCell_const< Cell_Type, Data_Type >, 49
BArrayDense< Cell_Type, Data_Type >, 60
BArrayDenseCell< Cell_Type, Data_Type >, 67
BArrayRow< Cell_Type, Data_Type >, 80
BArrayRow_const< Cell_Type, Data_Type >, 82
BArrayVector< Cell_Type, Data_Type >, 86
BArrayVector_const< Cell_Type, Data_Type >, 89
Cell< Cell_Type >, 94
operator[]
Counters< Array_Type, Data_Type >, 106
PowerSet< Array_Type, Data_Rule_Type >, 164
ord
Node, 152
out_of_range
BArray< Cell_Type, Data_Type >, 41
BArrayDense< Cell_Type, Data_Type >, 60

parent
Node, 153
parse_polytomies
Flock, 113
Geese, 126
Phylo counters, 19
counter_co_opt, 20
counter_cogain, 21
counter_gains, 21
counter_gains_k_offspring, 21
counter_genes_changing, 21
counter_k_genes_changing, 22
counter_less_than_p_prop_genes_changing, 22
counter_longest, 22
counter_loss, 22
counter_maxfuns, 23
counter_neofun, 23
counter_neofun_a2b, 23
counter_overall_changes, 23
counter_overall_gains, 24
counter_overall_loss, 24
counter_prop_genes_changing, 24
counter_subfun, 24
Phylo rules, 25
rule_dyn_limit_changes, 25
phylo.hpp
DEFAULT_DUPLICATION, 291
DUPL_DUPL, 291
DUPL_EITH, 291
DUPL_SPEC, 291
get_last_name, 295
IF_MATCHES, 291
IF_NOTMATCHES, 291
IS_DUPLICATION, 292
IS_EITHER, 292
IS_SPECIATION, 292
MAKE_DUPL_VARS, 292
PHYLO_CHECK_MISSING, 292
PHYLO_COUNTER_LAMBDA, 293
PHYLO_RULE_DYN_LAMBDA, 293
PhyloArray, 293
PhyloCounter, 293
PhyloCounters, 294
PhyloModel, 294
PhyloPowerSet, 294
PhyloRule, 294
PhyloRuleData, 294
PhyloRuleDyn, 294
PhyloRules, 295
PhyloRulesDyn, 295
PhyloStatsCounter, 295
PhyloSupport, 295
PHYLO_CHECK_MISSING
phylo.hpp, 292
PHYLO_COUNTER_LAMBDA
phylo.hpp, 293
PHYLO_RULE_DYN_LAMBDA
phylo.hpp, 293
PhyloArray
phylo.hpp, 293
PhyloCounter
phylo.hpp, 293
PhyloCounterData, 155
at, 156
begin, 156
empty, 156
end, 156
get_counters, 157
operator(), 157
PhyloCounterData, 156
push_back, 157
reserve, 157
shrink_to_fit, 157
size, 157
PhyloCounters
phylo.hpp, 294
PhyloModel
phylo.hpp, 294
PhyloPowerSet

phylo.hpp, 294
PhyloRule
phylo.hpp, 294
PhyloRuleData
phylo.hpp, 294
PhyloRuleDyn
phylo.hpp, 294
PhyloRuleDynData, 158
~PhyloRuleDynData, 158
counts, 159
duplication, 159
lb, 159
PhyloRuleDynData, 158
pos, 159
ub, 159
PhyloRules
phylo.hpp, 295
PhyloRulesDyn
phylo.hpp, 295
PhyloStatsCounter
phylo.hpp, 295
PhyloSupport
phylo.hpp, 295
POS
barraydense-meat-operators.hpp, 219
barraydense-meat.hpp, 224
barraydensecell-bones.hpp, 242
barraydensecell-meat.hpp, 244
barraydensecol-bones.hpp, 245
barraydenserow-bones.hpp, 246
pos
PhyloRuleDynData, 159
POS_N
barraydense-meat-operators.hpp, 219
barraydense-meat.hpp, 224
barraydensecol-bones.hpp, 245
barraydenserow-bones.hpp, 246
PowerSet
PowerSet< Array_Type, Data_Rule_Type >, 161
PowerSet< Array_Type, Data_Rule_Type >, 160
~PowerSet, 162
add_rule, 162
begin, 162
calc, 163
coordinates_free, 164
coordinates_locked, 164
data, 165
EmptyArray, 165
end, 163
get_data, 163
get_data_ptr, 163
init_support, 163
M, 165
N, 165
n_free, 165
n_locked, 165
operator[], 164
PowerSet, 161
reset, 164
rules, 166
rules_deleted, 166
size, 164
predict
Geese, 126
predict_backend
Geese, 127
predict_exhaust
Geese, 127
predict_exhaust_backend
Geese, 127
predict_sim
Geese, 127
print
BArray< Cell_Type, Data_Type >, 41
BArrayDense< Cell_Type, Data_Type >, 60
Flock, 113
FreqTable< T >, 117
Geese, 127
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 141
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 183
print_observed_counts
Geese, 128
print_stats
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 141
printf_barry
barry-configuration.hpp, 253
probability
Node, 153
Progress, 166
~Progress, 167
end, 167
next, 167
Progress, 167
progress.hpp
BARRY_PROGRESS_BAR_WIDTH, 310
push_back
counters-meat.hpp, 270
PhyloCounterData, 157

