# CS 421 Lecture 15: APL

- Lecture outline
  - Functional programming
  - APL

# **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.

- 1960 Ken Iverson "A Programming Language"
- Computations on matrices using operators that have matrix arguments.
- 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: +/, ×/, ^/, …
  - For vectors, put operator between every element
  - For matrices, reduce each row
- Compression: B / V
  - selects elements (or rows) of V where B = 1
- No precedence rules
  - evaluate right-to-left



#### ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789



# **APL operators**

- Comparison
  - ≥≤≠<>=
- Arithmetic
  - ^÷\*×+-
- Assignment
  - ←
- Index generation
  - L
- Dimension (monadic) or restructure (dyadic)
  - ρ
- Transpose
  - Ø
- Compression (dyadic), reduction

• /

- 1+*M*
- (+/V)÷n
- (+/V) ÷ρV

• (((
$$V \div 2$$
) × 2) = V) / V

#### • prime $n = \frac{1}{100} (0 \neq n \div (1 + \iota (n-2)))$

- Subscripting: V[V'] elements of V in positions given by V'.
- reverse  $V = V[1+(\rho V) \iota \rho V]$

- Dyadic p "restructure"
  - V<sub>P</sub>A returns a value with shape V, values drawn from A
- 2 3 ρ ι6
- 2 3 ρι5
- (2ρn) ρ 1, nρ0

- Assignment
  - ←
- Transpose
  - Ø
- (ØM) = M ← (2pn)pιn

```
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
```

- Arithmetic operators: \*@ -@ >@
- Reduction: +

maxR a			
d	0/0	V	
С	0/0	a	
shape a			
ravel a			
rł	10	(shape a	) v
rł	10	(shape v	) C
а	^ (	) C	

- Max, min reductions : maxR, minR
- Compression: %
- Catenation: ^@

```
indx (newint 5)
trans a
v @@ (indx two)
a @@ one
(trans a) @@ (indx two)
```

#### • Subscript: @@

```
let incr a = a +0 (newint 1);;
let fac n = !* (indx n);;
let avg v = (!+v) /0 (shape v);;
let reverse v =
   let sz = (shape v) 00 one
   in v 00 (incr (sz -0 (indx sz)));;
let prime n = !& (zero <>0 (n %0 (incr
```

```
(indx (n -@ two))));;
```

## **APL reference**

- Posted alongside lecture slides on the web site
- May come in handy for a future MP...