

# Designing Your Data: The bread and butter of APL

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Functional Conf 2025, Inside the Matrix



Background

APL



APL

The language with all those funny symbols.



Background

APL

`(2=+∇0=X∘.|X)∇X←1+ιN`    `⊆` Prime Numbers up to N  
`>1 ω∇.∧3 4=+∇, -1 0 1∘.ϕ-1 0 1⊖∘ω`    `⊆` Game of Life  
`0∇(,[2+ι3]{ω}⊞3 3∇-ω)+.×,[ι3]α`    `⊆` ReLU, 3×3 Convolution





APL is:



Background

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A rich, economical vocabulary over arrays...

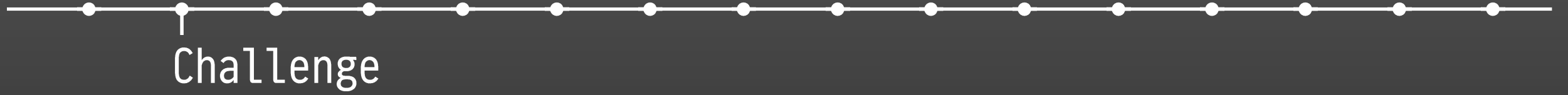


Background

APL is:

A rich, economical vocabulary over arrays...

with a **killer** syntax.



Beginners focus on the symbols (the “verbs”).



Challenge

Beginners focus on the symbols (the “verbs”).

They get stuck when the problem “doesn’t fit” arrays.



Experts focus on the data.



Challenge

Experts focus on the data.

Encode the data for simplicity and efficiency  
using the Array Model.



Challenge

How do they do it?

What are some tactics for data encoding in APL?





Foundations

The Relational Model



Foundations

## The Relational Model

*Tuples* organized into *Tables* with *Fields* and a *Header*;



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a language for manipulating relations.

*Relational Variables* correspond to named *Tables*.



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*Tuples* organized into *Tables* with *Fields* and a *Header*;  
a language for manipulating relations.

*Relational Variables* correspond to named *Tables*.

**APL is an excellent extended relational algebra.**



Foundations

The Array Model



# Foundations

$\bar{A}$ : Array

---

Elements:  $e_0 \ e_1 \ \dots \ e_{n-1} \in \bar{A}$  ,  $A$   
Shape:  $d_0 \ \dots \ d_{k-1} \in \mathbb{N}$   $\rho A$



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Shape:  $d_0 \ \dots \ d_{k-1} \in \mathbb{N}$

$,A$		$n$	$\longleftrightarrow$	$\neq ,A$	Count
$\rho A$		$k$	$\longleftrightarrow$	$\neq \rho A$	Rank
		$d_0$	$\longleftrightarrow$	$\neq A$	Tally



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$\equiv Y$  Nesting level of  $A$

