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-- sam.lua: reasoning via minimal sampling arcoss the data
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local =require*|ih*
local any.cat,cli,coerce,copy.csv = l.any/l.cat,l.cli,l.coerce,l.copy,l.csv
local lines,many,obj,push = l.lines,l.many,l.obj,l.push
local rogues,words = l.rogues,l.words
      local rand = math.random
local Cols,Data,Row,Num,Sym = obj"Cols", obj"Data", obj"Row",obj"Num", obj"Sym"
      local the={example="ls", ratios=256, bins=8, seed=10019, some=512}
      function Num:new(at,txt)
         txt = txt or ""
return {n=0, at=at or 0, txt=txt, ready=false, has={},
hi= -math.huge, lo= math.huge, w=txt:find"-$" and -1 or 1} end
     function Num:discretize(x)
          local b = (self.hi - self.lo)/the.bins
return self.hi==self.lo and 1 or math.floor(x/b+.5)*b end
      function Num:dist(x,y)
  if x=="?" and y=="?" then return 1 end
  if x=="?" then y=self:norm(y); x=y<.5 and 1 or 0
  elseif y=="?" then x=self:norm(x); y=x<.5 and 1 or 0</pre>
          else x,y = self:norm(x), self:norm(y) end
return math.abs(x-y) end
      function Num:holds()
         if not self.ready them table.sort(self.has); self.ready=true end return self.has end
      function Num:norm(num)
         return self.hi - self.lo < 1E-9 and 0 or (num-self.lo)/(self.hi-self.lo) end
      function Sym:new(at,txt)
  return {n=0,at=at or 0, txt=txt or "", ready=false, has={}} end
      function Sym:add(x)
  if x ~= "?" then
            f x \sim= "?" then

self.n = self.n + 1

self.has[x] = 1+(self.has[x] or 0) end end
      function Sym:discretize(x) return x end
      function Sym:dist(x,y)
    return (x=="?" or y=="?") and 1 or x==y and 0 or 1 end
      function Row:new(cells) return (cells=cells, cooked=copy(cells)) end
      function Cols:new(names)
         unction Cols:new(names)
self.names, self.x, self.y, self.all= names, {}, {}, {}, {}
for at,txt in pairs(names) do
local what = txt:find*\[0^4/A=Z\]\] and Num or Sym
local col = push(self.all, what(at,txt))
if not txt:find*\[0^4/S\] then
push(txt:find*\[0^4/S\] and self.y or self.x, col) end end end
     function Data:new(rows)
         self.rows, self.cols = {},{}
for i,row in pairs(rows) do
        for i, row in pairs(rows) do
    if i==1
    then self.cols = Cols(row)
    else push(self.rows, Row(row))
        for cols in pairs(self.cols.x, self.cols.y) do
            for col in pairs(scls) do col:add(row(col.at)) end end end
for cols in pairs(self.rows).x, self.cols.y) do
    for _, row in pairs(self.rows) do
    row.cooked(col.at) = col:discretize(row.cells(col.at)) end end end
      -- function Data:around(row1, rows)
-- return sort(map(rows, function(row2) return {row=row2,d = row1-row2} end),--#
-- lt*d*) end
      -- function Data.far(XXX) end
105 function Data:half(rows, above, all)
           nction Data:nair(rows, above, all)
local all = all or self.rows
local some = many(all, the.some)
local left = above or far(any(some), some) end
          local left = above or far(any(some), some) end
(defmethod half ((i rows) koptional all above)

"Split rows in two by their distance to two remove points."
(let* ((all (or all (? i_has)))

(some (many all (! my some)))

(left (or above (far (any some) some)))

(right (far left some))

(c (dists left right))

(labels ([project (row)])

(labels ([project (row)])

(b (dists row right)))
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```
(cons (/ (+ (* a a) (* c c) (- (* b b))) (* 2 c)) row))))
(idlist (one (sort (mapcar *f*project all)) *f*car<))
(if (<= (incf n) (/ (length all) 2))
    (push (cdr one) lefts)
    (push (cdr one) (rights)))
(values left right lefts rights c))))</pre>
return {the=the,Cols=Cols, Data=Data, Num=Num, Sym=Sym}
-- lib.lua : some of my favorite lua tricks.
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-- Cache names -----
local b4={}; for k,_ in pairs(_ENV) do b4[k]=k end
function 1.rogues()

for k,v in pairs(_ENV) do if not b4[k] then print("?",k,type(v)) end end end
function 1.anv(t) return t[math.random(#t)] end
 function 1.copy(t)
   if type(t) ~= "table" then return t end
local u={}; for k,v in pairs(t) do u[k] = 1.copy(v) end
return setmetatable(u,getmetatable(t)) end
function 1.manv(t,n, u) u={}; for i=1,n do u[1+#u]=1.anv(t) end; return u end
 function 1.push(t,x) t[1+#t]=x; return x end
 function 1.chat(t) print(1.cat(t)); return t end
  -- Update slots in 't' from command line ----
 function 1.cli(t)
   for slot, v in pairs(t) do
        v = tostring(v)
       v = tostring(v)
for n, x in ipairs(arg) do
if x=="-"..(slot:sub(1,1)) or x=="--"..slot then
v = v=-flake" and "mue" or v=="mue" and "flake" or arg[n+1] end end
       t[slot] = 1.coerce(v) end
      Define classes
- Define classes

function cook(name)

Local self = setmetatable({},k)

return setmetatable(k.new(self,...) or self,k) end

local t=([is = name, _tostring = l.cat)
t _index = t
    return setmetatable(t, {__call=new}) end
 function l.coerce(str)
local function coercel(str)
if str=="fulle" then return true end
if str=="false" then return false end
    return str end
return tonumber(str) or coercel(str:match"^%s*(.-)%s*$") end
  -- Coerce lines from csv file (fiterling result through 'fun').
 function l.csv(filename, fun)
  l.lines(filename, function(t) fun(l.words(t,",",l.coerce)) end) end
  --- Call 'fun on all lines from 'filename'.
 function 1.lines(filename, fun)
  local src = io.input(filename)
  while true do
      ilocal str = io.read()
if not str then return io.close(src) else fun(str) end end end
  -- Split 'str' on 'sep', filtering parts through 'fun'.
function 1.words(str,sep,fun, t)
fun = fun or function(z) return z end
sep = 1.string.format("[\(^{0}\%_{0}t)\)]*,sep)
t=();for x in str:gmatch(sep) do t[1+\(^{t}t)\]=fun(x) end;return t end
 (7, (_)
 -- eg.lua : demo code for sam.lua
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local l=require"lib"
local _=require"smm"
local cat, chat, cli, copy, rogues = l.cat, l.chat, l.cli, l.copy, l.rogues
local the = _.the
local eg={}
local fails=0
local function run(k)
math.randomseed(the.seed)
local b4 = copy(the)
   local ok = eg[k]() == true
the = copy(b4)
return ok end
function eg.the() chat(the); return true end
function eg.ls()
  print("")
local t={|; for k,v in pairs(eg) do t[1+#t]=k end; table.sort(t)
for _,k in pairs(t) do print(string.format("luaeg.lua-e%s",k)) end
return true end
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