

# Array Oriented Functional Programming in APL

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# Paradigms

- **Object Orientation**
  - Modeling of queues / events
  - Simula (1962)
  - Smalltalk (1980)
  - Java (1991), C# (2000)
- **Functional Programming**
  - Lambda Calculus (1936)
  - Lisp (1960)
  - Haskell (1992)
- **Array Oriented Programming**
  - Applied Mathematics (1950's)
  - IBM APL\360 (1966)
  - Dyalog APL (1983)
  - J (1990), k (1993)

Introduction to  
**A Programming Language**  
Kenneth E. Iverson (1962)

*Applied mathematics is largely concerned with the design and analysis of explicit procedures for calculating the exact or approximate values of various functions.*

*Such explicit procedures are called algorithms or programs.*

*Because an effective notation for the description of programs exhibits considerable syntactic structure, it is called **a programming language**.*



# A Programming Language

 $ab$  $Mat1 \cdot Mat2$  $e^x$  $\frac{x}{y}$  $fgx$  $\log_b a$  $\sqrt[n]{a}$  $\tan^2 x$  $\sum_{n=1}^6 4n$  $\prod_{i=1}^6 4i$ 

**Problems:**

- *Wide variety of syntactical forms*
- *Strange and inconsistent precedence rules*
- *Things get worse when you deal with matrices*

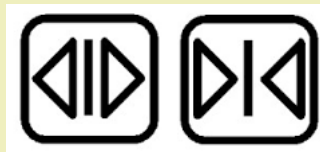
See <http://www.jsoftware.com/papers/EvalOrder.htm>



## A Programming Language

 $ab$  $a \times b$  $Mat1 \cdot Mat2$  $Mat1 \ +. \times \ Mat2$  $\frac{x}{y}$  $*x$  $fgx$  $f \ g \ x$  $e^x$  $x \div y$  $\tan^2 x$  $(3 \circ x) * 2$  $\log_b a$  $b \circ a$  $\sum_{n=1}^6 4n$  $+ / 4 \times 16$  $\sqrt[n]{a}$  $a * \div n$  $\prod_{i=1}^6 4i$  $\times / 4 \times 16$ 

# Symbols



Primitive APL functions are denoted by [Unicode] symbols

- We learn and use new symbols all the time
- Symbols help us to communicate more concisely
- Suppose I asked you to simultaneously play three notes with frequencies of 130.81, 155.56, and 196 Hertz...



is a more concise way to convey that information but only if you know what the symbols mean

- Sum all the elements of X

$$\sum_{i=1}^n X_i$$

+ / X



- How many combinations of k things can you make from n things?



$$\frac{n!}{k! (n - k)!}$$

k ! n



# APL Symbols

- APL uses about 75 symbols
- You already know many of them

Arithmetic	+	-	×	÷		
Comparisons	<	≤	=	≠	≥	>
Set Operations	∩	∪	~	∈		
Logic	∧	∨	⋈	⋇	~	

- Many symbols are graphically indicative of their meaning

⊙ ⊘ ⊖ ≡ ≠ ∇ ⋈ ⊥ ⊤ ⊥

- Others are mnemonically indicative

ρ Rho – Reshape

ι Iota – Index

- Many symbols are complementary

⊂ ⊃ ↑ ↓ ∇ ⋈ ⊥ ⊤ ⊤ ⊥



# Comments

The *lamp* symbol ( $\mathfrak{A}$ ) indicates the beginning of a comment (comments *illuminate* code).

```
2×3  $\mathfrak{A}$  two times three
```

6



# Array Oriented Programming

Algorithms based on processing entire arrays  
rather than individual elements one at a time

**Example:** Count the scores that are greater than or equal to 65

## Pseudocode

```
count = 0
for score in scores
  if score ge 65
    count += 1
  endif
endfor
```

## Dyalog APL

```
count ← 0
:For score :In scores
  :If score ≥ 65
    count +← 1
  :EndIf
:EndFor
```



# Array Oriented Programming

Algorithms based on processing entire arrays  
rather than individual elements one at a time

**Example:** Count the scores that are greater than or equal to 65

```

scores←20 78 90 56 83
+/ scores ≥ 65
3
scores ≥ 65 ⍵ 1 for True, 0 for False
0 1 1 0 1
+/ 0 1 1 0 1 ⍵ Sum = count occurrences of True
3

```



# Scalar Functions

Operate on all the (scalar) items of arguments:

```

1 2 3 + 4 5 6      ρ + addition
5 7 9
10 20 30 > 25     ρ > greater than
0 0 1
1 2 3 ⌈ 3 2 1     ρ ⌈ maximum
3 2 3
? 6 6 6 6         ρ ? roll (as in dice)
4 3 5 4

```

Indexing is also an array operation – but *not* a scalar function:

```

      'MISP' [1 2 3 3 2 3 3 2 4 4 2]
MISSISSIPPI

```



# Operators

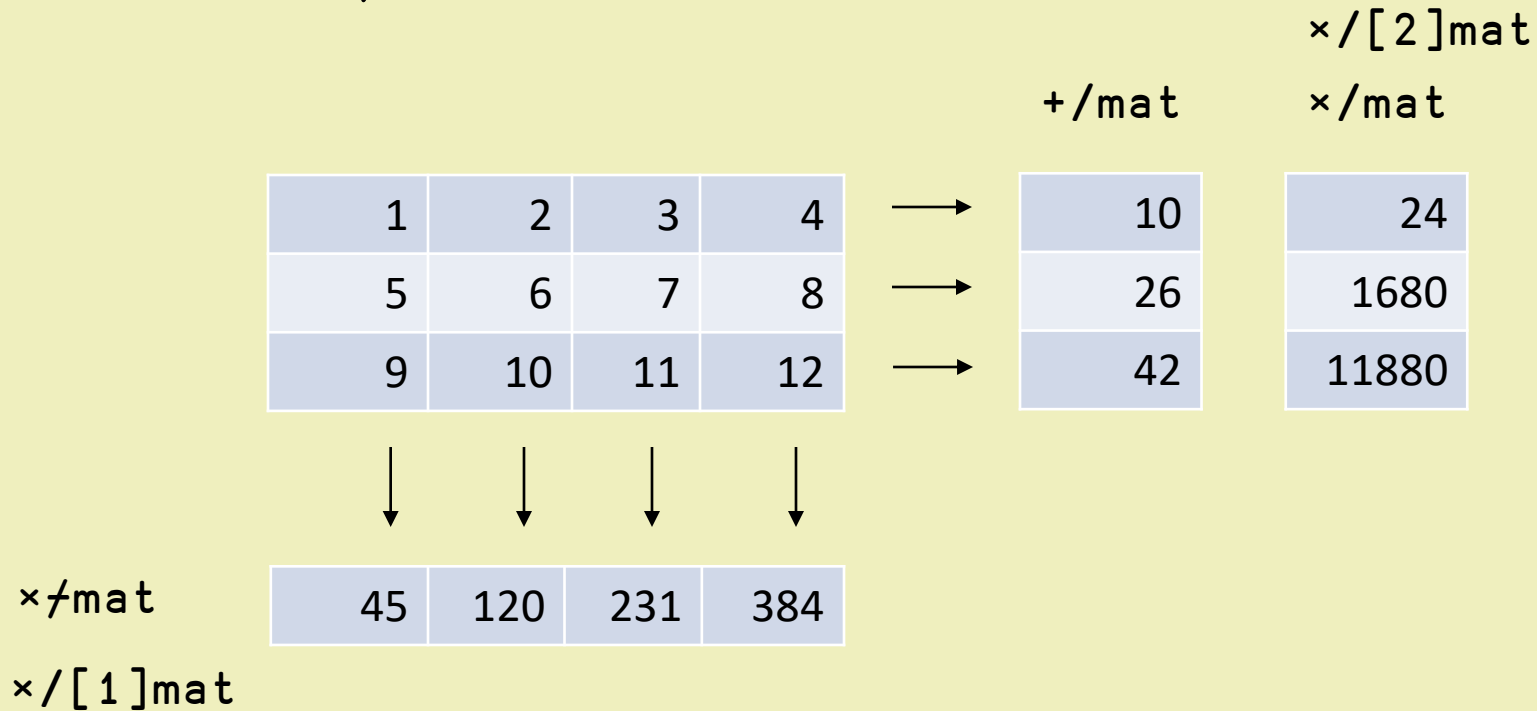
- In APL, an **operator** is a "higher order function" which takes a function as an **operand** and returns a **derived function**
- Example:             $+ /$   
( $+$  is the *plus function* and  $/$  is the *reduction operator*)
- *plus reduction* is a function which computes the sum of the items in the right argument by inserting a  $+$  between items:

```
→        + / 1 2 3 4  
→        1 + 2 + 3 + 4  
→        10
```



