```
#!/usr/bin/env lua
 local _=require("lib")
local the=_.settings[[
 L5 : a lean little learning library, in LUA (c) 2022 Tim Menzies <timm@ieee.org> BSD-2 license
USAGE: lua 15.lua [OPTIONS]
OPTIONS:
                                        = nothing
   -d --dump
-f --file
                                                                                                                                                                 ./data/auto93.csv
    -F --Far
-h --help
   -m --min
              --nums
   -p --p
-r --rest
-s --seed
-S --Sample
local any,cli,copy,csv,lt,many,map= _.any,_.cli,_.copy,_.csv,_.lt,_.many,_.map
local o,obj,oo,per,push,rnd,rogues= _.or_.obj,_.oor_.per,_.push,_.rnd,_.rogues
local shallowCopy,shuffle,sort = _.sort,_.shallowCopy,_.sort
local Data,Num,Row,Some,Sym
 Svm=obi"Svm"
 function Sym:new(c,x) return {at=c or 0,txt=x or "",n=0,has={}} end
 function Sym:add(x)
  if x~="?" then self.n =1+self.n; self.has[x]=1+(self.has[x] or 0) end end
if x-="!" then self.n =1+self.n;self.has[x]=1+(self.has[x] or 0) end end function Sym:discretize(x) return x end function Sym:dist(v1,v2) return v1=="" and v2=="!" and 1 or v1==v2 and 0 or 1 end function Sym:entropy( e,fun) function fun(p) return p*math.log(p,2) end e=0; for _n in pairs(self.has) do if n>0 then e=e-fun(n/self.n) end end return e end
 Some=obi"Some"
 function Some:new(c,x)
return {at=c or 0, txt=x or "",n=0,isSorted=true, _has={}} end
  function Some: nums()
     if not self.isSorted then table.sort(self._has) end self.isSorted=true
      return self._has end
 function Some:add(v, pos)
if v~="?" then
           self.nself.n+1
if #self._has < the.Sample then pos=1+(#self._has)
elself math.random() <the.Sample/self.n then pos=math.rand(#self._has) end
if pos then self.isSorted-false
self._has[pos] = v end end end
 Num=obj"Num"
function Num:new(c,x)
     function Nwn:add(x)

if x-="?" then self.n = self.n+1

self.io = math.min(x,self.lo)

self.hi = math.max(x,self.hi)

self.has:add(x) end end
function Num:norm(n, lo,hi)
lo,hi=self.lo,self.hi
return n=="\" and n or (hi-lo < 1E-0 and 0 or (n-lo)/(hi-lo + 1E-32)) end
function Num:pers(t, a)
     a-self.has:nums()
return map(t,function(p) return per(a,p) end) end
 function Num:discretize(x, tmp)
tmp = (self.hi - self.lo)/(the.bins - 1)
return self.lo == self.hi and i or math.floor(x/tmp+.5)*tmp end
function Num:dist(v1,v2) if v1==^{n/2} and v2==^{n/2} then return 1 end v1,v2=self:norm(v1), self:norm(v2) if v1==^{n/2} then v1=v2<.5 and 1 or 0 end if v2==^{n/2} then v2=v1<.5 and 1 or 0 end return math.abs(v1-v2) end
 function Row:new(data,t) return {cells=t} end
 function Row:around(rows)
  return sort(map(rows, function(r) return {row=r,d=self-r} end),lt"d") end
 function Row:far(rows)
return per(self:around(rows),the.far).row end
 function Row:__sub(row, d,n,d1,n1)
      d,n = 0,0
for i,col in pairs(self._data.cols.x) do
  dl = col:dist(self.cells[col.at], row.cells[col.at])
           n = n + 1
d = d + d1^the.p end
      return (d/n)^(1/the.p) end
 function Row: lt(row)
      self.evaled, row.evaled = true,true
      local s1, s2, d, n, x, y=0, 0, 0, 0
      local sl,s2,d,n,x,y=0,0,0,0
local ys = self_data.cols.y
for _,col in pairs(ys) do
    x,y= self.cells[col.at], row.cells[col.at]
    x,y= col:norm(x), col:norm(y)
    sl = sl - 2.71828*(col.w * (x-y)/$ys)
    s2 = s2 - 2.71828*(col.w * (y-x)/$ys) end
    return of the color of the colo
      return s1/#ys < s2/#ys end
 function Row:discretize()
  self.cooked=map(self._data.cols.all,
                                                   function(col) col:discretize(self.cells[col.at]) end) end
```

```
function Data:new(src)
       self.rows, self.cols = {}, {names=nil,all={},x={}},y={}}
self:import(src) end
    function Data: import (src)
       unction Data:Import(src)
if type(src)="string"
then csv(src, function(row) self:add(row) end)
else map(src or {}, function(row) self:add(row) end) end
function Data:clone( src) return Data({self.cols.names}):import(src) end
    function Data:add(row, id, what)
