

$\Sigma$   
A Library for ANSI Common Lisp

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# Contents

<b>1</b>	<b>Copyright</b>	<b>9</b>
<b>2</b>	<b>Introduction</b>	<b>11</b>
2.1	Getting Lisp . . . . .	11
2.2	Getting EMACS and SLIME . . . . .	12
2.3	Using the Library . . . . .	12
<b>3</b>	<b>The Behave Package</b>	<b>13</b>
3.1	Macros . . . . .	13
3.1.1	The Behavior Macro . . . . .	13
3.1.2	The Spec Macro . . . . .	14
3.1.3	The Should Macro . . . . .	14
3.1.4	The Should-Not Macro . . . . .	15
3.1.5	The Should-Be-Null Macro . . . . .	15
3.1.6	The Should-Be-True Macro . . . . .	15
3.1.7	The Should-Be-False Macro . . . . .	15
3.1.8	The Should-Be-A Macro . . . . .	16
3.1.9	The Should= Macro . . . . .	16
3.1.10	The Should/= Macro . . . . .	16
3.1.11	The Should< Macro . . . . .	17
3.1.12	The Should> Macro . . . . .	17
3.1.13	The Should<= Macro . . . . .	17
3.1.14	The Should>= Macro . . . . .	17
3.1.15	The Should-Eq Macro . . . . .	17
3.1.16	The Should-Not-Eq Macro . . . . .	17
3.1.17	The Should-Eql Macro . . . . .	17
3.1.18	The Should-Not-Eql Macro . . . . .	17
3.1.19	The Should-Equal Macro . . . . .	17
3.1.20	The Should-Not-Equal Macro . . . . .	17
3.1.21	The Should-EqualP Macro . . . . .	17
3.1.22	The Should-Not-EqualP Macro . . . . .	17
3.1.23	The Should-String= Macro . . . . .	17
3.1.24	The Should-Not-String= Macro . . . . .	17
3.1.25	The Should-String/= Macro . . . . .	17

3.1.26	The Should-Not-String/= Macro . . . . .	17
3.1.27	The Should-String< Macro . . . . .	17
3.1.28	The Should-Not-String< Macro . . . . .	17
3.1.29	The Should-String> Macro . . . . .	17
3.1.30	The Should-Not-String> Macro . . . . .	17
3.1.31	The Should-String<= Macro . . . . .	17
3.1.32	The Should-Not-String<= Macro . . . . .	17
3.1.33	The Should-String>= Macro . . . . .	17
3.1.34	The Should-Not-String>= Macro . . . . .	17
3.1.35	The Should-String-Equal Macro . . . . .	17
3.1.36	The Should-Not-String-Equal Macro . . . . .	17
3.1.37	The Should-String-Not-Equal Macro . . . . .	17
3.1.38	The Should-Not-String-Not-Equal Macro . . . . .	17
3.1.39	The Should-String-LessP Macro . . . . .	17
3.1.40	The Should-Not-String-LessP Macro . . . . .	17
3.1.41	The Should-String-GreaterP Macro . . . . .	17
3.1.42	The Should-Not-String-GreaterP Macro . . . . .	17
3.1.43	The Should-String-Not-GreaterP Macro . . . . .	17
3.1.44	The Should-Not-String-Not-GreaterP Macro . . . . .	17
3.1.45	The Should-String-Not-LessP Macro . . . . .	17
3.1.46	The Should-Not-String-Not-LessP Macro . . . . .	17
<b>4</b>	<b>The Control Package</b>	<b>19</b>
4.1	Macros . . . . .	20
4.1.1	The AIf Macro . . . . .	20
4.1.2	The A?If Macro . . . . .	20
4.1.3	The AAnd Macro . . . . .	20
4.1.4	The A?And Macro . . . . .	20
4.1.5	The ALambda Macro . . . . .	20
4.1.6	The A?Lambda Macro . . . . .	20
4.1.7	The ABlock Macro . . . . .	20
4.1.8	The A?Block Macro . . . . .	20
4.1.9	The ACond Macro . . . . .	20
4.1.10	The A?Cond Macro . . . . .	20
4.1.11	The AWhen Macro . . . . .	20
4.1.12	The A?When Macro . . . . .	20
4.1.13	The AWhile Macro . . . . .	20
4.1.14	The A?While Macro . . . . .	20
4.1.15	The DeleteF Macro . . . . .	20
4.1.16	The Do-While Macro . . . . .	20
4.1.17	The Do-Until Macro . . . . .	20
4.1.18	The For Macro . . . . .	20
4.1.19	The Forever Macro . . . . .	20
4.1.20	The Multicond Macro . . . . .	20
4.1.21	The OpF Macro . . . . .	20
4.1.22	The Swap Macro . . . . .	20

