

An Introduction to J for Data Analysis

(for admittedly squishy values of Data Analysis)

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First, a
Little Bit of
History and
Motivation

A Brief Introduction
to Syntax

A Tutorial
Example

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② A Brief Introduction to Syntax

③ A Tutorial Example

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Ken Iverson, PhD Mathematics, APL (1957, 1962)

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Ken Iverson, PhD Mathematics, APL (1957, 1962)

Kenneth Iverson and Roger Hui, J (1990, 2011)

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James Hague, *The World's Most Mind-Bending Language Has the Best Development Environment*

The first really interesting improvements over most languages are the visualization tools. It's one line of code to graph arbitrary data. Think about that: no need to use a graphing calculator, no need to export to some separate tool, and most importantly the presence of such easy graphing ability means that you will use it. Once you get started running all kinds of data through visualization tools, you'll find you use them to spot-check for errors or to get a better understanding of what kinds of input you're dealing with.

James Hague, *The World's Most Mind-Bending Language Has the Best Development Environment*

While many of the supplied labs are along the lines of "How to use sockets," the best ones aren't about J at all. They're about geometry or statistics or image processing, and you end up learning J while exploring those topics. J co-creator Ken Iverson's labs are the most striking, because they forgo the usual pedantic nature of language tutorials and come across as downright casual. . . . Iverson just goes along talking about some interesting number theory, tosses out some short executable expressions to illustrate his points, and drops in a key bit of J terminology almost as an afterthought.

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Nouns

- Atoms

1

1j.5

'c'

- Lists (aka Vectors)

1 2 3 4 5

'hello'

- Boxes (aka Matrices, Tables)

```
+-----+-----+  
| 1 2 3 | 'hello' |  
+-----+-----+
```


Verbs

- Monadic

* _3 4 0

< _3 4 0

Verbs

- Monadic

* _3 4 0

< _3 4 0

- Diadic

3 * _3 4 0

1 2 3 * 4 5 6

3 < 1 2 3 4 5

1 2 3 < 3 2 1

Verbs

- Glyphs ‘.’ and ‘:’ extend symbols

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Verbs

- Glyphs ‘.’ and ‘:’ extend symbols
 - *. (length and angle, least common multiple)
 - *: (square, nand)
 - <. (floor, min)

Verbs

- Glyphs ‘.’ and ‘:’ extend symbols
 - *. (length and angle, least common multiple)
 - *: (square, nand)
 - <. (floor, min)
 - <: (decrement, less or equal)

Precedence

- All operators are evaluated right from left

$$3 * 4 + 5$$

Precedence

- All operators are evaluated right from left

$$3 * 4 + 5$$

- Parentheses are respected

$$(3 * 4) + 5$$

- Adverbs
*/1 2 3 4 5
+/1 2 3 4 5
- Copula (i.e. is, are)
prices =: 1 2 3 4
tithe =: %&10

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Ken Iverson, *Calculus*, Chapter 2: Differential Calculus

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(and if we have time) *Calculus*, Chapter 5: Fractional Calculus

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Any Questions?

- [1] Kenneth Iverson, *Calculus*, Jsoftware, Inc., 2002.
- [2] Roger Stokes, *Learning J*,
<http://www.jsoftware.com/help/learning/contents.htm>.
- [3] Roger Hui, *Remembering Ken Iverson*,
<http://keiapl.org/rhui/remember.htm>.
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<http://prog21.dadgum.com/48.html>.
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<http://prog21.dadgum.com/194.html>.
- [6] *Vocabulary*,
<http://www.jsoftware.com/help/dictionary/vocabul.htm>.
- [7] *Jsoftware*, <http://www.jsoftware.com/>.
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