

## Re: Computer Algebra Algorithms lisp vs. C.

---

*Source:* <http://sci.tech-archive.net/Archive/sci.math.symbolic/2005-04/msg00148.html>

---

- *From:* Jon Harrop <[usenet@xxxxxxxxxxxxxxxx](mailto:usenet@xxxxxxxxxxxxxxxx)>
  - *Date:* Wed, 20 Apr 2005 13:05:11 +0100
- 

Jerzy Karczmarczuk wrote:

> In order to compare sizes you would have to put side by side an autonomous  
> program in C++, and the \*whole\* of Mathematica (without useless modules,  
> if you manage to detach them physically...)

I agree that it is worth comparing libraries. However, I believe a source-source comparison of final programs (excluding the libraries) will do this as they'll be using the libraries.

Regardless, I'm talking about the advantages of things like pattern matching, which is built into Mathematica's language (and many other languages) but which would require thousands of lines of C++ code to implement and which are not provided by a library.

> And, btw, you can comment your code with anything in any language...

Unless you're saying that you can insert a binary representation of arbitrary data into your source code, of course you can't include graphics and typeset maths in C++ comments. Very few languages let you comment your code with graphics and typeset maths.

I used to use doxygen to comment my C++ code with LaTeX which is better than nothing but, of course, this is much less useful than a proper development environment. But, as you say, with g++ and emacs you get what you pay for.

--

Dr Jon D Harrop, Flying Frog Consultancy  
<http://www.ffconsultancy.com>