



Jarvis and AI

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Jarvis (JSON and REST Service)

- ◆ Dyalog's open-source web service framework that lets you expose APL functions and data as modern web services over HTTP.
 - ◆ JSON mode - each endpoint maps directly to an APL function
 - ◆ REST mode - endpoints represent resources managed through standard HTTP methods like GET, POST, PUT, and DELETE.

Jarvis (JSON and REST Service)

- Jarvis handles all the underlying details:
 - parsing requests
 - converting between JSON and APL data structures
 - formatting responses
- You can focus on writing APL while making your work accessible to any HTTP client, regardless of whether the consumer knows APL.

Jarvis

```
tt←{°.×ṡιω} A times table
```

```
j↔Jarvis.Run 8081 A start Jarvis listening on port 8081
```

```
2026-04-20 @ 08.39.57.813 - Starting Jarvis 1.22.3
```

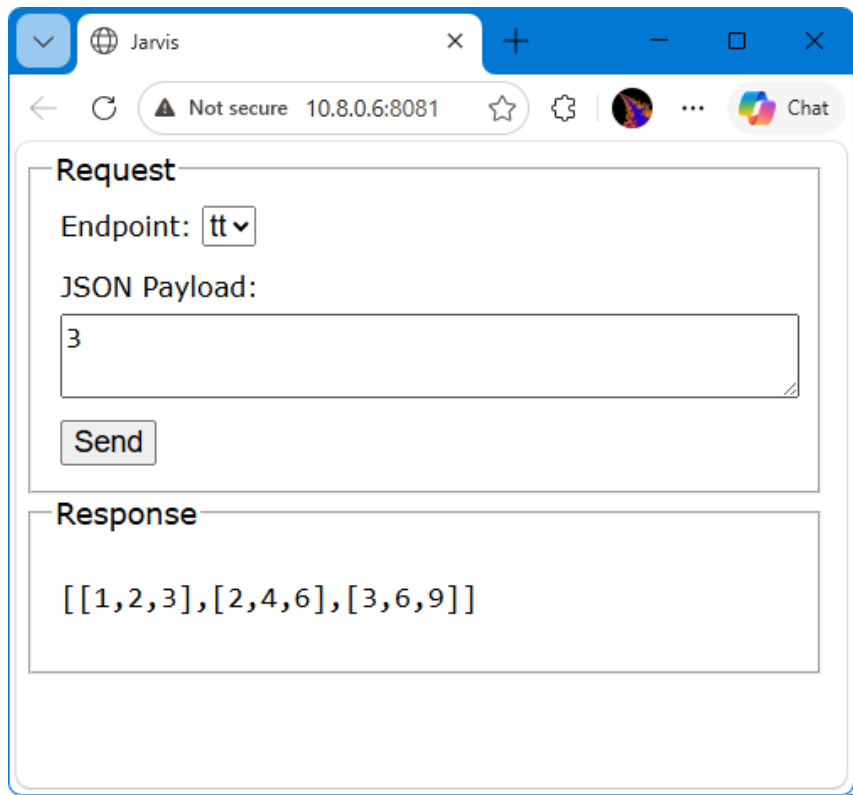
```
2026-04-20 @ 08.39.57.815 - Local Conga v3.6 reference is #.Jarvis.[LIB]
```

```
2026-04-20 @ 08.39.57.822 - Jarvis starting in "JSON" mode on port 8081
```

```
2026-04-20 @ 08.39.57.826 - Serving code in #
```

```
2026-04-20 @ 08.39.57.828 - Click http://10.8.0.6:8081 to access web interface
```

Built-in Web Client



The screenshot shows a web browser window titled "Jarvis". The address bar indicates the URL is "10.8.0.6:8081" and the connection is "Not secure". The page content is divided into two main sections: "Request" and "Response".

Request Section:

- Endpoint:** A dropdown menu showing "tt".
- JSON Payload:** A text input field containing the value "3".
- Send:** A button to submit the request.

Response Section:

- The response area displays the JSON array: `[[1,2,3],[2,4,6],[3,6,9]]`.

APL Client

```
]load HttpCommand
```

```
(HttpCommand.GetJSON 'post' 'localhost:8081/tt' 3).Data
```

1	2	3	2	4	6	3	6	9
---	---	---	---	---	---	---	---	---

```
↑(HttpCommand.GetJSON 'post' 'localhost:8081/tt' 3).Data
```

```
1 2 3  
2 4 6  
3 6 9
```

Other clients

```
PowerShell 7.6.0
PS C:\Users\brian> curl http://localhost:8081/tt?3
[[1,2,3],[2,4,6],[3,6,9]]
PS C:\Users\brian> |
```

AI...