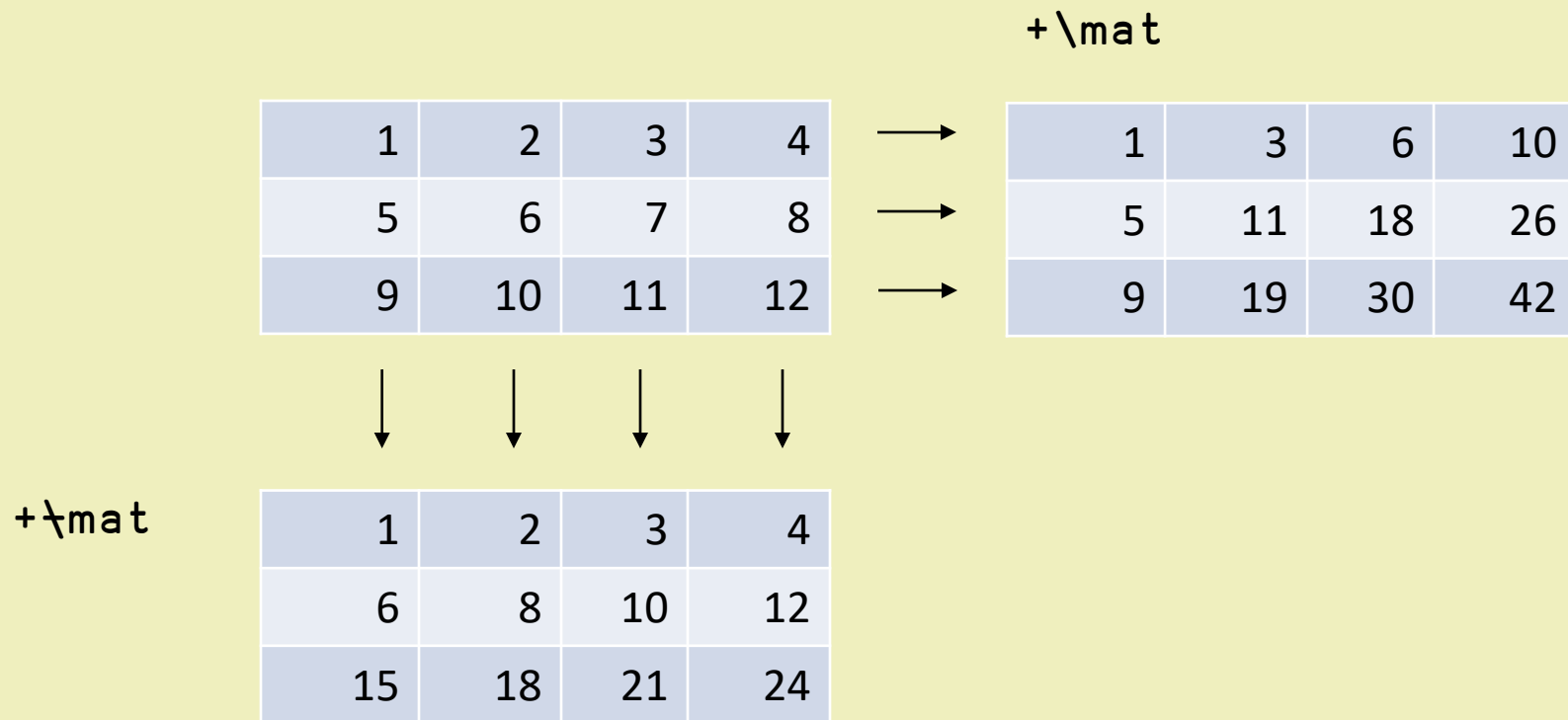
# Reduction ( $f /$ or $f \neq$ or $f / [n]$ )

mat  $\leftarrow$  3 4  $\rho$   $\iota$  12



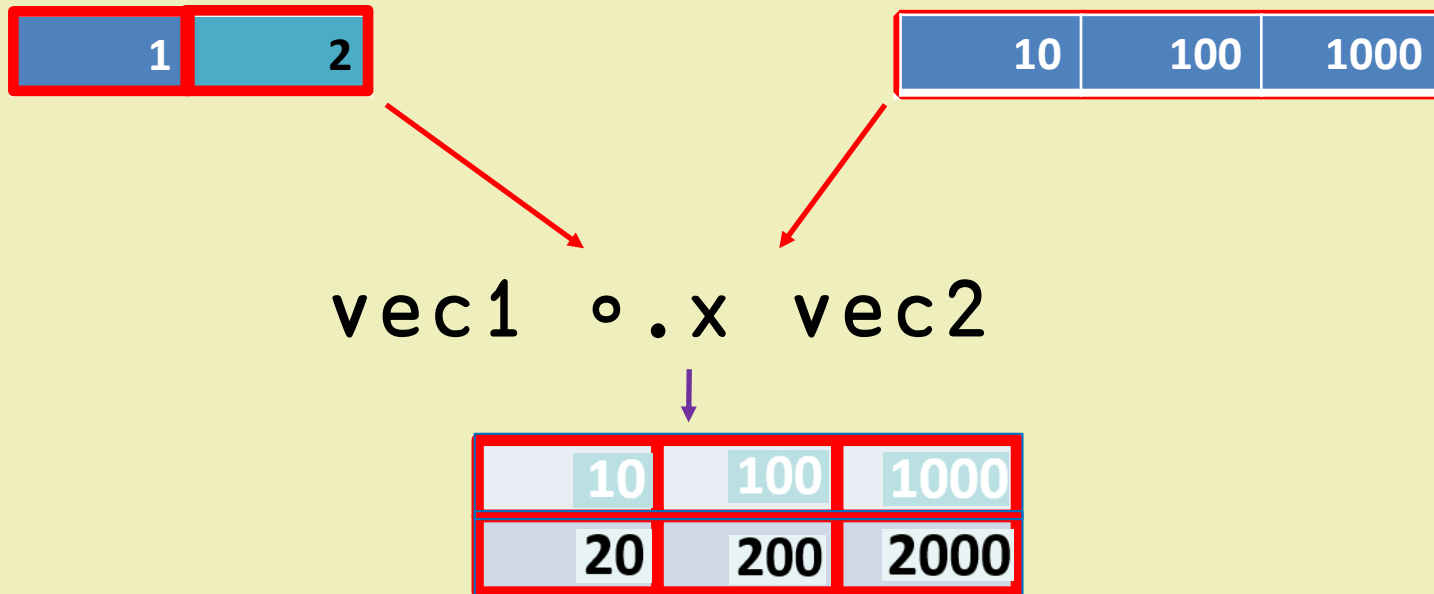
# Scan ( $f \setminus$ or $f \setminus$ or $f \setminus [n]$ )

mat  $\leftarrow$  3 4  $\rho$   $\iota$  12



# Outer Product ( $\circ . f$ )

$\alpha f \omega$  for all combinations of items from left & right arguments



# Inner Product (f . g)

f / row g col for all combinations of rows left, cols right.

