```
local help=[[
LOOK: landscape analysis
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"I think the highest and lowest points are the important ones.
Anything else is just... in between." -Jim Morrison
USAGE: lua looking.lua [OPTIONS]
    --also -a size of rest=best*also = 4
--p -p distance coefficient = 2
--far -f far
--Some -S sample size = 25
--seed -s random number seed = 10
--min -m min size pass1 = .5
--Min -M min size pass2 = 10
                                                                        = 10019
                                                                      = .5
= 10
    --file -f csv file with data

--help -h show help

--loud -l verbose mode

--go -g start up action
local _ = require"|ib"
local any,big,csv,is,lt,many,map = _.any, _.big, _.csv, _.is, _.lt, _.many, _.map
local o,oo,push,shuffle,sort = _.o, _.oo, _.push, _.shuffle, _.sort
local tothing = _.tothing
local ROW-is"ROW"
function ROW.new(i,of,cells) i.cells, i.of, i.evaluated = cells,of,false end
function ROW._lt(i,j, n,sl,s2,vl,v2)
n,sl,s2 = 0,0,0
for __ in pairs(i.of.ys) do n = n + 1 end
for c,w in pairs(i.of.ys) do
vl,v2 = i.of:norm(c, i.cells[c]), i.of:norm(c, j.cells[c])
s1 = s1 - 2.7183^(w * (v1 - v2) / n)
s2 = s2 - 2.7183^(w * (v2 - v1) / n) end
return s1/n < s2/n end
 local ROW=is"ROW"
function ROW.dist(i,j, d,n,distl)
function distl(c,v1,v2)
if v1=="?" and v2=="?" then return 0 end
if not i.of.nums[c]
then return v1==v2 and 0 or 1
else if v1=="?" then v2=i.of:norm(c,v2); v1= v2<.5 and 1 or 0
else v1,v2=="?" then v1=i.of:norm(c,v1); v2= v1<.5 and 1 or 0
else v1,v2 = i.of:norm(c,v1), i.of:norm(c,v2) end
return math.abs(v1-v2) end
end
    local ROWS=is"ROWS"
local function num(s) return s:find"^[A-Z].*" end
local function goal(s) return s:find"[!+-|$" end
local function wght(s) return s:find"-$" and -1 or 1 end
function ROWS.new(i,src)
   unction ROMS.new(1,src)
i.rows, i.nums, i.xs, i.ys, i.names = {},{},{},nil
if type(src)=="table" then for _,r in pairs(src) do i:add(r) end
else for  r in csv( src) do i:add(r) end end
function ROWS.clone(i,inits, j)
j=ROWS({i.names}); for _,r in pairs(inits or {}) do j:add(r) end; return j end
function ROWS.add(i,t, r)
    if i.name.
if i.name.
then r = t.cells and r or ROW(i,t); i:update(r.cells); push(i.rows, r)
else i:header(t) end end
function ROWS.header(i,t)
    i.names = t
for c,s in pairs(t) do if num(s) then i.nums[c]={lo=big,hi=-big} end end
for c,s in pairs(t) do if goal(s)then i.ys[c]=wght(s) else i.xs[c]=c end end end
function ROWS.update(i,t, v)
for c,num in pairs(i.nums) do
v = t[c]
if v ~="?" then num.lo = math.min(v, num.lo)
num.hi = math.max(v, num.hi) end end end
function ROWS.norm(i,c,v, lo,hi)
lo,hi = i.nums[c].lo, i.nums[c].hi
return (v=="?" and v) or ((hi-lo) < 1E-9 and 0) or (v-lo)/(hi-lo) end</pre>
function ROWS.around(i,r1,t, fun)
  function fun(r2) return {dist=r1:dist(r2), row=r2} end
  return sort(map(t or i.rows, fun), lt"dist") end
function ROWS.far(i,r1,t, tmp)
  tmp= i:around(r1,t)
  return tmp[(#tmp)*the.far//1].row end
function ROWS.look(i, w,sample,best,rests)
w = i.rows
sample = many(w, the.Some)
best = i:far(any(sample), sample)
rests = {}
 return {ROWS=ROWS, ROW=ROW, help=help, the=the}
```

```
-- vim: ts=2 sw=2 et:
-- LIB.LUA: misc support code.
