­Digital-AV Software Development Kit provides the foundation for a fully working bible application, with no external dependencies. In fact, implementation with fewer than 1000 lines of code is possible, as demonstrated by the golang sources in this SDK. The SDK provides everything, including data and index files. Some developers have discovered that they can be up and running in under an hour. Easily jumpstart your development by working with the provided golang sources, or go all in from scratch with the programming language of your choice.

***BREAKING NEWS:*** Direct support for Rust, C++, and FlatBuffers is debuting in the Z31 revision. See the addendums at the bottom of this document for status of each of these endeavors. Expect great progress in Q1 2023!

|  |  |  |  |
| --- | --- | --- | --- |
| **File**  **Extent** | **File**  **Type** | **Record**  **Type** | **Content**  **Type** |
| \*.dx | data | fixed length | binary |
| \*.ix | index | fixed length | binary |
| \*.dxi | data + index | variable length | binary |
| \*.bom | MD5 checksums | newline delimited | text |
| \*.ascii | informational | newline delimited | text |

The base Digital-AV SDK (AVSDK) is entirely file based. There are zero dependencies and zero language bias (all programming languages can read files). File formats defined in this document use a consistent naming convention: the extent of each data file reveals the content and record type. The table to the right, defines the various extents of files that compose the SDK.

File extents identify the format/file type. Fixed-width data files have a \*.dx file extent, while fixed-width index files have an \*.ix file extent. A third file-type combines the data and index into a single file (and those binary files are always variable length). The \*.bom file contains MD5 hashes which can be used at runtime to verify the file conforms to the release. The \*.ascii files provide information for the developer and are not expected to be deployed to the end-user.

|  |  |  |
| --- | --- | --- |
| **AV-Writ**  **variants** | **Size in bits** | **Size in**  **bytes** |
| AV-Writ.dx | 176 bits | 22 bytes |
| AV-Writ-128.dx | 128 bits | 16 bytes |
| AV-Writ-32.dx | 32 bits | 4 bytes |

AV-Writ.dx file has three variants to handle disparate memory and/or system constraints. While the file formats are detailed later in this document, the table to the right is provided to summarize the records widths for each variant. (only a single AV-Writ\* file need be deployed with your application). It is up to the developer to weigh the footprint versus features in that decision

# The weightiest data files are those named AV-Writ\*.dx; these files contain a stream of words for each verse of each chapter of each book. These are not text files. Therefore, they are quite compact. Several fields are index lookups into other SDK files. The entire inventory of files implements an efficient database of word embeddings that are compactly manifested in RAM. Of course, The AV-Writ\*.dx files with the widest records are obviously also the most feature rich.

# AV-Writ.dx (22 bytes per record)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Record #**  ***0 bits*** | | **Hebrew | Greek**  ***4 x uint16*** | **Verse**  ***uint16*** | **Caps**  ***2 bits*** | **WordKey**  ***14 bits*** | **Punc**  ***byte*** | **Transition**  ***byte*** | **PN+POS(12)**  ***uint16*** | **POS(32)**  ***uint32*** | **Lemma**  ***uint16*** |
| 0 | | 0x391C 0 0 0 | 0 | 0x8\_\_\_ | 0x0015 (in) | 0x00 | 0xE8 | 0x00E0 | 0x40080470 | 0x0015 |
| 1 | | 0x391C 0 0 0 | 0 | 0x0\_\_\_ | 0x0136 (the) | 0x00 | 0x00 | 0x0D00 | 0x00000094 | 0x0136 |
| 2 | | 0x391C 0 0 0 | 0 | 0x0\_\_\_ | 0x24F9 (beginning) | 0x00 | 0x00 | 0x4010 | 0x000001DC | 0x24F9 |
| … | | << Beginning of Genesis 1 depicted above >> | | | | | | | |  |
| 0xBDDB9 | | 0x25A0 0 0 0 | ­30698 | 0x8\_\_\_ | 0x0136 (the) | 0x00 | 0xE0 | 0x0D00 | 0x00000094 | 0x0136 |
| 0xBDDBA | | 0x25A0 0 0 0 | 30698 | 0x8\_\_\_ | 0x2CB2 (revelation) | 0x00 | 0x00 | 0x4010 | 0x000001DC | 0x2CB2 |
| 0xBDDBB | | 0x0978 0 0 0 | 30698 | 0x0\_\_\_ | 0x001D (of) | 0x00 | 0x00 | 0x0400 | 0x80004206 | 0x001D |
| … | | << Beginning of Revelation 1 depicted above >> | | | | | | | |  |
| 0xC0C91 | | 0x1460 0 0 0 | 31101 | 0x0\_\_\_ | 0x015C (you) | 0x00 | 0x00 | 0x20C0 | 0x00083BBD | 0x015C |
| 0xC0C92 | | 0x0F74 0 0 0 | 31101 | 0x0\_\_\_ | 0x0036 (all) | 0xE0 | 0x04 | 0x0D00 | 0x00000004 | 0x0036 |
| 0xC0C93 | | 0x0119 0 0 0 | 31101 | 0x8\_\_\_ | 0x018A (amen) | 0xE0 | 0xFC | 0x8000 | 0x8000550E | 0x018A |
|  | << End of Revelation 22:21 depicted above >> | | | | | | | | | |

AV-Writ.dx begins with ***Greek & Hebrew*** Strong’s numbers in the Old & New Testament. Each English word can have up to four Strong’s numbers associated with it. Strong’s numbers are an integer representation of the original Hebrew/Greek words from which the English words were originally translated.

While words in the Old Testament can have a maximum of four Strong’s numbers associated with a single English word.

