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-- sam.lua : reasoning via minimal sampling arcoss the data
-- (c)2022 Tim Menzies <timm@ieee.org> BSD 2 clause license
local ==require*lih*
local any.cat,cli,coerce,copy.csv = l.any/l.cat,l.cli,l.coerce,l.copy,l.csv
local lines,many,obj,per,push = l.lines,l.many,l.obj,l.per,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={bins = 10,
cohen = .35,
example = "ls",
                  ratios = 256,
seed = 10019,
some = 512}
function Num:new(at,txt)
    return (n=0, at=at or 0, txt=txt, details=nil, has={},
hi= -math.huge, lo= math.huge, w=txt:find"-$" and -1 or 1} end
function Num:bin(x, a,b,lo,hi)
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:discretize(x)
    _, details = self:holds()
for _,bin in pairs(details) do
if x> bin.lo and x<-bin.hi then return x end end end
function Num:dist(x,y)
   if x ==""" 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
   elseif x, y = self:norm(x), self:norm(y) end
   return math.abs(x-y) end</pre>
local function _div(a,epsilon,bins, inc,one,all)
   one.hi = a[i]
one.n = bin.n + 1 end
all[1].lo = -math.huge
all[#bins].hi = math.huge
    return all end
function Num:holds(
   unction Num:holds( inc,i)
if not self.details then
  table.sort(self.has)
  self.details = _div(self.has, self:div()*my.cohen, my.bins); end
  return self.has, self.details end
                                       inc, i)
 function Num:mid() return per(self:holds(),.5) end
function Num:norm(num)
    return self.hi - self.lo < 1E-9 and 0 or (num-self.lo)/(self.hi-self.lo) end
    a=self:holds()
    return (per(a,.9) - per(a,.1))/2.58 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
       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 \text{Sym:mid}(\mod, \mod) mode, most) for k,n in pairs(i.has) do if not mode or n>most then mode, most=k,n end end return mode end
function Sym:div(e) local function p(x) return x^*math.log(x,2) end e=0; for _v in pairs(i.has) do if v>0 then e=e-p(v/i.n) end; return e end end
-- function Data.far(XXX) end
function Data:half(rows, above, all)
  local all = all or self.rows
  local some = many(all, the.some)
  local left = above or far(any(some), some) end
  -- (defmethod half ((i rows) &optional all above)
  -- "Split rows in two by their distance to two remove points."
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(dolist (one (sort (mapcar #'project all) #'car<))
  (if (<= (incf n) (/ (length all) 2))
      (push (cdr one) lefts)
      (push (cdr one) rights)))</pre>
                    (values left right lefts rights c))))
     return (the=the, Cols=Cols, Data=Data, Num=Num, Sym=Sym)
     -- lib.lua : some of my favorite lua tricks. 
-- (c) 2022 Tim Menzies <timm@ieee.org> BSD 2 clause license local l={}
      local b4={}; for k,_ in pairs(_ENV) do b4[k]=k end
      function 1.roques()
       for k,v in pairs(_ENV) do if not b4[k] then print("?",k,type(v)) end end end
      -- Print table ------
function l.chat(t) print(l.cat(t)); return t end
      function 1.cat(t)
  if type(t) == "lable" then return tostring(t) end
  local function show(k,v)
  if not tostring(k):find*^[A-Z]" then
         if not tostring(x): Linu [new] vel.cat(v) or tostring(v) end end local u=(), for k,v in pairs(t) do u[i+tu] = show(k,v) end
          return (t._is or "").."{"..table.concat(u,"").."}" end
      function 1.rnd(num, places)
        local mult = 10^(places or 3)
return math.floor(num * mult + 0.5) / mult end
      function 1.any(t) return t[math.random(#t)] end
     function 1.copy(t)
if type(t) -= "iable" 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.least(t,x, y) for _,n in pairs(t) do y=n; if x <= y then break end end return y end
     function 1.manv(t,n, u) u={}; for i=1.n do u[1+#u]=1.anv(t) end; return u end
      function l.per(t,p)
        p=p or .5 p=math.floor((p^{*}#t)+.5); return t[math.max(1,math.min(#t,p))] end
      function 1.push(t,x) t[1+#t]=x; return x end
       -- Update slots in 't' from command line --
      function 1.cli(t)
for slot, v in pairs(t) do
       v = costring(v)
for n,x in ipairs(arg) do
   if x=="-".".(slot:sub(l,1)) or x=="--"..slot then
   v = v=="false" and "fuce" or v="fuce" and "false" or arg[n+1] end end
t[slot] = 1.coerce(v) end
return tend
         Define classes
     local function lobj(name)
local function new(k,...)
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=="frue" 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 l.lines(filename, fun)
local src = io.input(filename)
while true do
            local 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("([^xs,+)",sep)
t={};for x in str:gmatch(sep) do t[1+#t]=fun(x) end;return t end
     return 1
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     -- eg.lua : demo code for sam.lua
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