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1 Installation

1.1 Installation Overview

1.2 Interpreter vs Compiler

The compiler supports most of the features supported by the interpreter. The compiler generates a C++ file which can be subsequently compiled.

1.2.1 Interpreting a Program

To run a Mumps program (file suffix: .mps) with the interpreter, either:

1. Type

    mumps fileName.mps

    where fileName.mps is the name of the Mumps program, or,

2. Place on the first line, first column of the Mumps program the line:

    #!/usr/bin/mumps

Make the Mumps program executable, and invoke the program by typing its name (including file extension):

    filename.mps

1.2.2 Compiling a Program

The script file mumpsc if given a Mumps program (file suffix: .mps) as an operand compiles the Mumps to C++ and then compiles the C++ resulting in an executable binary with the same name as the input Mumps program.

    mumpsc

When compiling a Mumps program, mumpsc generates a C++ file (file suffix: .cpp) which is the C++ translation of the Mumps program. It is this file that is passed to the C++ (g++) compiler.

    mumpsc

You may edit the C++ file and include calls to other routines. You may compile it (the C++) file) to a binary executable using mumpsc.

You should not pass the Mumps compiler generated C++ file directly to the C++ compiler due to required libraries which the mumpsc command includes.

If you use the compiler, you should avoid using the execute command and the indirection operator (@).

1.3 Required System Software

Building mumps requires that your system have certain software installed. For the most part, these are available through the Synaptic Package Manager or apt-get. The Configure... scripts automatically install these if they are not present on your system.

1. Linux, preferably a Debian based version such as Debian, Ubuntu or Mint. The Windows-10 WSL (Windows Subsystem for Linux) implementation with Ubuntu may be used.

2. The g++/gcc compilers and related libraries.

3. The pcre (Perl Compatible Regular Expression) development libraries. The pcre libs should be in /usr/lib and the include files in /usr/include. Be certain to install the pcre development libraries.

4. The bash shell interpreter located in /bin.
5. The GNU readline and readline-dev packages.

6. Autoconf

7. The following libraries are needed for the extended precision mathematics. If they are not installed by default, you will need to do so. Be sure to install the development versions of the libraries:

   a) The GNU Multiple precision floating point computation library

      http://www.mpfr.org/
      libmpfr-dev

   b) The GNU Multiprecision arithmetic library development tools

      https://gmplib.org/
      libgmp-dev

1.4 Basic Software Installation

   There are Bash script files (see below) that will install any needed software. You may wish to use these rather than manually installing each software package. The names of these files all begin with the prefix Configure. A related set of files to compile the various versions, begin with the prefix Compile.

   The following are the apt-get tool install commands for required software used by Debian GNU/Linux and related distributions (such as Ubuntu and Mint). Other Linux systems use different but similar tools. You need to install these packages for all versions of Mumps.

   These commands are in the Configure... script files so you don't need to run them manually if you use the Configure... files.

   apt-get --yes install autoconf
   apt-get --yes install libreadline6 libreadline6-dev
   apt-get --y install libpcre3
   apt-get --y install libpcre3-dev
   apt-get --y install g++
   apt-get --y install gcc-doc
   apt-get --y install libgmp-dev
   apt-get --y install libmpfr-dev
   apt-get --y install astyle
   apt-get --y install libglib2.0-dev
   apt-get --y install pkg-config
   apt-get --yes install libgtk-3-0
   apt-get --y install gtk-3-examples
   apt-get --yes install libwebkit2gtk-4.0-dev
   apt-get --yes install glade

1.5 SQLite3 Software

   The following are in ConfigureSqlite.script file so you don’t need to run them manually. If you do run them manually, these are the commands so to do:

   apt-get --yes sqlite3
apt-get --yes libsqlite3-dev

1.6 Building the Software

The distribution consists of source code. The source code must be compiled and linked to create executable versions of the interpreter.

There are several options that must be set before compilation. These can be set manually. The script file `configure.ac` contains all the options. The file `configure.ac` is used to create the file `configure`.

However, for the most part, you should use the `Compile...` script files:

- `CompileNativeSharedMumps.script`
- `CompileNativeSingleUserMumps.script`
- `CompileSqliteMumps.script`

These will invoke `configure`, configure the source code, and build the resulting executables according to pre-set templates. You may change the configuration options in by making changes to these files. They are discussed below. If you wish to change a configuration option, edit these files.

You must be root to run the configuration and compile scripts.

1.6.1 Quick Start

If you want to build the most basic version of the Mumps interpreter, see the following. Compile time options are shown in section 1.10.2.

To build the simplest and fastest version, the Native Database Single User version, as root, type:

- `ConfigureNativeMumps.script`
- `CompileNativeSingleUserMumps.script`

The first script file installs any necessary software and the second compiles and builds the most basic version of the interpreter. If you have already installed the necessary software, the first step is not needed. You must be root to run these scripts.

The resulting interpreter is named `mumps` and is located in `/usr/bin/mumps`.

The single user native data base is fastest but only one user may use a set of database files at a time. The Shared Native is next fastest and permits multiple users to share the same data base files. The slowest is based on Sqlite3 but it provides for the greatest data base integrity and permits the data base to be accessed/viewed in a relational context.

1.6.1.1 Single User Native Data Base

- `ConfigureNativeMumps.script`

followed by:

- `CompileNativeSingleUserMumps.script`

1.6.1.2 Shared (Multi-User) Native Data Base

- `ConfigureNativeMumps.script`

followed by:

- `CompileNativeSharedMumps.script`

1.6.1.3 Multi-User Sqlite3 Data Base

- `ConfigureSqliteMumps.script`

followed by:

1. `configure` is a program that edits the source files to set parameter, limits, file names, and so forth before the files are compiled. The file `configure.ac` becomes `configure` when you run the program `autoconf`. 


1.6.2 Native Database Options

The native database options are fast with a minimum of overhead and it can efficiently manage very large databases however they lack a number of features normally found on modern database systems:

1. They are sensitive to system and programming errors.
2. They do a minimum of checkpointing.
3. They maintain part of the global array tree in volatile memory.

If the host system crashes or the program using the global arrays terminates unexpectedly, the contents of the entire global array database are likely to be lost.

However, in applications where speed is important and, in the event of a crash, the program can be re-run, the native database is a good choice.

The native database has two configurations:

1. The first of these is a single user global array facility where the global arrays are stored in one directory, usually the one in which the Mumps program is itself running. In this mode, only one read-write Mumps program may access the global arrays in a given directory at a time although other Mumps programs may run concurrently in other directories operating on other global array data sets. This is the fastest but most restrictive option. The single user version also contains a read-only version that permits multiple instances of Mumps to access the database concurrently provided no version concurrent version is read-write.

2. The native database also has a shared option. In this version, multiple instances of Mumps may concurrently access the database in read-write mode. This option is slower than the single user version.

The native database is stored in the current directory in files named key.dat and data.dat. Database files created by the single user version may be used by the shared version (but not concurrently) and vice versa.

1.6.3 Sqlite3 Database Option

If data integrity, remote and multi-user access are important, option 2 is better. This uses Sqlite3 to store the global arrays.

While option 2 is slower than option 1, due to relational data base system overhead, using a relational database has significant advantages with regard to reliability and flexibility. These include:

1. All database transactions are ACID (Atomicity, Consistency, Isolation, Durability) compliant.
2. SQL commands such as Begin Transaction, Commit and Rollback are available.
3. The Mumps global arrays can be queried with SQL commands from non-Mumps environments.
4. SQL views of the Mumps database may be constructed.
5. The Mumps global array database can be remote and distributed.
6. Mumps programs can execute SQL commands on the server on any accessible database table.
7. Multiple concurrent Mumps programs may run at the same time.

The distribution contains several scripts that will build various versions of the system. These are detailed next. You must be root to run these.

The scripts assume a Debian (apt-get) based Linux installation. If you are using a version of Linux not based on Debian, you will need to manually install and configure the required system software manually according to the procedures on your system.

2 The native database Mumps comes in two versions: a read-write version which may both read and write global arrays and an read-only version where each Mumps program may only read the global arrays. Multiple read-only instances may operate concurrently on the same global array data sets.
Some of the scripts provided with the distribution may install system software as needed. Consequently, when using these scripts, your machine needs to have a reliable Internet connection. Also, due to Internet load factors, it is possible that software installations may take a long time or, in some cases, fail in the unlikely event that the servers from which the software to be downloaded are unavailable.

The Mumps interpreters and libraries built as a result of the scripts will be stored in `/usr/bin`, `/usr/lib`, and `/usr/include`.

### 1.6.4 Sqlite3 Database Server Stored Global Arrays

The Mumps global arrays may be stored in the Sqlite3 relational database system. With simple code changes, other servers could also be accommodated.

To build the Sqlite3 versions, use the scripts:

```
ConfigureSqliteMumps.script
CompileSqliteMumps.script
```

There are advantages and disadvantages to storing global arrays in a relational database. The primary disadvantage is that the hierarchical nature of the Mumps database is not well suited to the tabular structure of a relational database and overall access is slower.

On the other hand, relational databases provide flexible multi-user, robust, fully ACID (Atomicity, Consistency, Isolation, Durability) compliant data storage along with a complete suite of transaction processing functions not otherwise available in the Mumps language definition.

A further advantage is that global array data may be interrogated and manipulated by ordinary, standard SQL commands.

By default, the Mumps interpreter maps global array references to a multi-column relational database table normally with the name `mumps` (this can be changed by `configure`). The columns of the table are named `a1`, `a2`, ..., `a10` and so forth. The values in the columns are the name of the Mumps global array (in `a1`) and indices from a global array reference (in `a2` through `a9`).

The final column (`a10`) contains the value stored at the reference, if any. For example, the code:

```mumps
set ^birds(1,2,3,4,5)="ducks"
```

would map to a table named `mumps` in the relational database as follows:

```
birds
| a1   | a2   | a3   | a4   | a5   | a6 | a7 | a8 | a9 | a10 |
|-----+-----+-----+-----+-----+----+----+----+----+-----|
| birds| 2    | 3    | 4    | 5    |    |    |    |    | Ducks|
```

Where the values for `a6` through `a9` are `null`.

If your program instantiates array elements like the following:

```mumps
set ^birds(1)="all"
set ^birds(1,2)="flying"
set ^birds(1,2,3)="water"
set ^birds(1,2,3,4)="large"
set ^birds(1,2,3,4,5)="ducks"
set ^birds(1,3)="flightless"
set ^birds(1,3,3)="water"
```

3 By default, the columns `varchar` (note: the character length is a settable option but the index columns are normally `varchar(64)` while the data column, the last column, is normally `varchar(512)`). The character size of columns can be set to other values by `configure`. Smaller values may improve performance.
The relational table will look like:

```
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
<table>
<thead>
<tr>
<th>a1</th>
<th>a2</th>
<th>a3</th>
<th>a4</th>
<th>a5</th>
<th>a6</th>
<th>a7</th>
<th>a8</th>
<th>a9</th>
<th>a10</th>
</tr>
</thead>
<tbody>
<tr>
<td>birds</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds | 1    | 2    | 3    | 4    | 5    |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds |      |      |      |      |      |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds |      |      |      |      |      |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds | 1    | 3    | 3    | 4    | 5    |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds |      |      |      |      |      |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds | 1    | 3    | 3    |      |      |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds |      |      |      |      |      |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
|      |      |      |      |      |      |      |      |      |      |
| birds |      |      |      |      |      |      |      |      |      |
+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+-----------------+
```

Mumps access requests produce the expected results:

- `write ^birds(1) => all`
- `write ^birds(1,2) => flying`
- `write ^birds(1,2,3) => water`
- `write ^birds(1,2,3,4) => large`
- `write ^birds(1,2,3,4,5) => ducks`
- `write $order(^birds(1,2)) => 3`
- `write $order(^birds(1,2,"")) => 3`

The row-wise duplication in the above is also present in many other Mumps systems and the empty columns (nulls) has little real effect on overall performance.

An advantage, as mentioned above, is that data stored in such a table may be queried by an ordinary SQL command such as:

```
select a10 from mumps where a1='birds' and a2='1' and a3='2';
```

which yields `flying`.

Similarly, SQL views may be established on the `Mumps` table to facilitate access in other ways by other users.

### 1.6.5 Basic Sqlite3 Database Configuration

By default, in order for Mumps to store and retrieve global arrays Sqlite3 there must be a database file named `mumps.sqlite` accessible to the instance of Mumps being executed (links may be used if the database file is in another directory).

You may create `mumps.sqlite` with the file `CreateSqliteDB.script` which is produced by the `configure` procedure. Options to `configure` can be sued to set the maximum number of characters per Mumps global array index and the maximum number of characters stored at the node. The defaults are 64 and 128, respectively.

### 1.7 Optimal Compilation Configure options

The following are the optimal recommended compile configuration options.
1.7.1 Single User Native Database

```
./configure prefix=/usr \
--with-cache=33 \
--with-hardware-math \
--with-int-32 \
--with-float-digits=6 \
--with-block=1024 \
--with-slice=0 \
--with-alarm=0
```

1.7.2 Shared Native Database

```
./configure prefix=/usr \
--with-cache=9 \
--with-slice=10 \
--with-alarm=1 \
--with-shared \
--with-block=4096
```

1.7.3 Sqlite3 Database

```
./configure prefix=/usr \
--with-sqlite --with-dbname=mumps \
--with-slice=0 \
--with-alarm=0
```

1.8 Math Options

Arithmetic in this Mumps distribution can be performed either by hardware or by a library of extended precision software.

In extended precision mode, the precision of both floating point and integer numbers can be significantly larger than is the case with standard hardware arithmetic with minimal performance penalty.

The several Build scripts look for files `gmp.h` and `mpfr.h`. If these are found, they cause the build to use the extended math packages. If not, the builds will use hardware arithmetic.

You may override this and force hardware arithmetic by modifying the scripts to add the `--with-hardware-math` option.

1.9 Numeric Configuration Options

Both extended precision and basic hardware precision are available as noted above.

In this version of Mumps, as is the case with many others, numeric values are stored in variables as character strings. When a variable participates in an arithmetic operation, the value is converted to a numeric format, the operation performed (for example, addition), and the result converted back to character string. Not only are numeric values stored in variables as strings, but also, intermediate results are in string format.

In this version of Mumps, there are several options with regard to handling numeric data. As an option, you may process numeric data either by means of builtin hardware operations or by means of extended precision software. Hardware is quicker while extended precision permits a greater range of values. The following discusses the `configure` options available.

1.9.1 Hardware Math

In hardware math mode, integer and floating point numbers are processed by your machine's arithmetic processing hardware. Floating point numbers are treated as either `long double` or `double` values and integers are treated as either signed 64-bit `long long` or signed 32-bit `long` integer values.

To enable hardware math, you must specify the following as a `configure` option:

```
--with-hardware-math
```
Integer arithmetic may be performed in int (32 bit) or long long (64 bits in the gcc compiler) mode. The default is long long. The int mode may be turned on with the configure option:

    --with-int-32

If the above is not specified, long long is used. The gcc compiler implements long long as 64 bits. The data type int is implemented as 32 bits.

Floating point arithmetic may be performed in either long double or double mode. The long double mode may be enabled with the configure option:

    --with-long-double

If the above is not specified, floating point arithmetic will be performed in double mode.

All numeric values are stored internally as strings. They are converted to binary numeric integer or floating point format just prior to an arithmetic operation and then converted back to strings.

By default, the string format of a floating point number will have with 8 digits of precision. This can be altered by configure using the --with-float_digits option (default is 8). For example, if you want 16 digits of precision, add

    --with-float-digits=16

to the configure parameters. The number of digits specified should be consistent with the hardware data type (double or long double).

On x86 architectures, long double is usually implemented as an 80 bit number with a sign bit, an 15 bit exponent and 63 bit fractional part with a range of approximately $3.65 \times 10^{-4951}$ to $1.18 \times 10^{4932}$ while double is implemented as a 64 bit number.

### 1.9.2 Extended Precision Math

Extended precision is available through use of the GNU multiple precision arithmetic library\(^5\) and the GNU MPFR library\(^6\). For integers, this means effectively unlimited precision. For floating point numbers, the exponent is 64 bits and the fraction is user specified (default of 72 bits in Mumps - this option may be set by configure).

Hardware arithmetic will be selected during compilation of the interpreter if (1) configure does not find the extended precision libraries or the user affirmatively specifies the configuration option:

    --with-hardware-math

If extended precision is used, the number of bits in the fraction of a floating point number can be set with:

    --with-float-bits=value

where value is the number of bits. The default value is 72. The number of decimal digits for a given number of bits (nbits) is approximately:

$$\log_{10}(2^{\text{nbits}})$$

Thus, 72 bits corresponds to approximately 21 decimal digits.

For extended precision floating point numbers, the number of digits of precision to print is controlled by:

    --with-float-digits=value

where value is the number of digits. The default is 8.

The number of digits specified should be consistent with the number of bits in the fraction. If the number of digits specified is too large, random low-order digits will appear in numbers.

---

If extended precision mode is in effect, integer numbers have no upper or lower bound.

1.10 All Configure Options

The basic install sequence, as is the case with many Linux based packages is to run something similar to the following as root:

```
./configure prefix=/usr
./make
./make install
```

The configure step, however, as is typical, contains many options. Specifying these causes modification to the source code and changes the final product.

The distribution, as noted above, contains several `bash` script files with pre-configured `configure` commands. For the most part, you probably don't want to write your own `configure` options except in limited cases. You may, however, want to edit the files provided to set details such as passwords and so on. This is discussed below.

The full set of options to `configure` are:

1.10.1 `configure prefix=/usr`

The directory where the runtime modules will be stored. If this is not specified, the default location is in a directory named `mumps_compiler` in the user's home directory. Normally, if you want Mumps available to all users, you will specify the option as shown and run `make` and `make install` as root. If you specify `/usr` as shown, the Mumps routines will be placed in `/usr/bin/mumps`.

1.10.2 General Relational Database Options

1.10.2.1 `--with-dbname=name`

Default name of the Sqlite3 mumps database table name [mumps].

1.10.2.2 `--with-index_size=number`

Maximum number of characters in an Sqlite3 global array index [64]

1.10.2.3 `--with-data_size=nbr`

Maximum number of data characters stored for an Sqlite3 global array [128]

1.10.2.4 `--with-dbfile=name`

Name of Sqlite’s database file [mumps.sqlite]

1.10.2.5 `--with-slice=value`

When using Sqlite3 or the single user native database, this number should be zero.

For the shared native database, a value of zero will cause the database files to be finalized after each global array transaction. This results in slower but safer operation.