The New Testament can only have a maximum of three Strong’s numbers associated with a single English word.

|  |  |  |  |
| --- | --- | --- | --- |
| **Strongs #1** | **Strongs #2** | **Strongs #3** | **Strongs #4** |
| 1st Strongs # | 2nd Strongs # | 3rd Strongs # | 4th Strongs # |

This is characteristic of the KJV translation, but four slots are reserved even for the Greek to maintain a fixed record width across entire bible. For more information on Strongs numbers, refer to the Strong's Exhaustive Concordance for additional backround information. Also note that ***Verse*** is an inline index-pointer to the corresponding AV-Verse index.

Hebrew | Greek encodings

|  |  |  |  |
| --- | --- | --- | --- |
| **Description** | | | **Bits** |
| PUNC::clause | | | 0xE0 |
| PUNC::exclamatory | | | 0x80 |
| PUNC::interrogative | | | 0xC0 |
|  | PUNC::declarative |  | 0xE0 |
| PUNC::dash | | | 0xA0 |
|  | PUNC::semicolon |  | 0x20 |
| PUNC::comma | | | 0x40 |
| PUNC::colon | | | 0x60 |
| PUNC::possessive | | | 0x10 |
| PUNC::closeParen | | | 0x0C |
|  | MODE::parenthetical |  | 0x04 |
| MODE::italics | | | 0x02 |
|  | MODE::Jesus |  | 0x01 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Description** | |  | **Bit Pattern (Hex)** |
|  | English Word |  | 0x3FFF (mask for lexicon lookup) |
|  | 1st Letter Cap |  | 0x8000 (example: Lord) |
| All Letters CAPS | |  | 0x4000 (example: LORD) |

The next sixteen bits can be thought of as two distinct fields: the first of those is ***Caps***: these 2-bits identify whether to apply capitolization rules to the lexical word. 0x8\_\_\_ means to capitolize the first letter of the word (e.g. Lord). 0x4\_\_\_ means to capitolize all letters of the the word (e.g. LORD). Clearly, in English, the first letter of the first word of a sentence is capitolized, and these bits facilitate all such capitolization rules. When no bits are set, this indicates that the word should be represented exactly as it appears in the lexicon. The remaining 14-bits are referred to as the ***WordKey*** (a lookup key for AV-Lexicon). Incidentally, the lookup key is equally compatible with the earlier AV-Lexicons, even the AV-Lexicon-i728.dxi, from five-year-old 2018 SDK.

Punctuation Byte

Capitalization bits and WordKey

The next field is the ***Punctuation*** byte. Each word can have certain punctuation applied either as a prefix to the word, or alternatively as a suffix. An example of prefix punctuation is an open parenthesis. There are numerous examples of suffix punctuation, such as period, comma, or close parenthesis. The puncuation byte also has bits to represent italisized words in the text and even mark the words spoken by Jesus, which some bibles represent as red-colored text.

Within AV-Writ.dx and AV-Writ-128.dx, PN+POS(12) is a sixteen bit field with the left-most nibble representing Person Number (PN). PN applies to pronouns and verb casing. Early Modern English was richer than our English today, with additional pronouns and verb cases for Second-Person-Singular and Third-Person-Singular. The Digital-AV captures and preserves all such case markings. For instance, ***thy*** is second-person singular whereas Early Modern English ***you*** is always plural form of this pronoun. AV-SDK encodes the markings for both person and number using the binary representation depicted in the table to the left. Similarly, the remaining twelve bits provide course part-of-speech markers.

Person/Number (4 bits)

|  |  |  |
| --- | --- | --- |
| **Description** |  | **Left-Most Nibble** |
| Person bits |  | 0x3--- (0b--11) |
| Number bits |  | 0xC--- (0b11--) |
| Indefinite |  | 0x0--- (0b--00) |
| 1st Person |  | 0x1--- (0b--01) |
| 2nd Person |  | 0x2--- (0b--10) |
| 3rd Person |  | 0x3--- (0b--11) |
| Singular |  | 0x4--- (0b01--) |
| Plural |  | 0x8--- (0b10--) |
| WH\* |  | 0xC--- (0b00--) |

|  |  |
| --- | --- |
| NounOrPronoun | 0x-03- |
| Noun | 0x-01- |
| Noun: unknown gender | 0x-010 |
| Proper Noun | 0x-03- |
| Pronoun | 0x-02- |
| Pronoun: Neuter | 0x-021 |
| Pronoun: Masculine | 0x-022 |
| Pronoun: Non-feminine**\*** | 0x-023 |
| Pronoun: Feminine | 0x-024 |
| Pronoun/Noun: Genitive | 0x-0-8 |
| Pronoun: Nominative | 0x-06- |
| Pronoun: Objective | 0x-0A- |
| Pronoun: Reflexive | 0x-0E- |
| Pronoun: no case/gender | 0x-020 |
| Verb | 0x-1-- |
| to | 0x-200 |
| Preposition | 0x-400 |
| Interjection | 0x-800 |
| Adjective | 0x-A00 |
| Numeric | 0x-B00 |
| Conjunction | 0x-C0- |
| Determiner | 0x-D0- |
| Particle | 0x-E00 |
| Adverb | 0x-F00 |

Transition bits are a composition of Verse-Transitions and Segment-Markers. These represent a compact mechanism for data file traversal, obviating the need for leveraging additional index files. The five left-most bits mark book, chapter, and verse transitions. The three right-most bits mark linguistic segmentation [sentence and/or phrase]

|  |  |  |
| --- | --- | --- |
| **Description** |  | **5-bits** |
| EndBit |  | 0x10 |
| BeginningOfVerse |  | 0x20 |
| EndOfVerse |  | 0x30 |
| BeginningOfChapter |  | 0x60 |
| EndOfChapter |  | 0x70 |
| BeginningOfBook |  | 0xE0 |
| EndOfBook |  | 0xF0 |
| BeginningOfBible |  | 0xE8 |
| EndOfBible |  | 0xF8 |

boundaries. In this edition of the SDK, these bondaries are interpretted based upon a combination of verse transitions and punctuation.

