## The BibTeX preprocessor

(Version 0.99d—August 12, 2024)

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Editor's Note: The present variant of this C/WEB source file has been modified for use in the TEX Live system.

The following sections were changed by the change file: 1, 2, 3, 4, 10, 13, 14, 15, 16, 17, 22, 23, 27, 28, 32, 33, 37, 38, 39, 41, 42, 46, 47, 48, 49, 50, 53, 58, 59, 60, 61, 64, 65, 68, 70, 71, 73, 77, 97, 100, 101, 102, 106, 108, 110, 117, 118, 121, 123, 127, 128, 129, 130, 138, 141, 151, 160, 161, 187, 188, 198, 200, 216, 219, 223, 226, 242, 251, 263, 265, 277, 279, 285, 287, 288, 290, 291, 301, 307, 322, 327, 329, 330, 334, 337, 344, 357, 359, 388, 438, 444, 459, 460, 462, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479.

 $\S 1$  Bib $\mathrm{T}_{\mathrm{F}}\mathrm{X}$  introduction

1

1\* Introduction. BibTEX is a preprocessor (with elements of postprocessing as explained below) for the LATEX document-preparation system. It handles most of the formatting decisions required to produce a reference list, outputting a .bb1 file that a user can edit to add any finishing touches BibTEX isn't designed to handle (in practice, such editing almost never is needed); with this file LATEX actually produces the reference list.

Here's how BibTeX works. It takes as input (a) an .aux file produced by LATeX on an earlier run; (b) a .bst file (the style file), which specifies the general reference-list style and specifies how to format individual entries, and which is written by a style designer (called a wizard throughout this program) in a special-purpose language described in the BibTeX documentation—see the file btxdoc.tex; and (c) .bib file(s) constituting a database of all reference-list entries the user might ever hope to use. BibTeX chooses from the .bib file(s) only those entries specified by the .aux file (that is, those given by LATeX's \cite or \nocite commands), and creates as output a .bbl file containing these entries together with the formatting commands specified by the .bst file (BibTeX also creates a .blg log file, which includes any error or warning messages, but this file isn't used by any program). LATeX will use the .bbl file, perhaps edited by the user, to produce the reference list.

Many modules of BibTeX were taken from Knuth's TeX and TeXware, with his permission. All known system-dependent modules are marked in the index entry "system dependencies"; Dave Fuchs helped exorcise unwanted ones. In addition, a few modules that can be changed to make BibTeX smaller are marked in the index entry "space savings".

Megathanks to Howard Trickey, for whose suggestions future users and style writers would be eternally grateful, if only they knew.

The banner string defined here should be changed whenever BibTeX gets modified.

```
define my_name ≡ 'bibtex' define banner ≡ 'This_is_BibTeX,_Version_0.99d' { printed when the program starts }
```

2\* Terminal output goes to the file  $term\_out$ , while terminal input comes from  $term\_in$ . On our system, these (system-dependent) files are already opened at the beginning of the program, and have the same real name.

```
 \begin{array}{l} \textbf{define} \ \ term\_out \equiv standard\_output \\ \textbf{define} \ \ term\_in \equiv standard\_input \\ \langle \ Globals \ in \ the \ outer \ block \ 2^* \rangle \equiv \\ standard\_input, standard\_output: \ \ text; \\ \text{See also sections } 16^*, \ 19, \ 24, \ 30, \ 34, \ 37^*, \ 41^*, \ 43, \ 48^*, \ 65^*, \ 74, \ 76, \ 78, \ 80, \ 89, \ 91, \ 97^*, \ 104, \ 117^*, \ 124, \ 129^*, \ 147, \ 161^*, \ 163, \ 195, \ 219^*, \ 247, \ 290^*, \ 331, \ 337^*, \ 344^*, \ 365, \ 469^*, \ and \ 472^*. \\ \end{array}
```

This code is used in section  $10^*$ .

