

barry: Your go-to motif accountant

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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()	21
5.4.2.6 counter_k_genes_changing()	22
5.4.2.7 counter_longest()	22
5.4.2.8 counter_loss()	22
5.4.2.9 counter_maxfun()	22
5.4.2.10 counter_neofun()	23
5.4.2.11 counter_neofun_a2b()	23
5.4.2.12 counter_overall_changes()	23
5.4.2.13 counter_overall_gains()	23
5.4.2.14 counter_overall_loss()	24
5.4.2.15 counter_prop_genes_changing()	24
5.4.2.16 counter_subfun()	24
5.5 Phylo rules	24
5.5.1 Detailed Description	24
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 UNKNOWN	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 nzero()	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	53
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]	54
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()	55
7.4.3 Member Function Documentation	55
7.4.3.1 clear()	55
7.4.3.2 col() [1/2]	55
7.4.3.3 col() [2/2]	55
7.4.3.4 D() [1/2]	55
7.4.3.5 D() [2/2]	56
7.4.3.6 default_val()	56
7.4.3.7 get_cell()	56
7.4.3.8 get_col_vec() [1/2]	56
7.4.3.9 get_col_vec() [2/2]	56
7.4.3.10 get_entries()	57
7.4.3.11 get_row_vec() [1/2]	57
7.4.3.12 get_row_vec() [2/2]	57
7.4.3.13 insert_cell() [1/3]	57

7.4.3.14 insert_cell() [2/3]	58
7.4.3.15 insert_cell() [3/3]	58
7.4.3.16 is_dense()	58
7.4.3.17 is_empty()	58
7.4.3.18 ncol()	58
7.4.3.19 nnozero()	59
7.4.3.20 nrow()	59
7.4.3.21 operator>() [1/2]	59
7.4.3.22 operator>() [2/2]	59
7.4.3.23 operator*=()	59
7.4.3.24 operator+=() [1/3]	59
7.4.3.25 operator+=() [2/3]	60
7.4.3.26 operator+=() [3/3]	60
7.4.3.27 operator-=() [1/3]	60
7.4.3.28 operator-=() [2/3]	60
7.4.3.29 operator-=() [3/3]	60
7.4.3.30 operator/=()	60
7.4.3.31 operator=() [1/2]	61
7.4.3.32 operator=() [2/2]	61
7.4.3.33 operator==()	61
7.4.3.34 out_of_range()	61
7.4.3.35 print()	61
7.4.3.36 reserve()	61
7.4.3.37 resize()	62
7.4.3.38 rm_cell()	62
7.4.3.39 row() [1/2]	62
7.4.3.40 row() [2/2]	62
7.4.3.41 set_data()	62
7.4.3.42 swap_cells()	63
7.4.3.43 swap_cols()	63
7.4.3.44 swap_rows()	63
7.4.3.45 toggle_cell()	63
7.4.3.46 toggle_lock()	64
7.4.3.47 transpose()	64
7.4.3.48 zero_col()	64
7.4.3.49 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 BArrayDenseCell_const< Cell_Type, Data_Type >	65
7.4.4.3 BArrayDenseCol< Cell_Type, Data_Type >	65
7.4.4.4 BArrayDenseCol_const< Cell_Type, Data_Type >	65
7.4.4.5 BArrayDenseRow< Cell_Type, Data_Type >	65

7.4.4.6 BArrayDenseRow_const< Cell_Type, Data_Type >	65
7.4.5 Member Data Documentation	65
7.4.5.1 visited	66
7.5 BArrayDenseCell< Cell_Type, Data_Type > Class Template Reference	66
7.5.1 Detailed Description	66
7.5.2 Constructor & Destructor Documentation	67
7.5.2.1 BArrayDenseCell()	67
7.5.2.2 ~BArrayDenseCell()	67
7.5.3 Member Function Documentation	67
7.5.3.1 operator Cell_Type()	67
7.5.3.2 operator*=()	67
7.5.3.3 operator+=()	68
7.5.3.4 operator-=()	68
7.5.3.5 operator/=()	68
7.5.3.6 operator=()	68
7.5.3.7 operator==()	68
7.5.4 Friends And Related Function Documentation	69
7.5.4.1 BArrayDense< Cell_Type, Data_Type >	69
7.5.4.2 BArrayDenseCol< Cell_Type, Data_Type >	69
7.5.4.3 BArrayDenseCol_const< Cell_Type, Data_Type >	69
7.6 BArrayDenseCell_const< Cell_Type, Data_Type > Class Template Reference	69
7.6.1 Detailed Description	70
7.6.2 Constructor & Destructor Documentation	70
7.6.2.1 BArrayDenseCell_const()	70
7.6.2.2 ~BArrayDenseCell_const()	71
7.6.3 Member Function Documentation	71
7.6.3.1 operator Cell_Type()	71
7.6.3.2 operator!=() [1 / 2]	71
7.6.3.3 operator!=() [2 / 2]	71
7.6.3.4 operator<() [1 / 2]	71
7.6.3.5 operator<() [2 / 2]	72
7.6.3.6 operator<=() [1 / 2]	72
7.6.3.7 operator<=() [2 / 2]	72
7.6.3.8 operator==() [1 / 2]	72
7.6.3.9 operator==() [2 / 2]	72
7.6.3.10 operator>() [1 / 2]	73
7.6.3.11 operator>() [2 / 2]	73
7.6.3.12 operator>=() [1 / 2]	73
7.6.3.13 operator>=() [2 / 2]	73
7.6.4 Friends And Related Function Documentation	73
7.6.4.1 BArrayDense< Cell_Type, Data_Type >	73
7.6.4.2 BArrayDenseCol< Cell_Type, Data_Type >	74

7.6.4.3 BArrayDenseCol_const< Cell_Type, Data_Type >	74
7.7 BArrayDenseCol< Cell_Type, Data_Type > Class Template Reference	74
7.7.1 Detailed Description	74
7.7.2 Constructor & Destructor Documentation	75
7.7.2.1 BArrayDenseCol()	75
7.7.3 Member Function Documentation	75
7.7.3.1 begin()	75
7.7.3.2 end()	75
7.7.3.3 operator>()	75
7.7.3.4 size()	76
7.7.4 Friends And Related Function Documentation	76
7.7.4.1 BArrayDense< Cell_Type, Data_Type >	76
7.7.4.2 BArrayDenseCell< Cell_Type, Data_Type >	76
7.7.4.3 BArrayDenseCell_const< Cell_Type, Data_Type >	76
7.8 BArrayDenseCol_const< Cell_Type, Data_Type > Class Template Reference	76
7.8.1 Detailed Description	77
7.8.2 Constructor & Destructor Documentation	77
7.8.2.1 BArrayDenseCol_const()	77
7.8.3 Member Function Documentation	77
7.8.3.1 begin()	77
7.8.3.2 end()	78
7.8.3.3 operator>()	78
7.8.3.4 size()	78
7.8.4 Friends And Related Function Documentation	78
7.8.4.1 BArrayDenseCell< Cell_Type, Data_Type >	78
7.8.4.2 BArrayDenseCell_const< Cell_Type, Data_Type >	78
7.9 BArrayDenseRow< Cell_Type, Data_Type > Class Template Reference	79
7.9.1 Detailed Description	79
7.9.2 Constructor & Destructor Documentation	79
7.9.2.1 BArrayDenseRow()	79
7.9.3 Member Function Documentation	79
7.9.3.1 begin()	80
7.9.3.2 end()	80
7.9.3.3 operator>()	80
7.9.3.4 size()	80
7.9.4 Friends And Related Function Documentation	80
7.9.4.1 BArrayDense< Cell_Type, Data_Type >	80
7.9.4.2 BArrayDenseCell< Cell_Type, Data_Type >	81
7.9.4.3 BArrayDenseCell_const< Cell_Type, Data_Type >	81
7.10 BArrayDenseRow_const< Cell_Type, Data_Type > Class Template Reference	81
7.10.1 Detailed Description	81
7.10.2 Constructor & Destructor Documentation	82

7.10.2.1 BArrayDenseRow_const()	82
7.10.3 Member Function Documentation	82
7.10.3.1 begin()	82
7.10.3.2 end()	82
7.10.3.3 operator>()	82
7.10.3.4 size()	83
7.10.4 Friends And Related Function Documentation	83
7.10.4.1 BArrayDenseCell< Cell_Type, Data_Type >	83
7.10.4.2 BArrayDenseCell_const< Cell_Type, Data_Type >	83
7.11 BArrayRow< Cell_Type, Data_Type > Class Template Reference	83
7.11.1 Detailed Description	84
7.11.2 Constructor & Destructor Documentation	84
7.11.2.1 BArrayRow()	84
7.11.2.2 ~BArrayRow()	84
7.11.3 Member Function Documentation	84
7.11.3.1 operator BArrayRow< Cell_Type, Data_Type >()	84
7.11.3.2 operator*=()	84
7.11.3.3 operator+=()	85
7.11.3.4 operator-=()	85
7.11.3.5 operator/=()	85
7.11.3.6 operator=()	85
7.11.3.7 operator==()	85
7.12 BArrayRow_const< Cell_Type, Data_Type > Class Template Reference	85
7.12.1 Detailed Description	86
7.12.2 Constructor & Destructor Documentation	86
7.12.2.1 BArrayRow_const()	86
7.12.2.2 ~BArrayRow_const()	86
7.12.3 Member Function Documentation	86
7.12.3.1 operator BArrayRow_const< Cell_Type, Data_Type >()	87
7.12.3.2 operator!=()	87
7.12.3.3 operator<()	87
7.12.3.4 operator<=()	87
7.12.3.5 operator==()	87
7.12.3.6 operator>()	87
7.12.3.7 operator>=()	88
7.13 BArrayVector< Cell_Type, Data_Type > Class Template Reference	88
7.13.1 Detailed Description	88
7.13.2 Constructor & Destructor Documentation	89
7.13.2.1 BArrayVector()	89
7.13.2.2 ~BArrayVector()	89
7.13.3 Member Function Documentation	89
7.13.3.1 begin()	89

7.13.3.2 end()	90
7.13.3.3 is_col()	90
7.13.3.4 is_row()	90
7.13.3.5 operator std::vector< Cell_Type >()	90
7.13.3.6 operator*=()	90
7.13.3.7 operator+=()	91
7.13.3.8 operator-=()	91
7.13.3.9 operator/=()	91
7.13.3.10 operator=()	91
7.13.3.11 operator==()	91
7.13.3.12 size()	92
7.14 BArrayVector_const< Cell_Type, Data_Type > Class Template Reference	92
7.14.1 Detailed Description	92
7.14.2 Constructor & Destructor Documentation	92
7.14.2.1 BArrayVector_const()	93
7.14.2.2 ~BArrayVector_const()	93
7.14.3 Member Function Documentation	93
7.14.3.1 begin()	93
7.14.3.2 end()	93
7.14.3.3 is_col()	93
7.14.3.4 is_row()	94
7.14.3.5 operator std::vector< Cell_Type >()	94
7.14.3.6 operator!=()	94
7.14.3.7 operator<()	94
7.14.3.8 operator<=()	94
7.14.3.9 operator==()	95
7.14.3.10 operator>()	95
7.14.3.11 operator>=()	95
7.14.3.12 size()	95
7.15 Cell< Cell_Type > Class Template Reference	95
7.15.1 Detailed Description	96
7.15.2 Constructor & Destructor Documentation	96
7.15.2.1 Cell() [1/7]	96
7.15.2.2 Cell() [2/7]	97
7.15.2.3 ~Cell()	97
7.15.2.4 Cell() [3/7]	97
7.15.2.5 Cell() [4/7]	97
7.15.2.6 Cell() [5/7]	97
7.15.2.7 Cell() [6/7]	98
7.15.2.8 Cell() [7/7]	98
7.15.3 Member Function Documentation	98
7.15.3.1 add() [1/4]	98

7.15.3.2 add() [2/4]	98
7.15.3.3 add() [3/4]	98
7.15.3.4 add() [4/4]	99
7.15.3.5 operator Cell_Type()	99
7.15.3.6 operator"!=()	99
7.15.3.7 operator=() [1/2]	99
7.15.3.8 operator=() [2/2]	99
7.15.3.9 operator==()	100
7.15.4 Member Data Documentation	100
7.15.4.1 active	100
7.15.4.2 value	100
7.15.4.3 visited	100
7.16 Cell_const< Cell_Type > Class Template Reference	101
7.16.1 Detailed Description	101
7.17 ConstBArrayRowIter< Cell_Type, Data_Type > Class Template Reference	101
7.17.1 Detailed Description	102
7.17.2 Constructor & Destructor Documentation	102
7.17.2.1 ConstBArrayRowIter()	102
7.17.2.2 ~ConstBArrayRowIter()	102
7.17.3 Member Data Documentation	102
7.17.3.1 Array	102
7.17.3.2 current_col	102
7.17.3.3 current_row	103
7.17.3.4 iter	103
7.18 Counter< Array_Type, Data_Type > Class Template Reference	103
7.18.1 Detailed Description	104
7.18.2 Constructor & Destructor Documentation	104
7.18.2.1 Counter() [1/4]	104
7.18.2.2 Counter() [2/4]	105
7.18.2.3 Counter() [3/4]	105
7.18.2.4 Counter() [4/4]	105
7.18.2.5 ~Counter()	105
7.18.3 Member Function Documentation	105
7.18.3.1 count()	106
7.18.3.2 get_description()	106
7.18.3.3 get_name()	106
7.18.3.4 init()	106
7.18.3.5 operator=() [1/2]	106
7.18.3.6 operator=() [2/2]	106
7.18.4 Member Data Documentation	107
7.18.4.1 count_fun	107
7.18.4.2 data	107

7.18.4.3 delete_data	107
7.18.4.4 desc	107
7.18.4.5 init_fun	107
7.18.4.6 name	108
7.19 Counters< Array_Type, Data_Type > Class Template Reference	108
7.19.1 Detailed Description	108
7.19.2 Constructor & Destructor Documentation	109
7.19.2.1 Counters() [1/3]	109
7.19.2.2 ~Counters()	109
7.19.2.3 Counters() [2/3]	109
7.19.2.4 Counters() [3/3]	109
7.19.3 Member Function Documentation	110
7.19.3.1 add_counter() [1/3]	110
7.19.3.2 add_counter() [2/3]	110
7.19.3.3 add_counter() [3/3]	110
7.19.3.4 clear()	110
7.19.3.5 get_descriptions()	110
7.19.3.6 get_names()	111
7.19.3.7 operator=() [1/2]	111
7.19.3.8 operator=() [2/2]	111
7.19.3.9 operator[]()	111
7.19.3.10 size()	113
7.20 Entries< Cell_Type > Class Template Reference	113
7.20.1 Detailed Description	113
7.20.2 Constructor & Destructor Documentation	114
7.20.2.1 Entries() [1/2]	114
7.20.2.2 Entries() [2/2]	114
7.20.2.3 ~Entries()	114
7.20.3 Member Function Documentation	114
7.20.3.1 resize()	114
7.20.4 Member Data Documentation	115
7.20.4.1 source	115
7.20.4.2 target	115
7.20.4.3 val	115
7.21 Flock Class Reference	115
7.21.1 Detailed Description	116
7.21.2 Constructor & Destructor Documentation	116
7.21.2.1 Flock()	117
7.21.2.2 ~Flock()	117
7.21.3 Member Function Documentation	117
7.21.3.1 add_data()	117
7.21.3.2 colnames()	117

7.21.3.3 <code>get_counters()</code>	118
7.21.3.4 <code>get_model()</code>	118
7.21.3.5 <code>get_support()</code>	118
7.21.3.6 <code>init()</code>	118
7.21.3.7 <code>likelihood_joint()</code>	118
7.21.3.8 <code>nfuncs()</code>	119
7.21.3.9 <code>nleafs()</code>	119
7.21.3.10 <code>nnodes()</code>	119
7.21.3.11 <code>nterms()</code>	119
7.21.3.12 <code>ntrees()</code>	119
7.21.3.13 <code>operator()</code>	119
7.21.3.14 <code>parse_polytomies()</code>	120
7.21.3.15 <code>print()</code>	120
7.21.3.16 <code>set_seed()</code>	120
7.21.3.17 <code>support_size()</code>	120
7.21.4 Member Data Documentation	121
7.21.4.1 <code>dat</code>	121
7.21.4.2 <code>initialized</code>	121
7.21.4.3 <code>model</code>	121
7.21.4.4 <code>nfunctions</code>	121
7.21.4.5 <code>engine</code>	121
7.22 <code>FreqTable< T ></code> Class Template Reference	122
7.22.1 Detailed Description	122
7.22.2 Constructor & Destructor Documentation	122
7.22.2.1 <code>FreqTable()</code>	122
7.22.2.2 <code>~FreqTable()</code>	122
7.22.3 Member Function Documentation	123
7.22.3.1 <code>add()</code>	123
7.22.3.2 <code>as_vector()</code>	123
7.22.3.3 <code>clear()</code>	123
7.22.3.4 <code>get_data()</code>	123
7.22.3.5 <code>get_index()</code>	123
7.22.3.6 <code>print()</code>	124
7.22.3.7 <code>reserve()</code>	124
7.22.3.8 <code>size()</code>	124
7.23 Geese Class Reference	124
7.23.1 Detailed Description	127
7.23.2 Constructor & Destructor Documentation	127
7.23.2.1 <code>Geese()</code> [1/4]	127
7.23.2.2 <code>Geese()</code> [2/4]	127
7.23.2.3 <code>Geese()</code> [3/4]	128
7.23.2.4 <code>Geese()</code> [4/4]	128

7.23.2.5 <code>~Geese()</code>	128
7.23.3 Member Function Documentation	128
7.23.3.1 <code>calc_reduced_sequence()</code>	128
7.23.3.2 <code>calc_sequence()</code>	128
7.23.3.3 <code>colnames()</code>	129
7.23.3.4 <code>get_annotated_nodes()</code>	129
7.23.3.5 <code>get_counters()</code>	129
7.23.3.6 <code>get_model()</code>	129
7.23.3.7 <code>get_probabilities()</code>	129
7.23.3.8 <code>get_rengine()</code>	129
7.23.3.9 <code>get_states()</code>	130
7.23.3.10 <code>get_support()</code>	130
7.23.3.11 <code>inherit_support()</code>	130
7.23.3.12 <code>init()</code>	130
7.23.3.13 <code>init_node()</code>	130
7.23.3.14 <code>likelihood()</code>	131
7.23.3.15 <code>likelihood_exhaust()</code>	131
7.23.3.16 <code>nannotations()</code>	131
7.23.3.17 <code>nfuns()</code>	131
7.23.3.18 <code>nleaves()</code>	131
7.23.3.19 <code>nnodes()</code>	132
7.23.3.20 <code>nterms()</code>	132
7.23.3.21 <code>observed_counts()</code>	132
7.23.3.22 <code>operator=()</code> [1/2]	132
7.23.3.23 <code>operator=()</code> [2/2]	132
7.23.3.24 <code>parse_polytomies()</code>	132
7.23.3.25 <code>predict()</code>	133
7.23.3.26 <code>predict_backend()</code>	133
7.23.3.27 <code>predict_exhaust()</code>	133
7.23.3.28 <code>predict_exhaust_backend()</code>	133
7.23.3.29 <code>predict_sim()</code>	133
7.23.3.30 <code>print()</code>	134
7.23.3.31 <code>print_observed_counts()</code>	134
7.23.3.32 <code>set_seed()</code>	134
7.23.3.33 <code>simulate()</code>	134
7.23.3.34 <code>support_size()</code>	134
7.23.3.35 <code>update_annotations()</code>	135
7.23.4 Member Data Documentation	135
7.23.4.1 <code>delete_rengine</code>	135
7.23.4.2 <code>delete_support</code>	135
7.23.4.3 <code>initialized</code>	135
7.23.4.4 <code>map_to_nodes</code>	135

7.23.4.5 nfunctions	136
7.23.4.6 nodes	136
7.23.4.7 reduced_sequence	136
7.23.4.8 sequence	136
7.24 Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > Class Template Reference	136
7.24.1 Detailed Description	138
7.24.2 Constructor & Destructor Documentation	140
7.24.2.1 Model() [1/3]	140
7.24.2.2 Model() [2/3]	140
7.24.2.3 Model() [3/3]	140
7.24.2.4 ~Model()	140
7.24.3 Member Function Documentation	141
7.24.3.1 add_array()	141
7.24.3.2 add_counter() [1/3]	141
7.24.3.3 add_counter() [2/3]	141
7.24.3.4 add_counter() [3/3]	142
7.24.3.5 add_rule() [1/3]	142
7.24.3.6 add_rule() [2/3]	142
7.24.3.7 add_rule() [3/3]	142
7.24.3.8 add_rule_dyn() [1/3]	142
7.24.3.9 add_rule_dyn() [2/3]	143
7.24.3.10 add_rule_dyn() [3/3]	143
7.24.3.11 colnames()	143
7.24.3.12 conditional_prob()	143
7.24.3.13 gen_key()	144
7.24.3.14 get_counters()	144
7.24.3.15 get_norm_const()	144
7.24.3.16 get_pset()	144
7.24.3.17 get_pset_stats()	145
7.24.3.18 get_rengine()	145
7.24.3.19 get_rules()	145
7.24.3.20 get_rules_dyn()	145
7.24.3.21 get_support()	145
7.24.3.22 likelihood() [1/3]	146
7.24.3.23 likelihood() [2/3]	146
7.24.3.24 likelihood() [3/3]	146
7.24.3.25 likelihood_total()	146
7.24.3.26 nterms()	147
7.24.3.27 operator=()	147
7.24.3.28 print()	147
7.24.3.29 print_stats()	147

7.24.3.30 sample() [1/2]	147
7.24.3.31 sample() [2/2]	148
7.24.3.32 set_counters()	148
7.24.3.33 set_keygen()	148
7.24.3.34 set_rengine()	148
7.24.3.35 set_rules()	148
7.24.3.36 set_rules_dyn()	149
7.24.3.37 set_seed()	149
7.24.3.38 size()	149
7.24.3.39 size_unique()	149
7.24.3.40 store_psets()	149
7.24.3.41 support_size()	150
7.25 NetCounterData Class Reference	150
7.25.1 Detailed Description	150
7.25.2 Constructor & Destructor Documentation	150
7.25.2.1 NetCounterData() [1/2]	150
7.25.2.2 NetCounterData() [2/2]	151
7.25.2.3 ~NetCounterData()	151
7.25.3 Member Data Documentation	151
7.25.3.1 indices	151
7.25.3.2 numbers	151
7.26 NetworkData Class Reference	151
7.26.1 Detailed Description	152
7.26.2 Constructor & Destructor Documentation	152
7.26.2.1 NetworkData() [1/3]	152
7.26.2.2 NetworkData() [2/3]	152
7.26.2.3 NetworkData() [3/3]	153
7.26.2.4 ~NetworkData()	153
7.26.3 Member Data Documentation	153
7.26.3.1 directed	153
7.26.3.2 vertex_attr	154
7.27 Node Class Reference	154
7.27.1 Detailed Description	155
7.27.2 Constructor & Destructor Documentation	155
7.27.2.1 Node() [1/5]	155
7.27.2.2 Node() [2/5]	156
7.27.2.3 Node() [3/5]	156
7.27.2.4 Node() [4/5]	156
7.27.2.5 Node() [5/5]	156
7.27.2.6 ~Node()	156
7.27.3 Member Function Documentation	156
7.27.3.1 get_parent()	157

7.27.3.2 is_leaf()	157
7.27.3.3 noffspring()	157
7.27.4 Member Data Documentation	157
7.27.4.1 annotations	157
7.27.4.2 array	157
7.27.4.3 arrays	158
7.27.4.4 duplication	158
7.27.4.5 id	158
7.27.4.6 narray	158
7.27.4.7 offspring	158
7.27.4.8 ord	159
7.27.4.9 parent	159
7.27.4.10 probability	159
7.27.4.11 subtree_prob	159
7.27.4.12 visited	159
7.28 NodeData Class Reference	160
7.28.1 Detailed Description	160
7.28.2 Constructor & Destructor Documentation	160
7.28.2.1 NodeData()	160
7.28.3 Member Data Documentation	160
7.28.3.1 blengths	161
7.28.3.2 duplication	161
7.28.3.3 states	161
7.29 PhyloCounterData Class Reference	161
7.29.1 Detailed Description	162
7.29.2 Constructor & Destructor Documentation	162
7.29.2.1 PhyloCounterData()	162
7.29.3 Member Function Documentation	162
7.29.3.1 at()	162
7.29.3.2 begin()	162
7.29.3.3 empty()	162
7.29.3.4 end()	163
7.29.3.5 get_counters()	163
7.29.3.6 operator()()	163
7.29.3.7 push_back()	163
7.29.3.8 reserve()	163
7.29.3.9 shrink_to_fit()	163
7.29.3.10 size()	164
7.30 PhyloRuleDynData Class Reference	164
7.30.1 Detailed Description	164
7.30.2 Constructor & Destructor Documentation	164
7.30.2.1 PhyloRuleDynData()	164

7.30.2.2 ~PhyloRuleDynData()	165
7.30.3 Member Data Documentation	165
7.30.3.1 counts	165
7.30.3.2 duplication	165
7.30.3.3 lb	165
7.30.3.4 pos	165
7.30.3.5 ub	165
7.31 PowerSet< Array_Type, Data_Rule_Type > Class Template Reference	166
7.31.1 Detailed Description	167
7.31.2 Constructor & Destructor Documentation	167
7.31.2.1 PowerSet() [1/3]	167
7.31.2.2 PowerSet() [2/3]	167
7.31.2.3 PowerSet() [3/3]	168
7.31.2.4 ~PowerSet()	168
7.31.3 Member Function Documentation	168
7.31.3.1 add_rule() [1/3]	168
7.31.3.2 add_rule() [2/3]	168
7.31.3.3 add_rule() [3/3]	168
7.31.3.4 begin()	169
7.31.3.5 calc()	169
7.31.3.6 end()	169
7.31.3.7 get_data()	169
7.31.3.8 get_data_ptr()	169
7.31.3.9 init_support()	170
7.31.3.10 operator[]()	170
7.31.3.11 reset()	170
7.31.3.12 size()	170
7.31.4 Member Data Documentation	170
7.31.4.1 coordinates_free	170
7.31.4.2 coordinates_locked	171
7.31.4.3 data	171
7.31.4.4 EmptyArray	171
7.31.4.5 M	171
7.31.4.6 N	171
7.31.4.7 rules	172
7.31.4.8 rules_deleted	172
7.32 Progress Class Reference	172
7.32.1 Detailed Description	172
7.32.2 Constructor & Destructor Documentation	172
7.32.2.1 Progress()	173
7.32.2.2 ~Progress()	173
7.32.3 Member Function Documentation	173

7.32.3.1 end()	173
7.32.3.2 next()	173
7.33 Rule< Array_Type, Data_Type > Class Template Reference	173
7.33.1 Detailed Description	174
7.33.2 Constructor & Destructor Documentation	174
7.33.2.1 Rule() [1/2]	174
7.33.2.2 Rule() [2/2]	174
7.33.2.3 ~Rule()	175
7.33.3 Member Function Documentation	175
7.33.3.1 D()	175
7.33.3.2 operator()()	175
7.34 Rules< Array_Type, Data_Type > Class Template Reference	175
7.34.1 Detailed Description	176
7.34.2 Constructor & Destructor Documentation	176
7.34.2.1 Rules() [1/2]	176
7.34.2.2 Rules() [2/2]	176
7.34.2.3 ~Rules()	177
7.34.3 Member Function Documentation	177
7.34.3.1 add_rule() [1/3]	177
7.34.3.2 add_rule() [2/3]	177
7.34.3.3 add_rule() [3/3]	177
7.34.3.4 clear()	177
7.34.3.5 get_seq()	177
7.34.3.6 operator()()	178
7.34.3.7 operator=()	178
7.34.3.8 size()	179
7.35 StatsCounter< Array_Type, Data_Type > Class Template Reference	179
7.35.1 Detailed Description	179
7.35.2 Constructor & Destructor Documentation	180
7.35.2.1 StatsCounter() [1/2]	180
7.35.2.2 StatsCounter() [2/2]	180
7.35.2.3 ~StatsCounter()	180
7.35.3 Member Function Documentation	180
7.35.3.1 add_counter() [1/2]	180
7.35.3.2 add_counter() [2/2]	181
7.35.3.3 count_all()	181
7.35.3.4 count_current()	181
7.35.3.5 count_init()	181
7.35.3.6 get_counters()	181
7.35.3.7 get_descriptions()	181
7.35.3.8 get_names()	182
7.35.3.9 reset_array()	182

7.35.3.10 set_counters()	182
7.36 Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type > Class Template Reference	182
7.36.1 Detailed Description	184
7.36.2 Constructor & Destructor Documentation	184
7.36.2.1 Support() [1/3]	185
7.36.2.2 Support() [2/3]	185
7.36.2.3 Support() [3/3]	185
7.36.2.4 ~Support()	185
7.36.3 Member Function Documentation	185
7.36.3.1 add_counter() [1/2]	186
7.36.3.2 add_counter() [2/2]	186
7.36.3.3 add_rule() [1/2]	186
7.36.3.4 add_rule() [2/2]	186
7.36.3.5 add_rule_dyn() [1/2]	186
7.36.3.6 add_rule_dyn() [2/2]	187
7.36.3.7 calc()	187
7.36.3.8 eval_rules_dyn()	187
7.36.3.9 get_counters()	187
7.36.3.10 get_counts()	188
7.36.3.11 get_current_stats()	188
7.36.3.12 get_data()	188
7.36.3.13 get_rules()	188
7.36.3.14 get_rules_dyn()	188
7.36.3.15 init_support()	189
7.36.3.16 print()	189
7.36.3.17 reset_array() [1/2]	189
7.36.3.18 reset_array() [2/2]	189
7.36.3.19 set_counters()	189
7.36.3.20 set_rules()	190
7.36.3.21 set_rules_dyn()	190
7.36.4 Member Data Documentation	190
7.36.4.1 change_stats	190
7.36.4.2 coordinates_free	190
7.36.4.3 coordinates_locked	190
7.36.4.4 current_stats	191
7.36.4.5 delete_counters	191
7.36.4.6 delete_rules	191
7.36.4.7 delete_rules_dyn	191
7.36.4.8 M	191
7.36.4.9 max_num_elements	192
7.36.4.10 N	192

