

Dyalog + AI = ...?

Stefan Kruger

Who am I?

- New APLer (first decade) -- 3 years at Dyalog
- Previously at IBM for long stint
- Computer Science background
- @ Dyalog: provider of outside perspective

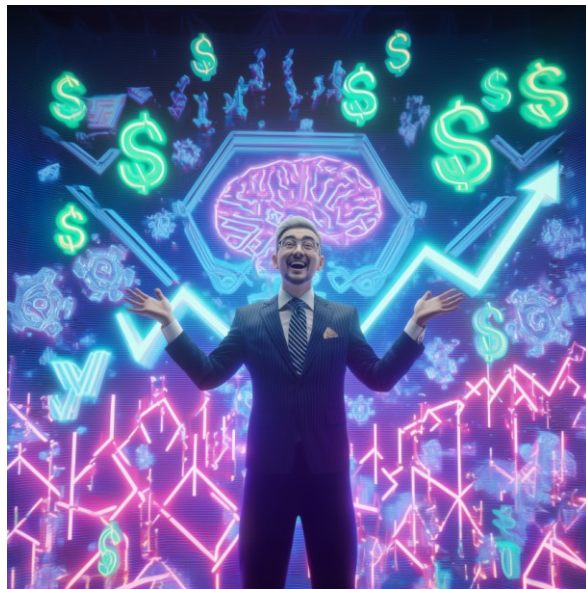


Points

- ❖ AI for developer productivity
- ❖ Applications
 - ❖ Semantic search
 - ❖ Retrieval-Augmented Generation (RAG)
- ❖ Client libraries

AI for developer productivity

- Value proposition:
 - 10x yourself!
 - Remove 'drudge'!
 - ... (mumbles)
 - \$PROFIT!



AI for deve

Value propos

10x yours

Remove '

... (mumb

\$PROFIT!

A senior engineer wrote an entire playbook on Claude Code that helps them ship products 5x faster.

I was amazed to see this person doing stuff in 1 hour that took me 5 hours

I'm happy to share the secret with you guys.

Here's how to get this guide:

1. Comment "Claude"
2. Send me a Connection Request
3. Let's connect and chat about how AI Agents can speed up your coding

Let's connect 🙌

The Claude Code Playbook

Author: Riya Parikh [LinkedIn](#) [Blog](#) [GitHub](#)

Transform from hands-on coder to development director. Master Claude Code to achieve 10x productivity while maintaining enterprise-grade quality and security standards.

[Senior Engineers](#) [Production Ready](#) [Battle Tested](#)

Critical Warning: 94% of engineers using AI assistants unknowingly introduce security vulnerabilities and technical debt. This playbook teaches you to avoid these traps while maximizing productivity.

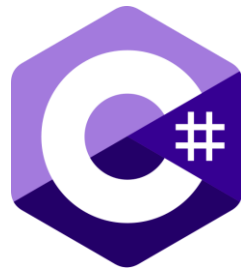


Reality check

AI does improve developer productivity

Reality check

...if you're in its wheelhouse



JavaScript



Reality check

Small, constrained tasks; "bookwork"

Reality check

Mechanical refactoring of code

Reality check

Improves *velocity*, not *competency*!

Reality check

Does *not* turn interns into senior devs

Reality check

APL: improving (but must try harder)

Pace of improvement: off charts

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- World looks different today from ~~18 months ago~~ last week

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Pace of improvement: off charts

- World looks different today from ~~18 months ago~~ last week
- Claude Opus *Latest LLM* *Anthropic* capable of explaining APL code

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CONJECTURE

Pace

different benchmarks, we're talking about the same sorts of nerdy things between LLMs.

History Rhymes with Itself.

reply

Wo

Clau

Wri

18-

Using Claude Opus 4, this was the first time I've gotten any of these models to produce functioning Dyalog APL that does something relatively complicated. And it actually runs without errors. Crazy (at least to me).

reply

▲ energy123 36 minutes ago | prev | next [-]

> Finally, we've introduced thinking summaries for Claude 4 models that use a smaller model to condense lengthy thought



Pace of improvement: off charts

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Advent of Code [About] [Events] [Shop] [Settings] [Log Out] Stefan Kruger 50*
/*2015*/ [Calendar] [AoC++] [Sponsors] [Leaderboard] [Stats]

--- Day 9: All in a Single Night ---

Every year, Santa manages to deliver all of his presents in a single night.

This year, however, he has some new locations to visit; his elves have provided him the distances between every pair of locations. He can start and end at any two (different) locations he wants, but he must visit each location exactly once. What is the **shortest distance** he can travel to achieve this?

For example, given the following distances:

London to Dublin = 464
London to Belfast = 518
Dublin to Belfast = 141

The possible routes are therefore:

Dublin -> London -> Belfast = 982
London -> Dublin -> Belfast = 605
London -> Belfast -> Dublin = 659
Dublin -> Belfast -> London = 659
Belfast -> Dublin -> London = 605
Belfast -> London -> Dublin = 982

The shortest of these is London -> Dublin -> Belfast = 605, and so the answer is 605 in this example.

What is the distance of the shortest route?

Your puzzle answer was 251.

--- Part Two ---

The next year, just to show off, Santa decides to take the route with the **longest distance** instead.

He can still start and end at any two (different) locations he wants, and he still must visit each location exactly once.

For example, given the distances above, the longest route would be 982 via (for example) Dublin -> London -> Belfast.

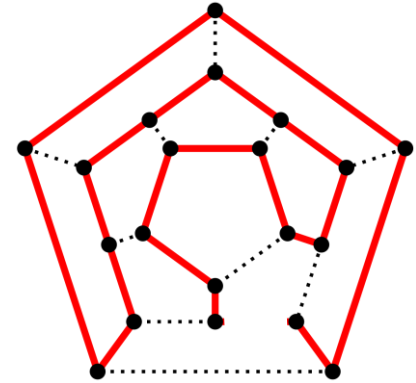
Start and end at any two (different) locations. Must visit each location **exactly once**. What is the **shortest distance**?