4.1.23	The <code>Swap-Unless</code> Macro . . . . .	20
4.1.24	The <code>Swap-When</code> Macro . . . . .	20
4.1.25	The <code>Until</code> Macro . . . . .	20
4.1.26	The <code>While</code> Macro . . . . .	20
4.2	Functions . . . . .	20
4.2.1	The <code>Compose</code> Function . . . . .	20
4.2.2	The <code>Conjoin</code> Function . . . . .	20
4.2.3	The <code>Curry</code> Function . . . . .	20
4.2.4	The <code>Disjoin</code> Function . . . . .	20
4.2.5	The <code>Function-Alias</code> Function . . . . .	20
4.2.6	The <code>Operator-To-Function</code> Function . . . . .	20
4.2.7	The <code>RCompose</code> Function . . . . .	20
4.2.8	The <code>RCurry</code> Function . . . . .	20
4.2.9	The <code>Unimplemented</code> Function . . . . .	20
4.3	Generics . . . . .	20
4.3.1	The <code>Duplicate</code> Generic . . . . .	20
<b>5</b>	<b>The Hash Package</b>	<b>21</b>
5.1	Functions . . . . .	21
5.1.1	The <code>IncHash</code> Function . . . . .	21
5.1.2	The <code>DecHash</code> Function . . . . .	21
<b>6</b>	<b>The Numeric Package</b>	<b>23</b>
6.1	Macros . . . . .	23
6.1.1	The <code>DivF</code> Macro . . . . .	23
6.1.2	The <code>MultF</code> Macro . . . . .	23
6.2	Functions . . . . .	23
6.2.1	The <code>Bit?</code> Function . . . . .	23
6.2.2	The <code>Choose</code> Function . . . . .	23
6.2.3	The <code>Factorial</code> Function . . . . .	23
6.2.4	The <code>Fractional-Part</code> Function . . . . .	24
6.2.5	The <code>Fractional-Value</code> Function . . . . .	24
6.2.6	The <code>Integer-Range</code> Function . . . . .	24
6.2.7	The <code>Nonnegative?</code> Function . . . . .	24
6.2.8	The <code>Nonnegative-Integer?</code> Function . . . . .	24
6.2.9	The <code>Positive-Integer?</code> Function . . . . .	24
6.2.10	The <code>Product</code> Function . . . . .	24
6.2.11	The <code>Sum</code> Function . . . . .	24
6.2.12	The <code>Unsigned-Integer?</code> Function . . . . .	24
6.3	Types . . . . .	24
6.3.1	The <code>Nonnegative-Float</code> Type . . . . .	24
6.3.2	The <code>Nonnegative-Integer</code> Type . . . . .	24
6.3.3	The <code>Positive-Float</code> Type . . . . .	24
6.3.4	The <code>Positive-Integer</code> Type . . . . .	24

