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9 -----
10 -- Recursively divide data based on two
11 -- distant points (found in linear time using the Fastmap
12 -- heuristic [Fa95]). Then find and print the attribute range
13 -- that best distinguishes these halves. Recurse on each half.
14 -- (which is sort of like PDDP [Bo98] but faster; and we
15 -- offers a human-readable description for each division).
16 -- To find those ranges, this code uses a variant of the ChiMerge
17 -- discretizer (but we select on entropy and size,
18 -- not the Chi statistic)
19 -- To avoid spurious outliers, this code separates using '-furthest=.9';
20 -- i.e. the 90% furthest points.
21 -- To avoid long runtimes, this code only searches at most '-keep=512'
22 -- randomly selected examples to find those furthest points.
23 -- To support multi-objective optimization, this code reads csv files
24 -- whose headers may contain markers for "minimize this" or "maximize
25 -- that" (see the 'lessp, morep' functions).
26 -- To support explanation, optionally, at each level of recursion,
27 -- this code reports what ranges can best distinguish sibling clusters
28 -- C1,C2. The discretizer is inspired by the ChiMerge algorithm:
29 -- numerics are divided into, say, 16 bins. Then, while we can find
30 -- adjacent bins with the similar distributions in C1,C2, then
31 -- (a) merge then (b) look for other merges.
32
33 local help = {}
34
35 15 == a little lab of lots of LUA learning algorithms.
36 (c) 2022, Tim Menzies, BSD 2-clause license.
37
38 USAGE:
39 lua 15.lua [OPTIONS]
40
41 OPTIONS:
42 -cohen -c F Cohen's delta = .35
43 -data -d N data file = etc/data/auto93.csv
44 -Dump -D stack dump on assert fails = false
45 -furthest -f F far = .9
46 -Format -F S format string = %5.2f
47 -keep -k P max kept items = 512
48 -p -P P distance coefficient = 2
49 -seed -s P set seed = 10019
50 -todo -t S start up action (or 'all') = nothing
51 -help -h show help = false
52 -want -w F recurse until rows'want = .5
53
54 KEY: N=fileName F=float P=posint S=string
55
56 ]]
57
58 -- ## Definitions
59
60 -- Cache current names (used at end to find rogue variables)
61 local b4={}; for k,_ in pairs(_ENV) do b4[k]=k end
62
63 -- Define locals.
64 local any, asserts, big, cli, csv, fails, firsts, fmt, goalp, ignorep, klassp
65 local lessp, map, main, many, max, merge, min, morep, new, nump, o, oo, per, pop, push
66 local r, rows, rnd, rnds, slots, sort, sum, thing, things, unpack
67
68 -- Define classes
69 local CLUSTER, COLS, EGS, EXPLAIN, NUM, ROWS = {}, {}, {}, {}, {}
70 local SKIP, SOME, SPAN, SYM = {}, {}, {}, {}
71
72 -- Define parameter settings.
73 -- Update parameter defaults from command line. Allow for some shorthand:
74 -- e.g. _k N _rArr; 'keep=N';
75 -- and _booleanFlag _rArr; 'booleanFlag=not default').
76 local thes={}
77 help:gsub("\n [-|([^\s+)]|[%s]+(-|^\s+)]^\n"[%s]+([^\s+)]", function(key, flag1, x)
78 for n, flag2 in ipairs(arg) do
79 if flag1==flag2 or "-".key=="flag2" then
80 x = x=="false" and true or x=="true" and "false" or arg[n+1] end end
81 if x=="false" then the[key]=false elseif x=="true" then the[key]=true else
82 the[key] = tonumber(x) or x end end )
83
84 -- ### Define headers for row1 of csv files
85
86 -- Columns to ignore
87 function ignorep(x) return x:find"%" end
88 -- Symbolic classes
89 function klassp(x) return not nump(x) and x:find"$" end
90 -- Goals to minimize
91 function lessp(x) return nump(x) and x:find"$" end
92 -- Goals to maximize
93 function morep(x) return nump(x) and x:find"+$" end
94 -- Numeric columns
95 function nump(x) return x:find"^[A-Z]" end
96 -- Dependent attributes
97 function goalp(x) return morep(x) or lessp(x) or klassp(x) end