README.md, 337
reduced_sequence
Geese, 130
rengine
Flock, 115
report
barray-meat.hpp, 212
barraydense-meat.hpp, 240
reserve
BArray< Cell_Type, Data_Type >, 41
BArrayDense< Cell_Type, Data_Type >, 61
FreqTable< T >, 118

PhyloCounterData, 157
reset
PowerSet< Array_Type, Data_Rule_Type >, 164
reset_array
StatsCounter< Array_Type, Data_Type >, 176
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 183
resize
BArray< Cell_Type, Data_Type >, 42
barray-meat.hpp, 207
BArrayDense< Cell_Type, Data_Type >, 61
barraydense-meat.hpp, 233, 234
Entries< Cell_Type >, 108
statscounter-meat.hpp, 316
return
barray-meat.hpp, 207, 212
barraydense-meat.hpp, 240
counters-meat.hpp, 273
statscounter-meat.hpp, 319
support-meat.hpp, 332
rhs
barray-meat-operators.hpp, 195
rm_cell
BArray< Cell_Type, Data_Type >, 42
BArrayDense< Cell_Type, Data_Type >, 61
barraydense-meat.hpp, 234, 235
support-meat.hpp, 326
ROW
barray-meat-operators.hpp, 193
barray-meat.hpp, 199, 207, 208
barraydense-meat-operators.hpp, 219
barraydense-meat.hpp, 224
row
BArray< Cell_Type, Data_Type >, 42
BArrayDense< Cell_Type, Data_Type >, 61
row0
barray-meat.hpp, 213
Row_type
typedefs.hpp, 336
rowsum
BArrayDense< Cell_Type, Data_Type >, 61
Rule
Rule< Array_Type, Data_Type >, 168
Rule< Array_Type, Data_Type >, 167
~Rule, 168
D, 169
operator(), 169
Rule, 168
rule_dyn_limit_changes
Phylo rules, 25
rule_fun_default
rules-bones.hpp, 311
Rule_fun_type
typedefs.hpp, 336
RULE_FUNCTION
barry.hpp, 258
geese-bones.hpp, 302
RULE_LAMBDA
barry.hpp, 258
Rules
Rules< Array_Type, Data_Type >, 170
rules
PowerSet< Array_Type, Data_Rule_Type >, 166
support-meat.hpp, 332
Rules< Array_Type, Data_Type >, 169
~Rules, 170
add_rule, 171
clear, 171
get_seq, 171
operator(), 172
operator=, 172
Rules, 170
size, 172
rules-bones.hpp
rule_fun_default, 311
rules_
support-meat.hpp, 332
rules_deleted
PowerSet< Array_Type, Data_Rule_Type >, 166
rules_dyn
support-meat.hpp, 332
rules_zerodiag
network.hpp, 288

sample
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 141
search
barray-meat.hpp, 213
sequence
Geese, 130
set_counters
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 142
StatsCounter< Array_Type, Data_Type >, 176
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 183
set_data
BArray< Cell_Type, Data_Type >, 42
BArrayDense< Cell_Type, Data_Type >, 62
set_keygen
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 142
set_rengine
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 142
set_rules
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 142

Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 183
set_rules_dyn
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 142
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 184
set_seed
Flock, 114
Geese, 128
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
shrink_to_fit
PhyloCounterData, 157
simulate
Geese, 128
size
BArrayDenseCol< Cell_Type, Data_Type >, 70
BArrayDenseCol_const< Cell_Type, Data_Type >, 73
BArrayDenseRow< Cell_Type, Data_Type >, 75
BArrayDenseRow_const< Cell_Type, Data_Type >, 77
BArrayVector< Cell_Type, Data_Type >, 86
BArrayVector_const< Cell_Type, Data_Type >, 90
Counters< Array_Type, Data_Type >, 106
FreqTable< T >, 118
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
PhyloCounterData, 157
PowerSet< Array_Type, Data_Rule_Type >, 164
Rules< Array_Type, Data_Type >, 172
size_unique
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
source
barray-meat.hpp, 213
barraydense-meat.hpp, 240
Entries< Cell_Type >, 108
states
NodeData, 155
Statistical Models, 11
stats_bank
support-meat.hpp, 332
StatsCounter
StatsCounter< Array_Type, Data_Type >, 174
StatsCounter< Array_Type, Data_Type >, 173
~StatsCounter, 174
add_counter, 175
count_all, 175
count_current, 175
count_init, 175
get_counters, 175
get_descriptions, 176
get_names, 176
reset_array, 176
set_counters, 176
StatsCounter, 174
statscounter-meat.hpp
clear, 316
counter, 318
counter_deleted, 318
counters, 318
counters_, 318
current_stats, 318
EmptyArray, 319
f_, 319
for, 316
j, 319
resize, 316
return, 319
STATSCOUNTER_TEMPLATE, 315–317
STATSCOUNTER_TEMPLATE_ARGS, 315
STATSCOUNTER_TYPE, 315
STATSCOUNTER_TEMPLATE
statscounter-meat.hpp, 315–317
STATSCOUNTER_TEMPLATE_ARGS
statscounter-meat.hpp, 315
STATSCOUNTER_TYPE
statscounter-meat.hpp, 315
store_psets
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
subtree_prob
Node, 153
Support
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 179
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 177
~Support, 179
add_counter, 180
add_rule, 180
add_rule_dyn, 180
calc, 181
change_stats, 184
coordiantes_n_free, 184
coordiantes_n_locked, 184
coordinates_free, 184
coordinates_locked, 185
current_stats, 185
delete_counters, 185
delete_rules, 185
delete_rules_dyn, 185
eval_rules_dyn, 181
get_counters, 181
get_counts, 181
get_current_stats, 182

