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1.1 Getting the Library

The statistics libraries is available from GitHub.
The STATISTICS library provides some basic statistical functions along with optimized implementations.

**Note:** Currently, the statistical functions are only available for limited vectors of `<double-float>` values. This is expected to change in the future.

- **The STATISTICS module**
  - Types
  - Coercion Functions
  - Extrema
  - Means
  - Scaling
  - Variance and Deviation

### 2.1 The STATISTICS module

#### 2.1.1 Types

**<double-float-vector> Type**

A `<vector>` that only contains `<double-float>` values.

**Equivalent** limited(<vector>, of: <double-float>)

**Discussion**

A `<vector>` that only contains `<double-float>` values.

This type is used for implementations of statistical functions which are specialized for `<double-float>` values.

**See also**

- `<double-float?-vector>`
- `<numeric-sequence>`

**<double-float?-vector> Type**

A `<vector>` that contains values that are either `<double-float>` or #f.
Equivalent limited(<vector>, of: false-or(<double-float>))

Discussion
A <vector> that contains values that are either <double-float> or #f. This type is used for implementations of statistical functions which may need to handle missing data. By using a separate type from <double-float-vector>, the implementation can limit any overhead from handling missing values to only being applied where it is needed.

Note: Implementations of the statistical functions which handle missing data have not yet been provided.

See also
• <double-float-vector>
• <numeric-sequence>

<numeric-sequence> Type
Equivalent type-union(<double-float-vector>, <double-float?-vector>)
See also
• <double-float-vector>
• <double-float?-vector>

2.1.2 Coercion Functions
double-float-vector Function
Utility function for converting a sequence that contains only <double-float> values to a <double-float-vector> for use with the optimized implementations of the basic statistical functions.

Signature double-float-vector (seq) => (vec)
Parameters
• seq – An instance of <sequence>.

Values
• vec – An instance of <double-float-vector>.

Example

let dv = double-float-vector(#[1.0d0, 2.0d0, 3.0d0]);

2.1.3 Extrema
maximum Open Generic function
Returns the maximum value from a numeric sequence.

Signature maximum (sample) => (maximum)
Parameters
• sample – An instance of <numeric-sequence>.

Values
• **maximum** – An instance of `<number>`.

**Example** Assuming that `dv` contains the values `[1.0d0, -1.0d0, 2.0d0]`:

```
? maximum(dv)
=> 2.0d0
```

**See also**

• `maximum/trimmed`
• `minimum`
• `minimum/trimmed`
• `minimum+maximum`

### maximum(<double-float-vector>) Sealed Method

A specialized implementation of `maximum` for `<double-float>`.

**Parameters**

• `sample` – An instance of `<double-float-vector>`.

**Values**

• `maximum` – An instance of `<double-float>`.

### maximum/trimmed Open Generic function

Returns the maximum value from a numeric sequence that is below (or optionally equal to) an upper limit.

**Signature** `maximum/trimmed (sample upper-limit #key inclusive?) => (maximum)`

**Parameters**

• `sample` – An instance of `<numeric-sequence>`.
• `upper-limit` – An instance of `<number>`.
• `inclusive? (#key)` – An instance of `<boolean>`. Default value is `#t`.

**Values**

• `maximum` – An instance of `<number>`.

**Discussion**

Returns the maximum value from a numeric sequence that is below (or optionally equal to) an upper limit.

If `inclusive?` is true (the default), then values equal to the `upper-limit` are included when calculating the maximum value.

**Example** Assuming that `dv` contains the values `[1.0d0, 2.0d0, 3.0d0, 4.0d0]`:

```
? maximum/trimmed(dv, 3.0d0, inclusive?: #t)
=> 3.0d0

? maximum/trimmed(dv, 3.0d0, inclusive?: #f)
=> 2.0d0
```

**See also**

• `maximum`
• `minimum`
• minimum/trimmed
• minimum+maximum

maximum/trimmed(<double-float-vector>, <double-float>) Sealed Method
A specialized implementation of maximum/trimmed for <double-float>.

