

1. PROGRAM OUTPUT (txt file)

```
*****
weather1.csv/Table['0']
```

```
5      outlook,    -$humidity,    windy,    =play,    # notes
#      sunny,      81.83,        FALSE,    yes,      # expected
#      0.36,       10.01,        0.57,    0.64,    # certainty
#      sunny,      90,          FALSE,    no,      #
10     sunny,      90,          TRUE,     no,      #
      overcast,    86,          FALSE,    yes,      #
      rainy,      96,          FALSE,    yes,      #
      rainy,      80,          FALSE,    yes,      #
      rainy,      ?,          TRUE,     no,      #
15     overcast,    65,          TRUE,     yes,      #
      sunny,      ?,          FALSE,    no,      #
      sunny,      70,          FALSE,    yes,      #
      rainy,      80,          FALSE,    yes,      #
      sunny,      70,          TRUE,     yes,      #
20     overcast,    90,          TRUE,     yes,      #
      overcast,    75,          FALSE,    yes,      #
      rainy,      90,          TRUE,     no,      #
```

```
*****
weather1.csv/Table['no']
```

```
#      outlook,    -$humidity,    windy,    =play,    # notes
#      sunny,      90.00,        TRUE,     no,      # expected
#      0.60,       0.00,        0.60,    1.00,    # certainty
30     sunny,      90,          FALSE,    no,      #
      sunny,      90,          TRUE,     no,      #
      rainy,      ?,          TRUE,     no,      #
      sunny,      ?,          FALSE,    no,      #
      rainy,      90,          TRUE,     no,      #
```

```
*****
weather1.csv/Table['yes']
```

```
40     outlook,    -$humidity,    windy,    =play,    # notes
#      overcast,    79.11,        FALSE,    yes,      # expected
#      0.44,       10.22,        0.67,    1.00,    # certainty
      overcast,    86,          FALSE,    yes,      #
      rainy,      96,          FALSE,    yes,      #
      rainy,      80,          FALSE,    yes,      #
45     overcast,    65,          TRUE,     yes,      #
      sunny,      70,          FALSE,    yes,      #
      rainy,      80,          FALSE,    yes,      #
      sunny,      70,          TRUE,     yes,      #
50     overcast,    90,          TRUE,     yes,      #
```

2. SOURCE CODES

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File : <tablestr.py>
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```
55 import lib
class Table:
    def __init__(self):
        self.data = [] #data[[col1,...],[col2,...]]
        self.name = [] #name of i-th column
        self.order = [] #order of the col
60     self.nump = [] #is i-th column numeric?
        self.wordp = [] #is i-th column non-numeric?
        self.indep = [] #list of indep columns
        self.dep = [] #list of dep columns
65     self.less = [] #numeric goal to be minimized
        self.more = [] #numeric goal to be maximized
        self.klass = [] #non-numeric goal
        self.term = [] #non-numeric non-goal
        self.num = [] #numeric non-goal
70     # for all cols
        self.n = [] #count of things in this col
        # for wordp columns:
        self.count = [] #count of each word
```

```
self.mode = [] #most common word
self.most = [] #count of most common word
# for nump columns:
self.hi = [] #upper bound
self.lo = [] #lower bound
self.mu = [] #mean
80     self.m2 = [] #sum of all nums
self.sd = [] #standard deviation# -*- coding: utf-8 -*-
# table printing format
self.CONVFMT = '%06d'
```

```
85 def centroid(table):
    "update the mode and most values for wordp type cols or update the mean and
    sd values for nump cols"
    rows = [[],[]]
    for c in range(len(table.name)):
        s = table.mode[table.wordp.index(c)] if c in table.wordp else table.CONV
FMT%table.mu[table.nump.index(c)]
90     rows[0].append(str(s))
        s = float(table.most[table.wordp.index(c)]/table.n[c] if c in table.wor
dp else table.sd[table.nump.index(c)]
        rows[1].append(str(table.CONVFMT%s))
    return rows
```

```
95 def tableprint(table, stats=''):
    "print table on the console"
    print ' '
    if stats != '': table.CONVFMT = stats
    print(' ' + lib.rowprint(table.name)+ ' # notes'.ljust(10))
    print('#' + lib.rowprint(centroid(table)[0]) + ' # expected'.ljust(10))
100    print('#' + lib.rowprint(centroid(table)[1]) + ' # certainty'.ljust(10))
```

```
    for j in range(len(table.data[0])):
        line = []
        for i in range(len(table.data)):
105            line.append(table.data[i][j])
        print(' ' + lib.rowprint(line)+ ' #'.ljust(10))
```

```
def tableprint_txt(table, f, tablename, stats=''):
    "print table on the indicated txt file with table name"
110    f.write('\n' + '*' * 40 + '\n' + '*' * 20 + tablename + '\n' * 2)
    if stats != '': table.CONVFMT = stats
    f.write(' ' + lib.rowprint(table.name)+ ' # notes'.ljust(10) + '\n')
    f.write('#' + lib.rowprint(centroid(table)[0]) + ' # expected'.ljust(10) +
'\n')
    f.write('#' + lib.rowprint(centroid(table)[1]) + ' # certainty'.ljust(10) +
'\n')
```

```
115    for j in range(len(table.data[0])):
        line = []
        for i in range(len(table.data)):
            line.append(table.data[i][j])
            f.write(' ' + lib.rowprint(line)+ ' #'.ljust(10) + '\n')
```