For shared native database, if this number is a positive integer, it is the number of milliseconds for the database to sleep when a time slice has expired (see `--with-alarm`). This allows other pending instances of mumps to gain access to the database. Default: 10.

1.10.2.6 `--with-server`

Compile the native database in shared (server) mode. This value should be zero for single user native and Sqlite databases.

1.10.2.7 `--with-alarm=value`

The time interval of a database time slice in seconds. During a time slice, parts of the native database are maintained in memory. Default: 1.

If `--with-slice` is zero, this value should be set to zero.
This value should be zero for Sqlite3 and single user native modes.

### 1.10.2.8 --with-cache=VAL

Native global database cache size. Default for single user: 33. Default for shared: 33. Number is the number of blocks (see: --with-block) to maintain memory resident.

The only legal values for this parameter are:

9
17
33
65
129
257
513
1025
2049
4097
8193
16385
32769
65537
131073
262145
524289
1048577

### 1.10.2.9 --with-block=blksize


The native Btree database consists of two files: the tree file (key.dat) containing the actual Btree and the data file (data.dat) containing stored data. The maximum size of the Btree file is dependent on the block size. The block sizes listed below each have a PAGE_SHIFT value and this ultimately determines the maximum file size as shown. The basic internal disk address is effectively 31 bits (signed 32 bit quantity) but, depending upon the block size, some number of bits at the low-order end are always zero. For example, if the block size is 1024, the final 10 bits of an address are always zeros. As only the significant 31 bits are stored, the true address is not 31 bits but 41 bits thus a file size of 2 terabytes is possible.

The only legal values for this parameter are:

1024
2048
4096
8192
16384
32768
65536
131072
262144

The block size determines the internal PAGE_SHIFT factor:

<table>
<thead>
<tr>
<th>Block Size</th>
<th>PAGE_SHIFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1024</td>
<td>10</td>
</tr>
<tr>
<td>2048</td>
<td>11</td>
</tr>
<tr>
<td>4096</td>
<td>12</td>
</tr>
<tr>
<td>8192</td>
<td>13</td>
</tr>
<tr>
<td>16384</td>
<td>14</td>
</tr>
<tr>
<td>32768</td>
<td>15</td>
</tr>
<tr>
<td>65536</td>
<td>16</td>
</tr>
<tr>
<td>131072</td>
<td>17</td>
</tr>
</tbody>
</table>
262144  →  PAGE_SHIFT 18
524288  →  PAGE_SHIFT 19
1048576 →  PAGE_SHIFT 20
2097152 →  PAGE_SHIFT 21

PAGE_SHIFT 10 corresponds to MBLOCK 1024 and a max Btree file size of 2 TB
PAGE_SHIFT 11 corresponds to MBLOCK 2048 and a max Btree file size of 4 TB
PAGE_SHIFT 12 corresponds to MBLOCK 4096 and a max Btree file size of 8 TB
PAGE_SHIFT 13 corresponds to MBLOCK 8192 and a max Btree file size of 16 TB
PAGE_SHIFT 14 corresponds to MBLOCK 16384 and a max Btree file size of 32 TB
PAGE_SHIFT 15 corresponds to MBLOCK 32768 and a max Btree file size of 64 TB
PAGE_SHIFT 16 corresponds to MBLOCK 65536 and a max Btree file size of 128 TB

The data file may grow to a max of 2**64 bytes for all settings.

1.10.2.10 --with-readonly
Native database will be readonly – only applied to the native global array facility.

1.10.3 --with-ibuf=
  Maximum size of an interpreted program [32000].

1.10.4 --with-strmax=
  Maximum internal string size [4096].

1.10.5 --with-locale=locale
  Locale information [en_US.UTF-8].

1.10.6 --with-terminate-on-error
  Halt interpreter on error [off].

1.10.7 --with-includes=DIR
  To identify header dirs (Apple build only).

1.10.8 --with-libraries=DIR
  To identify libs (Apple build only).

1.10.9 --with-float-bits=val
  Number of bits in floating point fractional part (72).

1.10.10 --with-float-digits=val
  Number of decimal digits to print in a floating point number (20).

1.10.11 --with-hardware-math
  Use hardware arithmetic facilities.

1.10.12 --with-no-inline
  Do not use inline functions.

1.10.13 --with-profile
  Enable profiler (run gprof mumps gmon.out > stats).
2 Running a Mumps Program

2.1 Format the Global Array Sqlite3 Server
   If you are using Sqlite3, be sure you have created mumps.sqlite using the CreatSqliteDB.script file.

2.2 Mumps CLI Interpreter
   To run the command line interpreter from a terminal window, type:

     mumps

   Any Mumps commands you enter will be executed immediately. To exit the interpreter, type H[alt].

   In interactive mode, you will be presented with a prompt (>). Any Mumps command may be typed for immediate execution (including a goto or do commands with a file name reference pointing to a file to be loaded and executed).

   The keyboard up arrow and down arrow keys may be used to cycle through and display commands previously entered during this session.

   A previously entered command may be re-executed by using the keyboard up arrow key to locate and display the command and then typing <enter>.

   Input to the Mumps CLI follows GNU readline conventions.

2.2.1 Mumps CLI Special Commands

2.2.1.1 \halt \quit \h \q
   Exit the Mumps CLI. The Mumps Halt (h) command and ^d work as well.

2.3 Mumps Programs (scripts)
   Mumps programs are ASCII files that can be created by any ASCII text editor. Do not use word processing editors that may embed hidden formatting characters into the text.

   A script will normally have the following as their first line:

     #!/usr/bin/mumps

   The file extension of a Mumps program .mps is preferred but not required.

   The Mumps source file must be made executable:

     chmod u+x prog.mps

   where prog.mps is the name of your mumps source file.

   Example:

     #!/usr/bin/mumps
     for i=1:1:10 do
     . write "Hello World ",i,!
     halt

   You may execute the program by typing prog.mps to your terminal prompt. The program above will write Hello World, followed by a number ten times.
2.4 Source Code Format

C++ and C code were formatted using:

```bash
astyle --style=ratliff *.cpp
astyle --style=ratliff *.c
```
3 Relational Database Commands & Variables

If Sqlite3 relational database storage of globals is enabled, the following functions and built-in variables are available in the Mumps interpreter. If the native database is in use, these, with the exception of $zNative, are ignored.

3.1 $zSqlite
$zsqlite with no arguments returns true (1) if globals are being stored in Sqlite3, false (0) otherwise.

3.2 $zSqlite(“begin transaction”)
Sends a BEGIN TRANSACTION; command to Sqlite.

3.3 $zSqlite(“commit transaction”)
Sends a COMMIT TRANSACTION; command to Sqlite.

3.4 $zSqlite(“savepoint”,savepoint_name)
If the second argument is omitted, send a SAVEPOINT default; command to Sqlite.
If the second argument is present, send a SAVEPOINT savepoint; command to Sqlite where ‘savepoint’ is the value passed as the second argument. See Sqlite3 documentation for details.

3.5 $zSqlite(“rollback”,savepoint)
If the second argument is omitted, send a ROLLBACK TRANSACTION to default; command to Sqlite. If the second argument is present, send a ROLLBACK TRANSACTION to savepoint; command to Sqlite where ‘savepoint’ is the value passed as the second argument.

3.6 $zSqlite(“SQL”,sql_command)
The SQL command will be passed to the Sqlite3 server. The result, if a single value, will be returned.

3.7 $zSqlite(“pragma”,option)
A PRAGMA command will be sent to Sqlite with option as its argument. If the PRAGMA results in a returned value, it will be the returned result of the function. Otherwise, the function will return 0 (success) or 1 (failure).

Some example PRAGMA commands:

```
  s i=$zsqlite("pragma","mmap_size=20000000")
  s i=$zsqlite("pragma","cache_size=-1000000")
  s i=$zsqlite("pragma","journal_mode=off")
```

3.8 $sqlOpen
Returns true if a connection to the SQL server is open, false otherwise.

3.9 $zNative
$znative returns true (1) if globals are being stored in the native global array. False (0) otherwise.
4 Implementation Notes

4.1 Modulo Operator

The modulo operator (#) returns results that are the same as the C/C++ modulo operator (%). Some Mumps documentation shows the Mumps modulo returning results that are different than what would be expected from C/C++.

4.2 Goto Command

If you use a goto command, all do command pending returns are canceled. That is if you invoke a section of code by means of a do and the section of code executes a goto command, the return to the line the do was on is canceled as well as any other pending returns.

4.3 Notes on Arithmetic Precision

See section 1.8 on page 13 for additional details.

4.3.1 $fnumber()

The builtin function $fnumber() only works on numbers that can be represented in a 64 bit floating point variable.

4.3.2 Exponential format numbers

All numbers represented in exponential format are treated as floating point numbers. If exponential format constants are used in expressions, they must be enclosed in quotes:

```
set i="1.23e3"*5
```

4.3.3 Arithmetic Precision

If found, Mumps will use the GNU bignum integer and MPFR floating point packages (this can be disabled by a configure option).

4.3.3.1 Floating Point Precision

When using extended precision MPFR numbers, floating point values have a default fractional precision of 72 bits. This can be changed with the --with-float-bits=val configure option. The maximum number of printed decimal digits is, by default, 20. This can be changed with the --with-float-digits=val configure option. The number of meaningful decimal digits that can be printed depends upon the number of bits in the fractional part of the floating point number. More bits mean more decimal digits can be printed.

If MPFR is not present, standard hardware double precision is used.

4.3.3.2 Integer Precision

There is no effective limit to integer precision except string length and memory when the extended precision bignum package is in use. Otherwise, precision is the same as the hardware long.

4.3.3.3 Performance

Extended precision arithmetic results in slower performance. The amount is dependent on how much arithmetic a program does, whether it is mainly integer or floating point (floating point is slower), and, in the case of fixed length numbers, how large the numbers are. Larger numbers result in slower computations.

4.4 Rounding

The $justify() function is useful to round lengthy repeating decimal floating point numbers to a more reasonable value.

4.4 New Command

The new command functions differently than in the 1995 standard. The following details its behavior.
4.4.1 Runtime Symbol Table

The **new** command controls the internal run time symbol table. Upon entering a block by means of a **do** command, a new layer of the symbol table is created. Upon exit, the layer is discarded and the previous layer becomes the current layer.

When a program begins, an initial or base layer is created in the symbol table. In the absence of any **new** commands, newly created variables are stored at this base or initial layer.

When a variable is retrieved, all layers are searched beginning with the most recently created layer and progressing through to older layers until the initial layer is reached.

In the absence of any **new** commands, only the initial or base layer will contain variables.

4.4.2 Forms of the New Command

There are three forms of the **new** command based on the arguments provided. The first has no arguments, the second has a list of arguments consisting of variable names separated from one another by commas, and, finally, the third has an argument consisting of a parenthesized comma separated list of variable names. For example:

```
new
new a,b,c
new (a,b,c)
```

4.4.2.1 New Command with No Arguments

A **new** command with no arguments cause the system to copy all variables from all layers to the current layer.

Until the current block is exited, all access to any variable known at the time of the **new** command will access the copy of the variable, not the original. Upon exit from the block, the copies are deleted.

Any variable created whose name was not known when the **new** command was executed, will be created and stored at the lowest base layer of the symbol table and, consequently, not deleted upon exit from the block that contained the **new** command.

If a **new** command is executed in a block that invokes a block which itself executes a **new** command, the **new** command in the second block makes of copy of the invoking block's variables along with any variables created by the invoking block after executing its **new** command. If, in the symbol table stack, a variable appears at several layers, only the most recent version will be copied.

An example is given in Figure 1. In this example, variables i, j, and k are created at the beginning of the program. The function **test1** is then called.

Initially, in **test1**, the variables have the same values that they did in the main function. The variable i is changed. The **new** command is executed and a copy of all the variable currently known (i,j,k) is made to the current layer. The values of i, j, and k are altered the function **test2** is called.

The values of the variables on entry to **test2** are the same as they were in **test1**. Another **new** command is executed making another copy of the variables. These are altered and a new variable, y, not previously known at any level (and thus stored at the base level) is created. Return is made to **test1**.

In **test1** the values of the variable are printed and it can be seen that they have reverted to the values they had prior to entering **test2**. Return is made to the main function.

In the main function the variables have reverted to the values they had prior to the invocation of **test1** with the exception of i which was altered in **test1** prior to execution of the **new** command. It retains the value it received in **test1**.

---

7 A block is any sequence of code entered as a result of a **do** command.
Note also that the variable y now exists at the main function level since, when it was created in test1, it was not in the group of variables copied to the symbol table level for test1. Thus, it was created at the base level of the symbol table.

However, when y was altered in test2, only the copy made by the new command in test2 was altered, not the original.

```
#!/usr/bin/mumps
set i=10
set j=20
set k=30
do test1
halt

  test1 write "test1: expect 10 20 30: ",i," ",j," ",k,!
  set i=100
  new
  set i=11,j=22,k=33,y=50
  do test2
    quit
    new
    set i=12,j=23,k=34,y=55
    quit

root@AMD6 validate new01.mps
```

test1: expect 10 20 30: 10 20 30
test2: expect 11 22 33 50: 11 22 33 50
test2: expect 12 23 34 55 : 12 23 34 55
test1: expect 11 22 33 50 : 11 22 33 50
Main: expect 100 20 30 50: 100 20 30 50

Figure 1 new Command without Arguments

### 4.4.2.2 New Command with Arguments

There are two forms of the new command that take arguments.

The first has a list of arguments consisting of variable names separated from one another by commas:

```
new a,b,c
```

The second has an argument consisting of a parenthesized, comma separated list of variable names:

```
new (a,b,c)
```

If a variable is named in the list that does not exist, it is created in the current symbol table layer with a value of the empty string.

#### 4.4.2.2.1 New Command with Comma List of Variable Names

If the new command argument is a list of one or more variable names, it means that the variables listed will be copied to the current symbol table level and, eventually, discarded when the current block is exited\(^8\).

---

\(^8\) A block is any sequence of code entered as a result of a do command.
If a variable whose name appears in the list exists at several layers in the symbol table stack, only the most recent will be copied.

Any reference to any variable not in the argument list will be satisfied by searching through the symbol table stack for the most recent instance of it. See Figure 2.

If a variable is mentioned in the argument list that does not exist, it is ignored.

```mumps
#!/usr/bin/mumps
set i=10
set j=20
set k=30
do test1
halt

test1 write "test1: expect 10 20 30: ",i," ",j," ",k,!
  set i=100
  new i,j
  set i=11,j=22,k=33,y=50
  do test2
  quit

  new i
  set i=12,j=23,k=34,y=55
  quit

root@AMD6 validate # new02.mps

test1: expect 10 20 30: 10 20 30

test2: expect 11 22 33 50: 11 22 33 50

test2: expect 12 23 34 55 : 12 23 34 55

test1: expect 11 23 34 55 : 11 23 34 55

Main: expect 100 20 30 50: 100 20 34 55
```

Figure 2 new Command with Comma List

### 4.4.2.2.2 New Command with Parenthesized List of Variable Names

If the `new` command argument list consists of a parenthesized list of one or more variable names, it means to make a copy of the most recent versions of all known variables except for the variable named in the list. This is similar to the no-argument version except the one or more variables known at the time of command execution will not be copied to the current symbol table layer.

When the block containing the `new` command is exited, the copies of the variables are discarded but any changes to this variables given in the argument list are not\(^9\).

See Figure 3.

```mumps
#!/usr/bin/mumps
set i=10
set j=20
set k=30
do test1
halt
```

---

\(^9\) Note: if one or more of the variables in the argument list are themselves copies from a lower layer but not the base layer, they will eventually be discarded.
test1 write "test1: expect 10 20 30: ",i," ",j," ",k,!
     new (i,j)
     set i=11,j=22,k=33,y=50
     do test2
     quit

new (i,j)

do test2
     new i
     set i=12,j=23,k=34,y=55
     quit

root@AMD6 validate # new03.mps

test1: expect 10 20 30: 10 20 30
test2: expect 11 22 33 50: 11 22 33 50
test2: expect 12 23 34 55 : 12 23 34 55
test1: expect 11 23 34 55 : 11

Figure 3 new Command with Parenthesized List

4.5 Kill Command
The kill command operates only on the current symbol table level.

4.6 For Command Extensions
The for command accepts extensions such as the following:

    for i=$order(^a(i)) ...
    for i=init:$order(^a(i)) :final ...

In the first example, the variable i will assume all the index values of the global array in collating sequence order.

In the second, the first value of i will be init and subsequent values will be the values in collating sequence order of the global array up to but not including final.

4.7 Break and Quit
In this version, the break command has a non-standard use. Originally intended as a means of interrupting a program for debugging purposes, in this implementation is is used in loop control.

A quit in a single line for terminates processing of the for. If there are multiple for commands, it terminates the nearest:

    for i=1:1:10 write i,! if i>5 quit
    writes 1 through 6 only.

    for i=1:1:10 for j=1:1:10 write j,! if j>5 quit
    writes 1 through 6 ten times.

A break may NOT be used in a single line for command. It may ONLY be used in an indented block that was introduced by a do command.

In an indented block, quit and break have special meanings:

A quit ends further processing of the block in which it appears and returns control to the line containing the invoking do at a point just after the do. Processing of the line containing the invoking do resumes. If there are more commands on the line, they are executed.