7.37 vecHasher< T > Struct Template Reference	192
7.37.1 Detailed Description	192
7.37.2 Member Function Documentation	192
7.37.2.1 operator>()	192
8 File Documentation	193
8.1 include/barry/barray-bones.hpp File Reference	193
8.1.1 Macro Definition Documentation	194
8.1.1.1 BARRAY_BONES_HPP	194
8.2 include/barry/barray-iterator.hpp File Reference	194
8.3 include/barry/barray-meat-operators.hpp File Reference	195
8.3.1 Macro Definition Documentation	196
8.3.1.1 BARRAY_TEMPLATE	196
8.3.1.2 BARRAY_TEMPLATE_ARGS	196
8.3.1.3 BARRAY_TYPE	196
8.3.1.4 BARRY_BARRAY_MEAT_OPERATORS_HPP	197
8.3.1.5 COL	197
8.3.1.6 ROW	197
8.3.2 Function Documentation	197
8.3.2.1 BARRAY_TEMPLATE() [1/6]	197
8.3.2.2 BARRAY_TEMPLATE() [2/6]	197
8.3.2.3 BARRAY_TEMPLATE() [3/6]	198
8.3.2.4 BARRAY_TEMPLATE() [4/6]	198
8.3.2.5 BARRAY_TEMPLATE() [5/6]	198
8.3.2.6 BARRAY_TEMPLATE() [6/6]	198
8.3.2.7 BARRAY_TEMPLATE_ARGS()	198
8.3.2.8 BARRAY_TYPE()	198
8.3.2.9 for()	199
8.3.2.10 operator>()	199
8.3.3 Variable Documentation	199
8.3.3.1 rhs	199
8.3.3.2 this	199
8.4 include/barry/barray-meat.hpp File Reference	200
8.4.1 Macro Definition Documentation	202
8.4.1.1 BARRAY_TEMPLATE	202
8.4.1.2 BARRAY_TEMPLATE_ARGS	203
8.4.1.3 BARRAY_TYPE	203
8.4.1.4 COL	203
8.4.1.5 ROW	203
8.4.2 Function Documentation	203
8.4.2.1 ans()	203
8.4.2.2 BARRAY_TEMPLATE() [1/23]	204

8.4.2.3 BARRAY_TEMPLATE() [2/23]	204
8.4.2.4 BARRAY_TEMPLATE() [3/23]	204
8.4.2.5 BARRAY_TEMPLATE() [4/23]	204
8.4.2.6 BARRAY_TEMPLATE() [5/23]	204
8.4.2.7 BARRAY_TEMPLATE() [6/23]	204
8.4.2.8 BARRAY_TEMPLATE() [7/23]	205
8.4.2.9 BARRAY_TEMPLATE() [8/23]	205
8.4.2.10 BARRAY_TEMPLATE() [9/23]	205
8.4.2.11 BARRAY_TEMPLATE() [10/23]	205
8.4.2.12 BARRAY_TEMPLATE() [11/23]	205
8.4.2.13 BARRAY_TEMPLATE() [12/23]	206
8.4.2.14 BARRAY_TEMPLATE() [13/23]	206
8.4.2.15 BARRAY_TEMPLATE() [14/23]	206
8.4.2.16 BARRAY_TEMPLATE() [15/23]	206
8.4.2.17 BARRAY_TEMPLATE() [16/23]	206
8.4.2.18 BARRAY_TEMPLATE() [17/23]	206
8.4.2.19 BARRAY_TEMPLATE() [18/23]	207
8.4.2.20 BARRAY_TEMPLATE() [19/23]	207
8.4.2.21 BARRAY_TEMPLATE() [20/23]	207
8.4.2.22 BARRAY_TEMPLATE() [21/23]	207
8.4.2.23 BARRAY_TEMPLATE() [22/23]	207
8.4.2.24 BARRAY_TEMPLATE() [23/23]	207
8.4.2.25 COL()	208
8.4.2.26 for() [1/3]	208
8.4.2.27 for() [2/3]	208
8.4.2.28 for() [3/3]	208
8.4.2.29 if() [1/17]	208
8.4.2.30 if() [2/17]	208
8.4.2.31 if() [3/17]	209
8.4.2.32 if() [4/17]	209
8.4.2.33 if() [5/17]	209
8.4.2.34 if() [6/17]	209
8.4.2.35 if() [7/17]	209
8.4.2.36 if() [8/17]	209
8.4.2.37 if() [9/17]	210
8.4.2.38 if() [10/17]	210
8.4.2.39 if() [11/17]	210
8.4.2.40 if() [12/17]	210
8.4.2.41 if() [13/17]	210
8.4.2.42 if() [14/17]	210
8.4.2.43 if() [15/17]	210
8.4.2.44 if() [16/17]	211

8.4.2.45 if() [17/17]	211
8.4.2.46 M()	211
8.4.2.47 resize() [1/2]	211
8.4.2.48 resize() [2/2]	211
8.4.2.49 return()	211
8.4.2.50 ROW() [1/2]	212
8.4.2.51 ROW() [2/2]	212
8.4.3 Variable Documentation	212
8.4.3.1 add	212
8.4.3.2 ans	212
8.4.3.3 Array_	212
8.4.3.4 check_bounds	213
8.4.3.5 check_exists	213
8.4.3.6 col0	213
8.4.3.7 const	213
8.4.3.8 copy_data	214
8.4.3.9 data	214
8.4.3.10 delete_data	214
8.4.3.11 delete_data_	214
8.4.3.12 else	214
8.4.3.13 false	215
8.4.3.14 first	215
8.4.3.15 i1	215
8.4.3.16 j	215
8.4.3.17 j0	215
8.4.3.18 j1	215
8.4.3.19 M	216
8.4.3.20 M_	216
8.4.3.21 N	216
8.4.3.22 NCells	216
8.4.3.23 report	216
8.4.3.24 return	217
8.4.3.25 row0	217
8.4.3.26 search	217
8.4.3.27 source	217
8.4.3.28 target	217
8.4.3.29 v	217
8.4.3.30 value	218
8.5 include/barry/barraycell-bones.hpp File Reference	218
8.6 include/barry/barraycell-meat.hpp File Reference	219
8.7 include/barry/barraydense-bones.hpp File Reference	219
8.7.1 Macro Definition Documentation	221

8.7.1.1 BARRY_BARRAYDENSE_BONES_HPP	221
8.8 include/barry/barraydense-meat-operators.hpp File Reference	221
8.8.1 Macro Definition Documentation	222
8.8.1.1 BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP	222
8.8.1.2 BDENSE_TEMPLATE	222
8.8.1.3 BDENSE_TEMPLATE_ARGS	222
8.8.1.4 BDENSE_TYPE	223
8.8.1.5 COL	223
8.8.1.6 POS	223
8.8.1.7 POS_N	223
8.8.1.8 ROW	223
8.8.2 Function Documentation	223
8.8.2.1 BDENSE_TEMPLATE() [1/4]	224
8.8.2.2 BDENSE_TEMPLATE() [2/4]	224
8.8.2.3 BDENSE_TEMPLATE() [3/4]	224
8.8.2.4 BDENSE_TEMPLATE() [4/4]	224
8.8.2.5 BDENSE_TEMPLATE_ARGS()	224
8.8.2.6 BDENSE_TYPE()	224
8.9 include/barry/barraydense-meat.hpp File Reference	225
8.9.1 Macro Definition Documentation	227
8.9.1.1 BDENSE_TEMPLATE	227
8.9.1.2 BDENSE_TEMPLATE_ARGS	227
8.9.1.3 BDENSE_TYPE	228
8.9.1.4 COL	228
8.9.1.5 POS	228
8.9.1.6 POS_N	228
8.9.1.7 ROW	228
8.9.1.8 ZERO_CELL	229
8.9.2 Function Documentation	229
8.9.2.1 ans()	229
8.9.2.2 BDENSE_TEMPLATE() [1/34]	229
8.9.2.3 BDENSE_TEMPLATE() [2/34]	229
8.9.2.4 BDENSE_TEMPLATE() [3/34]	229
8.9.2.5 BDENSE_TEMPLATE() [4/34]	229
8.9.2.6 BDENSE_TEMPLATE() [5/34]	230
8.9.2.7 BDENSE_TEMPLATE() [6/34]	230
8.9.2.8 BDENSE_TEMPLATE() [7/34]	230
8.9.2.9 BDENSE_TEMPLATE() [8/34]	230
8.9.2.10 BDENSE_TEMPLATE() [9/34]	230
8.9.2.11 BDENSE_TEMPLATE() [10/34]	231
8.9.2.12 BDENSE_TEMPLATE() [11/34]	231
8.9.2.13 BDENSE_TEMPLATE() [12/34]	231

8.9.2.14	BDENSE_TEMPLATE() [13/34]	231
8.9.2.15	BDENSE_TEMPLATE() [14/34]	231
8.9.2.16	BDENSE_TEMPLATE() [15/34]	232
8.9.2.17	BDENSE_TEMPLATE() [16/34]	232
8.9.2.18	BDENSE_TEMPLATE() [17/34]	232
8.9.2.19	BDENSE_TEMPLATE() [18/34]	232
8.9.2.20	BDENSE_TEMPLATE() [19/34]	232
8.9.2.21	BDENSE_TEMPLATE() [20/34]	233
8.9.2.22	BDENSE_TEMPLATE() [21/34]	233
8.9.2.23	BDENSE_TEMPLATE() [22/34]	233
8.9.2.24	BDENSE_TEMPLATE() [23/34]	233
8.9.2.25	BDENSE_TEMPLATE() [24/34]	233
8.9.2.26	BDENSE_TEMPLATE() [25/34]	234
8.9.2.27	BDENSE_TEMPLATE() [26/34]	234
8.9.2.28	BDENSE_TEMPLATE() [27/34]	234
8.9.2.29	BDENSE_TEMPLATE() [28/34]	234
8.9.2.30	BDENSE_TEMPLATE() [29/34]	234
8.9.2.31	BDENSE_TEMPLATE() [30/34]	234
8.9.2.32	BDENSE_TEMPLATE() [31/34]	235
8.9.2.33	BDENSE_TEMPLATE() [32/34]	235
8.9.2.34	BDENSE_TEMPLATE() [33/34]	235
8.9.2.35	BDENSE_TEMPLATE() [34/34]	235
8.9.2.36	for()	235
8.9.2.37	if() [1/4]	235
8.9.2.38	if() [2/4]	236
8.9.2.39	if() [3/4]	236
8.9.2.40	if() [4/4]	236
8.9.2.41	insert_cell() [1/2]	236
8.9.2.42	insert_cell() [2/2]	236
8.9.2.43	M()	237
8.9.2.44	resize() [1/2]	237
8.9.2.45	resize() [2/2]	237
8.9.2.46	rm_cell() [1/2]	237
8.9.2.47	rm_cell() [2/2]	237
8.9.3	Variable Documentation	237
8.9.3.1	add	238
8.9.3.2	ans	238
8.9.3.3	c0	238
8.9.3.4	c1	238
8.9.3.5	check_bounds	238
8.9.3.6	check_exists	239
8.9.3.7	col	239

8.9.3.8 const	239
8.9.3.9 copy_data	239
8.9.3.10 data	239
8.9.3.11 delete_data	240
8.9.3.12 delete_data_	240
8.9.3.13 el	240
8.9.3.14 else	240
8.9.3.15 false	240
8.9.3.16 i1	241
8.9.3.17 j	241
8.9.3.18 j0	241
8.9.3.19 j1	241
8.9.3.20 M	241
8.9.3.21 M_	241
8.9.3.22 N	242
8.9.3.23 NCells	242
8.9.3.24 report	242
8.9.3.25 return	242
8.9.3.26 source	242
8.9.3.27 target	243
8.9.3.28 v	243
8.9.3.29 value	243
8.10 include/barry/barraydensecell-bones.hpp File Reference	243
8.10.1 Macro Definition Documentation	244
8.10.1.1 POS	244
8.11 include/barry/barraydensecell-meat.hpp File Reference	245
8.11.1 Macro Definition Documentation	245
8.11.1.1 POS	246
8.12 include/barry/barraydensecol-bones.hpp File Reference	246
8.12.1 Macro Definition Documentation	246
8.12.1.1 POS	246
8.12.1.2 POS_N	247
8.12.1.3 ZERO_CELL	247
8.13 include/barry/barraydenserow-bones.hpp File Reference	247
8.13.1 Macro Definition Documentation	248
8.13.1.1 POS	248
8.13.1.2 POS_N	248
8.13.1.3 ZERO_CELL	248
8.14 include/barry/barrayrow-bones.hpp File Reference	248
8.15 include/barry/barrayrow-meat.hpp File Reference	249
8.15.1 Macro Definition Documentation	250
8.15.1.1 BARRY_BARRAYROW_MEAT_HPP	250

8.15.1.2 BROW_TEMPLATE	250
8.15.1.3 BROW_TEMPLATE_ARGS	250
8.15.1.4 BROW_TYPE	251
8.15.2 Function Documentation	251
8.15.2.1 BROW_TEMPLATE() [1/5]	251
8.15.2.2 BROW_TEMPLATE() [2/5]	251
8.15.2.3 BROW_TEMPLATE() [3/5]	251
8.15.2.4 BROW_TEMPLATE() [4/5]	251
8.15.2.5 BROW_TEMPLATE() [5/5]	252
8.16 include/barry/barrayvector-bones.hpp File Reference	252
8.17 include/barry/barrayvector-meat.hpp File Reference	253
8.17.1 Macro Definition Documentation	253
8.17.1.1 BARRY_BARRAYVECTOR_MEAT_HPP	253
8.18 include/barry/barry-configuration.hpp File Reference	253
8.18.1 Macro Definition Documentation	254
8.18.1.1 BARRY_CHECK_SUPPORT	254
8.18.1.2 BARRY_ISFINITE	254
8.18.1.3 BARRY_MAX_NUM_ELEMENTS	255
8.18.1.4 BARRY_SAFE_EXP	255
8.18.1.5 printf_barry	255
8.18.2 Typedef Documentation	255
8.18.2.1 Map	255
8.19 include/barry/barry-debug.hpp File Reference	255
8.19.1 Macro Definition Documentation	256
8.19.1.1 BARRY_DEBUG_LEVEL	256
8.20 include/barry/barry-macros.hpp File Reference	256
8.20.1 Macro Definition Documentation	256
8.20.1.1 BARRY_ONE	257
8.20.1.2 BARRY_ONE_DENSE	257
8.20.1.3 BARRY_ZERO	257
8.20.1.4 BARRY_ZERO_DENSE	257
8.21 include/barry/barry.hpp File Reference	257
8.21.1 Macro Definition Documentation	259
8.21.1.1 BARRY_HPP	259
8.21.1.2 BARRY_VERSION	259
8.21.1.3 COUNTER_FUNCTION	259
8.21.1.4 COUNTER_LAMBDA	259
8.21.1.5 RULE_FUNCTION	260
8.21.1.6 RULE_LAMBDA	260
8.22 include/barry/cell-bones.hpp File Reference	260
8.23 include/barry/cell-meat.hpp File Reference	261
8.24 include/barry/col-bones.hpp File Reference	262

8.25 include/barry/counters-bones.hpp File Reference	262
8.26 include/barry/counters-meat.hpp File Reference	263
8.26.1 Macro Definition Documentation	265
8.26.1.1 COUNTER_TEMPLATE	265
8.26.1.2 COUNTER_TEMPLATE_ARGS	265
8.26.1.3 COUNTER_TYPE	265
8.26.1.4 COUNTERS_TEMPLATE	265
8.26.1.5 COUNTERS_TEMPLATE_ARGS	265
8.26.1.6 COUNTERS_TYPE	266
8.26.2 Function Documentation	266
8.26.2.1 count_fun()	266
8.26.2.2 COUNTER_TEMPLATE() [1/7]	266
8.26.2.3 COUNTER_TEMPLATE() [2/7]	266
8.26.2.4 COUNTER_TEMPLATE() [3/7]	266
8.26.2.5 COUNTER_TEMPLATE() [4/7]	267
8.26.2.6 COUNTER_TEMPLATE() [5/7]	267
8.26.2.7 COUNTER_TEMPLATE() [6/7]	267
8.26.2.8 COUNTER_TEMPLATE() [7/7]	267
8.26.2.9 COUNTERS_TEMPLATE() [1/8]	267
8.26.2.10 COUNTERS_TEMPLATE() [2/8]	268
8.26.2.11 COUNTERS_TEMPLATE() [3/8]	268
8.26.2.12 COUNTERS_TEMPLATE() [4/8]	268
8.26.2.13 COUNTERS_TEMPLATE() [5/8]	268
8.26.2.14 COUNTERS_TEMPLATE() [6/8]	268
8.26.2.15 COUNTERS_TEMPLATE() [7/8]	269
8.26.2.16 COUNTERS_TEMPLATE() [8/8]	269
8.26.2.17 data()	269
8.26.2.18 delete_data() [1/3]	269
8.26.2.19 delete_data() [2/3]	269
8.26.2.20 delete_data() [3/3]	269
8.26.2.21 delete_to_be_deleted() [1/2]	270
8.26.2.22 delete_to_be_deleted() [2/2]	270
8.26.2.23 desc()	270
8.26.2.24 init_fun() [1/3]	270
8.26.2.25 init_fun() [2/3]	270
8.26.2.26 init_fun() [3/3]	271
8.26.2.27 name()	271
8.26.2.28 push_back() [1/2]	271
8.26.2.29 push_back() [2/2]	271
8.26.2.30 to_be_deleted() [1/2]	271
8.26.2.31 to_be_deleted() [2/2]	271
8.26.3 Variable Documentation	271

8.26.3.1 count_fun_	272
8.26.3.2 counter	272
8.26.3.3 counter_	272
8.26.3.4 data_	272
8.26.3.5 delete_data_	273
8.26.3.6 desc_	273
8.26.3.7 i	273
8.26.3.8 init_fun_	273
8.26.3.9 j	273
8.26.3.10 name_	274
8.26.3.11 noexcept	274
8.26.3.12 return	274
8.27 include/barry/counters/network-css.hpp File Reference	275
8.27.1 Macro Definition Documentation	276
8.27.1.1 CSS_APPEND	276
8.27.1.2 CSS_CASE_ELSE	277
8.27.1.3 CSS_CASE_PERCEIVED	277
8.27.1.4 CSS_CASE_TRUTH	277
8.27.1.5 CSS_CHECK_SIZE	277
8.27.1.6 CSS_CHECK_SIZE_INIT	277
8.27.1.7 CSS_NET_COUNTER_LAMBDA_INIT	278
8.27.1.8 CSS_PERCEIVED_CELLS	278
8.27.1.9 CSS_SIZE	278
8.27.1.10 CSS_TRUE_CELLS	278
8.27.2 Function Documentation	278
8.27.2.1 counter_css_census01()	279
8.27.2.2 counter_css_census02()	279
8.27.2.3 counter_css_census03()	279
8.27.2.4 counter_css_census04()	279
8.27.2.5 counter_css_census05()	280
8.27.2.6 counter_css_census06()	280
8.27.2.7 counter_css_census07()	280
8.27.2.8 counter_css_census08()	280
8.27.2.9 counter_css_census09()	281
8.27.2.10 counter_css_census10()	281
8.27.2.11 counter_css_completely_false_recip_comiss()	281
8.27.2.12 counter_css_completely_false_recip_omiss()	281
8.27.2.13 counter_css_mixed_recip()	282
8.27.2.14 counter_css_partially_false_recip_commi()	282
8.27.2.15 counter_css_partially_false_recip_omiss()	282
8.28 include/barry/counters/network.hpp File Reference	283
8.28.1 Macro Definition Documentation	285

8.28.1.1 BARRY_ZERO_NETWORK	286
8.28.1.2 BARRY_ZERO_NETWORK_DENSE	286
8.28.1.3 NET_C_DATA_IDX	286
8.28.1.4 NET_C_DATA_NUM	286
8.28.1.5 NETWORK_COUNTER	286
8.28.1.6 NETWORK_COUNTER_LAMBDA	287
8.28.1.7 NETWORK_RULE	287
8.28.1.8 NETWORK_RULE_LAMBDA	287
8.28.1.9 NETWORKDENSE_COUNTER_LAMBDA	287
8.28.2 Typedef Documentation	288
8.28.2.1 NetCounter	288
8.28.2.2 NetCounters	288
8.28.2.3 NetModel	288
8.28.2.4 NetRule	288
8.28.2.5 NetRules	288
8.28.2.6 NetStatsCounter	289
8.28.2.7 NetSupport	289
8.28.2.8 Network	289
8.28.2.9 NetworkDense	289
8.28.3 Function Documentation	289
8.28.3.1 rules_zerodiag()	289
8.29 include/barry/counters/phylo.hpp File Reference	290
8.29.1 Macro Definition Documentation	292
8.29.1.1 DEFAULT_DUPLICATION	292
8.29.1.2 DUPL_DUPL	292
8.29.1.3 DUPL_EITH	292
8.29.1.4 DUPL_SPEC	292
8.29.1.5 IF_MATCHES	292
8.29.1.6 IF_NOTMATCHES	293
8.29.1.7 IS_DUPLICATION	293
8.29.1.8 IS_EITHER	293
8.29.1.9 IS_SPECIATION	293
8.29.1.10 MAKE_DUPL_VARS	293
8.29.1.11 PHYLO_CHECK_MISSING	294
8.29.1.12 PHYLO_COUNTER_LAMBDA	294
8.29.1.13 PHYLO_RULE_DYN_LAMBDA	294
8.29.2 Typedef Documentation	294
8.29.2.1 PhyloArray	294
8.29.2.2 PhyloCounter	295
8.29.2.3 PhyloCounters	295
8.29.2.4 PhyloModel	295
8.29.2.5 PhyloPowerSet	295

8.29.2.6 PhyloRule	295
8.29.2.7 PhyloRuleData	295
8.29.2.8 PhyloRuleDyn	296
8.29.2.9 PhyloRules	296
8.29.2.10 PhyloRulesDyn	296
8.29.2.11 PhyloStatsCounter	296
8.29.2.12 PhyloSupport	296
8.29.3 Function Documentation	296
8.29.3.1 get_last_name()	296
8.30 include/barry/model-bones.hpp File Reference	297
8.30.1 Function Documentation	298
8.30.1.1 keygen_default()	298
8.31 include/barry/model-meat.hpp File Reference	298
8.31.1 Macro Definition Documentation	299
8.31.1.1 MODEL_TEMPLATE	299
8.31.1.2 MODEL_TEMPLATE_ARGS	299
8.31.1.3 MODEL_TYPE	299
8.31.2 Function Documentation	299
8.31.2.1 likelihood_()	300
8.31.2.2 MODEL_TEMPLATE() [1/2]	300
8.31.2.3 MODEL_TEMPLATE() [2/2]	300
8.31.2.4 update_normalizing_constant()	300
8.32 include/barry/models/geese.hpp File Reference	300
8.33 include/barry/models/geese/flock-bones.hpp File Reference	301
8.34 include/barry/models/geese/flock-meat.hpp File Reference	301
8.35 include/barry/models/geese/geese-bones.hpp File Reference	302
8.35.1 Macro Definition Documentation	302
8.35.1.1 INITIALIZED	303
8.35.2 Function Documentation	303
8.35.2.1 keygen_full()	303
8.35.2.2 RULE_FUNCTION()	303
8.35.2.3 vec_diff()	303
8.35.2.4 vector_caster()	303
8.36 include/barry/models/geese/geese-meat-constructors.hpp File Reference	304
8.37 include/barry/models/geese/geese-meat-likelihood.hpp File Reference	304
8.38 include/barry/models/geese/geese-meat-likelihood_exhaust.hpp File Reference	305
8.39 include/barry/models/geese/geese-meat-predict.hpp File Reference	306
8.40 include/barry/models/geese/geese-meat-predict_exhaust.hpp File Reference	306
8.41 include/barry/models/geese/geese-meat-predict_sim.hpp File Reference	307
8.42 include/barry/models/geese/geese-meat-simulate.hpp File Reference	307
8.43 include/barry/models/geese/geese-meat.hpp File Reference	308
8.44 include/barry/models/geese/geese-node-bones.hpp File Reference	308

8.45 include/barry/powerset-bones.hpp File Reference	309
8.46 include/barry/powerset-meat.hpp File Reference	310
8.47 include/barry/progress.hpp File Reference	311
8.47.1 Macro Definition Documentation	311
8.47.1.1 BARRY_PROGRESS_BAR_WIDTH	311
8.48 include/barry/rules-bones.hpp File Reference	311
8.48.1 Function Documentation	312
8.48.1.1 rule_fun_default()	312
8.49 include/barry/rules-meat.hpp File Reference	313
8.50 include/barry/statscounter-bones.hpp File Reference	313
8.51 include/barry/statscounter-meat.hpp File Reference	315
8.51.1 Macro Definition Documentation	316
8.51.1.1 STATSCOUNTER_TEMPLATE	316
8.51.1.2 STATSCOUNTER_TEMPLATE_ARGS	316
8.51.1.3 STATSCOUNTER_TYPE	316
8.51.2 Function Documentation	317
8.51.2.1 for()	317
8.51.2.2 resize()	317
8.51.2.3 STATSCOUNTER_TEMPLATE() [1/8]	317
8.51.2.4 STATSCOUNTER_TEMPLATE() [2/8]	317
8.51.2.5 STATSCOUNTER_TEMPLATE() [3/8]	317
8.51.2.6 STATSCOUNTER_TEMPLATE() [4/8]	318
8.51.2.7 STATSCOUNTER_TEMPLATE() [5/8]	318
8.51.2.8 STATSCOUNTER_TEMPLATE() [6/8]	318
8.51.2.9 STATSCOUNTER_TEMPLATE() [7/8]	318
8.51.2.10 STATSCOUNTER_TEMPLATE() [8/8]	318
8.51.3 Variable Documentation	318
8.51.3.1 counter_deleted	319
8.51.3.2 counters	319
8.51.3.3 counters_	319
8.51.3.4 f_	319
8.51.3.5 j	319
8.51.3.6 return	320
8.52 include/barry/statsdb.hpp File Reference	320
8.53 include/barry/support-bones.hpp File Reference	321
8.54 include/barry/support-meat.hpp File Reference	322
8.54.1 Macro Definition Documentation	324
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 EmptyArray()	325
8.54.2.4 for()	325
8.54.2.5 if() [1/3]	325
8.54.2.6 if() [2/3]	325
8.54.2.7 if() [3/3]	326
8.54.2.8 insert_cell()	326
8.54.2.9 rm_cell()	326
8.54.2.10 SUPPORT_TEMPLATE() [1/17]	326
8.54.2.11 SUPPORT_TEMPLATE() [2/17]	326
8.54.2.12 SUPPORT_TEMPLATE() [3/17]	327
8.54.2.13 SUPPORT_TEMPLATE() [4/17]	327
8.54.2.14 SUPPORT_TEMPLATE() [5/17]	327
8.54.2.15 SUPPORT_TEMPLATE() [6/17]	327
8.54.2.16 SUPPORT_TEMPLATE() [7/17]	327
8.54.2.17 SUPPORT_TEMPLATE() [8/17]	327
8.54.2.18 SUPPORT_TEMPLATE() [9/17]	328
8.54.2.19 SUPPORT_TEMPLATE() [10/17]	328
8.54.2.20 SUPPORT_TEMPLATE() [11/17]	328
8.54.2.21 SUPPORT_TEMPLATE() [12/17]	328
8.54.2.22 SUPPORT_TEMPLATE() [13/17]	328
8.54.2.23 SUPPORT_TEMPLATE() [14/17]	329
8.54.2.24 SUPPORT_TEMPLATE() [15/17]	329
8.54.2.25 SUPPORT_TEMPLATE() [16/17]	329
8.54.2.26 SUPPORT_TEMPLATE() [17/17]	329
8.54.3 Variable Documentation	329
8.54.3.1 array_bank	329
8.54.3.2 cfree	330
8.54.3.3 counters	330
8.54.3.4 counters_	330
8.54.3.5 delete_counters	330
8.54.3.6 delete_rules	330
8.54.3.7 delete_rules_dyn	330
8.54.3.8 else	331
8.54.3.9 f_	331
8.54.3.10 return	331
8.54.3.11 rules	331
8.54.3.12 rules_	331
8.54.3.13 rules_dyn	332
8.54.3.14 stats_bank	332
8.55 include/barry/typedefs.hpp File Reference	332

8.55.1 Typedef Documentation	334
8.55.1.1 Col_type	334
8.55.1.2 Counter_fun_type	334
8.55.1.3 Counts_type	335
8.55.1.4 MapVec_type	335
8.55.1.5 Row_type	335
8.55.1.6 Rule_fun_type	335
8.55.1.7 uint	335
8.55.2 Function Documentation	335
8.55.2.1 vec_equal()	335
8.55.2.2 vec_equal_approx()	336
8.55.2.3 vec_inner_prod()	336
8.56 README.md File Reference	336
Index	337

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 freeing 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	24

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 >	66
BArrayDenseCell_const< Cell_Type, Data_Type >	69
BArrayDenseCol< Cell_Type, Data_Type >	74
BArrayDenseCol_const< Cell_Type, Data_Type >	76
BArrayDenseRow< Cell_Type, Data_Type >	79
BArrayDenseRow_const< Cell_Type, Data_Type >	81
BArrayRow< Cell_Type, Data_Type >	83
BArrayRow_const< Cell_Type, Data_Type >	85
BArrayVector< Cell_Type, Data_Type >	
Row or column of a BArray	88
BArrayVector_const< Cell_Type, Data_Type >	92
Cell< Cell_Type >	
Entries in BArray . For now, it only has two members:	95
Cell_const< Cell_Type >	101
ConstBArrayRowIter< Cell_Type, Data_Type >	101
Counter< Array_Type, Data_Type >	
A counter function based on change statistics	103
Counters< Array_Type, Data_Type >	
Vector of counters	108
Entries< Cell_Type >	
A wrapper class to store <code>source</code> , <code>target</code> , <code>val</code> from a BArray object	113
Flock	
A Flock is a group of Geese	115
FreqTable< T >	
Database of statistics	122
Geese	
Annotated Phylo Model	124
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:	136

NetCounterData	
Data class used to store arbitrary uint or double vectors	150
NetworkData	
Data class for Networks	151
Node	
A single node for the model	154
NodeData	
Data definition for the <code>PhyloArray</code> class	160
PhyloCounterData	161
PhyloRuleDynData	164
PowerSet< Array_Type, Data_Rule_Type >	
Powerset of a binary array	166
Progress	
A simple progress bar	172
Rule< Array_Type, Data_Type >	
Rule for determining if a cell should be included in a sequence	173
Rules< Array_Type, Data_Type >	
Vector of objects of class Rule	175
StatsCounter< Array_Type, Data_Type >	
Count stats for a single Array	179
Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >	
Compute the support of sufficient statistics	182
vecHasher< T >	192

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

include/barry/barray-bones.hpp	193
include/barry/barray-iterator.hpp	194
include/barry/barray-meat-operators.hpp	195
include/barry/barray-meat.hpp	200
include/barry/barraycell-bones.hpp	218
include/barry/barraycell-meat.hpp	219
include/barry/barraydense-bones.hpp	219
include/barry/barraydense-meat-operators.hpp	221
include/barry/barraydense-meat.hpp	225
include/barry/barraydensecell-bones.hpp	243
include/barry/barraydensecell-meat.hpp	245
include/barry/barraydensecol-bones.hpp	246
include/barry/barraydenserow-bones.hpp	247
include/barry/barrayrow-bones.hpp	248
include/barry/barrayrow-meat.hpp	249
include/barry/barrayvector-bones.hpp	252
include/barry/barrayvector-meat.hpp	253
include/barry/barray-configuration.hpp	253
include/barry/barray-debug.hpp	255
include/barry/barray-macros.hpp	256
include/barry/barray.hpp	257
include/barry/cell-bones.hpp	260
include/barry/cell-meat.hpp	261
include/barry/col-bones.hpp	262
include/barry/counters-bones.hpp	262
include/barry/counters-meat.hpp	263
include/barry/model-bones.hpp	297
include/barry/model-meat.hpp	298
include/barry/powerset-bones.hpp	309
include/barry/powerset-meat.hpp	310
include/barry/progress.hpp	311
include/barry/rules-bones.hpp	311
include/barry/rules-meat.hpp	313
include/barry/statscounter-bones.hpp	313
include/barry/statscounter-meat.hpp	315

include/barry/statsdb.hpp	320
include/barry/support-bones.hpp	321
include/barry/support-meat.hpp	322
include/barry/typedefs.hpp	332
include/barry/counters/network-css.hpp	275
include/barry/counters/network.hpp	283
include/barry/counters/phylo.hpp	290
include/barry/models/geese.hpp	300
include/barry/models/geese/flock-bones.hpp	301
include/barry/models/geese/flock-meat.hpp	301
include/barry/models/geese/geese-bones.hpp	302
include/barry/models/geese/geese-meat-constructors.hpp	304
include/barry/models/geese/geese-meat-likelihood.hpp	304
include/barry/models/geese/geese-meat-likelihood_exhaust.hpp	305
include/barry/models/geese/geese-meat-predict.hpp	306
include/barry/models/geese/geese-meat-predict_exhaust.hpp	306
include/barry/models/geese/geese-meat-predict_sim.hpp	307
include/barry/models/geese/geese-meat-simulate.hpp	307
include/barry/models/geese/geese-meat.hpp	308
include/barry/models/geese/geese-node-bones.hpp	308

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 empty 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

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

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 851 of file network.hpp.