<b>7</b>	<b>The OS Package</b>	<b>25</b>
7.1	Functions	25
7.1.1	The Perl Function	25
7.1.2	The Python Function	25
7.1.3	The Read-File Function	25
7.1.4	The Read-Lines Function	25
7.1.5	The Ruby Function	25
7.2	Parameters	25
7.2.1	The *Perl-Path* Parameter	25
7.2.2	The *Python-Path* Parameter	25
7.2.3	The *Ruby-Path* Parameter	25
<b>8</b>	<b>The Probability Package</b>	<b>27</b>
8.1	Macros	27
8.1.1	The Decaying-Probabiliity? Macro	27
8.2	Functions	27
8.2.1	The Probability? Function	27
8.3	Types	27
8.3.1	The Probability Type	27
<b>9</b>	<b>The Random Package</b>	<b>29</b>
9.1	Macros	29
9.1.1	The NShuffle Macro	29
9.2	Functions	29
9.2.1	The Gauss Function	29
9.2.2	The Random-Argument Function	29
9.2.3	The Coin-Toss Function	29
9.2.4	The Random-In-Range Function	29
9.2.5	The Random-In-Ranges Function	29
9.2.6	The Random-Range Function	29
9.2.7	The Randomize-Array Function	29
9.2.8	The Random-Array Function	29
9.3	Generics	29
9.3.1	The Random-Element Generic	29
9.3.2	The Shuffle Generic	29
<b>10</b>	<b>The Sequence Package</b>	<b>31</b>
10.1	Macros	32
10.1.1	The Arefable? Macro	32
10.1.2	The NConcF Macro	32
10.1.3	The Nthable? Macro	32
10.1.4	The Set-NthCdr Macro	32
10.2	Functions	32
10.2.1	The Array-Values Function	32
10.2.2	The Nth-From-End Function	32
10.2.3	The Sequence? Function	32

10.2.4	The Empty-Sequence? Function . . . . .	32
10.2.5	The Join-Symbol-To-All-Following Function . . . . .	32
10.2.6	The Join-Symbol-To-All-Preceding Function . . . . .	32
10.2.7	The List-To-Vector Function . . . . .	32
10.2.8	The Set-Equal Function . . . . .	32
10.2.9	The Simple-Vector-To-List Function . . . . .	32
10.2.10	The Sort-Order Function . . . . .	32
10.2.11	The The-Last Function . . . . .	32
10.2.12	The Vector-To-List Function . . . . .	32
10.3	Generics . . . . .	32
10.3.1	The Best Generic . . . . .	32
10.3.2	The Minimum Generic . . . . .	32
10.3.3	The Minimum? Generic . . . . .	32
10.3.4	The Maximum Generic . . . . .	32
10.3.5	The Maximum? Generic . . . . .	32
10.3.6	The Sort-On Generic . . . . .	32
10.3.7	The Slice Generic . . . . .	32
10.3.8	The Split Generic . . . . .	32
10.3.9	The Worst Generic . . . . .	32
<b>11</b>	<b>The String Package</b>	<b>33</b>
11.1	Functions . . . . .	33
11.1.1	The Character-Range Function . . . . .	33
11.1.2	The Character-Ranges Function . . . . .	33
11.1.3	The Escape-Tildes Function . . . . .	34
11.1.4	The Replace-Char Function . . . . .	34
11.1.5	The StrCat Function . . . . .	34
11.1.6	The StrMult Function . . . . .	34
11.1.7	The String-Join Function . . . . .	34
11.1.8	The Stringify Function . . . . .	34
11.1.9	The To-String Function . . . . .	34
11.2	Methods . . . . .	34
11.2.1	The Split Methods . . . . .	34
<b>12</b>	<b>The Time-Series Package</b>	<b>35</b>
12.1	Macros . . . . .	35
12.1.1	The Snap-Index Macro . . . . .	35
12.2	Functions . . . . .	35
12.2.1	The Array-Raster-Line Function . . . . .	35
12.2.2	The Distance Function . . . . .	35
12.2.3	The Norm Function . . . . .	35
12.2.4	The Raster-Line Function . . . . .	35
12.2.5	The Similar-Points? Function . . . . .	35
12.2.6	The Time-Series? Function . . . . .	35
12.2.7	The Time-Multiseries? Function . . . . .	35
12.2.8	The TMSref Function . . . . .	35

12.2.9	The <code>TMS-Dimensions</code> Function . . . . .	35
12.2.10	The <code>TMS-Raster-Line</code> Function . . . . .	35
12.2.11	The <code>TMS-Values</code> Function . . . . .	35
12.3	Types . . . . .	35
12.3.1	The <code>Time-Multiseries</code> Type . . . . .	35
<b>13</b>	<b>The Truth Package</b>	<b>37</b>
13.1	Functions . . . . .	37
13.1.1	The <code>[?]</code> Function . . . . .	37
13.1.2	The <code>Toggle</code> Function . . . . .	37
13.2	Generics . . . . .	37
13.2.1	The <code>? Generic</code> . . . . .	37
<b>14</b>	<b>The Sigma Package</b>	<b>39</b>
14.1	Variables . . . . .	39
14.1.1	The <code>*Sigma-Packages*</code> Variable . . . . .	39
14.2	Functions . . . . .	39
14.2.1	The <code>Use-All-Sigma</code> Function . . . . .	39



# Chapter 1

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## Chapter 2

# Introduction

The  $\Sigma$  library is a generic library of mostly random useful code for ANSI Common Lisp. It is currently only really focused on SBCL, but patches to add support for other systems are more than welcome.