Parameters
• sample – An instance of <double-float-vector>.
• upper-limit – An instance of <double-float>.
• inclusive? (#key) – An instance of <boolean>.

Values
• maximum – An instance of <double-float>.

minimum Open Generic function
Returns the minimum value from a numeric sequence.

Signature minimum (sample) => (minimum)

Parameters
• sample – An instance of <numeric-sequence>.

Values
• minimum – An instance of <number>.

Example Assuming that dv contains the values #[1.0d0, -1.0d0, 2.0d0]:

```lisp
? minimum(dv)
=> -1.0d0
```

See also
• maximum
• maximum/trimmed
• minimum/trimmed
• minimum+maximum

minimum(<double-float-vector>) Sealed Method
A specialized implementation of minimum for <double-float>.

Parameters
• sample – An instance of <double-float-vector>.

Values
• minimum – An instance of <double-float>.

minimum/trimmed Open Generic function
Returns the minimum value from a numeric sequence that is over (or optionally equal to) a lower-limit.

Signature minimum/trimmed (sample lower-limit #key inclusive?) => (minimum)

Parameters
• sample – An instance of <numeric-sequence>.
• lower-limit – An instance of <number>.
Statistics User Guide, Release 1.0

- **inclusive? (#key)** – An instance of `<boolean>`.

Values

- **minimum** – An instance of `<number>`.

Discussion

Returns the minimum value from a numeric sequence that is over (or optionally equal to) a lower-limit.

If inclusive? is true (the default), then values equal to the lower-limit are included when calculating the minimum value.

**Example** Assuming that `dv` contains the values `[1.0d0, 2.0d0, 3.0d0, 4.0d0]:

```lisp
? minimum/trimmed(dv, 2.0d0, inclusive?: #t)
=> 2.0d0

? minimum/trimmed(dv, 2.0d0, inclusive?: #f)
=> 3.0d0
```

See also

- **maximum**
- **maximum/trimmed**
- **minimum**
- **minimum+maximum**

**minimum/trimmed(<double-float-vector>, <double-float>)** Sealed Method

A specialized implementation of `minimum/trimmed` for `<double-float>`.

**Parameters**

- **sample** – An instance of `<double-float-vector>`.
- **lower-limit** – An instance of `<double-float>`.
- **inclusive? (#key)** – An instance of `<boolean>`.

**Values**

- **minimum** – An instance of `<double-float>`.

**minimum+maximum** Open Generic function

Returns both the minimum and maximum values within a numeric sequence.

**Signature** `minimum+maximum (sample) => (minimum maximum)`

**Parameters**

- **sample** – An instance of `<numeric-sequence>`.

**Values**

- **minimum** – An instance of `<number>`.
- **maximum** – An instance of `<number>`.

**Example** Assuming that `dv` contains the values `[1.0d0, -1.0d0, 2.0d0]:

```lisp
? minimum+maximum(dv)
=> values(-1.0d0, 2.0d0)
```

---

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See also

- maximum
- maximum/trimmed
- minimum
- minimum/trimmed

minimum+maximum(<double-float-vector>) Sealed Method

A specialized implementation of minimum+maximum for <double-float>.

Parameters

- sample – An instance of <double-float-vector>.

Values

- minimum – An instance of <double-float>.
- maximum – An instance of <double-float>.

2.1.4 Means

mean/arithmetic Open Generic function

Returns the arithmetic mean of a numeric sequence.

Signature mean/arithmetic (sample) => (mean)

Parameters

- sample – An instance of <numeric-sequence>.

Values

- mean – An instance of <number>.

Discussion

Returns the arithmetic mean of a numeric sequence.

Commonly known as just ‘mean’ or ‘average’, the arithmetic mean is the sum of the values of the sequence, divided by the number of values in the sequence. It is distinct from other ways of calculating a mean such as those provided by mean/geometric and mean/harmonic.

A simple (and slightly faster) naive implementation of the arithmetic mean is subject to numerical inaccuracy. This implementation follows the method presented by Knuth in The Art of Computer Programming, 3rd edition on page 232.

