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-- It is vain to do with more what can be done with less.
-- William Of Occam>
The more you have, the more you are occupied.
-- The less you have, the more free you are.<br>-- Mother Teresa>
-- Simplicity is the ultimate sophistication.<br>-- Leonardo da Vinci>
-- Simplicity is prerequisite for reliability.<br>AM~BM~T Edgser W. Dijkstra>
-- Less is more.<br>-- Dieter Rams>
less, play<!-- timm<br><br>
local help= {}
NB:
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OPTIONS:
-b --Bins max number of bins = 16
-k --k handle rare classes = 1
-m --m handle rare attributes = 2
-p --p distance coefficient = 2
-S --small small leaf size = .5
-w --wait wait before classifying = 5

OPTIONS (other):
-f --file file = ../data/auto93.csv
-g --goal start-up goal = nothing
-h --help show help = false
-s --seed seed = 10019]]

-- ## Names
local _ = require"lib"
local argmax,big = _argmax,_big
local cl,cv,demos,is,normpdf = _cl,i,_cv,_demos,_is,_normpdf
local oo,push,read,rnd,same,str=_oo,_push,_read,_rnd,_same,_str

local THE={}
help.gsub("[-|]|([%&])|[%~]%s{(%&)})",function(key,x) THE[key]= read(x) end)

local NB,NUM,SYM,COLS,ROW,ROWS= is"NB",is"NUM",is"SYM",is"COLS",is"ROW",is"ROWS"
local FEW,RANGE,TREE= is"FEW",is"RANGE",is"TREE"

-- ## class RANGE
function RANGE.new(i,xlo,xhi,y,xio,lxhi,iys=xlo,xhi,ys end
function RANGE.add(l,x,y)
if x < l.xlo then xio=l xend -- works for string or num
if x > l.xhi then lxhi=l xend -- works for string or num
l.iys=add(y) end
function RANGE._tostring(i)
local x, lo, hi = i.y.txt, i.xlo, i.lxhi
if lo == hi then return fmt("(%s==%s",x, lo)
else if lo == big then return fmt("(%s>%s",x, lo)
elseif lo == -big then return fmt("(%s<=%s", x, hi)
else return fmt("(%s<%s<=%s",lo,x,hi) end end

-- ## class SOME
function SOME.new(i) i.n,i.t,i.ok={},true end
function SOME.has(i) i.t=i.ok and i.t or sort(i.t); i.ok=true; return i end
function SOME.add(i,x)
if x==" then return x end
i.n=i.n+1
if #i.t < THE.some then i.ok=false; push(i,t,x)
elseif rand() < THE.some/i.n then i.ok=false; i.t[rand(#i.t)]=x end end

-- ## class NUM
function NUM.new(i) i.n,i.mu,i.m2,i.mu,i.lo,i.hi,i.mode=0,0,0,big,-big,SOME() end
function NUM.mid(i,p) return rnd(mu,p) end
function NUM.like(i,x,...) return normpdf(x,i.mu,i.ssd) end
function NUM.bin(x)
b=(hi-i-lo)/THE.bins; return i.o=i.hi and 1 or math.floor((x/b+.5)*b end
function NUM.add(i_NUM,v_number)
if v==" then return v end
i.sme:add(v)
i.n=i.n+1
local d=v-i.mu
i.mu=i.mu+d/i.n
i.m2=i.m2+d*(v-i.mu)
i.ssd=i.nc2 and 0 or (i.m2/(i.n-1))^0.5
i.lo=math.min(v,i.lo)
i.hi=math.max(v,i.hi) end

function NUM.merge(i,j,k)
local k= NUM(i.at,i.txt)
for _n in pairs(i.some.t) do k:add(x) end
for _n in pairs(j.some.t) do k:add(x) end
return k end

-- ## class SYM
function SYM.new(i) i.n,i.syms,i.most,i.mode= {},0,nil end
function SYM.mid(i,...) return i.mode end
function SYM.like(i,x,prior) return ((i.syms[x] or 0)+THE.m.prior)/(i.n+THE.m) end
function SYM.bin(i,v,inc) return x end
if v==" then return v end
inc=inc or 1
i.n=i.n+inc
i.syms[v]= inc + (i.syms[v] or 0)
if i.syms[v] > i.most then i.most,i.mode= i.syms[v],v end end

function SYM.merge(i,j,k)
local k= SYM(i.at,i.txt)
for x,n in pairs(i.has) do k:add(x,n) end
for x,n in pairs(j.has) do k:add(x,n) end
return k end