m1

1	2	0
-1	0	3

m2

-1	1
0	2
-1	0

m1 +.× m2

-1	5
-2	-1

+ / 1 2 0 × 1 2 0

(+.× is vector or matrix product)



# Inner Product (f .g)

m1

1	2	0
-1	0	3

m2

-1	1
0	2
-1	0

m1 +. = m2

0	3
2	0

+ / 1 2 0 = 1 2 0

(+. = is “count of matches”)



# Inner Product (f . g)

m1

1	2	0
-1	0	3

m2

-1	1
0	2
-1	0

m1 ^.= m2

0	1
0	0

^/ 1 2 0 = 1 2 0

(^.= left row identical to right col)



# Summary: Syntax of APL

Syntactical Form	Example	Result
array	1 3.1415 1.2E18	
function argument	⍳ 6	1 2 3 4 5 6
left-arg function right-arg	1 2 3 × 1 10 100	1 20 300
operand operator	×/ 1 2 3 4 5 6 2 +/ 1 2 3 4 5 6	720 3 5 7 9 11
left-opnd operator right-opnd	1 0 2 +.× 1 2 3	7
array[indices]	'ABCDEF'[2 5 5 6]	BEEF



# Mixed Functions

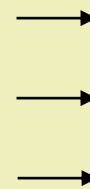
- ***Scalar*** functions operate on pairs of items taken from arguments
- ***Mixed*** functions operate on arrays but may combine items differently
- Many ***mixed*** functions operate on the structure of data, rather than perform computations



# Rotate $\phi$ and $\ominus$

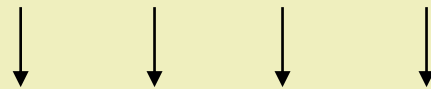
`mat ← 3 4 ρ ι12`

1	2	3	4
5	6	7	8
9	10	11	12



`2 0 -1ϕmat`

3	4	1	2
5	6	7	8
12	9	10	11



`0 1 0 -1⊖mat`

1	6	3	12
5	10	7	4
9	2	11	8



# Examples of "Mixed" functions

IndexOf  $\iota$

```

      3 1 4 1 5 9  $\iota$  1 2 3
2 7 1

```

Grade (Up)  $\uparrow$

```

      digits←3 1 4 1 5 9
       $\uparrow$ digits
2 4 1 3 5 6
      digits[ $\uparrow$ digits]  $\uparrow$  index by grade
1 1 3 4 5 9

```

Membership  $\in$

```

      'HELLO WORLD'  $\in$  'AEIOU'
0 1 0 0 1 0 0 1 0 0 0

```



# Reshape $\rho$

```
mat ← 3 4 ρ ι12
```

1	2	3	4
5	6	7	8
9	10	11	12

```
2 2ρmat
```

1	2
3	4



# Take ↑ and Drop ↓

mat ← 3 4 ρ ι12

1	2	3	4
5	6	7	8
9	10	11	12

$\bar{2}$  2↑mat



5	6
9	10



1↓mat

5	6	7	8
9	10	11	12



# Transpose $\phi$

mat ← 3 4 ρ ι12

1	2	3	4
5	6	7	8
9	10	11	12



1 1 $\phi$ mat

1	6	11
---	---	----

2 1 $\phi$ mat

$\phi$ mat

1	5	9
2	6	10
3	7	11
4	8	12



# Branch Free Logic

The fact that *map* is implicit, and *indexing* can be done using arrays, encourages logic without branches. The data itself provides flow control:

Example	Pseudo Code
<pre>scores←20 78 90 56 83 +/ scores ≥ 65 3</pre>	<pre>for score in scores   if score ge 65 count += 1</pre>
<pre>data←2 7 15 60 data [ 10 10 10 15 60</pre>	<pre>if data[i]&gt;10   then data[i] else 10</pre>
<pre>data + data ∈ 3 7 15 2 8 16 60</pre>	<pre>Increment where data[i] is in [3,7,15].</pre>
<pre>(x × mask) + y × ~mask</pre>	<pre>If mask[i] then x[i] else y[i]</pre>
<pre>phase←'child' 'young' '20s' 'old' phase[1[4[ [data÷10] child child young old</pre>	<pre>“bucketing”</pre>



# Order of Execution

No "precedence", only one rule: as  $f \ g \ x$  in mathematics

$$f \ g \ x \leftrightarrow f(g(x))$$

Each function takes as its right argument the result of the entire expression to its right.

If it needs a left argument, take the value immediately to the left.

Good APL can be read from left to right by an experienced programmer, but as a beginner you may need to break it down.

$$10 \times 2 \ 3 \ \rho \ 1 \ 6$$

"Ten times [the] two three reshape [of the] first natural numbers."

**NB:** You can experiment at <https://tryapl.org>:

<https://tryapl.org/?a=10%20%D7%20%203%20%u2374%20%u2373%206&run>





# APL in 1970

## Functions:

- Scalar functions (implicit map)
  - $+ - \times \div | ! * \otimes \circ \lceil \lfloor$  A math
  - $< \leq = \geq > \neq$  A comparisons
  - $\wedge \vee \tilde{\wedge} \tilde{\vee} \sim$  A logic
  - ? (roll) A random numbers
- Mixed functions
  - $\rho, \uparrow \downarrow \iota \epsilon \psi \Delta \phi \ominus \theta \tau \perp$
  - $\boxdiv$  (matrix division)
  - ? (deal)

## Operators:

- Reduction:  $/ \neq$
- Scan:  $\backslash \neq$
- Outer Product:  $\circ . f$  (f on all combinations)
- Inner Product:  $f . g$  (f / rows-left g cols-right)



# Driving Forces for Modernization



Feature	External Influence or Relation
Nested Arrays	Relational Databases / "Tuples" / Heterogenous Data
Control Structures	Structured Programming / Death of the GOTO
New Operators	Rationalization / New Insights into Array Notation
dfns	Functional Programming
Object Orientation	GUI + other interfaces (COM + Microsoft.NET)
Futures & Isolates	Multi-core CPUs and Cloud Computing

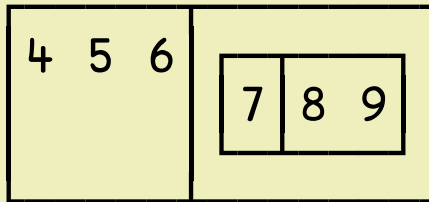




# Nested Arrays

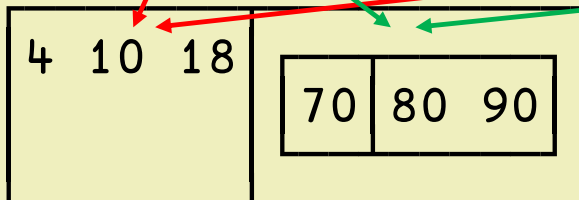
- Second Generation APL (ca 1983)
  - Each item of an array can be another array
  - Juxtapose arrays to create a list

`(4 5 6)(7 (8 9))`



- Scalar functions “pervade”:

`(1 2 3) 10 × (4 5 6) (7 (8 9))`



# Each Operator (¨)

- Nested arrays demand a mechanism to apply functions to individual items
- The *Each* operator ¨ applies the operand function to each element:

2      ρ (4 5 6) (7 8 9)    A shape of the array

ρ¨ (4 5 6) (7 8 9)    A shape of *each* item

3	3
---	---

1 5ρ¨ (4 5 6) (7 8 9)    A reshape *each* item

4	7	8	9	7	8
---	---	---	---	---	---





# Is APL "Functional"?

Wikipedia:

*Functional programming is a programming paradigm— a style of building the structure and elements of computer programs— that **treats computation as the evaluation of mathematical functions and avoids changing state and mutable data.***

```
count ← 0                               +/ scores ≥ 65
:For score :In scores
    :If score ≥ 65
        count +← 1
    :EndIf
:EndFor
```





# Functional APL

APL encourages a functional style of problem-solving, but dynamically scoped APL allows procedural programming.