-- (c) 2022 Tim Menzies. BSD-2 license.
local bi=(); for k, in pairs(_ENV) do b4[k]=k end local fmt =string.format local rand=math.random local big = 1E32
local function any(t) return t[math.random(#t)] end u=();for j=1,n do u[1+#u]=any(t) end; return u end local function push(t,x) local function sort(t,f) local function map(t,f, u) u=();for k,v in pairs(t) do u[1+#u]=f(v) end return u end local function map(t,f, u) u=(); for k,v in pairs(t) do u[1+#u]=f(v) end return u end
local function shuffle(t, j)
for i = tt, 2, -1 do j=rand(i); t[i],t[j] = t[j],t[i] end return t end
 local function tothing(x)  x = x : \mathrm{match}^{n/\infty} (-)\% n^* S^* = 1  if x = \mathrm{"false"} then return false end return math.tointeger(x) or tonumber(x) or x end
 local function csv(csvfile)
      coal function csv(csvfile)
csvfile = io.input(csvfile)
return function(line, t)
line=io.read()
if not line then io.close(csvfile) else
    t={}; for x in line:gmatch("([^.]+)") do t[[1#t]=tothing(x) end
    return t end end end
 local function cli(d,help)
d = d or {}
     coal function cli(d,help)
d = d or {}
for key, x in pairs (d) do
x = tostring (x)
for n,flag in ipairs (arg)
for n,flag in ipairs (arg)
do
if flag==("-".key:sub(1,1)) or flag==("--".key) then
x = x=="flake" and "frue" or x=="frue" and "flake" or arg[n+1] end end
d[key] = tothing (x) end
if d.help then return os.exit (print (
help:gsub("\fu"|\fu"\f", "\c27[32m\fu]\f27[0m")
:gsub("\fu"|\fu"\f", "\c27[32m\fu]\f27[0m")
:gsub("\fu"|\fu"\f", "\c27[32m\fu]\f27[33m\fu]\f27[0m\fu]\fu]
return d end
 local function o(t, u)

if #t>0 then return "[".table.concat(map(t,tostring),"").."]" end

u=(); for k,v in pairs(t) do u[1+#u] = fmt(".%s %s",k,v) end

return (t.is or "").."["..table.concat(sort(u),"").."]" end
 local function oo(x) print(o(x)) end
local function is(name, t,new)
function new(kl,...) local x=setmetatable({},kl); kl.new(x,...); return x end
t = {_tostring=o, is=name or ""}; t.__index=t
return setmetatable(t, {__call=new}) end
return {any=any, big=big, cli=cli, csv=csv, fmt=fmt, is=is, lt=lt, oo=oo, o=o
    main=main, many=many, map=map, push=push, rand=rand, shuffle=shuffle,
    sort=sort, tothing=tothing!
```

```
-- vim: ts=2 sw=2 et:
-- took.UUA: landscape analysis
-- (c) 2022 Tim Memices, timm@leee.org, BSD-2 license
local any.cli.cev.main.map = l.any, l.li.li.csv, l.main, l.map
local o, oo, shuffle, sort = l.o. l.oo, l.shuffle, l.sort
local ROW,ROWS
local the = cli(L.the,L.help)

local SOW,ROWS = cli(L.the,L.help)

local SOW,ROWS = cli(L.the,L.help)

local SOW,ROWS = cli(L.the,L.help)

local SOW,ROWS = cli(L.the,L.help)

local Sow.row = cli(L.the,L.thelp)

local Sow.row = cli(L.thelp)

local Sow.row = cli(L
```