```
% Settings
    sample2.c
                                                            report1.tex
                                                                          resourcesNewVersio...
157
         values, vectors = la.eig(A, B)
         vectors = nu.array([ vector.reshape(2,1) / nu.linalg.norm(vector) for vector in ve
158
159
160
         return Eigen(values, vectors)
161
162
163
     class Projection(ClassData):
164
         def __init__(self, classData, vector):
165
             vector = vector.reshape(2,1)
             ndarrayPoints = nu.array([ nu.dot(row.reshape(1,2), vector) * vector for row i
166
             self.points = [ XYPoint([float(ndarrayPoint[0]), float(ndarrayPoint[1])]) for
167
             self.len = classData.len
168
169
170
     def pricipalComponentOf(class1, class2):
171
172
         A = covarianceTotal(class1, class2)
173
         B = nu.eye(2)
174
         values, vectors = la.eig(A, B)
175
         vectors = nu.array([ vector.reshape(2,1) / nu.linalg.norm(vector) for vector in ve
176
         return Eigen(values, vectors)
177
178
179
180
     # NOTE: - layout of results: **********************************
                                                                                        layo
181
182
     def errataOf(checkList, correctList):
183
         checkArray = nu.array(checkList)
184
         correctArray = nu.array(correctList)
185
         return checkArray == correctArray
186
187
188
     def recognitionRateOf(errata):
         intUniversalFunc = nu.frompyfunc(int, 1, 1)
189
         return intUniversalFunc(errata).sum() / len(errata)
190
191
192
193
194
     # NOTE: recognition lines: *********************************
195
196
     RecogLine = namedtuple('RecogLine', 'polyExpr vectorExpr')
197
198
     def recogLineOfEu(class1, class2):
         vector = nu.flipud(class1.mean - class2.mean)
199
200
         vector[0,0] = -vector[0,0]
201
202
         x, y = sy.symbols('x,y')
         midlePoint = (class1.mean + class2.mean) / 2.0
203
```

poly = y - midlePoint[1,0] - vector[1,0]/vector[0,0] \* (x - midlePoint[0,0])

204