Given the following distances:

London to Dublin = 464

London to Belfast = 518

Dublin to Belfast = 141



The shortest is London \rightarrow Dublin \rightarrow Belfast = 605


```

pmat ← CY'dfns'
data ← ' ' (≠ ⊆ ⊢) '' (to| =) ' R ' ' > NGET'data9.txt' 1

```

```

Day9 ← {
  weights ← w, w ← 1 / ↑ω
  edges ← (⊢, ϕ) 28 2 ρ(⊃ ⊢), (↑ω)[; 1 2]
  adj ← weights@(↓ edges) ⊢ 0 ρ ~ 2 ρ 8
  (L/, [ /) + / adj[↓ {ε ω} ⊗ 1 2 ⊢ pmat 8]
}

```

Looking at this APL solution for the Traveling Salesman Problem variant:

Data Preprocessing

```
apl
data←' '(≠9)' '( to | = )'∘R' '>∘NGET'data9.txt'1
```

This transforms each line from 'London to Dublin = 464' into 'London' 'Dublin' '464' by replacing " to " and " = " with spaces, then splitting on spaces.

The Core Algorithm

1. Extract weights

```
apl
weights←w,w←⊖⌈-⌊w
```

Takes the rightmost column (distances), converts strings to numbers, and doubles them (since edges are bidirectional).

2. Build edge list with city indices

```
apl
edges←(⌈-⌊w)28 2p(⊖⌈-⌊w),(↑w)[;1 2]
```

- `(↑w)[;1 2]` extracts the city name pairs
- `⌈-⌊` ravel them into a single vector
- `(⊖⌈-⌊w)` maps each city name to its index position among unique cities
- `28 2p` reshapes into pairs (hardcoded for 14 undirected edges in the actual problem)
- `(⌈-⌊w)` concatenates with reversed pairs to create bidirectional edges

3. Create adjacency matrix

```
apl
adj←weights@⌈-⌊edges)⌈-⌊0p*2p8
```

Creates an 8x8 zero matrix (for 8 cities) and places weights at positions specified by edge pairs.

4. Calculate path lengths for all permutations

```
apl
(⌈-⌊,⌈-⌊)+/adj[⌈-⌊w]⌈-⌊1 2⌈-⌊pmat 8]
```

- `pmat 8` generates all permutations of cities (1 through 8)
- `{⌈-⌊}⌈-⌊1 2` applies a 1x2 sliding window to get consecutive pairs in each permutation
- `adj[⌈-⌊...]` looks up the distance for each pair in the adjacency matrix
- `+/` sums distances for each complete path
- `(⌈-⌊,⌈-⌊)` returns both minimum and maximum path lengths

The hardcoded values (28 for edges, 8 for cities) are specific to the actual problem input, not the test data. The algorithm finds all possible Hamiltonian paths through the graph and returns both the shortest (251) and longest (898) distances.

AI Tooling: towards greater autonomy

- Original Co-pilot: contextual auto-complete
- Copy & paste ~~Stack Overflow~~ ChatGPT
- AI-integrated IDEs (Cursor, Zed, Windsurf...)
- Console/cloud agents (Claude Code, Aider, Codex...)

AI in cli-environment



AI Tooling: Dyalog's Challenge

- ❖ Tight integration into Dyalog Integrated Development Environment (IDE)?
- ❖ Uncomfortably fast-moving goal posts
- ❖ *Not* in the 'move fast & break things' camp!
- ❖ Models still below-par for APL

Console Agents + Link =

- Good match for Link-driven workflows
- Already watching for changes = fast feedback loop
- No UI overlays or chat panels in the Dyalog environment

Console Agents

- ❖ LLM in a loop + tools use in the CLI
- ❖ Runs your whole tool chain: git, test runner, CI
- ❖ High autonomy: set it off, go for lunch
- ❖ ...come back to PR ready for review

Console Agents

- ❖ LLM in a loop + tools use in the CLI
- ❖ Runs your whole tool chain: git, test runner, CI
- ❖ High autonomy: suggested changes to a project's code
- ❖ ...come back to PR ready for review

Console Agents

- ❖ LLM in a loop + tools use in the CLI
- ❖ Runs your whole tool chain: git, test runner, CI
- ❖ High autonomy: set it off, go for lunch
- ❖ ...come back to PR ready for review
- ❖ Visceral cost-benefit feedback

Console

- LLM in a
- Runs you
- High auto
- ...come b
- Visceral c

4 files changed +196 -132

Undo ↶

View all changes ↗

comparison.py +68 -54



equality.py +47 -24



reif.py +32 -8



builtins_clpfd.py +49 -46



Proceed

Failed

You've hit your usage limit. Upgrade to Pro
(<https://openai.com/chatgpt/pricing>) or try again in 38 minutes.

1 file changed

Undo ↶

View all changes ↗

builtins_clpfd.py +14 -13



Console Agents: Implications

- ✧ Storing your code as text files
- ✧ Ability to run APL from the command line
- ✧ Everything accessible and introspectable via CLI
- ✧ Rich error reporting

Dyalog + Claude Code Agent



AI in cli-environment

Solve the following problem in Dyalog APL. Note the data format -- you may assume you have the data as:

```
data ← 'London to Dublin = 464' 'London to Belfast = 518' 'Dublin to Belfast = 141'
```

You need to parse this format.

Every year, Santa manages to deliver all of his presents in a single night.

This year, however, he has some new locations to visit; his elves have provided him the distances between every pair of locations. He can start and end at any two (different) locations he wants, but he must visit each location exactly once. What is the shortest distance he can travel to achieve this?

For example, given the following distances:

```
London to Dublin = 464  
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```

The possible routes are therefore:

```
Dublin → London → Belfast = 982  
London → Dublin → Belfast = 605  
London → Belfast → Dublin = 659  
Dublin → Belfast → London = 659  
Belfast → Dublin → London = 605  
Belfast → London → Dublin = 982
```

What is the distance of the shortest route?