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102
103 -- ## Misc Utils
104
105 -- Strings
106 fmt = string.format
107
108 -- Maths
109 big = math.huge
110 max = math.max
111 min = math.min
112 r = math.random
113
114 function rnds(t,f) return map(t, function(x) return rnd(x,f) end) end
115 function rnd(x,f)
116 return fmt(type(x)=="number" and (x~x//1 and f or the.Format) or "%s",x) end
117
118 -- Tables
119 pop = table.remove
120 unpack = table.unpack
121 function any(t) return t[r(#t)] end
122 function firsts(a,b) return a[1] < b[1] end
123 function many(t,n, u) u={}; for i=1,n do push(u,any(t)) end; return u end
124 function per(t,p) return t[ (#t*(p or .5))//1 ] end
125 function push(t,x) table.insert(t,x); return x end
126 function sort(t,f) table.sort(t,f); return t end
127
128 -- Meta
129 function map(t,f, u) u={}; for k,v in pairs(t) do push(u,f(v)) end; return u end
130 function sum(t,f, n) n=0; for _,v in pairs(t) do n=n+f(v) end; return n end
131 function slots(t, u)
132 u={}
133 for k,v in pairs(t) do k=tostring(k); if k:sub(1,1)~="_" then push(u,k) end end
134 return sort(u) end
135
136 -- Print tables, recursively
137 function oo(t) print(o(t)) end
138 function o(t)
139 if type(t)~="table" then return tostring(t) end
140 local key=function(k) return fmt("%.5s %s",k,o(t[k])) end
141 local u = #t>0 and map(t,o) or map(slots(t),key)
142 return ' '..table.concat(u, " " ).." end
143
144 -- Coerce strings to things
145 function csv(file, x)
146 file = io.input(file)
147 return function()
148 x=io.read(); if x then return things(x) else io.close(file) end end end
149
150 function thing(x)
151 x = x:match"^(%s*)(-)%s*$"
152 if x=="true" then return true elseif x=="false" then return false end
153 return tonumber(x) or x end
154
155 function things(x,sep, t)
156 t={}
157 for y in x:gmatch(sep or"([^\s]+)") do push(t,thing(y)) end
158 return t end
159
160 -- ### Misc stuff
161
162 -- Multi-objectives. Normalized, scored via distance to heaven.
163 function distance2Heaven(t,heaven, num,d)
164 for n,txt in pairs(heaven) do
165 num = Num(at,txt)
166 for _,z in pairs(t) do num:add(z.ys[n]) end
167 for _,z in pairs(t) do z.ys[n] = num:distance2heaven(z.ys[n]) end end
168 d = function(one) return (sum(one.ys)/#one.ys)^.5 end
169 return sort(t, function(a,b) return d(a) < d(b) end) end
170
171 -- While we can find similar adjacent ranges, then merge them.
172 function merge(b4, j,n,now,a,b,merged)
173 j,n,now = 0, #b4, {}
174 while j < #b4 do
175 j = j+1
176 a, b = b4[j], b4[j+1]
177 if b then
178 merged = a:merge(b)
179 if merged then a, j = merged, j+1 end end
180 push(now,a)
181 j = j+1 end
182 return #now == #b4 and b4 or merge(now) end
183
184 -- Objects
185 function new(k,t) k.__index=k; k.__tostring=o; return setmetatable(t,k) end

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CLASSES

COLS

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-- ## COLS
-- Factory: Turns list of column names into NUMs, SYMs, or SKIPs
function COLS.new(k, row, i, createl)
  createl = function(i, at, txt, col)
    if ignorep(txt) then return SKIP:new(at, txt) end
    col = (nump(txt) and NUM or SYM):new(at, txt)
    push(goalp(txt) and i.y or i.x, col)
    if klassp(txt) then i.klass = col end
    return col
  end
  i = new(k, {all={}, x={}, y={}, names=row})
  for at, txt in ipairs(row) do push(i.all, createl(at, txt)) end
  return i end