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```
struct array {  
    int rank;  
    int shape[rank];  
    struct array elements[n];  
};
```

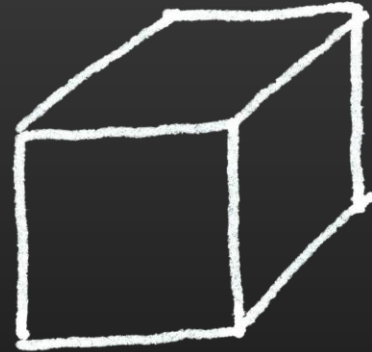


Choice #1: Leverage inherent dimensionality

Slicing

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0



...

Scalar

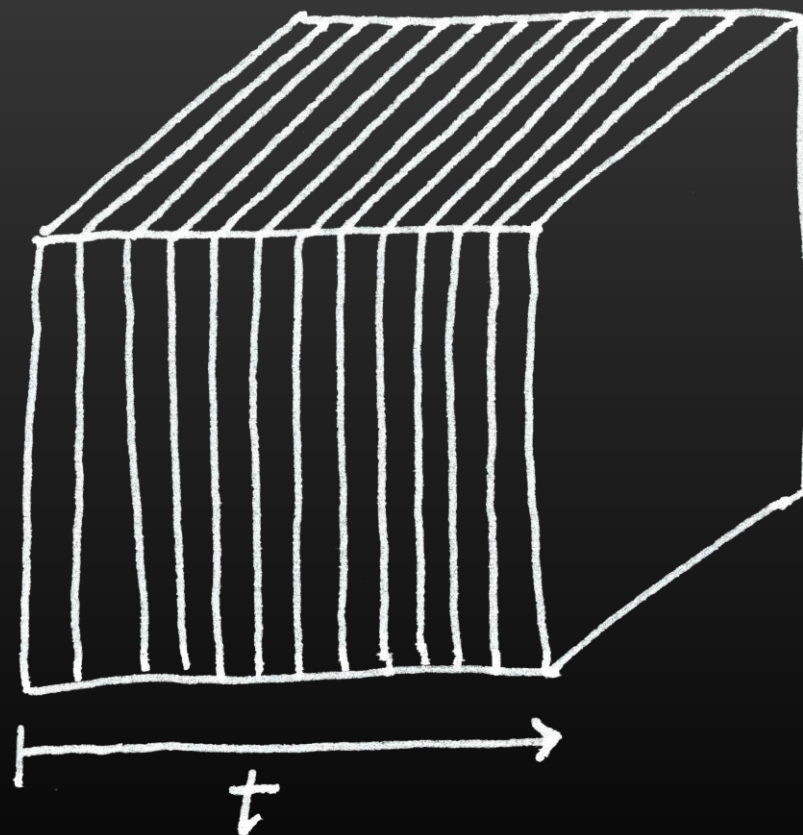
Vector

Matrix

Cuboid

Slicing

Choice #1: Leverage inherent dimensionality

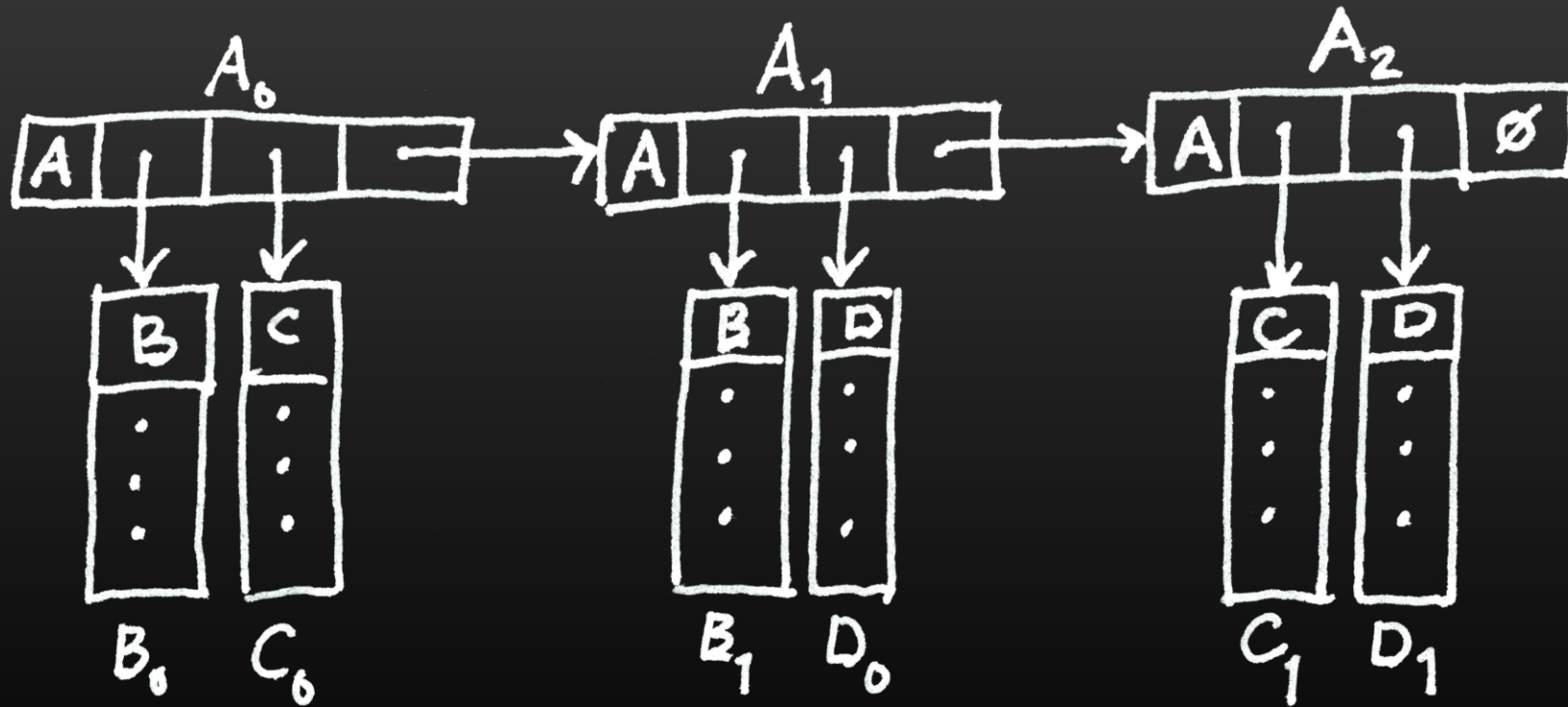




Aggregate objects instead of reified object references.

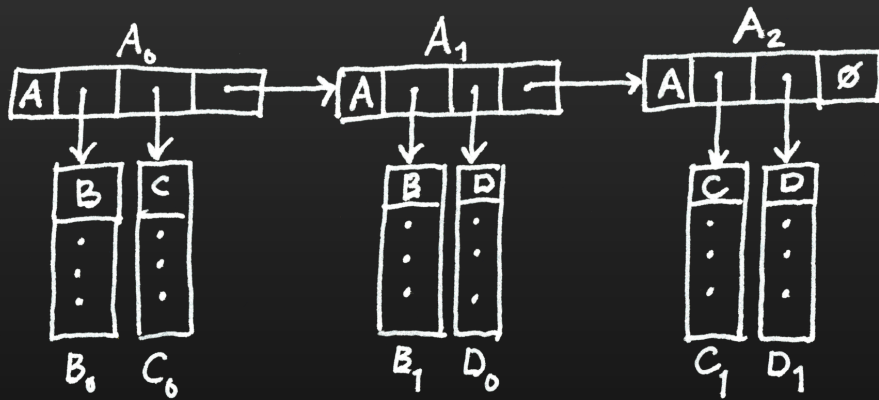
# Aggregation

Aggregate objects instead of reified object references.



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	A		
