

JASECI & JAC

BIBLE

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v1.0

Warning: This book may trigger you.

If after reading that sentence you feel a sense of concern, this book WILL trigger you and you'll need to refer to the previous page and continue. If you are not concerned after reading the warning, continue with caution.

Contents

List of Terms	5
List of Technical Terms	7
Preface	9
1 Introduction	11
2 What and Why is Jaseci?	13
2.1 Viewing the Problem Landscape Spacially	13
2.2 Compute via The Collective, The Worker Bee Model	13
3 Abstractions of Jaseci	15
3.1 Graphs, the Friend that Never Gets Invited to the Party	15
3.1.1 Yes, But What Kind of Graphs	16
3.1.2 Putting it All Into Context	18
3.2 Walkers	18
3.3 Abilities	18
3.4 Other Abstractions Not Yet Actualized	18
4 Architecture of Jaseci and Jac	19
4.1 Anatomy of a Jaseci Application	19
4.2 The Jaseci Machine	19
4.2.1 Machine Core	19
4.2.2 Jaseci Cloud Server	19
5 Interfacing a Jaseci Machine	21
5.1 JSCTL: The Jaseci Command Line Interface	21
5.2 Jaseci Rest API	21
6 The Jac Programming Language	23
6.1 Getting the Basics Out of the Way	23
6.1.1 The Obligatory Hello World	24
6.1.2 Basic Arithmetic Operations	25

6.1.3	Comparison Operations	26
6.1.4	Logical Operations	26
6.1.5	Foreshadowing Unique Graph Operations	27
6.1.6	Precedence in Jac	27
7	Architecting Jaseci Core	29
8	Architecting Jaseci Cloud Serving	31
	Epilogue	33
A	Rants	35
A.1	Libraries Suck	35
A.2	Utilizing Whitespace for Scoping is Criminal (Yea, I'm looking at you Python)	36

Not So Technical Terms Used

bleh mildly yucky. 24

christen to name or dedicate (something, such as a piece of code) by a ceremony that often involves breaking a bottle of champagne. 22

common languages typical languages programmers use to write commercial software, (e.g., C, C++, Java, Javascript, Python, Ruby, Go, Perl, PHP, etc.). 13

goo goo gaa gaa the language of babies. 23

grok to fully comprehend and understand deeply . 21

pwn the act of dominating a person, place, or thing. (...or a piece of code). 34

scat the excrement of an animal including but not limited to human; also heroin . 7

sick redonkulous. 21

Technical Terms Used

contexts A set of key value pairings that serve as a data payload attributable to nodes and edges in Jaseci graphs. 15

directed graphs . 14

hypergraph . 14

multigraph . 14

undirected graphs . 14

Preface

The way we design and write software to do computation and AI today sucks. How much you ask? Hrm. . . , let me think. . . , It's a vat of boiling poop, mixed with pee, slowly swirling and bubbling toward that dehydrated semi-solid state of goop that serves to repel and repulse most normal people, only attracting the few unfortunate-fortunate folks that happen to be tantalized with scat.

Hrm, too much? Probably. I guess you'd expect me to use concrete examples and cite evidence to make my points, with me being a professor and all. I mean, I could write something like *"The imperative programming model utilized in near all of the production software produced in the last four decades has not fundamentally changed since blah blah blah..."* to meet expectations. I'd certainly sound more credible and perhaps super smart. I have indeed grown accustomed to writing that way and boy has it gotten old. Well, I'm not going to do that here. Let's have fun. Afterall, Jaseci has never been work for me, its play. Very ambitious play granted, but play at it's core.

Everything here is based on my opinion. . . no, *expert* opinion, and my intuition. That suffices for me, and I hope it does for you. Even though I have spent many decades coding and leading coders working on the holy grail technical challenges of our time, I won't rely on that to assert my credibility. Let these ideas stand or die on thier own merit. Its my gut that tells me that we can do better. This book describes my attempt at better. I hope you find value in it. If you do, awesome! If you don't, awesome!

Chapter 1

Introduction

Chapter 2

What and Why is Jaseci?

