

HYPERNUMBERS AND OTHER EXOTIC STUFF



(1) MORE ON THE "ARITHMETICAL" SIDE

Arborescent numbers: higher arithmetic operations and division trees - Henryk Trappmann
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Studies on Santilli's Isonumber Theory - Arun S. Muktidobh - <http://www.santilli-foundation.org/docs/pdf2.pdf>

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On quantum state of numbers - Bernard Le Stum & Adolfo Quirós - <https://arxiv.org/pdf/1310.8143.pdf>

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<http://www.iro.umontreal.ca/~mckenzie/Dagstuhl02.pdf>

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Los misterios de la fracción prohibida - Claudi Alsina and Carme Burgués - <https://revistasuma.es/IMG/pdf/56/039-042.pdf>

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New Numerical Methods: The Rational Mean (book) - Domingo Gomez Morin (La quinta operación aritmética)

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<https://www.sciencedirect.com/science/article/pii/S0020025503002111>

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(2) TROPICAL SECTION

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Tight spans, Isbell completions and semi-tropical modules - Simon Willerton
<https://arxiv.org/pdf/1302.4370.pdf> (one half of the tropical semiring)

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(3) NUMERALS ON THE NUMERIC

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Multiple-Base Number System: Theory and Applications - Vassil Dimitrov, Graham Jullien, and Roberto Muscedere

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MAX-VA-CUA-RO Secuenciado - Equipo de Seducción Científica - <https://dinamicassociales.com/>
Las 3 C's y macrohabilidades del Δ Helio - Equipo de Psicología Heterosocial - <https://www.egolandseduccion.com/>

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Old Babylonian mathematics and Plimpton 322: A new understanding of the OB tablet Plimpton 322
<https://www.youtube.com/watch?v=L24GzTaOll0>

(6) SOFTWARE ZONE

DATA STRUCTURES*

Treesheet (tree-like spreadsheet) - <http://strlen.com/treesheets/>
Blockchain (demo) - <https://andersbrownworth.com/blockchain/>
Heimer (mind map) - <https://github.com/juzzlin/heimer>
DAS-UI <https://das-ui.firebaseioapp.com/> && <https://szymonkaliski.com/writing/2017-09-08-building-das-ui/>
Enso (diagrammatic coding) - <https://enso.org/language>
Orca (procedural sequencers) - <https://github.com/Hundredrabbits/Orca>
Taichi (spatially sparse multi-level data structures) - <https://github.com/taichi-dev/taichi>
Rasdaman (datacube and arrays) - <http://www.rasdaman.org/wiki>
Categorical Data (data-related tasks using category theory) - <https://www.categoricaldata.net/>
Egison (efficient non-linear pattern matching with backtracking for non-free data type) - <https://www.egison.org/>
Eve (uniform data-processing) - <http://witheve.com/>
Fluidinfo (columnar shareable data) - <https://github.com/fluidinfo> && <https://en.wikipedia.org/wiki/Fluidinfo>
MentDB (world wide Data) - https://www.mentdb.org/mentdb_weak.html

STRUCTS* WITH META

Bedrock (meta-distro) <https://bedrocklinux.org/>
Funtoo (meta-distro) - [https://t2sde.org/index.cgi](https://www.funtoo.org>Welcome
T2 System Development Environment (meta-distro) - <a href=)
DL Linux (meta-meta-distro) - <https://web.archive.org/web/20181221164035/https://www.sudosatirical.com/articles/dl-linux-0-0-1-released/>
Black (reflective) - <http://pllab.is.ocha.ac.jp/~asai/Black/>
Terra (meta-programming) - <http://terralang.org/>
MetaL (meta-language) - <https://www.meta-language.net/faq.html#what>
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Hackett (meta-programming) - <https://lexi-lambda.github.io/hackett/>
Elena (polymorphic code) - <https://github.com/ELENA-LANG/elena-lang/wiki/ELENA-Programming-Manual#overview>
Beluga (mechanizing meta-theory) - <https://www.cs.mcgill.ca/~complogic/beluga/index.html>
Hazel (incomplete programs) - <https://hazel.org/>
Autohotkey (gui and scripting automation for windows) - <https://www.autohotkey.com/>

Rosie Pattern (beyond regex) - <https://rosie-lang.org/about/>
Antipurity (self-aware interpreter) - <https://github.com/Antipurity/conceptual>
Multicompiler (defensive compiler) - <https://immunant.com/blog/2018/09/multicompiler/>
Avail (articulate programming) - <https://www.availlang.org/about-avail/introduction/index.html>
Push (evolutionary computing) - <https://faculty.hampshire.edu/lspector/push.html>
Wyvern (built-in skill for large-scale design) - <https://wyvernlang.github.io/>
Gen (probabilistic) - <https://probcomp.github.io/Gen/>
Pyro (probabilistic) - <https://pyro.ai/>
Rascal (meta-programming) - <https://www.rascal-mpl.org/>
Pharo (software as objects, immersives) - <https://pharo.org/features>