This library started out as a single file, `utilities.lisp`, that I personally used for shared generic code for all of my Lisp code. Most lispers have a similar file of some name, `utilities.lisp`, `misc.lisp`, `shared.lisp`, or even `stuff.lisp`, that is just a random collection of useful little generic macros and functions. Mine has grown over the years, and in 2012 I decided that I should try to make it useful to people other than myself.

You can download the library from GitHub at:

<https://github.com/cgore/sigma>

and I have some other information on it at my own website at:

<http://cgore.com/programming/lisp/sigma/>

## 2.1 Getting Lisp

Before using this library you need a working Lisp. I use and recommend SBCL, Steel Bank Common Lisp, which is available at:

<http://www.sbcl.org>

This is derived from CMUCL, Carnegie Mellon University Common Lisp, which is still under active development and is: available at:

<http://www.cons.org/cmucl/>

SBCL has information on getting started at:

<http://www.sbcl.org/getting.html>

If you are using Debian or a similar Linux distribution (including Ubuntu), you can just run as root:

```
apt-get install sbcl sbcl-doc sbcl-source
```

## 2.2 Getting Emacs and Slime

After installing, the best way to interact with any Common Lisp is via SLIME, the Superior Lisp Interaction Mode for EMACS, which is available at:

<http://common-lisp.net/project/slime/>

This can be installed on Debian by:

```
apt-get install slime emacs emacs-goodies-el
```

## 2.3 Using the Library

First we need to clone the utilities.

```
mkdir -p /programming/lisp
cd /programming/lisp
git clone git@github.com:cgore/sigma.git
```

Now we need to make a directory for our project and symlink to the ASDF definition. There are other ways to load ASDF libraries, especially if you want to have them available globally; I strongly recommend you read the documentation to ASDF.

```
mkdir our-new-project
cd our-new-project
ln -s /programming/lisp/sigma/sigma.asd
```

Now we need to start up our Lisp REPL. The best way to do this for perfonal use is SLIME from within Emacs, but I will demonstrate using the shell itself here.

```
sbcl
```

Now we are in SBCL.

```
(require :asdf) ; Require ASDF
(require :sigma) ; Require the system via ASDF.
(sigma:use-all-sigma) ; This will pollute COMMON-LISP-USER
(sum (loop for i from 1 to 100 collect i)) ; Returns 5050 and makes
Euler sad.
```

Have fun!

## Chapter 3

# The Behave Package

The `behave` package contains some useful code for confirming behavior of code, supporting a very basic form of *behavior-driven development*, BDD. The basic flow is to define the *behavior* of something, with multiple *specs* specified within that behavior specification, each consisting of various assertions, such as `should=`, `should-equal`, `should-not-equal`, and many others. If the behavior of the thing doesn't match the specified behavior, then there is some error.

### 3.1 Macros

#### 3.1.1 The Behavior Macro

The `behavior` macro is used to specify a block of expected behavior for a `thing`. It specifies an example group, loosely similar to the `describe` blocks in Ruby's RSpec. It takes a single argument, the `thing` we are trying to describe, and then a body of code to evaluate that is evaluated in an implicit `progn`. It is to be used around a set of examples, or around a set of assertions directly.

#### Syntax

```
(behavior thing &body body)
```

#### Examples

```
(behavior 'float
  (spec "is an Abelian group"
    (let ((a (random 10.0))
          (b (random 10.0))
          (c (random 10.0))
          (e 1.0))
      (spec "closure"
        (should-be-a 'float (* a b)))
```

```

(spec "associativity"
  (should= (* (* a b) c)
            (* a (* b c))))
(spec "identity element"
  (should= a (* e a)))
(spec "inverse element"
  (let ((1/a (/ 1 a)))
    (should= (* 1/a a)
              (* a 1/a)
              1.0)))
(spec "commutativity"
  (should= (* a b) (* b a))))

```

### 3.1.2 The Spec Macro

The `spec` macro is used to indicate a specification for a desired behavior. It will normally serve as a grouping for assertions or nested `specs`.