Verse Transitions

**\*** ***his*** is used ambiguously in the Authorized Version for third-person-singular pronouns. ***his*** is either masculine or neuter (***its*** appears just once in the sacred text). Therefore, ***his*** can neither be uniformly marked as masculine, nor neuter. Instead, we mark the genitive pronoun ***his*** as non-feminine.

POS (12 bits)

There are two additional trimmed down versions of the AV-Writ files which contain subsets of AV-Writ.dx. These can be used for more memory constrained implementations or utilized where the additional data fields are not needed.

AV-Writ-128.dx (16 bytes per record)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Record**  **0 bits** | **Hebrew | Greek**  **4 x uint16** | **Verse**  **uint16** | **Caps**  **2 bits** | **WordKey**  **14 bits** | **Punc**  **byte** | **Transition**  **byte** | **PN+POS(12)**  **uint16** |
| 0 | 0x391C 0x0 0x0 0x0 | 0x0000 | 0x8\_\_\_ | 0x0015 (in) | 0x00 | 0xEF | 0x00E0 |
| 1 | 0x391C 0x0 0x0 0x0 | 0x0000 | 0x0\_\_\_ | 0x0136 (the) | 0x00 | 0x00 | 0x0D00 |
| 2 | 0x391C 0x0 0x0 0x0 | 0x0000 | 0x0\_\_\_ | 0x24F9 (beginning) | 0x00 | 0x00 | 0x4010 |
| … | << Beginning of Genesis 1 depicted above >> | | | | | | |
| C0C91 | 0x1460 0x0 0x0 0x0 | 0x797D | 0x0\_\_\_ | 0x015C (you) | 0x00 | 0x00 | 0x20C0 |
| C0C92 | 0x0F74 0x0 0x0 0x0 | 0x797D | 0x0\_\_\_ | 0x0036 (all) | 0xE0 | 0x06 | 0x0D00 |
| C0C93 | 0x0119 0x0 0x0 0x0 | 0x797D | 0x8\_\_\_ | 0x018A (amen) | 0xE0 | 0xFE | 0x8000 |
|  | << End of Revelation 22:21 depicted above >> | | | | | | |

AV-Writ-32.dx (4 bytes per record)

Segment Markers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Record**  **0 bits** | **Caps**  **2 bits** | **WordKey**  **14 bits** | **Punc**  **byte** | **Transitions**  **byte** |
| 0 | 0x8\_\_\_ | 0x0015 (in) | 0x00 | 0xEF |
| 1 | 0x0\_\_\_ | 0x0136 (the) | 0x00 | 0x00 |
| 2 | 0x0\_\_\_ | 0x24F9 (beginning) | 0x00 | 0x00 |
| … | << Beginning of Genesis 1 depicted above >> | | | |
| C0C91 | 0x0\_\_\_ | 0x015C (you) | 0x00 | 0x00 |
| C0C92 | 0x0\_\_\_ | 0x0036 (all) | 0xE0 | 0x06 |
| C0C93 | 0x8\_\_\_ | 0x018A (amen) | 0xE0 | 0xFE |
|  | << End of Revelation 22:21 depicted above >> | | | |

|  |  |  |
| --- | --- | --- |
| **Description** |  | **3-bits** |
| HardSegmentEnd |  | 0x04 |
| CoreSegmentEnd |  | 0x02 |
| SoftSegmentEnd |  | 0x01 |
| RealSegmentEnd |  | 0x06 |

|  |  |  |
| --- | --- | --- |
| *Hard Segments:* |  | **. ? !** |
| *Core Segments:* |  | **:** |
| *Real Segments:* |  | **. ? ! :** |
| *Soft Segments:* |  | **, ; ( ) --** |

AV-Book provides indicies into AV-Chapter, AV-Verse, and AV-Writ, and corresponding chapter-counts, verse-counts, and word-counts (for each of the sixty-six books of the bible). It reserves a fixed sixteen bytes for the book-name, a fixed nine bytes (2+3+4) for 2-character, 3-character, and 4-character abbreviations. The remaining nine bytes are a comma-delimited list of any additional alternate abbreviations.

# AV-Book.ix (50 bytes)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Book**  **Number**  ***byte*** | **Chapter**  **Count**  ***byte*** | **Chapter**  **Index**  ***uint16*** | **Verse Count *uint16*** | **Verse Index *uint16*** | **Writ Count *uint32*** | **Writ**  **Index**  ***uint32*** | **Book**  **Name**  ***16 bytes* (utf8)** | **Abbreviations (utf8)** | | |
| **a2 a3 a4**  ***(9 bytes)*** | **Alternates**  ***(9 bytes)*** | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0x3112 | Z31g------------ | -- --- ---- | | Revision- |
| 1 | 50 | 0 | 1533 | 0 | 38262 | 0 | Genesis--------- | Ge Gen Gen- | | Gn------- |
| 2 | 40 | 50 | 1213 | 1533 | 32685 | 38262 | Exodus---------- | Ex Exo Exod | | --------- |
| 3 | 27 | 90 | 859 | 2746 | 24541 | 70947 | Leviticus------- | Le Lev Lev- | | Lv------- |
|  | | | | | | | | | | |
| 66 | 22 | 1167 | 404 | 30698 | 11995 | 777656 | Revelation------ | Re Rev ---- | |  |

The dashes (-) represent zero ('\0'). The nine byte field above, namely "a2 a3 a4" comprises 2-character, 3-character, and 4-character abbreviations. AV-Book.ix has an updated format in the Z31 release. Note that the newer format now contains 67 records instead of 66. The zeroth record contains metadata about the revision and makes record #1 correspond to book #1. The previous AV-Book.ix has been renamed AV-Book-Z14.ix. Either file is fully compatible with all Z-series revisions. Weighing in with only 1,238 additional bytes, the newer file likely results in fewer ancillary lookups.

