Distance Functions:

1. Euclidean Distance

this is how EuclideanDistance calculates the distance between two instances with

EuclideanDistance ed= new EuclideanDistance();

double d=ed.distance(instance1,instance2) ;

distance(Instance first, Instance second)

calls: distance(Instance first, Instance second, double cutOffValue)in NormalizableDistance with infinity for cutoff

calls: public double distance(Instance first, Instance second, double cutOffValue, PerformanceStats stats) in NormalizableDistance with null for stats. this method is 67 lines of code, but ends up calling this method on each point

calls   protected double difference(int index, double val1, double val2)

which is 51 lines of code, but we are not finished, because

calls protected double updateDistance(double currDist, double diff) (back in EuclideanDistance)

which sums up the points.

All this could be stripped out and run much faster!

1. DTW: Early abandon