



# A TALE OF TWO FORTHS

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SVFIG Forth Day Presentation

November 16, 2019



# Forth background

- ▶ First encounter with Forth was with Tom Zimmer's F-PC.
- ▶ I found it useful in my assembly language class to first write code in F-PC and then translate it.
- ▶ Later on, I found Norman Smith's UNTIL (written in C++) and tinkered around with it.
- ▶ Smith's UNTIL was a form of Forth that was intended to serve as a DSL (Domain Specific Language) that sat on top of an existing application rather than as a standalone Forth.
- ▶ This inspired me to write my own version(s) of Forth, which I call Creole Forth.



# Some Creole Forth history

- ▶ As with UNTIL, the focus has been on a domain-specific language that could sit on top of a host application, not on a standalone system.
- ▶ As of 2019, there are four different versions which have been developed in four different host environments or languages:
  1. Delphi (1999-2003). It also works for the Lazarus environment.
  2. Excel. (2016).
  3. JavaScript (2018).
  4. Python (2019).
- ▶ This presentation will be focusing on the JavaScript and Python versions.



# Primary moving parts:

- ▶ Stacks. Arrays in JavaScript, lists in Python.
- ▶ Dictionary. An associative array with key-value properties. In JavaScript this is naturally built-in – all properties are attached as part of the object and can be accessed with square brackets []. In Python a dictionary object is used.
- ▶ Reverse dictionary – this is an indexable array or list which contains the same values as the dictionary but indexed by integer
- ▶ GlobalSimpleProps – it's passed as a parameter to all Creole Forth primitives, which are just methods attached to empty objects. The objects are labeled as CorePrims, Interpreter, Compiler, LogicOps, and AppSpec to organize similar primitives together.
- ▶ CreoleForthWords – have name fields, code fields, parameter fields, link fields, etc.
- ▶ CreoleForthBundle – an assemblage of the previous entities.



# The stacks

- ▶ Data Stack.
- ▶ Return Stack
- ▶ Vocabulary stack
- ▶ Others \*



# The dictionary

- ▶ Two parts
- ▶ Each entry is accessible as a named property in a Creole Forth bundle, which has a CreoleForthWord as its value.
- ▶ The identical CreoleForthWord is stored as an array or list member accessible by an integer index.
- ▶ This setup allows the colon compiler to store integer tokens in the parameter field which are looked up by the doColon method.



# Control structures

- ▶ IF-ELSE-THEN
- ▶ BEGIN-UNTIL
- ▶ DO-LOOP/+LOOP
- ▶ For DO-LOOP, I, J, and K are available as built-in indexes.



# Other features

- ▶ Single-line comments ( `\` for JavaScript version and `//` for Python).
- ▶ Multi-line comments ( `--` ).
- ▶ Help. This is used by VLIST.





# What they don't have

- ▶ FORGET
- ▶ Many return stack primitives, like RDROP.
- ▶ COMPILE, [COMPILE], or POSTPONE.
- ▶ Recursion
- ▶ As many words as most Forths ( < 100 right now).



# Creole Forth Execution

- ▶ Values in the input area are split based on the space delimiter and placed into the ParsedInput.
- ▶ Each value is looked up in the dictionary by the outer interpreter. The outer interpreter appends each word with a value on the vocabulary stack and looks it up in the dictionary. The vocabulary stack is searched from top to bottom.
- ▶ If a search succeeds the search process is halted and the word is executed.
- ▶ If it fails, the next vocabulary is searched.
- ▶ If no match is found, the value is pushed onto the data stack.



# Types of words

- ▶ Primitives – These are written in the host language, then introduced with the BuildPrimitive method. All primitives take a GlobalSimpleProps as a parameter.
- ▶ High-level definitions. Defined by the colon compiler.
- ▶ Compiling words. Have separate words for compile-time and run-time execution and are used for branching and looping.
- ▶ Defining words – use CREATE and/or CREATE/DOES>.



# Colon compiler

- ▶ No state variable
- ▶ Compilation starts when the IMMEDIATE vocabulary is pushed onto the vocabulary stack.
- ▶ It ends when a semicolon is encountered. The IMMEDIATE vocabulary is popped off the vocabulary stack.
- ▶ All IMMEDIATE words are in the IMMEDIATE vocabulary, which is always searched first during compilation.

