File list

lib.c: library implementation

lib.h: library header

csv.c: little helper library for CSV parsing (open source with minor modifications)

csv.h: CSV library header

soma.c: algorithm implementation, I only did necessary modifications

soma.h: SOMA library header

main.c: demo with the test against the 3 data sets (with both SOMAascii and SOMAexternal)

windows folder: compiled demo (also included .lib .dll and .h of muparser)

Obviously, in order to compile it, you need to have muparser installed in your system (or use the Windows .dll I included with the compiled demo). The code (mainly the demo and library header) is well commented, so it is straightforward to use and understand it.

Pending issues

- The definition of R^2 I used is 1-SS_res/SS_tot (returned within the output struct), but cost function to minimize with SOMA is based on SS_res.
- R^2 threshold should be a function parameter or just a #define?
- It seems it does not make sense to give an initial value for parameteres. Due to the stochastic
 nature of the algorithm, individuals must be initialized with random values, otherwise end result is
 equal to initial values.

Demo output

```
Mountain Curve SOMAascii
Elapsed time: 1.811742 s
R^2:0.997148
Parameter m1 = 6.191730e+00
Parameter m2 = 1.613856e+01
Parameter m3 = 4.508920e+02
Mountain Curve SOMAexternal
Elapsed time: 0.791852 s
R^2: 0.997148
Parameter m1 = 6.191730e+00
Parameter m2 = 1.613856e+01
Parameter m3 = 4.508920e+02
Sawtooth SOMAascii
Elapsed time: 2.484741 s
R^2:0.940152
Parameter m1 = 9.302268e-01
Parameter m2 = -6.253395e-01
Parameter m3 = 3.074010e+01
Sawtooth SOMAexternal
Elapsed time: 0.182249 s
R^2: 0.940152
Parameter m1 = 9.302268e-01
Parameter m2 = 6.253395e-01
Parameter m3 = 3.074010e+01
Waterfall SOMAascii
Elapsed time: 2.223186 s
R^2:0.972398
Parameter m1 = 2.460581e-01
Parameter m2 = 3.528348e-01
Parameter m3 = 1.004897e+01
Waterfall SOMAexternal
Elapsed time: 1.713739 s
R^2: 0.972398
Parameter m1 = 2.460581e-01
Parameter m2 = 3.528348e-01
Parameter m3 = -1.004897e+01
```