A break ends further processing of the block in which it appears but does not return the line containing the invoking do. Instead, execution moves to the line following the block which the do invoked.
Examples:

```plaintext
for i=1:1:10 do  write " continuing"
   . write !,i
   . if i>5 quit
   . write " ",i
   write !,"done",!
writes

   1 1 continuing
   2 2 continuing
   3 3 continuing
   4 4 continuing
   5 5 continuing
   6 continuing
   7 continuing
   8 continuing
   9 continuing
  10 continuing
   done
```

In this example, the block is invoked 10 times. After each invocation, the remainder of the line containing the `for` is executed producing the instances of the word "continuing". Each block invocation prints the value of "i". When the value of "i" is greater than 5, the block executes the `quit` command thus returning to the invoking line early. When the value of "i" is 5 or less, the full block is executed and return is made to the invoking line at block end. When the `for` command finishes execution, control is passed to the line following the `for` and "done" is printed.

```plaintext
set i=9
if i>0 do  write " continuing"
   . write !,i
   . if i>5 quit
   . write " ",i
   write !,"done",!
writes:

   9 continuing
   done
```

In this example, the block is entered, the value of "i" is printed but, because "i" is greater than 5, the `quit` is executed and control is returned to the invoking `do` and the word "continuing" is printed. Now, the line being completely executed, control passes to the line following the block and "done" is printed.

```plaintext
for i=1:1:10 do  write " mark " do  write " end of line",!
   . write i
   . if i>5 quit
   . write "X"
writes:

   1X mark 1X end of line
   2X mark 2X end of line
   3X mark 3X end of line
   4X mark 4X end of line
   5X mark 5X end of line
   6 mark 6 end of line
   7 mark 7 end of line
   8 mark 8 end of line
   9 mark 9 end of line
  10 mark 10 end of line
```
In this example, multiple `do` commands are shown. Note the two blanks following each. Each `do` invokes the block following the line containing the `do`

On the other hand, the `break` command terminates the block in which it is contained but execution does not return to the line containing the invoking `do` but, instead, continues with the line following the block:

```plaintext
for i=1:1:10 do  write " continuing"
  write !,i
  if i>5 break
  write " ",i
write !,"done",!
writes:
  1 1 continuing
  2 2 continuing
  3 3 continuing
  4 4 continuing
  5 5 continuing
  6
done

set i=9
if i>0 do  write " continuing"
  write !,i
  if i>5 break
  write " ",i
write !,"done",!
writes:
  9
done

for i=1:1:10 do  write " mark " do  write " end of line",!
  write i
  if i>5 break
  write "X"
write !
writes:
  1X mark 1X end of line
  2X mark 2X end of line
  3X mark 3X end of line
  4X mark 4X end of line
  5X mark 5X end of line
  6
```

In these examples, execution of the `break` can be seen to terminate the current block and move to the line following the block.

```plaintext
for i=1:1:10 do
  for j=1:1:5 do
    .. write j,!
  .. if j>3 break
The above write 1 through 4 ten times.
```

Note: the contents of `$test` revert to their former value when exiting an indented block by means of `break` or `quit`:
if 1=1 do
  . write "test 1: ",$test,!
  . if 1=2 write "wow",!
  . else write "not wow",!
  . write "test 2: ",$test,!
write "test 3: ",$test,!
writes:
  test 1: 1
  not wow
  test 2: 0
  test 3: 1

If you exit a block with a goto, the value of $test is not restored.

4.8 Lock Command with SQL

Locks are not needed if you are using Sqlite3 for global array storage as SQL transaction commands can achieve the same or better effect.

When using SQL for the backend global array stores, the Lock should not be used. Instead, use the more modern native SQL transaction processing commands (BEGIN, COMMIT, ROLLBACK, etc.) to achieve the same effect with far greater integrity (see Section 3 on page 20).

4.9 Lock Command in Shared Native Database Mode

In native B-tree mode, the Lock command creates a file named Mumps.Locks in /tmp where lock information for the system is stored. If this file becomes corrupted due to abnormal terminations, it should be deleted. It will be rebuilt as needed.

4.10 Naked indicator

This version of Mumps does not support the naked indicator.

The naked indicator has no place in a modern or even semi-modern programming language.

It was originally included in early versions of Mumps because of the inefficient binary mapping of an n-way tree which was used at the time to store the global arrays. The naked indicator was a short-hand to the interpreter to allow it to search for a global without stating at the top of the tree each time thus resulting in faster access. That is no longer the case with B-tree based access methods.

The main issue is the ambiguity of determining what exactly the naked indicator is after certain Mumps operations. Unfortunately, some legacy applications use it. These should be re-written.

4.11 Job command

The JOB command results in a C/C++ fork() function to be executed thus creating a child process. The child process will attempt to execute the argument to the JOB command. The JOB command may be used in native B-tree user mode but only one process may access the globals. In native client server mode, this restriction is not in effect.

The child process must end with a HALT command or the child process will hang.

4.12 File Names Containing Directory Information

When invoking a file name containing directory information (forward slash in Linux and backslash in DOS) with the DO or GOTO commands, the file name must be enclosed in quotes. For example:

```
set x="^^/home/user/xxx.mps" goto @
goto @"^^/home/user/xxx.mps"
```

Note the extra quotes. These are required.
4.13 File Names

File names should conform to variable naming conventions except that the first character of a file name may not be the percent sign (%) character. The first character must be alphabetic. File names may only contain letters, digits and the percent sign.

4.14 Array Index Collating Sequence

Array index collating sequences for both global and local array is ASCII. That is, for the $query() and $order() functions, all array indices will be presented in the same order as ASCII strings. Thus, in an array with 15 elements whose indices range from 1 to 15, the indices will be presented as:

```
1 10 11 12 13 14 2 3 4 5 6 7 8 9
```

Other versions of Mumps may present numeric indices in numeric order. This, however, leads to considerable inefficiencies in the data base.

You may achieve numeric ordering by storing the indices padded to left with blanks such as:

```
for i=1:1:15 set ^a($justify(i,8))=i
set i="" for set i=$order(^a(i)) quit:i='' write +i,""
```

the indices will now be presented as:

```
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
```

Note the the +i in the write command has the effect of converting the string to a number with no leading blanks.

4.15 Subroutine & Function Calls

Subroutines and functions may be performed in several ways as shown in Figure 4. Values returned from functions invoked by a do command are ignored. In standard Mumps, the $$ form is used only with function invocations.

Caution: be certain to include a halt or other exit in your program prior to any functions that may appear at the end of your code. If the halt is not present, function code will be entered and any passed variables will be undefined.

```mumps
#!/usr/bin/mumps
# calls.mps
set i=10
do fcn(i)
do fcn(5)
do $$fcn(i)
do $$fcn(5)
set k=$$fcn(5)
write "returned k=",k,!
set i=10
do fcn^ext.mps(i)
do fcn^ext.mps(5)
do $$fcn^ext.mps(i)
do $$fcn^ext.mps(5)
set k=$$fcn^ext.mps(5)
write "returned k=",k,!
do fcn^ext1.mps
do fcn^ext1.mps
do $$fcn^ext1.mps
do $$fcn^ext1.mps
set k=$$fcn^ext1.mps
```
write "returned k=",k,!
halt
fcn(x) write "in fcn(x) value passed is ",x,!
    quit x
----------------------------
#!/usr/bin/mumps
# ext.mps
fcn(x) write "in fcn(x) value passed is ",x,!
    quit x
----------------------------
#!/usr/bin/mumps
# ext1.mps
fcn    write "in fcn ext1.mps",!
    set x=22
    quit x
----------------------------
output results:
in fcn(x) value passed is 10
in fcn(x) value passed is 5
in fcn(x) value passed is 10
in fcn(x) value passed is 5
in fcn(x) value passed is 5
returned k=5
in fcn(x) value passed is 10
in fcn(x) value passed is 5
in fcn(x) value passed is 10
in fcn(x) value passed is 5
in fcn(x) value passed is 5
returned k=5
in fcn ext1.mps
in fcn ext1.mps
in fcn ext1.mps
in fcn ext1.mps
in fcn ext1.mps
returned k=22

Figure 4 Subroutine/Function Calls

4.16 $fnumber() Function

The $fnumber() is implemented via the C function strfmon() which provides much greater flexibility when dealing with differing locales and, especially, currencies. The default locale is en_US.UTF-8 but this can be set with the configure option:

    --with-locale=location-information

You may use $fnumber() with the legacy Mumps parameters or use it with a pattern parameter designed for strfmon().

If you use the strfmon() parameter option, the function takes two arguments. The first must be a number consisting of only numeric characters. The second is a character string conforming to a strfmon() pattern but preceded by an asterisk to distinguish the pattern from those used by the
legacy Mumps function of the same name. The \texttt{strfmon()} function is well documented but here are some examples:

\begin{verbatim}
set x=12345.6789
write $fn(x,"*%!n")  ==>  12,345.68
write $fn(x,"*%n")   ==>  $12,345.68
write $fn(x,"*%i")   ==>  USD 12,345.68
write $fn(x,"*%n3")  ==>  $12,345.683
write $fn(x,"*%20n") ==>           $12,345.68
\end{verbatim}

4.17 $Select() Function
All arguments of the \texttt{$select()} function are evaluated. In standard Mumps, they are evaluated until one is true or all are false.

4.18 Compiling Large Programs
When compiling large programs, especially if SQL is enabled, there may be a warning about variable tracking from the gcc/g++ compiler. You may ignore this.

4.19 Embedded Expressions
In several extended Mumps commands, the figure \&~exp~ may appear. The expression \texttt{exp} is evaluated and the result replaces the figure. For example:

\begin{verbatim}
set x="ls -lh"
shell &~x~
\end{verbatim}

4.20 Functions
This is the form of subroutine was originally used in Mumps. There are no parameters passed to the subroutine and the subroutine shares the same namespace as the calling program hence, as seen in the example in Figure 5, the values of the variables \texttt{i}, \texttt{j}, and \texttt{k} are accessible to the subroutine and any changes to them are available in the calling program.

Variables created in the subroutine in the normal manner by a \texttt{set} or \texttt{read} command, unless the subject of a \texttt{kill} command, are available to the calling routine.

Variables created in the subroutine as a result of a \texttt{new} command are destroyed upon return and are not available to the calling routine.

\begin{verbatim}
zmain
set i=10
set j=20
set k=30
write "main program: ",i," ",j," ",k,!
do test
write "main program: ",i," ",j," ",k,!
write "main program x=",x,!
write "main program $data(y)=","$data(y),!
halt
test
write "sub-program: ",i," ",j," ",k,!
set i=11
set j=22
set k=33
set x=22
new y
set y=33
quit
\end{verbatim}

which produces the following output:

main program: 10 20 30

10 Using the compiler is not presently recommended.
4.20.1 Call by Value

This form of subroutine call was introduced later in the evolution of Mumps. It permits parameters to be passed to the subroutine but the subroutine maintains a separate name space for values passed to it as parameters. Variables from the calling program are visible to the called program. Variables created by the called program become available to the calling program upon return (except if the are killed prior to return or created by a new command), and variables created in the called program are deallocated upon return and are thus not visible to the calling program. Changes to parameters passed to the called program do not change the corresponding arguments in the calling program.

```mumps
zmain
   set i=10
   set j=20
   set k=30
   write "main program: ",i," ",j," ",k,!
do test(i,j,k)
   write "main program: ",i," ",j," ",k,!
halt
test(a,b,c)
   write "sub-program: ",a," ",b," ",c,!
   set a=11
   set b=22
   set c=33
   quit
which produces the following output:
main program: 10 20 30
sub-program: 10 20 30
main program: 10 20 30
```

Figure 6 Call by Value Functions

4.20.2 Call by Reference.

Same as the above but 'call be reference' permitted. That is, changes to parameters made by the called program cause changes to the corresponding arguments in the calling program. Note the "." in front of the variables in the 'do' command that are to be passed by reference. Both call by reference and call by value arguments may be mixed in the same 'do' statement.

```mumps
#!/usr/bin/mumps
zmain
   set i=10
   set j=20
   set k=30
   write "main program: ",i," ",j," ",k,!
do test(.i,.j,.k)
   write "main program: ",i," ",j," ",k,!
halt
test(a,b,c)
   write "sub-program: ",a," ",b," ",c,!
   set a=11
```
set b=22
set c=33
quit

which produces the following output:

main program: 10 20 30
sub-program: 10 20 30
main program: 11 22 33

Figure 7 Call by Reference Functions

In each of the examples, the subroutine and calling program are actually part of the same C++ function. In effect, subroutines of the type shown above as similar to the old Basic `gosub` facility. Functions such as shown above may also return values:

An example recursive factorial computation is shown in Figure 8.

```mumps
#!/usr/bin/mumps
zmain
    set i=$$factorial(5)
    write "factorial=",i,!
    halt

factorial(a)
    write "sub-program: a=",a,!
    if a<2 quit 1
    set b=$$factorial(a-1)
    write "a=",a," b=",b,!
    quit a*b

sub-program: a=5
sub-program: a=4
sub-program: a=3
sub-program: a=2
sub-program: a=1
a=2 b=1
a=3 b=2
a=4 b=6
a=5 b=24
factorial=120
```

Figure 8 Function Return Values
5 Shell Commands

The shell command passes the remainder of the line to a shell for execution (sh in Linux). Shell output will appear on stdout. The command sets $test to false if the fork() fails, true otherwise.

5.1 shell/p

The shell/p form passes the remainder of the line to a shell for execution but opens a pipe from the shell to Mumps unit number 6. All stdout output from the shell is directed to unit number 6 and can be read with any of the input commands or functions in association with the use command.

5.2 shell/g

The shell/g form passes the remainder of the line to a shell for execution (sh in Linux) and opens an output pipe from the Mumps program to the shell as Mumps unit number 6. Data written to this unit becomes stdin to the shell. Output from the shell is written to stdout. Remember to close unit number 6 to signal end-of-file to the shell.

5.3 shell

With no qualifier, the shell command passes the remainder of the command line to a shell. Input or output from the shell come from or go to stdin or stdout, respectively.

5.4 Expression Substitution

In all cases, the remainder of the command line is scanned for &~...~ expressions. The expression between &~ and ~ is evaluated and the result replaces the &~...~ expression.

For example:

```
shell sort dictionary.tmp | uniq -c | sort -nr > dictionary.s
```

The Linux shell created will do the following:

1. The file dictionary.tmp, a collection of words, will be sorted by sort and the output piped to uniq
2. uniq counts duplicate entries and pipes its output consisting of a count and a word to sort
3. sort sorts the result numerically by number of duplicates in reverse order and writes its output to dictionary.s.

```
1 shell/p sort dictionary.tmp | uniq -c | sort -nr
2 open 1:"dictionary.s,new"
3 for  do
4  . use 6
5  . read line
6  . if '$test break
7  . use 1
8  . write line,!
9 close 1
```

Figure 9 Shell Command Example

The above does the same but the output will be presented to Mumps unit 6 which reads and writes the result to the file named dictionary.s
6 Added Commands

6.1 Database expr
By default, Native database file key.dat and data.dat are stored in the directory current when a program is invoked.

The database command may be used to set the name of the files to be used to store the native global arrays. The expression will be evaluated and the resulting name will become the name, suffixed .key and .dat, of the files in which the native global arrays are stored. The expression may contain directory information. For example:

    database "/home/user/data/mumps"

will cause the system to access files:

    /home/user/data/mumps.key
    /home/user/data/mumps.dat

This command must be issued prior to any attempt to access the global arrays. It only works with the native B-tree database option.

6.2 Zhalt return code
The zhalt command will terminate the current program with a return error code given by its argument. Example:

    if a=0 zhalt 99

The value of $? in the BASH environment will be 99.
7 Z Functions and System Variables

$zfunctions$ are extensions added by the implementor and not covered by the standard. Thus, many if not all of the following M2 extensions may not be supported or supported differently in other implementations. Likewise, there are implementer defined system variables which may be queried and, in some cases, set.

M2 implementation note: you may add new $z$ functions by modifying the function $zfcn()$ located in the source file $bifs.cpp.in$

7.1 System Variables

7.1.1 $zProgram$

Returns a string with the name of the currently executing program.

7.2 Bash Functions

7.2.1 $zbasename(arg1[,arg2])$

Returns a result equivalent of the Bash function $basename$

$zbasename(“/home/jsmith/base.wiki”)$ yields base.wiki
$zbasename(“/home/jsmith/”) yields jsmith
$zbasename(“/”) yields /

$zbasename(“/home/jsmith/base.wiki”,“.wiki”) yields base
$zbasename(“/home/jsmith/base.wikia”,“ki”) yields base.wi
$zbasename(“/home/jsmith/base.wiki”,“base.wiki”) yields base.wiki

7.2.2 $zfiletest(arg1,arg2)$

Performs a Bash style check on a file name. The first argument is the name of a file and the second is a parameter that determines the type for file check. If the check condition is true, a one (1) is returned, zero (0) otherwise. The following are legal values for the second argument:

- $a$ True if FILE exists.
- $b$ True if FILE exists and is a block-special file.
- $c$ True if FILE exists and is a character-special file.
- $d$ True if FILE exists and is a directory.
- $e$ True if FILE exists.
- $f$ True if FILE exists and is a regular file.
- $g$ True if FILE exists and its SGID bit is set.
- $h$ True if FILE exists and is a symbolic link.
- $k$ True if FILE exists and its sticky bit is set.
- $p$ True if FILE exists and is a named pipe (FIFO).
- $r$ True if FILE exists and is readable.
- $s$ True if FILE exists and has a size greater than zero.
- $t$ True if file descriptor FD is open and refers to a terminal.
- $u$ True if FILE exists and its SUID (set user ID) bit is set.
- $w$ True if FILE exists and is writable.
- $x$ True if FILE exists and is executable.
- $0$ True if FILE exists and is owned by the effective user ID.
- $G$ True if FILE exists and is owned by the effective group ID.
- $L$ True if FILE exists and is a symbolic link.
- $N$ True if FILE exists and has been modified since it was last read.
- $S$ True if FILE exists and is a socket.

7.3 Math Functions
The following C/C++ math functions are available in M2. Their arguments and return values are the same as the correspondingly named C++ functions.

7.3.1 $zabs(arg)$ absolute value
Function returns the absolute value of its numeric argument.

7.3.2 $zacos(arg)$ arc cosine
Computes the inverse cosine (arc cosine) of the input value. Arguments must be in the range -1 to 1.

7.3.3 $zasin(arg)$ Arc sine
Computes the inverse sine (arc sine) of the argument $arg$. Arguments must be in the range -1 to 1.

7.3.4 $atan(arg)$ Arc tangent
Computes the inverse tangent (arc tangent) of the input value.

7.3.5 $zcos(arg)$ Cosine
Computes the cosine of the argument $arg$. Angles are specified in radians.

7.3.6 $zexp(arg)$ Exponential
Calculates the exponential of $arg$, that is, $e$ raised to the power $arg$ (where $e$ is the base of the natural system of logarithms, approximately 2.71828).

7.3.7 $zexp2(arg)$ Exponential base 2
Calculates 2 raised to the power $arg$.

7.3.8 $zexp10(arg)$ Exponential base 10
Calculates 10 raised to the power $arg$.

7.3.9 $zlog(arg)$ Natural log
Returns the natural logarithm of $arg$, that is, its logarithm base $e$ (where $e$ is the base of the natural system of logarithms, 2.71828...).

7.3.10 $zlog2(arg)$ Base 2 log
Returns the base 2 logarithm of $arg$.

7.3.11 $zlog10(arg)$ Base 10 log
Returns the base 10 logarithm of $arg$.

7.3.12 $zpow(arg1,arg2)$ Power function
Calculates $arg1$ raised to the exponent $arg2$.

7.3.13 $zsqrt(arg)$ Square root
Function returns the square root of its numeric argument.

7.3.14 $zsin(arg)$ Sine function
Computes the sine of the argument $arg$. Angles are specified in radians.

7.3.15 $ztan(arg)$ Tangent function
Computes the tangent of $arg$. 
7.4 Date functions

7.4.1 $zdate(or $zd ) formatted date string

Function returns the system date and time in standard system printable format. This includes: day of week, month, day of month, time (hour:minute:second), and year (4 digits).

