

Contents

List of Terms	3
Preface	5
1 Introduction	7
2 What and Why is Jaseci	9
2.1 Viewing the Problem Landscape Spacially	9
2.2 Compute via The Collective, The Worker Bee Model	9
3 Abstractions of Jaseci	11
3.1 Graph	11
3.2 Walkers	11
3.3 Abilities	11
3.4 Other Abstractions Not Yet Actualized	11
4 Architecture of Jaseci and Jac	13
4.1 Anatomy of a Jaseci Application	13
4.2 The Jaseci Machine	13
4.2.1 Machine Core	13
4.2.2 Jaseci Cloud Server	13
5 Interfacing a Jaseci Machine	15
5.1 JSCTL: The Jaseci Command Line Interface	15
5.2 Jaseci Rest API	15
6 The Jac Programming Language	17
7 Architecting Jaseci Core	19
8 Architecting Jaseci Cloud Serving	21
Epilogue	23

Terms Used

scat the excrement of an animal including but not limited to humans; also heroin. 5

Preface

The way we design and write software to do computation and AI sucks. It's a vat of boiling poop, mixed with pee, slowly swirling and bubbling toward that dehydrated semi-solid state of goo that serves to repel and repulse most normal people only attracting the few unfortunate-fortunate folks that happen to be obsessed with scat.

Hrm, too much? Probably. I guess you'd expect me to use concrete examples and cite evidence to make my points, me being a professor and all. I mean, I could write something like *"The fundamental imperative programming model utilized in near all of the production software produced in the last four decades has not changed since blah blah blah..."* to meet expectations. I'd certainly sound more credible and perhaps super smart. 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 and intuition. That suffices for me, and I hope it does for you. I have spent many decades coding and leading teams who code and my gut that tells me that we can do better. This is my attempt at better. I hope you find value in it. If you do, awesome! If you don't, also 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 Graph

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

Chapter 7

Architecting Jaseci Core

Chapter 8

Architecting Jaseci Cloud Serving

Epilogue