Since the 1990's, "dfns" provide a lexically scoped way to define functions which is a better foundation for "pure" functional definitions:

```
plusdouble←{α+2×ω}  A left arg + two times right
```

```
fibonacci←{      A Tail-recursive Fibonacci.
  α←0 1          A Default left argument
  ω=0: θρα      A If ω=0, return 1st item of α
  (1↓α,+/α) ∇ ω-1 A Tail recursion
}
```



# Syntax of APL w/ User Defined Fns

User-defined functions are infix or prefix, in exactly the same way as primitives.

Syntactical Form	Example	Result
array	1 3.1415 1.2E18	
function argument	⍳ 6 fibonacci 10	1 2 3 4 5 6 55
left-arg function right-arg	1 2 3 × 1 10 100 1 plusdouble 2 3	1 20 300 5 7
operand operator	×/ 1 2 3 4 5 6 2 +/ 1 2 3 4 5 6 fibonacci¨ ⍳6 plusdouble/ 1 2 3	720 3 5 7 9 11 1 1 2 3 5 8 17
left-opnd operator right-opnd	1 0 2 +.× 1 2 3	7
array[indices]	'ABCDEF'[2 5 5 6]	BEEF



# New Operators

1970:

- Reduction:  $f/$   $f\neq$
- Scan:  $f\backslash$   $f\neq$
- Outer Product:  $\circ . f$  (f on all combinations)
- Inner Product:  $f . g$  (f / rows-left g cols-right)

Selected new operators:

- Each:  $f\ddot{\cdot}$  (apply f to items)
- Power:  $f\ddot{*}n$  (apply f n times)
- Rank:  $f\ddot{\circ}(l\ r)$  (apply f to sub-arrays of given rank)



# Examples of new Operators: Key (⊞)

Apply operand function to items corresponding to unique keys.

```
keys← 'red' 'blue' 'red' 'red' 'blue'
values← 10 20 30 40 50
```

keys {α ω}⊞ values    A Group by key

red	10 30 40
blue	20 50

keys {α,+/ω}⊞ values    A Sum items by key

red	80
blue	70



# Examples of new Operators: Stencil (⊞)

“*Stencil*” applies function operand to each item of an array – and selected neighbours:

⊞ 1 2 3 ⍝ is “same”: identity function

1 2 3

(⊞ ⊞ 3) 1 2 3 ⍝ Window Size = 3

0	1	2
1	2	3
2	3	0

Neighbors

Items

⍝ A one-dimensional “blur” stencil can be expressed:

({ .25 .5 .25 +.× ω } ⊞ 3) 0 10 0 0 10 0

2.5 5 2.5 2.5 5 2.5



# John Conway's Game of Life

Computing the next generation:

- *Any live cell with fewer than two live neighbours dies, as if caused by under-population.*
- *Any live cell with two or three live neighbours lives on to the next generation.*
- *Any live cell with more than three live neighbours dies, as if by over-population.*
- *Any dead cell with exactly three live neighbours becomes a live cell, as if by reproduction.*

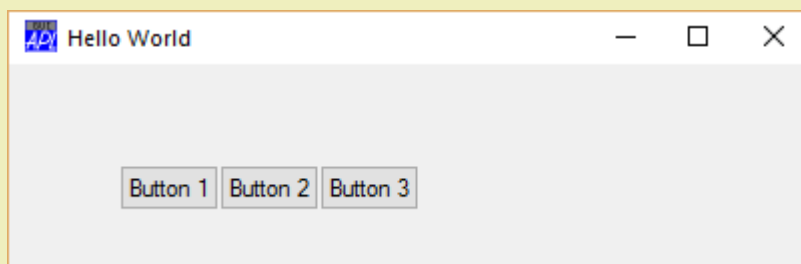
$$\text{life} \leftarrow \{ \uparrow 1 \quad \omega \vee . \wedge 3 \quad 4 = + / , - 1 \quad 0 \quad 1 \circ . \ominus^{-1} \quad 0 \quad 1 \circ . \phi \subset \omega \}$$

$$\text{life} \leftarrow \{ \uparrow 1 \quad \omega \vee . \wedge 3 \quad 4 = \subset \{ + / , \omega \} \boxtimes 3 \quad 3 \vdash \omega \}$$




# Object Orientation

```
F←NEW'Form' (('Caption' 'Hello World')
             ('Coord' 'Pixel')('Size'(100 400)))
F.(B1 B2 B3)←F.NEW{'Button'
                  (('Caption'('Button ',⍕ω))('Posn'(5+50×0 ω)))}'1 2 3
```



```
F.(B1 B2 B3).(Caption Posn)
```

Button 1	5	55	Button 2	5	105	Button 3	5	155
----------	---	----	----------	---	-----	----------	---	-----

```
F.(B1 B2 B3).(Posn[1]←50)
```



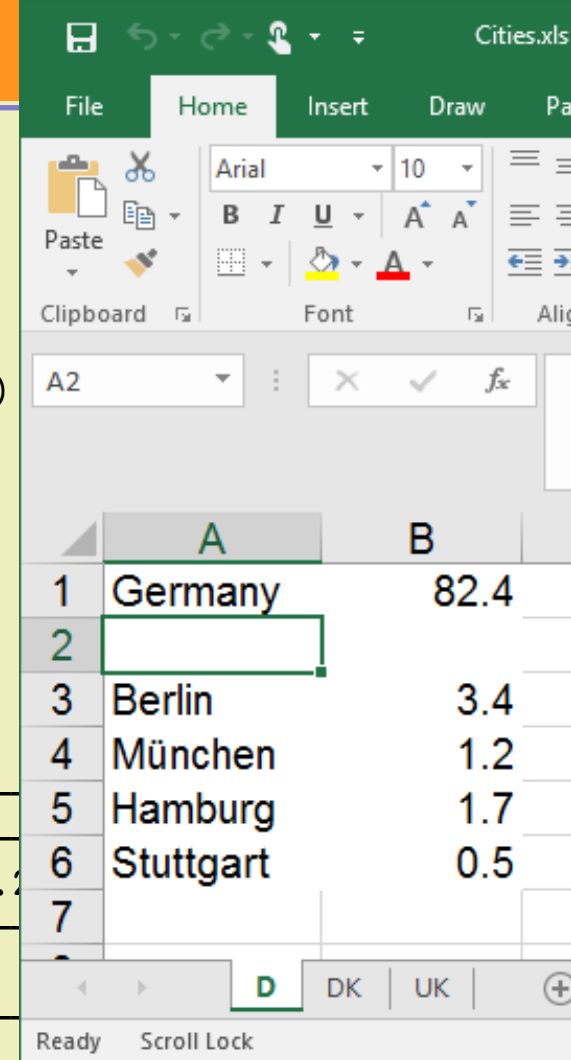
# OO: For Interfaces

```
XL←NEW 'OleClient' (= 'ClassName' 'Excel.Application')
cities←XL.Workbooks.Open 'c:\...\cities.xls'
sheets←cities.Sheets A Sheets collection as an array
sheets.Name
```

D	DK	UK
---	----	----

```
sheets.UsedRange.Value2
```

Germany	82.4	Denmark	5.4	United Kingdom	60.2
Berlin	3.4	Copenhagen	2	London	7
München	1.2	Helsingør	0.03	Birmingham	1
Stuttgart	0.5			Basingstoke	0.1