5.3.2.2 counter_ctriads() [1/2]

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

Definition at line 645 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 592 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 1268 of file network.hpp.

5.3.2.5 counter_density()

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

Definition at line 694 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 896 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_iddegree() [1/2]

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

Definition at line 1112 of file network.hpp.

5.3.2.9 counter_iddegree() [2/2]

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

Counts number of vertices with a given in-degree.

Definition at line 1065 of file network.hpp.

5.3.2.10 counter_iddegree15() [1/2]

```
template<>
void counter_iddegree15 (
    NetCounters< NetworkDense > * counters ) [inline]
```

Definition at line 746 of file network.hpp.

5.3.2.11 counter_iddegree15() [2/2]

```
template<typename Tnet = Network>
void counter_iddegree15 (
    NetCounters< Tnet > * counters ) [inline]
```

Definition at line 720 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 355 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 334 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 280 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 1009 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 959 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 1034 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 984 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 1213 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 1165 of file network.hpp.

5.3.2.23 counter_odegree15() [1/2]

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

Definition at line 810 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 784 of file network.hpp.

5.3.2.25 counter_ostar2() [1/2]

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

Definition at line 410 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 387 of file network.hpp.

5.3.2.27 counter_ttriads() [1/2]

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

Definition at line 529 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 441 of file network.hpp.

5.3.2.29 NETWORK_COUNTER()

```
NETWORK_COUNTER (
    init_single_attr )
```

Definition at line 940 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.

5.4.1 Detailed Description

`Counters` for phylogenetic modeling.

Parameters

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

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:

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

This algorithm implements the change statistic.

Definition at line 1194 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 819 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 192 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 238 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 311 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

< How many genes diverge the parent

Definition at line 1293 of file phylo.hpp.

5.4.2.7 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 877 of file phylo.hpp.

5.4.2.8 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 622 of file phylo.hpp.

5.4.2.9 counter_maxfuncs()

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

Cap the number of functions per gene.

Definition at line 540 of file phylo.hpp.

5.4.2.10 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 989 of file phylo.hpp.

5.4.2.11 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 1075 of file phylo.hpp.

5.4.2.12 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 672 of file phylo.hpp.

5.4.2.13 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.

5.4.2.14 counter_overall_loss()

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

Overall functional loss.

Definition at line 497 of file phylo.hpp.

5.4.2.15 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 383 of file phylo.hpp.

5.4.2.16 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 732 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_DUPLICATION](#))
Overall functional gains.

5.5.1 Detailed Description

[Rules](#) for phylogenetic modeling.

Parameters

<i>rules</i>	A pointer to a <code>PhyloRules</code> object (<code>Rules<PhyloArray, PhyloRuleData></code>).
--------------	--

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

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

Returns

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

Definition at line 1433 of file `phylo.hpp`.

Chapter 6

Namespace Documentation

6.1 `barry` Namespace Reference

`barry`: Your go-to motif accountant

Namespaces

- [counters](#)

Tree class and Treeliterator class.

6.1.1 Detailed Description

`barry`: Your go-to motif accountant

6.2 `barry::counters` Namespace Reference

Tree class and Treeliterator class.

Namespaces

- [network](#)
- [phylo](#)

6.2.1 Detailed Description

Tree class and Treeliterator 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 UNKNOWN` = -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 UNKNOWN

```
const int EXISTS::UNKNOWN = -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 <code>true</code> 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	<i>Coordinates</i>
check_bounds	<i>If false avoids checking bounds.</i>

- 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	<i>Row,column</i>
check_bounds	<i>When true and out of range, the function throws an error.</i>
check_exists	<i>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.</i>

- 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 BArrayCell_const< Cell_Type, Data_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::UNKNOWN)`
- `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_maps`, i.e. `std::vector< std::unordered_map<unsigned int, Cell_Type> >`.

Template Parameters

<i>Cell_Type</i>	Type of cell (any type).
<i>Data_Type</i>	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 BArrayCell_const<Cell_Type,Data_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

<i>data_</i>	
<i>delete_↔</i>	
<i>data_</i>	

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::UNKNOWN )
```

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
- 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 <code>true</code> 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 <code>false</code> 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 <i>true</i> 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 <i>swap_cells</i> , 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 [BArrayDenseCell_const](#)< Cell_Type, Data_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::UNKNOWN)
- 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 [BArrayDenseCell_const](#)< 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_maps`, i.e. `std::vector< std::unordered_map<unsigned int, Cell_Type> >`.

Template Parameters

<i>Cell_Type</i>	Type of cell (any type).
<i>Data_Type</i>	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 78 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 81 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 456 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 442 of file `barraydense-meat.hpp`.

7.4.3.4 D() [1/2]

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

7.4.3.5 D() [2/2]

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

7.4.3.6 default_val()

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

7.4.3.7 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
```

7.4.3.8 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
```

7.4.3.9 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
```

7.4.3.10 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>

7.4.3.11 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
```

7.4.3.12 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
```

7.4.3.13 insert_cell() [1/3]

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

7.4.3.14 insert_cell() [2/3]

```
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 )
```

7.4.3.15 insert_cell() [3/3]

```
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 )
```

7.4.3.16 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 251 of file barraydense-bones.hpp.

7.4.3.17 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
```

7.4.3.18 ncol()

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

7.4.3.19 nnozero()

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

7.4.3.20 nrow()

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

7.4.3.21 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 )
```

7.4.3.22 operator()() [2/2]

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

7.4.3.23 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 )
```

7.4.3.24 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 )
```

7.4.3.25 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 )
```

7.4.3.26 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 )
```

7.4.3.27 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 )
```

7.4.3.28 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 )
```

7.4.3.29 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 )
```

7.4.3.30 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 )
```


7.4.3.31 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.

7.4.3.32 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.

7.4.3.33 operator==()

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

7.4.3.34 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
```

7.4.3.35 print()

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

7.4.3.36 reserve()

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

7.4.3.37 resize()

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

7.4.3.38 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 )
```

7.4.3.39 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 )
```

7.4.3.40 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
```

7.4.3.41 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

<i>data_</i>	
<i>delete_↔</i>	
<i>data_</i>	

7.4.3.42 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 )
```

7.4.3.43 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 )
```

7.4.3.44 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 )
```

7.4.3.45 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::UNKNOWN )
```

7.4.3.46 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 )
```

7.4.3.47 transpose()

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

7.4.3.48 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 )
```

7.4.3.49 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 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 barraydense-bones.hpp.

7.4.4.3 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.

7.4.4.4 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.

7.4.4.5 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.

7.4.4.6 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 63 of file bararraydense-bones.hpp.

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

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

7.5 BArrayDenseCell< Cell_Type, Data_Type > Class Template Reference

```
#include <bararraydensecell-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 bararraydensecell-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 28 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 51 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 44 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 30 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 16 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 23 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 37 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 49 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

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

Public Member Functions

- [BArrayDenseCell_const](#) ([const BArrayDense](#)< [Cell_Type](#), [Data_Type](#) > *[Array_](#), [uint](#) [i_](#), [uint](#) [j_](#), [bool](#) [check_bounds=true](#))
- [~BArrayDenseCell_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](#)
- [bool operator==](#) ([const int](#) &[val](#)) [const](#)
- [bool operator!=](#) ([const int](#) &[val](#)) [const](#)
- [bool operator<](#) ([const int](#) &[val](#)) [const](#)
- [bool operator>](#) ([const int](#) &[val](#)) [const](#)
- [bool operator<=](#) ([const int](#) &[val](#)) [const](#)
- [bool operator>=](#) ([const int](#) &[val](#)) [const](#)

Friends

- [class BArrayDense](#)< [Cell_Type](#), [Data_Type](#) >
- [class BArrayDenseCol](#)< [Cell_Type](#), [Data_Type](#) >
- [class BArrayDenseCol_const](#)< [Cell_Type](#), [Data_Type](#) >

7.6.1 Detailed Description

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

Definition at line 64 of file `barraydensecell-bones.hpp`.

7.6.2 Constructor & Destructor Documentation

7.6.2.1 BArrayDenseCell_const()

```
template<typename Cell_Type = bool, typename Data_Type = bool>
BArrayDenseCell_const< Cell_Type, Data_Type >::BArrayDenseCell_const (
    const BArrayDense< Cell_Type, Data_Type > * Array\_,
    uint i\_,
    uint j\_,
    bool check\_bounds = true ) [inline]
```

Definition at line 77 of file `barraydensecell-bones.hpp`.

7.6.2.2 ~BArrayDenseCell_const()

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

Definition at line 102 of file `barraydensecell-bones.hpp`.

7.6.3 Member Function Documentation

7.6.3.1 operator Cell_Type()

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

Definition at line 54 of file `barraydensecell-meat.hpp`.

7.6.3.2 operator!=() [1/2]

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

Definition at line 64 of file `barraydensecell-meat.hpp`.

7.6.3.3 operator!=() [2/2]

```
bool BArrayDenseCell_const< int, NetworkData >::operator!= (
    const int & val ) const [inline]
```

Definition at line 97 of file `barraydensecell-meat.hpp`.

7.6.3.4 operator<() [1/2]

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

Definition at line 69 of file `barraydensecell-meat.hpp`.

7.6.3.5 operator<() [2/2]

```
bool BArrayDenseCell_const< int, NetworkData >::operator< (
    const int & val ) const [inline]
```

Definition at line 102 of file barraydensecell-meat.hpp.

7.6.3.6 operator<=() [1/2]

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

Definition at line 79 of file barraydensecell-meat.hpp.

7.6.3.7 operator<=() [2/2]

```
bool BArrayDenseCell_const< int, NetworkData >::operator<= (
    const int & val ) const [inline]
```

Definition at line 112 of file barraydensecell-meat.hpp.

7.6.3.8 operator==() [1/2]

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

Definition at line 59 of file barraydensecell-meat.hpp.

7.6.3.9 operator==() [2/2]

```
bool BArrayDenseCell_const< int, NetworkData >::operator== (
    const int & val ) const [inline]
```

Definition at line 92 of file barraydensecell-meat.hpp.

7.6.3.10 operator>() [1/2]

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

Definition at line 74 of file barraydensecell-meat.hpp.

7.6.3.11 operator>() [2/2]

```
bool BArrayDenseCell_const< int, NetworkData >::operator> (
    const int & val ) const [inline]
```

Definition at line 107 of file barraydensecell-meat.hpp.

7.6.3.12 operator>=() [1/2]

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

Definition at line 84 of file barraydensecell-meat.hpp.

7.6.3.13 operator>=() [2/2]

```
bool BArrayDenseCell_const< int, NetworkData >::operator>= (
    const int & val ) const [inline]
```

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

7.6.4 Friends And Related Function Documentation

7.6.4.1 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 59 of file barraydensecell-bones.hpp.

7.6.4.2 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 59 of file `barraydensecell-bones.hpp`.

7.6.4.3 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 59 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`

7.7 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

<i>Cell_Type</i>	
<i>Data_Type</i>	

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

<i>Array_</i>	Pointer to a BArray object
<i>dim_</i>	Dimension. 0 means row and 1 means column.
<i>i_</i>	Element to point.
<i>check_bounds</i>	When <code>true</code> , 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`.

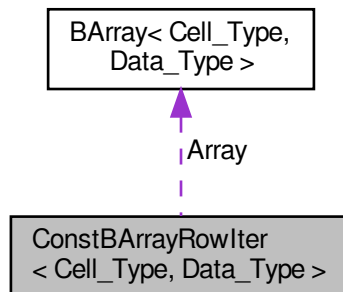
The documentation for this class was generated from the following file:

- [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

<code>count_fun</code> ↔ —	<i>The main counter function.</i>
<code>init_fun</code> —	<i>The initializer function can also be used to check if the <code>BArray</code> as the needed variables (see <code>BArray::data</code>).</i>
<code>data</code> —	<i>Data to be used with the counter.</i>
<code>delete</code> ↔ <code>data</code> —	<i>When <code>true</code>, the destructor will delete the pointer in the main data.</i>

- `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

<i>counter_↔</i>	
—	

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

<i>counters_↔</i>	
—	

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

<i>counter_↔</i>	
—	

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

<i>counter_↔</i>	
—	

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

<i>idx</i>	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

<i>Cell_Type</i>	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 [nfuncs](#) () 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 [engine](#)
- 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

<i>annotations</i>	see Geese::Geese .
<i>geneid</i>	see Geese .
<i>parent</i>	see Geese .
<i>duplication</i>	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

<i>par</i>	Vector of model parameters.
<i>as_log</i>	When <code>true</code> it will return the value as log.
<i>use_reduced_sequence</i>	When <code>true</code> (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 nfuncs()

```
unsigned int Flock::nfuncs ( ) 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>i</i>	Element to access
<i>check_bounds</i>	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

<i>s</i>	Passed to the <code>engine.seed()</code> 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 engine

```
std::mt19937 Flock::engine
```

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](#) ()
- void [add](#) (const std::vector< T > &x)
- [Counts_type as_vector](#) () const
- const std::vector< double > & [get_data](#) () const
- const [MapVec_type](#)< T, int > & [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.

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 >
void FreqTable< T >::add (
    const std::vector< T > & x ) [inline]
```

Definition at line 52 of file statsdb.hpp.

7.22.3.2 as_vector()

```
template<typename T >
Counts_type FreqTable< T >::as_vector [inline]
```

Definition at line 102 of file statsdb.hpp.

7.22.3.3 clear()

```
template<typename T >
void FreqTable< T >::clear [inline]
```

Definition at line 131 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 MapVec_type<T,int>& FreqTable< T >::get_index ( ) const [inline]
```

Definition at line 35 of file statsdb.hpp.

7.22.3.6 print()

```
template<typename T >
void FreqTable< T >::print [inline]
```

Definition at line 162 of file statsdb.hpp.

7.22.3.7 reserve()

```
template<typename T >
void FreqTable< T >::reserve (
    unsigned int n ) [inline]
```

Definition at line 145 of file statsdb.hpp.

7.22.3.8 size()

```
template<typename T >
size_t FreqTable< T >::size [inline], [noexcept]
```

Number of unique elements in the table.

Returns

size_t

Definition at line 189 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 Phyl^o [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_)=delete`

Information about the model

Parameters

verb	When <code>true</code> it will print out information about the encountered polytomies.
------	--

- `unsigned int nfuncs () 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 <i>true</i> , it will compute the predictions using leave-one-out, thus the prediction will be repeated <i>nleaf</i> times.
only_annotated	When <i>true</i> , it will make the predictions only on the induced sub-tree with annotated leaves.
use_reduced_sequence	Passed to the <i>likelihood</i> method.
preorder	For the tree traversal.

When *res_prob* is specified, the function will attach the member vector probabilities from the [Nodes](#) 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_engine](#) () 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_engine ()`
- `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_engine = 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 nfuncs()

```
unsigned int Geese::nfuncs ( ) 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_engine

```
bool Geese::delete_engine = 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_engine](#) (std::mt19937 *engine_, 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 > ¶ms={})
- Array_Type [sample](#) (const [uint](#) &i, const std::vector< double > ¶ms)
- double [conditional_prob](#) (const Array_Type &Array_, const std::vector< double > ¶ms, unsigned int i, unsigned int j)
Conditional probability ("Gibbs sampler")
- const std::mt19937 * [get_engine](#) () [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 <i>true</i> , the function returns the log-likelihood.

- double `likelihood` (`const std::vector< double > ¶ms`, `const uint &i`, `bool as_log=false`)
- double `likelihood` (`const std::vector< double > ¶ms`, `const Array_Type &Array_`, `int i=-1`, `bool as_log=false`)
- double `likelihood` (`const std::vector< double > ¶ms`, `const std::vector< double > &target_`, `const uint &i`, `bool as_log=false`)
- double `likelihood_total` (`const std::vector< double > ¶ms`, `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 <i>true</i> returns the logged version of the normalizing constant.

- double `get_norm_const` (`const std::vector< double > ¶ms`, `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:

$$\frac{\exp(\theta^t c(A))}{\sum_{A' \in \mathcal{A}} \exp(\theta^t c(A'))}$$

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

<i>Array_Type</i>	Class of BArray object.
<i>Data_Counter_Type</i>	Any type.
<i>Data_Rule_Type</i>	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

<i>Array_</i>	array to be added
<i>force_new</i>	If false, it will use <i>keygen</i> 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

<i>Array_↵</i>	Array to check
<i>params</i>	Vector of parameters
<i>i</i>	Row entry
<i>j</i>	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

<i>vertex_↔ attr_</i>	Double vector of length equal to the number of vertices in the data.
<i>directed_</i>	When <code>true</code> 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

<i>vertex_↔ attr_</i>	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.
<i>directed_</i>	When <code>true</code> 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 1405 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 1412 of file phylo.hpp.

7.30.2.2 ~PhyloRuleDynData()

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

Definition at line 1421 of file phylo.hpp.

7.30.3 Member Data Documentation

7.30.3.1 counts

```
const std::vector< double >* PhyloRuleDynData::counts
```

Definition at line 1407 of file phylo.hpp.

7.30.3.2 duplication

```
uint PhyloRuleDynData::duplication
```

Definition at line 1411 of file phylo.hpp.

7.30.3.3 lb

```
uint PhyloRuleDynData::lb
```

Definition at line 1409 of file phylo.hpp.

7.30.3.4 pos

```
uint PhyloRuleDynData::pos
```

Definition at line 1408 of file phylo.hpp.

7.30.3.5 ub

```
uint PhyloRuleDynData::ub
```

Definition at line 1410 of file phylo.hpp.

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

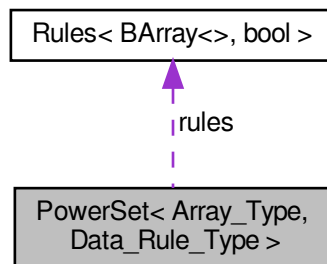
- [include/barry/counters/phylo.hpp](#)

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< std::pair< [uint](#), [uint](#) > > [coordinates_free](#)
- std::vector< std::pair< [uint](#), [uint](#) > > [coordinates_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

<i>Array_Type</i>	
<i>Data_Rule_Type</i>	

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 39 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 41 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 121 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 130 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 140 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 73 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 96 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 74 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 72 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 71 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 76 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 109 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 75 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< std::pair<uint,uint> > PowerSet< Array_Type, Data_Rule_Type >::coordinates_free
```

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

7.31.4.2 coordinates_locked

```
template<typename Array_Type = BArray<>, typename Data_Rule_Type = bool>
std::vector< std::pair<uint, uint> > PowerSet< Array_Type, Data_Rule_Type >::coordinates_←
locked
```

Definition at line 32 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 24 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 23 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 27 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 27 of file powerset-bones.hpp.

7.31.4.7 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 25 of file powerset-bones.hpp.

7.31.4.8 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 28 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_	<i>A function of type <code>Rule_fun_type</code>.</i>
dat_	<i>Data pointer to be passed to <code>fun_</code></i>
delete_↔ dat_	<i>When <code>true</code>, the <code>Rule</code> destructor will delete the pointer, if defined.</i>

- `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

<i>Array_Type</i>	An object of class <code>BArray</code> .
<i>Data_Type</i>	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< std::pair< uint, uint > > *free, std::vector< std::pair< uint, uint > > *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

<i>Array_Type</i>	An object of class BArray
<i>Data_Type</i>	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< std::pair< uint, uint > > * free,
    std::vector< std::pair< uint, uint > > * locked = nullptr ) [inline]
```

Computes the sequence of free and locked cells in an [BArray](#).

Parameters

<i>a</i>	An object of class BArray .
<i>free</i>	Pointer to a vector of pairs (i, j) listing the free cells.
<i>locked</i>	(optional) Pointer to a vector of pairs (i, j) listing the locked cells.

Returns

Nothing.

Definition at line 139 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

<i>a</i>	A BArray object
<i>i</i>	row position
<i>j</i>	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](#) ()
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() [1/2]

```
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() [2/2]

```
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 57 of file statscounter-bones.hpp.

7.35.2.3 ~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 93 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

<i>Array_</i> ↔ —	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 counter 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 realization).

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

<code>f_</code>	<i>A rule to be added.</i>
<code>counters</code> ↔	<i>A vector of rules to be added.</i>
<code>—</code>	

- 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`< `std::pair`< `uint`, `uint` > > `coordinates_free`
- `std::vector`< `std::pair`< `uint`, `uint` > > `coordinates_locked`
- `std::vector`< `std::vector`< `double` > > `change_stats`

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 statistics.

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 establish 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 75 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 84 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 91 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 98 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

<i>array_bank</i>	If specified, the counter will add to the vector each possible state of the array, as it counts.
<i>stats_bank</i>	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 counter 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 realization).

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< std::vector< double > > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::change_stats
```

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

7.36.4.2 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< std::pair<uint, uint> > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::coordinates_free
```

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

7.36.4.3 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< std::pair<uint, uint> > Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >::coordinates_locked
```

Definition at line 70 of file support-bones.hpp.

7.36.4.4 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.

7.36.4.5 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.

7.36.4.6 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.

7.36.4.7 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.

7.36.4.8 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.

7.36.4.9 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.

7.36.4.10 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.

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](#)

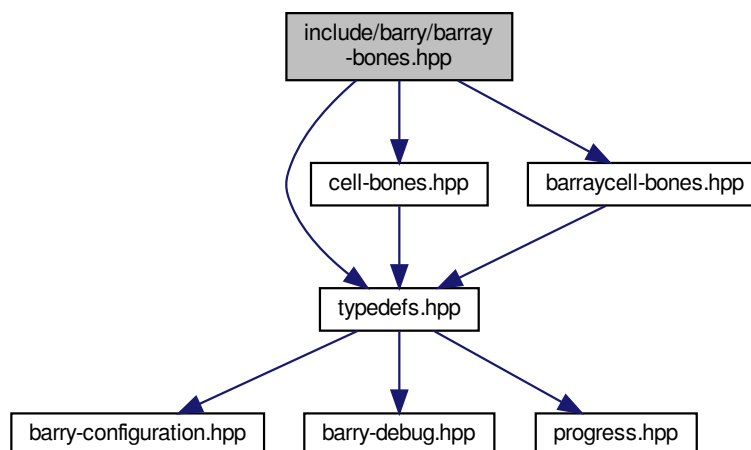
Chapter 8

File Documentation

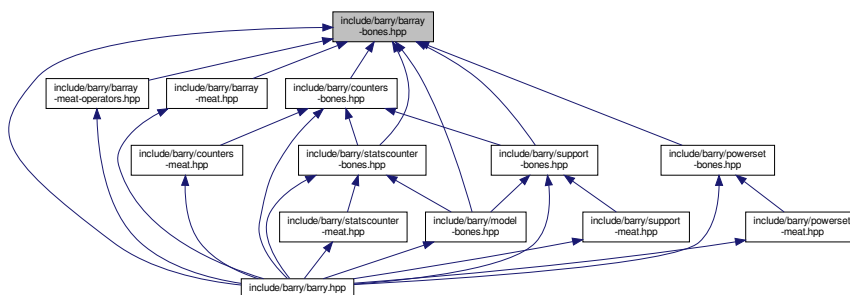
8.1 include/barry/barray-bones.hpp File Reference

```
#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

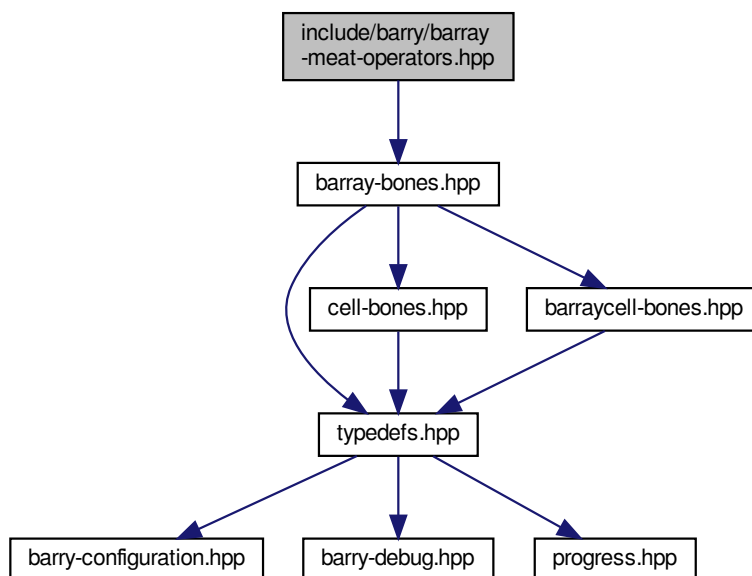
Classes

- class [ConstBArrayRowIter< Cell_Type, Data_Type >](#)

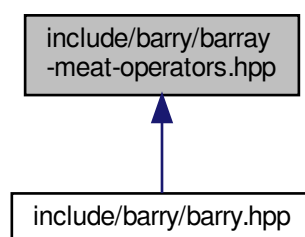
8.3 include/barry/barray-meat-operators.hpp File Reference

```
#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=0`; `i`< `nrow()`; `++i`) `for`(`uint j=0`; `j`=`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

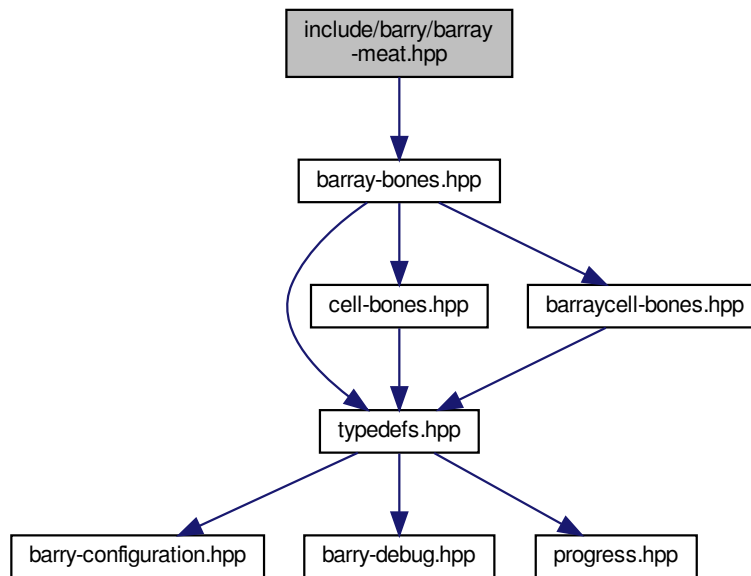
```
return * this
```

Definition at line 43 of file barray-meat-operators.hpp.

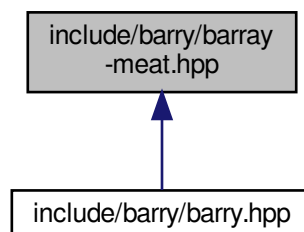
8.4 include/barry/barray-meat.hpp File Reference

```
#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
- [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 = static_↵
cast<Cell_Type>(1)`
- `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 1119 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 1058 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 COL()

```
COL (
    j )
```

8.4.2.26 for() [1/3]

```
for (
    auto row = row0.begin(); row != row0.end(); ++row )
```

8.4.2.27 for() [2/3]

```
for (
    const auto &iter : rowi, false )
```

8.4.2.28 for() [3/3]

```
for ( )
```

Definition at line 51 of file barray-meat.hpp.

8.4.2.29 if() [1/17]

```
else if (
    !check0 && check1 )
```

Definition at line 997 of file barray-meat.hpp.

8.4.2.30 if() [2/17]

```
else if (
    !check0 & check1 )
```

Definition at line 845 of file barray-meat.hpp.

8.4.2.31 if() [3/17]

```
if (
    !move0 &&!  move1 )
```

8.4.2.32 if() [4/17]

```
else if (
    check0 &!  check1 )
```

Definition at line 853 of file barray-meat.hpp.

8.4.2.33 if() [5/17]

```
else if (
    check0 &&!  check1 )
```

Definition at line 988 of file barray-meat.hpp.

8.4.2.34 if() [6/17]

```
if (
    check0 &&  check1 )
```

Definition at line 961 of file barray-meat.hpp.

8.4.2.35 if() [7/17]

```
if (
    check0 &  check1 )
```

Definition at line 827 of file barray-meat.hpp.

8.4.2.36 if() [8/17]

```
else if (
    check_exists  == CHECK::BOTH )
```

Definition at line 668 of file barray-meat.hpp.

8.4.2.37 if() [9/17]

```
if (
    COL(j).size() == 0u )
```

8.4.2.38 if() [10/17]

```
if (
    COL(j0).size() == 0u )
```

8.4.2.39 if() [11/17]

```
if (
    COL(j1).size() == 0u )
```

8.4.2.40 if() [12/17]

```
else if ( ) = N_
```

Definition at line 86 of file barray-meat.hpp.

8.4.2.41 if() [13/17]

```
if (
    report ! == nullptr )
```

8.4.2.42 if() [14/17]

```
if (
    ROW(i).size() == 0u )
```

8.4.2.43 if() [15/17]

```
if (
    ROW(i0).size() == 0u )
```

8.4.2.44 if() [16/17]

```
if (
    ROW(i1).size() == 0u )
```

8.4.2.45 if() [17/17]

```
if (
    search ! = ROW(i).end() ) -> second.value
```

8.4.2.46 M()

```
Data_Type bool M (
    Array_ M )
```

Definition at line 136 of file barray-meat.hpp.

8.4.2.47 resize() [1/2]

```
el_ji resize (
    M )
```

8.4.2.48 resize() [2/2]

```
el_ij resize (
    N )
```

8.4.2.49 return()

```
return (
    Cell_Type )
```

8.4.2.50 ROW() [1/2]

```
& ROW (
    i )
```

8.4.2.51 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 661 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 662 of file barray-meat.hpp.

8.4.3.6 col0

auto col0 = COL(j)

Definition at line 1050 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
```

Initial value:

```
{  
    ROW(i).insert(std::pair< uint, Cell<Cell_Type>>(j, v))
```

Definition at line 692 of file barray-meat.hpp.

8.4.3.13 false

```
row false
```

Definition at line 1031 of file barray-meat.hpp.

8.4.3.14 first

```
row first
```

Definition at line 1031 of file barray-meat.hpp.

