

**jeforth**

**Implementation Issues**

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**SVFIG**

**C. H. Ting**

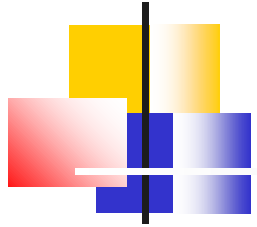
**February 27, 2021**



# Jeforth6.13 Statistics

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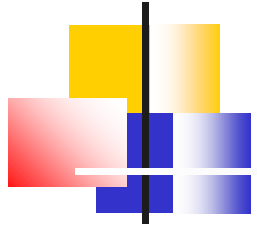
- **Jeforth613.js**
  - **Source code: 20,249 bytes**
  - **213 words**
  - **109 system words**
  - **18,454 bare byte**
- **8086eForth1.01**
  - **Source code: 47Kbytes**
  - **232 system words**



# **Irreducible Complexity**

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- **“Things should be as simple as possible, but not simpler.”  
--Einstein.**
- **jeforth is at this ‘not simpler’ state.**
- **I like to call it ‘Irreducible Complexity.’**

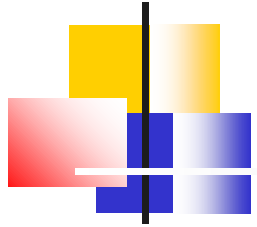


# JavaScript

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**JavaScript is C with very flexible objects which can be anything:**

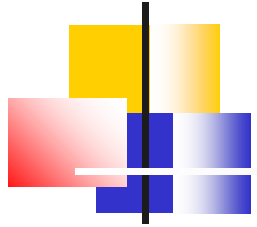
```
var ip=0 ,wp=0 ,w=0 ;  
var stack=[],rstack=[] ;  
var tib="" ,ntib=0 ,base=10 ;  
var idiom="" ;  
var compiling=false ;  
var fence=0 ;  
var newname ;  
var words [ ... ] ;
```



# Terminology

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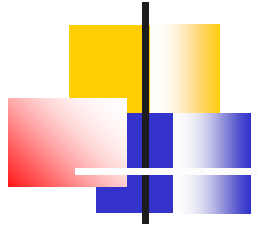
- **Words**
  - Objects with name, code and data
- **Dictionary**
  - An array of all word objects
- **Tokens**
  - Index of word objects in a dictionary
- **Idioms**
  - Character strings in a source code file
  - May be words, numbers, or strings



# Word Objects

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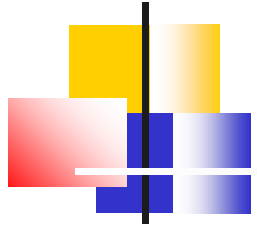
- **5 fields in a word object:**
  - **words[w].name**
  - **words[w].xt**
  - **words[w].pf, optional**
  - **words[w].qf , optional**
  - **words[w].immediate , optional**



# Defining Words

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- **Defining words**
  - `:` (colon)
  - `constant`
  - `variable`
  - `create`
- **Primitive words are JavaScript functions.**
- **Custom defining words are defined using `create-does construct`.**



# 4 Types of Words

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## ■ Primitive words

```
{name:"parse" .xt:function(){idiom=parse();}}
```

## ■ Colon words

```
{name:"quit",xt:function(){nest();},pf:[1,2,3,0]}
```

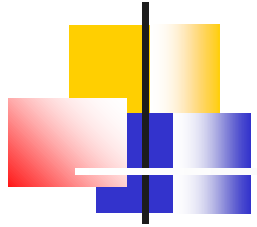
## ■ Constants, Variables, Arrays

```
{name:"a4" ,xt:function(){docon();},qf:[440 ]}
```

## ■ Words defined by defining words

```
{name:"1/4",xt:function(){nest();},qf:[32]},  
  pf[5,0,121,225,114,35,227,6]}
```





# Interpreters

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- **Outer or text interpreter**
  - `: quit begin parse evaluate again`
- **Inner interpreters**
  - `nest()` for colon words
  - `docon()` for constants
  - `dovar()` for variables and arrays
  - `nest()` for words defined by custom defining words
  - Code field functions for primitives words



# Outer Interpreter

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- **Outer or text interpreter**
  - : quit begin parse evaluate again
- **parse parses out next idiom in the input stream.**
- **evaluate evaluates the idiom and then execute it as:**
  - A word
  - A number
  - None of above



# nest () Inner Interpreter

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- It is the inner interpreter

```
function nest() {
  rstack.push(wp); rstack.push(ip);
  wp=w; ip=0;
  while (ip>=0)
    {w=words[wp].pf[ip++]; words[w].xt();
    }
  ip=rstack.pop(); wp=rstack.pop();
}

function exit() {ip=-1;}
```



