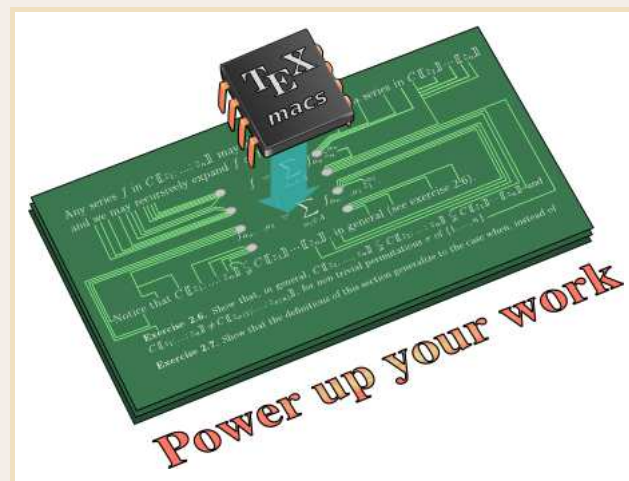


# Mathemagix I

## Introduction and Language

J. v.d. Hoeven, G. Lecerf, B. Mourrain, O. Ruatta et al. (ANR GECKO)



Gecko/Tera, École Polytechnique, 2008

<http://www.mathemagix.org>

<http://www.TEXMACS.org>



# Current version of Mathemagix



- Installation
  - Download from <http://www.mathemagix.org>.
  - Compile the SVN version on Gforge.
  - Binary installers under construction (Linux, MacOS, MinGW).
- Programming language
  - Interpreter `mmx-light`.
  - Prototype of a compiler `mmc`, written in Mathemagix.
  - Mechanism for « gluing » external C/C++ libraries.
- Suite of C++ packages (former MMXLIB + SYNAPS)
  - Fast arithmetic for basic dense objects.
  - Fast arithmetic for approximate objects.
  - Analytic functions, transseries, basic symbolic computations.
  - Solvers.
- Interfaces
  - Textual (shell, emacs, automatic completion, syntactic highlighting).
  - Graphical (GNU  $\text{T}_{\text{E}}\text{X}_{\text{MACS}}$ ).
  - 3D modeler 3D (Axel).



# Introductory examples



```
Mmx] use "algebramix"
```

```
Mmx] z: Series Rational == series (0, 1);
```

```
Mmx] f == exp (exp z - 1)
```

```
Mmx] f[500] * 500!
```

```
Mmx] M == [ 1/(i+j-1) | i in 1 to 3 || j in 1 to 3 ]
```

```
Mmx] invert M
```

```
Mmx] fib (n: Integer): Integer ==  
    if n <= 1 then 1  
    else fib (n-1) + fib (n-2);
```

```
Mmx] [ fib n | n in 0..20 ]
```

```
Mmx]
```



## Natural notations

- Functional (objects  $x \mapsto x^2$ )
- Polymorphism ( $+: \mathbb{Z} \times \mathbb{Z} \rightarrow \mathbb{Z}$ ,  $+: \mathbb{Q} \times \mathbb{Q} \rightarrow \mathbb{Q}$ , etc.)
- Implicit conversions ( $\mathbb{Z} \subseteq \mathbb{Q} \subseteq \mathbb{Q}[x] \subseteq \mathbb{Q}[[x]]$ )

## Genericity

- Categories (signatures)
- Generic types ( $\text{object}(R: \text{Ring}, x: R)$ )
- Symbolic types

## General

- Compiled
- Modular (large scale programming)
- Cooperative (glue for existing systems)



## Computer algebra systems

- Maple: interpreted, weak types, recently functional
- Mathematica: interpreted, pattern matching
- Axiom/Aldor: strongly typed, functional, categories, polymorphic

## General purpose languages

- Lisp: weakly typed, functional
- C++: moderately typed, not functional
- Ocaml: strongly typed, functional, signatures, not polymorphic