-- ## COLS
local is={}
function is.use(x) return not x:find"$" end
function is.num(x) return x:find"[A-Z]" end
function is.goal(x) return x:find"[+-]$" end
function is.klass(x) return x:find"$" end
function is.weight(x) return x:find"$" and -1 or 1 end

function new(at,txt,i)
txt=txt or ""
i= (is.num(txt) and NUM or SYM) ()
i.txt,i.use,i.at,i.w= txt, is.use(txt), at or 0, is.weight(txt)
return i end

function COLS.new(i,t,col)
i.all,i.xs,i.ys,i.names= {},{},,{}
for at,x in pairs(t) do
col= push(i.all,new(at,x))
if col.use then
if is.klass(col.txt) then i.klass=col end
push(is.goal(col.txt) and i.ys or i.xs, col) end end end

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function COLS.add(i,t)
  for _,col in pairs(i.xs,i.ys) do
    for _,col in pairs(cols) do col:add(t[col.at]) end end
  return t end

-- ## ROW
function ROW.new(i,of,cells) i.of=i.cells,i.eval=of,cells,false end
function ROW.klass(i) return i.cells[i.of.cols.klass.at] end
function ROW.within(i,range, lo,hi,at,v)
  lo,hi,at = range.xlo, range.xhi, range.ys.at
  v = i.cells[at]
  return v=="" or (lo==hi and v==lo) or (lo<v and v<=hi) end

-- ## ROWS
local function doRows(src, fun)
  if type(src)=="string" then for _,t in pairs(src) do fun(t) end
  else for t in csv(src) do fun(t) end end end

function ROWS.new(i,t) i.cols=COLS{t}; i.rows={} end
function ROWS.add(i,t)
  t=t.cells and t or ROW{i,t}
  i.cols:add(t.cells)
  return push(i.rows, t) end

function ROWS.mid(i, cols, p, t)
  t=[]; for _,col in pairs(cols or i.cols.ys) do t[col.txt]=-col:mid(p) end; return t end

function ROWS.clone(i,t, j)
  j= ROWS{i.cols.names}; for _,row in pairs(t or {}) do j:add(row) end; return j end

function ROWS.like(i,t, nklasses, nrows, prior,like,inc,x)
  prior = (#i.rows + THE.k) / (nrows + THE.k * nklasses)
  like = math.log(prior)
  for _,col in pairs(i.cols.xs) do
    x = t.cells[col.at]
    if x and x ~= "?" then
      inc = col:like(x,prior)
      like = like + math.log(inc) end end
  return like end

-- ## NB
-- (0) Use row1 to initial our 'overall' knowledge of all rows.
-- After that (1) add row to 'overall' and (2) ROWS about this row's klass.
-- (3) After 'wait' rows, classify row BEFORE updating training knowledge
function NB.report,src,report, row)
  report = report or print
  i.overall, i.dict, i.list = nil, {}, {}
  doRows(src, function(row, k)
    if not i.overall then i.overall = ROWS(row) else -- (0) eat row1
      row = i.overall:add(row) -- add to overall
      if i.overall.rows > THE.wait then report(row:klass(), i:guess(row)) end
      i:train(row) end end end) -- add tp rows's klass

function NB.train(i,row) i.known(row:klass()):add(row) end
function NB.known(i,k)
  i.dict[k] = i.dict[k] or push(i.list, i.overall:clone()) -- klass is known
  i.dict[k].txt = k -- each klass knows its name
  return i.dict[k] end

function NB.guess(i,row)
  return argmax(i.dict,
    function(klass) return klass:like(row,i.list,i.overall.rows) end) end

-- function TREE.new(i,listOfRows,gaurd)
-- i.gaurd, i.kids = gaurd, {}
-- of = listofRows[1][1].of
-- best = sort(map(of.cols.x,
-- function(col) i:bins(col,listofRows) end),lt"div")[1]
-- i.kids = map(best.ranges, function(range)
-- listofRow1 = {}
-- local function within(row) return row:within(best) end
-- local function within(rows) return map(rows, within) end
-- map(listofRows, function(rows) return within(rows) end) end
-- tmp = map(rows, within)
-- if #tmp > stop then
-- end)