Equivalent

The arithmetic mean is given by:

$$\frac{1}{n} \sum_{i=1}^{n} x_i$$

Our implementation is computed as follows:

$$m_1 = x_1$$

$$m_k = m_{k-1} + \frac{x_k - m_{k-1}}{k}$$

Example

Assuming that dv contains the values #[1.0d0, 2.0d0, 8.0d0, 9.0d0]:

mean/arithmetic(dv) => 5.25d0

See also

- mean/fast
- mean/geometric
- mean/harmonic
- standard-scores
- Arithmetic Mean on Wikipedia

mean/arithmetic(<double-float-vector>) Sealed Method
A specialized implementation of mean/arithmetic for <double-float>.

Parameters

- **sample** – An instance of <double-float-vector>.

Values

- **mean** – An instance of <double-float>.

mean/fast Open Generic function
Returns the arithmetic mean of a numeric sequence.

Signature mean/fast (sample) => (mean)

Parameters

- **sample** – An instance of <numeric-sequence>.

Values

- **mean** – An instance of <number>.

Discussion

Returns the arithmetic mean of a numeric sequence.

This differs from mean/arithmetic by using a naive algorithm that is slightly faster, but subject to numerical inaccuracy. You should only use this function if you’re aware of the risks.

Equivalent \( \frac{1}{n} \sum_{i=1}^{n} x_i \)

Example Assuming that dv contains the values ![1.0d0, 2.0d0, 8.0d0, 9.0d0]:

? mean/arithmetic(dv)
=> 5.25d0

See also

- mean/arithmetic
- mean/geometric
- mean/harmonic

mean/fast(<double-float-vector>) Sealed Method
A specialized implementation of mean/fast for <double-float>.

Parameters

- **sample** – An instance of <double-float-vector>.  

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Values

- **mean** – An instance of `<double-float>`.

**mean/geometric** Open Generic function

Returns the geometric mean of a numeric sequence.

**Signature** mean/geometric (sample) => (mean)

**Parameters**

- **sample** – An instance of `<numeric-sequence>`.

**Values**

- **mean** – An instance of `<number>`.

**Discussion**

Returns the geometric mean of a numeric sequence.

For greater numerical accuracy, our implementation is based on the exponentiation of the arithmetic mean of the natural logarithm of each value in `sample`.

**Equivalent** The geometric mean is given by:

$$\left( \prod_{i=1}^{n} a_i \right)^{1/n}$$

Our implementation is computed as follows:

$$\exp \left[ \frac{1}{n} \sum_{i=1}^{n} \ln a_i \right]$$

**Example** Assuming that `dv` contains the values `[2.0d0, 4.0d0, 8.0d0]`:

```lisp
? mean/geometric(dv)
=> 4.0d0
```

**See also**

- **mean/arithmetic**
- **mean/fast**
- **mean/harmonic**
- **Geometric Mean on Wikipedia**

**mean/geometric(<double-float-vector>)** Sealed Method

A specialized implementation of **mean/geometric** for `<double-float>`.

**Parameters**

- **sample** – An instance of `<double-float-vector>`.

**Values**

- **mean** – An instance of `<double-float>`.

**mean/harmonic** Open Generic function

Returns the harmonic mean of a numeric sequence.

**Signature** mean/harmonic (sample) => (mean)
Parameters

- **sample** – An instance of `<numeric-sequence>`.

Values

- **mean** – An instance of `<number>`.

Discussion

Returns the harmonic mean of a numeric sequence.

The harmonic mean is the reciprocal of the arithmetic mean of the reciprocals of the values of the sequence.

Equivalent

The harmonic mean is given by:

\[
\frac{n}{\sum_{i=1}^{n} \frac{1}{x_i}}
\]

See also

- `mean/arithmetic`
- `mean/fast`
- `mean/geometric`
- Harmonic Mean on Wikipedia

**mean/harmonic(<double-float-vector>)** Sealed Method

A specialized implementation of `mean/harmonic` for `<double-float>`.

Parameters

- **sample** – An instance of `<double-float-vector>`.