# The type system by examples



## ↑ Overloading

```
Mmx] f (x: Int): Int == x * x;
```

```
Mmx] f (x: String): String == "Hello " >< x;
```

```
Mmx] f (11111)
```

```
Mmx] f ("Marc")
```

```
Mmx]
```

## ↑ Templates

```
Mmx] forall (T: Class)
      print (x: T): Void == mmout << x << "\n";
```

```
Mmx] print "Hello Marc";
```

```
Mmx] category Ring == {
      convert: Integer -> This;
      prefix -: This -> This;
      infix +: (This, This) -> This;
      infix *: (This, This) -> This;
    }
```

```
Mmx] forall (R: Ring)
      square (x: R): R == x * x;
```

```
Mmx] square 3
```

```
Mmx]
```

## ↑ Genericity

```
Mmx] forall (K: Field) exists (L: Extension_Field K)
      roots (P: Polynomial K): Vector L;
```

## General philosophy

---

Theorem

Specification

Proof

Implementation



# Typing ambiguities



assertion in first order language

$x:T \iff x$  can be regarded as an instance of type  $T$

$$x:T \sqcap U \iff x:T \wedge x:U$$

$$x:T \sqcup U \iff x:T \vee x:U$$

$$x:(\lambda : \Lambda) T_\lambda \iff (\forall \lambda: \Lambda) x: T_\lambda$$

$$x:(\lambda : \Lambda) T_\lambda \iff (\exists \lambda: \Lambda) x: T_\lambda$$

$$x: \text{C} T \iff C \Rightarrow x: T$$

Axiom  $\longleftrightarrow$  Implicit conversion rule

$$T \sqsubseteq U \iff \forall x, x: T \Rightarrow x: U$$





# Implicit conversions



## One shot converters or casters

- Double  $\rightsquigarrow$  Floating
- Point  $\rightsquigarrow$  Vector(Floating)

## Upgraders

- $T \overset{\text{up}}{\rightsquigarrow} U \iff \forall X, X \rightsquigarrow T \Rightarrow X \rightsquigarrow U$
- Integer  $\overset{\text{up}}{\rightsquigarrow}$  Rational
- $\forall X: \text{Ring}, X \overset{\text{up}}{\rightsquigarrow} \text{Complex}(X)$

## Downgraders

- $T \overset{\text{down}}{\rightsquigarrow} U \iff \forall X, U \rightsquigarrow X \Rightarrow T \rightsquigarrow X$
- Colored\_point  $\overset{\text{down}}{\rightsquigarrow}$  Point

$$\text{Colored\_point} \overset{\text{down}}{\rightsquigarrow} \text{Point} \rightsquigarrow \text{Vector}(\text{Floating}) \overset{\text{up}}{\rightsquigarrow} \text{Complex}(\text{Vector}(\text{Floating}))$$



# Implicit conversions



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$$\begin{array}{cccccccccccc}
 T_1 & \overset{\text{down}}{\rightsquigarrow} & T_2 & \overset{\text{down}}{\rightsquigarrow} & \dots & \overset{\text{down}}{\rightsquigarrow} & T_t & \rightsquigarrow & U_u & \overset{\text{up}}{\rightsquigarrow} & \dots & \overset{\text{up}}{\rightsquigarrow} & U_2 & \overset{\text{up}}{\rightsquigarrow} & U_1 \\
 h_{T_1} & \geq & h_{T_2} & \geq & \dots & \geq & h_{T_t} & & h_{U_u} & \leq & \dots & \leq & h_{U_2} & \leq & h_{U_1}
 \end{array}$$