# Colon compiler, Part 2

- ▶ From the point of view of the colon compiler, words are in three classes:
  1. COMPINPF. Words that are looked up and whose tokens or addresses are compiled into the parameter field.
  2. EXECUTE . Words that are looked up and executed such as compiling words.
  3. EXEC0. Words that directly manipulate the pointer of the outer interpreter such as comments.



Colon compiler, Part 3 – tokens and actions  
set up in the PADarea for  
: TEST1 IF HELLO ELSE TULIP THEN ;

Word5	Token	Acion
IF	52	EXECUTE
HELLO	5	COMPINPF
ELSE	53	EXECUTE
TULIP	6	COMPINPF
THEN	54	EXECUTE



# Colon compiler, Part 4

- ▶ For words with a COMPINPF or EXECUTE action, the compiler puts its address in the PADarea next to its associated action.
- ▶ Words with an EXEC0 action simply move the outer interpreter pointer past their closing delimiter.
- ▶ Once all the words are looked up and in the PAD area, their tokens are simply placed on the stack and executed by their associated action by the outer interpreter.



# JavaScript vs Python

- ▶ JavaScript OOP is prototyped-based, and classless.
- ▶ Python is more conventionally class-based.
- ▶ Despite this, the structure of the JavaScript and Python implementations of Creole Forth are very similar.
- ▶ JavaScript's flexibility allows adding "syntactic sugar" that can resemble more conventional OOP in other languages.





# JavaScript challenges

- ▶ Detecting stack underflow. A pop on an “empty” array will blithely return an undefined item.
- ▶ Default array behavior can be overridden by working with Array.prototype, but is not recommended.
- ▶ Strategy adopted: Have primitives that affect the data stack do their own stack checking.



# Python challenges

- ▶ Python is much stricter about type conversions than JavaScript is.
- ▶ In the Python implementation only integers and floats can be compiled as literals, while in the JavaScript version strings can be treated as literals too.
- ▶ The above is subject to change.

# How to use Creole Forth for JavaScript

- ▶ Just reference it in a web page
- ▶ `<script src="CreoleForth.js"></script>` or
- ▶ `<script src=" https://github.com/tiluser/cfjs/blob/master/CreoleForth.js"></script>`
- ▶ It does not require a web server
- ▶ You can use it with other libraries such as Angular, but it's not necessary.

# How to use Creole Forth for Python

- ▶ 1. Embedded in Python code:

```
from CreoleForth import *
```

```
gsp.InputArea = "1 2 + ."
```

```
cfb1.Modules.Interpreter.doParseInput(gsp)
```

```
cfb1.Modules.Interpreter.doOuter(gsp)
```

- ▶ 2. Run from a script

Put the Forth commands in a file such as script.f and run the following:

```
python runcfpyscr.py script.f
```



# Where to get them

- ▶ Creole Forth for JavaScript: <https://github.com/tiluser/cfjs/>
- ▶ Creole Forth for Python: <https://github.com/tiluser/cfpy/>
- ▶ If you want to try out Creole Forth for JavaScript online, it's available at <http://jmoshows.com/cfpage.html> .



# Demo for JavaScript

- ▶ VLIST
- ▶ HELLO
- ▶ Arithmetic
- ▶ TEST – high level definition
- ▶ EVAL



# Demo for Python

- ▶ `python runcfpyscr.py script1.f` – executes HELLO primitive
- ▶ `python runcfpyscr.py scrip21.f` – executes VLIST
- ▶ `python runcfpyscr.py script3.f` – conditional execution example

# Model-View-Controller Example

- ▶ Blocitoff – a student project built with AngularJS.
- ▶ It's a simple to-do organizer,
- ▶ Creole Forth is used in two places: the Task service and the Pasttasks controller.
- ▶ Task service uses DTASKSTAT to set incomplete tasks to inactive if a grace period is exceeded.
- ▶ Pasttasks controller has the following definitions
- ▶ MRT ( -- lctask ) Pushes last completed task onto the stack
- ▶ SHOW ( -- task( ) Pops up alert box showing task description and time
- ▶ MRTS – high level definition combining MRT and show.





Questions?