7.4.2 $zd1 numeric internal date

Returns the number of seconds since January 1, 1970 - a standard used in Linux. This number may be used to accurately correlate events.

7.4.3 $zd2(InternalDate) date conversion

 Translates the Linux time from $ZD1 into standard system printable format. The argument is a Linux format time value.

7.4.4 $zd3(Year,Month,Day) Julian date

 Returns the day of the year (Julian date) for the Gregorian date argument.

7.4.5 $zd4(Year,DayOfYear) Julian to Gregorian

 Returns the Gregorian date for the Julian date argument.

7.4.6 $zd5(Year, Month, Day) comma listed date

 Returns a string consisting of the year, a comma, the day of year, and the number of days since Sunday (Monday is 1).

7.4.7 $zd6 hour:minute

 Returns a string consisting of the hour, a colon, and the minute.

7.4.8 $zd7 hyphenated date

 Returns a string consisting of the year, hyphen, month, hyphen, and day of month. If an argument is given in the form of the number of seconds since Jan 1, 1970, the result returned will reflect the argument date.

7.4.9 $zd8 hyphenated date with time

 Returns a string consisting of the year, hyphen, month, hyphen, and day of month, comma, and time in HH:MM format. If an argument is given in the form of the number of seconds since Jan 1, 1970, the result returned will reflect the argument date.

7.5 Special Purpose Functions

The following special purpose functions are available:

7.5.1 $zb(arg) remove blanks

 Function returns a string in which all leading blanks have been removed and all multiple blanks have been replaced by single blanks. See also $zNoBlanks(). Figure 10 gives examples.

```
1 #!/usr/bin/mumps
2 set a=" abc xyz 123 "
3 write $zb(a),"***",!
4
output:

abc xyz 123 ***
```

Figure 10 $Zb() Examples

7.5.2 $zchdir(directory_path) change directory

Function changes the current directory to the path specified. If the operation succeeds, a zero is returned. If it fails, -1 is returned.
7.5.3 $zCurrentFile Current Mumps File

Returns the name of the currently executing Mumps program file (if any) or blank.

7.5.4 $zdump[(filename)] dump global arrays

Function dumps the globals to a sequential ASCII file in the current directory. If an argument is given, it is taken as the name of the file to which the globals will be written. If the argument is omitted, a file name is constructed from the system date of the form number.dmp where number is the value of the C++ time() function at the time of the dump.

The dump file is a pure ASCII text file. Each entry in the global array is represented by two lines. The first line is the global array reference and the second line is the store value. In the global array reference, parentheses and commas are replaced by the "~" character. Thus, if you wish to use this facility, you may not include the "~" character in a global array index.

The function $zrestore() reloads the global arrays from a dump file (see below).

$zdump and $zrestore do not work when SQL is used for the global array store.

7.5.5 $zrestore[(arg)] restore globals

Function restores the globals from a dump file produced by $zdump. If an argument is given, it is taken as the name of the dump file otherwise, the default name dump is used.

$zdump and $zrestore do not work when SQL is used for the global array store.

7.5.6 $zfile(arg) file exists test

Function returns a zero or one indicating if the file given as the argument exists.

7.5.7 $zflush flush Btree buffers

Function flushes all modified native global array handler buffers to disk. The function should only be used with the native globals. After flushing, all updates to the btree file system have been committed. In cases where the internal buffers are very large, this function may take several seconds to execute. The function returns the empty string. Flushing the buffers is a precaution against system failure which would otherwise result in corruption of the global arrays.

7.5.8 $z getenv(arg) get environment variable

Returns the contents of the environment variable specified as arg or the empty string if the variable is not found.

7.5.9 $zhtml(arg) encode HTML string

Function encodes its argument in the form necessary to be a cgi-bin parameter. That is, alphabetics remain unchanged, blanks become plus signs and all other characters become hexadecimal values, preceded by a percent sign.

7.5.10 $zhit global array cache hit ratio

Function calculates and returns the native global array cache hit ratio. This number ranges between zero and one. A value of one indicates all requests were satisfied from the cache while a value of zero indicates no requests were satisfied from the cache. Calling this function resets the hit ratio to zero. A higher value for the hit ratio indicates better database performance.

7.5.11 $zlower(string) convert to lower case

Function returns the input string with alphabetics converted to lower case.
7.5.12 $znormal((arg1[,arg2])) word normalization

Function converts the word passed as argument 1 to lower case and removes any embedded punctuation. If a second argument is given, the word is truncated to the length specified by this argument. If no second argument is given, words are truncated to 25 characters if their length exceeds 25 characters.

7.5.13 $zNoBlanks(arg) remove all blanks

Returns arg with all blanks removed. See also: $zb.

7.5.14 $zpadd(arg1,arg2) left justify with padding

Function left justifies the first argument in a string whose length is given by the second argument, padding to the right with blanks.

7.5.15 $zseek()

Function takes one argument (a positive integer) which is a byte offset in the currently active (use) file. The command moves the file pointer to that location in the file. $zseek() may only be used on files opened with old attribute. Figure 11 gives examples.

```mumps
1  #!/usr/bin/mumps
2  open 1:"tdb,new"
3  for j=1:1:1000 do
4    . use 1
5    . set i=$ztell
6    . set ^a(j)=i
7    . write "**** ",j,!
8
9  close 1
10 open 1:"tdb,old"
11 for j="":$order(^a(j)):"" do
12    . use 1
13    . set i=$zseek(^a(j))
14    . read a
15    . use 5
16    . write a,!
output:

**** 1
**** 10
**** 100
**** 1000
**** 101
**** 102
**** 103
**** 104
**** 105
**** 106
**** 107
**** 108
**** 109
**** 11
**** 110
**** 111
...

Figure 11 $Zseek() Examples
7.5.16 $zsrand(arg)

Seed the random number generator. The value passed as the argument will seed the internal random number generator. If the random number generator is re-seeded with the same seed, the sequence of random numbers produced by $random will be the same. The value passed must be a positive integer.

7.5.17 $zstem(arg)

Returns an word English word stem of the argument. This function attempts to remove common endings from words and return a root stem.

7.5.18 $zsrand(arg)

Executes "arg" in a system shell. Returns -1 (fork failed) or the return code of the execution of the argument. See also the shell command.

7.5.19 $ztell

Function returns the byte offset in the currently open file. Similar to the C++ ftello function.

Note: The offset returned is for the file most recently made the default i/o file by the use command. $ztell may be used on either a file opened as new, old or append. (See example under $zseek above)

7.5.20 $zu(expression)

Function returns 1 if the expression is numeric, 0 otherwise.

7.5.21 $zwi(arg)

Function loads an internal buffer with the string given as the argument. The alphabetic characters of the argument are converted to lower case. The contents of this buffer are returned by the $zwn and $zwp functions. Figure 12 gives examples.

7.5.22 $zwn extract words from buffer

Function returns successive words from the internal buffer delimited by blanks. When no more words remain, it returns an empty string (string of length zero). Returned words are converted to lower case. See $zwi.

7.5.23 $zwp extract words from buffer

Function returns successive words from an internal buffer delimited by blanks and punctuation characters. When no more words remain, it returns an empty string (string of length 0). Returned words are converted to lower case. See $zwi.

7.5.24 $zws(string) initialize internal buffer

Initializes the parse buffer but does not convert "string" to lower case as is the case with $zwi

```
1 #!/usr/bin/mumps
2 set i="now, is the time, for all good"
3 set %=$zwi(i)
4 for w=$zwp write w,!
5 write "-------",!
6 set %=$zwi(i)
7 for w=$zwn write w,!

output:
now
, is
the
time
, for
```

41
all
good
------
now,
is
the
time,
for
all
good

Figure 12 \$Zwi() Examples

7.5.25 Scan Functions

7.5.25.1.1 \$zzScan

7.5.25.1.2 \$zzScanAlnum

7.5.25.1.3 \$zzInput(var)

The functions return the next word in the current input stream delimited by white space. Words are restricted to a maximum length of 1023. Successive calls return successive words. When there are no more input words, an empty string is returned and $test is set to false.

If only part of a line is scanned as a result of these functions, a subsequent read command will begin at the white space following the last word returned.

If scanning input from stdin (i/o unit 5), you may signal end of file with a control-d on a separate line by itself. This will result terminate the scan and $test will be set to false.

\$zzScan returns all words delimited by whitespace with no conversion. Words may contain any printable ASCII character.

\$zzScanAlnum processes words before returning them according to the following rules:

- Special characters at the beginning of a word are ignored.
- Words beginning with digits are not returned. If a word begins with one or more special characters followed by a digit, it is not returned.
- Words shorter than 3 characters or longer than 25 characters are not returned.
- Words are converted to all lower case characters.
- If a word contains embedded special characters, it is treated as a delimiter.

Both functions will advance to additional lines as needed. If a word exceeds 1023 bytes, the results are undefined. See Figure 13 for an example.

\texttt{for the input line:}

\texttt{now -- _ ?!@#$%^&*()_+= IS 2for the time for}

\texttt{for set i=zzScan quit:'$test write i,!}

\texttt{output:}

\texttt{now}
\texttt{--}
\texttt{???}
\texttt{!@#$%^&*()_+=}
\texttt{IS}
\texttt{2for}
$\text{zzInput(var)}$ reads an entire input line, converts all characters to lower case, separates the words, removes punctuation (as defined by the C $\text{ispunct()}$ function except hyphen), and stores the words into a numerically indexed array whose name is the value of the variable or constant passed as the argument. The function returns the number of elements in the array. A return of zero indicates no input was obtained (end of file). As the array created by the function could be quite large, you should probably kill it when no it is longer needed. The maximum line length permitted is twice the system parameter $\text{MAX\_STR}$ (9,000 bytes by default).

### 7.6 Vector and Matrix Functions

#### 7.6.1 $\text{zzAvg(vector)}$

Computes and returns the average of the numeric values in the vector. For example, see Figure 14.

```mumps
#!/usr/bin/mumps
for i=1:1:10 set ^a(99,i)=i
set i=$zzAvg(^a(99))
write "average=",i,!
```

The above writes 5.5

#### 7.6.2 $\text{zzCentroid(gblMatrix,gblRef)}$

A centroid vector $\text{gblRef}$ is calculated for the invoking two dimensional global array $\text{gblMatrix}$. The centroid vector is the average value for each for each column of the matrix. Any previous contents of the global array named to receive the centroid vector are lost. The global array $\text{gblMatrix}$ must contain at least two dimensions. See Figure 15 for an example. The matrix must be a top level global array.

```mumps
#!/usr/bin/mumps
for i=0:1:10 do
.. for j=1:1:10 do
.. . set ^A(i,j)=5
set %=\text{zzCentroid(^A,^B)}
for i=1:1:10 write ^B(i),!
```
7.6.3 \texttt{zzCount(gblVector)}

Counts the number of nodes that contain a value in the global array reference and any descendants. For example, see Figure 9.

```mumps
#!/usr/bin/mumps
kill ^a
for i=1:1:10 set ^a(99,i)=i
set i=\texttt{zzCount(^a(99))}
write "count=",i,!
```

```
writes: count=10
```

7.6.4 \texttt{zzMax(gbl)}

Computes and returns the maximum numeric value in the vector and any descendants. See Figure 17 for an example.

```mumps
#!/usr/bin/mumps
for i=1:1:10 set ^a(99,i)=i
set i=\texttt{zzMax(^a(99))}
write "max=",i,!
```

```
output:
10
```

The above writes the largest value stored in the vector.

7.6.5 \texttt{zzMin(gbl)}

Returns the minimum numeric value stored in the vector and any descendants. See Figure 18 for an example.

```mumps
#!/usr/bin/mumps
for i=1:1:10 set ^a(99,i)=i*2
set i=\texttt{zzMin(^a(99))}
write "min=",i,!
```

```
output:
2
```

The above writes the smallest value stored in the vector.
7.6.6 $zzMultiply(gbl1,gbl2,gbl3)$

Multiplies the first and second matrix leaving the result in the third. The ordinary rules of algebra apply. Figure 22 gives an example. The arguments $gbl1$ and $gbl2$ must be top level, two dimensional arrays.

7.6.7 $zzSum(gblVector)$

Computes and returns the sum of the numeric values stored in the vector. For example, see Figure 23.

7.6.8 $zzTranspose(gblMatrix1,gblMatrix2)$

Transposes the first global array matrix leaving the result in the second. For example, see Figure 24. The argument $gblMatrix1$ must be a top level, two dimensional array.

7.7 Text Processing Functions

The following functions are used in connection with experiments in information storage and retrieval.

7.7.1 Similarity Functions

7.7.1.1 $zzCosine(gbl1,gbl2)$

7.7.1.2 $zzSim1(gbl1,gbl2)$

7.7.1.3 $zzDice(gbl1,gbl2)$

7.7.1.4 $zzJaccard(gbl1,gbl2)$

These compute the Cosine, Sim1, Dice and Jaccard similarity coefficients between document vectors given as the first and second arguments. Both arguments are numeric global array vectors. The formulae are given in Figure 19 and an example in code is given in Figure 20. The formulae calculate the similarities between two global array vector $gbl1$ and global array vector $gbl2$. The vectors need not be of equal length. Missing elements are interpreted as zero. The vectors should be top level vectors.

$$Simularity_{Dice}(i, j)=\frac{\sum_{k=1}^{t} Term_{ik} \cdot Term_{jk}}{\sum_{k=1}^{t} Term_{ik} + \sum_{k=1}^{t} Term_{jk}}$$

$$Similarity_{Jaccard}(i, j)=\frac{\sum_{k=1}^{t} Term_{ik} \cdot Term_{jk}}{\sum_{k=1}^{t} Term_{jk} + \sum_{k=1}^{t} Term_{jk} - \sum_{k=1}^{t} (Term_{ik} \cdot Term_{jk})}$$

$$Similarity_{Cosine}(i, j)=\frac{\sum_{k=1}^{t} Term_{ik} \cdot Term_{jk}}{\sqrt{\sum_{k=1}^{t} Term_{ik}^2 \cdot \sum_{k=1}^{t} Term_{jk}^2}}$$

$$Similarity_{Sim1}(i, j)=\sum_{k=1}^{t} Term_{ik} \cdot Term_{jk}$$

Figure 19 Similarity Formulae
#!/usr/bin/mumps

kill ^A
kill ^B

set ^A("1")=3
set ^A("2")=2
set ^A("3")=1
set ^A("4")=0
set ^A("5")=0
set ^A("6")=0
set ^A("7")=1
set ^A("8")=1

set ^B("1")=1
set ^B("2")=1
set ^B("3")=1
set ^B("4")=0
set ^B("5")=0
set ^B("6")=1
set ^B("7")=0
set ^B("8")=0

write "Cosine=",$zzCosine(^A,^B),!
write "Sim1=",$zzSim1(^A,^B),!
write "Dice=",$zzDice(^A,^B),!
write "Jaccard=",$zzJaccard(^A,^B),!

output:

Cosine=0.75
Sim1=6
Dice=1
Jaccard=1

Figure 20 Similarity Functions

7.7.2 $zzBMGSearch(arg1,arg2)

Boyer-Moore-Gosper Function returns the number of non-overlapping occurrences of arg1 in arg2.

These functions, were obtained from


and were written by Jeffrey Mogul (Stanford University), based on code written by James A. Woods (NASA Ames, an agency of the U.S. Government) and are thus believed to be in the public domain. Figure 21 gives an example.

#!/usr/bin/mumps

set key="now"
set str="now is the now of the now in the know"
write $zBMGSearch(key,str),!

output:

4

Figure 21 $zzBMGSearch() Example
7.7.3 $zPerlMatch(string,pattern)

Applies the Perl pattern to string and returns 1 if the pattern fits and 0 otherwise. The $zPerlMatch function has the side effect of creating variables in the local symbol table to hold backreferences, the equivalent concept of $1, $2, $3, ... in Perl. Up to nine backreferences are currently supported, and can be accessed through the same naming scheme as Perl ($1 through $9). These variables remain defined up to a subsequent call to $zPerlMatch, at which point they are replaced by the backreferences captured from that invocation. Undefined backreferences are cleared between invocations; that is, if a match operation captured five backreferences, then $6 through $9 will contain the empty string. Figure 25 contains examples (long lines wrapped).

```
1 #!/usr/bin/mumps
2 set ^d("1","1")=2
3 set ^d("1","2")=3
4 set ^d("2","1")=1
5 set ^d("2","2")=-1
6 set ^d("3","1")=0
7 set ^d("3","2")=4
8
t set ^e("1","1")=5
10 set ^e("1","2")=-2
11 set ^e("1","3")=4
12 set ^e("1","4")=7
13 set ^e("2","1")=-6
14 set ^e("2","2")=1
15 set ^e("2","3")=-3
16 set ^e("2","4")=0
17
t set %=zzMultiply(^d,^e,^f)
19
20 for i="":$order(^f(i)):"" do
21  . for j="":$order(^f(i,j)):"" do
22  .. write i," ",j," ",^f(i,j),!
output:
1 1 -8
1 2 -1
1 3 -1
1 4 14
2 1 11
2 2 -3
2 3 7
2 4 7
3 1 -24
3 2 4
3 3 -12
3 4 0
```

Figure 22 $zzMultiply() Example

```
1 #!/usr/bin/mumps
2 for i=1:1:10 set ^a(99,i)=i
3 set i=zzSum(^a(99))
4 write "sum="i,!
output:
55
```

Figure 23 $zzSum() Example

```
1 #!/usr/bin/mumps
```
```
2   kill ^f
3
4   set ^d("1","1")=2
5   set ^d("1","2")=3
6   set ^d("2","1")=4
7   set ^d("2","2")=0
8
9   set %=^zzTranspose(^d,^f)
10
11  for i="":$order(^f(i)):"" do
12    . for j="":$order(^f(i,j)):"" do
13      . write i," ",j," ",^f(i,j),!
14
15  output:
16     1 1 2
17     1 2 4
18     2 1 3
19     2 2 0
20
21  Figure 24 $zzTranspose() Example
```

```
1  #!/usr/bin/mumps
2  write "Please enter a telephone number:!
3    read phonenum
4
5   set p="^[1-]?\((?\d{3}\)?$\ |-\ )?\d{3}\-\?\d{4}\$"
6   if $zperlmatch(phonenum,p) do
7     . write "+++ This looks like a phone number.!
8     . write "The area code is: ",^2,!
9   else do
10    . write "--- This didn't look like a phone number.!
11
12  output:
13
14 Please enter a telephone number:
15    (123) 456-7890
16  +++ This looks like a phone number.
17  The area code is: (123)
18
19 Please enter a telephone number:
20    (123) 456-7890
21  +++ This looks like a phone number.
22
23  Figure 25 $zPerlMatch() Example
```

### 7.7.4 $zReplace(string,pattern,replacement)

The regular expression in *pattern* is evaluated on *string* and, if there is a match, the matching section is replaced by *replacement*. Figure 26 contains an example. In the first part, the word 'is' is replaced by 'IS'. In the second part, a match is sought for any content between two sets of matching brackets ([...]). The matched section is in back reference $2$. This is then used as a pattern to be replaced.

### 7.7.5 $zShred(string,length)

The $zShred() function segments the input argument *string* into fragments of *length* size upon successive calls. The function returns a string of length zero when there are no more fragments of size *length* remaining (thus, short fragments at the end of a string are not returned).
$zShred$ copies the input string to an internal buffer upon the first call. Subsequent calls retrieve from this buffer. When the buffer is consumed, the function will copy the contents of the next string submitted to the buffer. Figure 27 contains an example.