Jarvis and AI

DYNA26

LLMs and APL

- ◆ Exponential Improvement
 - ◆ Understanding/Explaining APL
 - ◆ Generating APL
- ◆ Context is Important
 - ◆ The more context, the better the result (generally)
- ◆ Development Environment Integration
 - ◆ Using Claude with VS Code and DyalogScript

Motivation

- I know APL...
 - and I enjoy writing APL
- I (sort of) know HTML/CSS/JavaScript
 - and I find it tedious and error-prone to write partly due to my own limitations
- LLMs are good at generating HTML/CSS/JavaScript
 - but not as good (yet) at generating APL
- How close can I quickly get to a working web service using Jarvis and an LLM?

AI Goals

- Responsibly use AI internally
 - Automated testing / Generating tests
 - Assist development and documentation
 - Ownership doesn't transfer
- Help our customers responsibly use AI should they choose to
 - Learn/develop/demonstrate best practices
 - Provide tools and techniques – e.g. OpenAI OpenAPI

The Project

- Use an LLM to create a Wordle™-like web application
 - Use Jarvis as its server
 - Make it multi-user
 - I will supply the list of candidate words
 - Provide a "New Game" button
 - Congratulate the user if they guess the secret word
 - Console the user and tell them the secret word if they fail to guess it
 - Make it responsive to different form factors
 - Use a color scheme compatible with the dyalog.com website

The Prompt

- ❖ create a Wordle™-like web application
 - ❖ Use Jarvis as its server
 - ❖ Make it multi-user
 - ❖ I will supply the list of candidate words
 - ❖ Provide a "New Game" button
 - ❖ Congratulate the user if they guess the secret word
 - ❖ Console the user and tell them the secret word if they fail to guess it
 - ❖ Make it responsive to different form factors
 - ❖ Use a color scheme compatible with the dyalog.com website

LIVE DEMO TIME!

Why We're Not Doing a Live Demo

- Life is like a box of chocolates...
You never know what you're gonna get.
(*Forrest Gump in Forrest Gump, 1994*)
- You want another answer, ask another girl.
(*Tess McGill in Working Girl, 1988*)

Why We're Not Doing a Live Demo

- ◆ LLMs are like a box of chocolates...
You never know what you're gonna get.
- ◆ You want another answer, ask the LLM the same question.



Prompting the Prompt

Please improve the attached prompt. You can use the attached Jarvis source code for reference. Create a project plan from your results.

Hiccup 1 - Start.apls

⌚ 1. Load the Jarvis framework and our backend logic

```
]load Jarvis
```

```
]load WordleServer.apln
```

⌚ 2. Configure Jarvis parameters

```
config ← []NS ''
```

```
config.Port ← 8080
```

```
config.Paradigm ← 'JSON'
```

```
config.CodeLocation ← WordleServer
```

```
config.SessionTimeout ← 60
```

⌚ Keep sessions alive for 60 minutes

```
config.SessionUseCookie ← 1
```

⌚ Automatically track users via browser cookies

```
config.SessionInitFn ← 'SessionInit'
```

⌚ Call this when a new user connects

```
config.HTMLInterface ← '/path/to/your/frontend/folder'
```