```
120 =====
File : <reader.py>
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```
import re
import tablestr
125 def readcsv(filename, table):
    "read in data from csv and create a table"
    FS = ',' #define field separator
    f = open(filename)
    seen = 0
130    while True:
        str = line(f)
        if str == -1:
            if seen == 0: print("WARNING: empty or missing file")
            return -1
135    a = str.split(FS) #compute the number of attributes in table
        if len(a) > 1:
            if seen: addRow(a, table)
            else: makeTable(a, table)
            seen += 1
140
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def line(f):
    "get one line data (without comments and whitespace)"
    str = f.readline()
    if not str: return -1                #readline finds nothing, output error
145     else:
        str = "".join(str.split())      #kill whitespace
        str = re.sub(r'#.','',str)      #kill comments
        if len(str) >= 1 and str[-1] == ',': return str + line(f)
        else: return str

150 def makeTable(a, table):
    "read table titles and set all corresponding parameters"
    c = 0
    for ite in range(len(a)):
155         if a[ite][0] == '?': continue #the col with '?' is ignored
        table.order.append(ite)
        x = a[ite]
        table.name.append(x)
        isNum = 1
160         if x.find('=') != -1:
            table.dep.append(c)
            table.klass.append(c)
            isNum = 0
        elif x.find('+') != -1:
165             table.dep.append(c)
            table.more.append(c)
        elif x.find('-') != -1:
            table.dep.append(c)
            table.less.append(c)
170         elif x.find('$') != -1:
            table.indep.append(c)
            table.num.append(c)
        else:
            table.indep.append(c)
            table.term.append(c)
175             isNum = 0
        table.n.append('0')
        if isNum:
            table.nump.append(c)
            table.hi.append(-1*10**32)
180             table.lo.append(10**32)
            table.mu.append(0)
            table.m2.append(0)
            table.sd.append(0)
        else:
            table.wordp.append(c)
            table.most.append(0)
            table.count.append({})
            table.mode.append('')
185
    c += 1
    for i in range(c): table.data.append([])

def addRow(a, table):
    "add a row of data to the table"
195     for c in range(len(table.name)):
        f = table.order[c]
        x = a[f]
        table.data[c].append(x)
        if x.find('?') == -1:
200             table.n[c] = int(table.n[c]) + 1
            if c in table.wordp:
                k = table.wordp.index(c)
                if table.count[k].has_key(x): table.count[k][x] += 1
                else: table.count[k][x] = 1
                new = table.count[k][x]
205                 if new > table.most[k]:
                    table.mode[k] = x
                    table.most[k] = new
            else:
210                 k = table.nump.index(c)
                if float(x) > float(table.hi[k]): table.hi[k] = x
                if float(x) < float(table.lo[k]): table.lo[k] = x
                delta = float(x) - table.mu[k]

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        table.mu[k] += delta/table.n[c]
        table.m2[k] += delta*(float(x) - table.mu[k])
        if table.n[c] > 1:
            table.sd[k] = (table.m2[k]/(table.n[c] - 1))**0.5
        c += 1

220 def classes(table):
    "generate a set of tables based on different classes"
    if len(table.klass) == 0:
        print "No labeled classes in the given data set"
        return -1
225     # assume there is only one class feature in the data set
    data = table.data[table.klass[0]]
    classnames = []
    for s in data:
        if s not in classnames:
            classnames.append(s)
230     tables = klass1(table, classnames, data)
    tables['0'] = table
    tables['names'] = classnames
    return tables

235 def klass1(table, classnames, data):
    tables = {}
    for s in classnames:
        tables[s] = tablestr.Table()
        makeTable(table.name, tables[s])
240         for i in range(len(data)):
            if s == data[i]:
                a = []
                for j in range(len(table.order)):
                    a.append(table.data[j][i])
245                 addRow(a, tables[s])
    return tables

=====
File : <lib.py >

250 def rowprint(a):
    "get a row with some format"
    max = len(a)
    line = ''
255     for j in range(max):
        line += (a[j] + ',').rjust(15)
    return line

=====
File : <main.py>

260 import reader
import tablestr
if __name__ == "__main__":
    filename = 'data/weather1.csv'
    table = tablestr.Table()                #create raw data structure
265     reader.readcsv(filename,table)        #read the .csv data set
    f = '%4.2f'                             #set the formatting for the output
    filename = 'output/table1.txt'          #define output txt file
    out = file(filename, 'w')
    tables = reader.klasses(table)
    tablestr.tableprint(tables['0'], f)
270     tablestr.tableprint_txt(tables['0'], out, "weather1.csv/Table['0']", f)
    for h in tables['names']:
        tablestr.tableprint(tables[h], f)
        tablestr.tableprint_txt(tables[h], out, "weather1.csv/Table['"+h+"']", f)
275 )

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3. CODE ILLUSTRATE
a. Tables are stored in a dictionary structure:
280     - tables = {'0':table1, 'yes':table2, 'no':table3, 'names':{...}}
    - keys are the classes'names
    - data are the objects of the predefined Table class
    - tables['0'] is the original read-in table

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- tables['yes'] and tables['no'] are the splited tables based on different cl  
asses  
285 - tables['names'] is the list structure that indicates all the types for the  
dependent variable
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b. Generated tables can be printed on both screen or indicated txt file
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