```

parse ← {
  parts ← ( $\omega = '=' \text{ )} \subseteq \omega$ 
  route ←  $\supset$  parts
  dist ←  $\pm(\supset \phi$  parts)
  cities ← ( $(\text{route} \neq ' ' ) \wedge \sim (-2\phi 0 0 1 1 0)\phi \sim \neq \text{route}) \subseteq \text{route}$ 
  ( $\supset$  cities) ( $\supset \phi$  cities) dist
}

edges ← parse ``data
cities ←  $\cup \supset, / (2\uparrow)$  ``edges
n ←  $\neq$  cities
dist ← (n,n)  $\rho 0$ 

{
  (c1 c2 d) ←  $\omega$ 
  i j ← cities  $\downarrow$  c1 c2
  dist[i;j] ← dist[j;i] ← d
} ``edges

```

 Claude

```

perm ← {
   $\omega = 0$ :  $\downarrow, \subset \theta$ 
   $\supset, / \{ \omega, \nabla(\downarrow \alpha) \sim \omega \} / \downarrow \omega$ 
}


routes ← perm n
routeDist ← {
   $\omega = \theta$ : 0
  pairs ← 2, /  $\omega$ 
   $+ / \text{dist}[\supset \text{``pairs}; \supset \text{``}\phi \text{``pairs}]$ 
}
distances ← routeDist ``routes
 $\downarrow / \text{distances}$ 

```

```

parse ← {
  parts ← (ω = '=' ) ⊆ ω
  route ← > parts
  dist ←  $\mathbb{Z}$  ( >  $\phi$  parts )
  cities ← ( ( route ≠ ' ' ) ^ ~ ( -2  $\phi$  0 0 1 1 0 )  $\phi$  ~ ≠ route ) ⊆ route
  ( > cities ) ( >  $\phi$  cities ) dist
}

```

 Claude

```

perm ← {
  ω = 0 : , c θ
  > , / { ω , " ∇ ( ι α ) ~ ω } / ι ω
}

```

```

routes ← perm n
routeDist ← {
  ω = 0 : 0
}

```

LENGTH ERROR

```

parse[4] cities ← ( ( route ≠ ' ' ) ^ ~ ( -2  $\phi$  0 0 1 1 0 )  $\phi$  ~ ≠ route ) ⊆ route

```

e
c
n
d

```

{
  ( c1 c2 d ) ← ω
  i j ← cities ι c1 c2
  dist [ i ; j ] ← dist [ j ; i ] ← d
} "edges

```

SK

Your solution has errors. I am curious about this line:

```
cities ← ((route≠' ')^~(200110)0≠route)⊆route
```

Can you tell me in more detail how you intended that to work?

Unraveled flawed code approach, acknowledged algorithmic misstep.

🕒 13s ▾

You're absolutely right to question that line - it's broken! I was trying to be clever about splitting "London to Dublin" into ["London", "Dublin"] by removing " to ", but my approach is fundamentally flawed.

What I was *trying* to do:

1. `(route≠' ')` - create a mask of non-space characters
2. `(0 0 1 1 0)` - I thought this was a pattern for " to "
3. Rotate and combine to exclude " to " from the partition

But this is wrong for multiple reasons:

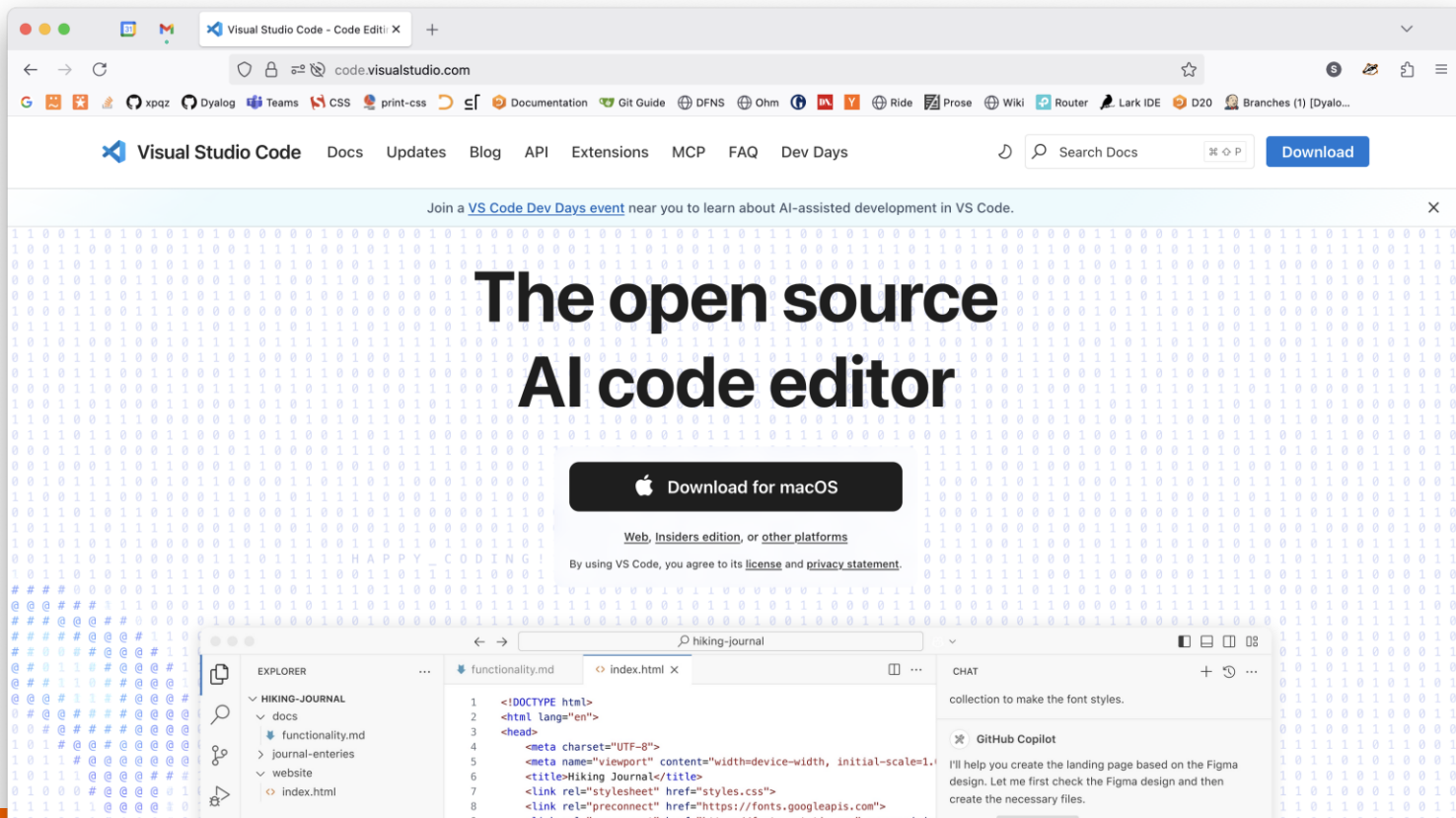
- " to " is 4 characters, not 5
- Rotating a fixed pattern by the string length makes no sense
- Even if the pattern were right, this wouldn't find where " to " occurs in the string



Claude Code: Stacking the Deck

- 🛡️ Carefully tuned instructions (CLAUDE.md)
- 🛡️ Dyalog evaluation
- 🛡️ APLCart lookup
- 🛡️ Dyalog documentation
- 🛡️ Console-only unit testing

Visual Studio Code (VS Code)



Task 1

Advent of Code, day 9 2015, part 1

Every year, Santa manages to deliver all of his presents in a single night.

This year, however, he has some new locations to visit; his elves have provided him the distances between every pair of locations. He can start and end at any two (different) locations he wants, but he must visit each location exactly once. What is the shortest distance he can travel to achieve this?

Given the following distances:

```
Dublin -> London = 464
London -> Dublin = 518
Dublin -> Belfast = 141
```

The possible routes are therefore:

```
Dublin -> London -> Belfast = 982
London -> Dublin -> Belfast = 605
London -> Belfast -> Dublin = 659
Dublin -> Belfast -> London = 659
Belfast -> Dublin -> London = 605
Belfast -> London -> Dublin = 982
```

What is the distance of the shortest route?

Guidance

- The full data for this problem can be found as `data/task1-1.md`.
- Implement a solution to this problem as a single dfn. See the skeleton `src/day9.aplf`.
- Outline tests are present in `test/test_solution.apln`.

Problem text

Preview

```

test_given_example <- {
  data <- 'London to Dublin = 464' 'London to Belfast = 518' 'Dublin to Belfast = 141'
  expected <- 605

  result <- #.Day9 data
  'Wrong result'#.dytest.Assert result = expected:
  1
}

test_solution <- {
  data <- UNGET 'data/task1-1.txt'1
  expected <- 251
  result <- #.Day9 data
  'Wrong result'#.dytest.Assert result = expected:
  1
}

```

Two prompts only

- Read the task description in task-1.md. Outline a solution in PLAN.md, and let's review.
- Proceed with implementing your plan. Ensure to implement tests for intermediate steps, or ad-hoc testing with the 'dyalogscript' tool.
- [goes for lunch]

task-1.md M

test_solution.apln

README.md

PLAN.md U X

day9.aplfi

Claude Code X

PLAN.md

Solution Plan for Task 1 - Traveling Salesman Problem (TSP)

1 # Solution Plan for Task 1 - Traveling Salesman Problem (TSP)

2

3 ## Problem Analysis

4 This is a classic Traveling Salesman Problem (TSP) where we need to:

5 1. Visit each city exactly once

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12 1. Parse input lines in format "City1 to City2 = Distance"

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14 3. Build a distance matrix or lookup structure

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16 ### Algorithm Options

17

18 #### Option A: Brute Force with dfns Permutations (Recommended for small datasets)

19 - Use 'pmat' from dfns workspace to generate all permutations

20 - Calculate total distance for each permutation

21 - Return minimum distance

22 - **Pros**: Simple, guaranteed optimal, leverages existing dfns

23 - **Cons**: O(n!) complexity, only viable for small n (< 10-12 cities)

24

25 #### Option B: Build Custom TSP Solver

26 - Implement dynamic programming with bitmasks

27 - Or use nearest neighbor heuristic

28 - **Pros**: More scalable

29 - **Cons**: Complex implementation, may not be needed for small dataset

30

31 ### Recommended Implementation Steps

32

33 1. **Parse input data**

34 - Use regex `((\w+) to (\w+) = (\d+))` to extract cities and distances

35 - Create bidirectional edge map (A-B and B-A have same distance)

36

37 2. **Build distance matrix**

38 - Map city names to indices

39 - Create nxn matrix where matrix[i,j] = distance from city i to city j

40 - Use 0 or ∞ for non-connected pairs (though problem implies all pairs are given)

Read(coderules.md)

Read 36 lines (ctrl+o to expand)

Acknowledgment of Code Rules

I have read and understood ALL mandatory coding rules in coderules.md. I will enforce them absolutely without exception throughout our session:

Key Rules I'll Enforce:

- NEVER claim completion with regressions - Run full test suite before/after each work unit

- Use dfn syntax over tradfns, write TERSE APL code

- Practice TDD - Tests first, implementation follows

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- Use Dyalog-script MCP for testing snippets

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I'll read the task description and create a solution plan.

Read(task-1.md)

Read 32 lines (ctrl+o to expand)

Write(PLAN.md)

Wrote 74 lines to PLAN.md

Solution Plan for Task 1 - Traveling Salesman Problem (TSP)

Problem Analysis

