

The Ad1 Programming Language

Ben Lorenzetti

April 30, 2017

Contents

1	Preface	5
2	Introduction	7
3	On the Use of Symbols in Ad1	9
3.1	Sets and Sequences	9
3.2	Value Types	9
3.3	Symbolic Language	9
3.4	Entities, Identities, and the “Adstract Machine”	9
3.5	Classifications of Symbols in Ad1	9
4	On the Grammar of the “Adstract Machine”	11
4.1	Token Trees	11
4.2	Expression Lists	11
4.3	Expression Trees	11
5	Primitive Operations of the Concrete Machine	13
5.1	Operator Precedence	13
5.2	Logic Systems	13
5.3	Logical Consequence	13
5.4	Logical Conditional	13
5.5	Nested Expression Lists and Lexical Scope	13
5.6	Goto Loops	13
5.7	Flat Procedures	13
6	Memory Layout Semantics of the Concrete Machine	15
6.1	Primitive Data Types	15
6.2	Object Types	15
6.3	Algebraic Types	15
6.4	Pointer Types	15

6.5	Array Types	15
6.6	Character Strings	15
7		17
7.1	RAM Model	17
7.2	Procedure Types	17
7.3	Procedure Call ABI	17
7.4	Global State Objects	17
7.5	Stack Allocated Objects	17
7.6	Heap Allocated Objects	17
7.7	Linear Types	17
8	Ipsum Strings	19
9	Memory Reserve System	21

Chapter 1

Language and Civilization

Chapter 2

Introduction

Chapter 3

On the Use of Symbols in Ad1

3.1 Sets and Sequences

3.2 Value Types

3.3 Symbolic Language

3.4 Entities, Identities, and the “Adstract Machine”

3.5 Classifications of Symbols in Ad1

Chapter 4

On the Grammar of the “Adstract Machine”

4.1 Token Trees

4.2 Expression Lists

4.3 Expression Trees

Chapter 5

Primitive Operations of the Concrete Machine

now move to semantics. Data movement, data transformation, and control flow.

5.1 Operator Precedence

5.2 Logic Systems

5.3 Logical Consequence

5.4 Logical Conditional

5.5 Nested Expression Lists and Lexical Scope

5.6 Goto Loops

5.7 Flat Procedures

Chapter 6

Memory Layout Semantics of the Concrete Machine

6.1 Primitive Data Types

6.2 Object Types

6.3 Algebraic Types

Packed by default.

6.4 Pointer Types

6.5 Array Types

Always packed.

Can be exponentiated to integers (Z). Zero is exactly same as pointer. Indexing is done in $N-1$ (which is basically Z of smaller size).

6.6 Character Strings

Chapter 7

7.1 RAM Model

7.2 Procedure Types

7.3 Procedure Call ABI

7.4 Global State Objects

7.5 Stack Allocated Objects

7.6 Heap Allocated Objects

7.7 Linear Types

Chapter 8

Ipsum Strings

Chapter 9

Memory Reserve System

Metals can not only be kept with as little loss as any other commodity, scarce anything being less perishable than they G.ed.p39 are, but they can likewise, without any loss, be divided into any number of parts, as by fusion those parts can easily be reunited again; The Wealth of Nations, page 23, Chapter IV Of the Origin and Use of Money

...Different metals have been made use of by different nations for this 40 [5] purpose. Iron was the common instrument of commerce among the ancient Spartans; copper among the ancient Romans; and gold and silver among all rich and commercial nations.

Since money has to be exchanged for valuable goods, it should itself possess value, and it must therefore have utility as the basis of value. Money, when once in full currency, is only received in order to be passed on, William Stanley Jevons, Money and the Mechanism of Exchange Chapter 5 Qualities of the Material of Money

Civil Government, so far as it is instituted for the security of property, is in reality instituted for the defense of the rich against the poor, or of those have some property against those who have none at all. Again adam smith wealth of nations

```
For A: Address\_Type ,
    m:= sizeof(A) ,
    w:= sizeof(W) ,
    B:= SYSTEM\_RADIX, and
    heap\_height := m - log(B, m), and
    if (w >= m) and (heap\_height >= 0) —>
geomalloc: A —> Z = {
    If (MACHINE\_CONSENSUS\_NUMBER = INFINITY) —>
```

```

For n: Z,
geomalloc(n) = {
    assert(n >= ceiling(log(B, m)) and n <= m);
    mem\_end, heap\_end: W;
    geomalloc.heap: A^(heap\_height + 1);
    i: Z <- n - log(B, m);
    first: lvec(A);
    Try\_from\_Bucket\_i:
    first <- (heap[i], heap + i);
    (first != A(1)) --> {
        first <- atomic\_remove(first);
        (first != first.prev) -->
            goto Try\_from\_Bucket\_i;
        (i > n - log(B, m))
    }
    (i != heap\_height) -->
        i+=1, goto Try\_from\_Bucket\_i;
    (0) -->
}
}

```