        function what(c,x)
return (x:find"^[A-Z]" and Num or Sym)(c,x) end
        if #self.cols.all==0
then self.cols.names=row
       then self.cois.names=row
    for c, x in pairs (row) do
    local col = push(self.cols.all, what(c,x))
    if not x:find*(s* then
        push(x:find*(!+-|* and self.cols.y or self.cols.x, col) end end
else row = row.cells and row or Row(self,row)
    row._data = self
    push(x:find*(!+-|* and self.cols.y or self.cols.x, col) end end
else row = row.cells and row or Row(self,row)
    row._data = self
    push(self rows row)
                push (self.rows, row)
                for _,cols in pairs(self.cols.x, self.cols.y) do
for _,col in pairs(self.cols) do col:add(row.cells[col.at]) end end end
   function Data:cheat()
     for i, row in pairs(sort(self.rows)) do
   row.rank = math.floor(.5+ 100*i/#self.rows)
       row.evaled = false end
self.rows = shuffle(self.rows) end
     function Data:half(rows, above, some,x,y,c,rxs,xs,ys)
        rows = rows or self.rows
some = many(rows, the.Sample)
             = above or any (some): far (some)
                = x:far(some)
        rxs = function(r) return {r=r,x=((r-x)^2 + c^2 - (r-y)^2)/(2*c)} end
        xs, ys= {}, {}
        xs,ys= {},{}
for j,rx in pairs(sort(map(rows,rxs),lt"x")) do
push(j<=#rows/2 and xs or ys, rx.r) end</pre>
        return {xs=xs, ys=ys, x=x, y=y, c=c} end
     function Data:best(rows, above, stop)
       rows = rows or self.rows
stop = stop or (the.min >=1 and the.min or (#rows)^the.min)
if #rows < stop
then return rows
       then return rows
else local node = self:half(rows,above)
if node.x < node.y
then return self:best(node.xs, node.x, stop)
else return self:best(node.ys, node.y, stop) end end end</pre>
     function Data: fours (rows, stop)
       rows = rows or shallowCopy(self.rows)
stop = stop or (the.min >=1 and the.min or (#rows)^the.min)
if #rows < stop
        then return rows
        else rows = shuffle(rows)
    fours = {}; for i=1,4 do push(fours, table.remove(rows)) end
                t = {}
for row1 in pairs(rows) do
     t[fourl_id] = t[fourl_id] or (d=rowl-row2, r=row2) end),lt*d*)[1].r push(t[fourl_id], fourl_id] or (push(t[fourl_id], fourl) end end self:fours(sort(fours)[1],stop) end
    function Data:discretize()
  for _,row in pairs(self.rows) do row:discretize() end end
    function Data:xentropy(     e,sym)
self:discretize()
        for .col in pairs(self.cols.x) do
           sym = Sym()
for __row in pairs(self.rows) do sym:add(row.cooked[col.at]) end
        e = e + sym:entropy() end
return e end
```

```
local eg = {}
local function egs( fails,old)
       the = cli(the)
       fails=0
      fails=0
old = copy(the)
for k,fun in pairs(eg) do
   if the.eg == "all" or the.eg == k then
   for k,v in pairs(old) do the(k)=v end
            math.randomseed(the.seed)
print("\n>>>>",k)
if not fun() then fails = fails+1 end end end
      rogues()
os.exit(fails) end
   function eg.the() oo(the); return true end
   function eg.num( z)
  z=Num(); for i=1,100 do z:add(i) end; print(z); return true end
    function eg.sym( z)
z=Sym(); for _,x in pairs{1,1,1,1,2,2,3} do z:add(x) end;
print(z); return true end
      d=Data(the.file); map(d.cols.x,print) return true end
    function eg.dist( num,d,r1,r2,r3)
      d=Data(the.file)
      num=Num()
         r1=any(d.rows)
        r2=anv(d.rows)
        r3=r1:far(d.rows)
io.write(rnd(r3-r1),"")
num:add(rnd(r2-r1)) end
      oo(sort(num.has:nums()))
      print (#d.rows)
return true end
    function eg.sort(
     d = Data(the.file)
d:cheat()
       for i=1, #d.rows, 32 do print(i,d.rows[i].rank,o(d.rows[i].cells)) end end
   function eq.half( num.tmp)
      num=Num()
for i=1,20 do
         local d = Data(the.file)
         docal d = Data(tne.file)
d:cheat()
tmp=d:best()
map(tmp,function(row) num:add(row.rank) end) end
      print(#tmp,o(num:pers{.1,.3,.5,.7,.9}))
return end
256 function eq.discretize( d)
     d=Data(the.file)
print(d:xentropy()); return true end
260 function eg.fours( d)
261 d=Data(the.file)
262 d:fours() end
```