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Solution Approach

... +64 lines (ctrl+o to expand)

Solution plan created in PLAN.md. The approach uses brute force with dfns' pmat function to generate all permutations, which is optimal for this small TSP problem.

>

>> accept edits on (shift+tab to cycle)

task-1.md M

test_solution.apln

README.md

PLAN.md U X

day9.aplf

Claude Code X

PLAN.md

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>

>> accept edits on (shift+tab to cycle)

main* 0 0 0 69 Live Share Git Graph

Ln 1, Col 1 Spaces: 3 UTF-8 LF {} Markdown


Fall 2025
 A DIALOG USER MEETING

46

The screenshot shows the DYNALOG IDE interface. The left pane displays the file explorer with tabs for task-1.md, test_solution.apl, README.md, PLAN.md, and day9.aplf. The main editor shows the content of PLAN.md, which is a solution plan for Task 1 - Traveling Salesman Problem (TSP). The plan includes sections for Problem Analysis, Solution Approach, Data Parsing, and Algorithm Options. A large orange box highlights a prompt: `> Read the task description in task-1.md. Outline a solution in PLAN.md, and let's review.`

The right pane shows the content of coderules.md, which lists rules for the session. The rules include:

- Read(coderules.md) - Read 36 lines (ctrl+o to expand)
- Acknowledgment of Code Rules - I have read and understood ALL mandatory coding rules in coderules.md. I will enforce them absolutely without exception throughout our session: Key Rules I'll Enforce:
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The bottom pane shows the content of task-1.md, which includes a prompt: `> accept edits on (shift+tab to cycle)`

task-1.md M

test_solution.apln

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PLAN.md U X

day9.aplf

Claude Code X

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Read(coderules.md)

Read 36 lines (ctrl+o to expand)

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Solution Plan for Task 1 - Traveling Salesman Problem (TSP)

Problem Analysis

This is a classic Traveling Salesman Problem (TSP) where we need to:

1. Visit each city exactly once

2. Find the shortest possible route

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Solution Approach

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The screenshot shows a DYNALOG IDE window with a task plan on the left and a code editor on the right. The task plan, titled "PLAN.md", outlines a solution for a Traveling Salesman Problem (TSP). It includes sections for Problem Analysis, Solution Approach, Data Parsing, Algorithm Options, and Recommended Implementation Steps. The code editor on the right shows the implementation of the solution plan, including reading the task description, writing the solution plan, and implementing the brute force algorithm with dynamic programming (dfns) and bitmasks. The code is written in a DYNALOG-specific syntax, using functions like `pmat` for permutations and `bitmasks` for dynamic programming. The code is organized into sections corresponding to the task plan, with comments explaining the steps and the complexity of the solution.

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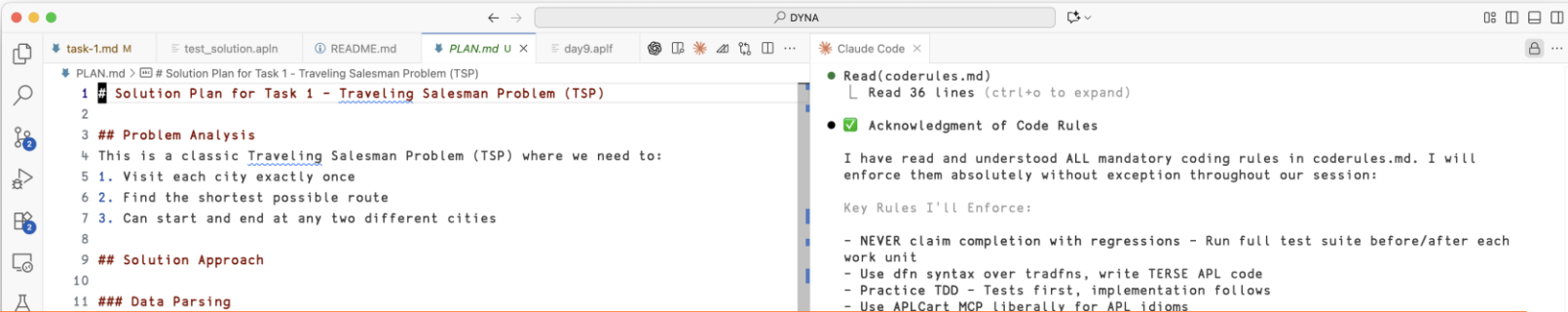
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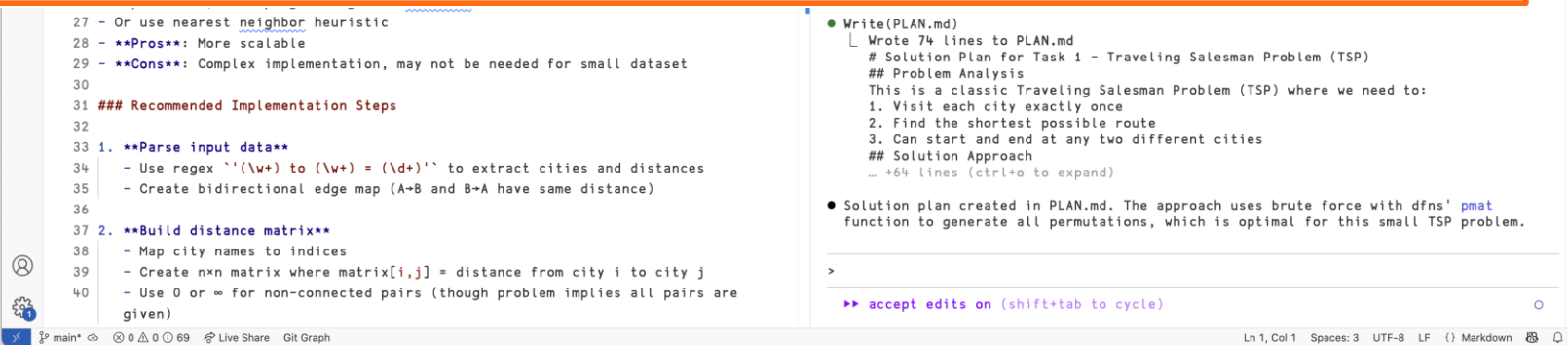
>

» accept edits on (shift+tab to cycle)



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Write tests for building distance matrix


Write tests for calculating route distances

Implement `Day9` function to pass tests

Run full test suite

> █

>> accept edits on (shift+tab to cycle)


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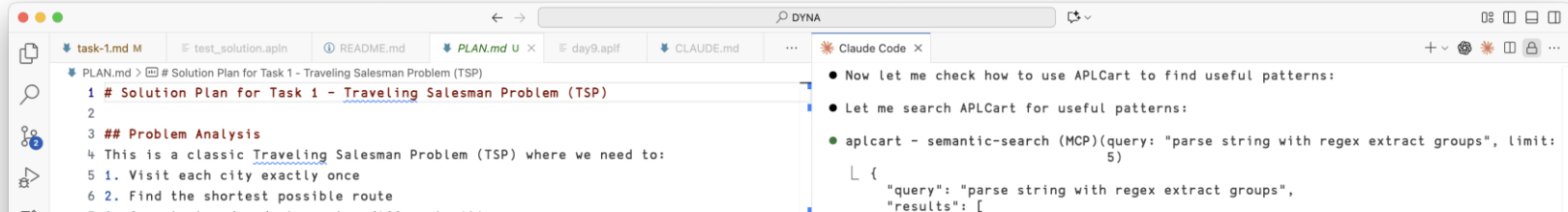
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● Update(src/day9.aplf)

└ Updated src/day9.aplf with 8 additions