2 Introduction BibTeX  $\S 3$ 

3.\* This program uses the term print instead of write when writing on both the  $log\_file$  and (system-dependent)  $term\_out$  file, and it uses  $trace\_pr$  when in **trace** mode, for which it writes on just the  $log\_file$ . If you want to change where either set of macros writes to, you should also change the other macros in this program for that set; each such macro begins with  $print\_$  or  $trace\_pr\_$ .

```
define print(\#) \equiv
             begin write(log_file, #); write(term_out, #);
             end
  define print_{-}ln(\#) \equiv
             begin write_ln(log_file, #); write_ln(term_out, #);
  define print\_newline \equiv print\_a\_newline { making this a procedure saves a little space }
  define trace\_pr(\#) \equiv
             begin write(log_file, #);
             end
  define trace\_pr\_ln(\#) \equiv
             begin write_ln(log_file, #);
  define trace\_pr\_newline \equiv
             begin write_ln(log_file);
  define log_{-}pr(\#) \equiv trace_{-}pr(\#)
  define log_{-}pr_{-}ln(\#) \equiv trace_{-}pr_{-}ln(\#)
  define log_pr_newline \equiv trace_pr_newline
\langle Procedures and functions for all file I/O, error messages, and such 3^*\rangle \equiv
procedure print_a_newline;
  begin write_ln(log_file); write_ln(term_out);
  end:
See also sections 18, 38*, 44, 45, 46*, 47*, 51, 53*, 59*, 82, 95, 96, 98, 99, 108*, 111, 112, 113, 114, 115, 121*, 128*, 137, 138*,
     144, 148, 149, 150, 153, 157, 158, 159, 165, 166, 167, 168, 169, 188*, 220, 221, 222, 226*, 229, 230, 231, 232, 233, 234, 235,
     240, 271, 280, 281, 284, 293, 294, 295, 310, 311, 313, 321, 356, 368, 373, and 456.
```

4\* Some of the code below is intended to be used only when diagnosing the strange behavior that sometimes occurs when BibTeX is being installed or when system wizards are fooling around with BibTeX without quite knowing what they are doing. Such code will not normally be compiled; it is delimited by the codewords 'debug...gubed', with apologies to people who wish to preserve the purity of English. Similarly, there is some conditional code delimited by 'stat...tats' that is intended only for use when statistics are to be kept about BibTeX's memory/cpu usage, and there is conditional code delimited by 'trace...ecart' that is intended to be a trace facility for use mainly when debugging .bst files.

```
define debug \equiv ifdef ('TEXMF_DEBUG')
define gubed \equiv endif ('TEXMF_DEBUG')
format debug \equiv begin
format gubed \equiv end
define stat \equiv ifndef ('NO_BIBTEX_STAT')
define tats \equiv endifn ('NO_BIBTEX_STAT')
format stat \equiv begin
format tats \equiv end
define trace \equiv ifdef Q& ('TRACE')
define ecart \equiv endif Q& ('TRACE')
format trace \equiv begin
format trace \equiv begin
```

This code is used in section 12.