2.1 Viewing the Problem Landscape Spacially

2.2 Compute via The Collective, The Worker Bee Model

Chapter 3

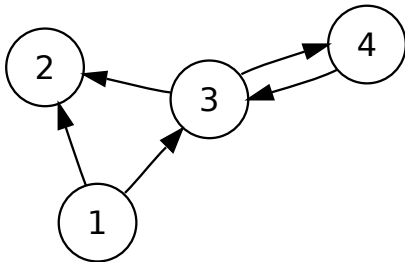
Abstractions of Jaseci

3.1 Graphs, the Friend that Never Gets Invited to the Party

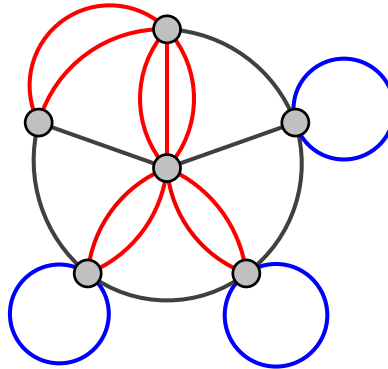
There's something quite strange that has happened with our common languages over the years, ...decades. When you look at it, almost every data structure we programmers use to solve problems can be modeled formally as a graph, or a special case of a graph, (save perhaps hash tables). Think about it, stacks, lists, queues, trees, heaps, and yes, even graphs, can be modeled with graphs. But, low and behold, no common language utilizes the formal semantics of a graph as its first order abstraction for data or memory. I mean, isn't it a bit odd that practically every data structure covered in the language-agnostic classic foundational work *Introduction to Algorithms* [3] can most naturally be reasoned about as a graph, yet none of the common languages have built in and be designed around this primitive. I submit that the graph semantic is stupidly rich, very nice for us humans to reason about, and, most importantly for the purpose of Jaseci, is inherently well suited for the conceptualization and reasoning about computational problems, especially AI problems.

There are a few arguments that may pop into mind at this point of my conjecture.

- “Well there are graph libraries in my favorite language that implement graph semantics, why would I need a language to force the concept upon me?” or
- “Duh! Interacting with all data and memory through graphical abstractions will make the language sssloooowww as hell since memory in hardware is essentially a big array, what is this dude talking about!?!?”



(a) Directed graph with cycle between nodes three and four.



(b) Multigraph with parallel edges and self-loops

Figure 3.1: Examples of first order graph semantics supported by Jaseci. (Images credits to wiki contributors [1, 2])

For the former of these two challenges, I counter with two points. First, the core design languages are always based upon their inherent abstractions. With graphs not being one such abstraction, the language’s design will not be optimized to empower programmers to nimbly do gymnastics with the rich language semantics that correspond to the rich semantics graphs offer (You’ll see what I mean in later chapters). And second, libraries suck (See A.1).

For the latter question, I’d respond, “Have you SEEN the kind of abstractions in modern languages?!? It’s ridiculous, lets look at python dictionaries, actually scratch that, lets keep it simple and look at dynamic typing in general. The runtime complexity to support dynamic typing is most certainly hgiher than what would be needed to support graph semantics. Duh right back at’ya!”

3.1.1 Yes, But What Kind of Graphs

There are many categories of graphs to consider when thinking about the abstractions to support in Jaseci. There are rules to be defined as to the availabe semantics of the graphs. Should all graphs be directed graphs, should we allow the creation of undirected graphs, what about parallel edges or multigraph, are those explicitly expressible or discouraged / banned, can we express hypergraph, and what combination of these graphical semantics should be able to be manifested and manipulated through the programming model. At this point I can feel your eyes getting droopy and your mind moving into that intermediary state between concious and sleeping, so let me cut to the answer.

In Jaseci, we elect to assume the following semantics:

1. Graphs are directed (as per Figure 3.1a) with a special case of a doubly directed edge type which can be utilized practically as an undirected edge (imagine fusing the two edges between nodes 3 and 4 in the figure).
2. Both nodes and edges have their own distinct identities (i.e. an edge isn't representable as a pairing of two nodes). This point is important as both nodes and edges can have contexts.
3. Multigraphs (i.e., parallel edges) are allowed, including self-loop edges (as per Figure 3.1b).
4. Graphs are not required to be acyclic.
5. No hypergraphs, as I wouldn't want Jaseci programmers heads to explode.

As an aside, I would describe Jaseci graphs as strictly unstrict directed multigraphs that leverages the semantics of parallel edges to create a laymans 'undirected edge' by shorthand-ing two directed edges pointed in opposite directions between the same two nodes.

Nerd Alert 1 (*time to let your eyes glaze over*)

I'd formally describe a Jaseci Graph as an 7-tuple $(N, E, C, s, t, c_N, c_E)$, where

1. N is the set of nodes in a graph
2. E is the set of edges in a graph
3. C is the set of all contexts
4. $s: E \rightarrow V$, maps the source node to an edge
5. $t: E \rightarrow V$, maps the target node to an edge
6. $c_N: N \rightarrow C$, maps nodes to contexts
7. $c_E: E \rightarrow C$, maps edges to contexts

An undirected edge can then be formed with a pair of edges (x, y) if three conditions are met,

1. $x, y \in E$
2. $s(x) = t(y)$, and $s(y) = t(x)$
3. $c_E(x) = c_E(y)$

If you happened to have read that formal definition and didn't enter deep comatose you may be wondering "Whoa, what was that context stuff that came outta nowhere! What's this guy trying to do here, sneaking a new concept in as if it was already introduced and described."