$A_0$	$B_0$	$C_0$	$A_1$
$A_1$	$B_1$	$D_0$	$A_2$
$A_2$	$C_1$	$D_1$	$\emptyset$

	B	C	D
$B_0$	...		
$B_1$	...		
		$C_0$	$D_0$
		$C_1$	$D_1$



## Inverted Tables

Use inverted tables to represent relations, complex objects.



# Inverted Tables

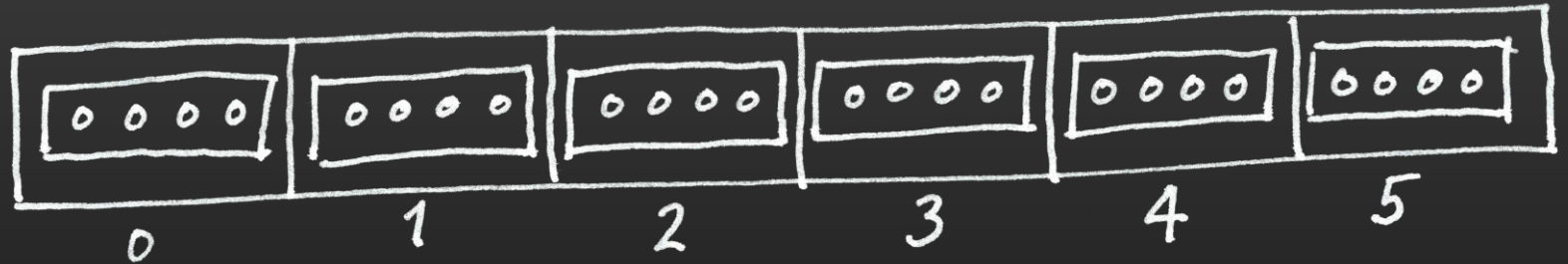
Use inverted tables to represent relations, complex objects.

	$F_0$	$F_1$	$F_2$	$F_3$
0	0	0	0	0
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0

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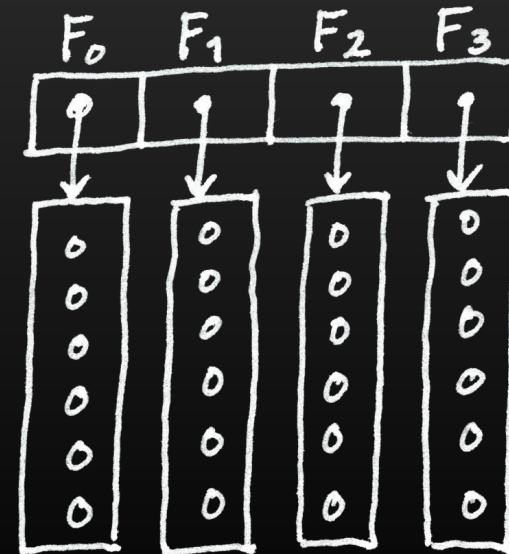
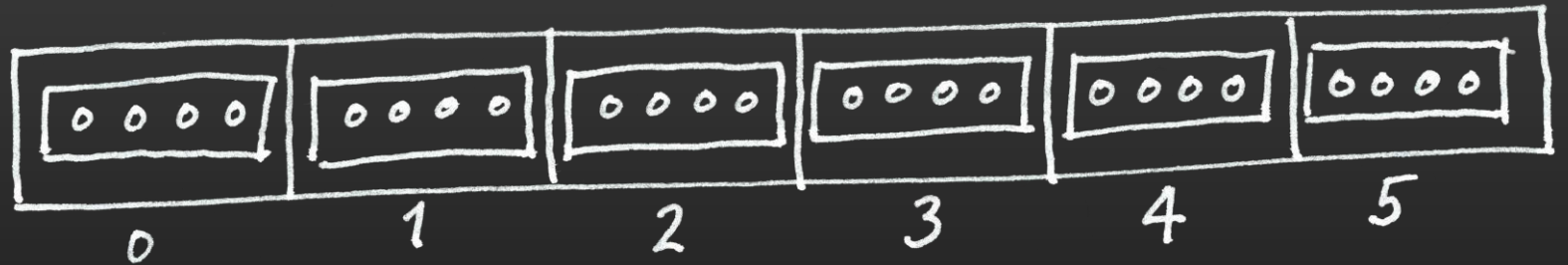
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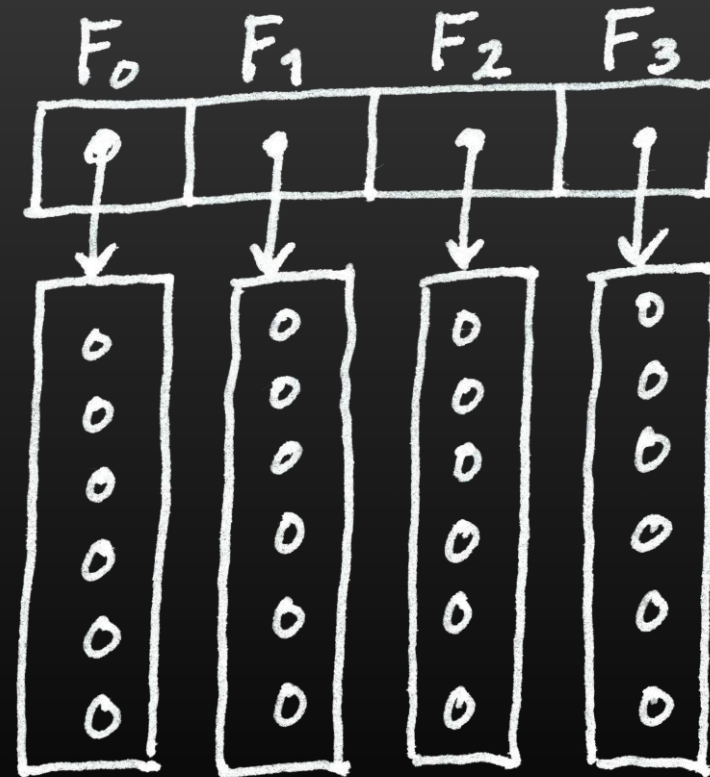
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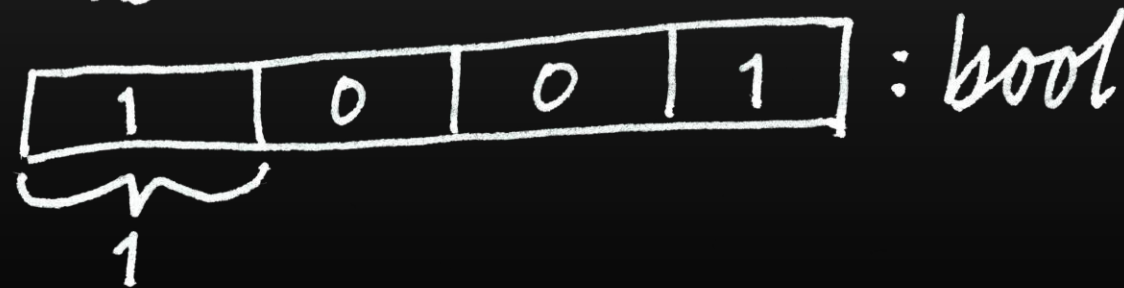
