

```

1 local _,the,SYM = require"lib", require"the", require"sym"
2 local fmt,per,upx,push,sort = _.fmt,_.per,_.upx,_.push,_.sort
3 local ent,o,oo = _.ent,_.o,_.oo
4 local class,OBJ = _.class,_.OBJ
5
6 local BIN=class("BIN",OBJ)
7 function BIN:new(at,name, lo,hi,ys)
8     self.at,self.name = at or 0, name or ""
9     self.lo, self.hi, self.ys = lo, hi or lo, ys or SYM() end
10
11 function BIN:__toString()
12     local x,lo,hi,big = self.name, self.lo, self.hi, math.huge
13     if lo == hi then return fmt("%s==%s",x, lo)
14     elseif hi == big then return fmt("%s>=%s",x, lo)
15     elseif lo == -big then return fmt("%s<=%s",x, hi)
16     else return fmt("%s<=%s < %s",lo,x,hi) end end
17
18 function BIN:select(row)
19     local x, lo, hi = row[self.at], self.lo, self.hi
20     return x=="?" or lo == hi and lo == x or lo <= x and x < hi end
21
22 function BIN:add(x,y)
23     if x<self.lo then self.lo = x end
24     if x>self.hi then self.hi = x end
25     self.ys:add(y) end
26
27
28 function BIN.mergeSameDivs(b4,after)
29     local merged = b4.ys:merged(after.ys)
30     if merged then
31         return BIN(b4.at, b4.name, b4.lo, after.hi, merged) end end
32
33 function BIN.mergeNext(b4,after)
34     if b4.hi == after.lo and b4.lo ~= b4.hi then
35         return BIN(b4.at, b4.name, b4.lo, after.hi, b4.ys:merge(after.ys)) end end
36
37 return BIN

```