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

```

NUM

```

-- NUM: summarizes a stream of numbers
function NUM.new(k, n, s)
  return new(k, {n=0, at=n or 0, txt=s or "", has=SOME:new(), ok=false,
    w=lessp(s or "") and -1 or 1, lo=big, hi=-big}) end

function NUM.add(i, x)
  if x ~= "" then
    i.n = i.n + 1
    if i.has:add(x) then i.ok=false end
    i.lo, i.hi = min(x, i.lo), max(x, i.hi); end end

function NUM.dist(i, x, y)
  if x=="?" and y=="?" then return 1
  elseif x=="?" then y=i:norm(y); x=y<0.5 and 1 or 0
  elseif y=="?" then x=i:norm(x); y=x<0.5 and 1 or 0
  else x, y = i:norm(x), i:norm(y) end
  return math.abs(x-y) end

function NUM.distance2heaven(x, w)
  return ((i.w>0 and 1 or 0) - i:norm(x))^2 end

function NUM.mid(i) return per(i:sorted(), .5) end

function NUM.norm(i, x)
  return math.abs(i.hi-i.lo)<1E-9 and 0 or (x-i.lo)/(i.hi - i.lo) end

function NUM.sorted(i)
  if i.ok==false then table.sort(i.has.all); i.ok=true end
  return i.has.all end

```

ROWS

```

-- ROWS: manages 'rows', summarized in 'cols' (columns).
function ROWS.new(k, inits, i)
  i = new(k, {rows={}, cols=nil})
  if type(inits)=="string" then for t in csv(inits) do i:add(t) end end
  if type(inits)=="table" then for t in inits do i:add(t) end end
  return i end

function ROWS.add(i, t)
  if i.cols then push(i.rows, i.cols:add(t)) else i.cols=COLS:new(t) end end

function ROWS.clone(i, j) j= ROWS:new(); j:add(i.cols.names); return j end

function ROWS.dist(i, row1, row2, d, fun)
  function fun(col) return col:dist(row1[col.at], row2[col.at])^the.p end
  return (sum(i.cols.x, fun) / #i.cols.x)^(1/the.p) end

function ROWS.furthest(i, row1, rows, fun)
  function fun(row2) return (i:dist(row1, row2), row2) end
  return unpack(per(sort(map(rows, fun), firsts), the.furthest)) end

function ROWS.half(i, top)
  local some, top, c, x, y, tmp, mid, lefts, rights, _
  some= many(i.rows, the.keep)
  top = top or i
  _, x = top:furthest(any(some), some)
  c, y = top:furthest(x, some)
  tmp = sort(map(i.rows, function(r) return top:fastmap(r, x, y, c) end), firsts)
  mid = #i.rows/2
  lefts, rights = i:clone(), i:clone()
  for at, row in pairs(tmp) do (at < mid and lefts or rights):add(row[2]) end
  return lefts, rights, x, y, c, tmp[mid] end

function ROWS.mid(i, cols)
  return map(cols or i.cols.all, function(col) return col:mid() end) end

function ROWS.fastmap(i, r, x, y, c, a, b)
  a, b = i:dist(r, x), i:dist(r, y); return {(a^2 + c^2 - b^2)/(2*c), r} end

```

SKIP

```

-- SKIP: summarizes things we want to ignore (so does nothing)
function SKIP.new(k, n, s) return new(k, {n=0, at=at or 0, txt=s or ""}) end
function SKIP.add(i, x) return x end
function SKIP.mid(i) return "?" end

```

SOME

```

-- SOME: keeps a random sample on the arriving data
function SOME.new(k, keep) return new(k, {n=0, all={}, keep=keep or the.keep}) end
function SOME.add(i, x)
  i.n = i.n + 1
  if #i.all < i.keep then push(i.all, x); return i.all
  elseif r() < i.keep/i.n then i.all[r(#i.all)]=x; return i.all end end

```

SYM

```

-- SYM: summarizes a stream of symbols
function SYM.new(k, n, s)
  return new(k, {n=0, at=n or 0, txt=s or "", has={}, most=0}) end

function SYM.add(i, x, inc)
  if x == "?" then
    inc = inc or 1
    i.n = i.n + inc
    i.has[x] = inc + (i.has[x] or 0)
    if i.has[x] > i.most then i.most, i.mode=i.has[x], x end end end

function SYM.dist(i, x, y) return (x=="?" and y=="?" and 1) or (x==y and 0 or 1) end
function SYM.mid(i) return i.mode end

```

CLUSTER