#### Syntax

```
(spec description &body body)
```

#### Examples

```

(spec "should pass some tests"
  (should= 12 (foo 3.5))
  (should= 14 (foo 4.22)))

```

### 3.1.3 The Should Macro

The `should` macro is the basic building block for most of the behavior checking. It asserts that `test` returns truthfully for the arguments. Typically you will want to use one of the macros defined on top of `should` instead of using it directly, such as `should=`.

#### Syntax

```
(should test &rest arguments)
```

#### Examples

```

(should #'= 12 (* 3 4))
(should #'< 4 (* 2 3))
(should #'< 4 5 6 7)

```

### 3.1.4 The Should-Not Macro

The `should-not` macro is identical to the `should` macro, except that it inverts the result of the call with `not`.

#### Syntax

```
(should-not test &rest arguments)
```

#### Examples

```
(should-not #'< 12 4) ; Passes  
(should-not #'= 12 44) ; Passes
```

### 3.1.5 The Should-Be-Null Macro

The `should-be-null` macro is a short-hand method for `(should #'null ...)`.

#### Syntax

```
(should-be-null &rest arguments)
```

#### Examples

```
(should-be-null ())  
(should-be-null nil)  
(should-be-null (not 12))  
(should-be-null (and t t nil))
```

### 3.1.6 The Should-Be-True Macro

The `should-be-true` macro is a short-hand method for `(should #'identity ...)`.

#### Syntax

```
(should-be-true &rest arguments)
```

#### Examples

```
(should-be-true t)  
(should-be-true (not nil))  
(should-be-true (or nil nil 12))
```

### 3.1.7 The Should-Be-False Macro

The `should-be-false` macro is a short-hand method for `(should #'not ...)`.

**Syntax**

```
(should-be-false &rest arguments)
```

**Examples**

```
(should-be-false nil)
(should-be-false (not t))
(should-be-false (< 44 2))
```

**3.1.8 The Should-Be-A Macro**

The `should-be-a` macro specifies that one or more **things** should be of the type specified by **type**.

```
(should-be-a 'integer 1) ; passes
(should-be-a 'float 1) ; passes
(should-be-a 'integer 1 2 3 4 5 6 7 8 9) ; passes
(should-be-a 'integer 1.0) ; fails
```

**3.1.9 The Should= Macro**

The `should=` macro is a short-hand method for `(should #'= ...)`.

**Syntax**

```
(should= &rest arguments)
```

**Examples**

```
(should= 12 12)
(should= 12 12.0) ; Passes
```

**3.1.10 The Should/= Macro**

The `should/=` macro is a short-hand method for `(should #'/= ...)`.

**Syntax**

```
(should= &rest arguments)
```

**Examples**

```
(should/= 12 13) ; Passes
(should/= 12 12) ; Fails
(should/= 12 12.0) ; Fails
```



- 3.1.11 The Should< Macro
- 3.1.12 The Should> Macro
- 3.1.13 The Should<= Macro
- 3.1.14 The Should>= Macro
- 3.1.15 The Should-Eq Macro
- 3.1.16 The Should-Not-Eq Macro
- 3.1.17 The Should-Eql Macro
- 3.1.18 The Should-Not-Eql Macro
- 3.1.19 The Should-Equal Macro
- 3.1.20 The Should-Not-Equal Macro
- 3.1.21 The Should-EqualP Macro
- 3.1.22 The Should-Not-EqualP Macro
- 3.1.23 The Should-String= Macro
- 3.1.24 The Should-Not-String= Macro
- 3.1.25 The Should-String/= Macro
- 3.1.26 The Should-Not-String/= Macro
- 3.1.27 The Should-String< Macro
- 3.1.28 The Should-Not-String< Macro
- 3.1.29 The Should-String> Macro
- 3.1.30 The Should-Not-String> Macro
- 3.1.31 The Should-String<= Macro
- 3.1.32 The Should-Not-String<= Macro
- 3.1.33 The Should-String>= Macro
- 3.1.34 The Should-Not-String>= Macro
- 3.1.35 The Should-String-Equal Macro
- 3.1.36 The Should-Not-String-Equal Macro
- 3.1.37 The Should-String-Not-Equal Macro
- 3.1.38 The Should-Not-String-Not-Equal Macro
- 3.1.39 The Should-String-LessP Macro
- 3.1.40 The Should-Not-String-LessP Macro
- 3.1.41 The Should-String-GreaterP Macro
- 3.1.42 The Should-Not-String-GreaterP Macro
- 3.1.43 The Should-String-Not-GreaterP Macro