# Resolution of ambiguities



- **First come first served**

```
v: Vector Rational == square ([1, 2, 3]);
```

$$\begin{array}{ccc}
 [1, 2, 3]: \text{Vector}(\mathbb{Z}) & \longrightarrow & [1, 4, 9]: \text{Vector}(\mathbb{Z}) \\
 \downarrow & & \downarrow \\
 [1, 2, 3]: \text{Vector}(\mathbb{Q}) & \longrightarrow & [1, 4, 9]: \text{Vector}(\mathbb{Q})
 \end{array}$$

- **Affirmative action**

```
forall (R: Ring) square (x: R): R == x * x;
square (x: Boolean): Boolean == x;
b: Boolean == true;
mmout << square b << "\n";
```

- **Work less and earn more**

```
postfix []: (Vector R, Int): R;
assume (access) postfix []: (Alias Vector R, Int): Alias R;
v: Vector R == [ x, y, z ];
mmout << v[1] << "\n";
```

- **User king, not emperor**

```
mmout << polynomial (1, 2, 3) + complex (2, 3) << "\n";
```



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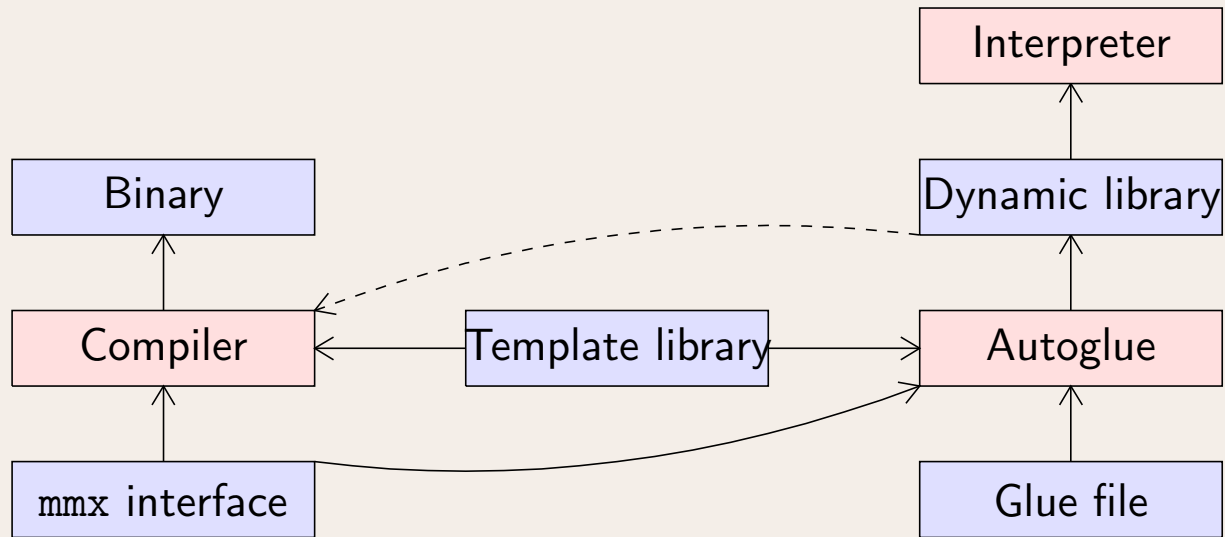
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mmout << v[1] << "\n";
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mmout << polynomial (1, 2, 3) + complex (2, 3) << "\n";
```



# Gluing external C/C++ libraries





# Gluing external C/C++ libraries



```
foreign cpp import {
  cpp_flags "'algebramix-config --cppflags'";
  ...

  forall (C: Ring) {
    class Polynomial C == polynomial C;

    polynomial: Tuple C -> Polynomial C == polynomial C;
    deg: Polynomial C -> Int == deg;
    postfix []: (Polynomial C, Int) -> C == postfix [];

    prefix -: Polynomial C -> Polynomial C == prefix -;
    ...
  }
}
```

```
require "algebramix/glue_vector_rational.mmx";
require "algebramix/glue_polynomial_generic.mmx";
specialize Polynomial Rational;
specialize Polynomial Complex Rational;
```