CS 421 Lecture 15

- Today's class: APL
 - Functional programming "no side effects"



Functional Programming

- "The assignment statement splits programming into two worlds. The first world comprises the right sides of assignment statements. This is an orderly world of expressions, a world that has useful algebraic properties.... It is the world in which most useful computation takes place.
- "The second world... is the world of statements. ... This world of statements is a disorderly one, with few useful mathematical properties."
- John Backus (creator of Fortran), "Can Programming be liberated from the von Neumann Style? A Functional Style and its Algebra of Programs." Turing Award lecture, 1977.

APL

- Computations on matrices using operators that have matrix arguments.
- Ken Iverson "A Programming Language" 1960
- Defined a set of operators on matrices, plus a typeface for those operators, and built terminals

APL operations

- Binary operations on numbers extended naturally to matrices
 - Comparison and boolean ops treated as arithmetic
- Reduction operations: $+/, \times/, \wedge/, \ldots$
 - For vectors, put operator between every element
 - For matrices, reduce each row
- Compression: B / V
 - selects elements (or rows) of V where B = I

APL font

ABCDEFGHI JKLMNOPQRSTUVWXYZ 0123456789

 $^{\ }}_{\ }$



► 1+M

- ► (+/V)÷n
- $(+/\vee) \div \frac{1}{2} \vee$
- $(((V \div 2) \times 2) = V) / V$



> prime n = $^{/}(0 - n\%(1 + \frac{1}{4}(n-2)))$



Subscripting: V[V'] – elements of V in positions given by V'.

reverse V = $V[1+(\frac{1}{2}V)-\frac{1}{4}\frac{1}{2}V]$



- ► Dyadic ½ "restructure"
- V½A returns a value with shape V, values drawn from A

- assignment
- ▶ ³ transpose

 $(^{3}M) = M_{*}(2\frac{1}{2}n)\frac{1}{2}\frac{1}{4}n$



- let zero = newint 0;;
- let four = newint 4;;
- let a = rho(newveci [2;3]) (indx (newint 6));;
- let v newveci [2;4;6];;
- let c = newveci [1;0];;
- let d = newveci [1;0;1];;
- a *@ a
- v-@ one
- a >@ four
- !+v

maxR a d % v c % a shape a ravel a rho (shape a) v rho (shape v) c a ^@ c

indx (newint 5)

trans a

v @@ (indx two)

a @@ one

(trans a) @@ (indx two)



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let incr a = a +@ (newint 1);;
let fac n = !* (indx n);;
let avg v = (!+v) /@ (shape v);;
let reverse v -
let sz = (shape v) @@ one
in v @@ (incr (sz -@ (indx sz)));;
let prime n = !& (zero <>@ (n % @ (incr
(indx (n -@ two)))));;
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