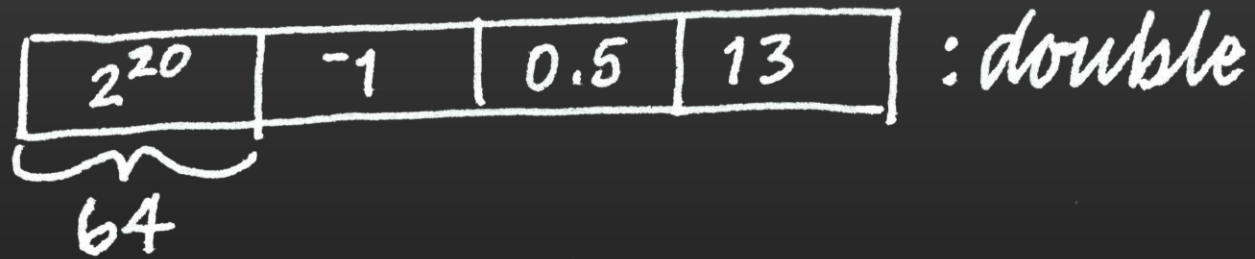


## Implicit Structures

Leverage implicit data structures, explicit arrays.

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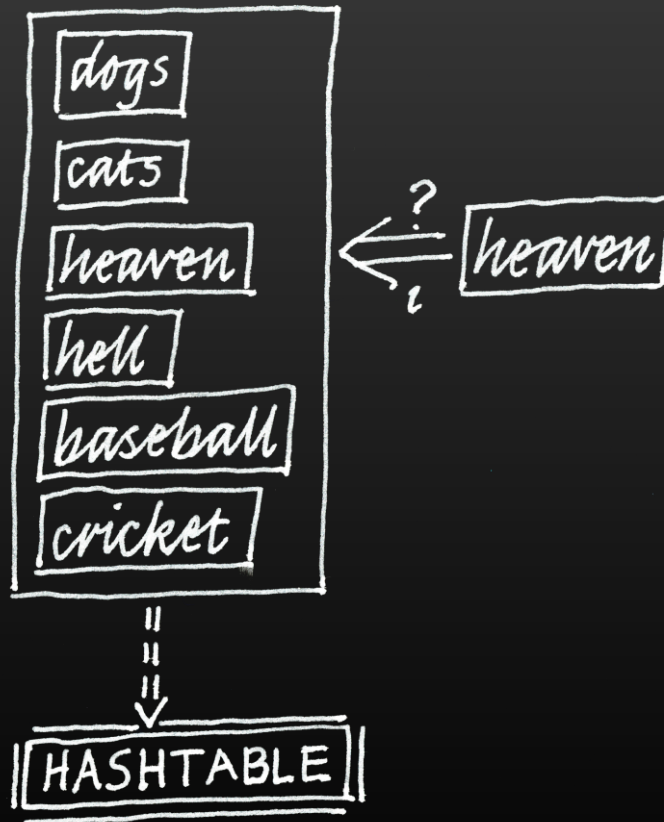
Leverage implicit data structures, explicit arrays.

$A \leftarrow 123$

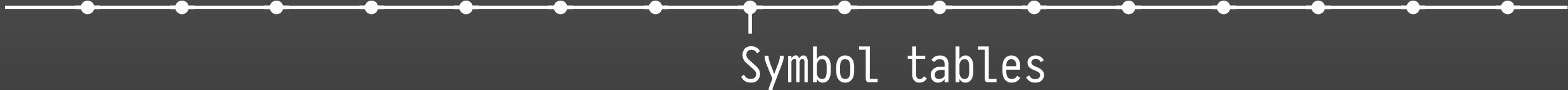


# Implicit Structures

Leverage implicit data structures, explicit arrays.



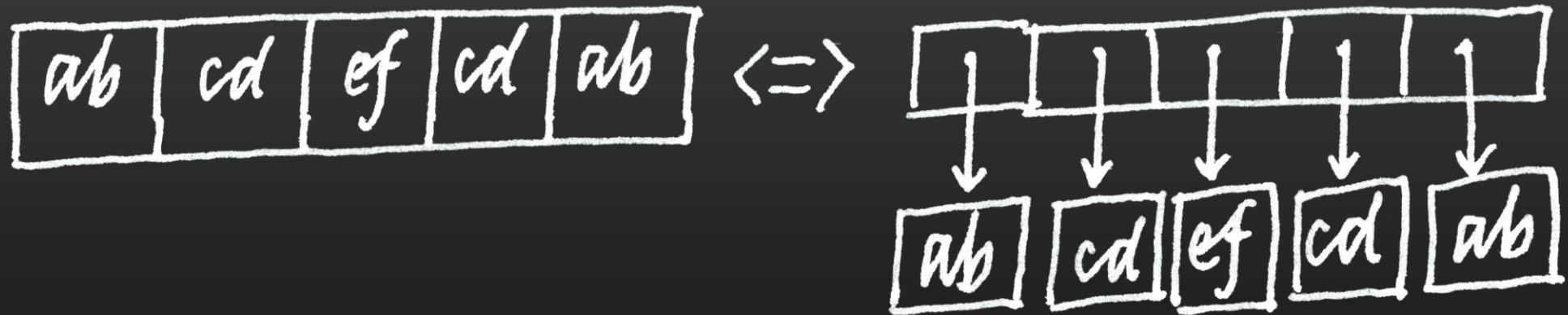




Explicitly intern data using symbol tables.

## Symbol tables

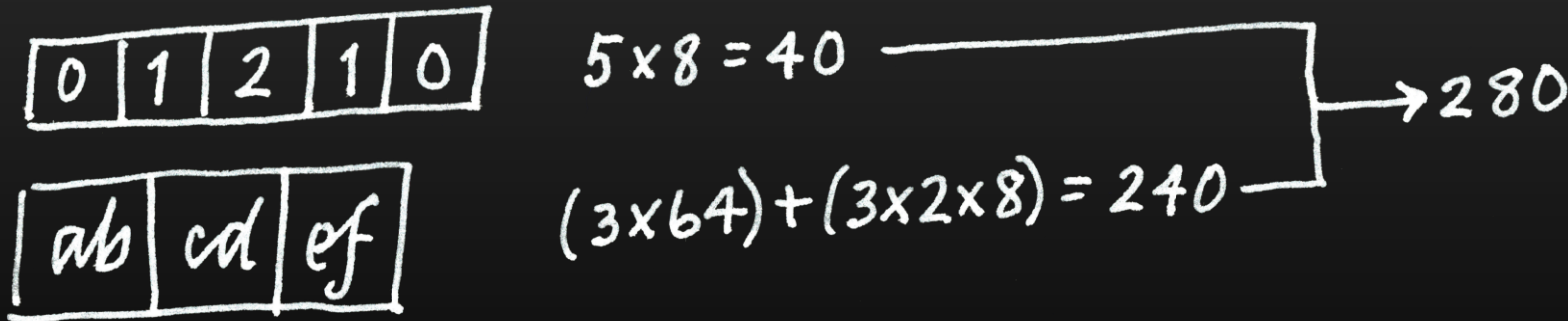
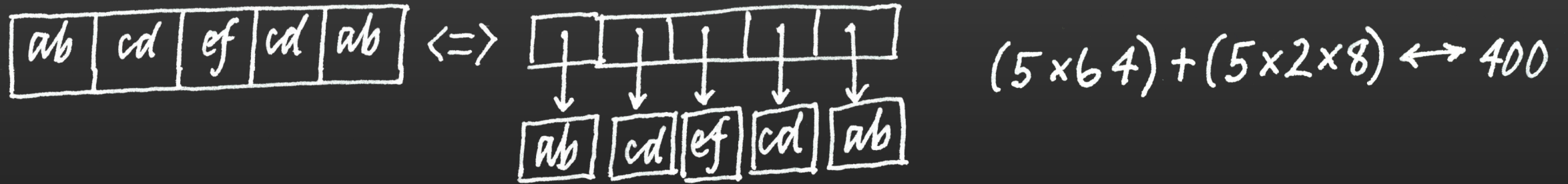
Explicitly intern data using symbol tables.



$$(5 \times 64) + (5 \times 2 \times 8) \leftrightarrow 400$$