8.4.3.15 i1

```
uint i1
```

Definition at line 765 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 764 of file barray-meat.hpp.

8.4.3.18 j1

```
uint j1
```

Definition at line 765 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 696 of file barray-meat.hpp.

8.4.3.23 report

uint uint uint bool int int* report

Definition at line 768 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 1029 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 660 of file barray-meat.hpp.

8.4.3.30 value

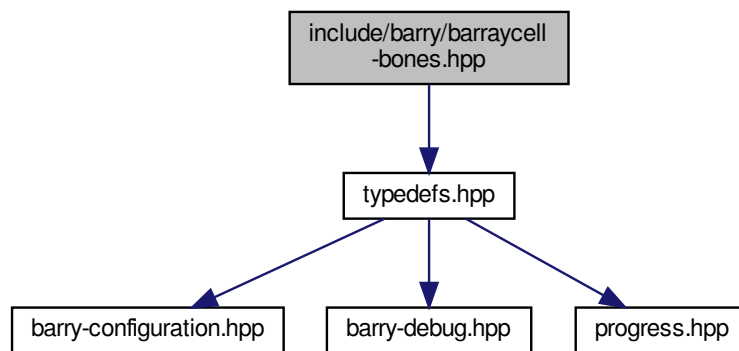
```
c value = static_cast<Cell_Type>(1)
```

Definition at line 33 of file `barray-meat.hpp`.

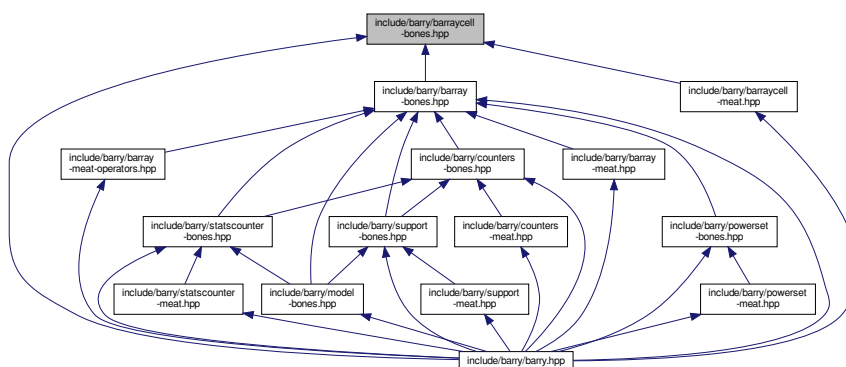
8.5 `include/barry/barraycell-bones.hpp` File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for `barraycell-bones.hpp`:



This graph shows which files directly or indirectly include this file:



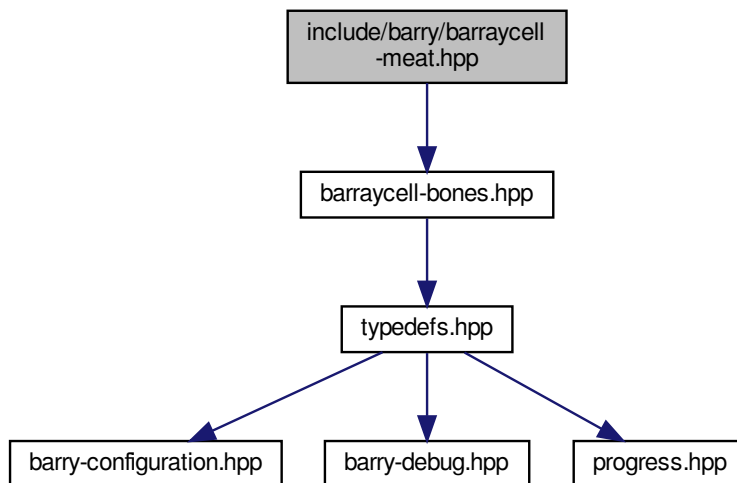
Classes

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

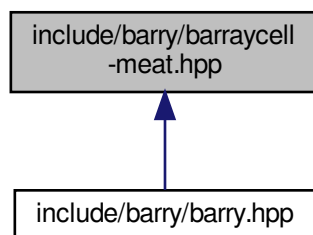
8.6 include/barry/barraycell-meat.hpp File Reference

```
#include "barraycell-bones.hpp"
```

Include dependency graph for barraycell-meat.hpp:



This graph shows which files directly or indirectly include this file:



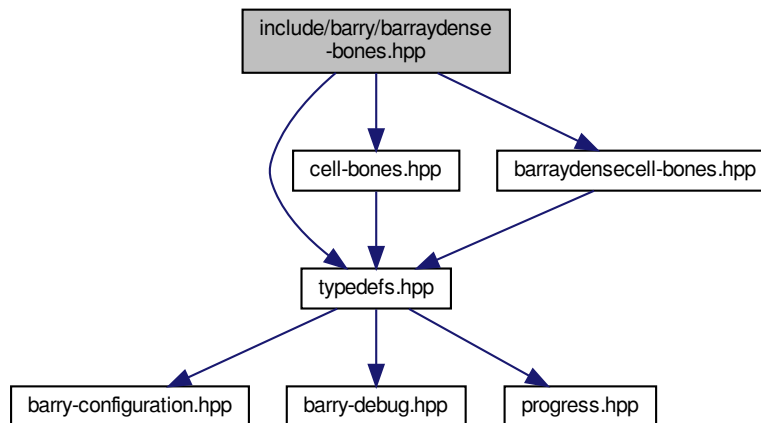
8.7 include/barry/barraydense-bones.hpp File Reference

```
#include "typedefs.hpp"
```

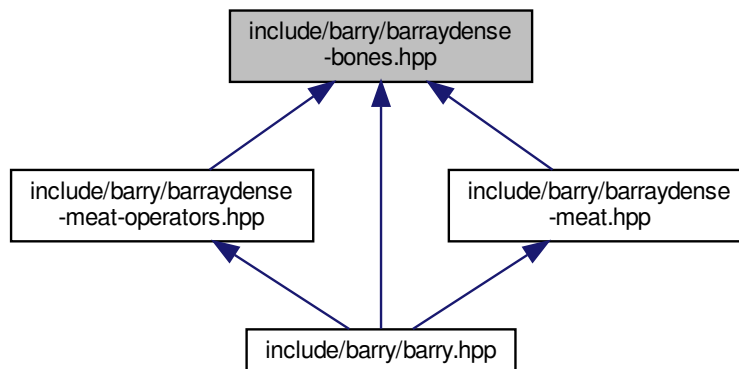
```
#include "cell-bones.hpp"
```

```
#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

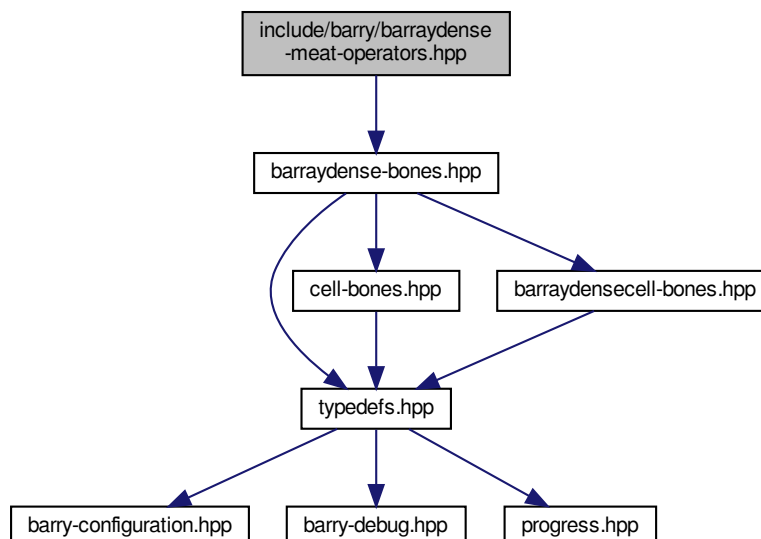
```
#define BARRY_BARRAYDENSE_BONES_HPP 1
```

Definition at line 8 of file barraydense-bones.hpp.

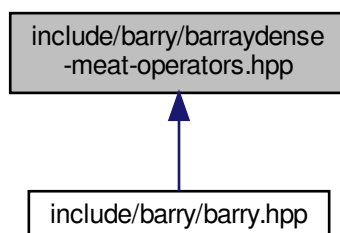
8.8 include/barry/barraydense-meat-operators.hpp File Reference

```
#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 barrydense-meat-operators.hpp.

8.8.2.2 BDENSE_TEMPLATE() [2/4]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator+ ) const &
```

Definition at line 34 of file barrydense-meat-operators.hpp.

8.8.2.3 BDENSE_TEMPLATE() [3/4]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator- ) const &
```

Definition at line 61 of file barrydense-meat-operators.hpp.

8.8.2.4 BDENSE_TEMPLATE() [4/4]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator/ ) const &
```

Definition at line 101 of file barrydense-meat-operators.hpp.

8.8.2.5 BDENSE_TEMPLATE_ARGS()

```
template BDENSE_TEMPLATE_ARGS ( ) const &
```

8.8.2.6 BDENSE_TYPE()

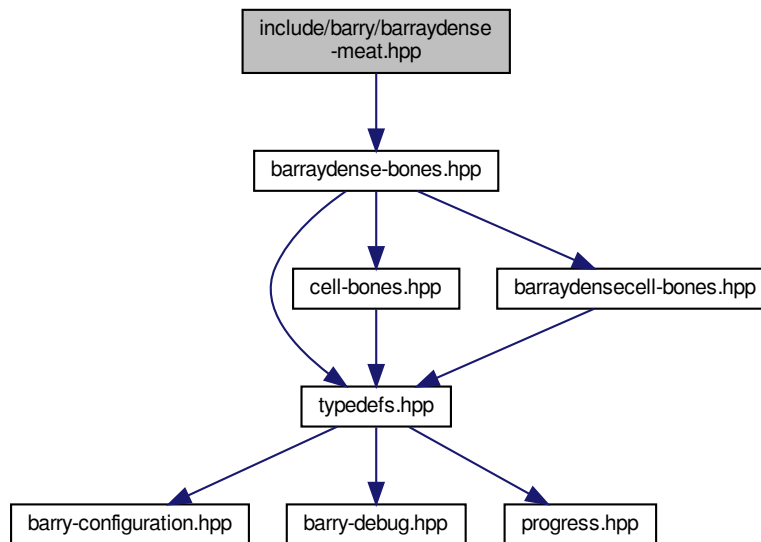
```
template const BDENSE_TYPE ( ) &
```

Definition at line 22 of file barrydense-meat-operators.hpp.

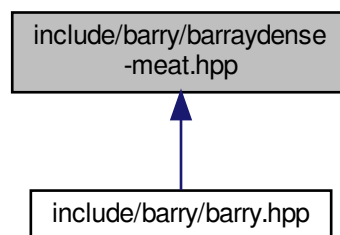
8.9 include/barry/barraydense-meat.hpp File Reference

```
#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`)
- `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` (`check_exists`)
- `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`, `c1`, `false`, `false`)
- `insert_cell` (`i1`, `j1`, `c0`, `false`, `false`)
- `BDENSE_TEMPLATE` (`void`, `toggle_cell`)(`uint i`
- `if` (`c.active`)
- `BDENSE_TEMPLATE` (`void`, `swap_rows`)(`uint i0`
- `BDENSE_TEMPLATE` (`void`, `swap_cols`)(`uint j0`
- `BDENSE_TEMPLATE` (`void`, `zero_row`)(`uint i`
- `if` (`NCells==0u`) `return`
- `BDENSE_TEMPLATE` (`void`, `zero_col`)(`uint j`
- `BDENSE_TEMPLATE` (`void`, `transpose`())
- `BDENSE_TEMPLATE` (`void`, `clear`)(`bool hard`)
- `BDENSE_TEMPLATE` (`void`, `resize`)(`uint N_`
- `el resize` (`N_ *M_`, `ZERO_CELL`)
- `BDENSE_TEMPLATE` (`void`, `reserve`())
- `BDENSE_TEMPLATE` (`void`, `print`()) `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 = static_↵`
`cast<Cell_Type>(1)`
- `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`
- `NCells`
- `uint j0`
- `uint uint i1`
- `uint uint uint j1`
- `uint uint uint bool int int * report`
- `Cell< Cell_Type > c0 (std::move(el[POS(i0, j0)]))`
- `Cell< Cell_Type > c1 (std::move(el[POS(i1, j1)]))`
- `col`
- `false`

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 29 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 27 of file barraydense-meat.hpp.

8.9.1.3 BDENSE_TYPE

```
#define BDENSE_TYPE( ) BArrayDense<Cell_Type, Data_Type>
```

Definition at line 25 of file `barraydense-meat.hpp`.

8.9.1.4 COL

```
#define COL(  
    a ) this->el_ji[a]
```

Definition at line 33 of file `barraydense-meat.hpp`.

8.9.1.5 POS

```
#define POS(  
    a,  
    b ) (b)*N + (a)
```

Definition at line 34 of file `barraydense-meat.hpp`.

8.9.1.6 POS_N

```
#define POS_N(  
    a,  
    b,  
    c ) (b)*(c) + (a)
```

Definition at line 35 of file `barraydense-meat.hpp`.

8.9.1.7 ROW

```
#define ROW(  
    a ) this->el_ij[a]
```

Definition at line 32 of file `barraydense-meat.hpp`.

8.9.1.8 ZERO_CELL

```
#define ZERO_CELL static_cast<Cell_Type>(0.0)
```

Definition at line 40 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() [1/34]

```
BDENSE_TEMPLATE (
    BArrayDense ) && [noexcept]
```

Definition at line 218 of file barraydense-meat.hpp.

8.9.2.3 BDENSE_TEMPLATE() [2/34]

```
BDENSE_TEMPLATE (
    BArrayDense ) const &
```

8.9.2.4 BDENSE_TEMPLATE() [3/34]

```
BDENSE_TEMPLATE (
    BArrayDense )
```

8.9.2.5 BDENSE_TEMPLATE() [4/34]

```
BDENSE_TEMPLATE (
    ~ BArrayDense )
```

Definition at line 292 of file barraydense-meat.hpp.

8.9.2.6 BDENSE_TEMPLATE() [5/34]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator+ ) const
```

Definition at line 519 of file baraydense-meat.hpp.

8.9.2.7 BDENSE_TEMPLATE() [6/34]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator- ) const
```

Definition at line 535 of file baraydense-meat.hpp.

8.9.2.8 BDENSE_TEMPLATE() [7/34]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator ) && [noexcept]
```

Definition at line 233 of file baraydense-meat.hpp.

8.9.2.9 BDENSE_TEMPLATE() [8/34]

```
BDENSE_TEMPLATE (
    BDENSE_TYPE() & ,
    operator ) const &
```

Definition at line 178 of file baraydense-meat.hpp.

8.9.2.10 BDENSE_TEMPLATE() [9/34]

```
BDENSE_TEMPLATE (
    bool ,
    is_empty )
```

8.9.2.11 BDENSE_TEMPLATE() [10/34]

```
BDENSE_TEMPLATE (
    bool ,
    operator == ) const &
```

Definition at line 274 of file barraydense-meat.hpp.

8.9.2.12 BDENSE_TEMPLATE() [11/34]

```
BDENSE_TEMPLATE (
    Cell< Cell_Type > ,
    default_val ) const
```

Definition at line 515 of file barraydense-meat.hpp.

8.9.2.13 BDENSE_TEMPLATE() [12/34]

```
BDENSE_TEMPLATE (
    Cell_Type ,
    get_cell )
```

8.9.2.14 BDENSE_TEMPLATE() [13/34]

```
BDENSE_TEMPLATE (
    const Data_Type * ,
    D ) const
```

Definition at line 319 of file barraydense-meat.hpp.

8.9.2.15 BDENSE_TEMPLATE() [14/34]

```
BDENSE_TEMPLATE (
    Data_Type * ,
    D )
```

Definition at line 315 of file barraydense-meat.hpp.

8.9.2.16 BDENSE_TEMPLATE() [15/34]

```
BDENSE_TEMPLATE (
    Entries< Cell_Type > ,
    get_entries ) const
```

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

8.9.2.17 BDENSE_TEMPLATE() [16/34]

```
BDENSE_TEMPLATE (
    std::vector< Cell_Type > ,
    get_row_vec )
```

8.9.2.18 BDENSE_TEMPLATE() [17/34]

```
BDENSE_TEMPLATE (
    unsigned int ,
    ncol ) const [noexcept]
```

Definition at line 507 of file bararraydense-meat.hpp.

8.9.2.19 BDENSE_TEMPLATE() [18/34]

```
BDENSE_TEMPLATE (
    unsigned int ,
    nnozero ) const [noexcept]
```

Definition at line 511 of file bararraydense-meat.hpp.

8.9.2.20 BDENSE_TEMPLATE() [19/34]

```
BDENSE_TEMPLATE (
    unsigned int ,
    nrow ) const [noexcept]
```

Definition at line 503 of file bararraydense-meat.hpp.

8.9.2.21 BDENSE_TEMPLATE() [20/34]

```
BDENSE_TEMPLATE (
    void ,
    clear )
```

Definition at line 843 of file barraydense-meat.hpp.

8.9.2.22 BDENSE_TEMPLATE() [21/34]

```
BDENSE_TEMPLATE (
    void ,
    get_row_vec )
```

Definition at line 368 of file barraydense-meat.hpp.

8.9.2.23 BDENSE_TEMPLATE() [22/34]

```
BDENSE_TEMPLATE (
    void ,
    insert_cell )
```

8.9.2.24 BDENSE_TEMPLATE() [23/34]

```
BDENSE_TEMPLATE (
    void ,
    out_of_range )
```

8.9.2.25 BDENSE_TEMPLATE() [24/34]

```
BDENSE_TEMPLATE (
    void ,
    print ) const
```

Definition at line 908 of file barraydense-meat.hpp.

8.9.2.26 BDENSE_TEMPLATE() [25/34]

```
BDENSE_TEMPLATE (
    void ,
    reserve )
```

Definition at line 901 of file barraydense-meat.hpp.

8.9.2.27 BDENSE_TEMPLATE() [26/34]

```
BDENSE_TEMPLATE (
    void ,
    resize )
```

8.9.2.28 BDENSE_TEMPLATE() [27/34]

```
BDENSE_TEMPLATE (
    void ,
    set_data )
```

8.9.2.29 BDENSE_TEMPLATE() [28/34]

```
BDENSE_TEMPLATE (
    void ,
    swap_cells )
```

8.9.2.30 BDENSE_TEMPLATE() [29/34]

```
BDENSE_TEMPLATE (
    void ,
    swap_cols )
```

8.9.2.31 BDENSE_TEMPLATE() [30/34]

```
BDENSE_TEMPLATE (
    void ,
    swap_rows )
```

8.9.2.32 BDENSE_TEMPLATE() [31/34]

```
BDENSE_TEMPLATE (
    void ,
    toggle_cell )
```

8.9.2.33 BDENSE_TEMPLATE() [32/34]

```
BDENSE_TEMPLATE (
    void ,
    transpose )
```

Definition at line 816 of file barraydense-meat.hpp.

8.9.2.34 BDENSE_TEMPLATE() [33/34]

```
BDENSE_TEMPLATE (
    void ,
    zero_col )
```

8.9.2.35 BDENSE_TEMPLATE() [34/34]

```
BDENSE_TEMPLATE (
    void ,
    zero_row )
```

8.9.2.36 for()

```
for ( )
```

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

8.9.2.37 if() [1/4]

```
if (
    (i0==i1) &&(j0==j1) )
```

8.9.2.38 if() [2/4]

```
if (
    c.  active )
```

Definition at line 704 of file `barraydense-meat.hpp`.

8.9.2.39 if() [3/4]

```
if (
    check_exists )
```

Definition at line 603 of file `barraydense-meat.hpp`.

8.9.2.40 if() [4/4]

```
if (
    NCells  == 0u )
```

8.9.2.41 insert_cell() [1/2]

```
insert_cell (
    i0 ,
    j0 ,
    c1 ,
    false ,
    false )
```

8.9.2.42 insert_cell() [2/2]

```
insert_cell (
    i1 ,
    j1 ,
    c0 ,
    false ,
    false )
```


8.9.2.43 M()

```
bool M (
    Array_< M >
```

Definition at line 145 of file barraydense-meat.hpp.

8.9.2.44 resize() [1/2]

```
el resize (
    N * M,
    ZERO_CELL )
```

8.9.2.45 resize() [2/2]

```
el resize (
    N_ * M_,
    ZERO_CELL )
```

8.9.2.46 rm_cell() [1/2]

```
rm_cell (
    i0 ,
    j0 ,
    false ,
    false )
```

8.9.2.47 rm_cell() [2/2]

```
rm_cell (
    i1 ,
    j1 ,
    false ,
    false )
```

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 49 of file barrydense-meat.hpp.

8.9.3.2 ans

```
return ans
```

Definition at line 364 of file barrydense-meat.hpp.

8.9.3.3 c0

```
Cell<Cell_Type> c0(std::move(el[POS(i0, j0)])) (
    std::move(el[POS(i0, j0)]) )
```

8.9.3.4 c1

```
Cell<Cell_Type> c1(std::move(el[POS(i1, j1)])) (
    std::move(el[POS(i1, j1)]) )
```

8.9.3.5 check_bounds

```
bool check_bounds
```

Initial value:

```
{
    if (check_bounds)
    {
        out_of_range(i0,0u);
        out_of_range(i1,0u);
    }

    if (NCells == 0u)
        return
```

Definition at line 596 of file barrydense-meat.hpp.

8.9.3.6 check_exists

```
uint bool int check_exists
```

Initial value:

```
{  
    if (check_bounds)  
        out_of_range(i, j)
```

Definition at line 597 of file barraydense-meat.hpp.

8.9.3.7 col

```
col
```

Definition at line 790 of file barraydense-meat.hpp.

8.9.3.8 const

```
uint bool check_bounds const
```

Initial value:

```
{  
    if (i >= N)  
        throw std::range_error("The row is out of range.")
```

Definition at line 326 of file barraydense-meat.hpp.

8.9.3.9 copy_data

```
bool copy_data
```

Definition at line 144 of file barraydense-meat.hpp.

8.9.3.10 data

```
data = data_
```

Definition at line 308 of file barraydense-meat.hpp.

8.9.3.11 delete_data

```
delete_data = delete_data_
```

Definition at line 309 of file baraydense-meat.hpp.

8.9.3.12 delete_data_

```
bool delete_data_
```

Initial value:

```
{  
    if ((data != nullptr) && delete_data)  
        delete data
```

Definition at line 302 of file baraydense-meat.hpp.

8.9.3.13 el

```
return el == ZERO_CELL
```

Definition at line 347 of file baraydense-meat.hpp.

8.9.3.14 else

```
else
```

Initial value:

```
{  
    el[POS(i, j)] = Cell< Cell_Type >(v, !visited, true)
```

Definition at line 616 of file baraydense-meat.hpp.

8.9.3.15 false

```
false
```

Definition at line 790 of file baraydense-meat.hpp.

8.9.3.16 i1

`uint i1`

Definition at line 659 of file barraydense-meat.hpp.

8.9.3.17 j

`j`

Definition at line 339 of file barraydense-meat.hpp.

8.9.3.18 j0

`uint j0`

Definition at line 658 of file barraydense-meat.hpp.

8.9.3.19 j1

`uint j1`

Definition at line 659 of file barraydense-meat.hpp.

8.9.3.20 M

`M = M_`

Definition at line 59 of file barraydense-meat.hpp.

8.9.3.21 M_

`uint M_`

Initial value:

```
{  
    if (NCells == 0u)  
    {  
        el.resize(N_ * M_, ZERO_CELL);  
        N = N_;  
        M = M_;  
        return;  
    }  
  
    std::vector< Cell< Cell_Type > > el_tmp(std::move(el))
```

Definition at line 45 of file barraydense-meat.hpp.

8.9.3.22 N

`N = N_`

Definition at line 58 of file `barraydense-meat.hpp`.

8.9.3.23 NCells

`NCells`

Definition at line 619 of file `barraydense-meat.hpp`.

8.9.3.24 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 662 of file `barraydense-meat.hpp`.

8.9.3.25 return

`return`

Definition at line 84 of file `barraydense-meat.hpp`.

8.9.3.26 source

`uint const std::vector< uint >& source`

Definition at line 46 of file `barraydense-meat.hpp`.

8.9.3.27 target

```
uint const std::vector< uint > const std::vector< uint >& target
```

Definition at line 47 of file barraydense-meat.hpp.

8.9.3.28 v

```
uint Cell_Type v
```

Definition at line 595 of file barraydense-meat.hpp.

8.9.3.29 value

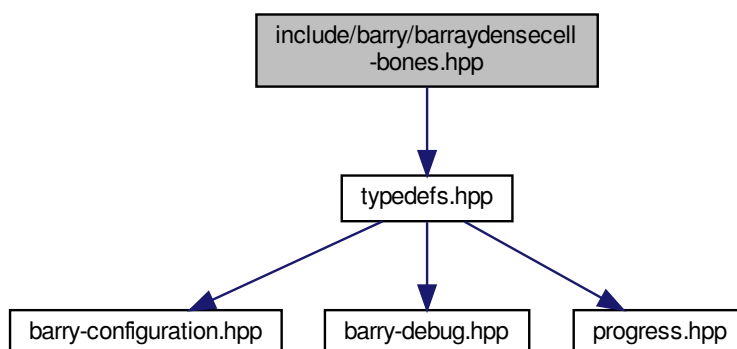
```
c value = static_cast<Cell_Type>(1)
```

Definition at line 48 of file barraydense-meat.hpp.

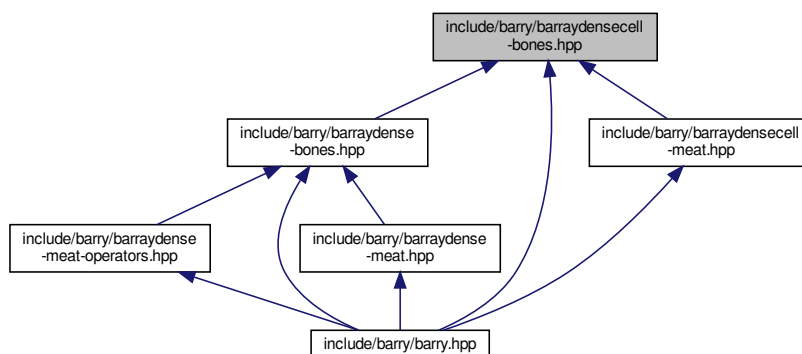
8.10 include/barry/barraydensecell-bones.hpp File Reference

```
#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 >](#)
- class [BArrayDenseCell_const< 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

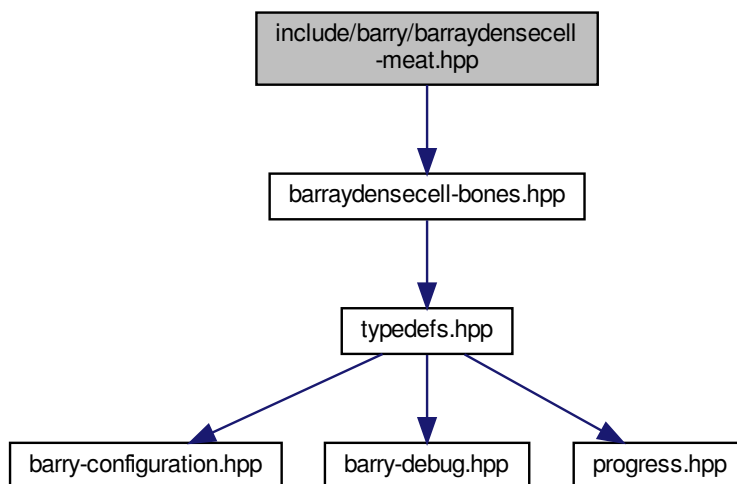
```

Definition at line 6 of file `barraydensecell-bones.hpp`.

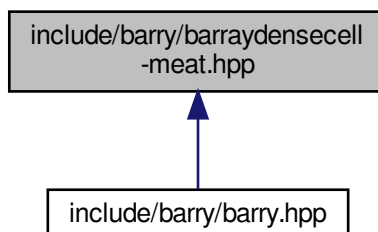
8.11 include/barry/barraydensecell-meat.hpp File Reference

```
#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)` $(a) + (b) * \text{Array} \rightarrow N$

8.11.1 Macro Definition Documentation

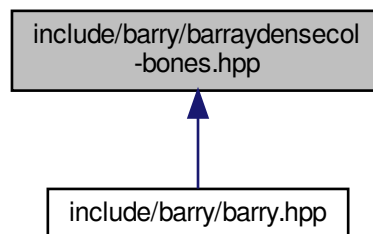
8.11.1.1 POS

```
#define POS(  
    a,  
    b ) (a) + (b) * Array->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 barraydenserow-bones.hpp.

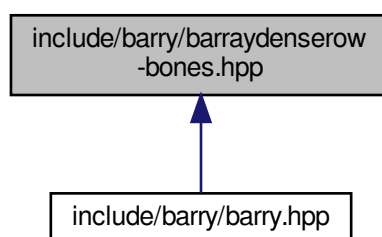
8.12.1.3 ZERO_CELL

```
#define ZERO_CELL static_cast<Cell_Type>(0.0)
```

Definition at line 6 of file barraydenserow-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 baraydenserow-bones.hpp.

8.13.1.2 POS_N

```
#define POS_N(  
    a,  
    b,  
    c ) (b)*(c) + (a)
```

Definition at line 5 of file baraydenserow-bones.hpp.

8.13.1.3 ZERO_CELL

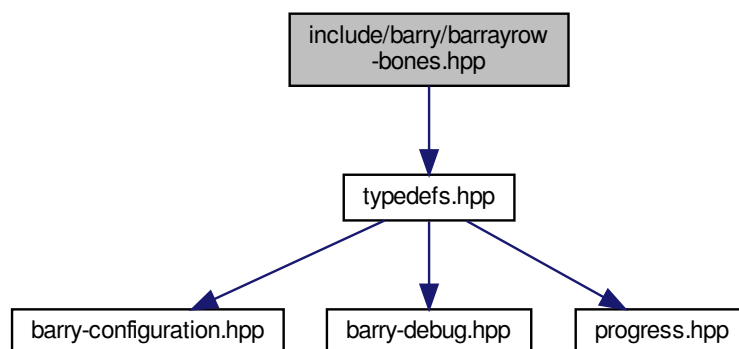
```
#define ZERO_CELL static_cast< Cell_Type >(0.0)
```

Definition at line 6 of file baraydenserow-bones.hpp.

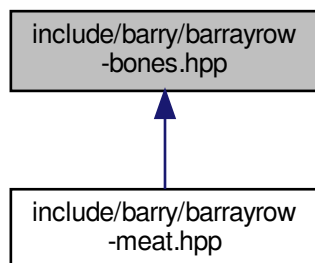
8.14 include/barry/barrayrow-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for barrayrow-bones.hpp:



This graph shows which files directly or indirectly include this file:



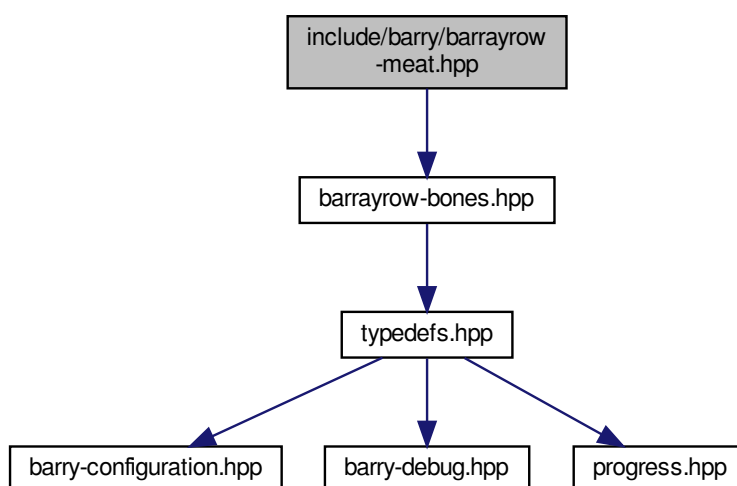
Classes

- 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]

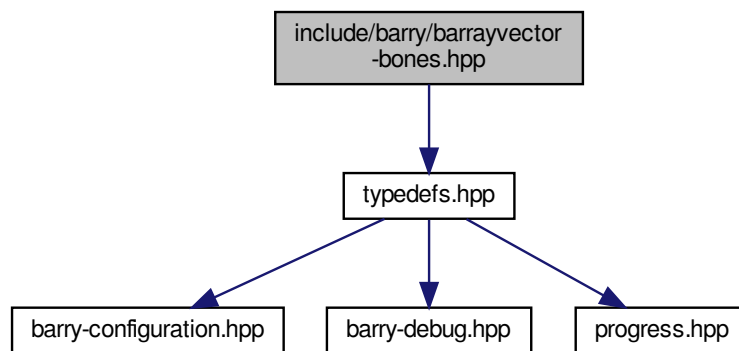
```
BROW_TEMPLATE (
    void ,
    operator ) const &
```

Definition at line 13 of file bararrayrow-meat.hpp.

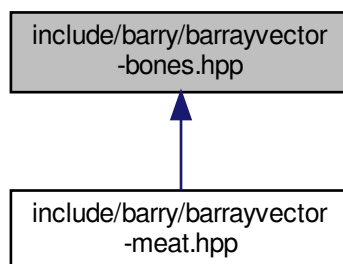
8.16 include/barry/barrayvector-bones.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for barrayvector-bones.hpp:



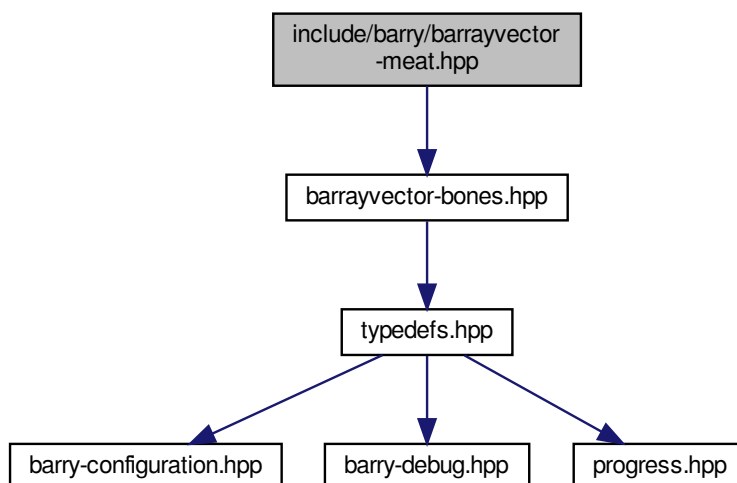
This graph shows which files directly or indirectly include this file:



Classes

- class [BArrayVector< Cell_Type, Data_Type >](#)
Row or column of a [BArray](#)
- class [BArrayVector_const< Cell_Type, Data_Type >](#)


```
#include "barrayvector-bones.hpp"
Include dependency graph for barrayvector-meat.hpp:
```



- `#define BARRY_BARRAYVECTOR MEAT_HPP 1`

8.17.1.1 BARRY BARRAYVECTOR MEAT HPP

8.18 include/barry/barry-configuration.hpp File Reference

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`.

Macros

- #define `BARRY_DEBUG_LEVEL` 0

8.19.1 Macro Definition Documentation

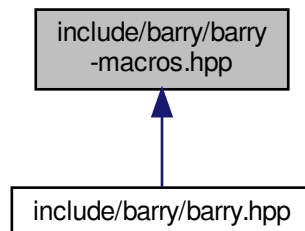
8.19.1.1 `BARRY_DEBUG_LEVEL`

```
#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)`

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_ZERO

```
#define BARRY_ZERO Cell<Cell_Type>(0.0)
```

Definition at line 4 of file barry-macros.hpp.

