

# *Distinction, Representation and the Evolution of Signal: Computation in Smalltalk*

by

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The definition of the Smalltalk programming language contains no primitives for defining data structures and no primitives for traditional control flow constructs. Inspired by ideas found in G. Spencer Brown's "Laws of Form", Smalltalk builds traditional programming constructs from the interplay between a representation of a space of distinctions and the passing of a message through that space of distinctions. This talk shall explore the interaction between the Smalltalk image (a concrete representation of a space of distinctions) and the Smalltalk virtual machine (a concrete mechanism for sending messages in an image). The meaning of the words object, class, message, method, reflection and introspection shall be explored in this context.



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