# Arrays of Objects

- In most OO languages, everything is an object
- In Dyalog APL, arrays are a higher level of organization
  - Arrays can CONTAIN objects, but...
  - Arrays ARE not objects
- As a result, the "dot" is a parallel operation

`array.member`

... is a reference to member for each item of the array, not to a property of the array. For example, if `sheets` is a 3-element array of worksheet objects:

`sheets.Name`

D	DK	UK
---	----	----



# Staying "Modern" for 50+ Years

## Recap...

- **1982:** Nested Arrays (any item of an array can be an array) adopted by all APL vendors.
- **1995:** Control structures (if/then/else) adopted by most APL vendors.
- **1996:** Functional Programming: lexical scope and lambda expressions in APL (“dfns” – Dyalog).
- **2006:** Object orientation (Dyalog, MicroAPL, VisualAPL).
- **2014:** Point-free or “tacit” syntax (from J) adopted by first APL vendor (Dyalog)
- **2014:** Futures and isolates for asynchronous programming (Dyalog)



# Still Modern after all those Years

*“Dyalog is a modern, array-first, multi-paradigm programming language, which supports functional, object-oriented and imperative programming, based on an APL language kernel.”*



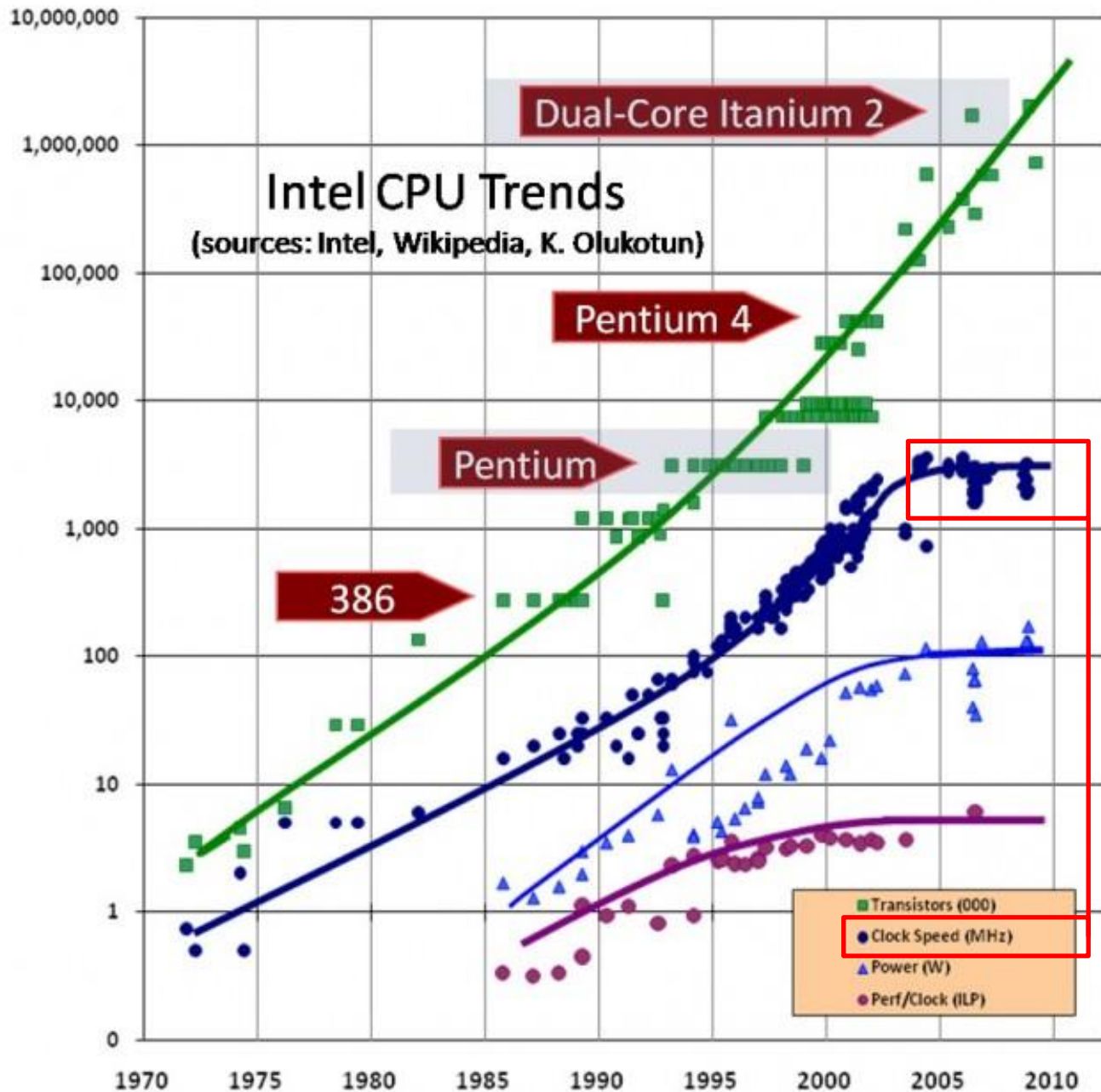
# Why Modern Hardware Loves Arrays

- The design of APL was driven by human factors
  - Not the architecture of computer hardware
- Goals of APL Language design
  - Removes unnecessary detail from algorithms
  - Frees the mind to operate at a higher level
  - Allows math to be translated directly into code
- After 60-70 years, the hardware is also starting to appreciate arrays



# The Free Lunch Is Over

CPU scaling showing transistor density, power consumption, and efficiency. Chart originally from [The Free Lunch Is Over: A Fundamental Turn Toward Concurrency in Software](#)



# The Power Problem

In the mid-2000s (at ~90nm) gates became too thin to prevent current from leaking out into the substrate. Clock speeds could no longer increase without excessive power consumption.

Innovation continues with technologies like: strained silicon, hi-k metal gate, FinFET, and FD-SOI have helped, but