⌚ **UPDATE THIS PATH**

⌚ 3. Start the server

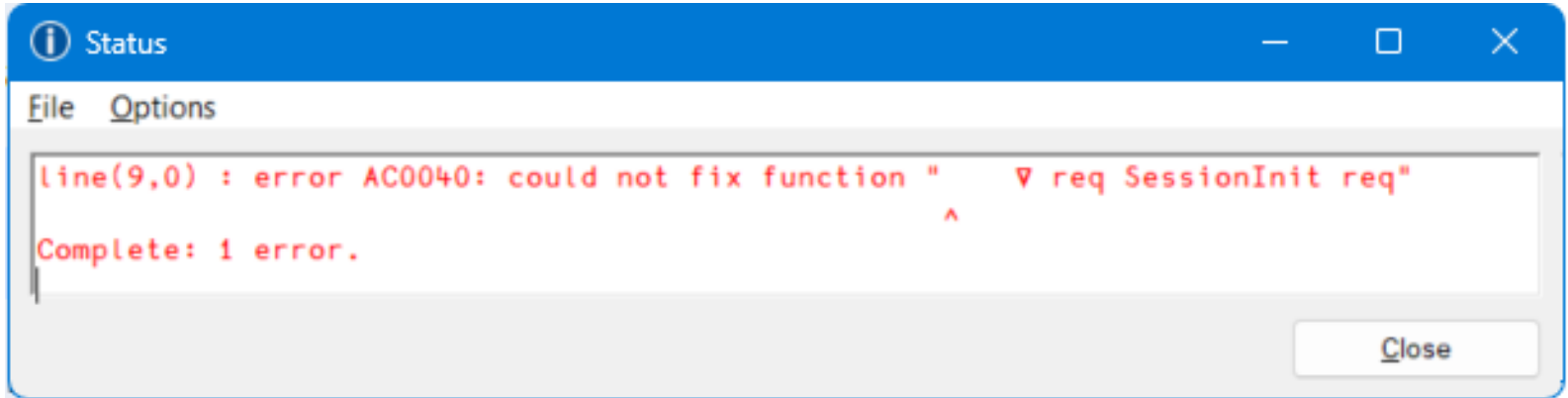
```
Jarvis.Run config
```

Hiccup 1 - Start.apls

- ◆ DyalogScript (.apls) files run in TTY (terminal mode) and don't have a session by default
- ◆ Without a session the **]load** user command isn't available
- ◆ Jarvis isn't directly **]load**-able
- ◆ Where is WordleServer.apln?
- ◆ DyalogScripts exit after execution

Hiccup 2

```
]load /dyna26/gemini/1/WordleServer.apln  
#.WordleServer
```



Hiccup 2 - SessionInit

SessionInit uses req as both left and right arguments - that's not allowed.

Loading...

```
@ 1. Load the Jarvis framework and our backend logic  
]load Jarvis  
]load WordleServer.apln
```

```
A 1. Load the Jarvis framework and our backend logic  
    ]load /git/jarvis/source/jarvis  
#.Jarvis  
    ]load /dyna26/gemini/1/WordleServer.apln  
#.WordleServer
```


Configure

② 2. Configure Jarvis parameters

```
config ← {}NS ''
```

```
config.Port ← 8080
```

```
config.Paradigm ← 'JSON'
```

```
config.CodeLocation ← WordleServer
```

```
config.SessionTimeout ← 60
```

② Keep sessions alive for 60 minutes

```
config.SessionUseCookie ← 1
```

② Automatically track users via browser

```
config.SessionInitFn ← 'SessionInit'
```

② Call this when a new user connects

```
config.HTMLInterface ← '/path/to/your/frontend/folder' ② **UPDATE THIS PATH**
```

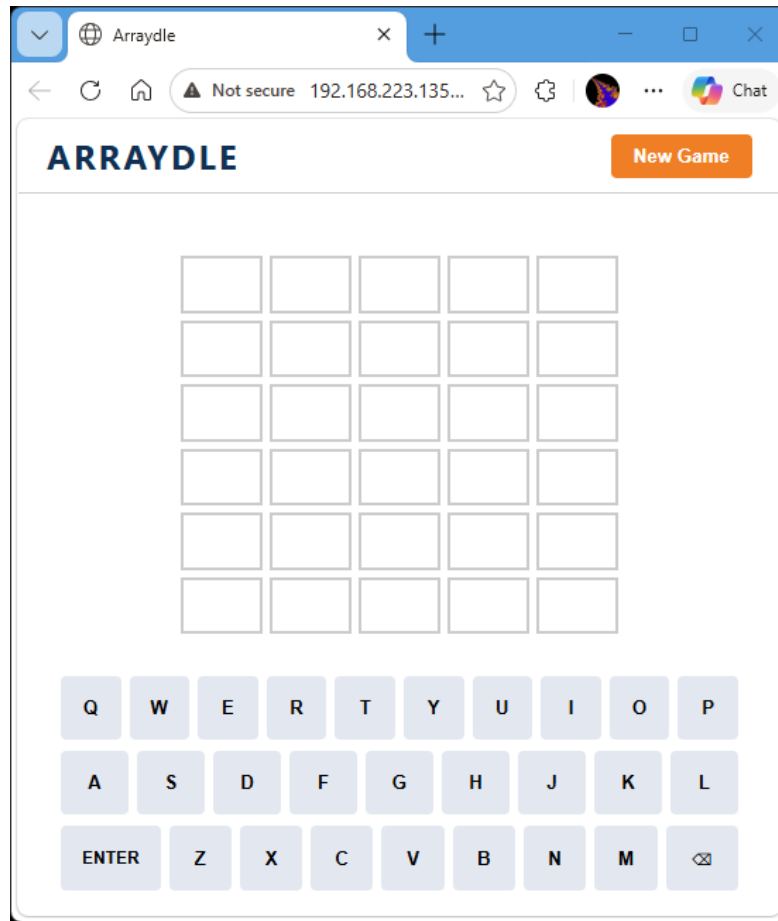
Configure

```
# 2. Configure Jarvis parameters
config ← {}
config.Port ← 8080
config.Paradigm ← 'JSON'
config.CodeLocation ← WordleServer
config.SessionTimeout ← 60 # Keep sessions alive
config.SessionUseCookie ← 1 # Automatically track
config.SessionInitFn ← 'SessionInit' # Call this when a new
config.HTMLInterface ← '/dyna26/gemini/1/' # **UPDATE THIS
```

