```
{positive}
                                                                {positive}
                                                                {negative}
                                                               {negative} {negative}
                                                               {negative}
{negative}
                                 48
                                48
48
                                                               {negative}
{negative}
                                                               {negative}
{negative}
       local R = require
       local the geg, lib = R"the", R"egs", R"lib" local per, cos, norm, o, fmt, rnds-lib.per, lib.cosine, lib.norm, lib.o, lib.fmt, lib.rnds local map, any, many, sort, upl = lib.map, lib.any, lib.many, lib.sort, lib.upl
     local cluster={|
function cluster.new(top,egsl, i,lefts,rights)
    egsl = egsl or top
    i = (egs=egsl, top=top, rank=0)
    lefts, rights, i.left, i.right, i.border, i.c = cluster.half(top, egsl.rows)
    if #egsl.rows > = 2*(top.rows)*/the.leaves then
        if #lefts.rows < #egsl.rows then
        i.lefts = cluster.new(top, lefts)
        i.rights = cluster.new(top, rights) end end
        return i end</pre>
       local cluster={}
                         5 h 5 W
      function cluster.show(i, pre, front)
pre = pre or ""
local front = fmt("%%%s", pre, #i.egs.rows)
            if cluster.leaf(i)
then print(fmt("%-20s%s",front, o(rnds(egs.mid(i.egs,i.egs.cols.y)))))
                       function cluster.leaf(i) return not (i.lefts or i.rights) end
                          d i _5 -1=
     function cluster.dist(egl,row1,row2)
local function sym(c,x,y) return x==y and 0 or 1 end
local function num(c,x,y)
if x==""" then y = norm(c.lo, c.hi, y); x=y<.5 and 1 or 0
elseif y=="" then x = norm(c.lo, c.hi, x); y=x<.5 and 1 or 0
else x,y = norm(c.lo, c.hi, x), norm(c.lo, c.hi, y) end
return math.abs(x-y) end
local function dist(c,x,y)
return x=="" and y=="" and 1 or (c.nump and num or sym)(c,x,y) end
local d, n = 0, #egl.cols.x
for key,c in pairs(egl.cols.x) do d=d+dist(c, row1[c.at], row2[c.at])^the.p end
return (d/n)^(1/the.p) end</pre>
       function cluster.neighbors(eg1, r1, rows)
  return sort(map(rows or eg1.rows,
    function(r2) return {cluster.dist(eg1,r1,r2),r2} end), up1) end
                          function cluster.half(eg1, rows)
           local project, far, some, left, right, c, lefts, rights, border
rows = rows or egl.rows
far = function(r,t) return per(cluster.neighbors(egl,r,t), the.far)[2] end
            project = function(r)
                                       return (cos(cluster.dist(eg1,left,r),
cluster.dist(eg1,right,r),
          cluster.dist(egl,right,r),
c),
r) end

some = many(rows, the.some)
left = far(any(some), some)
right = far(left, some)
right = far(left, some)
cluster some
left, right = cluster some
for n, projection in pairs(sort imap(rows, project), upl)) do
if n=#rows//2 then border = projection[1] end
egs.add(n <= #rows//2 and lefts or rights, projection[2]) end
return lefts, rights, left, right, border, c end
103 return cluster
```