

Dfns

Past Present Future

[whence what whither]

[quibus quid quo]

[kwo- ... kwi]

John Scholes / Dyalog

# Dfns

Characterised by:

- Anonymous functions and operators
- Symbolic reference to arguments  $\alpha \ \omega \ \nabla \ \alpha\alpha \ \dots$
- Local names by default
- Lexical scope rules
- Guards
- Recursion instead of iteration
- Optimised Tail calls

# Past

September 1989 FP!

1930s Lambda Calculus (Church)

1966 ISWIM (Landin)

1972 SASL; 1981 KRC; 1985 Miranda (Turner)

1989 JBCS “Lazy Functional Languages”

1990 Haskell 1.0

1996 Dyalog Dfns

$\alpha/\omega$  in common usage as a notation

KEI direct definitions

# Past

## Implementation

- Classic (pre-unicode)  $\square AV \rightarrow \alpha \alpha\alpha$
- Built on Control Structs (GRS)
- Built on Dyalog's Dynamic Shadowing mechanism

[Direct/Dynamic] “Dynamic Functions”

# Present

`dfns.dws`

- Utility library
  - `)copy dfns easter`
- Coding examples: `Google[dyalog easter]`
- QA for the interpreter

Lexical scope V18.0 re-implementation [JF+JS]

- Fixes `*** bug 17 ***`
- Allows operand fns to mutate their environment
- Simpler & quicker

# Present

Regrets: I have a few ...

```
abuse←{  
  data←ω  
  data←data+1      A name re-use  
  ok←1             A global assign  
  sink←[]fx []cr'foo' A side-effects  
  foo data  
  surplus lines  
}
```

# Future

## Guarded guards

p: expr

p: q: expr

p: q: r: ... expr

sqrt ← {

2 | □dr ω: 0 ∧ . ≤ ε ω: ω\* ÷ 2

'Eh?'

}

# Future

Declarative thinking: where clauses

```
avg ← {  
    sum ÷ num  
    ; sum ← + / ω  
    ; num ← ≠ ω  
}
```

# Future

Declarative thinking: where clauses

```
qsort ← {
    A (RH)
    1 ≠ ω : ω
    ω q p ω
    ; q ← (∇ < S), = S, (∇ > S)
    ; ; S ← { (α α α ω) / α }
    ; p ← ? ≠ ⊃ ⊢
}
```

# Future

Declarative thinking: where clauses

Tacit form:

avg ← sum ÷ num ;

sum ← + / ;

num ← ≠

# Future

Optional type specification:

```
dfs ← {    a depth-first search operator
         ⇒ ∇~ / φ(α α ω), α ω ω ω
       } :: a ← a (a ← a ∇ t) ∇ ∇ ([t] ← a ∇ t) t
```

Type variables a b c ... z

# Future

Optional type specification:

primitive types:

~ num

' char

# ref

constructors

← result

▽ function

▽▽ operator

[] vector

# Future

Optional type specification:

$\{\alpha + \omega\} ::$  A type inference  
 $\sim \leftarrow \sim \nabla \sim$

$\{2 \mid \square dr \ \omega : \omega \ \diamond \ 0 \equiv \equiv \omega : \omega \ \}$  :: A multiple types  
 $\sim \diamond a \diamond$

# Future

Optional type specification:

```
< ::                A primitive type  
~ ← ~ ▽ ~
```

Type definitions:

```
Date := ~ ~ ~      A yyyy mm dd  
days :: ~ ← ▽ Date
```

# Future

Optional type specification:

This kind of type system wouldn't go faster

Hard to get: simple ^ flexible ^ rigorous  
with a nice default progression

Needs a bigger (more radical) idea

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Can't fix, won't fix ...

□io←1

ι{

□io←0

αα ω

}3

0 1 2

Can't fix, won't fix ...

□io←1

{ιω}{

□io←0

αα ω

}3

1 2 3