```
1      Day9←{
2          A This is the solution to:
3          A      https://adventofcode.com/2015/day/9
4      +
5      +      _←'pmat'⊞CY'dfns'
6      +      parsed←'(\w+) to (\w+) =
7      +      (\d+)'⊞S{ω.(1↓Lengths↑"Offsets↓"cBlock)}↑ω
8      +      cities←v>, /2↑"parsed
9      +      n←#cities
10     +      dist←n np0
11     +      {from to d←ω ⊞ i j←cities;from to ⊞
12     +      dist[i;j]←dist[j;i]←d}↑"parsed
13     +      [ /+/{dist[ω[1];ω[2]]}""2, /"pmat n
14 }
```

```
39 - Create n×n matrix where matrix[i,j] = distance from city i to city j
40 - Use 0 or ∞ for non-connected pairs (though problem implies all pairs are
given)
```

> accept edits on (shift+tab to cycle)

```

Day9←{
  _←'pmat'□CY'dfns'
  parsed←'(\w+) to (\w+) = (\d+)'\□S{ω.(1↓Lengths↑"Offsets↓"◁Block)}⊢ω
  cities←u>, /2↑"parsed
  n←#cities
  dist←n np0
  _←{
    from to d←ω
    i j←cities⊢from to
    dist[i;j]←dist[j;i]←d
  }"parsed
  [/{+/{dist[>ω;≥φω]}^2,/ω}"↓pmat n
}

```

```

'pmat'[]CY'dfns'
data←' '(≠⊆⊢)' (to|=)'[]R' '→[]NGET'data9.txt'1
Day9←{
  weights←w,w←⊥⊢⊢/↑ω
  edges←(⊢,ϕ)28 2ρ(υ⊢⊢),(↑ω)[;1 2]
  adj←weights@(↓edges)⊢0ρ⊢2ρ8
  ([/,⊢/)+/adj[↓{∈ω}[]1 2⊢pmat 8]
}

```

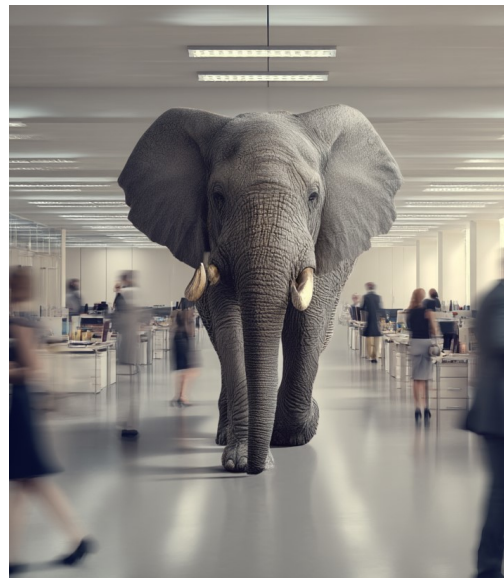
Agent loop + tools use > single shot

Productivity gain: net-negative

About a day's worth of tweaking

The Elephant in the Room

- ❖ Models just aren't good enough at APL
- ❖ ...yet.
- ❖ Lack of training data
- ❖ Lack of incentives
- ❖ No APL-specific tokenisers

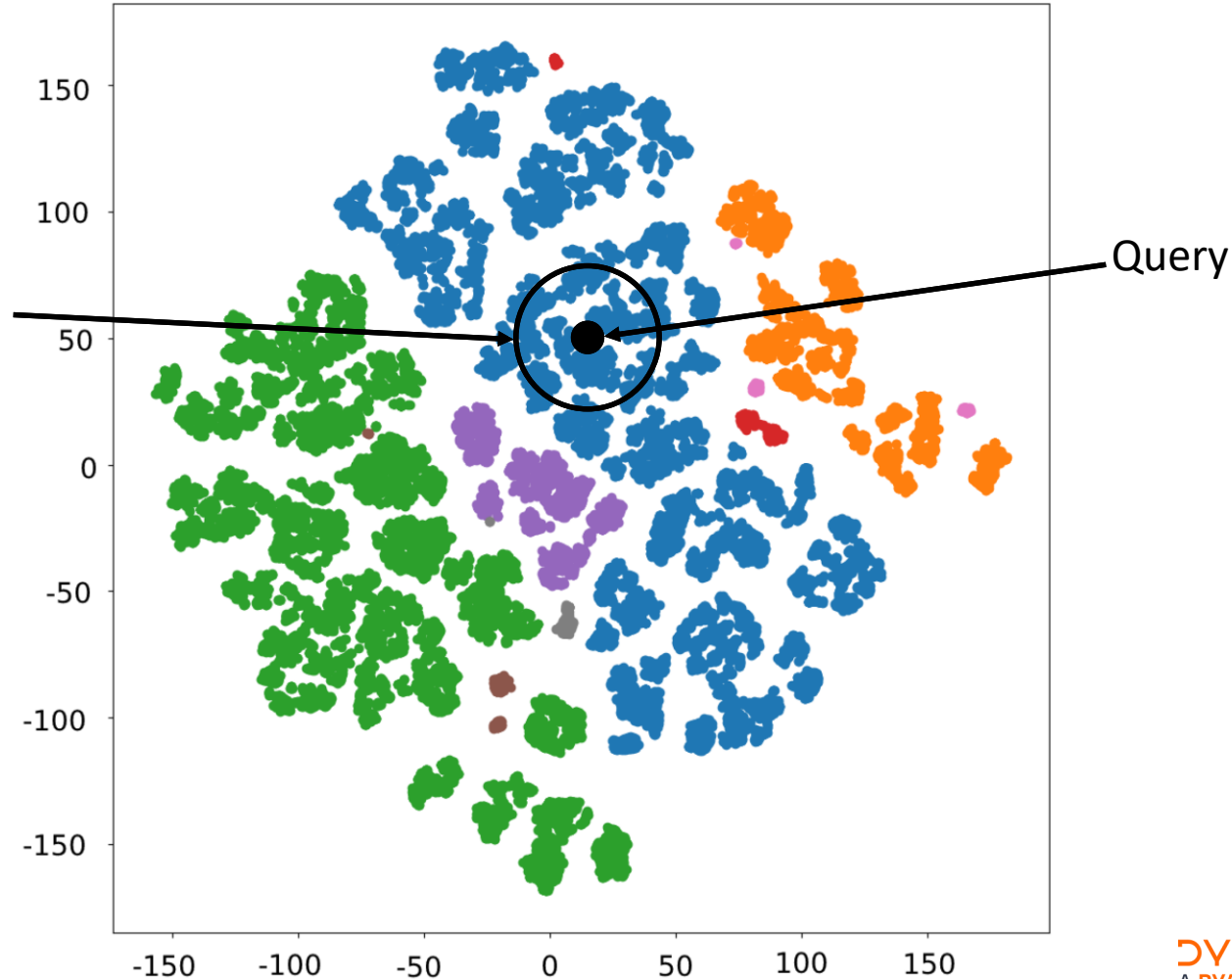


Semantic Search; RAG

AI Applications: Semantic Search

- Semantic search: "what I mean, not what I say"
- Use a model to create vector embeddings to encode *meaning*
- Query becomes a nearest neighbor problem in a vector space

Closest in meaning



Search Dyalog's Docs

