

# Cut    $m; .n$    $u; .n$    $\_ 1/2$    $\_$    Cut

<p><math>u; .0</math> <math>y</math> applies <math>u</math> to <math>y</math> after reversing <math>y</math> along each axis; it is equivalent to <math>(0 \_1 * / \\$y) u; .0</math> <math>y</math>.</p> <p>The fret <math>0\{y</math> (the leading item of <math>y</math>) marks the start of an interval of items of <math>y</math>; the phrase <math>u; .1</math> <math>y</math> applies <math>u</math> to each such interval. The phrase <math>u; .\_1</math> <math>y</math> differs only in that frets are excluded from the result. In <math>u; .2</math> and <math>u; .\_2</math> the fret is the last item, and marks the ends of intervals.</p> <p>The monads <math>u; .3</math> and <math>u; .\_3</math> apply <math>u</math> to tessellation by “maximal cubes”, that is, they are defined by their dyadic cases using the left argument <math>(\\$ \\$y) \\$ &lt; . / \\$y</math>.</p> <p><math>m; .n</math> <math>y</math> applies successive verbs from the gerund <math>m</math> to the cuts of <math>y</math>, extending <math>m</math> cyclically as required.</p>	<p><math>x u; .0</math> <math>y</math> applies <math>u</math> to a rectangle or cuboid of <math>y</math> with one vertex at the point in <math>y</math> indexed by <math>v = :0\{x</math>, and with the opposite vertex determined as follows: the dimension is <math> 1\{x</math>, but the rectangle extends back from <math>v</math> along any axis <math>j</math> for which the index <math>j\{v</math> is negative. Finally, the order of the selected items is reversed along each axis <math>k</math> for which <math>k\{1\{x</math> is negative. If <math>x</math> is a vector, it is treated as the matrix <math>0, :x</math>.</p> <p>The frets in the dyadic cases <math>\_1</math>, <math>\_1</math>, <math>\_2</math>, and <math>\_2</math> are determined by the <math>\_1</math> in the boolean vector <math>x</math>.</p> <p><math>u; .3</math> and <math>u; .\_3</math> yield (possibly overlapping) tessellations. <math>x u; .\_3</math> <math>y</math> applies <math>u</math> to each complete rectangle of size <math> 1\{x</math> beginning at integer multiples of (each item of) the movement vector <math>0\{x</math>. As in <math>u; .0</math>, reversal occurs along each axis for which the size <math> 1\{x</math> is negative. The case of a list <math>x</math> is equivalent to <math>\_1, :x</math>, and therefore provides a complete tessellation of size <math>x</math>. The case <math>u; .3</math> differs in that shards of length less than <math> 1\{x</math> are included.</p> <p><math>x m; .n</math> <math>y</math> applies successive verbs from the gerund <math>m</math> to the cuts of <math>y</math>, extending <math>m</math> cyclically as required.</p> <p>The 0- and 3-cuts have a left rank of 2; the 1- and 2-cuts have a left rank of 1.</p>
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