```mumps
#!/usr/bin/mumps
set a="now is the time for all"
set a=$zReplace(a,"is","IS")
write a,!

set a="[[now is the time]]"
if $zPerlMatch(a,"(\[\[)(.*)(\]\])") do
  set a=$zReplace(a,$2,"ABC")
write a,!
```

output:
now IS the time for all
[[ABC]]

Figure 26 $zReplace() Example

```mumps
#!/usr/bin/mumps
set a="now is the time for all good men to "
set a=a_"come to the aid of the party"
for do quit:j=""
do: set j=$zShred(a,5)
  if j="" quit
  write j,!
```

output:
nowis
theti
mefor
allgo
odmen
tocom
etoth
eaido
fthep

Figure 27 $zShred() Example

The $zShredQuery$ function segments length shifted copies of the input string into fragments of size length upon successive calls. That is, the function first returns all the fragments of size length of the string in the same manner as $zShred$. However, it then shifts the starting point of the input string to the right by one and returns all the fragments of size length relative to the shifted starting point. If repeatedly called, it repeats this process a total of length times. When there are no more combinations, the empty string is returned as shown in Figure 28.
1 #!/usr/bin/mumps
2 set a="now is the time for all good men to come to "
3 set a=a_"the aid of the party"
4 for do quit;j=""
5 . set j=$zShredQuery(a,5)
6 . if j="" quit
7 . write j,!

output:

nowis theti mefor allgo odmen tocom etoth aido thep owhist etim hefor llgo dment ocome
tothe aidof ometo with othai etime foral epart lgoood isthe mento ortal idoft imeto hepar isthe timf orall epart
goodm entoc dofth epart

Figure 28 $ShredQuery() Example

7.7.7 $zzSoundex(s1)

Returns the Soundex code for the argument string as follows:

1. All letters are converted to lower case;
2. Non-alphabetic characters are removed;
3. Adjacent duplicate letters are replaced by a single occurrence;
4. The first letter is retained;
5. The letters b, f, p, and v are replaced by the number 1;
6. The letters c, g, j, k, q, s, x, and z are replaced by the number 2;
7. The letters d and t are replaced by the number 3;
8. The letter l is replaced by the number 4;
9. The letters m and n are replaced by the letter 5;
10. The letter r is replaced by the number 6;
11. The is truncated to four characters.

7.7.8 $zSmithWaterman(s1,s2,algn,mat,gap,noMatch,match)

Computes the Smith Waterman score between two strings. Result returned is the highest alignment score achieved. String lengths are limited by STR_MAX in the interpreter. If you compare very long strings (>100,000 characters), you may exceed stack space. This can be increased under Linux with the command:

```
ulimit -s unlimited
```

Figure 29 gives an example.

1 #!/usr/bin/mumps
2 set s1="now is the time"
3 set s2="now i th time"
4 set i=$zSmithWaterman(s1,s2,1,0,-1,-1,2)
5 write "score=",i,!

output:
1 now- is the time 16
    :::: :::: :::::
1 now  i- th  time 16

score=23

Figure 29 $zSmithWaterman() Example

Parameters:

If \textit{alg} \texttt{n} is zero, no printout of alignments is produced. If \textit{alg} \texttt{n} is not zero, a summary of the alternative alignments will be printed.

If \textit{mat} is zero, intermediate matrices will not be printed.

The parameters \textit{gap}, \textit{noMatch} and \textit{match} are the gap and mismatch penalties (negative integers) and the match reward (a positive integer).

If insufficient memory is available, a segmentation violation will be raised. Try increasing your stack size.

7.7.9 $zzIDF(\texttt{global,doccount})$

Calculates the Inverse Document Frequency score of words contained in the argument \texttt{global}. The parameter \texttt{doccount} is the total number of documents. The index of each element of the \texttt{global} vector is a word and the value stored is the number of times the word occurs in the collection. Figure 30 gives and example. The vector argument \texttt{global} must be a top level array.

```
1 #!/usr/bin/mumps
2 set ^a("now")=2
3 set ^a("is")=5
4 set ^a("the")=6
5 set ^a("time")=3
6 set j=4
7 set %=zzIDF(^a,j)
8 for i="":$order(^a(i)):"" write i," ",^a(i),!
```

output:

is 0.7
now 2.0
the 0.4
time 1.4

Figure 30 $zzIDF()$ Example

7.7.10 Correlation Functions

7.7.10.1 $zzTermCorrelate(\texttt{global1,global2})$

Calculates the Term-Term co-occurrence matrix for the Document-Term matrix in \texttt{global1}. The result is placed in \texttt{global2}.

A Term-Term matrix has terms (words) as the indices of its rows and columns. A Term-Term matrix gives, for each position, the degree to which the term corresponding to the row is similar to the term corresponding to the column. The diagonal, which is the degree a term is related to itself, is ignored. Both operands must be top level arrays.

In both the doc-doc and term-term matrices, the upper and lower diagonal matrices are mirror images of one another. Figure 31 gives an example. The order of words in the output will depend upon which data base facility is in use and what it’s collating settings are. The Native global array handler collates according to ASCII-7.
#!/usr/bin/mumps

kill ^A,^B

set ^A("1","computer")=5
set ^A("1","data")=2
set ^A("1","program")=6
set ^A("1","disk")=3
set ^A("1","laptop")=7
set ^A("1","monitor")=1

set ^A("2","computer")=5
set ^A("2","printer")=2
set ^A("2","program")=6
set ^A("2","memory")=3
set ^A("2","laptop")=7
set ^A("2","language")=1

set ^A("3","computer")=5
set ^A("3","printer")=2
set ^A("3","disk")=6
set ^A("3","memory")=3
set ^A("3","laptop")=7
set ^A("3","USB")=1

set %=$zzTermCorrelate(^A,^B)

for i="":$order(^B(i)):"" do
  write i,!
  for j="":$order(^B(i,j)):"" do
    write ?10,j,"",^B(i,j),!

output:

USB
  computer 1
  disk 1
  laptop 1
  memory 1
  printer 1

  monitor 1
  printer 1
  program 1
  language

computer
  USB 1
  data 1
  disk 2
  language 1
  laptop 3
  memory 2
  monitor 1
  printer 2
  program 2

  program

data
  computer 1
  disk 1
  laptop 1
  monitor 1
  program 1

  USB 1
  computer 2
  data 1
  disk 1
  language 1

disk
  USB 1
  computer 2
  data 1
  laptop 2

Figure 31 $zTermCorrelate() Example

7.7.10.2 $zzDocCorrelate(gblref1,gblref2,mthd,thrshld)

A square Document-Document matrix gblref2 is calculated from the Document-Term matrix gblref1 according to method mthd (Cosine, Sim1, Dice, Jaccard). The value of elements in the Document-Document matrix will not exceed threshold (thrshld) and the cells associated with corresponding document numbers will not exist.
A Document-Document matrix has document id's as its row and column indices. A cell in the matrix indicates the degree to which the row document is related to the column document. The diagonal is ignored. Figure 32 gives an example.

### 7.7.11 Stop and Synonym Functions

#### 7.7.11.1 $z\text{StopInit}(\text{arg})$

#### 7.7.11.2 $z\text{StopLookup}(\text{word})$

#### 7.7.11.3 $z\text{SynInit}(\text{fileName})$

#### 7.7.11.4 $z\text{SynLookup}(\text{word})$

A call to $z\text{StopInit}(\text{fileName})$ will open and load a file of stop words into a C++ container. The file should consist of one word per line. If the file cannot be opened or there is insufficient memory to hold the list of words, the program will halt with an error message. $z\text{StopInit}()$ converts all words to lower case.

```mumps
#!/usr/bin/mumps
kill ^A,^B
4 set ^A("1","computer")=5
5 set ^A("1","data")=2
6 set ^A("1","program")=6
7 set ^A("1","disk")=3
8 set ^A("1","laptop")=7
9 set ^A("1","monitor")=1
10
11 set ^A("2","computer")=5
12 set ^A("2","printer")=2
13 set ^A("2","program")=6
14 set ^A("2","memory")=3
15 set ^A("2","laptop")=7
16 set ^A("2","language")=1
17
18 set ^A("3","computer")=5
19 set ^A("3","printer")=2
20 set ^A("3","disk")=6
21 set ^A("3","memory")=3
22 set ^A("3","laptop")=7
23 set ^A("3","USB")=1
24
25 set %=$zzDocCorrelate(^A,^B,"Cosine",.5)
26
27 for i="":$order(^B(i)):"" do
28 . write i,!
29 . for j="":$order(^B(i,j)):"" do
30 .. write ?10,j," ",^B(i,j),!

output:

1
2 0.887096774193548
3 0.741935483870968
2
2 1.00000000000000
3 0.701612903225806
3
3 0.741935483870968
```

53
A call to \$zStopLookup(word) will return 1 if word is in the stop list, 0 otherwise. Words presented to \$zStopLookup(word) should be in lower case.

\$SynInit() opens a synonym file. The file should consist of two or more words per line separated by from one another by one blank. The words are treated as synonyms with the first word on each line as the primary synonym. The primary synonym may be a code or category number. This word or code will be returned if any of the remaining words are passed as arguments to \$SynLookup(). Figure 33 gives an example.

7.8 SQL functions
These functions are peculiar to this implementation.

Assume that the file “stop” contains the word “and”

```
set %=$zStopInit("stop")
if $zStopLookup("and") write "yes",!
```

Writes yes

Assume that the file “synonyms” contains a line with the text:

```
compression compressions compress compressed compresses
```

```
set %=$zSynInit("synonyms")
write $zSynLookup("compressions"),!
```

output:

```
compression
```

Figure 33 Stop List Functions

7.8.1 $zsqlOpen
Returns true if a connection to the SQL server is open, false otherwise.

7.8.2 $zNative
$znative returns true if globals are being stored in the native global array.

7.8.3 $zSqlite[command[,option]]
$zsqlite with no arguments returns 1 if globals are being stored in Sqlite3, 0 otherwise.

7.8.3.1 $zSqlite("begin transaction")
Send a BEGIN TRANSACTION; command to Sqlite.

7.8.3.2 $zSqlite("commit transaction")
Send a COMMIT TRANSACTION ;command to Sqlite.

7.8.3.3 $zSqlite("savepoint",savepoint)
If the second argument is omitted, send a SAVEPOINT default; command to Sqlite.
If the second argument is present, send a SAVEPOINT savepoint; command to Sqlite where ‘savepoint’ is the value passed as the second argument.
7.8.3.4 $zSqlite(“rollback”[,savepoint])

If the second argument is omitted, send a *ROLLBACK TRANSACTION to default*; command to Sqlite.

If the second argument is present, send a *ROLLBACK TRANSACTION to savepoint*; command to Sqlite where ‘savepoint’ is the value passed as the second argument.

7.8.3.5 $zSqlite(“pragma”,option)

A *PRAGMA* command will be sent to Sqlite with *option* as its argument. If the PRAGMA results in a returned value, it will be the returned result of the function. Otherwise, the function will return 1 (success) or 1 (failure).
8 GTK Desktop GUI Apps

Several simplified GTK functions are included. These will allow you to create desktop GUI applications. These are functions that control GTK widgets in a graphical application.

8.1 Glade GUI Design Tool

The open source program Glade allows the user to design the layout of a desktop GUI app by dragging and dropping GUI widgets (buttons, text boxes, etc.) onto a canvas. Figure 34 gives an example that includes several widget types.

![Glade Canvas](image)

Figure 34 Glade Canvas

When you save a Glade canvas it appears in your directory as a file with the .glade extension. This is an XML file giving the details on your design.

Included with the Mumps distribution in the directory gtk-glade is a script file named appBuild.script and a Mumps program named extractWidgets.mps. The script file:

1. runs the Mumps file which reads the file .glade file from above and builds several files;
2. compiles (using the Mumps compiler) the file gtk.mps which includes the files from the previous step and creates an executable named gtk which will render the GUI application on the screen.

Among the files created by extractWidgets.mps are several files containing Mumps programs to service the actions to be performed by interacting with the on-screen GUI. There will be a file for each signal defined for each widget. The files will have names of the form:

\[\text{on.widgetName.clicked.mps}\]

where \text{widgetName} is the name of the widget as given in the ID field in the glade app and \text{clicked} is a signal established for that widget. The file will be invoked if the action associated with the signal is detected (for example, a button is clicked).
8.2 GTK Example

8.2.1 Glade Design Tool

In Figure 35 you see the a Glade layout page. The center panel is the layout for the on-screen app that is being built. The various entities (widgets) have been dragged and dropped into their positions from widgets available in dropdown menus shown at the top named Toplevel, Containers, Control, and Display.

The leftmost panel contains the user assigned names (IDs) of the widgets along with an indication of their data types.

Some widgets are nested within others according to the display hierarchy. This, the GtkToggleButton named toggle1 is contained within the GtkFixed container named fixed1 which in turn is contained within the GtkWindow named window.

The rightmost panel contains tabs which show options for a selected widget. In this case, the selected widget is the toggle1 button which is highlighted in green in upper left of center panel and also as a row in panel one.

As can be seen in panels 1 and 3, the ID of the widget is toggle1 (user assigned), The widget is a GtkToggleButton (as seen in panel 1).

The text displayed in the button is set in panel 3 under Label with Optional Image. No image is assigned in this case.

Except for assigning the ID name of the widget and entering the text to appear in the button, the remainder of the options are defaults which are suitable for most ordinary applications.
In Figure 36 the second tab of panel 3 has been selected. This panel determines the location of the widget within the window. Changing these numbers moves the widget accordingly.

In the third tab of panel 3 are many adjustments all of which are defaults except for the height and width settings. These determine the size of the button. The height and width request boxes have been unchecked which causes the button to be sized to fit the contained text.
In Figure 38 we see the last tab of panel 3. This is the panel where you select the signals to be emitted for actions on the widget. Since this is a toggle button, the primary action is to click the button using the left button on your mouse. This action can emit a toggled signal.

If you want your program to process this signal, you enter the name of the routine to be called should the signal emit. In this case, the function named `on_toggle1_toggled` will be called if the button is clicked. The GTK GUI manager will cause the button to appear depressed or not depressed after successive clicks. Your function can determine the state of the button by using a system function.

When you save a Glade layout, it is saved as an XML file with the extension `.glade`.

### 8.2.2 Building A Mumps App from The Glade XML File

The disk representation of a Glade design is a XML file. For purposes of building a Mumps program from this file, the file needs to be named `mumps.glade`.

In the above we highlighted the `toggle1` toggle button. The Glade XML for that button looks like:

```xml
<child>
  <object class="GtkToggleButton" id="toggle1">
    <property name="label" translatable="yes">toggle example</property>
    <property name="visible">True</property>
    <property name="can_focus">True</property>
    <property name="receives_default">True</property>
    <signal name="toggled" handler="on_toggle1_toggled" swapped="no"/>
  </object>
  <packing>
    <property name="x">80</property>
    <property name="y">12</property>
  </packing>
</child>
```

The above is a fragment of the larger Glade file which is 299 lines in length. The XML tells us that the name of the widget (`toggle1`), its data type (`GtkToggleButton`), its label contents (`toggle example`), and its signals (toggled event) are defined.
example), any signals it emits (toggled) and the name of the signal handlers (on_toggle1_toggled). It also gives the location of the button on the app window and other information concerning its appearance and performance.

The distro program `extractWidgets.mps` reads the XML file and generates files that are used to compile and service an application. These are:

**8.2.2.1 gtk1.h**

This file contains C declarations for all the widgets defined in the XML file. It also includes the relevant GTK header files. In the case of the toggle one widget, the line:

```c
GtkWidget *toggle1;
```

appears, among others.

**8.2.2.2 gtk2.h**

This file contains code that will invoke a Mumps signal handler (see below) for each signal emitted for a widget. In the case of the toggle1 widget, this code looks like:

```c
toggle1=GTK_TOGGLE_BUTTON(gtk_builder_get_object(builder,"toggle1");
{ char tmp[128]; sprintf(tmp,"%p", toggle1);
  SymPut("toggle1",tmp);
  fprintf(f," set toggle1="%s"
",tmp); }
```

The above code fragment which will be compiled into the base program `gtk.mps` builds the internal data structure and screen representation associated with the widget by means of `gtk_builder_object()`. This function reads the `mumps.glade` XML file information for the parameter `toggle1`. The function returns a pointer to the object which is stored in the GtkToggleButton pointer `toggle1` (the names of the widgets and the internal pointers as usually the same, both are `toggle1` in this case).

The string value of the pointer is stored in the Mumps symbol table (`SymPut()`) and a string containing the Mumps command or the form: `set toggle1=0x123456` is written to the file `gtk4.mps`.

**8.2.2.3 gtk3.h**

This file contains the basic signal handlers (written in C) which are used to invoke the corresponding Mumps programs which will actually handle the signal. The code for the toggle1 widget looks like:

```c
extern "C" void on_toggle1_toggled(GtkWidget *w)
{ struct MSV * Ptr = AllocSV(); char tmp[512];
  sprintf(tmp,"set widget="%p" g ^on.toggle1.toggled.mps",w);
  Interpret((const char *) tmp, Ptr); free(Ptr);}
```

This fragment establishes the signal handler (`on_toggle1_toggled()`), creates an instance of the Mumps state vector (MSV *Ptr), creates a string consisting of Mumps `set` and `goto` (g) commands with the string value of the widget `w` as the right hand side of the `set` command.

The subject of the goto command is a file named `^on.toggle1.clicked.mps` which will contain the Mumps code to process the signal.

Next, it then invokes the mumps interpreter (`Interpret()`) which executes the commands in `tmp`.

The first line specifies that the calling conventions for this function will follow C language rules. This is because the Mumps interpreter is actually a collection of C++ programs and the basic GTK library is written in C.

**8.2.2.4 gtk4.h**

This file is created when the actual application is run. It writes, for each widget, a Mumps set command that establishes the address of the data structure for the widget. In the case of the toggle1 example, this looks like:
When the Mumps signal handler is invoked, the file containing this information will be run by the signal handler thus giving the signal handler the memory references of all widgets in the application.

### 8.2.2.5 gtk.mps

This is the main routine that is compiled by the Mumps compiler. It will start the GTK GUI system. It looks like:

```plaintext
# Jan 30, 2022
+ #include "gtk1.h"
  zmain
+ #include "gtk2.h"
  do ^gtk4.h
+ gtk_main();
    write "Goodbye!",!
  zexit
+ #include "gtk3.h"
```

The lines that begin with a plus sign are passed directly to the C++ compiler. The function `gtk_main()` passes control to the GTK runtime routines. Return is only made upon program termination.

The first #include brings in the global widget declarations (in C++). The second #include incorporates all the builder calls which create the widgets on the screen and their associated data structured. The third #include brings in the C++ signal handlers for all signals used by the widgets.

### 8.2.2.6 on.toggle1.toggled.mps

The actual Mumps signal handler created by `extractWidgets.mps`, named `on.toggle1.toggled.mps` looks like:

```plaintext
#!/usr/bin/mumps
#       Mumps GTK Signal Handler

do ^gtk4.h
  write "on.toggle1.toggled.mps"," ",widget,!
  write $z~mdh~toggle~button~get~active(toggle1),!
```

The function `$z~mdh~toggle~button~get~active(toggle1)` returns 0 or 1 depending if the button is not depressed or depressed. In this case of the function, it’s Mumps reference (toggle1) was used but the variable `widget` is also present which contains a pointer to the data structure of the widget (toggle1 in this case) which emitted the signal.

You’re on your own from here.

### 8.3 MDH Functions

#### 8.3.1 $z~mdh~toggle~button~get~active(ToggleButtonReference)

Returns 0 if the button is inactive, 1 if active

#### 8.3.2 $z~mdh~toggle~button~set~active(ToggleButtonReference,intVal)

Sets the button to active if intVal is 1, inactive if the value is 0.

#### 8.3.3 $z~mdh~dialog~new~with~buttons(ParentWindowRef,dialog)

Raises a Gtk Dialog window displaying the contents of `dialog` with buttons Yes and No. Returns 1 if Yes is clicked; 0 if No is clicked; and -1 if the box is dismissed.
8.3.4 $z$~mdh~entry~get~text(EntryReference)
Returns the current string contents of the referenced Entry box.

8.3.5 $z$~mdh~entry~set~text(EntryReference,value)
Sets the contents of the named entry box to value.

8.3.6 $z$~mdh~text~buffer~set~text(TextBufferReference,string)
Sets the contents of the referenced text buffer to the value of string.

8.3.7 $z$~mdh~label~set~text(LabelReference,string)
Sets the text contents of the label referenced to string. Triggers a value changed signal.

8.3.8 $z$~mdh~tree~selection~get~selected(TreeModelReference,column)
Returns value in designated column of referenced TreeModel.

8.3.9 $z$~mdh~tree~store~clear(TreeStoreReference)
Clears (deletes) the contents of the referenced TreeStore.

8.3.10 $z$~mdh~tree~level~add(TreeStoreReference,treeDepth,index,data[,...])
Add index at tree level treeeDepth to column 1 of TreeStore. Add additional data items in successive columns.

8.3.11 $z$~mdh~spin~button~get~value(SpinButtonReference)
Returns the current value of the referenced SpinButton.

8.3.12 $z$~mdh~spin~button~set~value(SpinButtonReference,number)
Sets the current value of the referenced spin button to number.

8.3.13 $z$~mdh~widget~hide(widgetReference)
Hides the widget from view.

8.3.14 $z$~mdh~widget~show(widgetReference)
Displays (un-hides) the widget.
9 Pattern Matching

9.1 Mumps 95 Pattern Matching

Author: Matthew Lockner

Mumps 95 compliant pattern matching (the '?' operator) is implemented in this compiler/interpreter as given by the following grammar:

\[
\begin{align*}
\text{pattern} & ::= \{\text{pattern atom}\} \\
\text{pattern atom} & ::= \text{count pattern element} \\
\text{count} & ::= \text{int} | \text{'.'} | \text{'.'} \text{int} | \text{int '.'} | \text{int '.'} \text{int} \\
\text{pattern element} & ::= \text{pattern code} \{\text{pattern code}\} | \text{string} | \text{alternation} \\
\text{pattern code} & ::= \text{'A'} | \text{'C'} | \text{'E'} | \text{'L'} | \text{'N'} | \text{'P'} | \text{'U'} \\
\text{alternation} & ::= ('\text{pattern atom} {',}' \text{pattern atom}) ')
\end{align*}
\]

The largest difference between the current and previous standard is the introduction of the alternation construct, an extension that works as in other popular regular expressions implementations. It allows for one of many possible pattern fragments to match a given portion of subject text.

A string literal must be quoted. Also note that alternations are only allowed to contain pattern atoms and not full patterns; while this is a possible shortcoming, it is in accordance with the standard. It is a trivial matter to extend alternations to the ability to contain full patterns, and this may be implemented upon sufficient demand.

Pattern matching is supported by the Perl-Compatible Regular Expressions library (PCRE). Mumps patterns are translated via a recursive-descent parser in the Mumps library into a form consistent with Perl regular expressions, where PCRE then does the actual work of matching. Internally, much of this translation is simple character-level transliteration (substituting '|' for the comma in alternation lists, for example). Pattern code sequences are supported using the POSIX character classes supported in PCRE and are mostly intuitive, with the possible exception of 'E', which is substituted with '['\[:print\]::\[:cntrl:\]']. Currently, this construct should cover the ASCII 7-bit character set (lower ASCII).

Due to the heavy string-handling requirements of the pattern translation process, this module uses a separate set of string-handling functions built on top of the C standard string functions, using no dynamic memory allocation and fixed-length buffers for all operations whose length is given by the constant STR_MAX in sysparms.h. If an operation overflows during the execution of a Mumps compiled binary, a diagnostic is output to stderr and the program terminates. If such termination occurs too frequently, simply increase the value of STR_MAX.

9.2 Using Perl Regular Expressions

Author: Matthew Lockner

In addition to Mumps 95 pattern matching using the '?' operator, it is also possible to perform pattern matching against Perl regular expressions via the perlmatch function. Support for this functionality is provided by the Perl-Compatible Regular Expressions library (PCRE), which supports a majority of the functionality found in Perl's regular expression engine.

The perlmatch function works in a somewhat similar fashion to the '?' operator. It is provided with a subject string and a Perl pattern against which to match the subject. The result of the function is boolean and may be used in boolean expression contexts such as the "If" statement.

Some subtleties that differ significantly from Mumps pattern matching should be noted:

1. A Mumps match expects that the pattern will match against the entire subject string, in that successful matching implies that no characters are left unmatched even if the pattern matched against an initial segment of the subject string. Using perlmatch, it is sufficient that the entire Perl pattern matches an initial segment of the subject string to return a successful match.

2. The perlmatch function has the side effect of creating variables in the local symbol table to hold backreferences, the equivalent concept of $1, $2, $3, ... in Perl. Up to nine backreferences are currently supported, and can be accessed through the same naming
scheme as Perl ($1 through $9). These variables remain defined up to a subsequent call to perlmatch, at which point they are replaced by the backreferences captured from that invocation. Undefined backreferences are cleared between invocations; that is, if a match operation captured five backreferences, then $6 through $9 will contain the null string.

Examples

This program asks the user to input a telephone number. If the data entered looks like a valid telephone number, it extracts and prints the area code portion using a backreference; otherwise, it prints a failure message and exits.

Write "Please enter a telephone number:",!
Read phonenum

If $$^perlmatch(phonenum,"^(1-)?\(?\d{3}\)?(?-| )?\d{3}-?\d{4}$") Do
  . Write "+++ This looks like a phone number.",!
  . Write "The area code is: ",$2,!
Else  Do
  . Write "--- This didn't look like a phone number.",!

The output of several sample runs of the program follows:

Please enter a telephone number:
1-123-555-4567
+++ This looks like a phone number.
The area code is: 123

Please enter a telephone number:
(123)-555-1234
+++ This looks like a phone number.
The area code is: (123)

Please enter a telephone number:
(123) 555-0987
+++ This looks like a phone number.
The area code is: (123)

As in Perl, sections of the regular expression contained in parentheses define what is contained in the backreferences following a match operation. The backreference variables are named in a left-to-right order with respect to the expression, meaning that $1 is assigned the portion matched against the leftmost parenthesized section of the regular expression, with further references assigned names in increasing order. For a much more in-depth treatment of the subject of Perl regular expressions, refer to the perlre manpage distributed with the Perl language (also widely available online).
10 Mumps Compiler

Included in the distribution package is (1) a beta version compiler for the Mumps language and (2) the Multi-Dimensional and Hierarchical library (MDH). At present, not all Mumps language features are implemented but many are. There is a companion document entitled MDH.pdf which provides additional details on the MDH package.

The Mumps Compiler translates Mumps source code to C++ and then compiles the resulting C++ programs into executable binaries.

The MDH package consists of a C++ class library which permits C++ programs to be written using many of the database and string handling features of Mumps.

10.1 Compiling Programs

The Mumps programs described in this document can be run in either of two ways: either as interpreted code using the Mumps interpreter or as binary executables resulting from the Mumps Compiler.

Binary programs run faster than interpreted programs but the difference can be small if the programs rely heavily on input/output operations.

10.2 How to Compile and Run a Mumps or MDH Program.

Programs written in Mumps must have the extension .mps when used with the compiler. Programs written for the interpreter, however, may have any extension however .mps is preferred. MDH programs written in C++ must have the "cpp" extension.

When you compile a Mumps program, a C++ translation of your program is created and resides on the disk with the same name but with the .cpp extension. The C++ translation is then compiled and linked with run-time libraries to build an executable binary.

On MS Windows, the binary will have the same name as your original program but with the .exe extension. On Linux, the binary will have the same name as your original program but with no extension. Depending on which system you are using, there will be other, intermediate files generated by the Mumps and C++ compilers. These are not important and can be deleted.

You may compile a Mumps program of an MDH C++ program by using the executable script mumpsc. To compile a Mumps or MDH C++ program using the script, type:

mumpsc myprog.mps

If the name of the file presented as an argument to mumpsc has the extension .mps, the script will first translate the Mumps to C++ and then compile the result and link the output of the C++ compiler with MDH and standard Mumps libraries.

If the name of the file presented as an argument to mumpsc has the extension .cpp, the script will compile the C++ program and make available the MDH class library.

As noted above, the script mumpsc first translates a Mumps program to C++ and then compiles the result. The program that translates Mumps to C++ is named mumps2c. You may run this program standalone:

mumps2c myprog.mps

The result will be a file named myprog.cpp. You may edit or modify this file and then compile it to binary executable with the mumpsc script. Since the output of mumps2c requires access not only to the MDH object libraries but also some uncommon system libraries, usage of the mumpsc script is required (i.e. don't use g++).

10.3 Compiler Error Messages

Generally speaking, in most cases you will receive syntax error messages from the Mumps compiler which will identify the error and the line number in the original Mumps program containing the error.
However, in some cases, an error may not be detected by the Mumps compiler but, instead, by the C++ compiler.

Consequently, if you get C++ error messages, the line number on the error message will refer to the line number in the C++ translation of your Mumps program. To reference this to a line number in your Mumps program, look into the generated .cpp file at the line number given by the C++ error message and then back track to the nearest prior commented Mumps source line - this shows the original in your Mumps programs that caused the problem.

For example, if you get a message from the C++ compiler saying that you have an error at line 1234 in the C++ module, open the C++ file and move to line 1234. At that location you may see something like:

```c++
/*=================================================================================* 
svPtr->LineNumber=4; // write "the sum is: ",total,! 
/*=================================================================================* 
if (svPtr->out_file[svPtr->io]==NULL) ErrorMessage("Write to input file",svPtr->LineNumber);
svPtr->hor[svPtr->io]+=fprintf(svPtr->out_file[svPtr->io],"%s","the sum is: ");
if (sym_(SYMGET,(unsigned char *) "total",(unsigned char *) tmp0,svPtr)==NULL)
VariableNotFound(svPtr->LineNumber);
svPtr->hor[svPtr->io]+=fprintf(svPtr->out_file[svPtr->io],"%s",tmp0);
fprintf(svPtr->out_file[svPtr->io],"
"); svPtr->hor[svPtr->io]=0; svPtr->ver[svPtr->io]++;
```

Figure 39 Example C++ Code

Notice that each original line of Mumps code and its line number in the original Mumps file appear in a comment prior to the C++ translation of the line. Note that the translation of a line of Mumps code may result in many lines of C++ code.

Thus, to locate the line of Mumps code that caused the C++ error, look for the line of Mumps code preceding the line which the C++ compiler flagged as being in error.

Generally speaking, you may receive C++ error messages if you reference non-existent labels or subroutines, or incorrectly specify indented do blocks (see below).

Also, you may see ^M (control-M) characters in the code. These are visible due the differences between the operating systems. Under Windows, each line ends in a carriage-return and a line-feed. Under Linux, each line ends in a line-feed character only. The control-M's you see are the carriage-returns. They are harmless and may be ignored.

10.4 Global Array Storage in Compiled Programs

Global arrays will be stored in Sqlite or the native Btree database depending on which script you used to build the interpreter with. Global arrays created by compiled programs are interchangeable with global arrays created by the interpreter.

10.5 Compiler Implementation Overview

The compiled modules execute faster than the same code executing on the interpreter depending upon the nature of the code and the amount of database activity. Programs will large amounts of database or I/O activity will run at about the same speed.

One advantage of full compilation is interoperability with other languages and with the host operating system. Programs written in C++ have full access to all system features and can be manually edited to improve performance.
11 Multi-Dimensional and Hierarchical Database Class Library (MDH)

The Multi-Dimensional and Hierarchical Toolkit (MDH) is a Linux-based, open sourced, toolkit of libraries that support access to the Mumps database and other services. The package is written in C and C++ and licensed under the GNU GPL/LGPL licenses. Full details are provided in a companion document (MDH.pdf)

The toolkit permits manipulation of very large, character string indexed, multi-dimensional, sparse matrices from C++ programs. The toolkit supports access to SQL relational data base servers, the Perl Compatible Regular Expression Library, and the Glade GUI builder.

The toolkit makes Mumps data base and functions available as C++ classes and permits execution of Mumps scripts directly from C++ programs. The toolkit is provided with the Mumps distribution and is available if Mumps is installed. No further installation beyond the basic Mumps installation described above is required.

The class, function and macro libraries primarily operate on global arrays. Global arrays are undimensioned, string indexed, disk resident data structures whose size is limited only by available disk space. They can be viewed either as multi-dimensional sparse matrices or as tree structured hierarchies.

To compile an MDH/C++ program using the script, type:

```
mumpsc myprog.cpp
```

11.1 MDH Class Library Header File

To use the class libraries, add the following to the beginning of your C++ program:

```
#include <mumps/libmpscpp.h>
```

This statement inserts in the necessary header files for your C++ program. In addition to the MDH class libraries, the following standard systems headers will be included as well:

```
#include <iostream>
#include <iomanip>
#include <string>
#include <string.h>
#include <math.h>
#include <stdlib.h>
```

11.2 MDH Data Types

The MDH is built upon two data classes. One is for global arrays (global) and the other is a string data type (mstring) which mimics Mumps strings.

11.2.1 Mstring Data Objects

The mstring class provides functionality similar to the basic typeless string data type in Mumps. Objects of mstring may contain text, integers and floating point values. Operations on mstring objects include addition, multiplication, subtraction, division, modulo, concatenation and so forth. Objects of type mstring are declared in the normal manner such as:

```
mstring mvar1,var2,var3;
```

They may be initialized with int, long, float, double, char * and string and mstring values such as:

```
mstring var1(10),var2(10.123),var3("test"),var4(stringVar);
```

Objects of type mstring may be assigned to most data types and most data types may be assigned to objects of type mstring.

Objects of type mstring, string, and null terminated character strings are the only legal indices for objects of class global.
11.2.1.1 Arithmetic Operations on Mstring Objects

When \texttt{mstring} objects contain numeric values, you may apply arithmetic operators directly to the \texttt{mstring} object or objects.

Both extended precision and basic hardware precision are available.

In hardware precision mode, floating point numbers are processed by the machine's arithmetic processing hardware. Floating point numbers are treated as 64-bit \textit{double} values and integers are treated as signed 64-bit \textit{long} integer values. Thus, integers may range from:

\[-9,223,372,036,854,775,808 \text{ to } 9,223,372,036,854,775,807 \]

Hardware floating point numbers utilize a one bit sign, an 11 bit exponent and a 52 bit fraction. This translates into approximately 16 decimal digits of precision in the range of \([-10^{308.3} \text{ to } 10^{308.3}]\).

Extended precision is available through use of the GNU multiple precision arithmetic library\(^{11}\) and the GNU MPFR library\(^{12}\). For integers, this means effectively unlimited precision. For floating point, the exponent is 64 bits and the fraction is user specified (default of value of 72 bits).

Hardware arithmetic will be selected during system build if (1) \texttt{configure} does not find the extended precision libraries or (2) the user specifies the configuration option:

\[ \texttt{--with-hardware-math} \]

If the extended precision libraries are found and the above option has \textit{not} been specified, extended precision will be in effect.

If extended precision is used, the number of bits in the fraction of a floating point number can be set with:

\[ \texttt{--with-float-bits=value} \]

where \textit{value} is the number of bits. The default value is 72.

For extended precision floating point numbers, the number of digits of precision that may be printed is controlled by:

\[ \texttt{--with-float-digits=value} \]

where \textit{value} is the number of digits. The default is 20.

When printing an extended precision floating point number, the number of digits being printed should be consistent with the number of bits in the fraction. If the number of digits is too large, insignificant, random low-order digits may appear in the output.

11.3 Global Data Objects

Objects of class \texttt{global} provide access to the global array database. The class includes functions to create, delete (kill), and navigate global arrays.

In your C++ program, you must declare each global array that the program will use. Normally, these declarations will appear at the beginning of the program. A global declaration has the form:

\[ \texttt{global program_ref(database_name);} \]

Where \texttt{program_ref} is the name by which the global array will be referred to in your program and \texttt{database_name} is the name of the actual global array in the file system. Both may be the same. The value for \texttt{database_name} may be expressed as a pointer to a character string constant.

\(11\) http://www.mpfr.org/
\(12\) http://gmplib.org/manual/index.html
For example, if your program uses a Mumps global array stored in the file system with the name *patient*, you might have the following C++ declaration in your program:

```cpp
global patient("patient");
```

Once declared, a global array object may be used to access the contents of the global array database. For example, for the global array object *patient* declared above, the following reference might be made:

```cpp
patient(ptid,test,date,time)=result;
```

where *ptid, test, data, result* and *time* are *mstring* or *char* *null terminated variables or constants.*

Although objects of class *mstring* may be C++ arrays, objects of class *global* may not.

Objects of class *global* may *not* be initialized in declaration statements.

### 11.4 Operators Defined on Mstring & Global Objects

Objects of class *mstring* may appear as the operands of most C++ builtin operators by means of C++ operator overloading.

In the cases of binary operators, the other operand may be most other builtin data types as well as *global* and *mstring* objects.

Figure 40 contains the full list of C++ operators that have been overloaded for use with objects of types *mstring* and *global*. In these examples, assume the declarations:

```cpp
mstring ms, msa[10];
global gb("test");
```

<table>
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<tr>
<th>Unary Operators</th>
<th>Description</th>
<th>Examples</th>
</tr>
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<td>++ --</td>
<td>Suffix/postfix increment and decrement</td>
<td><code>ms++; gb(&quot;123&quot;)++;</code></td>
</tr>
<tr>
<td>[]</td>
<td>Array subscripting</td>
<td><code>mstring msa[10]; msa[1] = &quot;abc&quot;;</code></td>
</tr>
<tr>
<td>++ --</td>
<td>Prefix increment and decrement</td>
<td><code>++ms; ++gb(&quot;123&quot;);</code></td>
</tr>
<tr>
<td>+ -</td>
<td>Unary plus and minus</td>
<td><code>cout &lt;&lt; +gb(&quot;123&quot;) &lt;&lt; endl; cout &lt;&lt; -ms &lt;&lt; endl;</code></td>
</tr>
<tr>
<td>(type)</td>
<td>C-style explicit cast</td>
<td><code>ms = &quot;123&quot;</code></td>
</tr>
<tr>
<td></td>
<td>Indirection (dereference)</td>
<td><code>global *p1 = &amp;gb; (*p1)(&quot;111&quot;) = 10; mstring *p2 = msa; (*p2)[3] = &quot;abc&quot;;</code></td>
</tr>
<tr>
<td>&amp; (unary)</td>
<td>Address-of</td>
<td><code>mstring *p1 = &amp;ms;</code></td>
</tr>
<tr>
<td>new, new[]</td>
<td>Dynamic memory allocation</td>
<td><code>global *p3 = new global(&quot;xxx&quot;); (*p3)(&quot;xxx&quot;) = 2 2; mstring *p4 = new mstring; *p4=123;</code></td>
</tr>
</tbody>
</table>

13 Only with an *mstring* operand.
<table>
<thead>
<tr>
<th>Description</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
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<td>delete p1;</td>
</tr>
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<td>Description</td>
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<td></td>
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<td></td>
<td></td>
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<tr>
<td>+ -</td>
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<td></td>
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<tr>
<td>&lt;&lt; &gt;&gt;</td>
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<td>&lt; &lt;=</td>
<td>For relational operators &lt; and ≤ respectively15</td>
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<tr>
<td>&gt; &gt;=</td>
<td>For relational operators &gt; and ≥ respectively15</td>
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<td></td>
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<tr>
<td>== !=</td>
<td>For relational operators = and ≠ respectively15</td>
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<td></td>
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<tr>
<td>&amp;&amp;</td>
<td>Logical AND</td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

| Ternary Operator               | Description                                                              | Examples                  |
|? :                            | Ternary conditional                                                     | ms ? ms : y               |

| Assignment                     | Description                                                              | Examples                  |
|=                              | Direct assignment                                                        | ms = 123                  |
|                                | gb("123") = 1.3456                                                      | ms = "test"               |
| += -=                          | Compound assignment by sum and difference                                | ms=0; ms += 123           |
|                                |                                                                          | ms="123"; gb("123")=0;   |
|                                |                                                                          | gb("123")+=10; gb("123")-=10 |
| *= /= %=                       | Compound assignment by product, quotient, and remainder                  | ms=0; ms * 123            |
|                                |                                                                          | gb("123")=10; gb("123") /= 10 |
|                                |                                                                          | gb("123")=10; gb("123") %= 10 |
|& (binary)                     | Concatenate. First operand must be of type global or mstring. The second | mstring i="aaa",j="bbb",k="ccc"; |
|                                | operand may be string, mstring, global, char*, int, long, or double.    | i=i&j&k; i -> aaabbbccc    |

11.5 Example Arithmetic Operations on global and mstring Objects

The operations of add, subtract, multiply, divide, pre/post increment and pre/post decrement are defined (overloaded) for global and mstring variables either together (in binary or the ternary operator) or in connection with other built-in data types. The contents of the global array node or mstring variable must be compatible with the dominant data type of the operation. If the contents are not compatible with the operation (example, incrementing a string of text), the value of the global will be interpreted as zero. Examples:

<table>
<thead>
<tr>
<th>Code Examples</th>
<th>Results</th>
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</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

14 One operand, the first, may be of type mstring or global and the other may be of type mstring, global, float, double, int, long, char*, or string.

15 If one operand is a numeric type (long, float etc.), the mstring or global will be interpreted as a numeric value rather than as a string. If both operands are of type global or mstring, they will be compared as strings. If one operand is of type global or mstring and the other is of type char* or string, they will be compared as strings.

16 The left-hand-side must be of type mstring or global while the right-hand-side may be of types mstring, global, float, double, int, long, char*, or string. When arithmetic assignment operators are used, right-hand-side string, char*, and global operands will be converted to numeric following the default Mumps conversion rules.

17 Note: because the overloaded bitwise and operator (&) is of lower precedence than the bit shift operator <<, in output operations (such as when using cout), an expression involving the bitwise operator must be in parentheses.
### 11.6 Functions for Global and Mstring Objects

As is the case with Mumps functions, characters in strings are counted beginning with one, not zero. Thus, the substring beginning at position 3 through and including position 5 in the string "abcdef" is "cde".

If an object of type `mstring` contains a string that is to be used as a global array reference in connection with one of the functions below, the global array reference must be preceded by a circumflex character (^) as is the case in Mumps and, also, the indices must be constants. Example:
mstring x="^g(1)";
cout x.Qlength() << endl; // prints 1

### Function Parameters

**INT** An expression involving `int`, `long`, `float`, `double`, `mstring` or `global` the result of which can be interpreted as an integer. Data of type `char*` may not be used.

**STR** An expression involving `int`, `long`, `float`, `double`, `mstring` or `global` the result of which can be interpreted as a string. Data of type `char*` may be used but not as part of an expression.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>int mstring::Ascii( [INT] )</code></td>
<td>Returns the decimal value of the first ASCII character in the invoking <code>global</code> or <code>mstring</code>. If an integer argument is given, it returns the decimal value of the character at the offset designated by the argument. <code>mstring</code> and <code>global</code> arguments will be interpreted as integers.</td>
</tr>
<tr>
<td><code>int global::Ascii( [INT] )</code></td>
<td></td>
</tr>
<tr>
<td><code>void mstring::Assign(global)</code></td>
<td>Assign a value to the global array reference containing in the invoking <code>mstring</code>. Contents of invoking <code>mstring</code> must conform to Mumps global array naming conventions and all indices must be constants, global array references, or variables previously defined in the Mumps Interpreter symbol table (see: <code>SymPut()</code>). Items placed in the Mumps Interpreter symbol table are discarded when the program ends. This function throws a <code>MumpsGlobalException</code> in the event of error.</td>
</tr>
<tr>
<td><code>void mstring::Assign(mstring)</code></td>
<td></td>
</tr>
<tr>
<td><code>void mstring::Assign(string)</code></td>
<td></td>
</tr>
<tr>
<td><code>void mstring::Assign(char*)</code></td>
<td></td>
</tr>
<tr>
<td><code>void mstring::Assign(int)</code></td>
<td></td>
</tr>
<tr>
<td><code>void mstring::Assign(long)</code></td>
<td></td>
</tr>
<tr>
<td><code>void mstring::Assign(double)</code></td>
<td></td>
</tr>
<tr>
<td><code>double global::Avg()</code></td>
<td>Returns the average of the values of data bearing nodes beneath the given global array reference.</td>
</tr>
<tr>
<td><code>void global::Centroid(global B)</code></td>
<td>A centroid vector B is calculated from the invoking two dimensional <code>global</code> array matrix. An element of the centroid vector is the average of the values of each for the corresponding column of the matrix. Any previous</td>
</tr>
</tbody>
</table>

mstring sl="abcdef";
slAscii() -> 97
slAscii(2) -> 98

mstring x="^g(1,1)";
global g("g");
x.Assign("test test");
cout << g(1,1) << endl; // -> test test

SymPut("a","1"); // a put in symTab
x="^g(a,a)"; // reference uses a
x.Assign("abc");
cout << g(1,1) << endl; // -> abc
g(1)=1;
x="^g(^g(1),^g(1))";
x.Assign("xyz");
cout << g(1,1) << endl; // -> xyz

global a("a");
for (i=0; i<1000; i++)
    for (j=1; j<10; j++)
        a(i,j) = j;
a("100").Avg() -> avg below node a("100")
a().Avg() -> average of all nodes
The contents of the global array named to receive the centroid vector are lost. The invoking global array must contain at least two dimensions.

```cpp
global A("A");
global B("B");
mstring i,j;
for (i=0; i<10; i++)
    for (j=1; j<10; j++)
        A(i,j) = 5;
A().Centroid(B());
mstring a="";
while (1) {
    a=B(a).Order();
    if (a=="") break;
    cout << a << " --> " << B(a) << endl;
}
Yields:
1 --> 5
2 --> 5
3 --> 5
4 --> 5
5 --> 5
6 --> 5
7 --> 5
8 --> 5
9 --> 5
```

Returns mstring consisting of the value from the invoking object concatenated with the value of the parameter

```cpp
mstring a="aaa",b="bbb",c;
c=a.Concat(b); // c contains aaabbb
```

Returns the number of data bearing nodes beneath the given global array reference.

```cpp
long a("a");
mstring i,j;
for (i=1; i<11; i++)
    for (j=1; j<11; j++)
        a(i,j) = 5;
a().Count()    -> 100
a("5").Count() -> 10
```

DocCorrelate() builds a square document-document correlation matrix from the invoking global array document-term matrix. The name of the function to be used in calculating the document-document similarity is given by fcn and may be Cosine, Jaccard, Dice, or Sim1. The minimum correlation threshold is given in threshold.
which defaults to 0.80 if omitted.

global A("A");
global B("B");

long i,j;

A("1","computer")=5;
A("1","data")=2;
A("1","program")=6;
A("1","disk")=3;
A("1","laptop")=7;
A("1","monitor")=1;

A("2","computer")=5;
A("2","printer")=2;
A("2","program")=6;
A("2","memory")=3;
A("2","laptop")=7;
A("2","language")=1;

A("3","computer")=5;
A("3","printer")=2;
A("3","disk")=6;
A("3","memory")=3;
A("3","laptop")=7;
A("3","USB")=1;

A().DocCorrelate(B(),"Cosine",.5);

B.TreePrint();

Yields

1
2=0.887096774193548
3=0.741935483870968
2
1=0.887096774193548
3=0.701612903225806
3
1=0.741935483870968
2=0.701612903225806

mstring global::Extract( [INT [,INT] ] )
mstring mstring::Extract( [INT [,INT] ] )

Returns the substring of the invoking global or mstring beginning at the position designated by the 1st argument and ending at the position designated by the second argument, inclusive. If no second argument is given, the single character designated by the first argument is returned. If the second argument specifies a position beyond the end of the string, the remainder of the string including and following the character designated by the first argument is returned.

global g1("g1");
g1("1")="abcdef";
g1("1").Extract(2)   -> b
g1("1").Extract(2,4) -> bcd
g1("1").Extract(2,99) -> bcdef

mstring mstring::Eval()

Evaluates the Mumps expression in the invoking mstring object and returns the result in an mstring.
an error occurs, an *InterpreterException* is thrown. The invoking *mstring* object may contain a valid mumps expression.

```mumps
mstring x="5*2";
x.Eval()  -> 10

global g("g");
g("1","1")=22;
x="^a(1,1)";
x.Eval()  -> 22
```

<table>
<thead>
<tr>
<th>int global::Find(STR [,INT] )</th>
<th>int mstring::Find(STR [,INT] )</th>
</tr>
</thead>
<tbody>
<tr>
<td>Searches the invoking string for the first instance of the STR argument and, if STR is found, returns the character position of the character immediately following the instance of STR. If an INT argument is provided, the search begins at that character offset in the invoking string. Returns -1 is STR is not found.</td>
<td></td>
</tr>
</tbody>
</table>

```mumps
mstring p="abcdefabcdef"
p.Find("def") -> 7
p.Find("def",5) -> 13
```

**mstring Horolog()**

Returns an *mstring* of the form "x,y" where x is the number of days since December 31, 1840 and y is the number of seconds since midnight.

**void global::IDF(double DocCount)**

The IDF() function calculates for the invoking *global* array vector the inverse document frequency weight of each term. The vector indices should be words and have as stored values the number of documents in which each word occurs. The document count for each element will be replaced by the calculated IDF value. The IDF is calculated as: \( \log_2(DocCount/W_n)+1 \) where \( W_n \) is the number of documents in which a term appears (the document frequency). The value *DocCount* is the total number of documents present in the collection.

```mumps
global a("a");

a("now")=2;
a("is")=5;
a("the")=6;
a("time")=3;

a().IDF(4);
a().TreePrint();
```

Yields:

```
is=0.678072
now=2.000000
the=0.415037
time=1.415037
```

**mstring global::Justify(INT [,INT] )**

**mstring mstring::Justify(INT [,INT] )**

Right justifies the invoking object in an *mstring* field whose length is given by the first argument. If the second argument is present and a positive integer, the invoking object is right justified in a field whose length is given by the first argument with the number decimal places as specified by the second argument. The two argument form imposes a numeric interpretation upon the first argument. Rounding occurs in the two argument case.
void global::Kill()
Kill (delete) the named global array node and all
descendants. To kill and entire global array use:
global gb("gb");
gb().Kill;

int global::Length([STR])
int mstring::Length([STR])
Returns the length of the invoking string. If an argument
STR is given, the number returned is the number of
invoking string segments divided by the argument.
mstring p="abc & def";
p.Length() -> 9
p.Length("&") -> 2

double global::Max()
Returns the maximum numeric value of the data bearing
nodes beneath the given reference. Non-numeric values
are treated as zeros.
global a("a");
mstring i,j;
for (i=1; i<11; i++)
    for (j=1; j<11; j++)
        a(i,j) = rand()%1000;
a().Max() -> 996 (results will vary)
a("10").Max() -> 932

double global::Min()
Returns the minimum numeric value of the data bearing
nodes beneath the given reference. Non-numeric values
are treated as zeros.
global a("a");
mstring i,j;
for (i=1; i<11; i++)
    for (j=1; j<11; j++)
        a(i,j) = rand()%1000;
a().Min() -> 11 (results will vary)
a("10").Min() ->12

void global::Multiply(global, global)
The invoking global array matrix is multiplied by the first
argument global array matrix and the result is placed in
the second argument global array matrix. The number of
columns of the invoking global array matrix must equal
the number of rows of the first argument global array
matrix. The resulting matrix (second argument) will have
n rows and m columns where n is the number of rows of
invoking global array matrix and m is the number of
columns of the first argument global array matrix.

The contents of the second argument, if any, will be
deleted before the operation begins. The data stored at
each node in the invoking matrix and the first argument
matrix must be numeric. All calculations are performed in
double precision arithmetic. Each input matrix must be
two dimensional. The output matrix is also two
dimensional.
global d("d");
global e("e");
global f("f");

d("1", "1")=2; d("1", "2")=3;
d("2", "1")=1; d("2", "2")=-1;
d("3", "2")=0; d("3", "2")=4;

e("1", "1")=5; e("1", "2")=-2;
e("1", "3")=4; e("1", "4")=7;
e("2", "1")=-6; e("2", "2")=1;
e("2", "3")=-3; e("2", "4")=0;

d().Multiply(e(), f());
f().TreePrint();

Yields:
1
1=-8
2=-1
3=1
4=14
2
1=11
2=-3
3=7
4=7
3
1=-24
2=4
3=-12
4=0

mstring global::Name()

Returns an mstring containing of the global reference with all variables and expressions in the indices evaluated.

global a("a");
mstring b="1", c="2", d="3";
a(b, c, d, c+d).Name() -> a("1", "2", "3", "5")

int global::Pattern(STR)
int mstring::Pattern(STR)

Evaluates the invoking string according to the pattern string STR (see Mumps documentation) and returns 0 (does not match) or 1 (does match).

mstring p=12345;
p.Pattern("5N") -> 1

mstring global::Piece(STR, INT [,INT] )
mstring mstring::Piece(STR, INT [,INT] )

Returns a substring of the invoking object delimited by the instances of the first STR argument. The STR delimiter divides the invoking object into pieces. The substring returned in the two argument case is the i-th substring of the invoking object there i is the value of the first INT argument. In the three argument form, the string returned begins at the i-th piece and ends at the j-th piece where j is the value of the second INT argument. If only one argument is given, i is assumed to be 1.

mstring p="abc.def.ghi";
p.Piece(".") -> abc
p.Piece(".", 2) -> def
p.Piece(".", 2, 3) -> def.ghi
int global::Qlength(mstring ref) Returns the number of subscripts in the global array reference. mstring global array references must include the circumflex (^) character.  
global g("g");
g(1,2,3,4,5).Qlength() -> 5
mstring x="^g(1,2,3,4,5,6)";
x.Qlength() -> 6

mstring mstring::Query() Returns an object of type mstring containing the next global array reference in the data base following the invoking global array reference or the empty string if there are none. The invoking object is either a global array reference or an mstring containing a string corresponding to a global array reference. mstring global array references must include the circumflex (^) character.  
mstring i,j;
global g("g");
for (i=1; i<10; i++)
  for (j=1; j<10; j++)
    g(i,j)=i+i;
g().Query() -> ^g("1","1")
g(2).Query() -> ^g("2","1")
g(2,2).Query() -> ^g("2","3")
i="^g()"
i.Query() -> ^g("1","1")
i=i.Query();
i.Query() -> ^g("1","2")

mstring mstring::Qsubscript(int) Returns the subscript of a global array reference designated by the argument. mstring global array references must include the circumflex (^) character.  
global g("g");
g(9,8,7).Qsubscript(3) -> 7
mstring x="^g(9,8,7)"
x.Qsubscript(3) -> 7

bool global::ReadLine() Reads the next input line into the invoking object. If no argument is given stdin is used. Otherwise, the inout file is determined by the argument.  
bool global::ReadLine(FILE *)
bool global::ReadLine(istream &)

bool mstring::ReadLine()  
bool mstring::ReadLine(FILE *)
bool mstring::ReadLine(istream &)

int sw(mstring s, mstring t, [int show_aligns=0, int show_mat=0, int gap=-1, int mismatch=-1, int match=2]) Calculate the Smith-Waterman Alignment between strings s and t. Result returned is the highest alignment score achieved. Parameters other than the first two are optional. If only some of the optional parameters are supplied, only trailing parameters may be omitted, as per C/C++ rules.  
If you compare very long strings (>100,000 character), you may exceed stack space. This can be increased under Linux with the command:

18 See example in Figure 44 on page 87.
ulimit -s unlimited

Other options are: ulimit -a and ulimit -aH to show limits.

If show_aligns is zero, no printout of alternative alignments is produced (default). If show_aligns is not zero, a summary of the alternative alignments will be printed. If show_mat is zero, intermediate matrices will not be printed (default).

The parameters gap, mismatch and match are the gap and mismatch penalties (normally negative integers) and the match reward (a positive integer). If insufficient memory is available, a segmentation violation will be raised.

The first character of each sequence string MUST be blank.

In the printed output, a colon represents a match, a hyphen represents a stretch of the associated string and a blank indicates mismatch.