Start your engines...

3. Start the server
Jarvis.Run config

```
A 3. Start the server
    j<=>Jarvis.Run config
2026-04-24 @ 12.44.53.536 - Starting Jarvis 1.22.4
2026-04-24 @ 12.44.53.628 - Conga copied from C:\Program Files\Dyalog\Dyal
2026-04-24 @ 12.44.53.632 - Local Conga v3.6 reference is #.Jarvis.[LIB]
2026-04-24 @ 12.44.53.653 - Jarvis starting in "JSON" mode on port 8080
2026-04-24 @ 12.44.53.659 - Serving code in #.WordleServer
2026-04-24 @ 12.44.53.665 - Click http://192.168.223.135:8080 to access we
```



Hiccup 3

```
j.Debug←1
11:VALUE ERROR: Undefined name: Payload
Guess[2] guess←1 □C⌞req.Payload.guess A Force uppercase
                ^

    req
#. [JSON object]
    □JSON req
{"guess": "APPLE"}
    j.Stop
2026-04-24 @ 12.47.13.308 - Stopping server...
0 Server stopped
```

Hiccup 4

```
j.Start
```

```
0  Server started
```

```
16:DOMAIN ERROR
```

```
Evaluate[4] pool←(~exact)/secret
```

```
^
```

```
secret
```

```
YIELD
```

Hiccup 4

```
▽ res ← NewGame req  
  A Endpoint: Reset the user's session state  
  req.Session.Secret ← Dictionary[?≠Dictionary]
```

```
▽ r ← secret Evaluate guess; exact; pool; i  
  A Core logic: Returns array of 0 (gray), 1 (yellow), 2 (green)  
  exact ← secret = guess
```

Hiccup 4

I get the following error when submitting a guess
16:DOMAIN ERROR
Evaluate[4] pool \leftarrow (~exact)/secret
 \wedge

And then Gemini lost its mind...

Hiccup 4

Wouldn't it be easier to just do `req.Session.Secret ← (?
≡Dictionary)⊃Dictionary`

Hiccup 5

```
I'm getting  
21:INDEX ERROR  
Guess[16] state $\leftarrow$ (eval $\equiv$ 5p2) $\supset$ 'playing' 'won'  
^
```

Hiccup 6

Now I get

21:INDEX ERROR

Guess[27] res.secret ← (state ≠ 'playing') ⊃ (req.Session.Secret)

Λ

Hiccup 7

It seems to be using the same secret word every time I click "New Game"

Enhancement 1

The front end should report anytime there is a response with an HTTP status that isn't 200

Hiccup 8

I get "Error starting game: 400 Bad Request (No Content-Type specified)" whenever I click on "New Game"

Enhancement 2

When the user submits a word that's not in the Dictionary, issue a message indicating so and do not count it as a guess.

Hiccup 9

the "Word not in dictionary" message persists even after a valid guess

Enhancement 2

Give the user higher praise proportional to the number of guesses it took him to find the secret word. If he runs out of guesses, give him a consoling, but encouraging message.

Takeaways

- ✧ Worthwhile?
 - ✧ I didn't modify a single line of HTML/CSS/JS myself
 - ✧ The APL framework it started with would have been easy to modify
- ✧ Trust but Verify
 - ✧ Test the results
- ✧ LLMs will benefit from being able to execute APL
 - ✧ VS Code/Claude/DyalogScript

Questions?

