Mu Library Reference

mu name space, version *0.1.81*

type keywords and aliases

supertype	*T*	
bool	(),:nil are false, otherwise true	
condition	*keyword, see **Exception***	
list	:cons or (),:nil	
:null	(),:nil	
:char	*char*	
:cons	*cons*	
:fixnum	*fixnum, fix*	56 bit signed integer
:float	*float, fl*	32 bit IEEE float
:func	*function, fn*	function
:keyword	*keyword, key*	symbol
:ns	*namespace, ns*	namespace
:stream	*stream*	file or string type
:struct	*struct*	typed vector
:symbol	*symbol, sym*	LISP-1 symbol
:vector	*vector, string, str*	
	:char :t :byte :fixnum :float	

Heap

heap-info	*vector*	heap information
	#(:t *type pages pagesize*)	
heap-stat	*vector*	heap allocations
	#(:t *:type size total free ...*)	
heap-size *T*	*fixnum*	heap occupancy

Frames

%**frame-stack**	*list*	active *frame*s
%**frame-pop** *fn*	*fn*	pop *function's* top frame binding
	frame binding: (*fn* . #(:t …))	
%**frame-push** *frame*	*cons*	push frame
%**frame-ref** *fn fix*	*T*	*function*, offset

Symbols

boundp *symbol*	*bool*	is *symbol* bound?
make-symbol *string*	*symbol*	uninterned *symbol*
symbol-namespace *symbol*		
	key	*namespace*
symbol-name *symbol*	*string*	name binding
symbol-value *symbol*	*T*	value binding

Special Forms

:lambda *list . List'*	*function*	anonymous *function*
:quote *form*	*list*	quoted form
:if *form T T'*	*T*	conditional

Core

apply *fn list*	*T*	apply *function* to *list*
eval *form*	*T*	evaluate *form*
eq *T T'*	*bool*	*T* and *T'* identical?
type-of *T*	*key*	type keyword
compile *form*	*T*	*mu* form compiler
view *form*	*vector*	vector of object
internal-run-time	*fixnum*	elapsed time *u*sec
%**if** *T T' T''*	*key*	**:if** implementation
repr *type T*	*T*	tag representation
	type :t :vector	

if type is :vector, return 8 byte byte vector of argument tag bits, otherwise convert argument byte vector to tag.

fix *fn T*	*T*	fixpoint of *function*
gc	*bool*	garbage collection
*****version*****	*string*	version string

Futures

defer *fn list*	*struct*	future application
detach *fn list*	*struct*	future application
force *struct*	*T*	force completion
poll *struct*	*bool*	poll completion

Fixnum

mul *fix fix'*	*fixnum*	product
add *fix fix'*	*fixnum*	sum
sub *fix fix'* *fixnum*		difference
less-than *fix fix'*	*bool*	*fix < fix'*?
div *fix fix'*	*fixnum*	quotient
ash *fix fix'*	*fixnum*	arithmetic shift
logand *fix fix'*	*fixnum*	bitwise and
logor *fix fix'*	*fixnum*	bitwise or
lognot *fix*	*fixnum*	bitwise complement

Float

fmul *fl fl'*	*float*	product
fadd *fl fl'*	*float*	sum
fsub *float*	difference	
fless-than *fl fl'*	*bool*	*fl < fl'*?
fdiv *fl fl'*	*float*	quotient

Conses/Lists

append *list*	*list*	append lists
car *list*	*list*	head of *list*
cdr *list*	*T*	tail of *list*
cons *T T'*	*cons*	(*form . form'*)
length *list*	*fixnum*	length of *list*
nth *fix list*	*T*	*n*th *car* of *list*
nthcdr *fix list*	*T*	*n*th *cdr* of *list*

Vectors

make-vector *key list*	*vector*	specialized vector from list
vector-size *vector*	*fixnum*	length of *vector*
vector-type *vector*	*key*	type of *vector*
svref *vector fix*	*T*	*n*th element

Reader/Printer

read *stream bool T*	*T*	read stream object
write *T bool stream*	*T*	write escaped object