```

-- CLUSTER: recursively divides data by clustering towards two distant points
function CLUSTER.new(k, eggs, top)
  local i, want, left, right
  i = new(k, {here=egs})
  top = top or eggs
  want = (#top.rows)^the.want
  if #egs.rows >= 2*want then
    left, right, i.x, i.y, i.c, i.mid = eggs:half(top)
    if #left.rows < #egs.rows then
      i.left = CLUSTER:new(left, top)
      i.right = CLUSTER:new(right, top) end end
  return i end

function CLUSTER.show(i, pre, here)
  pre = pre or ""
  here = here or ""
  if not i.left and not i.right then here= o(i.here:mid(i.here.cols.y)) end
  print(fmt("%6s: %-30s", #i.here.rows, pre, here))
  for _, kid in pairs(i.left, i.right) do
    if kid then kid:show(pre .. "|.") end end end

```

SPAN

```

-- SPAN: keeps a random sample on the arriving data
function SPAN.new(k, col, lo, hi, has)
  return new(k, {col=col, lo=lo, hi=hi or lo, has=has or SYM:new()}) end

function SPAN.add(i, x, y, n) i.lo, i.hi=min(x, i.lo), max(x, i.hi); i.has:add(y, n) end
function SPAN.merge(i, j)
  local has = i.has:merge(j.has)
  if now then return SPAN:new(i.col, i.lo, j.hi, has) end end

function SPAN.select(i, row, x)
  x = row[i.col.at]
  return (x=="?" or (i.lo==i.hi and x==i.lo) or (i.lo <= x and x < i.hi)) end

function SPAN.score(i) return (i.has.n/i.col.n, i.has:div()) end

```

EXPLAIN

```

--- ## EXPLAIN:
function EXPLAIN.new(k, eggs, top)
  local i, top, want, left, right, spans, best, yes, no
  i = new(k, {here = eggs})
  top = top or eggs
  want = (#top.rows)^the.want
  left, right = eggs:half(top)
  spans = {}
  for n, col in pairs(i.cols.x) do
    for _, s in pairs(col:spans(j.cols.x[n])) do
      push(spans, {ys=s:score(), its=j}) end end
  best = distance2heaven(spans, {"+", "-"})[1]
  yes, no = eggs:clone(), eggs:clone()
  for _, row in pairs(egs.rows) do
    (best:selects(row) and yes or no):add(row) end -- divide data in two
  if #yes.rows<#egs.rows then -- make kids if kid size different to parent siz
    if #yes.rows==want then i.yes=EXPLAIN:new(yes, top) end
    if #no.rows >=want then i.no=EXPLAIN:new(no, top) end end end
  return i end

function EXPLAIN.show(i, pre)
  pre = pre or ""
  if not pre then
    tmp = i.here:mid(i.here.y)
    print(fmt("%6s: %-30s", #i.here.rows, pre, o(i.here:mid(i.here.cols.y))))
    status, kid = unpack(pair)
    k:shpw(pre .. "|.") end end end

```

SPANS

```

function SYM.spans(i, j)
  local xys, all, one, last, xys, x, c, n = {}, {}
  for x, n in pairs(i.has) do push(xys, {x, "this", n}) end
  for x, n in pairs(j.has) do push(xys, {x, "that", n}) end
  for _, tmp in ipairs(sort(xys, firsts)) do
    x, c, n = unpack(tmp)
    if x ~= last then
      last = x
      one = push(all, Span(i, x, x)) end
    one:add(x, y, n) end
  return all end

function NUM.spans(i, j)
  local xys, all, lo, hi, gap, xys, one, x, c, n = {}, {}
  lo, hi = min(i.lo, j.lo), max(i.hi, j.hi)
  gap = (hi - lo) / (6/the.cohen)
  for x, n in pairs(i.has) do push(xys, {x, "this", 1}) end
  for x, n in pairs(j.has) do push(xys, {x, "that", 1}) end
  one = Span:new(i, lo, lo)
  all = {one}
  for _, tmp in ipairs(sort(xys, firsts)) do
    x, c, n = unpack(tmp)
    if one.hi - one.lo > gap then one = push(all, Span(i, one.hi, x)) end
    one:add(x, y) end
  all = merge(all)
  all[1].lo = -big
  all[#all].hi = big
  return all end