SOUND*

Gwion - <https://gwion.github.io/Gwion/>
Kronos vesaronilo - <http://kronos.vesanorilo.com/>
Supercollider - <https://supercollider.github.io/>
Faust - <https://faust.grame.fr/>
Chuck - <http://chuck.cs.princeton.edu/>

NETWORKING*

Live Raizo (network simulation) - <https://sourceforge.net/projects/live-raizo/>
P4 (implement specific network behaviours) - <https://p4.org/>
Helena (browsing automation) - <https://helena-lang.org/>
Volunia (rpg-like browser) <http://www.volunia.com/>
Gather (rpg-like meetings) - <https://www.gather.town/>
Lynx (textual browser) - [https://en.wikipedia.org/wiki/Lynx_\(web_browser\)](https://en.wikipedia.org/wiki/Lynx_(web_browser))
Beaker Browser (peer-to-peer Web browser) - <https://beakerbrowser.com/>
Nyxt browser (keyboard-driven browser) - <https://github.com/atlas-engineer/next>
Jolie (microservices) - <https://www.jolie-lang.org/>
Daphile (headless music server) - <https://www.daphile.com/>
Skywave linux (software defined radio servers) - <https://skywavelinux.com/>
Gotenna (off-grid mobile mesh) - <https://gotenna.com/>
Manyverse (off-grid social networking) - <https://www.manyver.se/faq/what-is-manyverse>
p2p networking - <https://www.gnunet.org/en/> <https://zeronet.io/> <https://freenetproject.org/>
Eternal-september private news server (usenet) - <http://eternal-september.org/>
Aioe.org public news server (usenet) - <https://news.aioe.org/>
What is the Usenet improvement Project? - <http://twovoyagers.com/improve-usenet.org/>
Fediverse (federated servers for web-publishing) - <https://en.wikipedia.org/wiki/Fediverse>

OPERATING SYSTEM*

XOD.IO (microcontrollers) - <https://xod.io/>
Elemental Processor SIMulator - <https://wepsim.github.io/>
Mikrocodesimulator MikroSim 2010 (microcode) - http://www.mikrocodesimulator.de/index_eng.php
Katai Struct (binary data structures) - <https://kaitai.io/>
Snowdrop OS (16-Bit Operating System) - <http://sebastianmihai.com/snowdrop/>
Turbo Rascal (design of 8-bit/16-bit games)- <https://lemonspawn.com/turbo-rascal-syntax-error-expected-but-begin/>
Tunguska (a ternary computer emulator) - Viktor Lofgren - <http://tunguska.sourceforge.net/>
The Trillium Architecture - Douglas W. Jones - <http://homepage.divms.uiowa.edu/~jones/ternary/trillium.shtml>
Red (full-stack) - <https://www.red-lang.org/p/about.html>
Racket - <https://racket-lang.org/> && Neverlang - <https://cazzola.di.unimi.it/neverlang2.html> (language creation)
Rescatux - <https://www.supergrubdisk.org/rescatux/> && Parted Magic - <https://partedmagic.com/> (OSes for rescue and recovery)
Minix - <https://www.minix3.org/> && ‘An Open Letter to Intel’ - <https://www.cs.vu.nl/~ast/intel/>
Los Procesadores Intel tienen un Secreto Misterio - <https://www.youtube.com/watch?v=CaLb7waR6eo>
Debian-hurd (debian over Hurd) - <https://www.debian.org/ports/hurd/> https://en.wikipedia.org/wiki/GNU_Hurd
Trisquel (ubuntu over Libre-Linux) - <https://trisquel.info/>
Ratpoison (Window Manager) - <https://www.nongnu.org/ratpoison/>
IceWM (Window Manager) - <https://ice-wm.org/>
RedoxOS - <https://doc.redox-os.org/book/ch01-06-how-redox-compares.html>
Linux From Scratch! - <https://www.linuxfromscratch.org/>

LANGUAGE*

Sono (linguistic study) - <https://github.com/Nallantli/Sono>
Quorum (evidence-oriented) - <https://quorulanguage.com/reference.html>
Inform7 (interactive narrative, textual adventures) - <http://inform7.com/>
Poliqarp (universal concordancer for large corpora) - <http://poliqarp.sourceforge.net/about.html>
Paper generator - https://en.wikipedia.org/wiki/Paper_generator

GRAPHICS*

Curv (mathematical methods for art design)- <https://github.com/curv3d/curv>

GraRLS (static graphic images) - <http://www.grarls.org/>

KUIML (skin and GUI) - <https://www.bluecataudio.com/Vault/Skins/KUIML/>

Complexities of Color in Computing - Ellen Wondra - <https://www.youtube.com/watch?v=VCvOwoeOgv8>

Dr Huang's Math Handbook Calculator - <http://drhuang.com/> && <http://drhuang.com/science/mathematics/software/>