Worry not friend, lets discuss.

3.1.2 Putting it All Into Context

A key principle of Jaseci is to reshape and reimagine how we view data and memory. We do so by fusing the concept of data with the intuitive and rich semantics of graphs as the lowest level primitive to view memory.

Nerd Alert 2 (*time to let your eyes glaze over*)

A context is a representation of data that can be expressed simply as a 3-tuple (\sum_K, \sum_V, p_K) , where

1. \sum_K is a finite alphabet of keys
2. \sum_V is a finite alphabet of values
3. p_K is the pairing of keys to values

3.2 Walkers

3.3 Abilities

3.4 Other Abstractions Not Yet Actualized

Chapter 4

Architecture of Jaseci and Jac

4.1 Anatomy of a Jaseci Application

4.2 The Jaseci Machine

4.2.1 Machine Core

4.2.2 Jaseci Cloud Server

Chapter 5

Interfacing a Jaseci Machine

5.1 JSCTL: The Jaseci Command Line Interface

5.2 Jaseci Rest API

Chapter 6

The Jac Programming Language

To articulate the sourcer spells made possible by the wand that is Jaseci, I bestow upon thee, the Jac programming language. (Like the Harry Potter [4] simile there? Cool, I know ;-))

The name Jac take was chosen for a few reasons.

- “Jac” is three characters long, so its well suited for the file name extention `.jac` for Jac programs.
- It pulls its letters from the phrase **JA**seci **C**ode.
- And it sounds oh so sweet to say “Did you grok that sick Jac code yet!” Rolls right off the tongue.

This chapter provides the full deep dive into the language. By the end, you will be fully empowered with Jaseci wizardry and get a view into the key insights and novelty in the coding style.

6.1 Getting the Basics Out of the Way

First lets quickly dispense with the mundane. This section covers the standard table stakes fodder present in pretty much all languages. This stuff must be included for completeness, however you should be able to speed read this section. If you are unable to speed read this, perhaps you should give visual basic a try.



Figure 6.1: World’s youngest coder with valid HTML on shirt.

6.1.1 The Obligatory Hello World

Let’s begin with what has become the unofficial official starting point for any introduction to a new language, the “hello world” program. Thank you Canada for providing one of the most impactful contributions in computer science with “hello world” becoming a meme both technically and socially. We have such love for this contribution we even tag or newborns with the phrase as per Fig. 6.1. I digress. Lets now christen our baby, Jaseci, with its “Hello World” expression.

```
Jac Code 6.1: Jaseci says Hello!  
1  walker init {  
2      std.out("Hello_World");  
3  }
```

Simple enough right? Well let’s walk through it. What we have here is a valid Jac program with a single walker defined. Remember a walker is our little robot friend that walks the nodes and edges of a graph and does stuff. In the curly braces, we articulate what our walker should do. Here we instruct our walker to utilize the standard library to call a print function denoted as `std.out` to print a single string, our star and esteemed string, “Hello World.” The output to the screen (or wherever the OS is routing it’s standard stream output) is simply,

```
Hello World
```

And there we have the most useless program in the world. Though... technically this pro-

gram is AI. Its not as intelligent as the machine depicted in Figure 6.1, but one that we can understand much better (unless you speak “goo goo gaa gaa” of course). Let’s move on.

6.1.2 Basic Arithmetic Operations

Next we should cover the he simplest math operations in Jac. We build upon what we’ve learned so far with our conversational AI above.

Jac Code 6.2: Basic arithmetic operations

```
1  walker init {  
2    a = 4 + 4;  
3    b = 4 * -5;  
4    c = 4 / 4; # Evaluates to a floating point number  
5    d = 4 - 6;  
6    e = a + b + c + d;  
7    std.out(a, b, c, d, e);  
8  }
```

The output of this groundbreaking program is,

```
8 -20 1.0 -2 -13.0
```

Jac Code 6.2 is comprised of basic math operations. The semantics of these experisions are pretty much the same as anything you may have seen before, and pretty much match the semantics we have in the Python language. In this Example, we also observe that Jac is an untyped language and variables can be delcared via a direct assignment; also very Python’y. The comma separated list of the defined variables **a** - **e** in the call to **std.out** illustrate multiple values being printed to screen from a single call.

