

Forth – The New Synthesis

progress report

disaggregating the stacks and memory

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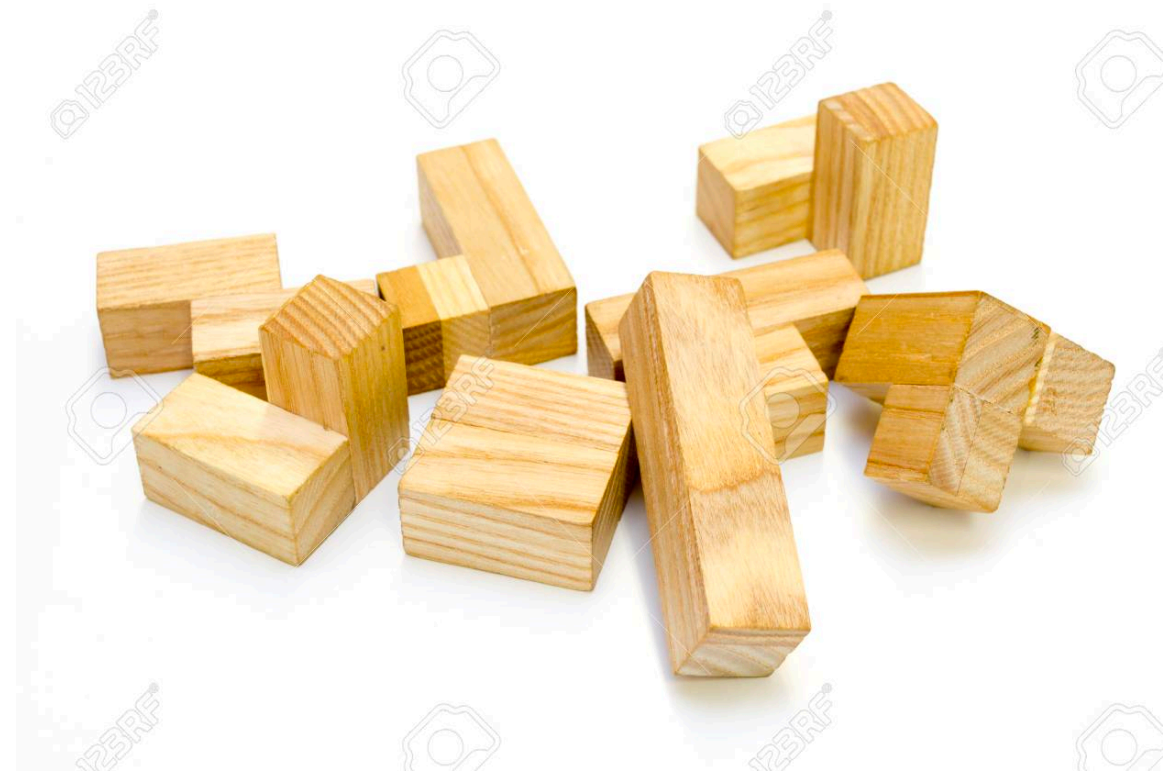
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Forth the New Synthesis



Forth



disaggregating



synthesizing

Latest work

- investigate in input and output
 - connection between host and target
 - communicating commands between host and target
 - screens
 - do not need to be 1kB BLOCKs form-feed separated files
 - b n l list load can work as usual

Current work

- playing with unicode
- disaggregating stacks
- disaggregating memory

playing with Unicode

- Browsing mathematical Unicode symbols, maybe arrows are nice:

```
SYNONYM → T0      5 VALUE x      42 → x      x emit
SYNONYM S→D  S>D    42 S→D D.
SYNONYM ½· 2/      line-width ½·
SYNONYM →BODY >BODY ' eggs →BODY ...
```

- Greek letters:

```
100 CONSTANT Δt      ... Δt ms ...
```

- Or single symbols where we now have symbol sequences:

```
SYNONYM ≤ <=      ... x 10 ≤ IF ...
SYNONYM ≠ <>      .... x 45 ≠ IF ...
```

But in general I think you have to be careful using symbols as they best need to have a commony accepted meaning.

playing with Unicode

As a counter example, I find symbols for control structures interesting but eventually misleading:

- doubtful

```
SYNONYM ► 0F
```

```
SYNONYM ◄ ENDOF
```

```
SYNONYM 『 CASE
```

```
SYNONYM 』 ENDCASE
```

```
: casetest ( n -- )
```

```
『
```

```
0 ► ." no" ◄
```

```
1 ► ." one" ◄
```

```
2 ► ." two" ◄
```

```
." many"
```

```
』
```

```
." items" ;
```

Disaggregating the Stacks

- data stack and return stack are used for different purposes in different situations.
- disaggregating the stacks means separating these purposes and look at them in isolation.

Disaggregating the Stacks

	Interpreting	Compiling	Executing	comment
-----	-----	-----	-----	-----
Data Stack	parameter passing		parameter passing	
	(unsigned) integers		(unsigned) integers	
	characters		characters	
	floats		floats	
	addresses		addresses	
		control flow		BEGIN IF ...
		compiler security		: ;
		constant folding		
Return Stack	internal return addresses	return addresses	return addresses	
			temporary storage	>R R> R-ALLOT
			loop parameters	DO LOOP
			exception frames	CATCH THROW
			locals	>X X X!

Disaggregating the Stacks

- data stack and return stack are used for different purposes in different situations.
- disaggregating the stacks means separating these purposes and look at them in isolation.

Disaggregating the Stacks

- interferences of the the different purposes lead to restrictions such as:
 - no passing of parameters to definitions at compile time (interference of control flow/compiler security and parameter passing)
 - no use of >R R> across DO-LOOP-boundaries (interference of temporary storage usage and loop parameters)
 - no use of >R R> across definitions (interference of temporary storage and return addresses).
 - specialized stack operators to deal with floating point numbers on the return stack (FDUP, FSWAP, swap cell and float)

Disaggregating the Stacks

Separate stacks for each purpose

Possible disaggregations are

- split data stack into
 - a separate stack for parameter passing that holds (unsigned) integers, characters and also addresses
 - a separate floating point stack for holding floating point numbers (the route Forth-200x went)
 - a separate control flow stack for managing control structures
 - a separate object stack for handling references to data structures and objects
- split the return stack into
 - a separate stack for return addresses
 - a separate stack for temporary data (>R R> R-ALLOT)
 - a separate stack for loop parameters (DO LOOP)
 - a separate stack for exception handling (CATCH THROW)
 - a separate stack for local variables

Disaggregating the Memory

```
: Buffer: ( u -- )  
  Create allot ;  
  
: Buffer: ( u -- )  
  here swap allot \ RAM { c0 | ... | cu-1 }  
  Create , \ ROM { 'rom }  
  Does> ( -- addr ) @  
;  
  
: Buffer: ( u -- )  
  here swap allot \ RAM  
  Constant \ ROM  
;
```

<BUILDS

Questions?