-- ## TREE
function TREE.new(i,setsOfRows,gaurd)
  i.gaurd, i.kids, labels = gaurd, {}, {}
  xcols=all = nil, {}
  local function labeller(row) return labels[row.id] end
  local function xcolRange(xcol) return i:bins(all, xcol, SYM, labeller) end
  for label,rows in pairs(setsOfRows) do
    for _,row in pairs(rows) do
      labels[row.id] = label
      push(all,row)
      xcols = row.of.cols.xs and end
      ranges= sort(map(xcols, xcolRanges),lt"div")[1].ranges end

function TREE.bins(i,rows,xcol,yklass,y)
  local n,list, dict = 0,{}, {}
  for _,row in pairs(rows) do
    local v = row.kids[xcol.at]
    if v ~= "" then
      n = n + 1
      local pos = xcol:bin(v)
      dict[pos] = dict[pos] or push(list, RANGE(v,v, yklass(xcol.at, xcol.txt)))
      dict[pos]:add(v, y(row)) end end
  list = sort(list, lt"Nb")
  list = xcol:"NUM" and i:merge(list, n*THE.min) or list
  return {ranges=list,
    div = sum(list,function(z) return z.ys:div(i)*z.ys.n/n end) end} end

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230 function TREE._merge(i,b4,min)
231     local j,t,a,b,c,ay,by,cy = 1,{}
232     while j <= #b4 do
233         a, b = b4[j], b4[j+1]
234         if b then
235             ay,by,cy = a.ys, b.ys, a.ys:merge(b.ys)
236             if ay.n<min or by.n<min or cy:div() <= (ay.n*ay:div()+by.n*by:div())/cy.n
237             then a = range(a.xlo,b.xhi,cy)
238                 j = j + 1 end end -- skip one, since it has just been merged
239             t[#t+1] = a
240             j = j + 1 end
241             if ft < #b4 then xlo = i:merge(t,min) end
242             for j=2,#t do t[j].xlo = t[j-1].xhi end
243             t[1].xlo, t[#t].xhi = -big, big
244             return t end
245
246 -- ## TESTS
247 local no,go = {},{}
248 function go.the(t) print(1); print (THE); return type (THE.p)=="number" and THE.p==2 end
249
250 function go.argmax(x,t,fun)
251     fun=function(x) return -x end
252     t={50,40,0,40,50}
253     return 3 == argmax(t,fun) end
254
255 function go.num(n) n=NUM(); for x=1,100 do n:add(x) end; return n.mu==50.5 end
256
257 function go.sym(s)
258     s=SYM(); for _,x in pairs{"a","a","a","a","b","b","b","c"} do s:add(x) end
259     return s.mode=="a" end
260
261 function go.csv( n,s)
262     n,s=0,0; for row in csv (THE.file) do n+=1; if n>1 then s=s+row[1] end end
263     return rnd(s/n,3) == 5.441 end
264
265 function go.rows( rows)
266     doRows (THE.file,function(t) if rows then rows:rows:add(t) else rows=ROWS(t) end end)
267     return rnd(rows.cols.ys[1].sd,0) == 847 end
268
269 function go.nb()
270     return 268 == #NB("../data/diabetes.csv").dict("positive").rows end
271
272 local function _classify(file)
273     local Abcd=require"abcd"
274     local abcd=Abcd()
275     NB(file, function(got,want) abcd:add(got,want) end)
276     abcd:pretty(abcd:report())
277     return true end
278
279 function go.soybean() return _classify("../data/soybean.csv") end
280 function go.diabetes() return _classify("../data/diabetes.csv") end
281
282 -- ## START
283 if pcall(debug.getlocal, 4, 1)
284 then return (ROW=ROW, ROWS=ROWS, NUM=NUM, SYM=SYM, THE=THE, lib=lib)
285 else THE = cli (THE,help)
286     demos (THE,go) end
287
288
289 --
290 --
291 --
292 --
293 --
294 --
295 -- ## ## ##
296 -- ## ## ## "This ain't chemistry.
297 -- "This is art."
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288 --      [-----]
289 --      |         |
290 --      -----   ==
291 --
292 --      [ ] ) = ( [ ]
293 --
294 --          ###
295 --          #   #    "This ain't chemistry.
296 --          #####    This is art."

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