8.20.1.4 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 <cstdint>
#include <vector>
#include <unordered_map>
#include <functional>
#include <stdexcept>
#include <cmath>
#include <map>
#include <algorithm>
#include <utility>
#include <random>
#include <climits>
#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 21 of file barry.hpp.

8.21.1.2 BARRY_VERSION

```
#define BARRY_VERSION 0.1
```

Definition at line 23 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 85 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 88 of file barry.hpp.

Classes

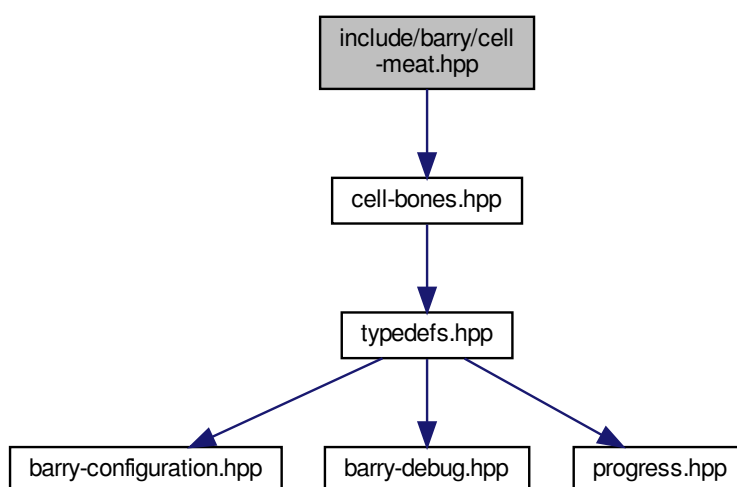
- class [Cell< Cell_Type >](#)

Entries in [BArray](#). For now, it only has two members:

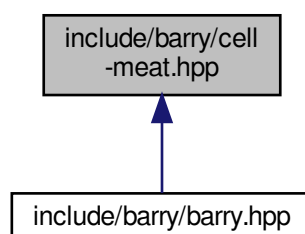
8.23 include/barry/cell-meat.hpp File Reference

```
#include "cell-bones.hpp"
```

Include dependency graph for cell-meat.hpp:



This graph shows which files directly or indirectly include this file:



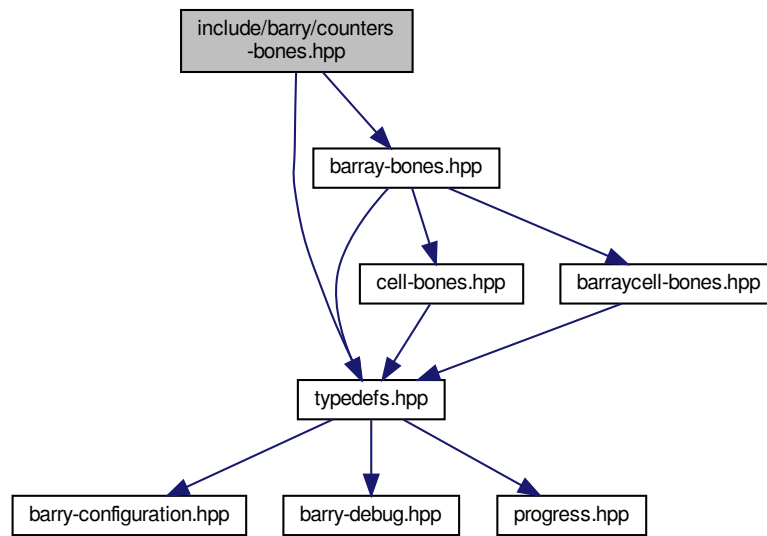
8.24 include/barry/col-bones.hpp File Reference

8.25 include/barry/counters-bones.hpp File Reference

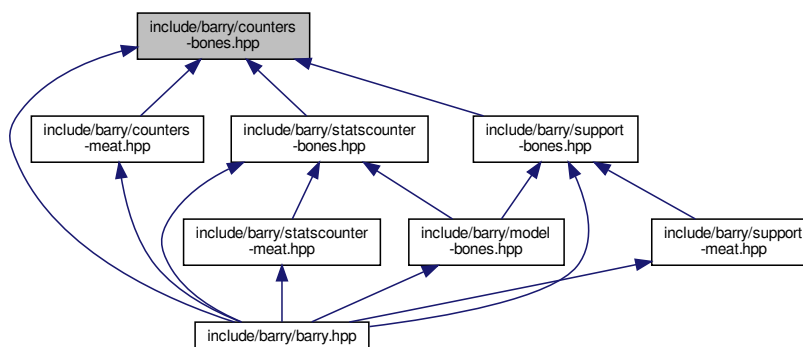
```
#include "typedefs.hpp"
```

```
#include "barray-bones.hpp"
```

Include dependency graph for counters-bones.hpp:



This graph shows which files directly or indirectly include this file:



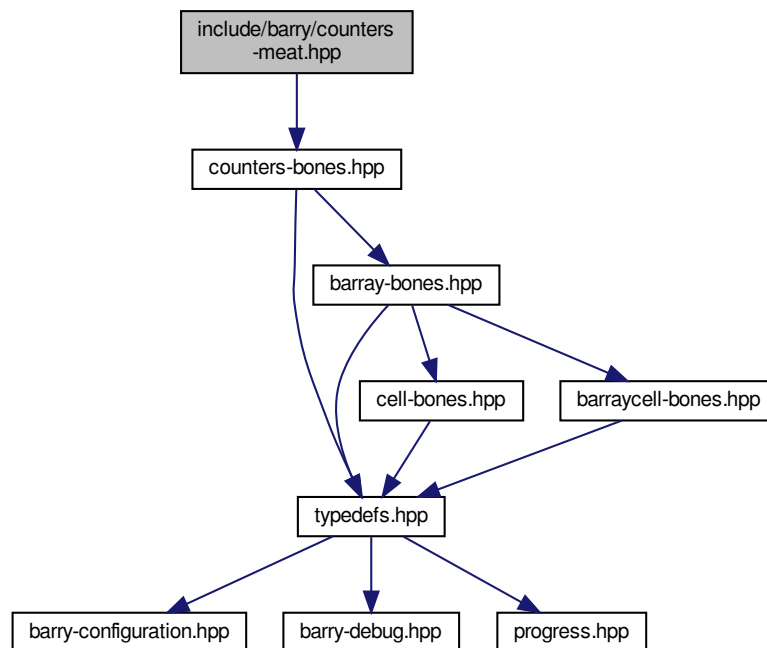
Classes

- class `Counter< Array_Type, Data_Type >`
A counter function based on change statistics.
- class `Counters< Array_Type, Data_Type >`
Vector of counters.

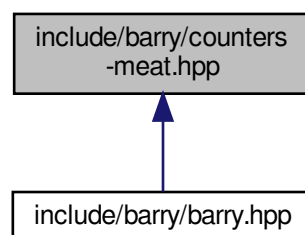
8.26 include/barry/counters-meat.hpp File Reference

```
#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 153 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 151 of file counters-meat.hpp.

8.26.1.6 COUNTERS_TYPE

```
#define COUNTERS_TYPE( ) Counters<Array_Type,Data_Type>
```

Definition at line 149 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 141 of file counters-meat.hpp.

8.26.2.8 COUNTER_TEMPLATE() [7/7]

```
COUNTER_TEMPLATE (
    std::string ,
    get_name ) const
```

Definition at line 137 of file counters-meat.hpp.

8.26.2.9 COUNTERS_TEMPLATE() [1/8]

```
COUNTERS_TEMPLATE (
    Counters )
```

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

8.26.2.10 COUNTERS_TEMPLATE() [2/8]

```
COUNTERS_TEMPLATE (
    COUNTER_TYPE() & ,
    operator [] )
```

Definition at line 163 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 348 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 337 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 318 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 201 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 173 of file counters-meat.hpp.

8.26.2.23 desc()

```
Data_Type&& counter_ desc (
    std::move(counter_.desc) )
```

Move constructor.

Definition at line 46 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 291 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 273 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 293 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 294 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 296 of file counters-meat.hpp.

8.26.3.7 i

```
uint i
```

Definition at line 117 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 292 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 117 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 295 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 40 of file counters-meat.hpp.

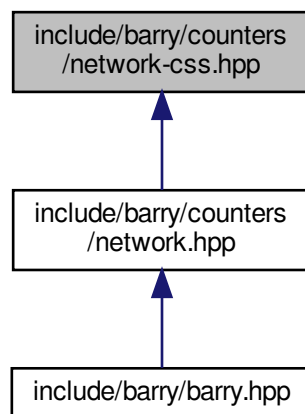
8.26.3.12 return

return

Definition at line 279 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);\nfor (uint i = 0u; i < end_.size(); ++i) { \n\n    std::string tmpname = name_ + " (" + std::to_string(i) + ")";\n    counters->add_counter(tmp_count, tmp_init,\n        new NetCounterData({netsize, i == 0u ? netsize : end_[i-1], end_[i]}, {}),\n        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) {\n    if (i == 0u) continue; \n    else if (end_[i] < end_[i-1u]) \n        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 */ \nif ((data->indices.at(0) > Array.ncol()) \ \n    | (data->indices.at(2) > Array.ncol())) \ \n    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

<i>netsize</i>	Size of the reference (true) network
<i>end_</i> ↔ —	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]
```

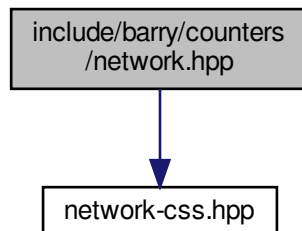
Counts errors of omission.

Definition at line 110 of file network-css.hpp.

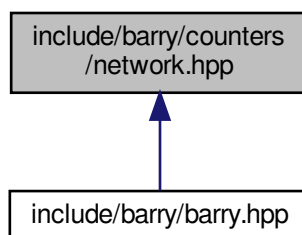
8.28 include/barry/counters/network.hpp File Reference

```
#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_idgree (NetCounters< Tnet > *counters, std::vector< uint > d)`
Counts number of vertices with a given in-degree.
- `template<> void counter_idgree (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 <i>NetRules</i> object (<i>Rules<Network, bool></i>).
-------	--

- `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>\ninline 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()

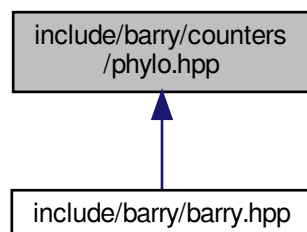
```
template<typename Tnet = Network>
void rules_zerodiag (
    NetRules< Tnet > * rules ) [inline]
```

Number of edges.

Definition at line 1324 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 `BArray< 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 `rule_dyn_limit_changes` (`PhyloSupport *support`, `uint pos`, `uint lb`, `uint ub`, unsigned int duplication=`DEFAULT_DUPLICATION`)
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 BArray<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()

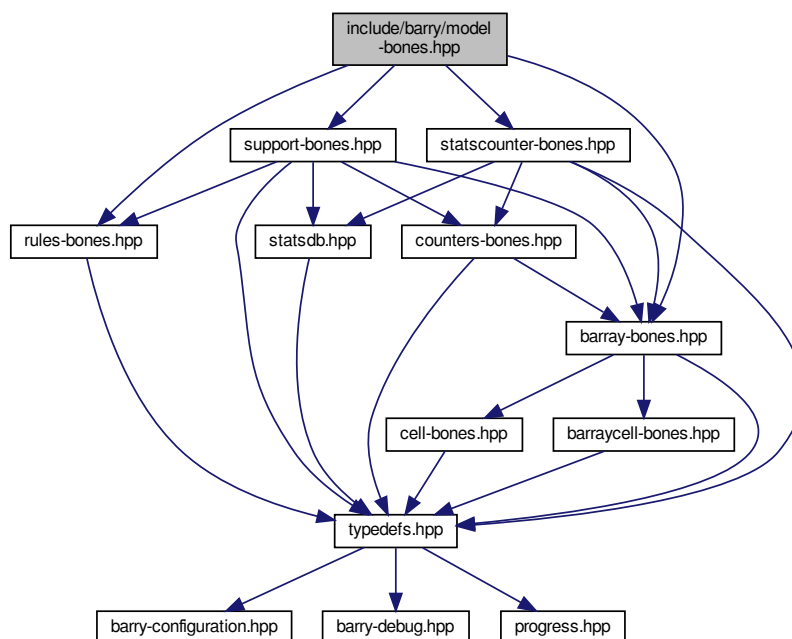
```
std::string get_last_name (
    unsigned int d ) [inline]
```

Definition at line 141 of file phylo.hpp.

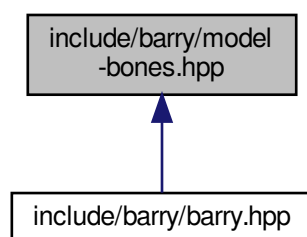
8.30 include/barry/model-bones.hpp File Reference

```
#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()`

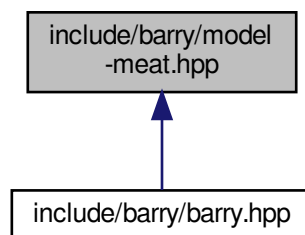
```
template<typename Array_Type >
std::vector< double > keygen_default (
    const Array_Type & Array_ ) [inline]
```

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 > ¶ms, const std::vector< double > &support)
- double [likelihood_](#) (const std::vector< double > &target_stats, const std::vector< double > ¶ms, 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 90 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 87 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 84 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 52 of file model-meat.hpp.

8.31.2.2 MODEL_TEMPLATE() [1/2]

```
MODEL_TEMPLATE (
    Model )
```

Definition at line 94 of file model-meat.hpp.

8.31.2.3 MODEL_TEMPLATE() [2/2]

```
MODEL_TEMPLATE (
    Model ) const &
```

Definition at line 149 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

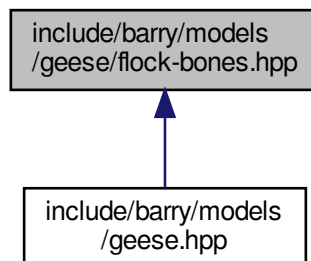
```
#include "geese/geese-node-bones.hpp"
#include "geese/geese-bones.hpp"
#include "geese/geese-meat.hpp"
#include "geese/geese-meat-constructors.hpp"
#include "geese/geese-meat-likelihood.hpp"
#include "geese/geese-meat-likelihood_exhaust.hpp"
#include "geese/geese-meat-simulate.hpp"
#include "geese/geese-meat-predict.hpp"
#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:

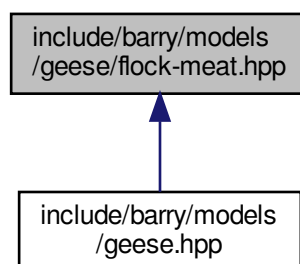


Classes

- class [Flock](#)
A [Flock](#) is a group of [Geese](#).

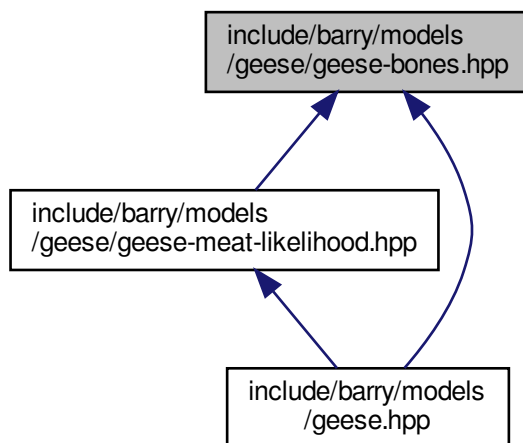
8.34 include/barry/models/geese/flock-meat.hpp File Reference

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.

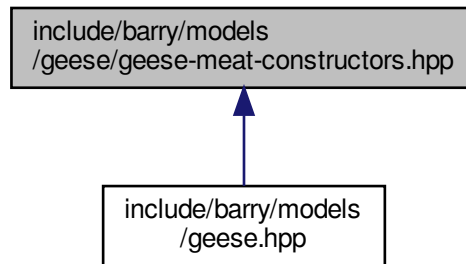
8.35.2.4 vector_caster()

```
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

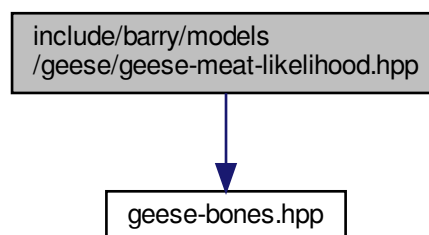
This graph shows which files directly or indirectly include this file:



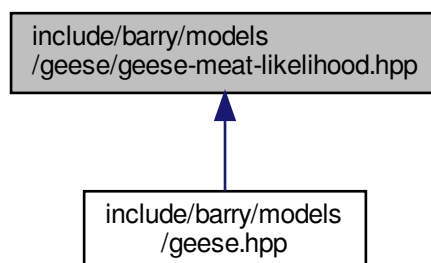
8.37 include/barry/models/geese/geese-meat-likelihood.hpp File Reference

```
#include "geese-bones.hpp"
```

Include dependency graph for geese-meat-likelihood.hpp:

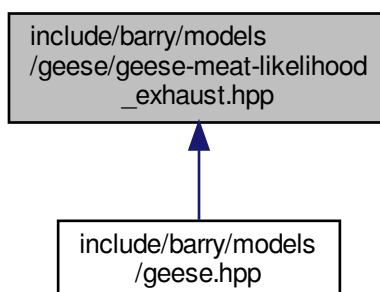


This graph shows which files directly or indirectly include this file:



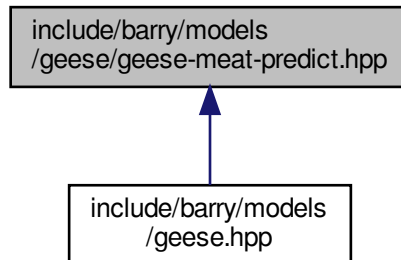
8.38 include/barry/models/geese/geese-meat-likelihood_exhaust.hpp File Reference

This graph shows which files directly or indirectly include this file:



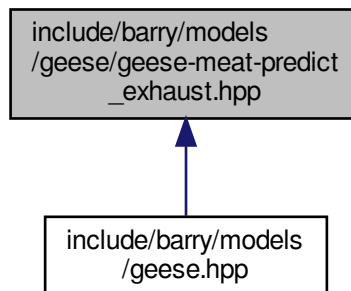
8.39 include/barry/models/geese/geese-meat-predict.hpp File Reference

This graph shows which files directly or indirectly include this file:



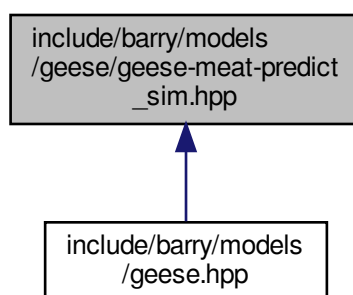
8.40 include/barry/models/geese/geese-meat-predict_exhaust.hpp File Reference

This graph shows which files directly or indirectly include this file:



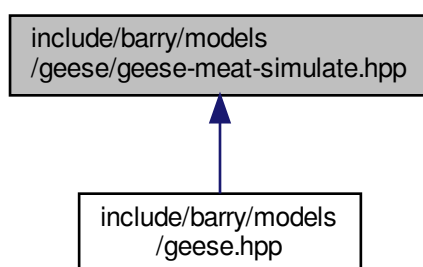
8.41 include/barry/models/geese/geese-meat-predict_sim.hpp File Reference

This graph shows which files directly or indirectly include this file:



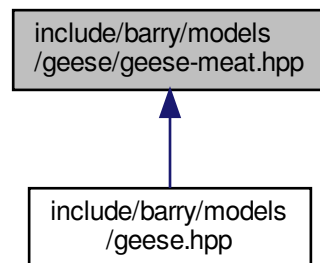
8.42 include/barry/models/geese/geese-meat-simulate.hpp File Reference

This graph shows which files directly or indirectly include this file:



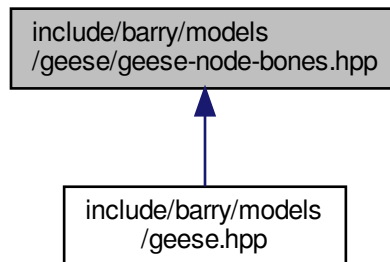
8.43 include/barry/models/geese/geese-meat.hpp File Reference

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

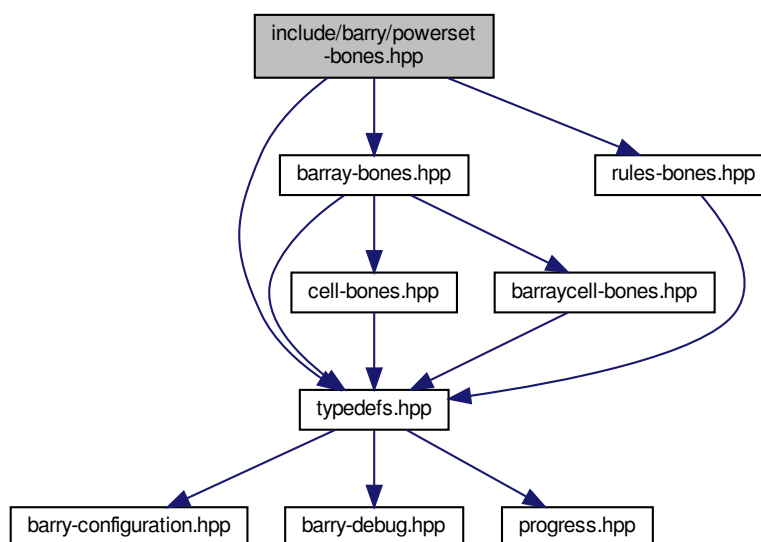
- class [Node](#)

A single node for the model.

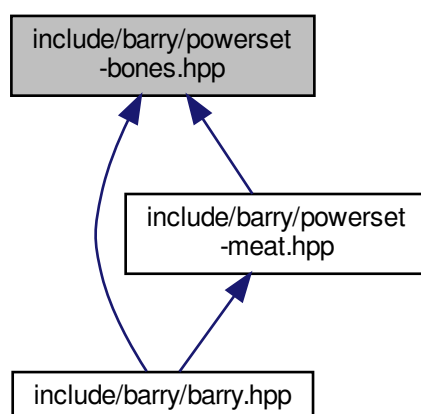
8.45 include/barry/powerset-bones.hpp File Reference

```
#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

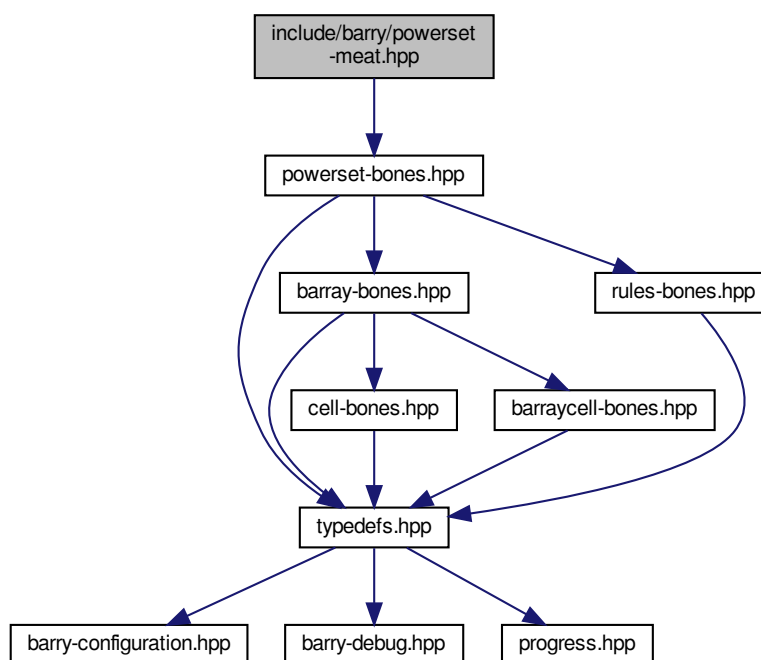
- class [PowerSet< Array_Type, Data_Rule_Type >](#)

Powerset of a binary array.

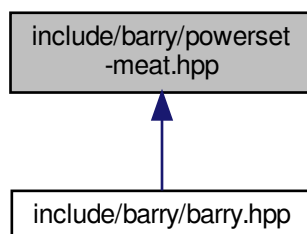
8.46 include/barry/powerset-meat.hpp File Reference

```
#include "powerset-bones.hpp"
```

Include dependency graph for powerset-meat.hpp:

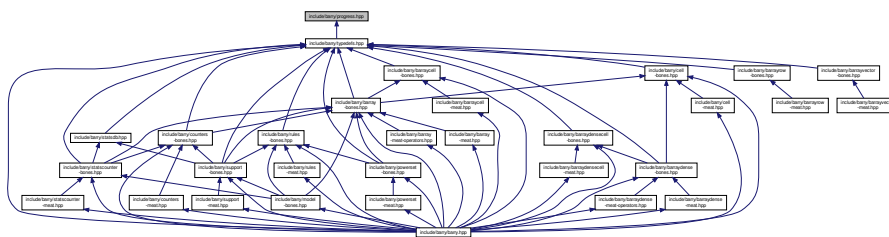


This graph shows which files directly or indirectly include this file:



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

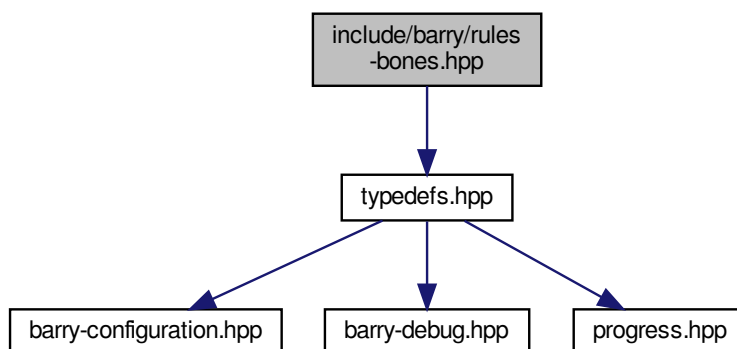
```
#define BARRY_PROGRESS_BAR_WIDTH 80
```

Definition at line 5 of file progress.hpp.

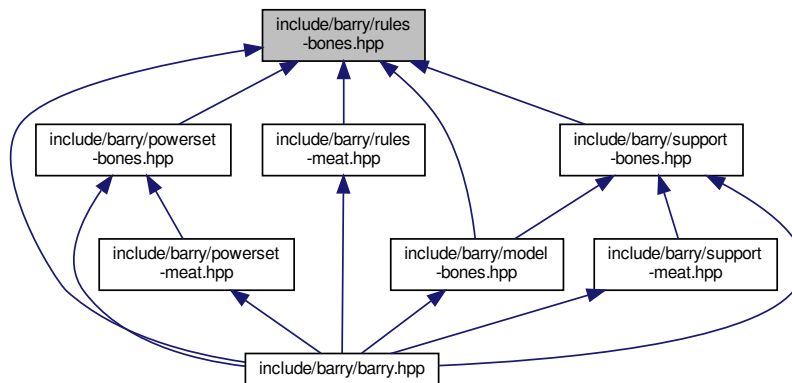
8.48 include/barry/rules-bones.hpp File Reference