Structs

make-struct *key list*	*struct*	of type *key* from *list*
struct-type *struct*	*key*	*struct* type *keyword*
struct-vec *struct*	*vector*	of *struct* members

with-exception *fn fn'*   *T*   catch exception

     fn - (:lambda (`obj cond src`) `.` *body*)
     fn'- (:lambda () `.` *body*)

raise *T keyword*   raise exception
                           on *T* with
                           condition:

```
:arity   :div0    :eof     :error   :except
:future  :ns      :open    :over    :quasi
:range   :read    :return  :sigint  :stream
:syntax  :syscall :type    :unbound :under
:write
```

standard-input   *stream*   std input *stream*
standard-output   *stream*   std output *stream*
error-output   *stream*   std error *stream*

open `type dir string`   *stream*   open *stream*

```
    type    :file  :string
    dir     :input :output :bidir
```

close *stream*   *bool*   close *stream*
openp *stream*   *bool*   is *stream* open?

flush s*tream*   *bool*   flush output *steam*
get-string *stream*   *string*   from *string stream*

read-byte *stream bool* *T*
                  byte   read *byte* from
                        stream, error on
                        eof, *T:* eof value

read-char *stream bool T*
                  char   read *char* from
                        stream, error on
                        eof, *T:* eof value

unread-char *char stream*
                  char   push *char* onto
                        stream

write-byte *byte stream*   *byte*   write *byte* to *stream*
write-char *char stream*   *char*   write *char* to *stream*

make-namespace *str*   *ns*   make *namespace*
namespace-map   *list*   list of mapped
                              namespaces

namespace-name *ns*   *string*   *namespace* name
intern *ns str value*   *symbol*   intern bound symbol
find-namespace *str*   *ns*   map *string* to
                              namespace

find *ns string*   *symbol*   map *string* to
                              symbol

namespace-symbols *ns list*   *namespace symbols*

```
[dependencies]
default = [ "std", "nix", "ffi", "sysinfo" ]
```

nix   uname
std   command, exit
sysinfo   sysinfo (disabled on macOS)
ffi   Rust FFI
prof   mu profiling

```
[dependencies]
mu = {
    git = "https://github.com/Software-Knife-and-Tool/mu.git",
    branch=main
}

use crux::{
    Condition, Config, Env, Exception, Result, Tag
};

config string format: "npages:N,gcmode:GCMODE"
                      GCMODE - { none, auto, demand }

impl Env {
  const VERSION: &str
  fn signal_exception()  // enable ^C :sigint exception
  fn config(config: Option<String>) → Option<Config>
  fn new(config: &Config, Option<Vec<u8>>) → Env
  fn apply(&self, func: Tag, args: Tag) → Result<Tag>
  fn compile(&self, form: Tag) → Result<Tag>
  fn eq(&self, func: Tag, args: Tag) → bool;
  fn exception_string(&self, ex: Exception) → String
  fn eval(&self, exp: Tag) → Result<Tag>
  fn eval_str(&self, exp: &str) → Result<Tag>
  fn load(&self, file_path: &str) → Result<bool>
  fn read(&self, st: Tag, eofp: bool, eof: Tag) → Result<Tag>
  fn read_str(&self, str: &str) → Result<Tag>
  fn image(&self) → Result<Vec<u8>>
  fn err_out(&self) → Tag
  fn std_in(&self) → Tag
  fn std_out(&self) → Tag
  fn write(&self, exp: Tag, esc: bool, st: Tag) → Result<()>
  fn write_str(&self, str: &str, st: Tag) → Result<()>
  fn write_to_string(&self, exp: Tag, esc: bool) → String
```

```
;                    comment to end of line
#|...|#              block comment
```

'*form*   quoted form
`*form*   backquoted form
`(...)   backquoted list (proper lists)
,*form*   eval backquoted form
,@*form*   eval-splice backquoted form

(...)   constant *list*
()   empty *list*, prints as `:nil`
(… . .)   dotted *list*
"…"   *string, char vector*
\   single escape in strings

```
#*...                bit vector
#x...                hexadecimal fixnum
#.                   read-time eval
#\.                  char
#(:type …)           vector
#s(:type …)          struct
#:symbol             uninterned symbol
```

"`,;   terminating macro char
non-terminating macro char

```
!$%&*+-.             symbol constituents
<>=?@[]|
:^_{}~/
A..Za..z
0..9

0x09 #\tab     whitespace
0x0a #\linefeed
0x0c #\page
0x0d #\return
0x20 #\space
```

```
mu-sys: 0.0.2: [celq] [file…]

c: [name:value,…]
e: eval [form] and print result
l: load [path]
q: eval [form] quietly
```