Additionally, Jac supports power and modulo operations.

Jac Code 6.3: Additional arithmetic operations

```
1  walker init {  
2    a = 4 ^ 4; b = 9 % 5; std.out(a, b);  
3  }
```

Jac Code 6.3 outputs,

```
256 4
```

Here, we can also observe that, unlike Python, whitespace does not mater whatsoever. Languages utilizing whitespace to express static scoping should be criminalized. Yeah, I said it, see Rant A.2. Anyway, A corollary to this design decision is that every statement

must end with a “;”. The wonderful ;, A nod of respect goes to C/C++/JavaScript for bringing this beautiful code punctuation to the masses. Of course the ; as code punctuation was first introduced with ALGOL 58, but who the heck knows that language. It sounds like some kind of plant species. Bleh.

6.1.3 Comparison Operations

Jac Code 6.4: Comparision operations

```

1  walker init {
2      a = 5; b = 6;
3      std.out(a == b,
4              a != b,
5              a < b,
6              a > b,
7              a <= b,
8              a >= b,
9              a == b-1);
10 }
```

```
false true true false true false true
```

6.1.4 Logical Operations

Jac Code 6.5: Logical operations

```

1  walker init {
2      a = true; b = false;
3      std.out(a,
4              !a,
5              a && b,
6              a || b,
7              a and b,
8              a or b,
9              !a or b,
10             !(a and b));
11 }
```

```
true false false true false true false true
```

Assignment Operations

Jac Code 6.6: Assignment operations

```
1  walker init {  
2    a = 4 + 4; std.out(a);  
3    a += 4 + 4; std.out(a);  
4    a -= 4 * -5; std.out(a);  
5    a *= 4 / 4; std.out(a);  
6    a /= 4 - 6; std.out(a);  
7  
8    # a := here; std.out(a);  
9    # Noting existence of copy assign, described later  
10 }
```

```
8  
16  
36  
36.0  
-18.0
```

6.1.5 Foreshadowing Unique Graph Operations

Jac Code 6.7: Preview of graph operators

```
1  walker init {  
2    a = 4 + 4; std.out(a);  
3    a += 4 + 4; std.out(a);  
4    a -= 4 * -5; std.out(a);  
5    a *= 4 / 4; std.out(a);  
6    a /= 4 - 6; std.out(a);  
7  
8    # a := here; std.out(a);  
9    # Noting existence of copy assign, described later  
10 }
```

6.1.6 Precedence in Jac

Rank	Symbol	Description
1	() [] . :: --> <-- spawn	Parenthetical/grouping, node/edge manipulation
2	^	Exponent
3	* / %	Multiplication, division, modulo
4	+ -	Addition, subtraction
5	== != >= <= > <	Comparison
6	&& and or	Logical
7	= += -= *= /= :=	Assignment

Table 6.1: Precedence of operations in Jac

Chapter 7

Architecting Jaseci Core

Chapter 8

Architecting Jaseci Cloud Serving

Epilogue

Appendix A

Rants

A.1 Libraries Suck

Because they do.

Still need more reasons?

Well, if you dont already know, I'm not going to tell you.

...

Still there?

...

Fine, I'll tell you.

1. They suck because they create dependancies for which you must have faith in the implementer of the library to maintain and keep bug free.
2. They suck because there are often at least 10 options to choose from with near exact features expressings slightly different idosyncratic ways.
3. They suck because they suck.

Don't get me wrong, we have to use libraries. I'm not saying go reimplement the wheel 15 thousand times over. But that doesn't mean they don't suck and should be avoided

if possible. The best is to know your library inside and out so the moment you hit some suckitude you can pull in the library's source code into your own codebase and pwn it as your own.

A.2 Utilizing Whitespace for Scoping is Criminal (Yea, I'm looking at you Python)

This whitespace debauchery perpetrated by Python and the like is one of the most perverted abuses of ASCII code 32 I've seen in computer science. It's an assault on the freedom of coders to decide the shape and structure of the beautiful sculptures their creative minds might want to actualize in syntax. Coder's fingers have a voice! And that voice deserves to be heard! The only folks that support this oppression are those in the 1% that get paid on a per line of code basis so they can lean on these whitespace mandates to pump up their salaries at the cost of coders everywhere.

"FREE THE PEOPLE! FREE THE CODE!"

"FREE THE PEOPLE! FREE THE CODE!"

"FREE THE PEOPLE! FREE THE CODE!"

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