

## Nock 4K

A noun is an atom or a cell. An atom is a natural number. A cell is an ordered pair of nouns.





**Axiomatic Operators.** Reduce by first matching pattern; vars match any noun.

[a b c]	[a [b c]]	# Cell syntax
?[a b]	0	# True
?a	1	# False
+ [a b]	+ [a b]	#
+ a	1+a	# Increment
= [a a]	0	# Equality
= [a b]	1	# Inequality
/[1 a]	a	# Slot (self)
/[2 a b]	a	# Slot (left/head)
/[3 a b]	b	# Slot (right/tail)
/[(a+a) b]	/[2 /[a b]]	# Slot (any even)
/[(a+a+1) b]	/[3 /[a b]]	# Slot (any odd)
/a	/a	#
#[1 a b]	a	# Edit (self)
#[(a+a) b c]	#[a [b /[(a+a+1) c]] c]	# Edit (left/head)
#[(a+a+1) b c]	#[a [/[(a+a) c] b] c]	# Edit (right/head)
#a	#a	#
*[a [b c] d]	[*[a b c] *[a d]]	# Cell distribution

**Opcodes.** Analogous combinators are in some cases indicated.

*[a 0 b]	/[b a]	# Slot/axis (I etc.)
*[a 1 b]	b	# Constant (K)
*[a 2 b c]	*[*[a b] *[a c]]	# Evaluate (like S)
*[a 3 b]	?*[a b]	# Cell test
*[a 4 b]	+*[a b]	# Increment
*[a 5 b c]	=*[a b] *[a c]	# Equality test
*[a 6 b c d]	*[a *[[c d] 0 *[[2 3] 0 *[a 4 4 b]]]]	# Branch
*[a 7 b c]	*[*[a b] c]	# Compose (B)
*[a 8 b c]	*[[*[a b] a] c]	# Extend
*[a 9 b c]	*[*[a c] 2 [0 1] 0 b]	# Invoke
*[a 10 [b c] d]	#[b *[a c] *[a d]]	# Edit
*[a 11 [b c] d]	*[[*[a c] *[a d]] 0 3]	# Hint, dynamic
*[a 11 b c]	*[a c]	# Hint, static
*a	*a	# Operate until done

## 🔑 Key Points

- Turing-complete : implements minimum reqs of  $\mu$ -recursive functions.
- Functional  $\Rightarrow$ : uniquely maps [subject formula] to product.
- Subject-oriented  $\Leftrightarrow$ : subject entirely determines scope for formula.
- Homoiconic : uses same representation for data and control.
- Untyped : only knows about nouns.
- Solid-state : maintains no transient state in interpreter.

## 🏠 Topics

- **Basic Nock, opcodes 0-5**

- $\vdash$  Sufficient for Turing completeness
- $\vdash$  Example: Increment

- **Extended Nock, opcodes 6-11**

- $\vdash$  Convenient for compilation and interpretation
- $\vdash$  Example: Decrement

$\vdash$  Example: Addition

$\vdash$  Example:

$\vdash$  Example:

- **Interpreter**

- $\vdash$  Virtualization
- $\vdash$  Tree-walking interpreter
- $\vdash$  Bytecode

- **Nock ISA Languages**

- $\vdash$  Hoon: mature kernel language, terse "runes" (developed by ~Urbit)
- $\vdash$  Jock: alpha scripting language (developed by **ZORP**/NOCKCHAIN)

```
:: Hoon 140K                                     // Jock 0.1.0-alpha
=>
^= point                                           :: composition    compose
|_ [x=@ y=@]                                       :: label            class Point(x:Atom y:Atom) {
++ sum                                             :: instance value   sum(p:(x:Atom y:Atom)) -> Point {
  |= p=[x=@ y=@]                                  :: gate (method)    (x + p.x
  (add x x.p)                                       :: input args       y + p.y)
++ inc                                             :: expression       }
  |= q=@                                           :: gate (method)    inc(q:Atom) -> Atom {
  +(q)                                              :: input args       +(q)
--                                                  :: expression      }
=/_ vector                                         :: terminator      };
~(. point [12 23])                                :: instance
(sum:vector [30 19])                              :: method call      vector.sum(30 19)
[7 [8 [1 0 0] [1 [8 [1 0 0] [1 8 [7 [0 31] 9 348 0 1] 9 2 10 [6 [0 62] 0 28] 0 2] 0
1] 8 [1 0] [1 4 0 6] 0 1] 0 1] 8 [8 [0 1] 10 [6 7 [0 3] 1 12 23] 0 2] 8 [7 [0 2] 9 4
0 1] 9 2 10 [6 7 [0 3] 1 30 19] 0 2]
```