```
#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 )

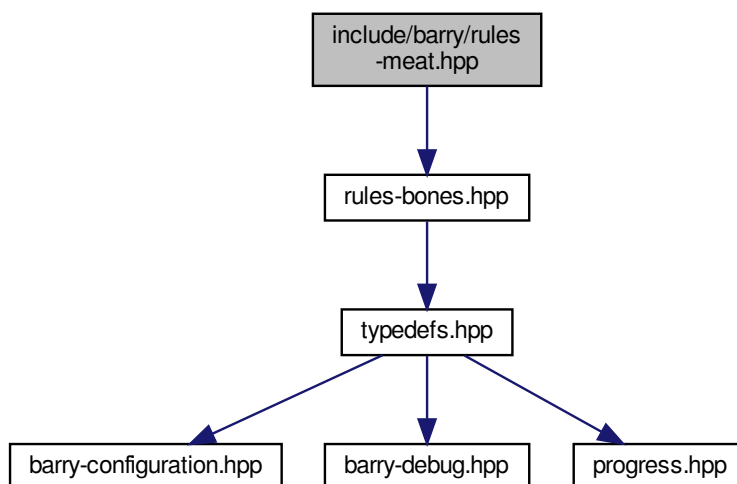
```

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

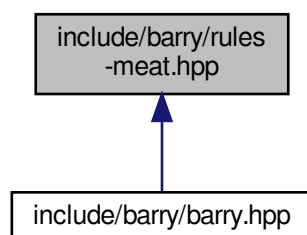
8.49 include/barry/rules-meat.hpp File Reference

```
#include "rules-bones.hpp"
```

Include dependency graph for rules-meat.hpp:



This graph shows which files directly or indirectly include this file:

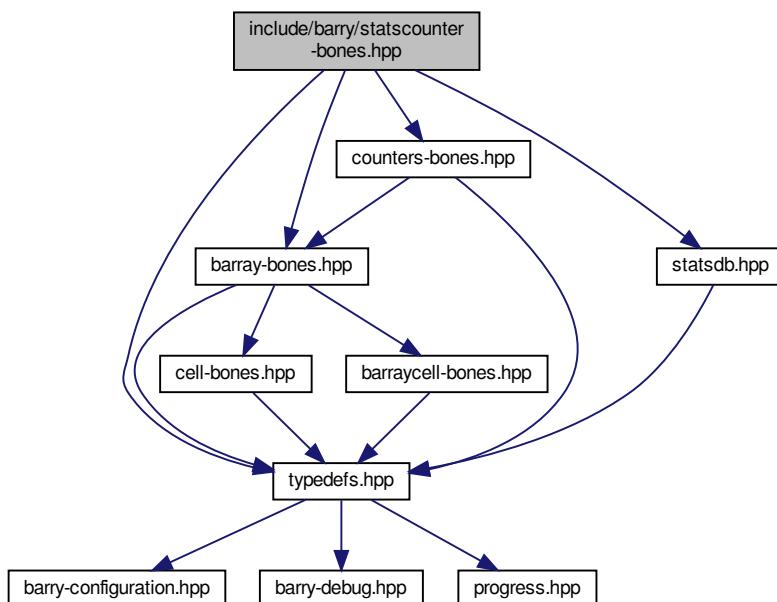


8.50 include/barry/statscounter-bones.hpp File Reference

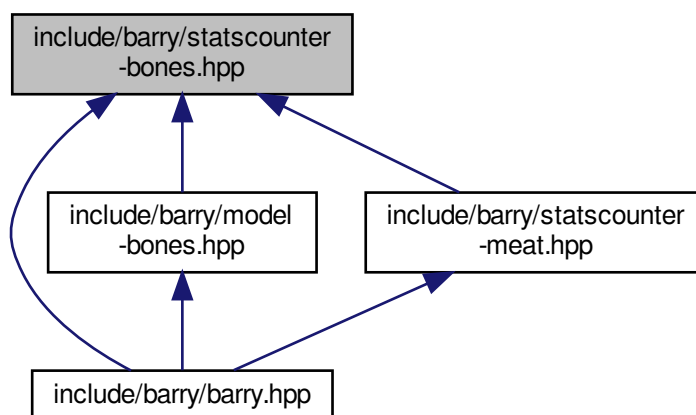
```
#include "typedefs.hpp"  
#include "barray-bones.hpp"  
#include "statsdb.hpp"
```

```
#include "counters-bones.hpp"
```

Include dependency graph for statscounter-bones.hpp:



This graph shows which files directly or indirectly include this file:



Classes

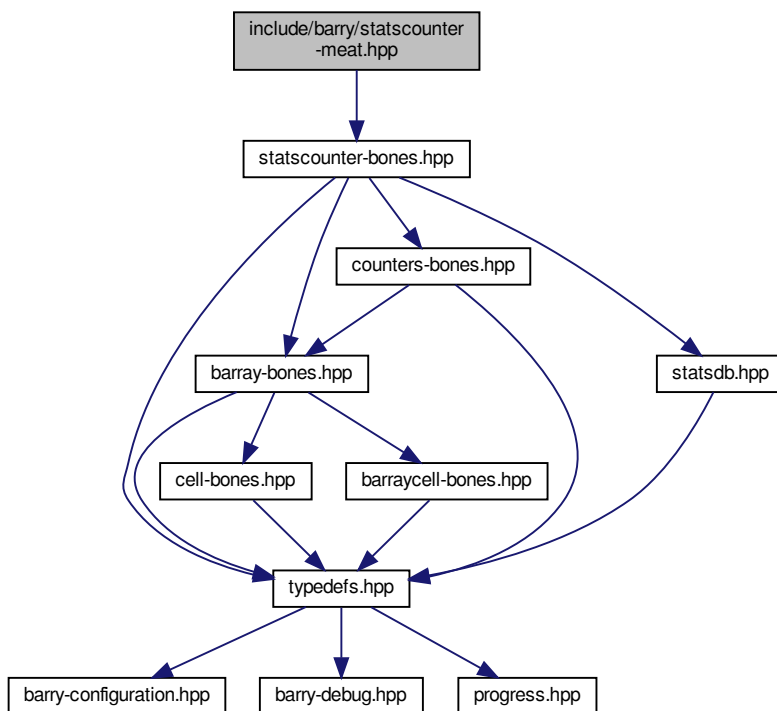
- class [StatsCounter< Array_Type, Data_Type >](#)

Count stats for a single Array.

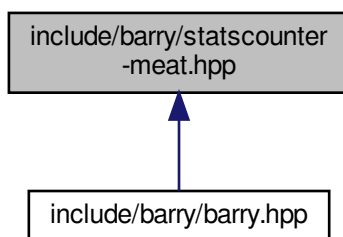
8.51 include/barry/statscounter-meat.hpp File Reference

```
#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`())
- `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] = change_stats[pos][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 * f_`
- `return`
- `Data_Type * counters_`
- `counter_deleted = true`
- `counters = 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 for()

```
for (
    uint n = 0; n < counters->size(); ++n ) = change_stats[pos][n]
```

Definition at line 222 of file support-meat.hpp.

8.51.2.2 resize()

```
current_stats.resize (
    counters->size(),
    0. 0 )
```

8.51.2.3 STATSCOUNTER_TEMPLATE() [1/8]

```
STATSCOUNTER_TEMPLATE (
    ~ StatsCounter )
```

Definition at line 14 of file statscounter-meat.hpp.

8.51.2.4 STATSCOUNTER_TEMPLATE() [2/8]

```
STATSCOUNTER_TEMPLATE (
    std::vector< std::string > ,
    get_descriptions ) const
```

Definition at line 250 of file statscounter-meat.hpp.

8.51.2.5 STATSCOUNTER_TEMPLATE() [3/8]

```
STATSCOUNTER_TEMPLATE (
    std::vector< std::string > ,
    get_names ) const
```

Definition at line 245 of file statscounter-meat.hpp.

8.51.2.6 STATSCOUNTER_TEMPLATE() [4/8]

```
STATSCOUNTER_TEMPLATE (
    void ,
    add_counter )
```

8.51.2.7 STATSCOUNTER_TEMPLATE() [5/8]

```
STATSCOUNTER_TEMPLATE (
    void ,
    count_current )
```

8.51.2.8 STATSCOUNTER_TEMPLATE() [6/8]

```
STATSCOUNTER_TEMPLATE (
    void ,
    count_init )
```

8.51.2.9 STATSCOUNTER_TEMPLATE() [7/8]

```
STATSCOUNTER_TEMPLATE (
    void ,
    reset_array ) const
```

Definition at line 21 of file statscounter-meat.hpp.

8.51.2.10 STATSCOUNTER_TEMPLATE() [8/8]

```
STATSCOUNTER_TEMPLATE (
    void ,
    set_counters )
```

8.51.3 Variable Documentation

8.51.3.1 counter_deleted

```
counter_deleted = true
```

Definition at line 53 of file statscounter-meat.hpp.

8.51.3.2 counters

```
counters = counters_
```

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

8.51.3.3 counters_

```
Data_Type* counters_
```

Initial value:

```
{  
  
    if (!counter_deleted)  
        delete counters
```

Definition at line 47 of file statscounter-meat.hpp.

8.51.3.4 f_

```
Data_Rule_Dyn_Type f_
```

Initial value:

```
{  
  
    counters->add_counter(f_)
```

Definition at line 30 of file statscounter-meat.hpp.

8.51.3.5 j

```
uint j
```

Initial value:

```
{  
  
    if (counters->size() == 0u)  
        throw std::logic_error("No counters added: Cannot count without knowing what to count!")
```

Definition at line 60 of file statscounter-meat.hpp.

8.51.3.6 return

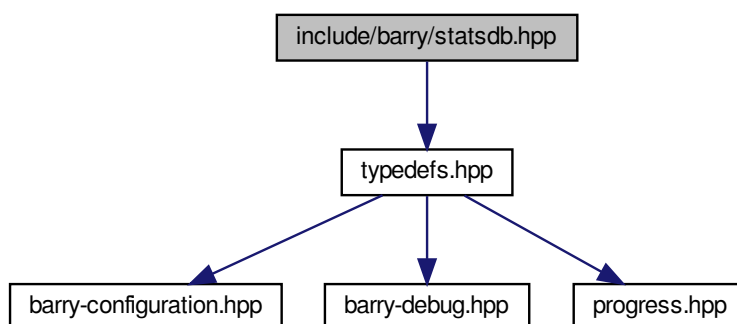
```
return
```

Definition at line 34 of file statscounter-meat.hpp.

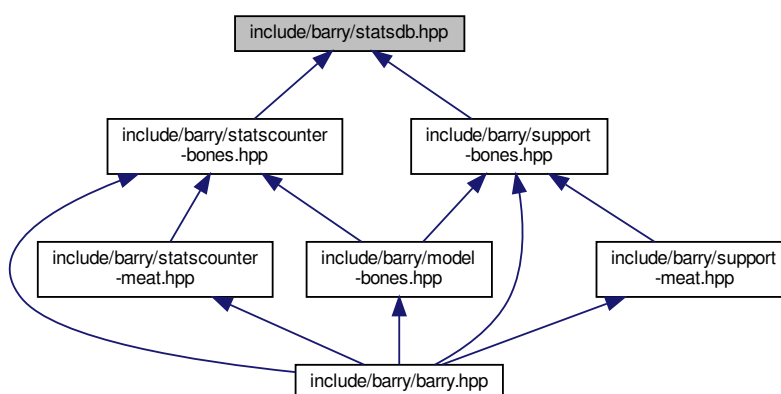
8.52 include/barry/statsdb.hpp File Reference

```
#include "typedefs.hpp"
```

Include dependency graph for statsdb.hpp:



This graph shows which files directly or indirectly include this file:



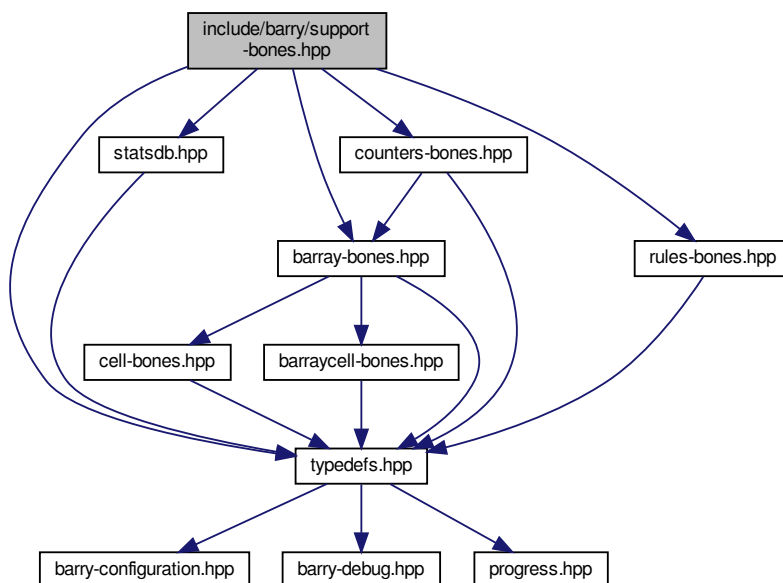
Classes

- class [FreqTable< T >](#)

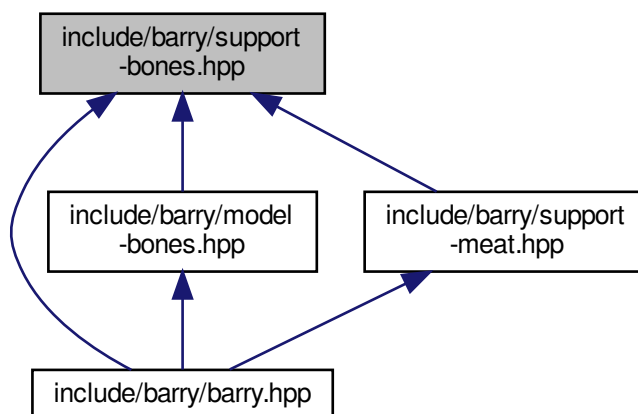
Database of statistics.

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:



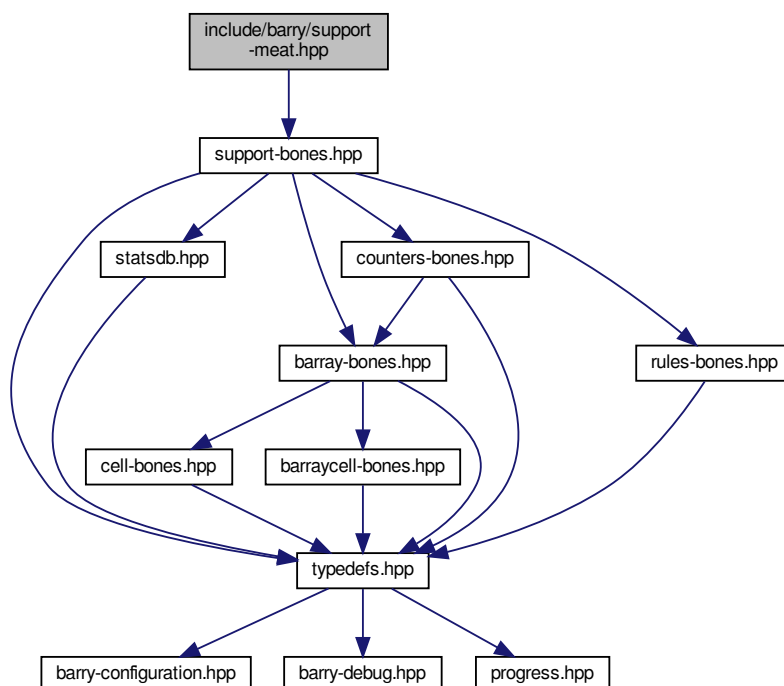
Classes

- class `Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >`
Compute the support of sufficient statistics.

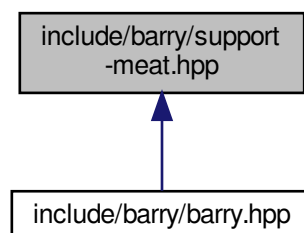
8.54 include/barry/support-meat.hpp File Reference

```
#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 (cfree.first, cfree.second, EmptyArray.default_val().value, false, false)`
- `for (uint n=0u;n< counters->size();++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 (cfree.first, cfree.second, false, false)`
- `SUPPORT_TEMPLATE (void, calc_backend_dense)(uint pos`
- `calc_backend_dense (pos+1u, array_bank, stats_bank)`
- `EmptyArray (cfree.first, cfree.second)`
- `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 std::pair< uint, uint > & cfree = coordinates_free[pos]`
- `else`
- `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 EmptyArray()

```
EmptyArray (
    cfree. first,
    cfree. second )
```

8.54.2.4 for()

```
for (
    uint n = 0u; n < counters->size(); ++n )
```

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

8.54.2.5 if() [1/3]

```
if (
    array_bank !    = nullptr ) -> push_back(EmptyArray)
```

8.54.2.6 if() [2/3]

```
if (
    rules_dyn-> size(),
    0u )
```

Definition at line 150 of file support-meat.hpp.

8.54.2.7 if() [3/3]

```
if (
    stats_bank !    = nullptr ) -> push_back(current_stats)
```

8.54.2.8 insert_cell()

```
EmptyArray insert_cell (
    cfree. first,
    cfree. second,
    EmptyArray.default_val(). value,
    false ,
    false )
```

8.54.2.9 rm_cell()

```
EmptyArray rm_cell (
    cfree. first,
    cfree. second,
    false ,
    false )
```

8.54.2.10 SUPPORT_TEMPLATE() [1/17]

```
SUPPORT_TEMPLATE (
    bool ,
    eval_rules_dyn ) const
```

Definition at line 407 of file support-meat.hpp.

8.54.2.11 SUPPORT_TEMPLATE() [2/17]

```
SUPPORT_TEMPLATE (
    const FreqTable<> & ,
    get_data ) const
```

Definition at line 456 of file support-meat.hpp.

8.54.2.12 SUPPORT_TEMPLATE() [3/17]

```
SUPPORT_TEMPLATE (
    std::vector< double > * ,
    get_current_stats )
```

Definition at line 441 of file support-meat.hpp.

8.54.2.13 SUPPORT_TEMPLATE() [4/17]

```
SUPPORT_TEMPLATE (
    std::vector< double > ,
    get_counts ) const
```

Definition at line 429 of file support-meat.hpp.

8.54.2.14 SUPPORT_TEMPLATE() [5/17]

```
SUPPORT_TEMPLATE (
    void ,
    add_counter )
```

8.54.2.15 SUPPORT_TEMPLATE() [6/17]

```
SUPPORT_TEMPLATE (
    void ,
    add_rule )
```

8.54.2.16 SUPPORT_TEMPLATE() [7/17]

```
SUPPORT_TEMPLATE (
    void ,
    add_rule_dyn )
```

8.54.2.17 SUPPORT_TEMPLATE() [8/17]

```
SUPPORT_TEMPLATE (
    void ,
    calc )
```

Definition at line 281 of file support-meat.hpp.

8.54.2.18 SUPPORT_TEMPLATE() [9/17]

```
SUPPORT_TEMPLATE (
    void ,
    calc_backend_dense )
```

8.54.2.19 SUPPORT_TEMPLATE() [10/17]

```
SUPPORT_TEMPLATE (
    void ,
    calc_backend_sparse )
```

8.54.2.20 SUPPORT_TEMPLATE() [11/17]

```
SUPPORT_TEMPLATE (
    void ,
    init_support )
```

Definition at line 16 of file support-meat.hpp.

8.54.2.21 SUPPORT_TEMPLATE() [12/17]

```
SUPPORT_TEMPLATE (
    void ,
    print ) const
```

Definition at line 445 of file support-meat.hpp.

8.54.2.22 SUPPORT_TEMPLATE() [13/17]

```
SUPPORT_TEMPLATE (
    void ,
    reset_array )
```

Definition at line 92 of file support-meat.hpp.

8.54.2.23 SUPPORT_TEMPLATE() [14/17]

```
SUPPORT_TEMPLATE (
    void ,
    reset_array ) const &
```

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

8.54.2.24 SUPPORT_TEMPLATE() [15/17]

```
SUPPORT_TEMPLATE (
    void ,
    set_counters )
```

8.54.2.25 SUPPORT_TEMPLATE() [16/17]

```
SUPPORT_TEMPLATE (
    void ,
    set_rules )
```

8.54.2.26 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 110 of file support-meat.hpp.

8.54.3.2 cfree

```
const std::pair< uint, uint > & cfree = coordinates_free[pos]
```

Definition at line 124 of file support-meat.hpp.

8.54.3.3 counters

```
counters = counters_
```

Definition at line 335 of file support-meat.hpp.

8.54.3.4 counters_

```
Data_Counter_Type* counters_
```

Initial value:

```
{  
  
    if (delete_counters)  
        delete counters
```

Definition at line 328 of file support-meat.hpp.

8.54.3.5 delete_counters

```
delete_counters = false
```

Definition at line 334 of file support-meat.hpp.

8.54.3.6 delete_rules

```
delete_rules = false
```

Definition at line 368 of file support-meat.hpp.

8.54.3.7 delete_rules_dyn

```
delete_rules_dyn = false
```

Definition at line 400 of file support-meat.hpp.

8.54.3.8 else

```
else
```

Initial value:

```
{  
    data.add(current_stats)
```

Definition at line 168 of file support-meat.hpp.

8.54.3.9 f_

```
Data_Rule_Dyn_Type f_
```

Initial value:

```
{  
    counters->add_counter(f_)
```

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

8.54.3.10 return

```
return
```

Definition at line 195 of file support-meat.hpp.

8.54.3.11 rules

```
rules = rules_
```

Definition at line 369 of file support-meat.hpp.

8.54.3.12 rules_

```
Data_Rule_Dyn_Type * rules_
```

Initial value:

```
{  
  
    if (delete_rules)  
        delete rules
```

Definition at line 362 of file support-meat.hpp.

8.54.3.13 rules_dyn

```
rules_dyn = rules_
```

Definition at line 401 of file support-meat.hpp.

8.54.3.14 stats_bank

```
std::vector< Array_Type > std::vector< std::vector< double > > * stats_bank
```

Initial value:

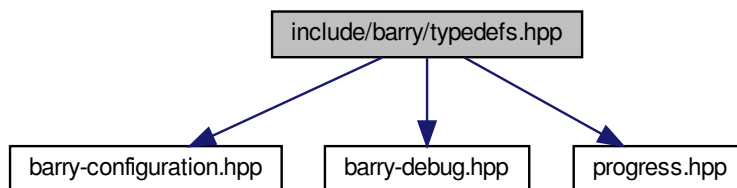
```
{
    if (pos >= coordinates_free.size())
        return
```

Definition at line 111 of file support-meat.hpp.

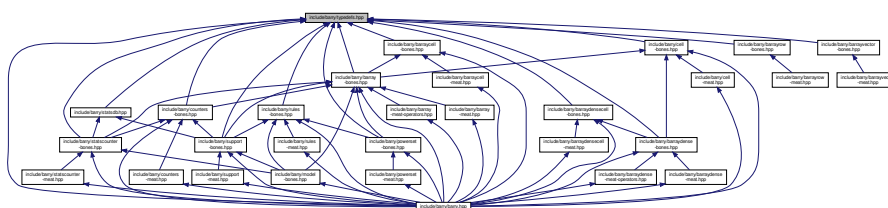
8.55 include/barry/typedefs.hpp File Reference

```
#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<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::UNKNOWN = -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

<i>Array_Type</i>	a BArray
<i>unit, uint</i>	Focal cell
<i>Data_Type</i>	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

