

C++ vs Haskell vs BQN



Conor Hoekstra

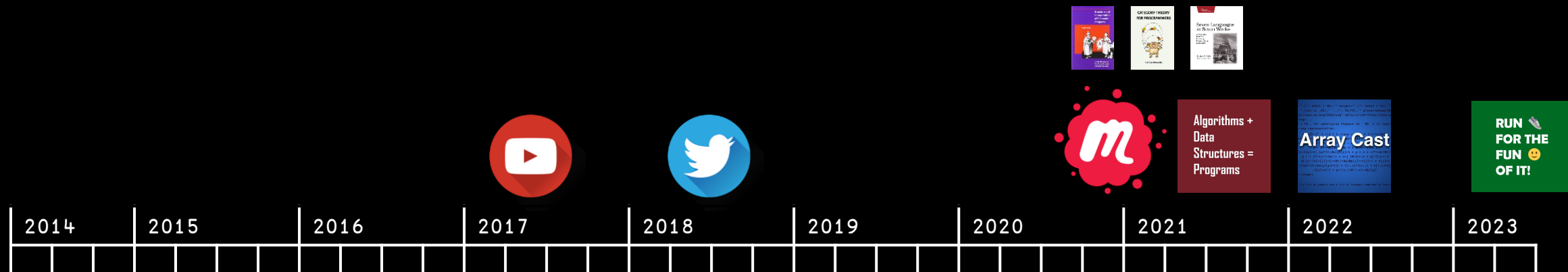


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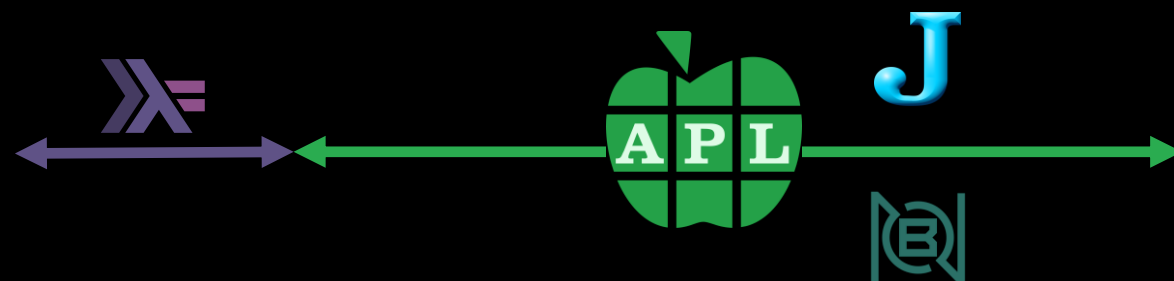
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<https://github.com/codereport/Content>

[1, 2, 3, 4, 5]

[1, 3, 5]



C++14 Function Deduced
Return Type

```
auto filter_odds(std::vector<int> nums) {  
    auto odds = std::vector<int>{};  
    for (auto const num : nums)  
        if (num % 2 == 1)  
            odds.push_back(num);  
    return odds;  
}
```

C++11 auto

C++11 range-
based for



```
auto filter_odds(std::vector<int> nums) {  
    auto odds = std::vector<int>{};  
    std::copy_if(  
        nums.begin(), nums.end(),  
        std::back_inserter(odds),  
        [](auto e) { return e % 2 == 1; });  
    return odds;  
}
```

C++11 lambda



```
auto filter_odds(std::vector<int> nums) {  
    auto odds = std::vector<int>{};  
    std::copy_if(  
        nums.begin(), nums.end(),  
        std::back_inserter(odds),  
        [](auto e) { return e % 2 == 1; });  
    return odds;  
}
```

C++14 generic lambda



```
auto filter_odds(std::vector<int> nums) {  
    auto odds = std::vector<int>{};  
    std::ranges::copy_if(  
        nums, std::back_inserter(odds),  
        [](auto e) { return e % 2 == 1; });  
    return odds;  
}
```

C++20 range overload



```
auto filter_odds(std::vector<int> nums) {  
    return nums  
        | std::views::filter(  
            [](auto e) { return e % 2 == 1; });  
}
```

C++20 Ranges



```
filterOdd xs = filter (\e -> mod e 2 == 1) xs
```



```
filterOdd xs = filter odd xs
```