# Symbol tables

Explicitly intern data using symbol tables.



Symbol consumes 8-bits,  
not 64!



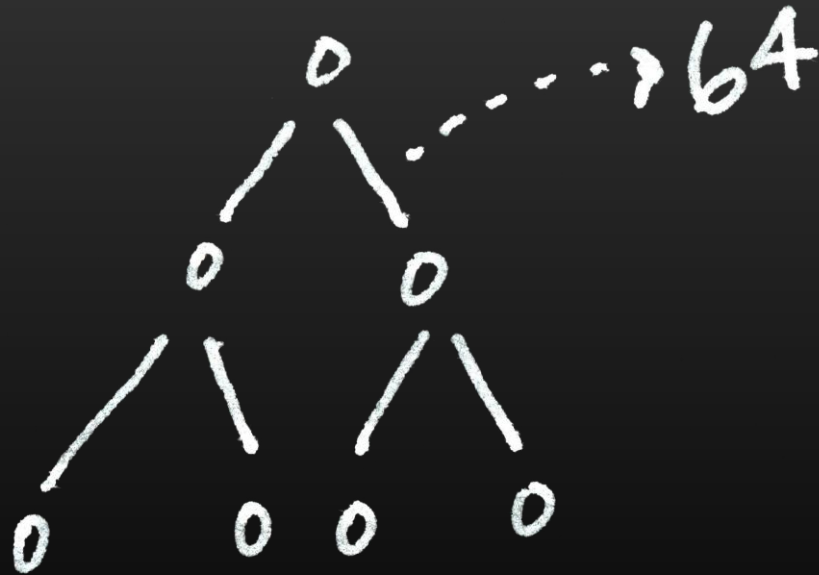
Pointers

Avoid generalized pointers,  
use type-constrained explicit pointers with restricted range.

---

Pointers

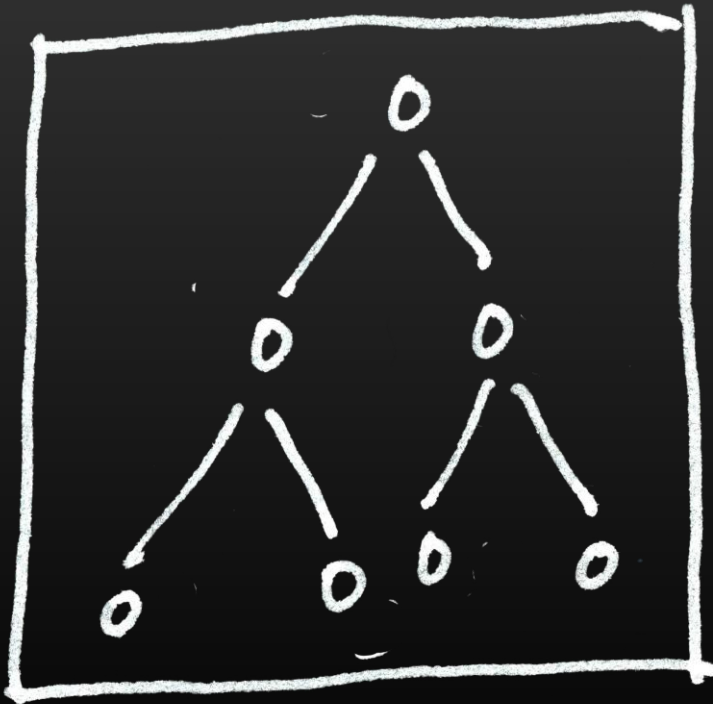
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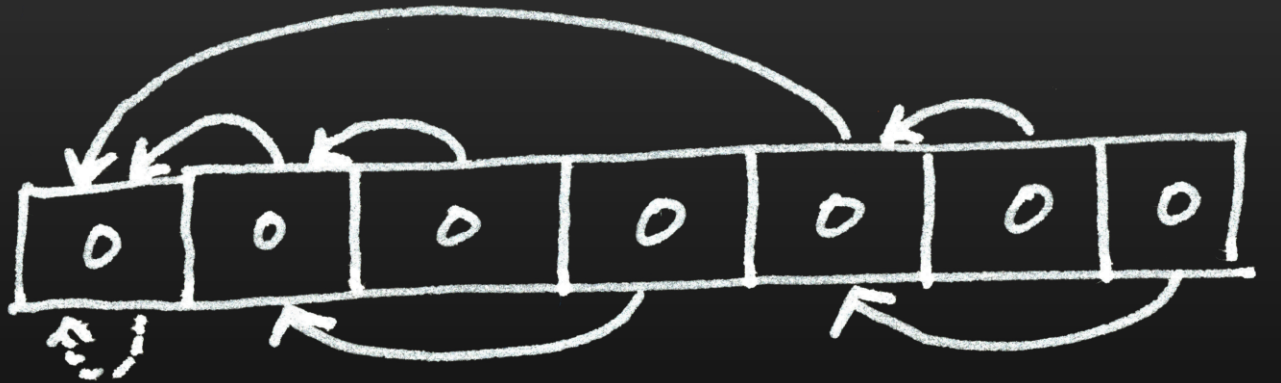
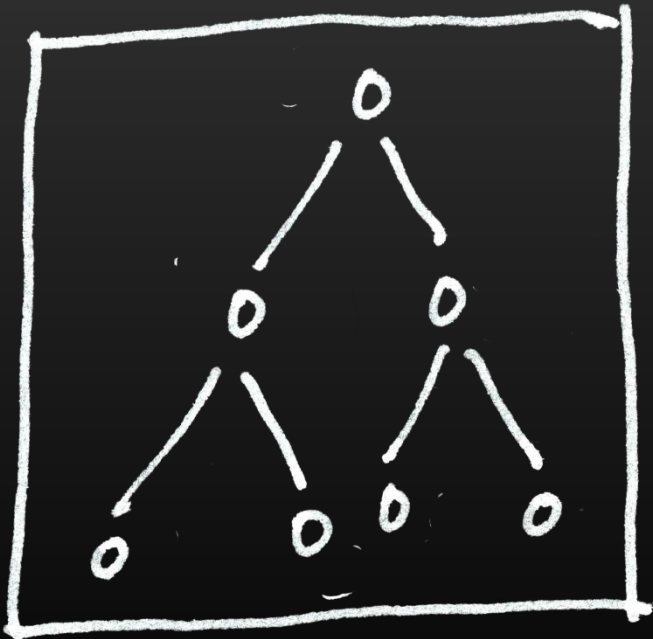
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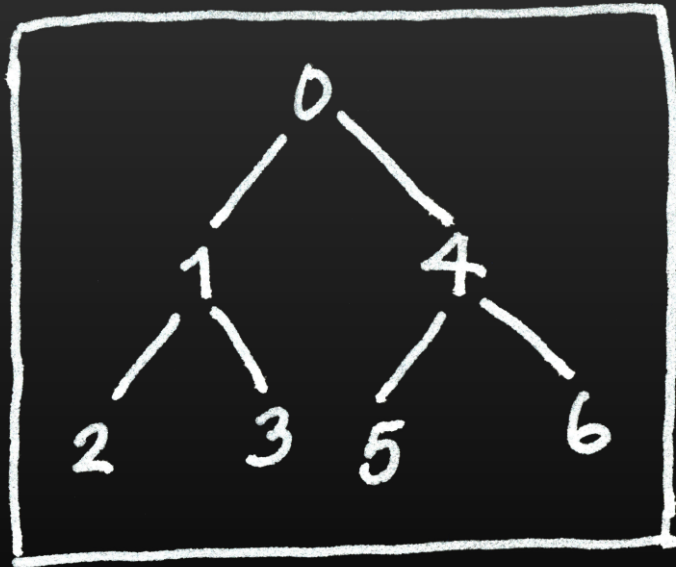
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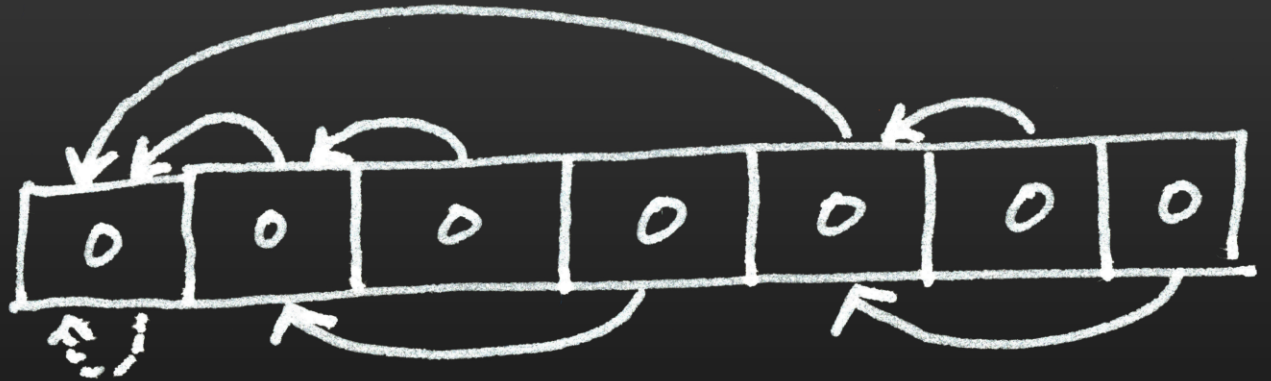


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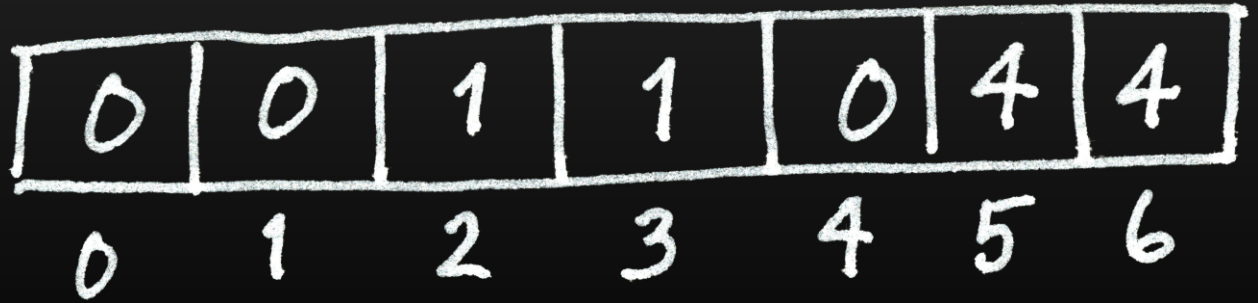