<i>a, b</i>	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()`

```
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 >, [67](#)
- ~BArrayDenseCell_const
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [70](#)
- ~BArrayRow
 - BArrayRow< Cell_Type, Data_Type >, [84](#)
- ~BArrayRow_const
 - BArrayRow_const< Cell_Type, Data_Type >, [86](#)
- ~BArrayVector
 - BArrayVector< Cell_Type, Data_Type >, [89](#)
- ~BArrayVector_const
 - BArrayVector_const< Cell_Type, Data_Type >, [93](#)
- ~Cell
 - Cell< Cell_Type >, [97](#)
- ~ConstBArrayRowIter
 - ConstBArrayRowIter< Cell_Type, Data_Type >, [102](#)
- ~Counter
 - Counter< Array_Type, Data_Type >, [105](#)
- ~Counters
 - Counters< Array_Type, Data_Type >, [109](#)
- ~Entries
 - Entries< Cell_Type >, [114](#)
- ~Flock
 - Flock, [117](#)
- ~FreqTable
 - FreqTable< T >, [122](#)
- ~Geese
 - Geese, [128](#)
- ~Model
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [140](#)
- ~NetCounterData
 - NetCounterData, [151](#)
- ~NetworkData
 - NetworkData, [153](#)
- ~Node
 - Node, [156](#)
- ~PhyloRuleDynData
 - PhyloRuleDynData, [164](#)
- ~PowerSet
 - PowerSet< Array_Type, Data_Rule_Type >, [168](#)
- ~Progress
 - Progress, [173](#)
- ~Rule
 - Rule< Array_Type, Data_Type >, [174](#)
- ~Rules
 - Rules< Array_Type, Data_Type >, [176](#)
- ~StatsCounter
 - StatsCounter< Array_Type, Data_Type >, [180](#)
- ~Support
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [185](#)
- active
 - Cell< Cell_Type >, [100](#)
- add
 - barray-meat.hpp, [212](#)
 - barraydense-meat.hpp, [237](#)
 - Cell< Cell_Type >, [98](#)
 - FreqTable< T >, [123](#)
- add_array
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [141](#)
- add_counter
 - Counters< Array_Type, Data_Type >, [110](#)
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [141](#)
 - StatsCounter< Array_Type, Data_Type >, [180](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [185](#), [186](#)
- add_data
 - Flock, [117](#)
- add_rule
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [142](#)
 - PowerSet< Array_Type, Data_Rule_Type >, [168](#)
 - Rules< Array_Type, Data_Type >, [177](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [186](#)
- add_rule_dyn
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [185](#)

- 142, 143
 - Support< Array_Type, Data_Counter_Type,
Data_Rule_Type, Data_Rule_Dyn_Type >,
186
- annotations
 - Node, 157
- ans
 - barray-meat.hpp, 203, 212
 - barraydense-meat.hpp, 229, 238
- Array
 - ConstBArrayRowIter< Cell_Type, Data_Type >,
102
- array
 - Node, 157
- Array_
 - barray-meat.hpp, 212
- array_bank
 - support-meat.hpp, 329
- arrays
 - Node, 157
- AS_ONE
 - EXISTS, 29
- as_vector
 - FreqTable< T >, 123
- AS_ZERO
 - EXISTS, 29
- at
 - PhyloCounterData, 162
- 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, 194
- barray-meat-operators.hpp
 - BARRAY_TEMPLATE, 196–198
 - BARRAY_TEMPLATE_ARGS, 196, 198
 - BARRAY_TYPE, 196, 198
 - BARRY_BARRAY_MEAT_OPERATORS_HPP,
196
 - COL, 197
 - for, 198
 - operator(), 199
 - rhs, 199
 - ROW, 197
 - this, 199
- barray-meat.hpp
 - add, 212
 - ans, 203, 212
 - Array_, 212
 - BARRAY_TEMPLATE, 202–207
 - BARRAY_TEMPLATE_ARGS, 202
 - BARRAY_TYPE, 203
 - check_bounds, 212
 - check_exists, 213
 - COL, 203, 207
 - col0, 213
 - const, 213
 - copy_data, 213
 - data, 214
 - delete_data, 214
 - delete_data_, 214
 - else, 214
 - false, 214
 - first, 215
 - for, 208
 - i1, 215
 - if, 208–211
 - j, 215
 - j0, 215
 - j1, 215
 - M, 211, 215
 - M_, 216
 - N, 216
 - NCells, 216

- report, 216
- resize, 211
- return, 211, 216
- ROW, 203, 211, 212
- row0, 217
- search, 217
- source, 217
- target, 217
- v, 217
- value, 217
- BARRAY_BONES_HPP
 - barray-bones.hpp, 194
- BARRAY_TEMPLATE
 - barray-meat-operators.hpp, 196–198
 - barray-meat.hpp, 202–207
- BARRAY_TEMPLATE_ARGS
 - barray-meat-operators.hpp, 196, 198
 - barray-meat.hpp, 202
- BARRAY_TYPE
 - barray-meat-operators.hpp, 196, 198
 - barray-meat.hpp, 203
- 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, 69
 - BArrayDenseCell_const< Cell_Type, Data_Type >, 64, 73
 - BArrayDenseCol< Cell_Type, Data_Type >, 65, 76
 - BArrayDenseCol_const< Cell_Type, Data_Type >, 65
 - BArrayDenseRow< Cell_Type, Data_Type >, 65, 80
 - BArrayDenseRow_const< Cell_Type, Data_Type >, 65
 - clear, 55
 - col, 55
 - D, 55
 - default_val, 56
 - get_cell, 56
 - get_col_vec, 56
 - get_entries, 56
 - get_row_vec, 57
 - insert_cell, 57, 58
 - is_dense, 58
 - is_empty, 58
 - ncol, 58
 - nnozero, 58
 - nrow, 59
 - operator*=, 59
 - operator(), 59
 - operator+=, 59, 60
 - operator-=, 60
 - operator/=: 60
 - operator=, 60, 61
 - operator==, 61
 - out_of_range, 61
 - print, 61
 - reserve, 61
 - resize, 61
 - rm_cell, 62
 - row, 62
 - set_data, 62
 - swap_cells, 63
 - swap_cols, 63
 - swap_rows, 63
 - toggle_cell, 63
 - toggle_lock, 63
 - transpose, 64
 - visited, 65
 - zero_col, 64
 - zero_row, 64
- barraydense-bones.hpp
 - BARRY_BARRAYDENSE_BONES_HPP, 221
- barraydense-meat-operators.hpp
 - BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP, 222
 - BDENSE_TEMPLATE, 222–224
 - BDENSE_TEMPLATE_ARGS, 222, 224
 - BDENSE_TYPE, 222, 224
 - COL, 223
 - POS, 223
 - POS_N, 223
 - ROW, 223
- barraydense-meat.hpp
 - add, 237
 - ans, 229, 238

- BDENSE_TEMPLATE, 227, 229–235
- BDENSE_TEMPLATE_ARGS, 227
- BDENSE_TYPE, 227
- c0, 238
- c1, 238
- check_bounds, 238
- check_exists, 238
- COL, 228
- col, 239
- const, 239
- copy_data, 239
- data, 239
- delete_data, 239
- delete_data_, 240
- el, 240
- else, 240
- false, 240
- for, 235
- i1, 240
- if, 235, 236
- insert_cell, 236
- j, 241
- j0, 241
- j1, 241
- M, 236, 241
- M_, 241
- N, 241
- NCells, 242
- POS, 228
- POS_N, 228
- report, 242
- resize, 237
- return, 242
- rm_cell, 237
- ROW, 228
- source, 242
- target, 242
- v, 243
- value, 243
- ZERO_CELL, 228
- BArrayDenseCell
 - BArrayDenseCell< Cell_Type, Data_Type >, 67
- BArrayDenseCell< Cell_Type, Data_Type >, 66
 - ~BArrayDenseCell, 67
 - BArrayDense< Cell_Type, Data_Type >, 64, 69
 - BArrayDenseCell, 67
 - BArrayDenseCol< Cell_Type, Data_Type >, 69, 76
 - BArrayDenseCol_const< Cell_Type, Data_Type >, 69, 78
 - BArrayDenseRow< Cell_Type, Data_Type >, 80
 - BArrayDenseRow_const< Cell_Type, Data_Type >, 83
 - operator Cell_Type, 67
 - operator*=, 67
 - operator+=, 67
 - operator-=, 68
 - operator/=: 68
 - operator=, 68
- operator==, 68
- barraydensecell-bones.hpp
 - POS, 244
- barraydensecell-meat.hpp
 - POS, 245
- BArrayDenseCell_const
 - BArrayDenseCell_const< Cell_Type, Data_Type >, 70
- BArrayDenseCell_const< Cell_Type, Data_Type >, 69
 - ~BArrayDenseCell_const, 70
 - BArrayDense< Cell_Type, Data_Type >, 64, 73
 - BArrayDenseCell_const, 70
 - BArrayDenseCol< Cell_Type, Data_Type >, 73, 76
 - BArrayDenseCol_const< Cell_Type, Data_Type >, 74, 78
 - BArrayDenseRow< Cell_Type, Data_Type >, 81
 - BArrayDenseRow_const< Cell_Type, Data_Type >, 83
 - operator Cell_Type, 71
 - operator!=, 71
 - operator<, 71
 - operator<=, 72
 - operator>, 72, 73
 - operator>=, 73
 - operator==, 72
- BArrayDenseCol
 - BArrayDenseCol< Cell_Type, Data_Type >, 75
- BArrayDenseCol< Cell_Type, Data_Type >, 74
 - BArrayDense< Cell_Type, Data_Type >, 65, 76
 - BArrayDenseCell< Cell_Type, Data_Type >, 69, 76
 - BArrayDenseCell_const< Cell_Type, Data_Type >, 73, 76
 - BArrayDenseCol, 75
 - begin, 75
 - end, 75
 - operator(), 75
 - size, 75
- barraydensecol-bones.hpp
 - POS, 246
 - POS_N, 246
 - ZERO_CELL, 247
- BArrayDenseCol_const
 - BArrayDenseCol_const< Cell_Type, Data_Type >, 77
- BArrayDenseCol_const< Cell_Type, Data_Type >, 76
 - BArrayDense< Cell_Type, Data_Type >, 65
 - BArrayDenseCell< Cell_Type, Data_Type >, 69, 78
 - BArrayDenseCell_const< Cell_Type, Data_Type >, 74, 78
 - BArrayDenseCol_const, 77
 - begin, 77
 - end, 77
 - operator(), 78
 - size, 78
- BArrayDenseRow
 - BArrayDenseRow< Cell_Type, Data_Type >, 79

- BArrayDenseRow< Cell_Type, Data_Type >, 79
 - BArrayDense< Cell_Type, Data_Type >, 65, 80
 - BArrayDenseCell< Cell_Type, Data_Type >, 80
 - BArrayDenseCell_const< Cell_Type, Data_Type >, 81
 - BArrayDenseRow, 79
 - begin, 79
 - end, 80
 - operator(), 80
 - size, 80
- barraydenserow-bones.hpp
 - POS, 248
 - POS_N, 248
 - ZERO_CELL, 248
- BArrayDenseRow_const
 - BArrayDenseRow_const< Cell_Type, Data_Type >, 82
- BArrayDenseRow_const< Cell_Type, Data_Type >, 81
 - BArrayDense< Cell_Type, Data_Type >, 65
 - BArrayDenseCell< Cell_Type, Data_Type >, 83
 - BArrayDenseCell_const< Cell_Type, Data_Type >, 83
 - BArrayDenseRow_const, 82
 - begin, 82
 - end, 82
 - operator(), 82
 - size, 82
- BArrayRow
 - BArrayRow< Cell_Type, Data_Type >, 84
- BArrayRow< Cell_Type, Data_Type >, 83
 - ~BArrayRow, 84
 - BArrayRow, 84
 - operator BArrayRow< Cell_Type, Data_Type >, 84
 - operator*=: 84
 - operator+=, 84
 - operator-=, 85
 - operator/=: 85
 - operator=, 85
 - operator==, 85
- barrayrow-meat.hpp
 - BARRY_BARRAYROW_MEAT_HPP, 250
 - BROW_TEMPLATE, 250, 251
 - BROW_TEMPLATE_ARGS, 250
 - BROW_TYPE, 250
- BArrayRow_const
 - BArrayRow_const< Cell_Type, Data_Type >, 86
- BArrayRow_const< Cell_Type, Data_Type >, 85
 - ~BArrayRow_const, 86
 - BArrayRow_const, 86
 - operator BArrayRow_const< Cell_Type, Data_Type >, 86
 - operator!=, 87
 - operator<, 87
 - operator<=: 87
 - operator>, 87
 - operator>=: 87
 - operator==, 87
- BArrayVector
 - BArrayVector< Cell_Type, Data_Type >, 89
- BArrayVector< Cell_Type, Data_Type >, 88
 - ~BArrayVector, 89
 - BArrayVector, 89
 - begin, 89
 - end, 89
 - is_col, 90
 - is_row, 90
 - operator std::vector< Cell_Type >, 90
 - operator*=: 90
 - operator+=, 90
 - operator-=, 91
 - operator/=: 91
 - operator=, 91
 - operator==, 91
 - size, 91
- barrayvector-meat.hpp
 - BARRY_BARRAYVECTOR_MEAT_HPP, 253
- BArrayVector_const
 - BArrayVector_const< Cell_Type, Data_Type >, 92
- BArrayVector_const< Cell_Type, Data_Type >, 92
 - ~BArrayVector_const, 93
 - BArrayVector_const, 92
 - begin, 93
 - end, 93
 - is_col, 93
 - is_row, 93
 - operator std::vector< Cell_Type >, 94
 - operator!=, 94
 - operator<, 94
 - operator<=: 94
 - operator>, 95
 - operator>=: 95
 - operator==, 94
 - size, 95
- barry, 27
- barry-configuration.hpp
 - BARRY_CHECK_SUPPORT, 254
 - BARRY_ISFINITE, 254
 - BARRY_MAX_NUM_ELEMENTS, 254
 - BARRY_SAFE_EXP, 255
 - Map, 255
 - printf_barry, 255
- barry-debug.hpp
 - BARRY_DEBUG_LEVEL, 256
- barry-macros.hpp
 - BARRY_ONE, 256
 - BARRY_ONE_DENSE, 257
 - BARRY_ZERO, 257
 - BARRY_ZERO_DENSE, 257
- barry.hpp
 - BARRY_HPP, 259
 - BARRY_VERSION, 259
 - COUNTER_FUNCTION, 259
 - COUNTER_LAMBDA, 259
 - RULE_FUNCTION, 259
 - RULE_LAMBDA, 260
- barry::counters, 27

- barry::counters::network, [28](#)
- barry::counters::phylo, [28](#)
- BARRY_BARRAY_MEAT_OPERATORS_HPP
 - barray-meat-operators.hpp, [196](#)
- BARRY_BARRAYDENSE_BONES_HPP
 - barraydense-bones.hpp, [221](#)
- BARRY_BARRAYDENSE_MEAT_OPERATORS_HPP
 - barraydense-meat-operators.hpp, [222](#)
- BARRY_BARRAYROW_MEAT_HPP
 - barrayrow-meat.hpp, [250](#)
- BARRY_BARRAYVECTOR_MEAT_HPP
 - barrayvector-meat.hpp, [253](#)
- BARRY_CHECK_SUPPORT
 - barry-configuration.hpp, [254](#)
- BARRY_DEBUG_LEVEL
 - barry-debug.hpp, [256](#)
- BARRY_HPP
 - barry.hpp, [259](#)
- BARRY_ISFINITE
 - barry-configuration.hpp, [254](#)
- BARRY_MAX_NUM_ELEMENTS
 - barry-configuration.hpp, [254](#)
- BARRY_ONE
 - barry-macros.hpp, [256](#)
- BARRY_ONE_DENSE
 - barry-macros.hpp, [257](#)
- BARRY_PROGRESS_BAR_WIDTH
 - progress.hpp, [311](#)
- BARRY_SAFE_EXP
 - barry-configuration.hpp, [255](#)
- BARRY_SUPPORT_MEAT_HPP
 - support-meat.hpp, [324](#)
- BARRY_VERSION
 - barry.hpp, [259](#)
- BARRY_ZERO
 - barry-macros.hpp, [257](#)
- BARRY_ZERO_DENSE
 - barry-macros.hpp, [257](#)
- BARRY_ZERO_NETWORK
 - network.hpp, [285](#)
- BARRY_ZERO_NETWORK_DENSE
 - network.hpp, [286](#)
- BDENSE_TEMPLATE
 - barraydense-meat-operators.hpp, [222–224](#)
 - barraydense-meat.hpp, [227](#), [229–235](#)
- BDENSE_TEMPLATE_ARGS
 - barraydense-meat-operators.hpp, [222](#), [224](#)
 - barraydense-meat.hpp, [227](#)
- BDENSE_TYPE
 - barraydense-meat-operators.hpp, [222](#), [224](#)
 - barraydense-meat.hpp, [227](#)
- begin
 - BArrayDenseCol< Cell_Type, Data_Type >, [75](#)
 - BArrayDenseCol_const< Cell_Type, Data_Type >, [77](#)
 - BArrayDenseRow< Cell_Type, Data_Type >, [79](#)
 - BArrayDenseRow_const< Cell_Type, Data_Type >, [82](#)
- BArrayVector< Cell_Type, Data_Type >, [89](#)
- BArrayVector_const< Cell_Type, Data_Type >, [93](#)
- PhyloCounterData, [162](#)
- PowerSet< Array_Type, Data_Rule_Type >, [168](#)
- blengths
 - NodeData, [160](#)
- BOTH
 - CHECK, [28](#)
 - EXISTS, [29](#)
- BROW_TEMPLATE
 - barrayrow-meat.hpp, [250](#), [251](#)
- BROW_TEMPLATE_ARGS
 - barrayrow-meat.hpp, [250](#)
- BROW_TYPE
 - barrayrow-meat.hpp, [250](#)
- c0
 - barraydense-meat.hpp, [238](#)
- c1
 - barraydense-meat.hpp, [238](#)
- calc
 - PowerSet< Array_Type, Data_Rule_Type >, [169](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [187](#)
- calc_backend_dense
 - support-meat.hpp, [324](#)
- calc_backend_sparse
 - support-meat.hpp, [325](#)
- calc_reduced_sequence
 - Geese, [128](#)
- calc_sequence
 - Geese, [128](#)
- Cell
 - Cell< Cell_Type >, [96–98](#)
- Cell< Cell_Type >, [95](#)
- ~Cell, [97](#)
- active, [100](#)
- add, [98](#)
- Cell, [96–98](#)
- operator Cell_Type, [99](#)
- operator!=, [99](#)
- operator=, [99](#)
- operator==, [99](#)
- value, [100](#)
- visited, [100](#)
- Cell_const< Cell_Type >, [101](#)
- cfree
 - support-meat.hpp, [329](#)
- change_stats
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [190](#)
- CHECK, [28](#)
- BOTH, [28](#)
- NONE, [28](#)
- ONE, [28](#)
- TWO, [28](#)
- check_bounds

- barray-meat.hpp, 212
 - barraydense-meat.hpp, 238
- check_exists
 - barray-meat.hpp, 213
 - barraydense-meat.hpp, 238
- clear
 - BArray< Cell_Type, Data_Type >, 35
 - BArrayDense< Cell_Type, Data_Type >, 55
 - Counters< Array_Type, Data_Type >, 110
 - FreqTable< T >, 123
 - Rules< Array_Type, Data_Type >, 177
- COL
 - barray-meat-operators.hpp, 197
 - barray-meat.hpp, 203, 207
 - barraydense-meat-operators.hpp, 223
 - barraydense-meat.hpp, 228
- col
 - BArray< Cell_Type, Data_Type >, 35
 - BArrayDense< Cell_Type, Data_Type >, 55
 - barraydense-meat.hpp, 239
- col0
 - barray-meat.hpp, 213
- Col_type
 - typedefs.hpp, 334
- colnames
 - Flock, 117
 - Geese, 128
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
- conditional_prob
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 143
- const
 - barray-meat.hpp, 213
 - barraydense-meat.hpp, 239
- ConstBArrayRowIter
 - ConstBArrayRowIter< Cell_Type, Data_Type >, 102
- ConstBArrayRowIter< Cell_Type, Data_Type >, 101
 - ~ConstBArrayRowIter, 102
 - Array, 102
 - ConstBArrayRowIter, 102
 - current_col, 102
 - current_row, 102
 - iter, 103
- coordinates_free
 - PowerSet< Array_Type, Data_Rule_Type >, 170
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 190
- coordinates_locked
 - PowerSet< Array_Type, Data_Rule_Type >, 170
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 190
- copy_data
 - barray-meat.hpp, 213
 - barraydense-meat.hpp, 239
- count
 - Counter< Array_Type, Data_Type >, 105
- count_all
 - StatsCounter< Array_Type, Data_Type >, 181
- count_current
 - StatsCounter< Array_Type, Data_Type >, 181
- count_fun
 - Counter< Array_Type, Data_Type >, 107
 - counters-meat.hpp, 266
- count_fun_
 - counters-meat.hpp, 271
- count_init
 - StatsCounter< Array_Type, Data_Type >, 181
- Counter
 - Counter< Array_Type, Data_Type >, 104, 105
- counter
 - counters-meat.hpp, 272
- Counter< Array_Type, Data_Type >, 103
 - ~Counter, 105
 - count, 105
 - count_fun, 107
 - Counter, 104, 105
 - data, 107
 - delete_data, 107
 - desc, 107
 - get_description, 106
 - get_name, 106
 - init, 106
 - init_fun, 107
 - name, 107
 - operator=, 106
- counter_
 - counters-meat.hpp, 272
- counter_absdiff
 - Network counters, 13
- counter_co_opt
 - Phylo counters, 20
- counter_cogain
 - Phylo counters, 20
- counter_css_census01
 - network-css.hpp, 278
- counter_css_census02
 - network-css.hpp, 279
- counter_css_census03
 - network-css.hpp, 279
- counter_css_census04
 - network-css.hpp, 279
- counter_css_census05
 - network-css.hpp, 279
- counter_css_census06
 - network-css.hpp, 280
- counter_css_census07
 - network-css.hpp, 280
- counter_css_census08
 - network-css.hpp, 280
- counter_css_census09

- network-css.hpp, 280
- counter_css_census10
 - network-css.hpp, 281
- counter_css_completely_false_recip_comiss
 - network-css.hpp, 281
- counter_css_completely_false_recip_omiss
 - network-css.hpp, 281
- counter_css_mixed_recip
 - network-css.hpp, 281
- counter_css_partially_false_recip_commi
 - network-css.hpp, 282
- counter_css_partially_false_recip_omiss
 - network-css.hpp, 282
- 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, 334
- COUNTER_FUNCTION
 - barry.hpp, 259
- 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, 21
- COUNTER_LAMBDA
 - barry.hpp, 259
- counter_longest
 - Phylo counters, 22
- counter_loss
 - Phylo counters, 22
- counter_maxfuns
 - Phylo counters, 22
- counter_mutual
 - Network counters, 16
- counter_neofun
 - Phylo counters, 22
- 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, 23
- counter_overall_loss
 - Phylo counters, 23
- counter_prop_genes_changing
 - Phylo counters, 24
- counter_subfun
 - Phylo counters, 24
- COUNTER_TEMPLATE
 - counters-meat.hpp, 265–267
- COUNTER_TEMPLATE_ARGS
 - counters-meat.hpp, 265
- counter_ttriads
 - Network counters, 18, 19
- COUNTER_TYPE
 - counters-meat.hpp, 265
- Counters
 - Counters< Array_Type, Data_Type >, 109
- counters
 - statscounter-meat.hpp, 319
 - support-meat.hpp, 330
- Counters< Array_Type, Data_Type >, 108
 - ~Counters, 109
 - add_counter, 110
 - clear, 110
 - Counters, 109
 - get_descriptions, 110
 - get_names, 110
 - operator=, 111
 - operator[], 111
 - size, 113
- counters-meat.hpp
 - count_fun, 266
 - count_fun_, 271
 - counter, 272
 - counter_, 272
 - COUNTER_TEMPLATE, 265–267
 - COUNTER_TEMPLATE_ARGS, 265
 - COUNTER_TYPE, 265
 - COUNTERS_TEMPLATE, 265, 267–269
 - COUNTERS_TEMPLATE_ARGS, 265

- COUNTERS_TYPE, 265
- data, 269
- data_, 272
- delete_data, 269
- delete_data_, 272
- delete_to_be_deleted, 269, 270
- desc, 270
- desc_, 273
- i, 273
- init_fun, 270
- init_fun_, 273
- j, 273
- name, 271
- name_, 273
- noexcept, 274
- push_back, 271
- return, 274
- to_be_deleted, 271
- counters_
 - statscounter-meat.hpp, 319
 - support-meat.hpp, 330
- COUNTERS_TEMPLATE
 - counters-meat.hpp, 265, 267–269
- COUNTERS_TEMPLATE_ARGS
 - counters-meat.hpp, 265
- COUNTERS_TYPE
 - counters-meat.hpp, 265
- Counting, 11
- counts
 - PhyloRuleDynData, 165
- Counts_type
 - typedefs.hpp, 334
- CSS_APPEND
 - network-css.hpp, 276
- CSS_CASE_ELSE
 - network-css.hpp, 276
- CSS_CASE_PERCEIVED
 - network-css.hpp, 277
- CSS_CASE_TRUTH
 - network-css.hpp, 277
- CSS_CHECK_SIZE
 - network-css.hpp, 277
- CSS_CHECK_SIZE_INIT
 - network-css.hpp, 277
- CSS_NET_COUNTER_LAMBDA_INIT
 - network-css.hpp, 277
- CSS_PERCEIVED_CELLS
 - network-css.hpp, 278
- CSS_SIZE
 - network-css.hpp, 278
- CSS_TRUE_CELLS
 - network-css.hpp, 278
- current_col
 - ConstBArrayRowIter< Cell_Type, Data_Type >, 102
- current_row
 - ConstBArrayRowIter< Cell_Type, Data_Type >, 102
- current_stats
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 190
- D
 - BArray< Cell_Type, Data_Type >, 36
 - BArrayDense< Cell_Type, Data_Type >, 55
 - Rule< Array_Type, Data_Type >, 175
- dat
 - Flock, 121
- data
 - barray-meat.hpp, 214
 - barraydense-meat.hpp, 239
 - Counter< Array_Type, Data_Type >, 107
 - counters-meat.hpp, 269
 - PowerSet< Array_Type, Data_Rule_Type >, 171
- data_
 - counters-meat.hpp, 272
- DEFAULT_DUPLICATION
 - phylo.hpp, 292
- default_val
 - BArray< Cell_Type, Data_Type >, 36
 - BArrayDense< Cell_Type, Data_Type >, 56
- delete_counters
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 191
 - support-meat.hpp, 330
- delete_data
 - barray-meat.hpp, 214
 - barraydense-meat.hpp, 239
 - Counter< Array_Type, Data_Type >, 107
 - counters-meat.hpp, 269
- delete_data_
 - barray-meat.hpp, 214
 - barraydense-meat.hpp, 240
 - counters-meat.hpp, 272
- delete_rengine
 - Geese, 135
- delete_rules
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 191
 - support-meat.hpp, 330
- delete_rules_dyn
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 191
 - support-meat.hpp, 330
- delete_support
 - Geese, 135
- delete_to_be_deleted
 - counters-meat.hpp, 269, 270
- desc
 - Counter< Array_Type, Data_Type >, 107
 - counters-meat.hpp, 270
- desc_
 - counters-meat.hpp, 273

- directed
 - NetworkData, 153
- DUPL_DUPL
 - phylo.hpp, 292
- DUPL_EITH
 - phylo.hpp, 292
- DUPL_SPEC
 - phylo.hpp, 292
- duplication
 - Node, 158
 - NodeData, 161
 - PhyloRuleDynData, 165
- el
 - barraydense-meat.hpp, 240
- else
 - barray-meat.hpp, 214
 - barraydense-meat.hpp, 240
 - support-meat.hpp, 330
- empty
 - PhyloCounterData, 162
- EmptyArray
 - PowerSet< Array_Type, Data_Rule_Type >, 171
 - support-meat.hpp, 325
- end
 - BArrayDenseCol< Cell_Type, Data_Type >, 75
 - BArrayDenseCol_const< Cell_Type, Data_Type >, 77
 - BArrayDenseRow< Cell_Type, Data_Type >, 80
 - BArrayDenseRow_const< Cell_Type, Data_Type >, 82
 - BArrayVector< Cell_Type, Data_Type >, 89
 - BArrayVector_const< Cell_Type, Data_Type >, 93
 - PhyloCounterData, 162
 - PowerSet< Array_Type, Data_Rule_Type >, 169
 - Progress, 173
- Entries
 - Entries< Cell_Type >, 114
- Entries< Cell_Type >, 113
 - ~Entries, 114
 - Entries, 114
 - resize, 114
 - source, 115
 - target, 115
 - val, 115
- eval_rules_dyn
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 187
- EXISTS, 29
 - AS_ONE, 29
 - AS_ZERO, 29
 - BOTH, 29
 - NONE, 30
 - ONE, 30
 - TWO, 30
 - UNKNOWN, 30
- f_
 - statscounter-meat.hpp, 319
 - support-meat.hpp, 331
- false
 - barray-meat.hpp, 214
 - barraydense-meat.hpp, 240
- first
 - barray-meat.hpp, 215
- Flock, 115
 - ~Flock, 117
 - add_data, 117
 - colnames, 117
 - dat, 121
 - Flock, 116
 - get_counters, 117
 - get_model, 118
 - get_support, 118
 - init, 118
 - initialized, 121
 - likelihood_joint, 118
 - model, 121
 - nfunctions, 121
 - nfuncs, 119
 - nleafs, 119
 - nnodes, 119
 - nterms, 119
 - ntrees, 119
 - operator(), 119
 - parse_polytomies, 120
 - print, 120
 - rengine, 121
 - set_seed, 120
 - support_size, 120
- flush_data
 - BArray< Cell_Type, Data_Type >, 36
- for
 - barray-meat-operators.hpp, 198
 - barray-meat.hpp, 208
 - barraydense-meat.hpp, 235
 - statscounter-meat.hpp, 317
 - support-meat.hpp, 325
- FreqTable
 - FreqTable< T >, 122
- FreqTable< T >, 122
 - ~FreqTable, 122
 - add, 123
 - as_vector, 123
 - clear, 123
 - FreqTable, 122
 - get_data, 123
 - get_index, 123
 - print, 123
 - reserve, 124
 - size, 124
- Geese, 124
 - ~Geese, 128
 - calc_reduced_sequence, 128
 - calc_sequence, 128
 - colnames, 128

- delete_engine, 135
- delete_support, 135
- Geese, 127, 128
- get_annotated_nodes, 129
- get_counters, 129
- get_model, 129
- get_probabilities, 129
- get_engine, 129
- get_states, 129
- get_support, 130
- inherit_support, 130
- init, 130
- init_node, 130
- initialized, 135
- likelihood, 130
- likelihood_exhaust, 131
- map_to_nodes, 135
- nannotations, 131
- nfunctions, 135
- nfuns, 131
- nleaves, 131
- nnodes, 131
- nodes, 136
- nterms, 132
- observed_counts, 132
- operator=, 132
- parse_polytomies, 132
- predict, 132
- predict_backend, 133
- predict_exhaust, 133
- predict_exhaust_backend, 133
- predict_sim, 133
- print, 133
- print_observed_counts, 134
- reduced_sequence, 136
- sequence, 136
- set_seed, 134
- simulate, 134
- support_size, 134
- update_annotations, 134
- geese-bones.hpp
 - INITIALIZED, 302
 - keygen_full, 303
 - RULE_FUNCTION, 303
 - vec_diff, 303
 - vector_caster, 303
- gen_key
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 144
- get_annotated_nodes
 - Geese, 129
- get_cell
 - BArray< Cell_Type, Data_Type >, 36
 - BArrayDense< Cell_Type, Data_Type >, 56
- get_col_vec
 - BArray< Cell_Type, Data_Type >, 36, 37
 - BArrayDense< Cell_Type, Data_Type >, 56
- get_counters
 - Flock, 117
 - Geese, 129
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 144
 - PhyloCounterData, 163
 - StatsCounter< Array_Type, Data_Type >, 181
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 187
- get_counts
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 187
- get_current_stats
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 188
- get_data
 - FreqTable< T >, 123
 - PowerSet< Array_Type, Data_Rule_Type >, 169
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 188
- get_data_ptr
 - PowerSet< Array_Type, Data_Rule_Type >, 169
- get_description
 - Counter< Array_Type, Data_Type >, 106
- get_descriptions
 - Counters< Array_Type, Data_Type >, 110
 - StatsCounter< Array_Type, Data_Type >, 181
- get_entries
 - BArray< Cell_Type, Data_Type >, 37
 - BArrayDense< Cell_Type, Data_Type >, 56
- get_index
 - FreqTable< T >, 123
- get_last_name
 - phylo.hpp, 296
- get_model
 - Flock, 118
 - Geese, 129
- get_name
 - Counter< Array_Type, Data_Type >, 106
- get_names
 - Counters< Array_Type, Data_Type >, 110
 - StatsCounter< Array_Type, Data_Type >, 181
- get_norm_const
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 144
- get_parent
 - Node, 156
- get_probabilities
 - Geese, 129
- get_pset
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 144

- 144
- get_pset_stats
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 144
- get_engine
 - Geese, 129
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 145
- get_row_vec
 - BArray< Cell_Type, Data_Type >, 37
 - BArrayDense< Cell_Type, Data_Type >, 57
- get_rules
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 145
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 188
- get_rules_dyn
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 145
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 188
- get_seq
 - Rules< Array_Type, Data_Type >, 177
- get_states
 - Geese, 129
- get_support
 - Flock, 118
 - Geese, 130
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 145
- i
 - counters-meat.hpp, 273
- i1
 - barray-meat.hpp, 215
 - barraydense-meat.hpp, 240
- id
 - Node, 158
- if
 - barray-meat.hpp, 208–211
 - barraydense-meat.hpp, 235, 236
 - support-meat.hpp, 325
- IF_MATCHES
 - phylo.hpp, 292
- IF_NOTMATCHES
 - phylo.hpp, 292
- include/barry/barray-bones.hpp, 193
- include/barry/barray-iterator.hpp, 194
- include/barry/barray-meat-operators.hpp, 195
- include/barry/barray-meat.hpp, 200
- include/barry/barraycell-bones.hpp, 218
- include/barry/barraycell-meat.hpp, 219
- include/barry/barraydense-bones.hpp, 219
- include/barry/barraydense-meat-operators.hpp, 221
- include/barry/barraydense-meat.hpp, 225
- include/barry/barraydensecell-bones.hpp, 243
- include/barry/barraydensecell-meat.hpp, 245
- include/barry/barraydensecol-bones.hpp, 246
- include/barry/barraydenserow-bones.hpp, 247
- include/barry/barrayrow-bones.hpp, 248
- include/barry/barrayrow-meat.hpp, 249
- include/barry/barrayvector-bones.hpp, 252
- include/barry/barrayvector-meat.hpp, 253