## Chapter 4

# The Control Package

### 4.1 Macros

4.1.1 The AIf Macro

4.1.2 The A?If Macro

4.1.3 The AAnd Macro

4.1.4 The A?And Macro

4.1.5 The ALambda Macro

4.1.6 The A?Lambda Macro

4.1.7 The ABlock Macro

4.1.8 The A?Block Macro

4.1.9 The ACond Macro

4.1.10 The A?Cond Macro

4.1.11 The AWhen Macro

4.1.12 The A?When Macro

4.1.13 The AWhile Macro

4.1.14 The A?While Macro

4.1.15 The DeleteF Macro

4.1.16 The Do-While Macro

4.1.17 The Do-Until Macro

4.1.18 The For Macro

4.1.19 The Forever Macro

4.1.20 The Multicond Macro

4.1.21 The OpF Macro

4.1.22 The Swap Macro

4.1.23 The Swap-Unless Macro

## Chapter 5

# The Hash Package

### 5.1 Functions

#### 5.1.1 The IncHash Function

The `IncHash` function will increment the value in *key* of the *hash*, initializing it to 1 if it isn't currently defined.

#### 5.1.2 The DecHash Function

The `DecHash` function will decrement the value in *key* of the *hash*, initializing it to  $-1$  if it isn't currently defined.



## Chapter 6

# The Numeric Package

### 6.1 Macros

#### 6.1.1 The DivF Macro

#### 6.1.2 The MultF Macro

### 6.2 Functions

#### 6.2.1 The Bit? Function

#### 6.2.2 The Choose Function

The *Choose* function computes the binomial coefficient for  $n$  and  $k$ , typically spoken as  $n$  choose  $k$ , and usually written mathematically as  $\binom{n}{k}$ .

#### 6.2.3 The Factorial Function

The *Factorial* function computes  $n!$  for positive integers. NB, this isn't intelligent, and uses a loop instead of better approaches.

**6.2.4 The Fractional-Part Function****6.2.5 The Fractional-Value Function****6.2.6 The Integer-Range Function****6.2.7 The Nonnegative? Function****6.2.8 The Nonnegative-Integer? Function****6.2.9 The Positive-Integer? Function****6.2.10 The Product Function****6.2.11 The Sum Function****6.2.12 The Unsigned-Integer? Function****6.3 Types****6.3.1 The Nonnegative-Float Type****6.3.2 The Nonnegative-Integer Type****6.3.3 The Positive-Float Type****6.3.4 The Positive-Integer Type**