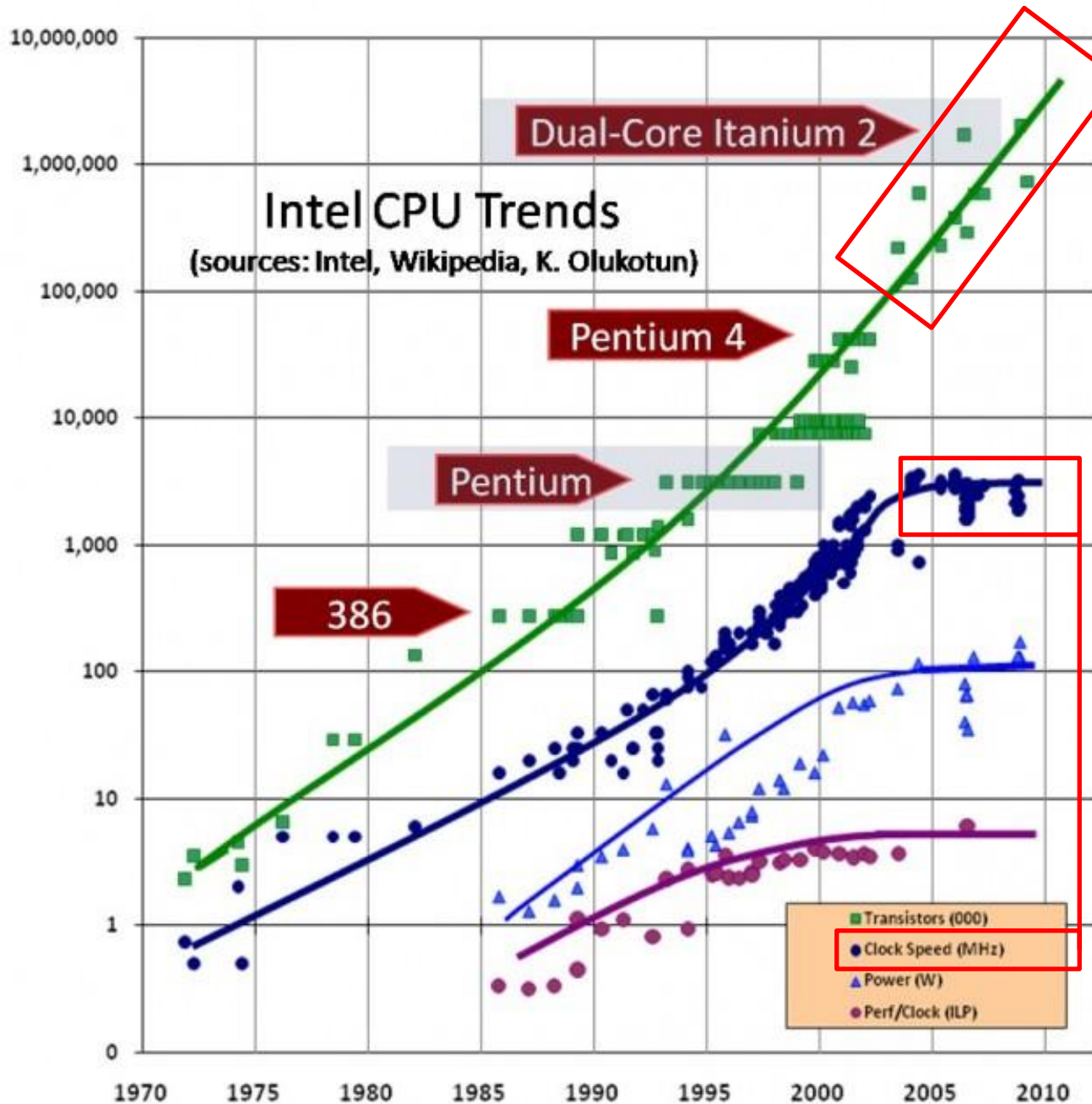
- from 2007 to 2011, clock speeds rose 2.9GHz to 3.9GHz (33%)
- (from 1994 to 1998, CPU clock speeds rose by 300%)

Sources: <http://www.extremetech.com/computing/116561-the-death-of-cpu-scaling-from-one-core-to-many-and-why-were-still-stuck>



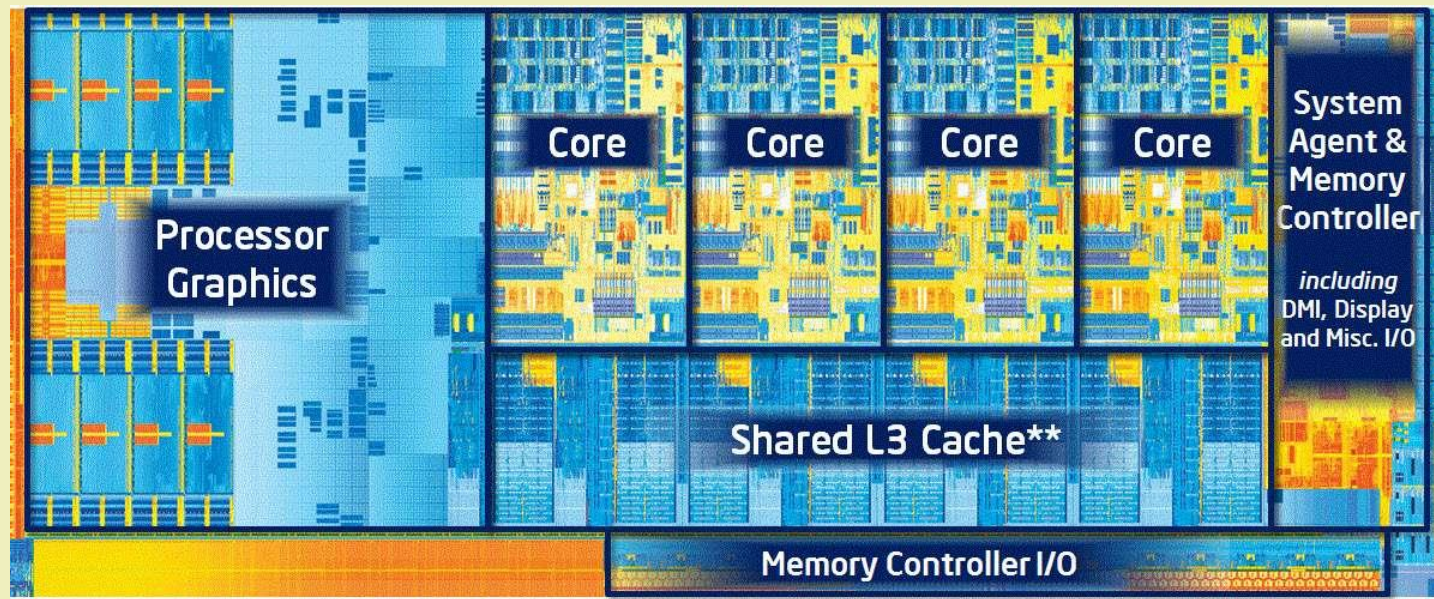
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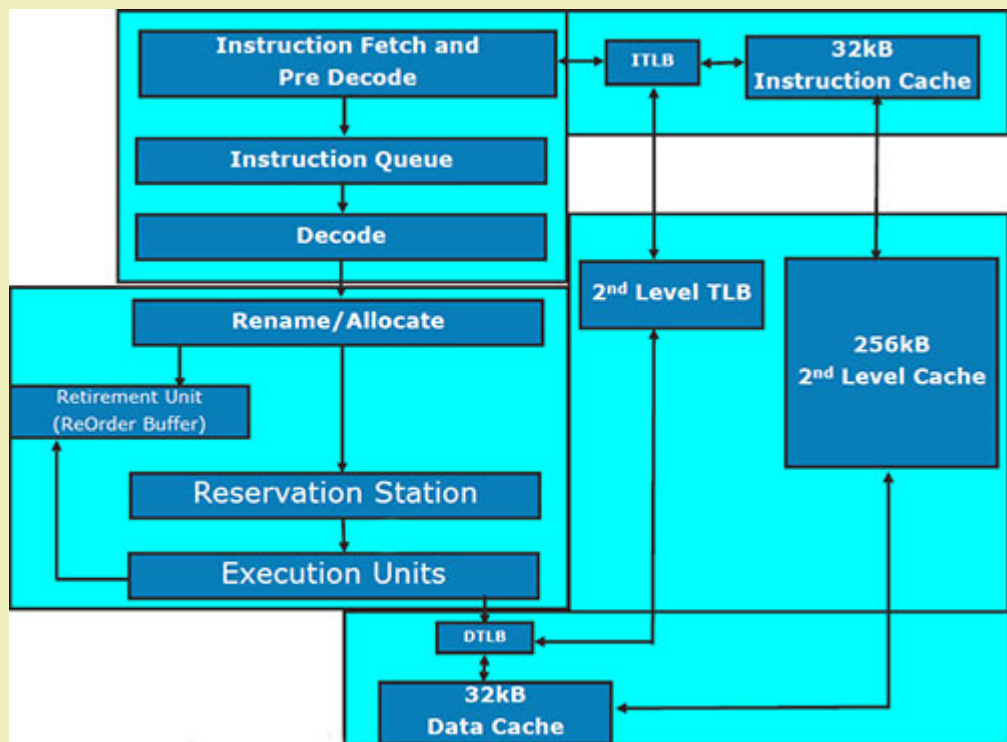
# Transistor Count Still Increasing

- Cannot increase clock frequency without burning your lap and melting the North Pole
- Throttle back and do more with parallel cores



# Making Use of Additional Transistors

- In addition to having parallel cores, use extra logic to do things in parallel WITHIN each core:
  - Prefetch memory into larger caches
  - Optimistically predict paths and pre-execute multiple instructions



# Advantages of (APL) Arrays

## Arrays are **DENSE**

- Aggressive conversion to smallest possible representations: **1-bit booleans**, 1-byte, 2-byte, 4-byte integers + 8-byte floats.
- Also 1, 2 and 4 byte Unicode characters
- Faster memory transfers
- Better cache utilization
- Vector instructions can handle many array elements at a time

## Few **POINTERS**

- Sequential data access is enormously more efficient than "pointer chasing" (pointers also consume extra memory)
- More successful pre-fetching of data
- More successful branch prediction



# Branch Free Logic

Decisions can be made using translate tables and vectorized computation.  
 Boolean arrays consume 1 bit per element (= 64 elements per instruction!).