```
curl -s -X POST "http://localhost:8000/search" \  
-H "Content-Type: application/json" \  
-d '{"query": "how do I serialise and compress a vector?",'
```

Search Dyalog's Docs

```
{
  "urls": [
    "https://dyalog.github.io/documentation/20.0/language-reference-guide/the-i-beam-operator/compress-decompress-vector-of-short-integers",
    "https://dyalog.github.io/documentation/20.0/language-reference-guide/the-i-beam-operator/serialise-deserialise-array",
    "https://dyalog.github.io/documentation/20.0/language-reference-guide/system-functions/fprops",
    "https://dyalog.github.io/documentation/20.0/programming-reference-guide/introduction/arrays/array-notation",
    "https://dyalog.github.io/documentation/20.0/programming-reference-guide/introduction/namespaces/serialising-namespaces"
  ],
  "scores": [
    0.5287122130393982,
    0.4902539551258087,
    0.42364850640296936,
    0.40454745292663574,
    0.3980979919433594
  ]
}
```

Search Dyalog's Docs

```
{  
  "urls": [  
    ".../the-i-beam-operator/compress-decompress-vector-of-short-integers",  
    ".../the-i-beam-operator/serialise-deserialise-array",  
    ".../system-functions/fprops",  
    ".../introduction/arrays/array-notation",  
    ".../introduction/namespaces/serialising-namespaces"  
  ],  
  "scores": [  
    ...  
  ]  
}
```

CLEAR WS - Dyalog APL

⊕ ⊖ ⊗ ⊘ ⊙ ⊚ ⊛ ⊜ ⊝ ⊞ ⊠ ⊡ ⊢ ⊣ ⊤ ⊥ ⊦ ⊧ ⊨ ⊩ ⊪ ⊫ ⊬ ⊭ ⊮ ⊯ ⊰ ⊱ ⊲ ⊳ ⊴ ⊵ ⊶ ⊷ ⊸ ⊹ ⊺ ⊻ ⊼ ⊽ ⊾ ⊿ ⊺ ⊻ ⊼ ⊽ ⊾ ⊿

⊖ ⊗ ⊘ ⊙ ⊚ ⊛ ⊜ ⊝ ⊞ ⊠ ⊡ ⊢ ⊣ ⊤ ⊥ ⊦ ⊧ ⊨ ⊩ ⊪ ⊫ ⊬ ⊭ ⊮ ⊯ ⊰ ⊱ ⊲ ⊳ ⊴ ⊵ ⊶ ⊷ ⊸ ⊹ ⊺ ⊻ ⊼ ⊽ ⊾ ⊿