# xt, pf, and qf Fields

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- **Primitive words**

- `xt: function () { }`

- **Colon words**

- `xt: nest () , pf: [ ]`

- **Constants**

- `xt: docon () , qf: [ ]`

- **Variables and arrays**

- `xt: dovar () , qf: [ ]`

- **Words defined by defining words**

- `xt: nest () , pf: [ ] , qf: [ ]`



# constant, variable, array

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- **constant**

- `xt:docon() , qf: [n]`

- **variable**

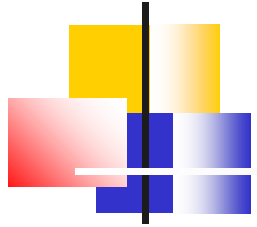
- `xt:dovar() , qf: [0]`

- **create**

- `xt:dovar() , qf: [ , , , , , , , ]`

- **Words defined by defining words**

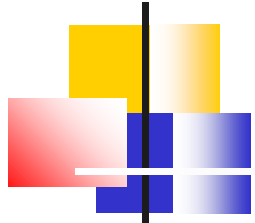
- `xt:nest() , pf: [ ] , qf: [ , , , ]`



# Stack Picture

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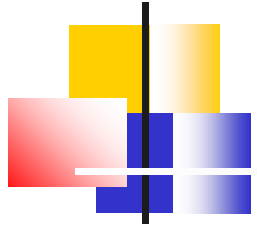
```
negate xor or and mod / * - + pop
push r@ r> >r 2drop nip drop roll
pick 2over 2swap -rot rot swap 4dup
2over 2dup over dup branch evaluate
parse quit < >ok
< >ok
< >ok
1 2 3 4 5 6 7 < 1 2 3 4 5 6 7 >ok
< 1 2 3 4 5 6 7 >ok
< 1 2 3 4 5 6 7 >ok
```



# Stack Words

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```
{name:"dup",xt:function(){stack=stack.concat(stack.slice(-1));}}
{name:"over",xt:function(){stack=stack.concat(stack.slice(-2,-1));}}
{name:"2dup",xt:function(){stack=stack.concat(stack.slice(-2));}}
{name:"2over",xt:function(){stack=stack.concat(stack.slice(-4,-2));}}
{name:"4dup",xt:function(){stack=stack.concat(stack.slice(-4));}}
{name:"swap",xt:function(){stack=stack.concat(stack.splice(-2,1));}}
{name:"rot",xt:function(){stack=stack.concat(stack.splice(-3,1));}}
{name:"-rot",xt:function(){stack.splice(-2,0,stack.pop());}}
{name:"2swap",xt:function(){stack=stack.concat(stack.splice(-4,2));}}
{name:"2over",xt:function(){stack=stack.concat(stack.slice(-4,-2));}}
{name:"pick",xt:function(){var j=stack.pop()+1;stack.push(stack.slice(-j,-j+1));}}
{name:"roll",xt:function(){var j=stack.pop()+1;stack.push(stack.splice(-j,1));}}
{name:"drop",xt:function(){stack.pop();}}
{name:"nip",xt:function(){stack[stack.length-2]=stack.pop();}}
{name:"2drop",xt:function(){stack.pop();stack.pop();}}
```



# create allot ,

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- **Arrays are defined by create.**
- **Arrays elements must be explicitly declared:**
  - `create xxx 1 , 2 , 3 ,`
  - `xt:dovar() ,qf: [1,2,3]`
  - `create yyy 6 allot`
  - `xt:dovar() ,qf: [0,0,0,0,0,0]`

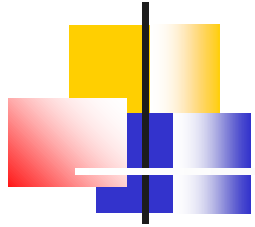




@ ! array@ array! q@

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- @ and ! access variables, constants, and the first element of an array.
- array@ and array! access an array by its token and an index into the array.
- Defining words access its array by q@ and an index.



# to a Constant

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```
0 constant x 0 constant y
( libya is a prototype for drawing )
: proto 0 255 0 ;
: haiku 39996
  99 for r@ to x
    99 for r@ to y
      >r proto r@ image! r> 4 -
    next next drop show ;
haiku
```

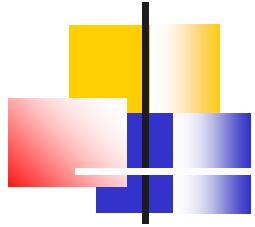


# is a Word

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```
( sin is fun )
: switzerland 255 x 32 / sin 0.95 > y 32 / sin
0.95 > or
x 32 / sin 0.5 > and y 32 / sin 0.5 > and 255 *
dup ;
' switzerland is proto haiku