Example	Pseudo Code
<pre>scores←20 78 90 56 83 +/ scores ≥ 65 3</pre>	<pre>for score in scores   if score ge 65 count += 1</pre>
<pre>data←2 7 15 60 data [ 5 5 7 15 60</pre>	<pre>if data[i]&gt;5   then data[i] else 5</pre>
<pre>data + data ∈ 3 7 15 2 8 16 60</pre>	<pre>Increment where data[i] is in [3,7,15].</pre>
<pre>(x × mask) + y × ~mask</pre>	<pre>If mask[i] then x else y</pre>
<pre>ages←'child' 'young' '20s' 'old' ages[1[4[ [data÷10] child child young old</pre>	<pre>“bucketing”</pre>



# Simple Example:

## Replace CRLF with LF in a string

C

```
void crlf_to_lf(char* dst, char* src, size_t n)
{
    int was_cr = 0;
    for (size_t i=0; i<n; i++)
    {
        char c = src[i];
        if (was_cr && c=='\n') dst--;
        dst[i] = c;
        was_cr = (c=='\r');
    }
}
```

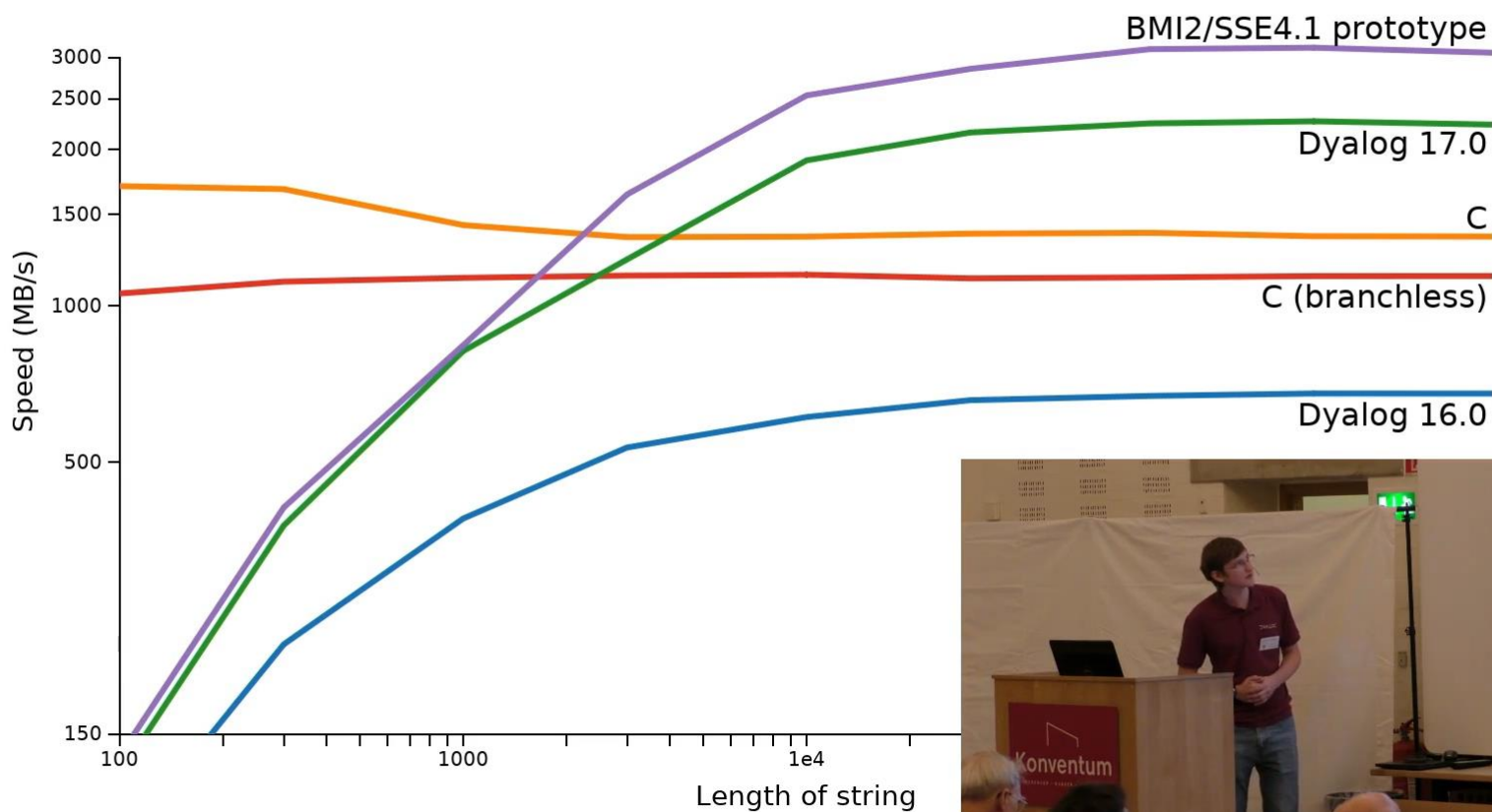
APL

```
CR LF ← □UCS 13 10
crlf_to_lf ← {((ω≠CR) ∨ 1ϕω≠LF) / ω}
```

For all chars: If char is not CR, or following char is not LF, keep the char



# C versus APL performance: CRLF→LF



Measured on strings with average 1 CRLF per 100 characters. Compiled with gcc -O3



08:05



30:30



Marshall Lochbaum: Moving Bits Faster in Dyalog Version 16.0.

<https://dyalog.tv/Dyalog17>





# Use Multicore Hardware

- Multithread primitives on large arrays
- Compile to Parallel Hardware
  - Aaron Hsu at Indiana University: co-dfns compiler
  - HyperFit / University of Copenhagen: APL to Futhark
  - Bernecky / Scholz @ Herriot Watt: Single Assignment C
- Introduce Asynchronous Features into Language
  - Futures and Isolates