```
]semIa "how do I serialise and compress a vector?"  
https://dyalog.github.io/documentation/20.0/language-reference-guide/the-i-beam-operator/compress-decompress-vector-of-short-int  
https://dyalog.github.io/documentation/20.0/language-reference-guide/the-i-beam-operator/serialise-deserialise-array  
https://dyalog.github.io/documentation/20.0/language-reference-guide/system-functions/fprops  
https://dyalog.github.io/documentation/20.0/programming-reference-guide/introduction/arrays/array-notation  
https://dyalog.github.io/documentation/20.0/programming-reference-guide/introduction/namespaces/serialising-namespaces
```

&: 1 □DQ: 0 □TRAP □SI: 0 □IO: 1 □ML: 1 Pos: 23279/23280,6

Dyalog Docs - NotebookLM

notebooklm.google.com/notebook/3fdcd69-8b92-4113-bf5a-e2a6f539f121

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How do I serialise and compress a vector?

To serialize and compress a vector, you can use the specialized I-Beam functions 220⍤ (Serialize/Deserialize Array) and 219⍤ (Compress/Decompress Vector of Short Integers) 1, 2.

The process generally involves two sequential steps: **Serialization**, which converts the vector into a raw byte representation, and then **Compression**, which applies a compression algorithm to these bytes.

1. **Serialization (Converting the Array to a Transmittable Format)**

The serialization process converts any array into a format suitable for transmission or storage, typically a vector of short integers 3, 4.

• **Function:** `X(220⍤)Y` 3.

• **Operation:** To serialize an array `Y`, the left argument `X` must be 1 4.

• **Input/Output:** `Y` can be any array, and the result (`R`) is the serialised form presented as a *sint_vector* 4. A *sint_vector* is defined as a simple integer vector whose items are all in the range 128 to 127 (type 83) 5, 3.

The expression is typically: `$$$ \text{Serialized_Vector} \leftarrow 1(220⍤)\text{Your_Vector} $$$`

2. **Compression (Applying Compression to the Serialized Vector)**

Once you have the *sint_vector* from serialization, you can compress it using I-Beam 219⍤ 5, 4.

• **Function:** `X(219⍤)Y`, where `Y` must be a *sint_vector* 5, 6.

Start typing...
14 sources

Previous execution flow, error handling, and object management in Dyalog?
How does Dyalog sup...

Studio

Audio Overview
Video Overview
Mind Map
Reports
Flashcards
Quiz

Dyalog Docs
1 source · 171d ago
Dyalog APL: Language Overview and...
13 sources · 171d ago
Dyalog APL Language: Core Features and...
Briefing doc · 12 sources · 187d ago
Dyalog APL Core Concepts and Quiz
Study guide · 12 sources · 187d ago
New saved note
312d ago
New saved note

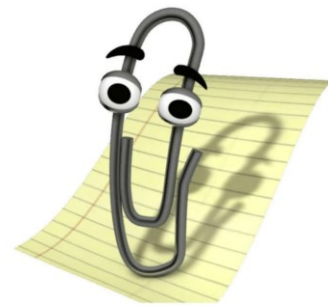
Add note



Client libraries

Client libraries

- Build AI-enabled applications in Dyalog APL
- "Smart data", forecasts, chatbots, assistants...

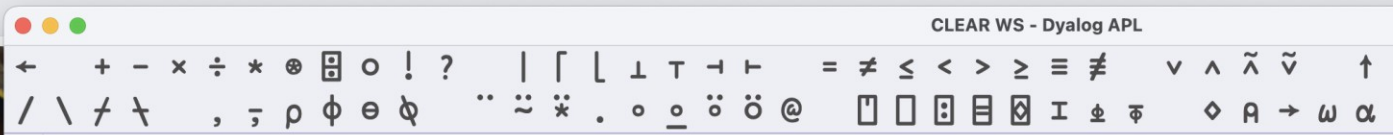
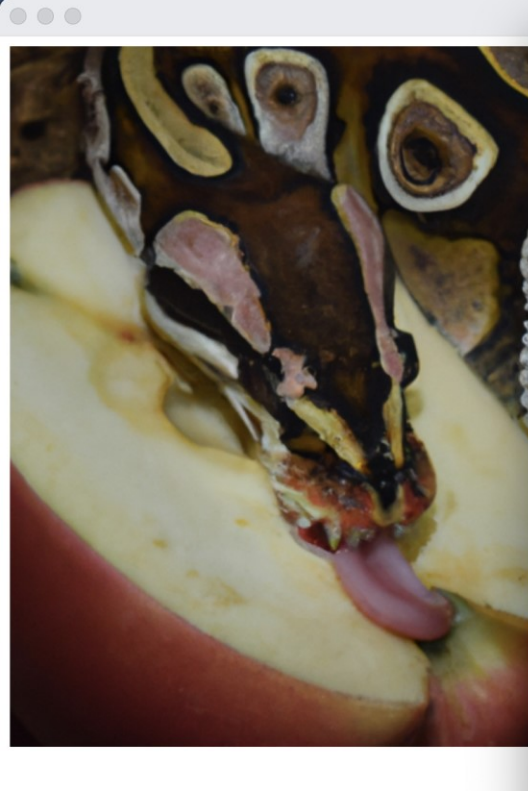


Client libraries

- ◆ Dyalog provides basic client libraries for OpenAI-compatible providers

<https://dyalog.github.io/OpenAI>

- ◆ Bigger job than it seems: *API spec* alone is 40k lines...



```
]get github.com/Dyalog/OpenAI/blob/main/source/OpenAI.apln
#.OpenAI
  OpenAI.Initialize
0  Initialized
  OpenAI.APIKey←'sk-proj-O[REDACTED]HQLQd'
.  req←OpenAI.Image.Create 'A python eating an apple'
.  req.size←'512x512'
  req.response_format←'b64_json'
  resp←req.Run ♦ resp.ShowPics|
```

State of the APL-AI nation

- Situation is rapidly improving, but...
- ...fair way to go before improving dev productivity
- Agents looks like the shape of AI-for-development
- Semantic search, RAG: solid today
- Build your own AI-applications with Dyalog

What will Dyalog do?

- ❖ Improve CLI story: testing, code evaluation
- ❖ New AI-friendly documentation format
- ❖ Improve error messaging, stack traces
- ❖ Client libraries
- ❖ Examples, training materials
- ❖ Publish more APL code



Lack of APL code 'out there'

Can *you* help? Talk to us.