A. Primitive Functions and Operators

Symbol	Monadic	Dyadic	Symbol	Monadic	Dyadic	
Scalar Functions						
+	Identity	Plus (Add)	~	Not		
-	Negative	Minus (Subtract)	?	Roll		
×	Direction (Signum)	Times (Multiply)	٨		And	
÷	Reciprocal	Divide	V		Or	
	Magnitude	Residue (Modulo)	ñ		Nand	
Ĺ	Floor	Minimum	~		Nor	
ſ	Ceiling	Maximum	<		Less	
*	Exponential	Power	≤		Less Or Equal	
⊗	Natural Logarithm	Logarithm	=		Equal	
0	Pi Times	Circular (Trigonometric)	≥		Greater Or Equal	
!	Factorial	Binomial	>		Greater	
≠		Not Equal				
	Selection Mixe		Structural Mixed Functions			
>	Disclose	Pick	ρ	Reshape		
†		Take	,	Ravel	Catenate/Laminate	
↓		Drop	,	Table	Catenate First/Laminate	
/		Replicate	ф	Reverse	Rotate	
+		Replicate First	Ө	Reverse First	Rotate First	
\		Expand	ø	Transpose	Transpose	
+		Expand First	†	Mix		
~		Without (Excluding)	↓	Split		
n		Intersection	c	Enclose	Partitioned Enclose	
U	Unique	Union	€	Enlist		
-	Same	Left				
-	Identity	Right				
Selector Mixed Functions			Miscellaneous Mixed Functions			
ı	Index Generator	Index Of	ρ	Shape		
€		Membership	=	Depth	Match	
4	Grade Up	Grade Up	≢	Tally	Not Match	
V	Grade Down	Grade Down	<u> </u>	Execute	Execute	
?		Deal		Format	Format	
€		Find	1		Decode (Base)	
			т		Encode (Representation)	
				Matrix Divide	Matrix Inverse	

Primitive Operators					
Symbol	Name	Description			
	Commute	Swaps arguments or distributes right argument to both sides			
••	Each	Applies its operand point-wise over the left/right arguments			
/	Reduce	Reduce along the last axis			
+	Reduce First	Reduce along the first axis			
\	Scan	Scan along the last axis			
+	Scan First	Scan along the first axis			
目	Key	Apply operand once for each sub-array grouped by key			
•	Compose	Composes two operands as in traditional mathematics			
•	Inner Product	Inner product operation, e.g. + . × for matrix multiplication			
۰.	Outer Product	Cartesian product or "function table"			
*	Power	Iteration, Limited use only			
ö	Rank	Apply a function along cells of an array			
@	At	Replace selected elements of an array			