Mu Reference

mu version *0.0.29*

Type Keywords and aliases

supertype	*T*	
bool	`(),:nil` are false, otherwise true	
condition	*keyword,* see ***Exception***	
list	*cons* or `(),:nil`	
frame	*cons*, see ***Frame***	
`:null`	`(),:nil`	
`:asyncid`	*async*	async future id
`: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*
`:map`	*map*	*key/value* hash
`: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 *p*

hp-info *vector* heap static information
`#(:t type pages pagesize)`

hp-stat *vector* heap allocations
`#(:t :type size total free ...)`

hp-size *T* *fixnum* heap occupancy in bytes

Frame *e*

frame binding: (*fn* `. #(:t …)`)

frames	*list*	active *frame binding* list
fr-pop *fn*	*fn,*	pop *function's* top frame binding
fr-push *frame*	*cons*	push frame binding
fr-ref *fix fix*	*T*	frame id, offset

Struct *t*

struct *key list*
struct of type *key* from list

st-type *struct*	*key*	struct type keyword
st-vec *struct*	*vector*	of struct members

Symbol *l*

boundp *sym*	*bool*	is *symbol* bound?
keyword *str*	*key*	*keyword* from *string*
symbol *str*	*symbol*	uninterned *symbol*
sy-ns *sym*	*key*	*symbol* namespace
sy-name *sym*	*string*	*symbol* name binding
sy-val *sym*	*T*	*symbol* value binding

Special Form *s*

:async *fn . list*	*async*	create *future* context
:lambda *list . list'*	*function*	anonymous function
:quote *form*	*list*	quoted form
:if *form T T'*	*T*	conditional

Core *s*

apply *fn list*	*T*	apply *function* to *list*
eval *form*	*T*	evaluate *form*
eq *T T'*	*bool*	*are T* and *T'* identical?
type-of *T*	*keyword*	
***await**`:async`	*T*	return value of async future
***abort**`:async`	*T*	abort future
compile *form*	*T*	*mu* form compiler
view *form*	*vector*	vector of object
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 form*	*T*	fixpoint of *function* on *form*
gc *bool*	*bool*	garbage collection, verbose

Fixnum *m*

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

Float *t*

fl-mul *fl fl'*	*float*	product
fl-add *fl fl'*	*float*	sum
fl-sub *fl fl'*	*float*	difference
fl-lt *fl fl'*	*bool*	*fl < fl'?*
fl-div *fl fl'*	*float*	quotient

Conses/Lists *s*

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*

Vector *s*

vector *key list*	*vector*	specialized vector from list
sv-len *vector*	*fixnum*	length of *vector*
sv-ref *vector fix*	*T*	*n*th element
sv-type *vector*	*key*	type of *vector*

Map *p*

map *list*	*map*	*map* from assoc *list*
mp-ref *map T*	*T*	reference *map*
mp-has *map T*	*bool*	is key resident?
mp-size *map*	*fixnum*	size of *map*
mp-list *map*	*list*	*map* contents

Exception *n*

with-ex *fn fn' T* catch exception
fn - `(:lambda (obj cond src) . body)`
fn' - `(:lambda () . body)`

raise *T keyword* raise exception with condition

```
:arity :eof    :open   :read
:write :error  :syntax :type
:div0  :stream :range  :except
:ns    :over   :under  :unbound
```

Stream

std-in *symbol* standard input *stream*
std-out *symbol* standard output *stream*
err-out *symbol* standard error *stream*

open `type direction` *string*
stream open *stream*

```
type      - :file  :string
direction - :input :output :bidir
```

close *stream* *bool* close *stream*
openp *stream* *bool* is *stream* open?
eof *stream* *bool* is *stream* at end of file?
flush *stream* *bool* flush output steam
get-str *stream* *string* from *string stream*

rd-byte *stream bool T*
byte read *byte* from *stream,* error on eof, *T:* eof value
rd-char *stream bool T*
char read *char* from *stream,* error on `eof`, *T:* `eof` value
un-char *char stream*
char push *char* onto *stream*
wr-byte *byte stream*
byte write *byte* to *stream*
wr-char *char stream*
char write *char* to *stream*

sys namespace *m*

exit *fix* exit process with return code
real-tm *T* *fixnum* system clock secs
run-us *T* *fixnum* process time *µs*

Namespace

make-ns *key* *key* make namespace
ns-map *list* list of mapped namespaces
untern *key string*
symbol intern unbound symbol
intern *key string value*
symbol intern bound symbol
ns-find *key string*
symbol map *string* to *symbol*
ns-syms `type` *key*
T namespace's *symbols*
`type` `- :list :vector`

Reader/Printer *s*

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

Mu library API *I*

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

use mu::{Condition, Config, Exception,
        Mu, Result, System, Tag}

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

const Mu::VERSION: &str
Mu::new(config: &Config)-> Mu
Mu::config(config: String) -> Option<Config>
Mu::apply(&self, func: Tag, args: Tag)-> Result
Mu::eq(&self, func: Tag, args: Tag) -> Result
Mu::eval(&self, expr: Tag) -> Result
Mu::compile(&self, form: Tag) -> Result
Mu::read(&self, stream: Tag, eofp: bool, value: Tag) -> Result
Mu::write(&self, form: Tag, esc: bool, stream: Tag) -> Result
Mu::get_string(&self, stream: Tag) -> Result
Mu::write_string(&self, str: String, stream: Tag) -> Result
Mu::from_u64(&self, tag: u64) -> Tag
Mu::as_u64(&self, tag: Tag) -> u64
Mu::std_in(&self) -> Tag
Mu::std_out(&self) -> Tag
Mu::err_out(&self) -> Tag

System::new(config: &Config)-> System
System::config(config: String) -> Option<Config>
System::mu(&self)-> &Mu
System::eval(&self, expr: &String) -> Result
System::error(&self, ex: Exception) -> String
System::read(&self, string: String) -> Result
System::write(&self, expr: Tag, escape: bool) -> String
System::load(&self, file_path: &String) -> Result
```

Reader Syntax

`;`	comment to end of line
`#|...|#`	block comment
`'`*form*	quoted form
`` `form ``	backquoted form
`` `(...) ``	backquoted list (proper lists only)
`,`*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
`#x`	hexadecimal *fixnum*
`#\c`	*char*
`#(:type …)`	*vector*
`#s(:type …)`	*struct*
`#:symbol`	uninterned *symbol*
`` "`,; ``	terminating macro char
`#`	non-terminating macro char

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

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

Runtime

```
mu-shell: x.y.z: [-h?pvcelq] [file…]

?: usage message
h: usage message
c: [name:value,…]
e: eval [form] and print result
l: load [path]
p: pipe mode (no repl)
q: eval [form] quietly
v: print version and exit
```