# AV-Book-Z14.ix (32 bytes) *Consistent with earlier SDK releases, including Z14*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Record #**  **0 bits** | **Book Number**  **byte** | **Chapter Count**  **byte** | **Chapter Index**  **Uint16** | **Book Name**  **16 bytes (utf8)** | | **Book Abbreviations**  **12 bytes (utf8)** |
| 0 | 1 | 50 | 0 | Genesis--------- | | Ge---------- |
| 1 | 2 | 40 | 50 | Exodus---------- | | Ex---------- |
| 2 | 3 | 27 | 90 | Leviticus------- | | Le---------- |
| … |  | | | | | |
| 65 | 66 | 22 | 1167 | | Revelation | Re |

|  |
| --- |
| AV-Chapter.ix (10 bytes) |

nibble)

|  |
| --- |
| AV-Chapter-Z14.ix (8 bytes) |

nibble)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Record #**  **0 bits** | **Writ**  **Index**  **uint32** | **Writ Count**  **uint16** | **Verse Index**  **uint16** | **Verse Count**  **uint16** |
| 0x000  (genesis:1) | 0 | 797 | 0 | 31 |
| 0x001  (genesis:2) | 797 | 632 | 31 | 25 |
| 0x002  (genesis:3) | 1429 | 695 | 56 | 24 |
|  | **. . .** | | |  |
| 0x4A2  (revelation:20) | 787852 | 477 | 31039 | 15 |
| 0x4A3  (revelation:21) | 788329 | 749 | 31054 | 27 |
| 0x4A4  (revelation:22) | 789078 | 573 | 31081 | 21 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Record #**  **0 bits** | **Writ**  **Index**  **uint32** | **Verse Index**  **uint16** | **Word Count**  **uint16** |
| 0x000  (genesis:1) | 0 | 0 | 797 |
| 0x001  (genesis:2) | 797 | 31 | 632 |
| 0x002  (genesis:3) | 1429 | 56 | 695 |
|  | **. . .** | | |
| 0x4A2  (revelation:20) | 787852 | 31039 | 477 |
| 0x4A3  (revelation:21) | 788329 | 31054 | 749 |
| 0x4A4  (revelation:22) | 789078 | 31081 | 573 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Record#**  **0 bytes** | **Book, Chapter, Verse, Words**  **4 bytes: BB:CC:VV:WordCnt** |  |
|  | 0x0000 | 1:1:1:10 | In the beginning … |
|  | 0x0001 | 1:1:2:29 | And the Earth … |
|  | 0x0002 | 1:1:3:11 | And God said … |
|  | … | |
|  | 0x797B | 66:22:19:44 | And if any man … are written in this book. |
|  | 0x797C | 66:22:20:16 | He which testifieth … Even so, come, Lord Jesus. |
|  | 0x797D | 66:22:21:12 | The grace of our Lord … be with you all. Amen |

***NOTE:***

AV-Chapter.ix differs from earlier revisions, as it how includes verse count and an altered column order than the earlier Z14 Revision.

|  |
| --- |
| AV-Verse.ix (4 bytes) |

nibble)

AV-Chapter contains one extra data field than its Z14 counterpart, either file is fully compatible with all Z-series revisions.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Part-of-Speech**  **uint32** | **Word Key**  **uint16** | | **Word Class**  **uint16** | **Count**  **uint16** | **Lemmata Array**  **Uint16[] (Word or OOV keys)** | |
| 0x00000036 | 0x0001 (a) | | 0x0F00 | 1 | 0x0001 | |
| 0x00000094 | 0x0001 (a) | | 0x0D00 | 1 | 0x0001 | |
| 0x80004206 | 0x0001 (a) | | 0x0400 | 1 | 0x0001 | |
| 0x01074F9C | 0x0002 (i) | | 0x4080 | 1 | 0x0002 | |
| … |  | |  |  |  | |
| 0x00003A1C | 0x027A (elim) | | 0x4030 | 1 | 0x027A | |
| 0x000001DD | 0x027B (elms) | | 0x8010 | 1 | 0x8304 (OOV: elm) | |
| … |  |  |  | |  |  |
| 0xFFFFFFFF |  | |  |  |  | |

|  |  |
| --- | --- |
| **OOV Key**  **uint16** | **OOV Word**  **Length+1 bytes** |
| 0x8301 | aid\0 |
| … |  |
| 0x8F01 | covenantbreaker\0 |

The AV-Lemma file originally appeared in the 2017 Edition of the SDK. The original version obtained Lemmata from the NLTK Python library. Now Lemmata are obtained from the MorphAdorner Java server (MorphAdorner also performs all of the POS tagging). Incidentally, each Lemma ordinarily maps to multiple English words or lexemes, (e.g. ‘be’ is the lemma of ‘are’, ‘were’, ‘is’, ‘art’, ‘wast’, and ‘be’). Interestingly, many words, for example ‘run’, are not constrained to a single uniform POS tag. Consequently, Lemmata lookup requires the POS tag. Successful lookups in AV-Lemma result in a list of WordKeys or OOVKeys (When a Lemma is OOV[[1]](#footnote-1), it cannot be found in the Lexicon, but it can be found in the OOV table).