# [Arrays of] *Futures*

- Parallel (`||`) is an operator which applies its left operand function *asynchronously*
- A *future* is immediately returned, while the function runs inside an *isolate* (detached from the current scope)
- *Arrays containing futures* can be passed as arguments, and be subject to selection operations, without blocking
- The system *blocks automatically* until the future is resolved, if the value is required for further computation
- The following expression computes three averages in parallel:

```

      ⍵←avgs←{(+/ω)÷≠ω} || (2 3)(3 4 5)(9)
2.5 4 9

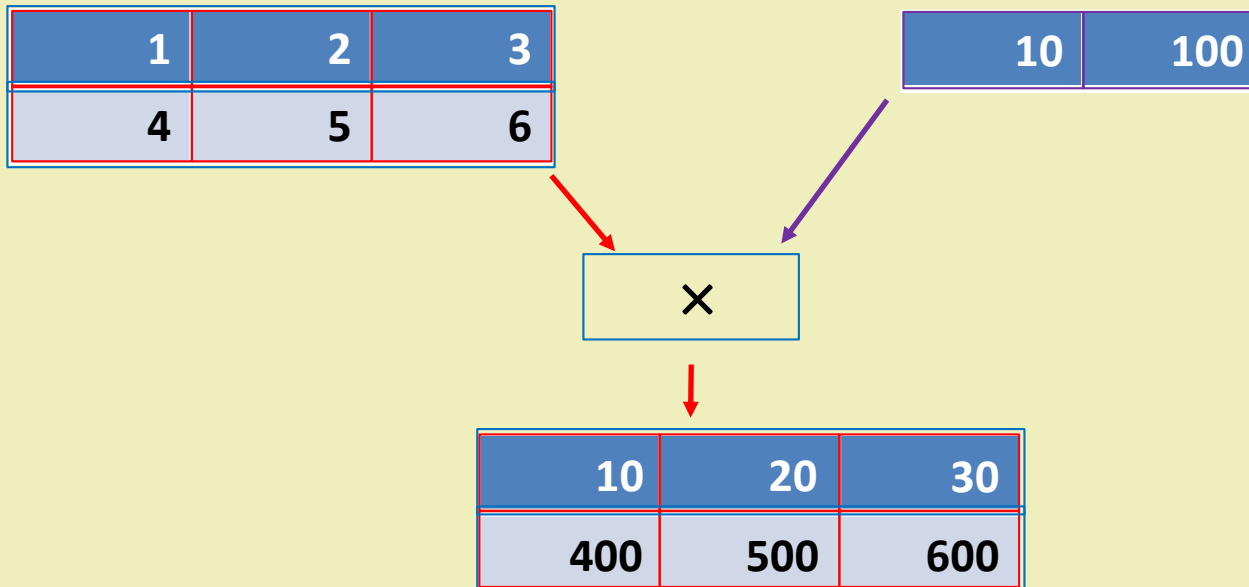
```



# Rank Operator (1 of 2)

`mat (x∘1 0) vec`

Multiplication with left rank 1 (vectors), right rank 0 (scalars)



# Rank Operator (2 of 2)

```
mat ← 2 2 4 ρ ι16
```

1	2	3	4
5	6	7	8

9	10	11	12
13	14	15	16

```
((+ / ÷ ≠)¨2) mat ⍝ avg cols
```

3	4	5	6
11	12	13	14

```
(+ / ÷ ≠) mat ⍝ average along 1st dimension
```

5	6	7	8
9	10	11	12

```
((+ / ÷ ≠)¨1) mat ⍝ avg rows
```

2.5	6.5
10.5	14.5



# Power Operator

- Apply a function a fixed number of times, or until the right operand function tells you to stop.

```
2 (+ * 3) 3 ⍲ Add 2 three times
```

```
9
```

```
twice ← *2 ⍲ Bind one operand;
```

```
2 +twice 3 ⍲ twice is a monadic opr
```

```
7
```

```
({1+÷ω}*≡)1 ⍲ ... until  $f^n \equiv f^{n-1}$ 
```

```
1.618033989
```



# Why Learn APL?

- APL is a powerful tool for data exploration and "algorithm mining"
- Understanding the Array Paradigm is useful even when coding in other languages
- Right now, a number of companies using APL are looking for new APL developers to replace team members who have been writing APL since 1980 (or thereabouts)



# For example, Dyalog has been hiring...

Documentation, Samples, Webinars:

- Richard Park joined us late last year

United States APL Consulting Team

- Josh David
- Nathan Rogers

Interpreter Development

- We aim to have a new C developer on board before the end of 2019



# Why Learn APL?

Most importantly...

- APL is FUN 😊!



Swanand

@\_swanand



APL is, in fact, ridiculously cool when [@mkromberg](#) demos it.



Alexcweiner @alexcweiner · Sep 22

[@\\_swanand](#) [@mkromberg](#) [@yukihiro\\_matz](#) [@Argorak](#) its cool when anyone does it :D



# Additional Materials

- Examples of Companies using APL
- Demo of modern use of APL
  - Edit code using VS Code
  - Run APL service on Linux; query from Windows



# Selected Clients

- KCI Corp (US)
  - Budgeting and Planning
- Carlisle Group (US)
  - Collateral and Securitization for Global Capital Markets
- CompuGroupMedical (Sweden)
  - Worlds Largest “Patient Record” system: 40,000 users and 2.5 million patients records at largest hospital in Scandinavia
- ExxonMobil (US)
  - Optimizes the “Cracking” of Petroleum Products using APL
- SimCorp (DK), APL Italiana (I), Fiserv Investment Services (US), Infostroy Ltd (Russia)
  - Leaders in various markets for Asset Management Systems
- A Finnish game company





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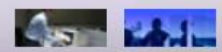
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## News and announcements

### Share buyback program

12 June 2015

In connection with the program SimCorp A/S will repurchase shares for an amount of up to EUR 10.0m (approx. DKK 74.4m) ...



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## News

2015-06-16

### The new BPO services

SOFiA Online offers new BPO – Business Process Outsourcing services, which allow to outsource to qualified consultants part of the processes concerning middle office, back office and risk management analysis for activities such as the management and the update of the assets database and market data, asset and cash reconciliation, risk management analysis and the production of the related reporting.

With the Application Management and User Administration Profile, the BPO completes the offer of services proposed by SOFiA Online.

For further information and more details, please contact our sales department.

Array-Oriented Functional Programming in JavaScript

		Bertil Bertilsson(03)				
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Jul - 13						
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3 L	:50					
4 S	13:00					

<https://www.youtube.com/watch?v=MzrMjpJouDs&t=306s>



# Resources

Supporting documentation and materials online:

- Interactive APL Session on line
  - <https://tryapl.org> (see the "resources" tab)
- Videos:
  - <https://dyalog.tv> (Webinars & User Meeting Presentations)
- Online Help and Manuals
  - <https://help.dyalog.com>
  - <https://docs.dyalog.com>
- Introduction to Dyalog APL by Bernard Legrand
  - <https://http://www.dyalog.com/mastering-dyalog-apl.htm>
- Google: Try for example
  - <https://www.google.com/?q=dyalog+apl+power+operator>
- Links to more talks by Morten Kromberg
  - <https://www.dyalog.com/blog/about-the-cto/>
- Look out for
  - "APL Since 1978" by Roger Hui and Morten Kromberg (HOPL IV conference, 2020)



# Demo – Modern APL Environment

- Edit code using VS Code under Windows
- Push to GitHub
- Pull to Linux machine
- Run APL function as a service on Linux and call via curl



# Application: Volutions

	i v 5			
1	2	3	4	5
16	17	18	19	6
15	24	25	20	7
14	23	22	21	8
13	12	11	10	9

i v  
 $\{\omega \quad \omega \rho \Delta + \backslash (1 \downarrow 2 / \phi \iota \omega) / (-1 + 2 \times \omega) \rho (\uparrow, -) 1 \quad \omega\}$



# Involution, explained

```
iv←{ω ωρ⊢+\(1↓2/φιω)/(-1+2×ω)ρ(ι,-)1 ω}
```

iv 5				
1	2	3	4	5
16	17	18	19	6
15	24	25	20	7
14	23	22	21	8
13	12	11	10	9

```
involute←{
  moves←(-1+2×ω)ρ1 ω,-1 ω      1 5 -1 -5 1 5 -1 -5 1
  repeat←1↓2/φιω                5 4 4 3 3 2 2 1 1
  path←+\repeat/moves           1 2 3 4 5 10 15 20 25 24 23 22 21 16 ...
  ω ωρ⊢path ρ convert positions to indices in path
}
```

