`frplib` Cheatsheet

C. Genovese
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Interaction

The playground is an enhanced Python read-eval-print loop (REPL). You can use any Python construct, and the environment is preloaded with playground specific functions and values.
You can use arrows (or Control-n and Control-p) to move through your history, optionally modifying earlier commands. Special keys: Arrow keys, Control-a (beginning of line), Control-e (end of line), Control-k delete rest of line, F3 see full history, F2 settings menu, Control-r search history for pattern (type pattern and hit enter to select).
Multi-line input is accepted; a blank line at the end will enter the input.
Syntax errors will show up in a message at the bottom of the screen, usually disallowing entering that input. Many errors raised by code will show special playground-specific error messages, but some errors will show the full Python stack traces.

Kind Factories

All factories with arguments values... can take multiple values as individual arguments, or an iterable, or an implied sequence of the form `a, b, ..., c` in a positive or negative direction. (If `a == c` in this form, b is ignored, giving a single value `a`.) Values can be numbers or tuples and can contain symbols.

`kind(spec)` – constructs a Kind from a string, an FRP, or another Kind.

`conditional_kind(mapping)` – constructs a conditional Kind from a dictionary or function. (For the latter, use argument `codim=1` if the function wants a scalar argument.) Can be used as a decorator or a function.

`Kind.empty` – the empty Kind

`constant(v)` – Kind of a constant FRP with value `v`

`binary(p)` – the Kind of a 0-1 FRP with weight `p` on 1

`uniform(values...)` – the Kind with specified values and equal weights

`either(a, b, ratio)` – has values `a` and `b` with weights `ratio` and 1

`weighted_as(values..., weights=[...])` – arbitrary weights associated with the given values, can also accept a dictionary `{value: weight, ...}`

`weighted_by` – weights on values determined by a general function

`weighted_pairs` – a Kind specified by a sequence of `(value, weight)` pairs

`symmetric(values.., around, weight_by)` – weights on values determined by a symmetric function `weight_by` around a specified value `around`

`geometric(values..., r)` – weights on values varying geometrically with ratio `r`

`linear(values..., first=a, increment=b)` – weights on values vary linearly from `a` changing by `b` for each value.

`evenly_spaced` – Kind of an FRP whose values consist of evenly spaced numbers

`integers` – Kind with integer sequence as values

`subsets`, `without_replacement`, `permutations_of`, `ordered_samples` - the Kinds of combinatorial operations on sequences: all subsets, samples of a given size without replacement, permutations of a given size, and ordered samples without replacement

`arbitrary` – the Kind with specified values and symbolic (unspecified) weights

FRP Factories

`frp(spec)` – constructs an FRP from a Kind or clones another FRP.

`conditional_frp(mapping)` – constructs a conditional Kind from a dict or function

`shuffle(coll)` – constructs an FRP whose value is a random permutation of the collection `coll`

Kind and FRP Combinators

`kf ^ stat` or `stat(kf)` – apply a statistic `stat` to a Kind (or FRP) `kf`

`kf1 * kf2` – independent mixtures of `kf1` and `kf2`, either both Kinds or both FRPs

`kf ** n` – independent mixture power, for Kind or FRP `kf` and natural number `n`

`kf >> ckf` – a general mixture for a (conditional) Kind (or FRP) `kf` and a conditional Kind (or conditional FRP) `ckf` Returns a (conditional) Kind (or FRP).

`kf | c` - applies conditional constraint to update Kind/FRP, `kf` is a Kind or FRP and `c` is a condition.

`m // k` – conditioning on the Kind (or FRP) `k`, where `m` is a conditional Kind (or conditional FRP).

`psi@k | c` – evaluate a statistic with context

`fast_mixture_pow(stat, kind, n)` – efficiently computes `mstat(kind ** n)`

`bin(scalar_kind, lower, width)` – returns a Kind similar to that given but with values binned in specified intervals

`evolve(start, next_state, steps=1)` – evolves a system through a specified number of steps

`bayes(observed_y, x, y_given_x)` – applies Bayes's rule for Kinds or FRPs

Statistics Factories

`statistic` – Creates a statistic from a function. The function is either passed as the first argument or is being defined with @statistic used as a decorator.

`condition` – Creates a condition from a function. The function is either passed as the first argument or is being defined with @statistic used as a decorator.

`scalar_statistic` – Like `statistic` but indicates dimension 1.

`Constantly(v)` – a statistic that always returns `v`

`Proj` – constructs projection statistics given an index, list of indices, slice, projection statistic, or integer iterable. Projections are **1-indexed**, unlike tuples.

`Permute` – constructs a permutation statistic given a permutation of 1..n in cycle or ordinary form

Builtin Statistics

`__` – The statistic that reproduces the value passed to it. `Scalar` is similar but forces the result to be a scalar. `Id` is a synonym.
`Sum`, `Product`, `Min`, `Max`, `Mean` – operations on the value tuple; for example, `Sum` gives the component sum
`Exp`, `Log`, `Log2`, `Log10`, `Sqrt`, `Abs`, `Floor`, `Ceil` `Sin`, `Cos`, `Tan`, `ACos`, `ASin`, `ATan2`, `Sinh`, `Cosh`, `Tanh`, `...` – arithmetic and special functions
`Diff`, `Diffs` – first-order and higher-order differences
`NormalCDF` – standard Normal CDF

`Cases` – creates a statistic from a dictionary with optional default

`top` and `bottom` – statistics that always return true and false, respectively.