|  |
| --- |
| AV-Lemma.dxi (variable length) |

nibble)

# OOV (composition by example)

# AV-Lemma-OOV.dxi (lookup for OOV lemmas)

|  |  |  |
| --- | --- | --- |
| **OOV Marker**  **1 bits** | **OOV Length**  **7 bits** | **OOV**  **Index**  **byte** |
| 0x8\_\_\_ | 0x\_7\_\_ | 0x\_\_01 |
| (binary of 0x8301 is b1000001100000001) | | |

# AV-Lexicon provides both original and modern orthographic representations for each lexeme identified in AV-Writ. It also includes a search-version of the lexeme that strips out all hyphens. Next, an array each Part-of-Speech (POS) associated with that lexical item is identified by an encoded value using 5-bit character encoding. A reference implementation for decoding a Uint32 value into a human readable POS string can be found in the github repo.

# AV-Lexicon.dxi (data and index combined: variable length records)

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Rec #**  **(0 bits)** | **Entities**  **uint16** | **Size**  **uint16** | **POS[0]**  **uint32** | **POS[1]**  **uint32** | **POS[2]**  **uint32** | **⚫ ⚫ ⚫** | **POS[n-1]**  **uint32** | | **Search**  **char [ ]** | **Display**  **char[ ]** | **Modern**  **char [ ]** |
| 0 | 0xFFFF | n=2 | 12567 | 0x3112 |  |  |  | |  |  |  | metadata |
| 1 | 0x0000 | n=4 | 0x00000094 | 0x00000036 | 0x0000000A |  | 0x80004206 | | a |  |  | Entities = { }  dt, av, j, pp-f |
| 2 | 0x0000 | n=3 | 0x01074F9C | 0x0000000A | 0x01073F9C |  |  | | i |  |  | Entities = { }  pns11, j, pno11 |
| 3 | 0x0000 | n=1 | 0x000002A8 |  |  |  |  | | o |  | oh | { }  oh |
| ­… | | | | | | | |
| 366 | 0x8009 | n=2 | 0x00003A1C | 0x000740FC |  |  |  | | adam |  |  | Entities =  {Man, City}  np1, npg1 |
| ­… | | | | | | | |
| 1311 | 0x0000 | n=2 | 0x01073FBC | 0x0000000A |  |  |  | | thou |  | you | Entities = { }  pns21, j |
| ­… | | | | | | | |
| 12567 | 0x0000 | n=1 | 0x0000000A |  |  |  |  | | Mahershalalhashbaz | Maher-shalal-hash-baz |  | Entities = { }  j |

Entities = {Hitchcock=0x8000, men=0x1, women=0x2, tribes=0x4, cities=0x8, rivers=0x10, mountains=0x20, animals=0x40, gemstones=0x80, measurements=0x100}

***NOTE:*** AV-Lexicon.Z31 differs from Z14 revision: it inserts a zeroth-record, making lex-key equal to record-index. It also differs by omitting the marker/final record after record #12567, as did the Z14 Revision. Otherwise, they are identical.

# Additional notes about Part-of-Speech in Digital-AV

# Both the PN+POS(12) field and the POS(32) field are found in AV-Writ.dx. And both represent Part-of-Speech, in different, but related manners. POS(12) is entirely bitwise, and therefore easier to make programmatic determinations based upon that field. POS(32) is a 5-bit encoded string. Decoding the 32-bit value into a string can be performed using the reference code cited on this page below. POS tagging was extracted from Morph-Adorner (also cited below). POS(12) is derived both from the MorphAdorner tag and innate knowledge in the Digital-AV compiler of pronouns and morphology. POS(32) is an encoded human-readable string. An earlier version of the SDK contained a HashMap, mapping each POS(32) value into a collection of POS(12) values. However, that file was deemed incomplete and has been eliminated from the SDK. That mapping might be useful, but is easily from AV-Writ.dx. AV-Lexicon contains only POS(32) references, and no POS(12) references.

# In short, the PN+POS(12) field is more granular and has a bitwise representation. Contrariwise, the encoded 32-bit POS fields have far more fidelity, but require decoding to expose their string representation.

# For more information, see:

# <https://github.com/kwonus/Digital-AV/blob/master/z-series/Part-of-Speech-for-Digital-AV.pdf>

* <https://github.com/kwonus/AVXText/blob/master/FiveBitEncoding.cs> [ *method signature:* **string DecodePOS(Uint32 encoding)** ]

# AV-Names.dxi (data and index combined: variable length records)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **WordKey**  **uint16** | **1st Meaning** | **Delimiter** | **2nd Meaning** | **Delimiter** | **3rd Meaning** | **Delimiter** | **⚫ ⚫ ⚫** |
| AVLexicon WordKey for Aaron | a teacher | | | lofty | | | mountain of… | \0 |  |
| AVLexicon WordKey for Abaddon | the destroyer | \0 |  |  |  |  |  |
| AVLexicon WordKey for Abagtha | father of the… | \0 |  |  |  |  |  |
| ... | | | | | | | |

AV-Names.dxi is a binary representation of “Hitchcock's Bible Names Dictionary”, authored by Roswell D. Hitchcock in 1869. The difference here is that it is integrated by indexing with the word-key found in AV-Lexicon.

# avx.go (golang source code)

*Example of GoLang source in operation may be available at avbible.net:*

<https://avbible.net/avx/>

(the web-site above also utilizes NGINX as a reverse-proxy for HTTPS)

avx.go implements a web-server (HTTP server) that provides the entire text of the AV bible utilizing AVX extensions, but still uses simple semantics. Version numbers for source code are respective of the SDK Document revision numbers. The first release of avx.go, which had been updated to the z-series SDK, was the Z081 golang source-code revision.