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444 ----
445 fails=0
446 function asserts(test, msg)
447   print(test and "PASS: " or "FAIL: ",msg or "")
448   if not test then
449     fails=fails+1
450     if the.dump then assert(test,msg) end end end
451
452 function EGS.nothing() return true end
453 function EGS.the()      oo(the) end
454 function EGS.rand()     print(r()) end
455 function EGS.some(s,t)
456   s=SOME:new(100)
457   for i=1,100000 do s:add(i) end
458   for j,x in pairs(sort(s.all)) do
459     --if (j % 10)==0 then print("") end
460     --io.write(fmt("%6s",x)) end end
461     fmt("%6s",x) end end
462
463 function EGS.clone( r,s)
464   r = ROWS:new(the.data)
465   s = r:clone()
466   for _,row in pairs(r.rows) do s:add(row) end
467   asserts(r.cols.x[1].lo==s.cols.x[1].lo, "clone.lo")
468   asserts(r.cols.x[1].hi==s.cols.x[1].hi, "clone.hi")
469   end
470
471 function EGS.data( r)
472   r = ROWS:new(the.data)
473   asserts(r.cols.x[1].hi == 8, "data.columns") end
474
475 function EGS.dist( r,rows,n)
476   r = ROWS:new(the.data)
477   rows = r:rows
478   n = NUM:new()
479   for _,row in pairs(rows) do n:add(r:dist(row, rows[1])) end
480   --oo(r.cols.x[2]:sorted()) end
481   o(r.cols.x[2]:sorted()) end
482
483 function EGS.many( t)
484   t={} for j=1,100 do push(t,j) end
485   --print(oo(many(t, 10))) end
486   o(many(t, 10)) end
487
488 function EGS.far( r,c,row1,row2)
489   r = ROWS:new(the.data)
490   row1 = r:rows[1]
491   c,row2 = r:far(r:rows[1], r:rows) end
492   --print(c, "\n", o(row1), "\n", o(row2)) end
493
494 function EGS.half( r,c,row1,row2)
495   local lefts, rights,x,y,x
496   r = ROWS:new(the.data)
497   r:mid(r.cols.y)
498   lefts, rights,x,y,c = r:half()
499   lefts:mid(lefts.cols.y)
500   rights:mid(rights.cols.y)
501   asserts(true, "half") end
502
503 function EGS.cluster(r)
504   r = ROWS:new(the.data)
505   --CLUSTER:new(r):show() end
506   CLUSTER:new(r) end
507
508 -- start-up
509 if arg[0] == "slua" then
510   if the.help then print(help:gsub("\nNOTES:*$", "")) else
511     local b4={} for k,v in pairs(the) do b4[k]=v end
512     for _,todo in pairs(the.todo=="all" and slots(EGS) or (the.todo)) do
513       for k,v in pairs(b4) do the[k]=v end
514       math.randomseed(the.seed)
515       if type(EGS[todo])=="function" then EGS[todo]() end end
516     end
517     for k,v in pairs(_ENV) do if not b4[k] then print("?",k,type(v)) end end
518     os.exit(fails)
519   else
520     return {CLUSTER=CLUSTER, COLS=COLS, NUM=NUM, ROWS=ROWS,
521            SKIP=SKIP, SOME=SOME, SYM=SYM,the=the,oo=oo,o=o}
522   end
523 -- git rid of SOME for rows
524 -- nss = NUM | SYM | SKIP
525 -- COLS = all:[nss]+, x:[nss]*, y:[nss]*, klass;col?
526 -- ROWS = cols:COLS, rows:SOME
527 --
528 -- [Ah91]: Aha, D.W., Kibler, D. & Albert, M.K. Instance-based learning algo-
529 -- rithms. Mach Learn 6, 37&M-^@M-^S66 (1991). https://doi.org/10.1007/BF00153759
530 --

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