- include/barry/barry-configuration.hpp, 253
- include/barry/barry-debug.hpp, 255
- include/barry/barry-macros.hpp, 256
- include/barry/barry.hpp, 257
- include/barry/cell-bones.hpp, 260
- include/barry/cell-meat.hpp, 261
- include/barry/col-bones.hpp, 262
- include/barry/counters-bones.hpp, 262
- include/barry/counters-meat.hpp, 263
- include/barry/counters/network-css.hpp, 275
- include/barry/counters/network.hpp, 283
- include/barry/counters/phylo.hpp, 290
- include/barry/model-bones.hpp, 297
- include/barry/model-meat.hpp, 298
- include/barry/models/geese.hpp, 300
- include/barry/models/geese/flock-bones.hpp, 301
- include/barry/models/geese/flock-meat.hpp, 301
- include/barry/models/geese/geese-bones.hpp, 302
- include/barry/models/geese/geese-meat-constructors.hpp, 304
- include/barry/models/geese/geese-meat-likelihood.hpp, 304
- include/barry/models/geese/geese-meat-likelihood_exhaust.hpp, 305
- include/barry/models/geese/geese-meat-predict.hpp, 306
- include/barry/models/geese/geese-meat-predict_exhaust.hpp, 306
- include/barry/models/geese/geese-meat-predict_sim.hpp, 307
- include/barry/models/geese/geese-meat-simulate.hpp, 307
- include/barry/models/geese/geese-meat.hpp, 308
- include/barry/models/geese/geese-node-bones.hpp, 308
- include/barry/powerset-bones.hpp, 309
- include/barry/powerset-meat.hpp, 310
- include/barry/progress.hpp, 311
- include/barry/rules-bones.hpp, 311
- include/barry/rules-meat.hpp, 313
- include/barry/statscounter-bones.hpp, 313
- include/barry/statscounter-meat.hpp, 315
- include/barry/statsdb.hpp, 320
- include/barry/support-bones.hpp, 321
- include/barry/support-meat.hpp, 322
- include/barry/typedefs.hpp, 332
- indices

- NetCounterData, 151
- inherit_support
 - Geese, 130
- init
 - Counter< Array_Type, Data_Type >, 106
 - Flock, 118
 - Geese, 130
- init_fun
 - Counter< Array_Type, Data_Type >, 107
 - counters-meat.hpp, 270
- init_fun_
 - counters-meat.hpp, 273
- init_node
 - Geese, 130
- init_support
 - PowerSet< Array_Type, Data_Rule_Type >, 169
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 188
- INITIALIZED
 - geese-bones.hpp, 302
- initialized
 - Flock, 121
 - Geese, 135
- insert_cell
 - BArray< Cell_Type, Data_Type >, 37, 38
 - BArrayDense< Cell_Type, Data_Type >, 57, 58
 - barraydense-meat.hpp, 236
 - support-meat.hpp, 326
- is_col
 - BArrayVector< Cell_Type, Data_Type >, 90
 - BArrayVector_const< Cell_Type, Data_Type >, 93
- is_dense
 - BArray< Cell_Type, Data_Type >, 38
 - BArrayDense< Cell_Type, Data_Type >, 58
- IS_DUPLICATION
 - phylo.hpp, 293
- IS_EITHER
 - phylo.hpp, 293
- is_empty
 - BArray< Cell_Type, Data_Type >, 38
 - BArrayDense< Cell_Type, Data_Type >, 58
- is_leaf
 - Node, 157
- is_row
 - BArrayVector< Cell_Type, Data_Type >, 90
 - BArrayVector_const< Cell_Type, Data_Type >, 93
- IS_SPECIATION
 - phylo.hpp, 293
- iter
 - ConstBArrayRowIter< Cell_Type, Data_Type >, 103
- j
 - barray-meat.hpp, 215
 - barraydense-meat.hpp, 241
 - counters-meat.hpp, 273
 - statscounter-meat.hpp, 319
- j0
 - barray-meat.hpp, 215
 - barraydense-meat.hpp, 241
- j1
 - barray-meat.hpp, 215
 - barraydense-meat.hpp, 241
- keygen_default
 - model-bones.hpp, 298
- keygen_full
 - geese-bones.hpp, 303
- lb
 - PhyloRuleDynData, 165
- likelihood
 - Geese, 130
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 145, 146
- likelihood_
 - model-meat.hpp, 299
- likelihood_exhaust
 - Geese, 131
- likelihood_joint
 - Flock, 118
- likelihood_total
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 146
- M
 - barray-meat.hpp, 211, 215
 - barraydense-meat.hpp, 236, 241
 - PowerSet< Array_Type, Data_Rule_Type >, 171
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 191
- M_
 - barray-meat.hpp, 216
 - barraydense-meat.hpp, 241
- MAKE_DUPL_VARS
 - phylo.hpp, 293
- Map
 - barry-configuration.hpp, 255
- map_to_nodes
 - Geese, 135
- MapVec_type
 - typedefs.hpp, 335
- max_num_elements
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 191
- Model
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 140
- model
 - Flock, 121
- Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 136

- ~Model, [140](#)
- add_array, [141](#)
- add_counter, [141](#)
- add_rule, [142](#)
- add_rule_dyn, [142](#), [143](#)
- colnames, [143](#)
- conditional_prob, [143](#)
- gen_key, [144](#)
- get_counters, [144](#)
- get_norm_const, [144](#)
- get_pset, [144](#)
- get_pset_stats, [144](#)
- get_rengine, [145](#)
- get_rules, [145](#)
- get_rules_dyn, [145](#)
- get_support, [145](#)
- likelihood, [145](#), [146](#)
- likelihood_total, [146](#)
- Model, [140](#)
- nterms, [146](#)
- operator=, [147](#)
- print, [147](#)
- print_stats, [147](#)
- sample, [147](#)
- set_counters, [148](#)
- set_keygen, [148](#)
- set_rengine, [148](#)
- set_rules, [148](#)
- set_rules_dyn, [148](#)
- set_seed, [149](#)
- size, [149](#)
- size_unique, [149](#)
- store_psets, [149](#)
- support_size, [149](#)
- model-bones.hpp
 - keygen_default, [298](#)
- model-meat.hpp
 - likelihood_, [299](#)
 - MODEL_TEMPLATE, [299](#), [300](#)
 - MODEL_TEMPLATE_ARGS, [299](#)
 - MODEL_TYPE, [299](#)
 - update_normalizing_constant, [300](#)
- MODEL_TEMPLATE
 - model-meat.hpp, [299](#), [300](#)
- MODEL_TEMPLATE_ARGS
 - model-meat.hpp, [299](#)
- MODEL_TYPE
 - model-meat.hpp, [299](#)
- N
 - barray-meat.hpp, [216](#)
 - barraydense-meat.hpp, [241](#)
 - PowerSet< Array_Type, Data_Rule_Type >, [171](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [192](#)
- name
 - Counter< Array_Type, Data_Type >, [107](#)
 - counters-meat.hpp, [271](#)
 - name_
 - counters-meat.hpp, [273](#)
 - nannotations
 - Geese, [131](#)
 - narray
 - Node, [158](#)
 - NCells
 - barray-meat.hpp, [216](#)
 - barraydense-meat.hpp, [242](#)
 - ncol
 - BArray< Cell_Type, Data_Type >, [38](#)
 - BArrayDense< Cell_Type, Data_Type >, [58](#)
 - NET_C_DATA_IDX
 - network.hpp, [286](#)
 - NET_C_DATA_NUM
 - network.hpp, [286](#)
 - NetCounter
 - network.hpp, [288](#)
 - NetCounterData, [150](#)
 - ~NetCounterData, [151](#)
 - indices, [151](#)
 - NetCounterData, [150](#)
 - numbers, [151](#)
 - NetCounters
 - network.hpp, [288](#)
 - NetModel
 - network.hpp, [288](#)
 - NetRule
 - network.hpp, [288](#)
 - NetRules
 - network.hpp, [288](#)
 - NetStatsCounter
 - network.hpp, [288](#)
 - NetSupport
 - network.hpp, [289](#)
 - Network
 - network.hpp, [289](#)
 - 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, [278](#)
 - counter_css_census02, [279](#)
 - counter_css_census03, [279](#)
 - counter_css_census04, [279](#)
 - counter_css_census05, [279](#)
 - counter_css_census06, [280](#)
 - counter_css_census07, [280](#)
 - counter_css_census08, [280](#)
 - counter_css_census09, [280](#)
 - counter_css_census10, [281](#)
 - counter_css_completely_false_recip_comiss, [281](#)
 - counter_css_completely_false_recip_omiss, [281](#)
 - counter_css_mixed_recip, [281](#)
 - counter_css_partially_false_recip_commi, [282](#)
 - counter_css_partially_false_recip_omiss, [282](#)
 - CSS_APPEND, [276](#)
 - CSS_CASE_ELSE, [276](#)
 - CSS_CASE_PERCEIVED, [277](#)
 - CSS_CASE_TRUTH, [277](#)
 - CSS_CHECK_SIZE, [277](#)
 - CSS_CHECK_SIZE_INIT, [277](#)
 - CSS_NET_COUNTER_LAMBDA_INIT, [277](#)
 - CSS_PERCEIVED_CELLS, [278](#)
 - CSS_SIZE, [278](#)
 - CSS_TRUE_CELLS, [278](#)
- network.hpp
 - BARRY_ZERO_NETWORK, [285](#)
 - BARRY_ZERO_NETWORK_DENSE, [286](#)
 - NET_C_DATA_IDX, [286](#)
 - NET_C_DATA_NUM, [286](#)
 - NetCounter, [288](#)
 - NetCounters, [288](#)
 - NetModel, [288](#)
 - NetRule, [288](#)
 - NetRules, [288](#)
 - NetStatsCounter, [288](#)
 - NetSupport, [289](#)
 - Network, [289](#)
 - NETWORK_COUNTER, [286](#)
 - NETWORK_COUNTER_LAMBDA, [286](#)
 - NETWORK_RULE, [287](#)
 - NETWORK_RULE_LAMBDA, [287](#)
 - NetworkDense, [289](#)
 - NETWORKDENSE_COUNTER_LAMBDA, [287](#)
 - rules_zerodiag, [289](#)
- NETWORK_COUNTER
 - Network counters, [19](#)
 - network.hpp, [286](#)
- NETWORK_COUNTER_LAMBDA
 - network.hpp, [286](#)
- NETWORK_RULE
 - network.hpp, [287](#)
- NETWORK_RULE_LAMBDA
 - network.hpp, [287](#)
- NetworkData, [151](#)
 - ~NetworkData, [153](#)
 - directed, [153](#)
 - NetworkData, [152](#), [153](#)
 - vertex_attr, [153](#)
- NetworkDense
 - network.hpp, [289](#)
- NETWORKDENSE_COUNTER_LAMBDA
 - network.hpp, [287](#)
- next
 - Progress, [173](#)
- nfunctions
 - Flock, [121](#)
 - Geese, [135](#)
- nfuncs
 - Flock, [119](#)
 - Geese, [131](#)
- nleafs
 - Flock, [119](#)
 - Geese, [131](#)
- nnodes
 - Flock, [119](#)
 - Geese, [131](#)
- nnozero
 - BArray< Cell_Type, Data_Type >, [39](#)
 - BArrayDense< Cell_Type, Data_Type >, [58](#)
- Node, [154](#)
 - ~Node, [156](#)
 - annotations, [157](#)
 - array, [157](#)
 - arrays, [157](#)
 - duplication, [158](#)
 - get_parent, [156](#)
 - id, [158](#)
 - is_leaf, [157](#)
 - narray, [158](#)
 - Node, [155](#), [156](#)
 - noffspring, [157](#)
 - offspring, [158](#)
 - ord, [158](#)
 - parent, [159](#)
 - probability, [159](#)
 - subtree_prob, [159](#)
 - visited, [159](#)
- NodeData, [160](#)
 - blengths, [160](#)
 - duplication, [161](#)
 - NodeData, [160](#)
 - states, [161](#)
- nodes
 - Geese, [136](#)
- noexcept
 - counters-meat.hpp, [274](#)
- noffspring
 - Node, [157](#)
- NONE
 - CHECK, [28](#)
 - EXISTS, [30](#)
- nrow
 - BArray< Cell_Type, Data_Type >, [39](#)
 - BArrayDense< Cell_Type, Data_Type >, [59](#)

- nterms
 - Flock, [119](#)
 - Geese, [132](#)
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [146](#)
- ntrees
 - Flock, [119](#)
- numbers
 - NetCounterData, [151](#)
- observed_counts
 - Geese, [132](#)
- offspring
 - Node, [158](#)
- ONE
 - CHECK, [28](#)
 - EXISTS, [30](#)
- operator BArrayRow< Cell_Type, Data_Type >
 - BArrayRow< Cell_Type, Data_Type >, [84](#)
- operator BArrayRow_const< Cell_Type, Data_Type >
 - BArrayRow_const< Cell_Type, Data_Type >, [86](#)
- operator Cell_Type
 - BArrayCell< Cell_Type, Data_Type >, [46](#)
 - BArrayCell_const< Cell_Type, Data_Type >, [49](#)
 - BArrayDenseCell< Cell_Type, Data_Type >, [67](#)
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [71](#)
 - Cell< Cell_Type >, [99](#)
- operator std::vector< Cell_Type >
 - BArrayVector< Cell_Type, Data_Type >, [90](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [94](#)
- operator!=
 - BArrayCell_const< Cell_Type, Data_Type >, [49](#)
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [71](#)
 - BArrayRow_const< Cell_Type, Data_Type >, [87](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [94](#)
 - Cell< Cell_Type >, [99](#)
- operator<
 - BArrayCell_const< Cell_Type, Data_Type >, [49](#)
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [71](#)
 - BArrayRow_const< Cell_Type, Data_Type >, [87](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [94](#)
- operator<=
 - BArrayCell_const< Cell_Type, Data_Type >, [49](#)
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [72](#)
 - BArrayRow_const< Cell_Type, Data_Type >, [87](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [94](#)
- operator>
 - BArrayCell_const< Cell_Type, Data_Type >, [49](#)
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [72](#), [73](#)
 - BArrayRow_const< Cell_Type, Data_Type >, [87](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [95](#)
- operator>=
 - BArrayCell_const< Cell_Type, Data_Type >, [50](#)
 - BArrayDenseCell_const< Cell_Type, Data_Type >, [73](#)
 - BArrayRow_const< Cell_Type, Data_Type >, [87](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [95](#)
- operator*=
 - BArray< Cell_Type, Data_Type >, [39](#)
 - BArrayCell< Cell_Type, Data_Type >, [46](#)
 - BArrayDense< Cell_Type, Data_Type >, [59](#)
 - BArrayDenseCell< Cell_Type, Data_Type >, [67](#)
 - BArrayRow< Cell_Type, Data_Type >, [84](#)
 - BArrayVector< Cell_Type, Data_Type >, [90](#)
- operator()
 - BArray< Cell_Type, Data_Type >, [39](#)
 - barray-meat-operators.hpp, [199](#)
 - BArrayDense< Cell_Type, Data_Type >, [59](#)
 - BArrayDenseCol< Cell_Type, Data_Type >, [75](#)
 - BArrayDenseCol_const< Cell_Type, Data_Type >, [78](#)
 - BArrayDenseRow< Cell_Type, Data_Type >, [80](#)
 - BArrayDenseRow_const< Cell_Type, Data_Type >, [82](#)
 - Flock, [119](#)
 - PhyloCounterData, [163](#)
 - Rule< Array_Type, Data_Type >, [175](#)
 - Rules< Array_Type, Data_Type >, [178](#)
 - vecHasher< T >, [192](#)
- operator+=
 - BArray< Cell_Type, Data_Type >, [39](#), [40](#)
 - BArrayCell< Cell_Type, Data_Type >, [46](#)
 - BArrayDense< Cell_Type, Data_Type >, [59](#), [60](#)
 - BArrayDenseCell< Cell_Type, Data_Type >, [67](#)
 - BArrayRow< Cell_Type, Data_Type >, [84](#)
 - BArrayVector< Cell_Type, Data_Type >, [90](#)
- operator-=
 - BArray< Cell_Type, Data_Type >, [40](#)
 - BArrayCell< Cell_Type, Data_Type >, [47](#)
 - BArrayDense< Cell_Type, Data_Type >, [60](#)
 - BArrayDenseCell< Cell_Type, Data_Type >, [68](#)
 - BArrayRow< Cell_Type, Data_Type >, [85](#)
 - BArrayVector< Cell_Type, Data_Type >, [91](#)
- operator/=
 - BArray< Cell_Type, Data_Type >, [40](#)
 - BArrayCell< Cell_Type, Data_Type >, [47](#)
 - BArrayDense< Cell_Type, Data_Type >, [60](#)
 - BArrayDenseCell< Cell_Type, Data_Type >, [68](#)
 - BArrayRow< Cell_Type, Data_Type >, [85](#)
 - BArrayVector< Cell_Type, Data_Type >, [91](#)
- operator=
 - BArray< Cell_Type, Data_Type >, [41](#)
 - BArrayCell< Cell_Type, Data_Type >, [47](#)
 - BArrayDense< Cell_Type, Data_Type >, [60](#), [61](#)
 - BArrayDenseCell< Cell_Type, Data_Type >, [68](#)
 - BArrayRow< Cell_Type, Data_Type >, [85](#)
 - BArrayVector< Cell_Type, Data_Type >, [91](#)
 - Cell< Cell_Type >, [99](#)
 - Counter< Array_Type, Data_Type >, [106](#)
 - Counters< Array_Type, Data_Type >, [111](#)
 - Geese, [132](#)

- Model< Array_Type, Data_Counter_Type,
Data_Rule_Type, Data_Rule_Dyn_Type >,
147
- Rules< Array_Type, Data_Type >, 178
- 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 >, 61
 - BArrayDenseCell< Cell_Type, Data_Type >, 68
 - BArrayDenseCell_const< Cell_Type, Data_Type
>, 72
 - BArrayRow< Cell_Type, Data_Type >, 85
 - BArrayRow_const< Cell_Type, Data_Type >, 87
 - BArrayVector< Cell_Type, Data_Type >, 91
 - BArrayVector_const< Cell_Type, Data_Type >, 94
 - Cell< Cell_Type >, 99
- operator[]
 - Counters< Array_Type, Data_Type >, 111
 - PowerSet< Array_Type, Data_Rule_Type >, 170
- ord
 - Node, 158
- out_of_range
 - BArray< Cell_Type, Data_Type >, 41
 - BArrayDense< Cell_Type, Data_Type >, 61
- parent
 - Node, 159
- parse_polytomies
 - Flock, 120
 - Geese, 132
- Phylo counters, 19
 - counter_co_opt, 20
 - counter_cogain, 20
 - counter_gains, 21
 - counter_gains_k_offspring, 21
 - counter_genes_changing, 21
 - counter_k_genes_changing, 21
 - counter_longest, 22
 - counter_loss, 22
 - counter_maxfun, 22
 - counter_neofun, 22
 - counter_neofun_a2b, 23
 - counter_overall_changes, 23
 - counter_overall_gains, 23
 - counter_overall_loss, 23
 - counter_prop_genes_changing, 24
 - counter_subfun, 24
- Phylo rules, 24
 - rule_dyn_limit_changes, 25
- phylo.hpp
 - DEFAULT_DUPLICATION, 292
 - DUPL_DUPL, 292
 - DUPL_EITH, 292
 - DUPL_SPEC, 292
 - get_last_name, 296
 - IF_MATCHES, 292
 - IF_NOTMATCHES, 292
 - IS_DUPLICATION, 293
 - IS_EITHER, 293
 - IS_SPECIATION, 293
 - MAKE_DUPL_VARS, 293
 - PHYLO_CHECK_MISSING, 293
 - PHYLO_COUNTER_LAMBDA, 294
 - PHYLO_RULE_DYN_LAMBDA, 294
 - PhyloArray, 294
 - PhyloCounter, 294
 - PhyloCounters, 295
 - PhyloModel, 295
 - PhyloPowerSet, 295
 - PhyloRule, 295
 - PhyloRuleData, 295
 - PhyloRuleDyn, 295
 - PhyloRules, 296
 - PhyloRulesDyn, 296
 - PhyloStatsCounter, 296
 - PhyloSupport, 296
 - PHYLO_CHECK_MISSING
 - phylo.hpp, 293
 - PHYLO_COUNTER_LAMBDA
 - phylo.hpp, 294
 - PHYLO_RULE_DYN_LAMBDA
 - phylo.hpp, 294
 - PhyloArray
 - phylo.hpp, 294
 - PhyloCounter
 - phylo.hpp, 294
 - PhyloCounterData, 161
 - at, 162
 - begin, 162
 - empty, 162
 - end, 162
 - get_counters, 163
 - operator(), 163
 - PhyloCounterData, 162
 - push_back, 163
 - reserve, 163
 - shrink_to_fit, 163
 - size, 163
 - PhyloCounters
 - phylo.hpp, 295
 - PhyloModel
 - phylo.hpp, 295
 - PhyloPowerSet
 - phylo.hpp, 295
 - PhyloRule
 - phylo.hpp, 295
 - PhyloRuleData
 - phylo.hpp, 295
 - PhyloRuleDyn
 - phylo.hpp, 295
 - PhyloRuleDynData, 164
 - ~PhyloRuleDynData, 164
 - counts, 165
 - duplication, 165
 - lb, 165
 - PhyloRuleDynData, 164

- pos, [165](#)
- ub, [165](#)
- PhyloRules
 - phylo.hpp, [296](#)
- PhyloRulesDyn
 - phylo.hpp, [296](#)
- PhyloStatsCounter
 - phylo.hpp, [296](#)
- PhyloSupport
 - phylo.hpp, [296](#)
- POS
 - barraydense-meat-operators.hpp, [223](#)
 - barraydense-meat.hpp, [228](#)
 - barraydensecell-bones.hpp, [244](#)
 - barraydensecell-meat.hpp, [245](#)
 - barraydensecol-bones.hpp, [246](#)
 - barraydenserow-bones.hpp, [248](#)
- pos
 - PhyloRuleDynData, [165](#)
- POS_N
 - barraydense-meat-operators.hpp, [223](#)
 - barraydense-meat.hpp, [228](#)
 - barraydensecol-bones.hpp, [246](#)
 - barraydenserow-bones.hpp, [248](#)
- PowerSet
 - PowerSet< Array_Type, Data_Rule_Type >, [167](#)
- PowerSet< Array_Type, Data_Rule_Type >, [166](#)
 - ~PowerSet, [168](#)
 - add_rule, [168](#)
 - begin, [168](#)
 - calc, [169](#)
 - coordinates_free, [170](#)
 - coordinates_locked, [170](#)
 - data, [171](#)
 - EmptyArray, [171](#)
 - end, [169](#)
 - get_data, [169](#)
 - get_data_ptr, [169](#)
 - init_support, [169](#)
 - M, [171](#)
 - N, [171](#)
 - operator[], [170](#)
 - PowerSet, [167](#)
 - reset, [170](#)
 - rules, [171](#)
 - rules_deleted, [172](#)
 - size, [170](#)
- predict
 - Geese, [132](#)
- predict_backend
 - Geese, [133](#)
- predict_exhaust
 - Geese, [133](#)
- predict_exhaust_backend
 - Geese, [133](#)
- predict_sim
 - Geese, [133](#)
- print
 - BArray< Cell_Type, Data_Type >, [41](#)
 - BArrayDense< Cell_Type, Data_Type >, [61](#)
 - Flock, [120](#)
 - FreqTable< T >, [123](#)
 - Geese, [133](#)
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [147](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [189](#)
- print_observed_counts
 - Geese, [134](#)
- print_stats
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [147](#)
- printf_barry
 - barry-configuration.hpp, [255](#)
- probability
 - Node, [159](#)
- Progress, [172](#)
 - ~Progress, [173](#)
 - end, [173](#)
 - next, [173](#)
 - Progress, [172](#)
- progress.hpp
 - BARRY_PROGRESS_BAR_WIDTH, [311](#)
- push_back
 - counters-meat.hpp, [271](#)
 - PhyloCounterData, [163](#)
- README.md, [336](#)
- reduced_sequence
 - Geese, [136](#)
- engine
 - Flock, [121](#)
- report
 - barray-meat.hpp, [216](#)
 - barraydense-meat.hpp, [242](#)
- reserve
 - BArray< Cell_Type, Data_Type >, [41](#)
 - BArrayDense< Cell_Type, Data_Type >, [61](#)
 - FreqTable< T >, [124](#)
 - PhyloCounterData, [163](#)
- reset
 - PowerSet< Array_Type, Data_Rule_Type >, [170](#)
- reset_array
 - StatsCounter< Array_Type, Data_Type >, [182](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [189](#)
- resize
 - BArray< Cell_Type, Data_Type >, [42](#)
 - barray-meat.hpp, [211](#)
 - BArrayDense< Cell_Type, Data_Type >, [61](#)
 - barraydense-meat.hpp, [237](#)
 - Entries< Cell_Type >, [114](#)
 - statscounter-meat.hpp, [317](#)

- return
 - barray-meat.hpp, [211](#), [216](#)
 - barraydense-meat.hpp, [242](#)
 - counters-meat.hpp, [274](#)
 - statscounter-meat.hpp, [319](#)
 - support-meat.hpp, [331](#)
- rhs
 - barray-meat-operators.hpp, [199](#)
- rm_cell
 - BArray< Cell_Type, Data_Type >, [42](#)
 - BArrayDense< Cell_Type, Data_Type >, [62](#)
 - barraydense-meat.hpp, [237](#)
 - support-meat.hpp, [326](#)
- ROW
 - barray-meat-operators.hpp, [197](#)
 - barray-meat.hpp, [203](#), [211](#), [212](#)
 - barraydense-meat-operators.hpp, [223](#)
 - barraydense-meat.hpp, [228](#)
- row
 - BArray< Cell_Type, Data_Type >, [42](#)
 - BArrayDense< Cell_Type, Data_Type >, [62](#)
- row0
 - barray-meat.hpp, [217](#)
- Row_type
 - typedefs.hpp, [335](#)
- Rule
 - Rule< Array_Type, Data_Type >, [174](#)
- Rule< Array_Type, Data_Type >, [173](#)
 - ~Rule, [174](#)
 - D, [175](#)
 - operator(), [175](#)
 - Rule, [174](#)
- rule_dyn_limit_changes
 - Phylo rules, [25](#)
- rule_fun_default
 - rules-bones.hpp, [312](#)
- Rule_fun_type
 - typedefs.hpp, [335](#)
- RULE_FUNCTION
 - barry.hpp, [259](#)
 - geese-bones.hpp, [303](#)
- RULE_LAMBDA
 - barry.hpp, [260](#)
- Rules
 - Rules< Array_Type, Data_Type >, [176](#)
- rules
 - PowerSet< Array_Type, Data_Rule_Type >, [171](#)
 - support-meat.hpp, [331](#)
- Rules< Array_Type, Data_Type >, [175](#)
 - ~Rules, [176](#)
 - add_rule, [177](#)
 - clear, [177](#)
 - get_seq, [177](#)
 - operator(), [178](#)
 - operator=, [178](#)
 - Rules, [176](#)
 - size, [178](#)
- rules-bones.hpp
 - rule_fun_default, [312](#)
- rules_
 - support-meat.hpp, [331](#)
- rules_deleted
 - PowerSet< Array_Type, Data_Rule_Type >, [172](#)
- rules_dyn
 - support-meat.hpp, [331](#)
- rules_zerodiag
 - network.hpp, [289](#)
- sample
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [147](#)
- search
 - barray-meat.hpp, [217](#)
- sequence
 - Geese, [136](#)
- set_counters
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [148](#)
 - StatsCounter< Array_Type, Data_Type >, [182](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [189](#)
- 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 >, [148](#)
- set_engine
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [148](#)
- set_rules
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [148](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [189](#)
- set_rules_dyn
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [148](#)
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [190](#)
- set_seed
 - Flock, [120](#)
 - Geese, [134](#)
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [149](#)
- shrink_to_fit
 - PhyloCounterData, [163](#)

- simulate
 - Geese, [134](#)
- size
 - BArrayDenseCol< Cell_Type, Data_Type >, [75](#)
 - BArrayDenseCol_const< Cell_Type, Data_Type >, [78](#)
 - BArrayDenseRow< Cell_Type, Data_Type >, [80](#)
 - BArrayDenseRow_const< Cell_Type, Data_Type >, [82](#)
 - BArrayVector< Cell_Type, Data_Type >, [91](#)
 - BArrayVector_const< Cell_Type, Data_Type >, [95](#)
 - Counters< Array_Type, Data_Type >, [113](#)
 - FreqTable< T >, [124](#)
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [149](#)
 - PhyloCounterData, [163](#)
 - PowerSet< Array_Type, Data_Rule_Type >, [170](#)
 - Rules< Array_Type, Data_Type >, [178](#)
- size_unique
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [149](#)
- source
 - barray-meat.hpp, [217](#)
 - barraydense-meat.hpp, [242](#)
 - Entries< Cell_Type >, [115](#)
- states
 - NodeData, [161](#)
- Statistical Models, [11](#)
- stats_bank
 - support-meat.hpp, [332](#)
- StatsCounter
 - StatsCounter< Array_Type, Data_Type >, [180](#)
- StatsCounter< Array_Type, Data_Type >, [179](#)
 - ~StatsCounter, [180](#)
 - add_counter, [180](#)
 - count_all, [181](#)
 - count_current, [181](#)
 - count_init, [181](#)
 - get_counters, [181](#)
 - get_descriptions, [181](#)
 - get_names, [181](#)
 - reset_array, [182](#)
 - set_counters, [182](#)
 - StatsCounter, [180](#)
- statscounter-meat.hpp
 - counter_deleted, [318](#)
 - counters, [319](#)
 - counters_, [319](#)
 - f_, [319](#)
 - for, [317](#)
 - j, [319](#)
 - resize, [317](#)
 - return, [319](#)
 - STATSCOUNTER_TEMPLATE, [316–318](#)
 - STATSCOUNTER_TEMPLATE_ARGS, [316](#)
 - STATSCOUNTER_TYPE, [316](#)
- STATSCOUNTER_TEMPLATE
 - statscounter-meat.hpp, [316–318](#)
- STATSCOUNTER_TEMPLATE_ARGS
 - statscounter-meat.hpp, [316](#)
- STATSCOUNTER_TYPE
 - statscounter-meat.hpp, [316](#)
- store_psets
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [149](#)
- subtree_prob
 - Node, [159](#)
- Support
 - Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [184, 185](#)
- Support< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, [182](#)
 - ~Support, [185](#)
 - add_counter, [185, 186](#)
 - add_rule, [186](#)
 - add_rule_dyn, [186](#)
 - calc, [187](#)
 - change_stats, [190](#)
 - coordinates_free, [190](#)
 - coordinates_locked, [190](#)
 - current_stats, [190](#)
 - delete_counters, [191](#)
 - delete_rules, [191](#)
 - delete_rules_dyn, [191](#)
 - eval_rules_dyn, [187](#)
 - get_counters, [187](#)
 - get_counts, [187](#)
 - get_current_stats, [188](#)
 - get_data, [188](#)
 - get_rules, [188](#)
 - get_rules_dyn, [188](#)
 - init_support, [188](#)
 - M, [191](#)
 - max_num_elements, [191](#)
 - N, [192](#)
 - print, [189](#)
 - reset_array, [189](#)
 - set_counters, [189](#)
 - set_rules, [189](#)
 - set_rules_dyn, [190](#)
 - Support, [184, 185](#)
- support-meat.hpp
 - array_bank, [329](#)
 - BARRY_SUPPORT_MEAT_HPP, [324](#)
 - calc_backend_dense, [324](#)
 - calc_backend_sparse, [325](#)
 - cfree, [329](#)
 - counters, [330](#)
 - counters_, [330](#)
 - delete_counters, [330](#)
 - delete_rules, [330](#)
 - delete_rules_dyn, [330](#)

- else, 330
- EmptyArray, 325
- f_, 331
- for, 325
- if, 325
- insert_cell, 326
- return, 331
- rm_cell, 326
- rules, 331
- rules_, 331
- rules_dyn, 331
- stats_bank, 332
- SUPPORT_TEMPLATE, 324, 326–329
- SUPPORT_TEMPLATE_ARGS, 324
- SUPPORT_TYPE, 324
- support_size
 - Flock, 120
 - Geese, 134
 - Model< Array_Type, Data_Counter_Type, Data_Rule_Type, Data_Rule_Dyn_Type >, 149
- 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 >, 63
- swap_cols
 - BArray< Cell_Type, Data_Type >, 43
 - BArrayDense< Cell_Type, Data_Type >, 63
- swap_rows
 - BArray< Cell_Type, Data_Type >, 43
 - BArrayDense< Cell_Type, Data_Type >, 63
- target
 - barray-meat.hpp, 217
 - barraydense-meat.hpp, 242
 - Entries< Cell_Type >, 115
- this
 - barray-meat-operators.hpp, 199
- to_be_deleted
 - counters-meat.hpp, 271
- 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 >, 64
- TWO
 - CHECK, 28
 - EXISTS, 30
- typedefs.hpp
 - Col_type, 334
 - Counter_fun_type, 334
 - Counts_type, 334
 - MapVec_type, 335
 - Row_type, 335
 - Rule_fun_type, 335
 - uint, 335
 - vec_equal, 335
 - vec_equal_approx, 336
 - vec_inner_prod, 336
- ub
 - PhyloRuleDynData, 165
- uint
 - typedefs.hpp, 335
- UNKNOWN
 - EXISTS, 30
- update_annotations
 - Geese, 134
- update_normalizing_constant
 - model-meat.hpp, 300
- v
 - barray-meat.hpp, 217
 - barraydense-meat.hpp, 243
- val
 - Entries< Cell_Type >, 115
- value
 - barray-meat.hpp, 217
 - barraydense-meat.hpp, 243
 - Cell< Cell_Type >, 100
- vec_diff
 - geese-bones.hpp, 303
- vec_equal
 - typedefs.hpp, 335
- vec_equal_approx
 - typedefs.hpp, 336
- vec_inner_prod
 - typedefs.hpp, 336
- vecHasher< T >, 192
 - operator(), 192
- vector_caster
 - geese-bones.hpp, 303
- vertex_attr
 - NetworkData, 153
- visited
 - BArray< Cell_Type, Data_Type >, 45
 - BArrayDense< Cell_Type, Data_Type >, 65
 - Cell< Cell_Type >, 100
 - Node, 159
- ZERO_CELL
 - barraydense-meat.hpp, 228
 - barraydensecol-bones.hpp, 247
 - barraydenserow-bones.hpp, 248
- zero_col
 - BArray< Cell_Type, Data_Type >, 44
 - BArrayDense< Cell_Type, Data_Type >, 64
- zero_row
 - BArray< Cell_Type, Data_Type >, 44

BArrayDense< Cell_Type, Data_Type >, [64](#)