`filterOdd = filter odd`



`filter odd`

NEV



$$\{(2 \mid x) / x\}$$



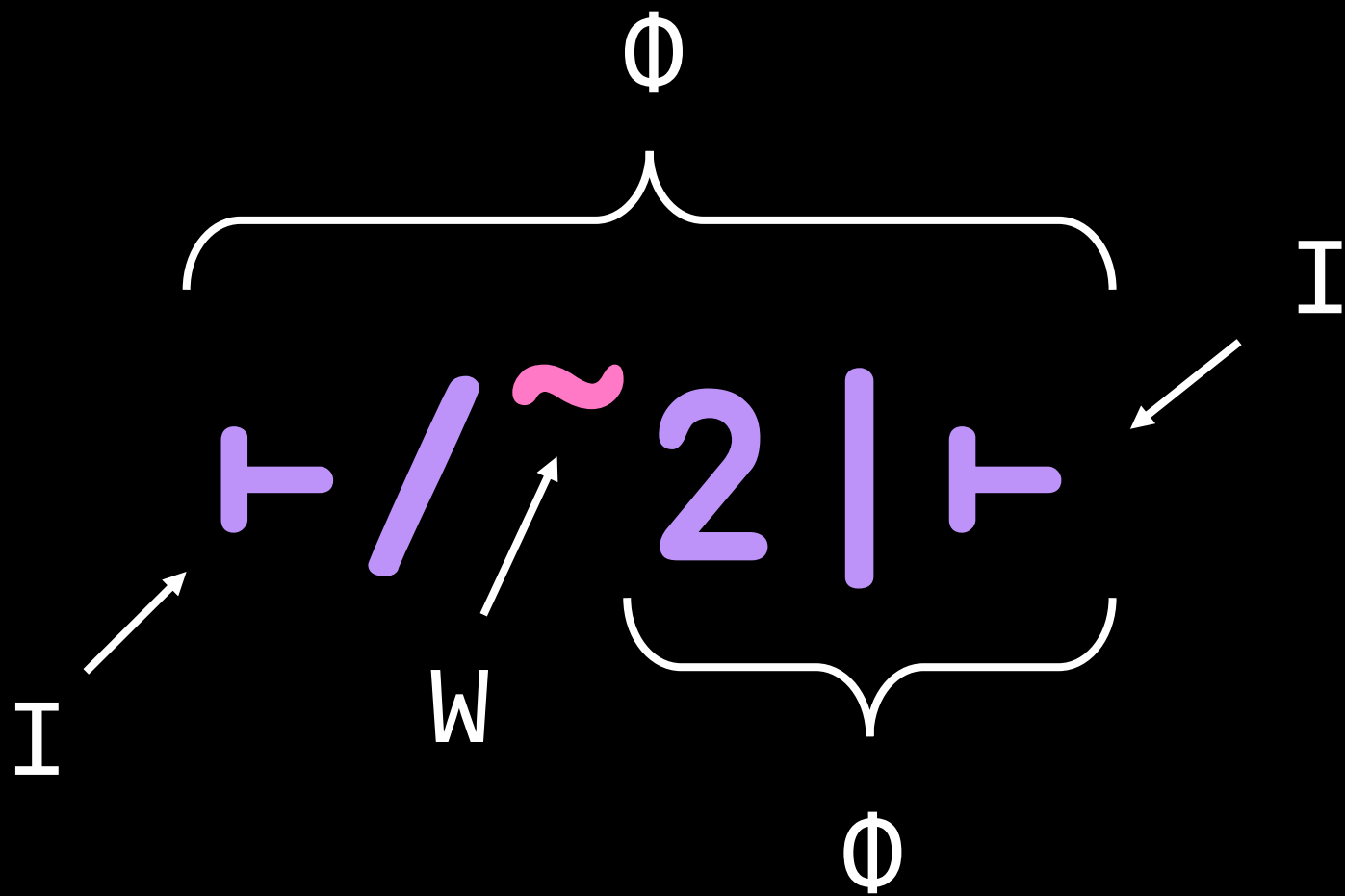
$$\underbrace{2 \rightarrow 1 / \vdash}_{\emptyset} \quad \text{I}$$



W



$\{x / \sim 2 | x\}$






$$\underbrace{2 \rightarrow 1 / \vdash}_{\emptyset} \quad \text{I}$$



$$2 \rightarrow \circ \mid \rightarrow \circ /$$

Σ 


combinatorylogic.com
bqnpad.mechanize.systems
tryapl.org




Thank You

<https://github.com/codereport/Content/Talks>

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