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⇒



⇒







Enums/Types

Think aggregately for tags, types, and classes.

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<i>type</i>	$F_0$	$F_1$
A		
A		
A		
B		
B		
C		
C		
D		
D		

$type = A$   
 $(type = A) \vee (type = B)$   
 $type \in A B$   
 $\{\alpha (\neq \omega)\} \exists type$

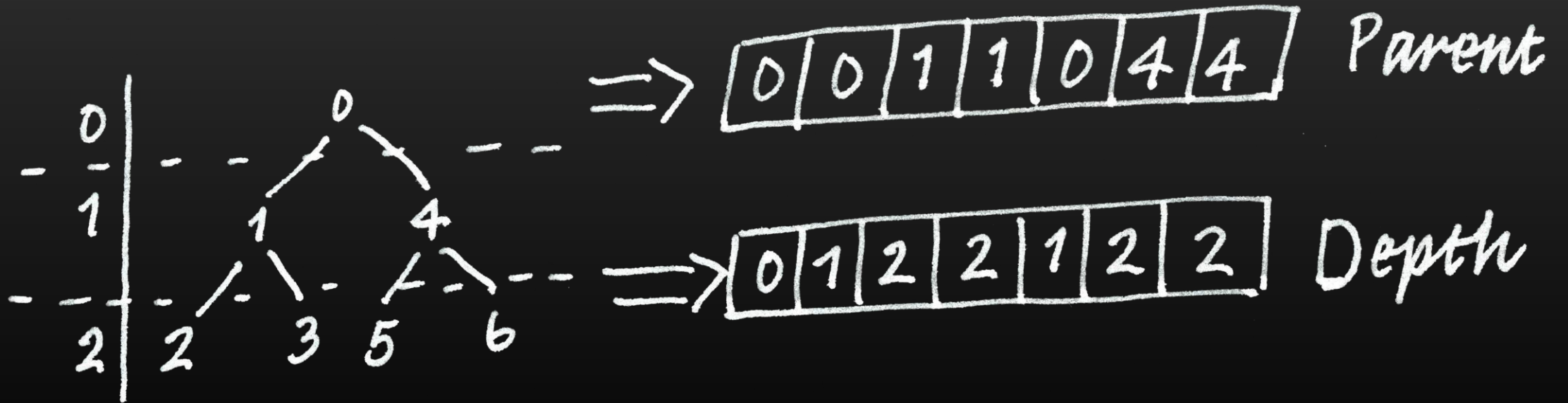


Views

You aren't restricted to a single representation,  
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Take advantage of Bitvector masks.



Boolean Masks

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The Quick Brown Fox  
10001000001000000100  
1110111110111110111



