

# **J1a**

## **SwapForth**

### **Reference**

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ANS Forth Compliance Label

J1a SwapForth is an ANS Forth System

Providing names from the **Core Extensions** word set

Providing names from the **Double-Number** word set

Providing names from the **Facility** word set

Providing names from the **Facility Extensions** word set

Providing names from the **String** word set

Providing names from the **Programming-Tools** word set

Providing names from the **Programming-Tools Extensions** word set

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# Chapter 1

## Getting started



J1a SwapForth is a 16-bit version of SwapForth, intended as an interactive Forth system using very little logic and RAM. The system currently fits on a Lattice iCE40HX-1k FPGA. The J1a and peripherals uses 1100 logic elements. SwapForth uses 5 Kbytes of RAM, leaving about 3 Kbytes for the application.

After installing the [icestorm](#) tools, you can run on a [Lattice iCEstick](#) like this

```
git clone git@github.com:jamesbowman/swapforth.git
cd swapforth/j1a
iceprog icestorm/j1a.bin
python shell.py -h /dev/ttyUSB0
```

(where `/dev/ttyUSB0` is the appropriate port your iCEstick was assigned). You should see something like

```

Contacting... established
Loaded 196 words
>

```

And you can now try the usual Forth things, e.g.

```

1 2 + .
3    ok

```

There is a fairly complete [core ANS-compatible Forth system](#) running on the board, including a compiler.

## 1.1 Some demos

You can control the five on-board LEDs

```

-1 leds
  ok

0 leds
  ok

```

and to make them blink

```

: blink
  32 0 do
    i leds
    100 ms
  loop
;
blink

```

There is an [Easter date calculator](#)

```
new
#include ../demos/easter.fs
```

Now you can do

```
>2015 .easter
2015 April 5   ok
```

Or even

```
>: 20easters
+ 2035 2015 do
+   cr i .easter
+ loop
+;
  ok
>20easters

2015 April 5
2016 March 27
2017 April 16
2018 April 1
2019 April 21
2020 April 12
2021 April 4
2022 April 17
2023 April 9
2024 March 31
2025 April 20
2026 April 5
2027 March 28
```

```
2028 April 16
2029 April 1
2030 April 21
2031 April 13
2032 March 28
2033 April 17
2034 April 9   ok
```

## 1.2 Building from Scratch

After installing the icestorm tools, run

```
rm build/*
make -C icestorm
```

This will produce `j1a.bin` - but it only contains the very bare-bones system; the rest of SwapForth still needs to be compiled. To do this, load `j1a.bin` and start the shell:

```
$ iceprog icestorm/j1a.bin
$ python shell.py -h /dev/ttyUSB0 -p ../common/
Contacting... established
Loaded 127 words
>
```

Then compile the rest of SwapForth and write the finished executable with these commands:

```
#include swapforth.fs
#flash build/nuc.hex
#bye
```

Now run `make -C icestorm` again - this compiles an FPGA image with the complete code base built-in.



## Chapter 2

# Available Words

### 2.1 ANS Core Words

J1a SwapForth implements most of the core ANS 94 Forth standard. Implemented words are:

```
! # #> #s ' ( * */ */mod + +! +loop , - . ." / /mod 0<
0= 1+ 1- 2! 2* 2/ 2@ 2drop 2dup 2over 2swap : ; < <# = > >in
>number >r ?dup @ abort abs accept align aligned allot and base
begin bl c! c, c@ cell+ cells char constant count cr create
decimal depth do does> drop dup else emit evaluate execute exit
fill find fm/mod here hold i if immediate invert j key literal
loop lshift m* max min mod move negate or over postpone quit
r> r@ recurse repeat rot rshift s" s>d sign sm/rem source space
spaces state swap then type u. u< um* um/mod unloop until
variable while word xor [ ' ] [char] ]
```

These core words are not implemented:

```
>body abort" char+ chars environment? leave
```

J1a SwapForth also implements the following standard words:

```
.( .r .s /string 0<> 0> :noname <> ?do again ahead case
cmove cmove> compile, d+ d. d.r d0= d2* dabs dnegate dump
endcase endof erase false hex key? m+ marker ms nip of pad
parse refill restore-input save-input sliteral throw true tuck
u.r u> unused within words [compile] \
```

Double numbers are supported using the standard `.` suffix. The Forth 200x number prefixes are supported: `$` for hex, `#` for decimal, `%` for binary, and `'c'` for character literals. `parse-name` is also implemented.

## 2.2 Additional Words

The following words are not standard. Some are traditional Forth words, others are specific to the J1a SwapForth implementation.