*NOTES:*

1. As the web-server is not hardened, it should be placed behind a reverse-proxy if exposed to the open Internet. This is a common pattern; Apache httpd, NGINX, Caddy, or IIS can easily be configured to serve as a reverse-proxy.
2. URL form #3 and #5 are discussed under the description of the \*.avspec format
3. avx.go currently utilizes the Z14 revision of the SDK, which can be found in the github history for Digital-AV.pdf. That file will be from April 2021.

There are a couple of URLs used for testing and validation.

They also illustrate how avx.go can be extended:

* <http://localhost:2121/>
* <http://localhost:2121/help>
* <http://localhost:2121/validate>

The / endpoint simply reports the release number of the optional avx.go web-server component. The /help endpoint provides primitive information about the web-service. /help can be easily replaced by developer. The /validate endpoint reports on the validity of data files in accordance with the bom (The “bom”, or bill of materials, is described in the section labelled AV-Inventory.bom later in this document). In addition to the administrative URL’s described above, here is a list of the foundational endpoints that provide the core functionality of avx.go:

1. <http://localhost:2121/avx/genesis>
2. <http://localhost:2121/avx/genesis/1>
3. <http://localhost:2121/avx/gen/1?sessionID>
4. <http://localhost:2121/avx/rev/22?sessionID=day&amen>
5. <http://localhost:2121/avx/rev/22?sessionID=$FFFFFFFFFFFFF>
6. <http://localhost:2121/avx/css/sessionID.css>

All of these endpoints can be summarized as one of two types: getting the chapter of a book, or getting a CSS stylesheet. When no chapter is provided, chapter 1 is always implied. When no session identifier is provided, the resulting chapter request is decorated with the baseline stylesheet, named /css/AV-Stylesheet.css. When a session identifier is provided, the session number dictates the name of the CSS file that will decorate the chapter request. Moreover, avx.go can compile information into a CSS stylesheet. When a request is made for Genesis using the URL depicted in #3 above, a stylesheet becomes linked in the response to a stylesheet with the URL depicted in #8 above. A web-browser will make an immediate subsequent request to get the stylesheet. If /css/sessionID.css does not exists, avx.go will automatically compile a file named /css/sessionID.avspec. Similarly, but easier to understand in #4 above, the URL would generate CSS which would highlight the words **day** and **amen**. In order to maintain optimal performance, session identifiers are non-volatile. In order to overwrite a \*.css files and/or \*.avspec files, they must be manually deleted beforehand. Avx.go uses Z08 edition.

# \*.avspec file format

|  |  |  |  |
| --- | --- | --- | --- |
| **WordKey Count**  **Uint16** | **Array of Uint16** | | |
| 0xnnnn | 0xnnnn Count of WordKeys is followed by WordKey list [corresponds to AV-Lexicon] | | |
| **BookChapter**  **Uint16** | **Verse Count**  **byte** *(matching verses)* | **Array of byte** | |
| 0xbbcc | 0xkk | 0xkk Count of matching verses is followed by an array of Verse numbers | |
| … |  |  | |
| 0xbbcc | 0xjj | 0xjj Count of matching verses is followed by an array of Verse numbers | |
| 0x0000 |  | |

avx.go software ignores everything after the first record above. Only that first record defines the CSS file. And that first line is expanded word-for-word into highlights for each supplied wordkey. A slight variation here is that Strong’s numbers will eventually also support highlighting. To highlight Strong’s numbers, set the 0x8000 bit for Hebrew and the 0x4000 bit for Greek. The URL form that was depicted with this syntax, sessionID=$FFFFFFFFFFFFF, is primarily intended for testing. Here, the hex digits that follow the dollar sign ($) are expected to be expansions of the format described above (No record separators, just a representation of the raw bytes described above, in Big-Endian order).

# AV-Stylesheet.css (text file containing CSS for avx.go; optional)

This standard-format CSS stylesheet should be included when avx.go is utilized in your development. This optional stylesheet is included in the SDK, but it can be customized in any way by the web designer. However, the web designer should realize that any references in the CSS to image files will result in 404 errors unless support is explicitly added to avx.go by your development team. Finally, avx.go always links chapter output to the AV-Stylesheet.css stylesheet, even when a \*.avspec derived stylesheet is also specified.

# AV-Inventory-Z31.bom (text file which identifies core inventory)

This is an ascii text file that provides a bill-of-materials for the delivered files. For each file of the SDK, the bom contains a line item for the artifact. Each line has five fields, separated by whitespace:

1. Name of the file
2. MD5 hash (hexadecimal representation) of the file
3. Record Length (decimal representation // uint32) of the file // 0 for variable-width files
4. Record Count (decimal representation // uint32) of the file
5. Size in bytes (decimal representation // uint32) of the file

The avx.go server implements a validation function, using an older bom; it reads the bom and reports inconsistencies. To avoid malicious attack, utilization of the bom is highly recommended, but not required. It helps mitigate corruption, both intentional and unintentional.

# AV-Inventory-Z31.md5 (new with the Z31 release)

This ascii text file contains the MD5 of AV-Inventory-Z31.bom. For utmost security, utilized this MD5 to check the validity of AV-Inventory-Z31.bom, in addition to checking the validity of each file utilized at runtime from the bom.

**OVERALL PROJECT STATUS:**

It’s an exciting time at AV Text Ministries, and if you want to lend a hand. Let us know your technical skills and interests and we can help jumpstart you onto the team. We are embarking on brand-new support for Rust. Currently, AV Text Ministries is 100% volunteer, so if you don’t just have passion about the mission as your raw motivation, it might not be the best fit.