Statistics Combinators

`Fork(stat1, stat2, ..., statn)` – creates a new statistic that combines the results of `stat1` ... `statn` (with the same argument) into a tuple. (`MFork` is identical but is intended for monoidal statistics.)

`ForEach(stat)` – apply statistic to each component of the input tuple, combining results into a tuple

`IfThenElse(cond, statt, statf)` – applies condition `cond` evaluates to true, apply `statt`, else `statf`.

`And`, `Or`, `Not`, `Xor` – logical operations on the results of statistics, returning a condition. For example, `And(stat1, stat2)` gives a condition that returns true if both `stat1` and `stat2` do.

`All`, `Any` – condition true on every/some components

Actions

`E` – expectation operator, computes expectation of a Kind, FRP, conditional Kind, or conditional frp. (The latter two return functions.) See also `Var`.

`D_` – distribution operator `D_(X)(psi)` returns `E(psi(X))`

`unfold(k)` – shows the unfolded Kind tree for a given Kind k

`clean(k)` – given Kind k removes any branches that are numerically zero according to a specified tolerance (default 1e-16). It also rounds numeric values to avoid round-off error in comparing values

`FRP.sample(n, obj, summary=True)` – generate `n` samples from the given Kind or FRP `obj`. Default produces a summary table, but if `summary=False`, give all the values.

`Kind.equal`, `Kind.compare` – compare Kinds for structural equality, testing weights and values within a specified numerical tolerance (default: 1e-12)

`Kind.divergence(k1, k2)` – computes relative entropy of Kind `k1` relative to this `k2`.

Utilities

`show(x)` – displays an object, list, or dictionary in a more friendly manner.

`clone(X)` – produces a copy of its argument ‘X‘ if possible; primarily useful with FRPs and conditional FRPs, where it produces fresh copies with their own values.

Property Accessors

`X.value` – for an FRP X, returns X’s value, activating it if necessary.

`dim(x)` – returns the dimension of ‘x‘, if available. Note that taking the dimension of an FRP may force the Kind computation.

`codim(x)` – returns the codimension of ‘x‘, if available

`size(x)` – returns the size of ‘x‘, if available

`typeof(x)` – returns the type of ‘x‘

`values(x)` – returns the *set* of ‘x‘’s values, if available; applies to Kinds

Symbolic Manipulation

`is_symbolic(x)` – returns true if ‘x‘ is symbolic

`symbol(name)` – takes a string and creates a symbolic term with that name

`symbols(names)` – takes a string with space-separated names and returns symbols

`gen_symbol()` – returns a unique symbol name every time it is called

`substitute(quantity, mapping)` – substitutes values from mapping for the symbols in ‘quantity‘; mapping is a dictionary associating symbol names with values. Not all symbols need to be substituted; if all are substituted with a numeric value then the result is numeric.

`substitute_with(mapping)` – returns a function that takes a quantity and substitutes with mapping in that quantity.

`substitution(quantity, **kw)` – like ‘substitute‘ but takes names and values as keyword arguments rather than through a dictionary.

Tuples and Quantities

`as_scalar(value)` :: converts a 1-dimensional tuple to a scalar

`qvec(x...)` – converts arguments to a quantitative vector tuple, whose values are numeric or symbolic quantities and can be added or scaled like vectors.

`as_quantity(spec)` – converts to a quantity, takes symbols, strings, or numbers, e.g., `as_quantity('1/2')`, `as_quantity(1.2)`, `as_quantity('a')`.

`numeric_exp(x)`, `numeric_ln(x)`, `numeric_log2(x)`, `numeric_log10(x)`, `numeric_abs(x)`, `numeric_sqrt(x)`, `numeric_floor(x)`, `numeric_ceil(x)` – numeric special functions that act on quantities

Function Helpers

`identity(x)` – a function that returns its argument

`const(a)` – returns a function that itself always returns the value ‘a‘

`compose(f,g)` – returns the function ‘f‘ after ‘g‘

Sequence Helpers

`irange` – creates an inclusive integer ranges with optional gaps

`index_of`, `index_where` – searches sequence with control over what to return if not found

`every(f, iterable)` – returns true if ‘f(x)‘ is truthy for every ‘x‘ in ‘iterable‘

`some(f, iterable)` – returns true if ‘f(x)‘ is truthy for some ‘x‘ in ‘iterable‘

`lmap(f, iterable)` – returns a **list** containing ‘f(x)‘ for every ‘x‘ in ‘iterable‘

`frequencies(iterable, counts_only=False)` – computes counts of unique values in iterable; returns a dictionary, but if `counts_only` is True, return just the counts without labels.

Help

info(t) – interactive help various topics. Here `t` can be a topic string or most playground objects (e.g., uniform). Start with `info('overview')`. This will point you to the list of topics and more.

help(obj) – built-in python help, you can call this on any playground function or object to get guidance on its use.