**.x**

( n -- )

display n as a 4-digit hex number

---

**-rot**

( x1 x2 x3 -- x3 x1 x2 )

rotate the top three stack entries

---

**bounds**

( start cnt -- start+cnt start )

prepare to loop on a range

---

**code@**

( addr -- u )

fetch from code memory

---

**cp**

( -- a )

variable: code memory current pointer

---

**dp**

( -- a )

variable: data memory current pointer

---

**forth**

( -- a )

variable: most recent dictionary entry

---

**io!**

( x a -- )

store x to IO port a

---

**io@**

( a -- x )

fetch from IO port a

---

**leds**

( x -- )

write x to the onboard LEDs

---

**new**

( -- )

restore code and data pointers to the power-up state

---

**s,**

( a u -- )

add the u-character string a to the data space

---

**serialize**

( -- )

display all of current memory in base 36

---

**tth**

( -- a )

variable: tethered mode

---

## Chapter 3

# The SwapForth Shell

### 3.1 Command reference

### 3.2 Tethered Mode

J1a SwapForth supports *tethered mode*, which makes the UART protocol easier to use for host programs. The SwapForth shell uses tethered mode. To enter tethered mode, write one to the variable **tth** :

```
1 tth !
```

In tethered mode, **accept** transmits byte value 30 (hex **1e**, ASCII code RS). This allows the listening program to know that the target machine is ready to accept a line of input. In addition, **accept** does not echo characters as they are typed.



# Chapter 4

## Memory

### 4.1 RAM Types

The J1a implementation uses 8Kbytes of RAM in a split configuration.

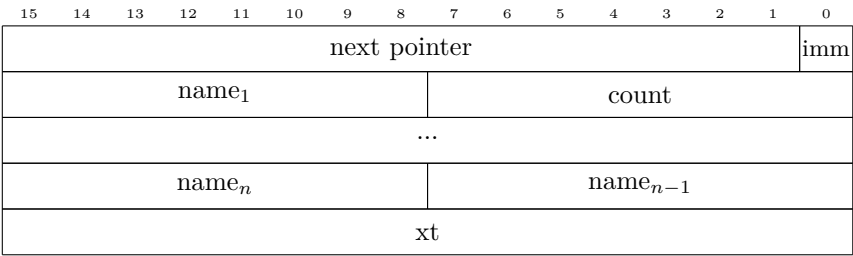
The lower 4K is for code. This RAM is writable, and executable, but not (directly) readable. The variable **CP** (code pointer) points into this area. To read from this region, use the special word **code@**.

The upper 4K is for data. This RAM is writable and readable. The dictionary and all variables are located in this section. The variable **DP** points into this area.

### 4.2 Dictionary Layout

The SwapForth dictionary is a linked list; the variable **forth** holds the start of this list. Each dictionary entry contains:

- **next pointer** - address of the next dictionary entry, or zero for the last dictionary entry
- **imm** - immediate bit
- **count** - length of the name, in characters, 1-31
- **name<sub>1</sub> - name<sub>n</sub>** - characters in name. If the length of the name is even, then a padding byte is appended
- **xt** - execution token for the word





## Chapter 5

# iCEstick Hardware interface



The J1a for iCEstick includes connections to the iCEstick peripherals:

- SPI flash
- LEDs
- IrDA transceiver
- Pmod connector
- prototyping connectors
- UART

Access to peripherals is via the `io@` and `io!` words. Peripherals are port-mapped into a 16-bit IO address space.

Most ports are either read-only or write-only. For read-only ports, writing to the port has no effect. For write-only ports, reading from the port gives zero.

As an example of direct port access, this word blinks the on-board LEDs when a signal on IrDA is detected.

```

: x
  begin
    $2000 io@      \ read from input port
    8 and 0=       \ true if bit 3 (IrDA RXD) is 0
    $0004 io!      \ write to LEDS
  again
;

```

## 5.1 Port Map

### 5.1.1 \$0001: Pmod data

Not yet implemented.

### 5.1.2 \$0002: Pmod direction

Not yet implemented.

### 5.1.3 \$0008: PIO output

Write-only port \$0008 controls the flash and IrDA outputs.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
											IrDA SD	IrDA TXD	flash SCK	flash MOSI	flash CS

### 5.1.4 \$0004: LEDs

The five on-board LEDs are controlled by write-only port at address \$0004. Setting a bit to 1 lights the corresponding LED.

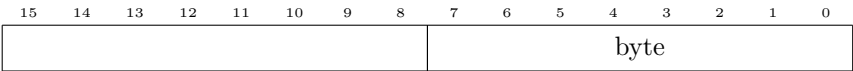
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
											LED5	LED4	LED3	LED2	LED1

Built-in word **leds** writes to this port.

5.1.5 \$1000: UART data

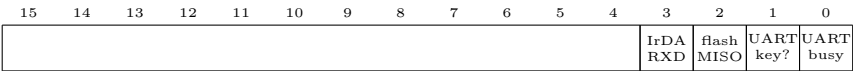
The read-write port at address \$1000 is for UART transmission or reception. Writing to the port starts transmission of a byte, reading the port returns the incoming byte.

Standard words **key** , **key?** and **emit** can be used to access this port.



5.1.6 \$2000: IrDA, flash and UART inputs

Read-only port \$2000 contains the input signals from the IrDA receiver, SPI flash, and UART.



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