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csv.lua

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```

1 local b4={}; for k,v in pairs(_ENV) do b4[k]=v end -- LUA trivia. Ignore.
2 local help={
3   CSV : summarized csv file
4   (c) 2022 Tim Menzies <tim@ieee.org> BSD-2 license
5
6   USAGE: lua seen.lua [OPTIONS]
7
8   OPTIONS:
9   -e --eg      start-up example      = nothing
10  -d --dump     on test failure, exit with stack dump = false
11  -f --file     file with csv data     = ../data/auto93.csv
12  -h --help     show help              = false
13  -n --nums     number of nums to keep = 512
14  -s --seed     random number seed    = 10019
15  -S --seperator feild separator      = ,
16
17  -- Function argument conventions:
18  -- 1. two blanks denote options, four blans denote locals:
19  -- 2. prefix n,s,is,fun denotes number,string,bool,function;
20  -- 3. suffix s means list of thing (so names is list of strings)
21  -- 4. c is a column index (usually)

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22 -- ## Misc routines
23 -- ### Handle Settings
24 local the,coerce,cli
25 -- Parse 'the' config settings from 'help'.
26 function coerce(s, fun)
27   function Fun(s1)
28     if s1=="true" then return true end
29     if s1=="false" then return false end
30     return s1 end
31   return math.tointeger(s) or tonumber(s) or fun(s:match("%s*(-)%s*$") end
32
33   -- Create a 'the' variables
34   the={}
35   help:gsub("(%a-)[%S]+[%s]+-[%-]([%S]+)%n"=([%S]+)",
36     function(k,x) the[k]=coerce(x) end)
37
38   -- Update settings from values on command-line flags. Booleans need no values
39   -- (we just flip the defaults).
40   function cli(t)
41     for slot,v in pairs(t) do
42       v = tostring(v)
43       for n,x in pairs(arg) do
44         if x=="-"..(slot:sub(1,1)) or x=="-"..slot then
45           v = v=="false" and "true" or v=="true" and "false" or arg[n+1] end end
46         t[slot] = coerce(v) end
47       if t.help then os.exit(print("\n".help.."n")) end
48       return t end
49
50   -- ## Lists
51   local copy,per,push,cmp
52   -- deepcopy
53   function copy(t, u)
54     if type(t) == "table" then return t end
55     u={}; for k,v in pairs(t) do u[k] = copy(v) end
56     return setmetatable(u,getmetatable(t)) end
57
58   -- Return the 'p'-th thing from the sorted list 't'.
59   function per(t,p)
60     p=math.floor(((p or .5)*#t)+.5); return t[math.max(1,math.min(#t,p))] end
61
62   -- Add to 't', return 'x'.
63   function push(t,x) t[1+#t]=x; return x end
64
65   -- ## Call 'fun' on each row. Row cells are divided in 'the.seperator'.
66   function csv(fname,fun, sep,src,s,t)
67     sep = "[^" .. the.seperator .. "]"
68     src = io.input(fname)
69     while true do
70       s = io.read()
71       if not s then return io.close(src) else
72         t={}
73         for sl in s:match(sep) do t[1+#t] = coerce(sl) end
74         fun(t) end end
75
76   -- ## Strings
77   local o,oo
78   -- 'o' is a telescope and 'oo' are some binoculars we use to exam stucts.
79   -- 'o': generates a string from a nested table.
80   function o(t, show,u)
81     if type(t) == "table" then return tostring(t) end
82     function show(k,v)
83       if not tostring(k):find"^_" then
84         v = o(v)
85         return #t==0 and string.format("%s%s",k,v) or tostring(v) end end
86     u={}; for k,v in pairs(t) do u[1+#u] = show(k,v) end
87     if #t==0 then table.sort(u) end
88     return "["..table.concat(u," " .. ".").."]" end
89
90   -- 'oo': prints the string from 'o'.
91   function oo(t) print(o(t)) return t end
92
93   -- ## Misc
94   local roques, rnd, obj
95   -- Find rogue locals.
96   function roques()
97     for k,v in pairs(_ENV) do if not b4[k] then print("?",k,type(v)) end end end
98
99   -- ## Maths
100   function rnd(x, places)
101     local mult = 10^(places or 2)
102     return math.floor(x * mult + 0.5) / mult end
103
104   -- obj("Thing") enables a constructor Thing:new() ... and a pretty-printer
105   -- for Things.
106   function obj(s, t,i,new)
107     function new(k,...) i=setmetatable({},k);
108     return setmetatable(t.new(i,...) or i,k) end
109     t={__tostring = function(x) return s..o(x) end;
110     t.__index = t;return setmetatable(t,{__call=new}) end