## Boolean Masks

Take advantage of Bitvector masks.

$(A \times M) + (B \times \sim M)$   $\#$  Select A if M, B otherwise  
 $M \wedge f(M \neq A)$   $\#$  Masked A modified by f



Combine Enums, Views, and Masks  
by using “Keys” either explicitly or implicitly.



Keys

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by using "Keys" either explicitly or implicitly.

*The Quick Brown Fox*  
1000100000100000100  
1110111110111110111  
111122222333333444

xoFnworBkciuQehT  
4443333322222111

ehTkciuQnworBxoF  
1112222233333444

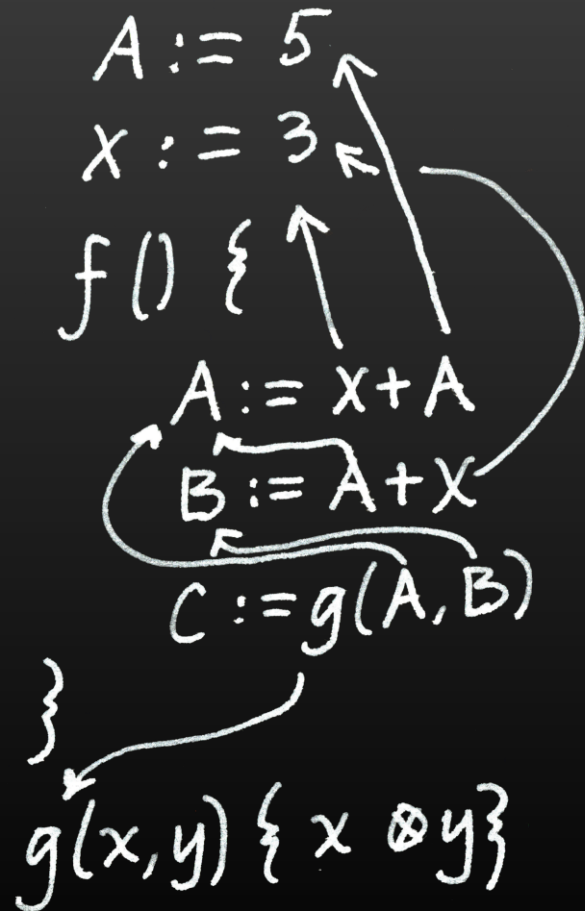
ehT kciuQ nworB xoF  
1110111110111110111



Embrace the Total Array Ordering:  
Leverage permutations and total array ordering  
for knowledge embedding.