get_data, 182
get_rules, 182
get_rules_dyn, 182
hashes, 186
hashes_initialized, 186
init_support, 182
M, 186
max_num_elements, 186
N, 186
n_counters, 187
print, 183
reset_array, 183
set_counters, 183
set_rules, 183
set_rules_dyn, 184
Support, 179
support-meat.hpp
array_bank, 329
BARRY_SUPPORT_MEAT_HPP, 323
calc_backend_dense, 324
calc_backend_sparse, 325
change_stats_different, 330
coord_i, 330
coord_j, 330
counters, 330
counters_, 330
delete_counters, 330
delete_rules, 331
delete_rules_dyn, 331
else, 331
f_, 331
for, 325
hashes, 331
if, 325
insert_cell, 326
return, 332
rm_cell, 326
rules, 332
rules_, 332
rules_dyn, 332
stats_bank, 332
SUPPORT_TEMPLATE, 324, 326–329
SUPPORT_TEMPLATE_ARGS, 324
SUPPORT_TYPE, 324
tmp_chng, 333
support_size
Flock, 114
Geese, 128
Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
SUPPORT_TEMPLATE
support-meat.hpp, 324, 326–329
SUPPORT_TEMPLATE_ARGS
support-meat.hpp, 324
SUPPORT_TYPE
support-meat.hpp, 324
swap_cells
BArray< Cell_Type, Data_Type >, 43
BArrayDense< Cell_Type, Data_Type >, 62
swap_cols
BArray< Cell_Type, Data_Type >, 43
BArrayDense< Cell_Type, Data_Type >, 62
swap_rows
BArray< Cell_Type, Data_Type >, 43
BArrayDense< Cell_Type, Data_Type >, 62

target
barray-meat.hpp, 213
barraydense-meat.hpp, 240
Entries< Cell_Type >, 108
this
barray-meat-operators.hpp, 195
tmp_chng
support-meat.hpp, 333
to_be_deleted
counters-meat.hpp, 270
toggle_cell
BArray< Cell_Type, Data_Type >, 43
BArrayDense< Cell_Type, Data_Type >, 63
toggle_lock
BArray< Cell_Type, Data_Type >, 43
BArrayDense< Cell_Type, Data_Type >, 63
transpose
BArray< Cell_Type, Data_Type >, 44
BArrayDense< Cell_Type, Data_Type >, 63
TWO
CHECK, 28
EXISTS, 30
typedefs.hpp
Col_type, 335
Counter_fun_type, 335
Counts_type, 335
MapVec_type, 336
Row_type, 336
Rule_fun_type, 336
uint, 336
vec_equal, 336
vec_equal_approx, 337
vec_inner_prod, 337

ub
PhyloRuleDynData, 159
uint
typedefs.hpp, 336
UKNOWN
EXISTS, 30
update_annotations
Geese, 128
update_normalizing_constant
model-meat.hpp, 299

v
barray-meat.hpp, 213
barraydense-meat.hpp, 241
va_end
barraydense-meat.hpp, 235

va_start
barraydense-meat.hpp, 235
val
Entries< Cell_Type >, 108
val0
barraydense-meat.hpp, 241
val1
barraydense-meat.hpp, 241
value
barray-meat.hpp, 213
barraydense-meat.hpp, 241
Cell< Cell_Type >, 94
vec_diff
geese-bones.hpp, 302
vec_equal
typedefs.hpp, 336
vec_equal_approx
typedefs.hpp, 337
vec_inner_prod
typedefs.hpp, 337
vecHasher< T >, 187
operator(), 187
vector_caster
geese-bones.hpp, 302
vertex_attr
NetworkData, 147
visited
BArray< Cell_Type, Data_Type >, 45
BArrayDense< Cell_Type, Data_Type >, 65
Cell< Cell_Type >, 94
Node, 153
vprintf
barraydense-meat.hpp, 235

ZERO_CELL
barraydense-meat.hpp, 225
barraydensecol-bones.hpp, 245
barraydenserow-bones.hpp, 246
zero_col
BArray< Cell_Type, Data_Type >, 44
BArrayDense< Cell_Type, Data_Type >, 63
zero_row
BArray< Cell_Type, Data_Type >, 44
BArrayDense< Cell_Type, Data_Type >, 63