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111 -- ## Objects
112 -- ### Objects
113 local Cols,Data,Num,Row,Sym=obj"Cols",obj"Data",obj"Num",obj"Rows",obj"Sym"
114
115 -- 'Sym's summarize a stream of symbols.
116 function Sym:new(c,s)
117   return {n=0, -- items seen
118     at=c or 0, -- column position
119     name=s or "", -- column name
120     _has={}} -- kept data
121   end
122
123 -- 'Num' ummarizes a stream of numbers.
124 function Num:new(c,s)
125   return {n=0,at=c or 0, names={}, _has={}, -- as per Sym
126     lo= math.huge, -- lowest seen
127     hi= -math.huge, -- highest seen
128     isSorted=true, -- no updates since last sort of data
129     w = ((s or ""):find"-S" and -1 or 1)
130   } end
131
132 -- 'Columns' Holds of summaries of columns.
133 -- Columns are created once, then may appear in multiple slots.
134 function Cols:new(names)
135   self.names=names -- all column names
136   self.all={} -- all the columns (including the skipped ones)
137   self.klass=nil -- the single dependent klass column (if it exists)
138   self.x={} -- independent columns (that are not skipped)
139   self.y={} -- dependent columns (that are not skipped)
140   for c,s in pairs(names) do
141     local col = push(self.all, -- Numerics start with Uppercase.
142       (s:find"^[A-Z]" and Num or Sym)(c,s))
143     if not s:find"$" then -- some columns are skipped
144       push(s:find"^[a-z]" and self.y or self.x, col) -- some cols are goal cols
145     if s:find"$" then self.klass=col end end end
146
147 -- 'Row' holds one record
148 function Row:new(t) return {cells=t, -- one record
149   cooked=copy(t), -- used if we discretize data
150   isEvald=false -- true if y-values evaluated.
151 } end
152
153 -- 'Data' is a holder of 'rows' and their sumaries (in 'cols').
154 function Data:new(src)
155   self.cols = nil -- summaries of data
156   self.rows = {} -- kept data
157   if type(src) == "string"
158   then csv(src, function(row) self:add(row) end)
159   else for _,row in pairs(src or {}) do self:add(row) end end end

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160 -- ## Sym
161 -- Add one thing to 'col'. For Num, keep at most 'nums' items.
162 function Sym:add(v)
163   if v~="" then self.n=self.n+1; self._has[v] = 1 + (self._has[v] or 0) end end
164
165
166 function Sym:mid(col, most, mode)
167   most = -1; for k,v in pairs(self._has) do if v>most then mode=most=k,v end end
168   return mode end
169
170 function Sym:div(e, fun)
171   function fun(p) return p*math.log(p,2) end
172   e=0; for _,n in pairs(self._has) do if n>0 then e=e - fun(n/self.n) end end
173   return e end
174
175 -- ## Num
176 -- Return kept numbers, sorted.
177 function Num:nums()
178   if not self.isSorted then table.sort(self._has); self.isSorted=true end
179   return self._has end
180
181
182 -- Reservoir sampler. Keep at most 'the.nums' numbers
183 -- (and if we run out of room, delete something old, at random).,
184 function Num:add(v, pos)
185   if v~="" then
186     self.n = self.n + 1
187     self.lo = math.min(v, self.lo)
188     self.hi = math.max(v, self.hi)
189     if #self._has < the.nums then pos = 1 + (#self._has)
190     elseif math.random() < the.nums/self.n then pos = math.random(#self._has) end
191     if pos then self.isSorted = false
192     self._has[pos] = tonumber(v) end end end
193
194 --
195 -- Diversity (standard deviation for Nums, entropy for Syms)
196 function Num:div(a) a=self:nums(); return (per(a,.9)-per(a,.1))/2.58 end
197
198 -- Central tendency (median for Nums, mode for Syms)
199 function Num:mid() return per(self:nums(),.5) end

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199
200 -- ## Data
201 -- Add a 'row' to 'data'. Calls 'add()' to update the 'cols' with new values.
202 function Data:add(xs, row)
203   if not self.cols
204     then self.cols = Cols(xs)
205     else row= push(self.rows, xs.cells and xs or Row(xs)) -- ensure xs is a Row
206     for _,todo in pairs(self.cols.x, self.cols.y) do
207       for _,col in pairs(todo) do
208         col:add(row.cells[col.at]) end end end end
209
210 -- For 'showCols' (default='data.cols.x') in 'data', report 'fun' (default='mid'),
211 -- rounding numbers to 'places' (default=2)
212 function Data:stats(places, showCols, fun, t, v)
213   showCols, fun = showCols or self.cols.y, fun or "mid"
214   t={}; for _,col in pairs(showCols) do
215     v=fun(col)
216     v=type(v)=="number" and rnd(v,places) or v
217     t[col.name]=v end; return t end