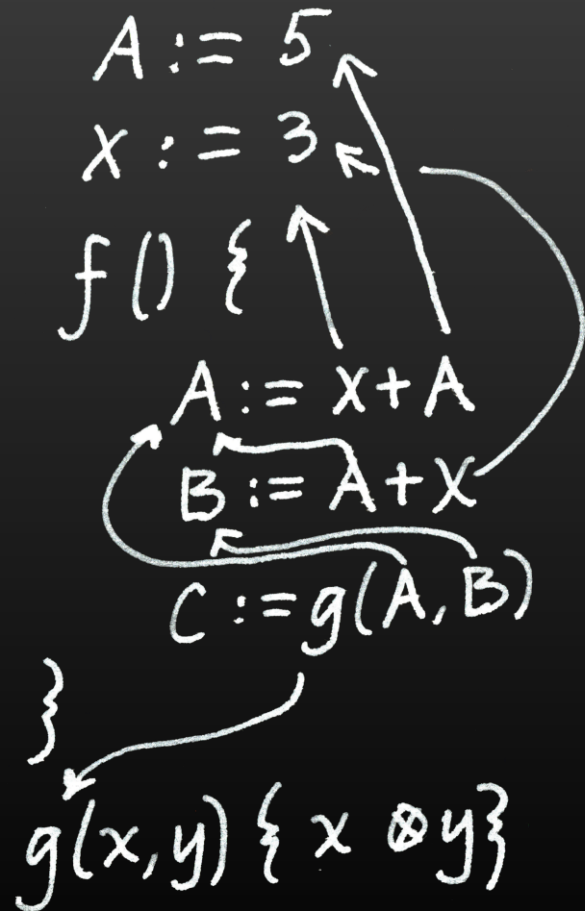
TAO

Embrace the TAO:



TAO

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A	X	f	g	A	X	A	X	A	B	B	A	g	C
1	1	1	1	0	0	1	0	0	1	0	0	0	1
0	3	6	17	9	8	7	12	11	10	16	15	14	13



ReL. Work

## Related Work

Moseley, Ben, and Peter Marks. "Out of the tar pit."  
Software Practice Advancement (SPA) 2006 (2006).  
<https://blog.royalsloth.eu/archive/outOfTheTarPit.pdf>





Lessons

*Data hiding* is a **myth**, so embrace more control.

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Data encoding is critical to efficient array programming.



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Thank you. Questions?

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