

# Introduction to the J Programming Language

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# What is J?

J is a programming language that is:

- ▶ Functional
  - ▶ Higher-order functions
  - ▶ Immutable Data
- ▶ Dynamic
  - ▶ Dynamically typed
  - ▶ Parsing tightly coupled with evaluation
- ▶ Array-based
  - ▶ Arrays (matrices) are first-class citizens
  - ▶ Operators can all operate in higher dimensions
- ▶ Tacit
  - ▶ Most operations are function composition
  - ▶ Higher-order function everywhere
  - ▶ Learn where parameters go

# Why J?

- ▶ Operations on Matrices
- ▶ Mathematical and Statistical Programming
- ▶ Signal Processing
- ▶ Examples
  - ▶ Financial and Insurance Risk Calculations
  - ▶ Network Flow Analysis
  - ▶ Polling Institutions
  - ▶ Econometrics

# Spiritual Successor to APL

- ▶ Stands for “A Programming Language”
- ▶ Developed in the 1960s by Kenneth E. Iverson
- ▶ Not a Von Neumann language (isomorph of the machine)
- ▶ Conway's Game of Life in one line of APL:  
$$\Phi' \square', \in \mathbb{N} \rho \subset S \leftarrow' \leftarrow \square \leftarrow (3 = T) \vee M \wedge 2 = T \leftarrow \supset + / (\vee \Phi'' \subset M), (\vee \Theta'' \subset M), (\vee, \Phi \vee) \Phi'' (\vee, \vee \leftarrow 1 \bar{1}) \Theta'' \subset M'$$
- ▶ J was developed in the early 1990's by Ken Iverson and Roger Hui

# Terminology: Nouns, Verbs, Adverbs, Operators

- ▶ Right-to-left evaluation
- ▶ Nouns are data like 100, "hello, world!", and 1.333
- ▶ Verbs are ordinary functions like  $+$  or  $-$
- ▶ Adverbs and operators are functions that compute functions from functions

# Monads and Dyads

- ▶ Monads are verbs that take one argument on the right:  $*$  : 4
- ▶ Dyads are verbs that take one argument each side:  $2 + 2$
- ▶ The same symbol has multiple meanings depending on the context

Symbol	Monadic	Dyadic
$+$	Conjugate	Plus
$-$	Negate	Minus
$< .$	Integral Floor	Lesser of
$ $	Magnitude	Residue

# Arrays and Boxes

- ▶ Different from arrays in other programming languages.
- ▶ A table is a 2-dimensional array.
- ▶ Arrays have rank and shape.
- ▶ Cue array example: shape, tally #, index of/integers (i.), join (,), from ({), match (— :)
- ▶ Cue box example: open (>), box (<)



# Examples

- ▶ sum, product (introducing the `/` operator)
- ▶ vector magnitude (introducing bonding with `&`)
- ▶ taxes and percentages (introducing hooks)
- ▶ mean (introducing forks)
- ▶ 1D kernel convolution
- ▶ stateless FizzBuzz
- ▶ various euler problems
- ▶ introspection with `5!:4`, `7!:2`, `6!:2`