Finally, on the non-technical side of things, we would certainly welcome a ministry sponsor that would want to place AV Text Ministries under the banner of their own local church ministry. Check <http://avtext.org> to discover our overall vision.

**HOW THE DIGITAL-AV “PLATES” ARE AUTHORED:**

Initially, various publicly available KJV texts were parsed and dutifully compared (comparing scripture with scripture [1 Corinthians 2:13]). That work produced the freeware program, AV-1995 for Windows; it was written in Delphi/Pascal and was maintained until the AV-2011. In 2008, the initial Digital-AV SDK was conceived and produced, harvesting much of the inner workings of AV-2008, utilizing RemObjects Oxygene/Pascal as a development platform and releasing it as open source. Later, AV-2011 was “compiled” using AV-2008 as a baseline. Subsequently, the 2017/2018 Editions were “compiled” using AV-2011 as a baseline. The Z07 revision of the SDK were baselined from AV-2018 edition using the K817 revision. C# is now the programming language of the SDK compiler; and the ancient pascal sources were finally retired (replaced by C# sources) in 2018. The SDK-compiler uses MorpAdorner[[2]](#footnote-2) (written in Java 1.6) and the NUPOS [[3]](#footnote-3)tag-set. NLTK[[4]](#footnote-4) (Python) used when MorphAdorner encounters a word out of its vocabulary. Java and Python dependencies are not exhibited in the delivered SDK (They are only part of the compilation process).

**LICENSE REQUIREMENT:**

*All SDK artifacts are on github.com:*

https://github.com/kwonus/Digital-AV

* In order to comply with the MIT-style open-source license, please include AV-License.txt with your distribution of any file identified in this SDK. The text of that file, as of 2021, is provided also at the bottom of this page.

**IMPROVEMENTS & CAVEATS:**

* Fundamental SDK format has stabilized in the Z-series revisions.
* The Z14 release introduced a revised AV-Writ.dx file. The Z31 release introduces a revised AV-Book.ix file and a slight tweak to the AV-Lexicon.dxi format.
* Part-of-speech (POS) bits were introduced into the SDK with the HA29 release. As of the z-series revisions, POS bits use MorphAdorner for part-of-speech tagging instead of NLTK. NLTK is only referenced when/if MorpAdorner fails to generate a tag.

**ADDITIONAL RELEASE NOTES:**

#1 Digital-AV revision numbers use a three-digit character sequence, plus an optional suffix/subscript. Revision numbers begin with the letter **Z**. The next two characters represent year and month of the revision. The character sequence is **Z*ym*** where the first letter is always **Z**, indicating that this is the “Z-series” edition of the SDK (distinguishing it from older Digital-AV SDK editions); ***y*** represents the year, and ***m*** represents the month. ***y*** encodes the year as a single base-36 digit; For example, (*y*=0) represents 2020; (*y* == 3) represents 2023; (*y* == 5) represents 2025; (*y* == A) represents 2030; (*y* == F) represents 2035; (y == Z) represents 2055. With respect to months, digits 1 through 9 are as expected; (*m* == A) is October; (*m* == B) is November; and (*m* == C) is December. An optional single letter/number subscript is usually included. If the subscript is a Greek letter (α or β), then this is alpha or beta. Subscript *x* indicates that it is soon to be defunct. Otherwise, subscript is calendar day of the release, encoded in base-32; the 1st🡪*1*, 2nd🡪*2*, … , 9th🡪*9*, 10th🡪a, 11th🡪b, 12th🡪c, … , 31st🡪*v*.

#2 Multiple revision numbers exist: The Digital-AV SDK revision (aka, the “plate” revision) is the most significant set of files. There are also distinct and separate revision numbers of this document itself. Finally, there are distinct revision numbers of each appendix within this document.

#3 Not all files in this SDK are required to produce working bible software. Some of the information in the index files is redundant, only reducing complexity. In fact, with just the AV-Book.ix, AV-Lexicon.dxi, and any one of the AV-Writ\*.dx files would be enough information to print the whole bible, including chapter and verse numbers. However, the addition of AV-Chapter.ix and AV-Verse.ix can greatly simplify processing. Additional SDK files are completely optional and serve as lookups for lemmata, person-names, and Part-of-Speech metadata.

#4 Some of the binary files have corresponding text files with \*.ascii extent. Newer SDK files no longer generate these, as the C++ or Rust sources, effectively shed the same light on the contents of the newer binaries.

#5 The Z31 revision adds foundational support for Rust and C++. Appendices, which follow, provide overall status. *SerializedFromSDK.csproj* in the Z-Series/FB folder (within the GitHub repo), is how the Rust and C++ source code is generated. FlatBuffers support was considered, but is being abandoned.

**LICENSE:**

Copyright (c) 1996-2023, Kevin Wonus

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice, namely AV-License.txt, shall be included with all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Additional information available at: <http://Digital-AV.org> , <http://AVText.org> , [info@avtext.org](mailto:info@avtext.org) , [kevin@wonus.com](mailto:kevin@wonus.com)

No deserialization required! That’s right, the Rust sources have the entire SDK files baked into the source code with requisite native Rust array initializations. Just include the dependency in cargo.toml, and you’re good to go.

The Rust source files can be found in the Digital-AV/z-series/foundations/rust/ folder on GitHub. All structures are pre-defined in lockstep with the binary files of the SDK. However, one major deviation is that the AV-Writ.dx file is segmented into 66 different structures (one for each book of the bible).

No deserialization required! That’s right, the C++ sources have the entire SDK files baked into the source code with requisite native C++ array initializations. Just include the dependency in CMake, and you’re good to go.