Draw2D (diagrams) - <http://www.draw2d.org/draw2d/examples.html>

Threejs (creation of 3D content) - <https://threejs.org/manual/#en/fundamentals>

Video (video editing) - <https://lang.video/>

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https://pat.keldysh.ru/~roman/doc/Turchin/1983_Turchin_The_Cybernetic_Foundation_of_Mathematics.pdf

Valentin Turchin - <https://pat.keldysh.ru/~roman/doc/Turchin/>

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<https://www.amazon.com/Diagnosing-System-Organizations-Stafford-Beer/dp/0471951366>

Beyond Dispute: The Invention of Team Syntegrity

<https://www.amazon.com/Beyond-Dispute-Invention-Team-Syntegrity/dp/0471944513>

Viable system model - https://en.wikipedia.org/wiki/Viable_system_model

How Many Grapes Went Into the Wine - Stafford Beer (see chapter 'The Irrelevance of Automation')

<https://www.amazon.com/Many-Grapes-Went-into-Wine/dp/0471942960>

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Homeostat - <http://pespmc1.vub.ac.be/ASC/HOMEOSTAT.html> && Variety - [https://en.wikipedia.org/wiki/Variety_\(cybernetics\)](https://en.wikipedia.org/wiki/Variety_(cybernetics))

Engineering cybernetics: 60 years in the making - Zhiqiang Gao

https://www.researchgate.net/publication/271917376_Engineering_cybernetics_60_years_in_the_making

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Cypherpunk - <https://en.wikipedia.org/wiki/Cypherpunk>

Plexil (robotics and systems) - <http://plexil.sourceforge.net/wiki/index.php/Overview>

Modelica (language for modeling of cyber-physical systems) - <https://modelica.org/modelicalanguage.html>

Resource Based Economy - https://www.youtube.com/watch?v=_EkMjTnWk14 && <https://www.resourcebasedeconomy.org/>

Center for Resource Management - <https://www.thevenusproject.com/center-for-resource-management/>

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Comparison with current technologies - <https://www.youtube.com/watch?v=T9c821s9mjw>

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<https://www.amazon.co.uk/Destiny-control-human-systems-chronotopology/dp/157898727X>

SUPL (Syntactic Universal Programming Language): a new dimension in software design and artificial intelligence

How to make a stupid machine clever by cybernetically opportunistic programming

Cybernetics today and tomorrow: The place of hypernumbers

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Cognitive-Theoretic Model of the Universe (CTMU) - Christopher Langan - <http://hology.org/>

Chris Langan on IQ, The Singularity, Free Will, Psychedelics, CTMU, and God - <https://www.youtube.com/watch?v=N-bRM1kYuNA>

CTMU Wiki - <https://ctmucommunity.org/wiki/> && CTMU Papers <http://hology.org/ctmu-papers/>

Interview of Langan by Michael Knowles - <https://www.youtube.com/watch?v=11-ckSz6FrQ>

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Consciousness Is All There Is: A Mathematical Approach with Applications - Tony Nader

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Levels of consciousness - https://en.wikipedia.org/wiki/Altered_level_of_consciousness#Definition

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I Am a Strange Loop - Douglas R. Hofstadter - <https://www.amazon.com/Am-Strange-Loop-Douglas-Hofstadter-ebook/dp/B004PYDBS0>

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<https://www.amazon.com/Psychedelic-Information-Theory-Shamanism-Reason/dp/1453760172>

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<https://www.amazon.com/Polynomial-Root-finding-Polynomiography-Bahman-Kalantari/dp/9812700595>

Pascalejandro – Alejandro Jodorowsky and Pascal Montandon - <http://pascalemontandon.com/albums-work/pascalejandro/>

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Dual Quaternion - https://en.wikipedia.org/wiki/Dual_quaternion

Truly hypocomplex numbers : Unification of numbers and vectors - Redouane Bouhennache - <https://arxiv.org/pdf/1409.2757.pdf>

On a novel 3D hypercomplex number system - Shlomo Jacobi - <https://arxiv.org/pdf/1509.01459.pdf>

Generalizaciones de los números: de la aritmética a las variedades diferenciables - Fernando Etayo Gordejuela

<https://repositorio.unican.es/xmlui/bitstream/handle/10902/13817/2016GacRSocMatEspGeneralization.pdf?sequence=1&isAllowed=y>

Ensemble de noms - Taladris, Silk78, Seirios, Telchar, Tigerfou and Médiat - <https://forums.futura-sciences.com/mathematiques/>

NOMBRES : CURIOSITÉS, THÉORIE, USAGE - Gérard Villemin - <http://villemin.gerard.free.fr/>

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Algebraic loop - <https://mathworld.wolfram.com/AlgebraicLoop.html>

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Erdős' Problems on Graphs - students of Fan Chung - <https://mathweb.ucsd.edu/~erdosproblems/>

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