## Chapter 7

# The OS Package

### 7.1 Functions

#### 7.1.1 The Perl Function

#### 7.1.2 The Python Function

#### 7.1.3 The Read-File Function

#### 7.1.4 The Read-Lines Function

#### 7.1.5 The Ruby Function

### 7.2 Parameters

#### 7.2.1 The \*Perl-Path\* Parameter

#### 7.2.2 The \*Python-Path\* Parameter

#### 7.2.3 The \*Ruby-Path\* Parameter



## Chapter 8

# The Probability Package

### 8.1 Macros

#### 8.1.1 The Decaying-Probabiliity? Macro

### 8.2 Functions

#### 8.2.1 The Probability? Function

### 8.3 Types

#### 8.3.1 The Probability Type



## Chapter 9

# The Random Package

### 9.1 Macros

#### 9.1.1 The NShuffle Macro

### 9.2 Functions

#### 9.2.1 The Gauss Function

#### 9.2.2 The Random-Argument Function

#### 9.2.3 The Coin-Toss Function

#### 9.2.4 The Random-In-Range Function

#### 9.2.5 The Random-In-Ranges Function

#### 9.2.6 The Random-Range Function

#### 9.2.7 The Randomize-Array Function

#### 9.2.8 The Random-Array Function

### 9.3 Generics

#### 9.3.1 The Random-Element Generic

#### 9.3.2 The Shuffle Generic





## Chapter 10

# The Sequence Package

### 10.1 Macros

10.1.1 The Arefable? Macro

10.1.2 The NConcF Macro

10.1.3 The Nthable? Macro

10.1.4 The Set-NthCdr Macro

### 10.2 Functions

10.2.1 The Array-Values Function

10.2.2 The Nth-From-End Function

10.2.3 The Sequence? Function

10.2.4 The Empty-Sequence? Function

10.2.5 The Join-Symbol-To-All-Following Function

10.2.6 The Join-Symbol-To-All-Preceding Function

10.2.7 The List-To-Vector Function

10.2.8 The Set-Equal Function

10.2.9 The Simple-Vector-To-List Function

10.2.10 The Sort-Order Function

10.2.11 The The-Last Function

10.2.12 The Vector-To-List Function

### 10.3 Generics

10.3.1 The Best Generic

10.3.2 The Minimum Generic

10.3.3 The Minimum? Generic

10.3.4 The Maximum Generic



# Chapter 11

## The String Package

The `String` package contains useful tools for working with strings.

### 11.1 Functions

#### 11.1.1 The Character-Range Function

The `character-range` function returns a list of characters from the *start* to the *end* character. Note that this is returning a list, not a string.

##### Syntax

`(character-range start end)  $\implies$  '(start ... end)`

##### Arguments and Values

***Start*** The character to start the range with, inclusive.

***End*** The character to end the range with, inclusive.

##### Examples

```
(character-range #\a #\e)  $\implies$  '(#\a #\b #\c #\d #\e)
(character-range #\e #\a)  $\implies$  '(#\a #\b #\c #\d #\e)
```

#### 11.1.2 The Character-Ranges Function

The `character-ranges` function is a convenience wrapper for `character-range` function, concatenating several calls and making the resultant list contain only unique instances.

**Syntax**

`(character-ranges start1 end1 ...  $\Rightarrow$  '(character1 ...)`

**Arguments and Values**

**Start<sub>n</sub>** The character to start the nth range with, inclusive.

**End<sub>n</sub>** The character to end the nth range with, inclusive.

**Examples**

`(character-ranges #\a #\c #\x #\z)  $\Rightarrow$  '(#\a #\b #\c #\x #\y #\z)`  
`(character-ranges #\a #\c #\a #\c)  $\Rightarrow$  '(#\a #\b #\c)`

**11.1.3 The Escape-Tildes Function****11.1.4 The Replace-Char Function****11.1.5 The StrCat Function****11.1.6 The StrMult Function****11.1.7 The String-Join Function****11.1.8 The Stringify Function****11.1.9 The To-String Function****11.2 Methods****11.2.1 The Split Methods**

## Chapter 12

# The Time-Series Package

### 12.1 Macros

#### 12.1.1 The Snap-Index Macro

### 12.2 Functions

#### 12.2.1 The Array-Raster-Line Function

#### 12.2.2 The Distance Function

#### 12.2.3 The Norm Function

#### 12.2.4 The Raster-Line Function

#### 12.2.5 The Similar-Points? Function

#### 12.2.6 The Time-Series? Function

#### 12.2.7 The Time-Multiseries? Function

#### 12.2.8 The TMSref Function

#### 12.2.9 The TMS-Dimensions Function

#### 12.2.10 The TMS-Raster-Line Function

#### 12.2.11 The TMS-Values Function

### 12.3 Types

#### 12.3.1 The Time-Multiseries Type



## Chapter 13

# The Truth Package

### 13.1 Functions

#### 13.1.1 The `[?]` Function

#### 13.1.2 The `Toggle` Function

### 13.2 Generics

#### 13.2.1 The `?` Generic



## Chapter 14

# The Sigma Package

### 14.1 Variables

#### 14.1.1 The `*Sigma-Packages*` Variable

### 14.2 Functions

#### 14.2.1 The `Use-All-Sigma` Function