The C++ source files can be found in the Digital-AV/z-series/foundations/cpp/ folder on GitHub. All structures are pre-defined in lockstep with the binary files of the SDK. However, one major deviation is that the AV-Writ.dx file is segmented into 66 different structures (one for each book of the bible).

There are other minor deviations from the baseline SDK documentation. These are driven somewhat by the syntax of Rust, and to simplify code-generation. Deviations should be intuitive by comparing the struct definitions with the SDK documentation. The value of the generated files is that no deserialization operations are needed. Again, the implementation uses Rust arrays with static initializations.

The code currently compiles, but is largely untested.

The compiled Rust library is almost 400mb. That’s twenty times the size of the baseline [serialized] SDK files. At first glance, this might lead you to the C++ library. However, this would be an apples to oranges comparison. The C++ implementation is a DLL (i.e. a shared library). The Rust library is static, by convention, with all dependencies baked in, including the Rust runtime itself. Someone could measure what the library would be if it were compiled as a shared library, but I have no plans to do that. For what it is, and given modern hardware, 400 mb is not very large by database standards. Yet, if trimming down is your goal, not every file need be included in your application.

No deserialization required! That’s right, the C++ sources have the entire SDK files baked into the source code with requisite native C++ array initializations. Just include the dependency in CMake, and you’re good to go.

The C++ source files can be found in the Digital-AV/z-series/foundations/cpp/ folder on GitHub. All structures are pre-defined in lockstep with the binary files of the SDK. However, one major deviation is that the AV-Writ.dx file is segmented into 66 different structures (one for each book of the bible).

There are other minor deviations that should be intuitive by examining the struct definitions. These are driven somewhat by the syntax of C++, and to simplify code-generation. The value of the generated files is that no deserialization operations are needed. Again, the implementation uses C++ arrays with static initializations.

The code currently compiles, but is largely untested.

Interestingly, using the latest Microsoft x64 C++ compiler to compile the entire SDK into a DLL with static C++ arrays, the entire DLL weighs in at 21.2 mb, slightly smaller than the experimental FlatBuffers data files. Compared to the Baseline SDK files themselves, that’s only 3 mb of overhead (and all of the deserialization work is already done).

Okay, this is a teaser, but with the existing code-generation platform, this is pretty low-hanging fruit. Sure, it’s not as compact as FlatBuffers, but it will be way easier to use. Moreover, if compactness is what you’re really after, not even FlatBuffers can beat the baseline SDK.

If the developer is willing to take on the dependency of FlatBuffers[[5]](#footnote-5), the deserialization can be driven using the IDL provided in the FlatBuffers Schema (fbs) IDL files. All binary-content files for deserialization for FlatBuffers have an “.data” extent. Corresponding IDL files have an “.fbs” extent. The layouts are substantially similar to the baseline SDK. Therefore, the baseline SDK documentation can still be consulted. However, the IDL (i.e. \*.fbs file) can drive deserialization through the FlatBuffers code-generated sources for most programming languages.

The files in the table below are consistent with the latest revision of the baseline SDK. The fundamental difference is the serialization format itself.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Baseline**  **AV SDK item** | **Baseline Size** | **Flatbuffer**  **IDL** | **FlatBuffer**  **binary content** | **FlatBuffer Size** |
| AV-Writ.dx | 17 mb | Written.fbs | Written.data | 18 mb |
| AV-Book.ix | 3 kb | Book-Index.fbs | Book-Index.data | 1 kb |
| AV-Chapter.ix | 12 kb | Chapter-Index.fbs | Chapter-Index.data | 1 kb |
| AV-Verse.ix | 122 kb | Verse-Index.fbs | Verse-Index.data | 122 kb |
| AV-Lemma.dxi | 179 kb | Lemmata.fbs | Lemmata.data | 742 kb |
| AV-Lemma-OOV.dxi | 8 kb | Lemmata-OOV.fbs | Lemmata-OOV.data | 44 kb |
| AV-Lexicon.dxi | 241 kb | Lexicon.fbs | Lexicon.data | 1.2 mb |
| AV-Names.dxi | 60 kb | Names.fbs | Names.data | 292 kb |
| Total | 18 mb |  | Total | 21.5 mb |

The FlatBuffers-special files identified above can be found in the FB sub-folder of the Z-Series SDK[[6]](#footnote-6). These files have been written using FlatSharp[[7]](#footnote-7). As of the date of this documentation, all FlatBuffer assets should be considered Alpha-quality. They are available for use, but completely untested as yet.

The status of FB support is entirely experimental and currently moth-balled unless interest develops, will soon become defunct.

1. OOV stands for “Out of Vocabulary”: Not all lemmas are in the AV-Lexicon; these OOV words can be looked up in the AV-Lemma-OOV table. As an example, “covenantbreakers” is in the KJV bible and therefore in the lexicon. However, covenantbreaker is not in the KJV bible (It is an example of an OOV word). [↑](#footnote-ref-1)
2. <http://morphadorner.northwestern.edu/morphadorner/> [↑](#footnote-ref-2)
3. <https://github.com/kwonus/Digital-AV/blob/master/z-series/Part-of-Speech-for-Digital-AV.pdf> [↑](#footnote-ref-3)
4. <http://www.nltk.org> [↑](#footnote-ref-4)
5. See <https://google.github.io/flatbuffers/> [↑](#footnote-ref-5)
6. See <https://github.com/kwonus/Digital-AV/tree/master/z-series/FB> [↑](#footnote-ref-6)
7. See <https://github.com/jamescourtney/FlatSharp> [↑](#footnote-ref-7)