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218
219 -- ## Test Engine
220 local eg, fails = {}, 0
221
222 -- 1. reset random number seed before running something.
223 -- 2. Cache the defaults settings, and...
224 -- 3. ... restore them after the test
225 -- 4. Print error messages or stack dumps as required.
226 -- 5. Return true if this all went well.
227 local function runs(k, old, status, out, msg)
228   if not eg[k] then return end
229   math.randomseed(the.seed) -- reset seed [1]
230   old={}; for k,v in pairs(the) do old[k]=v end -- [2]
231   if the.dump then -- [4]
232     status, out = true, eg[k]()
233   else
234     status, out = pcall(eg[k]) -- pcall means we do not crash and dump on error
235   end
236   for k,v in pairs(old) do the[k]=v end -- restore old settings [3]
237   msg = status and (out==true and "PASS") or "FAIL" or "CRASH" -- [4]
238   print("!!!!!!", msg, k, status)
239   return out or err end
240
241
242 -- ## Tests
243 -- Test that the test happens when something crashes?
244 function eg.BAD() print(eg.dont.have.this.field) end
245
246 -- Sort all test names.
247 function eg.LIST(t)
248   t={}; for k,_ in pairs(eg) do t[1+#t]=k end; table.sort(t); return t end
249
250 -- List test names.
251 function eg.LS()
252   print("\nExamples lua csv -e ...")
253   for _,k in pairs(eg.LIST()) do print(string.format("%10s",k)) end
254   return true end
255
256 -- Run all tests
257 function eg.ALL()
258   for _,k in pairs(eg.LIST()) do
259     if k ~= "ALL" then
260       print("-----")
261       if not runs(k) then fails=fails+1 end end end
262   return true end

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264 -- Settings come from big string top of "sam.lua"
265 -- (maybe updated from command line)
266 function eg.the() oo(the); return true end
267
268 -- The middle and diversity of a set of symbols is called "mode"
269 -- and "entropy" (and the latter is zero when all the symbols
270 -- are the same).
271 function eg.sym( sym,entropy,mode)
272   sym= Sym()
273   for _,x in pairs{"a","a","a","a","h","h","c"} do sym:add(x) end
274   mode, entropy = sym:mid(), sym:div()
275   entropy = (1000*entropy)//1/1000
276   oo({mid=mode, div=entropy})
277   return mode=="a" and 1.37 <= entropy and entropy <=1.38 end
278
279 -- The middle and diversity of a set of numbers is called "median"
280 -- and "standard deviation" (and the latter is zero when all the nums
281 -- are the same).
282 function eg.num( num,mid,div)
283   num=Num()
284   for i=1,100 do num:add(i) end
285   mid,div = num:mid(), num:div()
286   print(mid ,div)
287   return 50<= mid and mid<= 52 and 30.5 <div and div<32 end
288
289 -- Nums store only a sample of the numbers added to it (and that storage
290 -- is done such that the kept numbers span the range of inputs).
291 function eg.bignum( num)
292   num=Num()
293   the.nums = 32
294   for i=1,1000 do num:add(i) end
295   oo(num:nums())
296   return 32==#num._has; end
297
298 -- Show we can read csv files.
299 function eg.csv( n)
300   n=0
301   csv("../data/auto93.csv",function(row)
302     n=n+1; if n> 10 then return else oo(row) end end); return true end
303
304 -- Can I load a csv file into a Data?.
305 function eg.data( d)
306   d = Data("../data/auto93.csv")
307   for _,col in pairs(d.cols.y) do oo(col) end
308   return true
309 end
310
311 -- Print some stats on columns.
312 function eg.stats( data,mid,div)
313   data = Data("../data/auto93.csv")
314   div=function(col) return col:div() end
315   mid=function(col) return col:mid() end
316   print("xmid", o( data:stats(2,data.cols.x, mid)))
317   print("xdiv", o( data:stats(3,data.cols.x, div)))
318   print("ymid", o( data:stats(2,data.cols.y, mid)))
319   print("ydiv", o( data:stats(3,data.cols.y, div)))
320   return true
321 end
322
323 -----
324 the = cli(the)
325 runs(the.eg)
326 rogues()
327 os.exit(fails)

```