: 4spire x 100 / 23 * sin y 100 / 1 swap - max
x 100 / over / sin y 100 / 1 swap - rot / sin
2dup / sin 255 * rot 255 * rot 255 * rot ;
' 4spire is proto haiku
```



## dump

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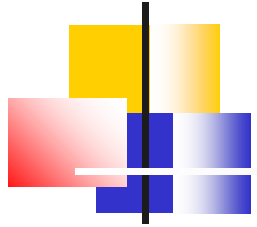
- **It dumps the entire dictionary in a form that can be copied back to the source code file jeforth.js and make all the colon words available at boot-up.**
- **Kind of a turnkey system.**



see

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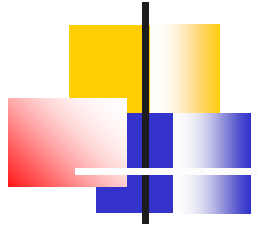
- **It decompiles a colon word.**
- **Tokens are substituted by their names.**
- **6 literal words are identified to display their literal values:**
  - **Number literals:** `dolit`
  - **Address literals:** `branch`, `0branch`, `donext`
  - **String literals:** `dostr`, `dotstr`.



## DO-LOOP

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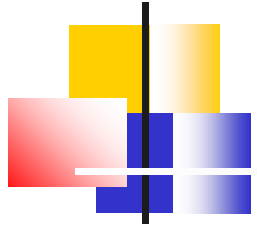
- **for-nest loops need only one primitive word donext.**
- **DO-LOOP requires a host of primitive words to support it.**
- **Converting DO-LOOPS to for-nest loops:**
  - **Globally replace LOOP by next**
  - **Globally replace 0 DO by 1 - for**



# BLOCK

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- **Blocks are not essential to Forth.**
- **Blocks prevented the widespread use of Forth because they are not compatible with other operating systems.**
- **Text files are better media for Forth programming, data storage, and information sharing.**

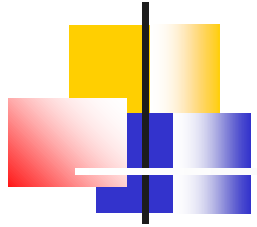


# Audio Context

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```
var AudioContext = window.AudioContext ||  
    window.webkitAudioContext;  
var audio = new AudioContext();  
var amp = audio.createGain();  
var osc1 = audio.createOscillator();  
var osc2 = audio.createOscillator();  
var osc3 = audio.createOscillator();  
var osc4 = audio.createOscillator();  
var osc5 = audio.createOscillator();  
var osc6 = audio.createOscillator();
```

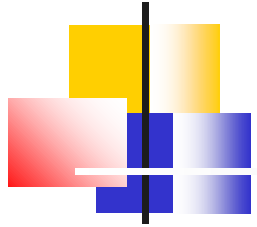




# Conclusion

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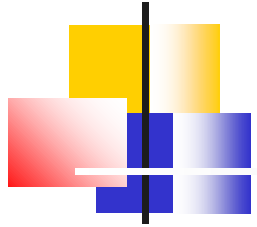
- **JavaScript is very expressive.**
- **Sam Chen coded all eForth words in Javascript as primitives.**
- **All application words are compiled as colon words.**
- **`create-does` defines defining words.**



# Conclusion

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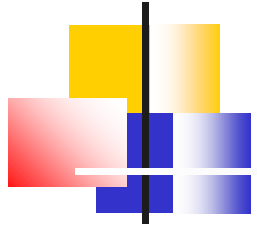
- **HTML allows jeforth603.html and jsBach603.html to design very friendly user interface for Forth.**
- **The input box accepts large text files and will be useful for you to program large applications.**



# Conclusion

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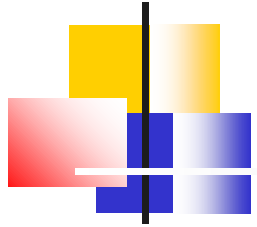
- **Jeforth603.js system source code has 177 lines, 18,454 bytes of text, and it defines 109 words.**
- **It is by far the smallest, simplest, and prettiest Forth I have ever produced.**



# Conclusion

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- **Lao Tze said:**
- **“For knowledge, learn one thing each day. For wisdom, forget one thing each day. When you have no-thing, you can do every-thing.”**
- **Have we forgotten things enough?**



# Google Drive Link

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- [https://drive.google.com/file/d/15pjFff6ciNDIBR-jVIE\\_Eusob72YLPm0/view?usp=sharing](https://drive.google.com/file/d/15pjFff6ciNDIBR-jVIE_Eusob72YLPm0/view?usp=sharing)