Values

- **mean** – An instance of `<double-float>`.

2.1.5 Scaling

**scale** Open Generic function

Signature

\[
\text{scale} \ (\text{sample} \ \text{lower-bound} \ \text{upper-bound}) \Rightarrow (\text{res})
\]

Parameters

- **sample** – An instance of `<numeric-sequence>`.
- **lower-bound** – An instance of `<number>`.
- **upper-bound** – An instance of `<number>`.

Values

- **res** – An instance of `<numeric-sequence>`.

**scale(<double-float-vector>, <double-float>, <double-float>)** Sealed Method

A specialized implementation of `scale` for `<double-float>`.

Parameters

- **sample** – An instance of `<double-float-vector>`.
- **lower-bound** – An instance of `<double-float>`.
• upper-bound – An instance of <double-float>.

Values
• res – An instance of <double-float-vector>.

2.1.6 Variance and Deviation

standard-deviation/population Open Generic function

Signature  standard-deviation/population (sample) => (standard-deviation)

Parameters
• sample – An instance of <numeric-sequence>.

Values
• standard-deviation – An instance of <number>.

See also
• variance/population
• variance/sample
• standard-deviation/sample
• standard-scores

standard-deviation/population(<double-float-vector>) Sealed Method

A specialized implementation of standard-deviation/population for <double-float>.

Parameters
• sample – An instance of <double-float-vector>.

Values
• standard-deviation – An instance of <double-float>.

standard-deviation/sample Open Generic function

Signature  standard-deviation/sample (sample) => (standard-deviation)

Parameters
• sample – An instance of <numeric-sequence>.

Values
• standard-deviation – An instance of <number>.

Discussion The standard-deviation calculation for a sample, rather than a complete population, uses sample.size - 1 rather than the sample size. This is Bessel’s Correction.

See also
• variance/population
• variance/sample
• standard-deviation/population

standard-deviation/sample(<double-float-vector>) Sealed Method

A specialized implementation of standard-deviation/sample for <double-float>.

Parameters
• **sample** – An instance of `<double-float-vector>`.

**Values**

• **standard-deviation** – An instance of `<double-float>`.

**variance/population** Open Generic function

**Signature** variance/population (sample) => (variance)

**Parameters**

• **sample** – An instance of `<numeric-sequence>`.

**Values**

• **variance** – An instance of `<number>`.

**See also**

• variance/sample
  • standard-deviation/population
  • standard-deviation/sample

**variance/population(<double-float-vector>)** Sealed Method

A specialized implementation of variance/population for `<double-float>`.

**Parameters**

• **sample** – An instance of `<double-float-vector>`.

**Values**

• **variance** – An instance of `<double-float>`.

**variance/sample** Open Generic function

**Signature** variance/sample (sample) => (variance)

**Parameters**

• **sample** – An instance of `<numeric-sequence>`.

**Values**

• **variance** – An instance of `<number>`.

**See also**

• variance/population
  • standard-deviation/population
  • standard-deviation/sample

**variance/sample(<double-float-vector>)** Sealed Method

A specialized implementation of variance/sample for `<double-float>`.

**Parameters**

• **sample** – An instance of `<double-float-vector>`.

**Values**

• **variance** – An instance of `<double-float>`.

**standard-scores** Open Generic function

**Signature** standard-scores (population) => (scores)
Parameters

- **population** – An instance of `<numeric-sequence>`.

Values

- **scores** – An instance of `<numeric-sequence>`.

**Equivalent** The standard score of a value in a sequence is given by:

\[ z = \frac{x - \mu}{\sigma} \]

Where:

- \( \mu \) is the mean of the population
- \( \sigma \) is the standard deviation of the population

**See also**

- `mean/arithmetic`
- `standard-deviation/population`

**standard-scores(<double-float-vector>)** Sealed Method

A specialized implementation of `standard-scores` for `<double-float>`.

**Parameters**

- **population** – An instance of `<double-float-vector>`.

**Values**

- **scores** – An instance of `<double-float-vector>`.
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