```
char s[]=" now is the time for all good men to come to the aid of the party"
char t[]=" time for good men"
int i=sw(s,t,1,0,-1,-1,3);
cout << "Score: " << i << endl;
Results in:
12 time- for all good-- men 32
       :::: :::::   :::::  ::::
1 time  for -- good   men 22
score=48
```

### SQL_Command

<table>
<thead>
<tr>
<th>int SQL_Command(mstring)</th>
<th>Passes the string argument to the SQL database server. See Mumps sql command for a description of the argument. The results are written to a file named mumps.tmp where columns are &lt;tab&gt; separated.</th>
</tr>
</thead>
<tbody>
<tr>
<td>int SQL_Command(string)</td>
<td></td>
</tr>
<tr>
<td>int SQL_Command(char *)</td>
<td></td>
</tr>
</tbody>
</table>

### SQL_Connect

<table>
<thead>
<tr>
<th>int SQL_Connect(char *)</th>
<th>Establishes connection with the database server.</th>
</tr>
</thead>
<tbody>
<tr>
<td>int SQL_Connect(string)</td>
<td></td>
</tr>
<tr>
<td>int SQL_Connect(mstring)</td>
<td></td>
</tr>
</tbody>
</table>

### SQL_Disconnect

Returns true if there is a connection to the database server, false otherwise.

### SQL_Message

Returns most recent SQL database server returned message or the empty string if there is none.

### SQL_Native

Returns true if the global arrays are being stored in a native database.

### SQL_Open

Returns an mstring containing name of the current global array table (default: mumps), followed by a comma, followed by the maximum number of columns permitted in the table (default is 10). If arguments are
double global::Sum()

The global array nodes beneath the invoking referenced global array are summed. Non-numeric quantities are treated as zero.

global a("a");
mstring i, j;
for (i = 1; i < 11; i++)
  for (j = 1; j < 11; j++)
    a(i, j) = 5;
cout << a().Sum() << endl;  // -> 500

cout << a("5").Sum() << endl; // -> 50

mstring SymGet(T1 name)

Retrieves the value of the variable whose name is contained in name from the Mumps Interpreter symbol table. Throws MumpsSymbolTableException if the variable is not found. The data type T1 may be global, mstring or char*. See also: SymPut().

SymPut("k","100");
cout << SymGet("k") << endl;  // -> 100

bool SymPut(T1 name, T1 value)

Insert into the Mumps Interpreter symbol table a variable whose name is contained in name with the value contained in value. The data type T1 and T2 may be any combination of global, char* or mstring. Returns true if successful, false otherwise. Variables in the Mumps Interpreter symbol table may be accessed by expressions passed to the function mstring::Eval() or mstring::Assign(). See also: SymGet().

mstring is="3\*k";
SymPut("k","100");
cout << i.Eval() << endl;  // -> 300

void global::TermCorrelate(global B)

TermCorrelate() builds a square term-term correlation matrix in global array B from the invoking global array document-term matrix.

global A("A");
global B("B");
int main() {
  long i,j;

  A("1","computer")=5;
  A("1","data")=2;
  A("1","program")=6;
  A("1","disk")=3;
  A("1","laptop")=7;
  A("1","monitor")=1;

  A("2","computer")=5;
  A("2","printer")=2;
  A("2","program")=6;
  A("2","memory")=3;
  A("2","laptop")=7;
  A("2","language")=1;

  A("3","computer")=5;
  A("3","printer")=2;
  A("3","disk")=6;
A("3","memory")=3;
A("3","laptop")=7;
A("3","USB")=1;

A.TermCorrelate(B);

mstring a;
mstring b;
a="";
while (1) {
a=B(a).Order();
if (a=="") break;
cout << a << endl;
b="";
while (1) {
b=B(a,b).Order();
if (b=="") break;
cout <<" " << b << "(" << B(a,b) << ")" << endl;
}
}
return 0;
}

Yields:

USB
computer(1)
disk(1)
laptop(1)
memory(1)
printer(1)

computer
USB(1)
data(1)
disk(2)
language(1)
laptop(3)
memory(2)
monitor(1)
printer(2)
program(1)

data
computer(1)
disk(1)
laptop(1)
monitor(1)
program(1)

disk
USB(1)
computer(2)
data(1)
laptop(2)
memory(1)
monitor(1)
printer(1)
program(1)

language
computer(1)
laptop(1)
```cpp
void global::Transpose(global)

The invoking two dimensional matrix **global** object is transposed and the result is placed in two dimensional **global** array object given as the argument. Any prior contents of the output array out are deleted before the operation commences.

```

global d("d");
global f("f");

d("1","1")=2;
d("1","2")=3;
d("2","1")=4;
d("2","2")=0;
d().Transpose(f());
f.TreePrint();

Results:
```
void global::TreePrint([int, [char]])

Prints the invoking global array as a tree. If a the first int argument is given, it is the number of spaces to indent each level (default is 1 if not specified). If the second argument is given, it is the character used to indent (default is blank character). See example in global::Multiply() above.

bool ZSeek(FILE *file, mstring offset)
bool ZSeek(FILE *file, global offset)
bool ZTell(FILE *file)

These functions are used in connection with direct access files opened with FILE pointers (see: fopen()). They are compatible with 64 bit file systems. ZSeek() positions the file designated by file to the offset specified in offset, a positive integer contained in a variable of type mstring or global.

ZTell() places the current file offset in the file designated by file to the integer value in the mstring or global variable represented given by offset.

Both functions return true if successful. Ordinarily, file offsets will be obtained by ZTell() and these will be stored in a data base. These values will be subsequently used by ZSeek() to reposition the file to the point it was at when the ZTell() was performed. After re-positioning, the next input or output operation on the file will occur at the point designated by offset.

All offsets are positive integers relative to the start of the file.

Figure 42 Functions Defined on mstring and global

<table>
<thead>
<tr>
<th>Some Function Examples</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>char gname[]=&quot;doc&quot;;</td>
<td></td>
</tr>
<tr>
<td>global doc(gname);</td>
<td></td>
</tr>
<tr>
<td>doc(&quot;1&quot;)=&quot;abcdef&quot;;</td>
<td></td>
</tr>
<tr>
<td>mstring ppp = &quot;abcdef&quot;;</td>
<td></td>
</tr>
<tr>
<td>mstring aaa;</td>
<td></td>
</tr>
<tr>
<td>cout &lt;&lt; ppp.Ascii() &lt;&lt; endl;</td>
<td>97</td>
</tr>
<tr>
<td>cout &lt;&lt; doc(&quot;1&quot;).Ascii() &lt;&lt; endl;</td>
<td>97</td>
</tr>
<tr>
<td>cout &lt;&lt; ppp.Ascii(1) &lt;&lt; endl;</td>
<td>97</td>
</tr>
<tr>
<td>cout &lt;&lt; doc(&quot;1&quot;).Ascii(1) &lt;&lt; endl;</td>
<td>97</td>
</tr>
<tr>
<td>cout &lt;&lt; ppp.Length() &lt;&lt; endl;</td>
<td>6</td>
</tr>
<tr>
<td>cout &lt;&lt; doc(&quot;1&quot;).Length() &lt;&lt; endl;</td>
<td>6</td>
</tr>
<tr>
<td>ppp=&quot;aaa &amp; bbb&quot;;</td>
<td></td>
</tr>
<tr>
<td>aaa=&quot;&amp;&quot;;</td>
<td></td>
</tr>
<tr>
<td>cout &lt;&lt; ppp.Length(&quot;&amp;&quot;) &lt;&lt; endl;</td>
<td>2</td>
</tr>
<tr>
<td>cout &lt;&lt; ppp.Length(&quot;*&quot;) &lt;&lt; endl;</td>
<td>1</td>
</tr>
<tr>
<td>cout &lt;&lt; ppp.Length(aaa) &lt;&lt; endl;</td>
<td>2</td>
</tr>
<tr>
<td>doc(&quot;1&quot;)=&quot;&amp;&quot;;</td>
<td></td>
</tr>
</tbody>
</table>

83
cout << ppp.Length(doc("1")) << endl;
string strng="&";
cout << ppp.Length(strng) << endl;
ppp = "123abc456abc";
doc("1")="123abc456abc";
doc("9")="abc";
cout << ppp.Find("abc") << endl;
cout << doc("1").Find("abc") << endl;
cout << ppp.Find("abc",5) << endl;
cout << doc("1").Find("abc",5) << endl;
cout << doc("1").Find(doc("9"),5) << endl;
strng="abc";
cout << ppp.Find(strng,5) << endl;
cout << Horolog() << endl;
doc("1").ReadLine();
cout << "readline global " <<doc("1") << endl;
ppp.ReadLine();
cout << "readline mstring " <<ppp << endl;
ppp="123";
doc("1")=ppp;
strng="3N";
cout << ppp.Pattern("3N") << endl;
doc("9")="3N";
cout << ppp.Pattern(doc("9")) << endl;
cout << doc("1").Pattern("3N") << endl;
doc("1")="3N";
cout << ppp.Pattern(doc("1")) << endl;
cout << doc("1").Justify(10,2) << endl;
cout << doc("1").Justify(10) << endl;
cout << ppp.Justify(10,2) << endl;
cout << ppp.Justify(10) << endl;
cout << doc("1").Data() << endl;
doc("2","3")=123;
cout << doc("2").Data() << endl;
ppp="abcdef";
mstring off="2";
cout << ppp.Extract(2,3) << endl;
cout << ppp.Extract(off,off+1) << endl;
cout << ppp.Extract(2) << endl;
cout << ppp.Extract() << endl;
doc("1")=ppp;
cout << doc("1").Extract(2,3) << endl;
cout << doc("1").Extract(2) << endl;
cout << doc("1").Extract() << endl;
ppp=-123.45678;
cout << ppp.Fnumber("P","2") << endl;
cout << ppp.Fnumber("P") << endl;          (123.457)
doc("1")=-123.45678;                     (123.46)
cout << doc("1").Fnumber("P","2") << endl;
(123.45678)
ppp="abc.def.ghi";
cout << ppp.Piece(".",2) << endl;         def
cout << ppp.Piece(".",2,3) << endl;       def.ghi
strng=".";
cout << ppp.Piece(strng,2,3) << endl;       def.ghi
doc("9")=strng;
cout << ppp.Piece(doc("9"),2,3) << endl;     def.ghi
doc("1")=".";
cout << ppp.Piece(doc("1"),2) << endl;       def
cout << ppp.Piece(doc("1"),2,3) << endl;     def.ghi
long d=1;
float e=1.0;
int f=1;
doc("9")="abcdef";
cout << doc("9").Ascii(e) << endl;           97
cout << doc("9").Ascii(f) << endl;           97
cout << doc("9").Ascii(d+1) << endl;          98
cout << doc("9").Ascii(e+1) << endl;          98
cout << doc("9").Ascii(f+1) << endl;          98
off=1;
cout << doc("9").Ascii(off+d) << endl;        98
cout << doc("9").Ascii(off+e) << endl;        98
cout << doc("9").Ascii(off+f) << endl;        98
mstring g=1;
cout << doc("9").Ascii(off+g) << endl;        98
cout << doc("9").Ascii(off+g) << endl;        98
cout << doc("9").Ascii(off+g) << endl;        98

Figure 43 Function Examples

Assume that the following entries have been made into the global array data base:

set ^mesh("A01")="Body Regions"
set ^mesh("A01","047")="Abdomen"
set ^mesh("A01","047","025")="Abdominal Cavity"
set ^mesh("A01","047","025","600")="Peritoneum"
set ^mesh("A01","047","025","600","225")="Douglas' Pouch"
set ^mesh("A01","047","025","600","451")="Mesentery"
set ^mesh("A01","047","025","600","451","535")="Mesocolon"
set ^mesh("A01","047","025","600","573")="Omentum"
set ^mesh("A01","047","025","600","678")="Peritoneal Cavity"
set ^mesh("A01","047","025","750")="Retroperitoneal Space"
set ^mesh("A01","047","050")="Abdominal Wall"
set ^mesh("A01","047","365")="Groin"
set ^mesh("A01","047","412")="Inguinal Canal"
set ^mesh("A01","047","849")="Umbilicus"
set ^mesh("A01","176")="Back"
set ^mesh("A01","176","519")="Lumbosacral Region"
set ^mesh("A01","176","780")="Sacrococcygeal Region"
set ^mesh("A01","236")="Breast"
set ^mesh("A01","236","500")="Nipples"
set ^mesh("A01","378")="Extremities"
set ^mesh("A01","378","100")="Amputation Stumps"
set ^mesh("A01","378","610")="Lower Extremity"
set ^mesh("A01","378","610","100")="Buttocks"
set ^mesh("A01","378","610","250")="Foot"
set ^mesh("A01","378","610","250","149")="Ankle"
set ^mesh("A01","378","610","250","300")="Forefoot, Human"
set ^mesh("A01","378","610","250","300","480")="Metatarsus"
set ^mesh("A01","378","610","250","300","792")="Toes"
set ^mesh("A01","378","610","250","300","792","380")="Hallux"
set ^mesh("A01","378","610","250","510")="Heel"
set ^mesh("A01","378","610","400")="Hip"
set ^mesh("A01","378","610","450")="Knee"
set ^mesh("A01","378","610","500")="Leg"
set ^mesh("A01","378","610","750")="Thigh"
set ^mesh("A01","378","800")="Upper Extremity"
set ^mesh("A01","378","800","075")="Arm"
set ^mesh("A01","378","800","090")="Axilla"
set ^mesh("A01","378","800","420")="Elbow"
set ^mesh("A01","378","800","585")="Forearm"
set ^mesh("A01","378","800","667")="Hand"
set ^mesh("A01","378","800","667","430")="Fingers"
set ^mesh("A01","378","800","667","430","705")="Thumb"
set ^mesh("A01","378","800","667","715")="Wrist"
set ^mesh("A01","378","800","750")="Shoulder"

global mesh("mesh");
mstring x;
int i,j;

x = "^mesh()"; // initial global array reference - beginning of array
x = x.Query(); // find first real reference

while (1) {
    if (x == "") break; // nothing to print
    i = x.Qlength(); // how many subscripts
    for (j=0; j<i; j++) cout << " "; // indent by number of subscripts
    cout << x.Qsubscript(i) << " " << x.Eval() << endl; // show index & value
    x = x.Query(); // get next
}

The above code yields:

047 Abdomen
025 Abdominal Cavity
    600 Peritoneum
        225 Douglas' Pouch
        451 Mesentery
        535 Mesocolon
        573 Omentum
    678 Peritoneal Cavity
    750 Retroperitoneal Space
050 Abdominal Wall
    365 Groin
    412 Inguinal Canal
    849 Umbilicus
176 Back
    519 Lumbosacral Region
    780 Sacroccocygeal Region
236 Breast
500 Nipples  
378 Extremities  
100 Amputation Stumps  
610 Lower Extremity  
100 Buttocks  
250 Foot  
149 Ankle  
300 Forefoot, Human  
480 Metatarsus  
792 Toes  
380 Hallux  
510 Heel  
400 Hip  
450 Knee  
500 Leg  
750 Thigh  
800 Upper Extremity  
075 Arm  
090 Axilla  
420 Elbow  
585 Forearm  
667 Hand  
430 Fingers  
705 Thumb  
715 Wrist  
750 Shoulder

Figure 44 Query(), Qsububscript() and Qlength() Example

11.7 Examples

```
#include <fstream>  
#include <mumpsc/libmpscpp.h>

# include <fstream>  
# include <mumpsc/libmpscpp.h>  

#include <fstream>  
#include <mumpsc/libmpscpp.h>  

int main() {
    FILE *u1;

    ofstream u2 ("document-term-matrix-weighted.txt", ios::out);
    assert (u2 != 0);

    mstring d, tt, w, null;
    double x, idfmin=6.0;
    null="";

    indx().Kill();

    for (d=doc(null).Order(); d != null; d =
         doc(d).Order() ) {
        u2 << "doc=" << d << " ";

        for (w = doc(d,null).Order(); w != null;
             w = doc(d,w).Order()) {
            if (idf(w) < idfmin) {
                doc(d,w).Kill();
            }
        }
    }
```

```
#!/usr/bin/mumps  
# weight.mps December 26, 2011

open 2:"document-term-matrix-weighted.txt,new"

idfmin=6.0;

kill ^index

for d=$order(^doc(d)) do
  . use 2 write !,"doc=";d,?15
  . for w=$order(^doc(d,w)) do
    .. if ^idf<w<idfmin kill ^doc(d,w) 
```
else {
    x = idf(w)*doc(d,w);
    doc(d,w)=x;
    indx(w,d)=x;
    u2 << w << "(" << x << ")" ;
}
}
u2 << endl << endl;
}
u2.close();

ofstream u3
("term-document-matrix-weighted.txt",
 ios::out);
assert (u3 != 0);

for (w=indx(null).Order(); w != null;
    w=indx(w).Order()) {
    u3 << w << "   ";
    for (d=indx(w,null).Order(); d != null;
        d=indx(w,d).Order()) {
        u3 << d << "(" << indx(w,d) << ")" ;
    }
    u3 << endl << endl;
}
u3.close();

return 0;
}

Figure 45 Document Weighting
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