 $\S10$  Bib $T_{ extsf{F}}X$  The main program

3

10.\* The main program. This program first reads the .aux file that LATEX produces, (i) determining which .bib file(s) and .bst file to read and (ii) constructing a list of cite keys in order of occurrence. The .aux file may have other .aux files nested within. Second, it reads and executes the .bst file, (i) determining how and in which order to process the database entries in the .bib file(s) corresponding to those cite keys in the list (or in some cases, to all the entries in the .bib file(s)), (ii) determining what text to be output for each entry and determining any additional text to be output, and (iii) actually outputting this text to the .bbl file. In addition, the program sends error messages and other remarks to the log\_file and terminal.

```
define close\_up\_shop = 9998 { jump here after fatal errors }
  define exit_program = 9999 { jump here if we couldn't even get started }
(Compiler directives 11)
program BibTEX; { all files are opened dynamically }
  label close_up_shop \langle Labels in the outer block 109 \rangle;
  const (Constants in the outer block 14*)
  type \langle Types in the outer block 22*\rangle
  var (Globals in the outer block 2*)
     \langle Procedures and functions for about everything 12\rangle
     \langle The procedure initialize 13*\rangle
     \langle \text{ Define } parse\_arguments | 467* \rangle
     begin standard\_input \leftarrow stdin; standard\_output \leftarrow stdout;
     pool\_size \leftarrow POOL\_SIZE; buf\_size \leftarrow BUF\_SIZE; max\_bib\_files \leftarrow MAX\_BIB\_FILES;
     max\_glob\_strs \leftarrow MAX\_GLOB\_STRS; max\_fields \leftarrow MAX\_FIELDS; max\_cites \leftarrow MAX\_CITES;
     wiz\_fn\_space \leftarrow WIZ\_FN\_SPACE; lit\_stk\_size \leftarrow LIT\_STK\_SIZE;
     \langle Process a possible command line 102* \rangle setup\_params;
        { Add one to the sizes because that's what bibtex uses. }
     bib\_file \leftarrow XTALLOC(max\_bib\_files + 1, alpha\_file);
     bib\_list \leftarrow XTALLOC(max\_bib\_files + 1, str\_number); entry\_ints \leftarrow nil; entry\_strs \leftarrow nil;
     wiz\_functions \leftarrow XTALLOC(wiz\_fn\_space + 1, hash\_ptr2);
     field\_info \leftarrow XTALLOC(max\_fields + 1, str\_number);
     s\_preamble \leftarrow XTALLOC(max\_bib\_files + 1, str\_number);
     str\_pool \leftarrow XTALLOC(pool\_size + 1, ASCII\_code); buffer \leftarrow XTALLOC(buf\_size + 1, ASCII\_code);
     sv\_buffer \leftarrow XTALLOC(buf\_size + 1, ASCII\_code); ex\_buf \leftarrow XTALLOC(buf\_size + 1, ASCII\_code);
     out\_buf \leftarrow XTALLOC(buf\_size + 1, ASCII\_code); name\_tok \leftarrow XTALLOC(buf\_size + 1, buf\_pointer);
     name\_sep\_char \leftarrow XTALLOC(buf\_size + 1, ASCII\_code);
     glb\_str\_ptr \leftarrow XTALLOC(max\_glob\_strs, str\_number);
     global\_strs \leftarrow XTALLOC(max\_glob\_strs * (glob\_str\_size + 1), ASCII\_code);
     glb\_str\_end \leftarrow XTALLOC(max\_glob\_strs, integer);
     cite\_list \leftarrow XTALLOC(max\_cites + 1, str\_number); type\_list \leftarrow XTALLOC(max\_cites + 1, hash\_ptr2);
     entry\_exists \leftarrow XTALLOC(max\_cites + 1, boolean);
     cite\_info \leftarrow XTALLOC(max\_cites + 1, str\_number);
     str\_start \leftarrow XTALLOC(max\_strings + 1, pool\_pointer);
     hash\_next \leftarrow XTALLOC(hash\_max + 1, hash\_pointer);
     hash\_text \leftarrow XTALLOC(hash\_max + 1, str\_number); hash\_ilk \leftarrow XTALLOC(hash\_max + 1, str\_ilk);
     ilk\_info \leftarrow XTALLOC(hash\_max + 1, integer); fn\_type \leftarrow XTALLOC(hash\_max + 1, fn\_class);
     lit\_stack \leftarrow XTALLOC(lit\_stk\_size + 1, integer); lit\_stk\_type \leftarrow XTALLOC(lit\_stk\_size + 1, stk\_type);
     compute\_hash\_prime;
     initialize; { This initializes the jmp9998 buffer, which can be used early }
     hack\theta;
     if verbose then
       begin print(banner); print_ln(version_string);
```

4 The main program Bib $T_{\rm E}X$  §10

```
else begin log_pr(banner); log_pr_ln(version_string);
    log\_pr\_ln(`Capacity:\_max\_strings=`, max\_strings:1, `,\_hash\_size=`, hash\_size:1,
          ', hash_prime=', hash_prime : 1); \langle Read the .aux file 110* \rangle;
     \langle \text{Read and execute the .bst file } 151^* \rangle;
  close\_up\_shop: \langle Clean up and leave 455 \rangle;
    if (history > 1) then uexit(history);
    end.
     This procedure gets things started properly.
\langle The procedure initialize 13^* \rangle \equiv
procedure initialize;
  var \langle Local variables for initialization 23* \rangle
    begin (Check the "constant" values for consistency 17*);
    if (bad > 0) then
       begin write\_ln(term\_out, bad : 0, `\_is\_a\_bad\_bad`); uexit(1);
     (Set initial values of key variables 20);
    pre\_def\_certain\_strings;
    qet_the_top_level_aux_file_name;
This code is used in section 10*.
14.* These parameters can be changed at compile time to extend or reduce BibTeX's capacity. They are
set to accommodate about 750 cites when used with the standard styles, although pool_size is usually the
first limitation to be a problem, often when there are 500 cites.
\langle \text{ Constants in the outer block } 14^* \rangle \equiv
  hash\_base = empty + 1; { lowest numbered hash-table location }
  quote\_next\_fn = hash\_base - 1; { special marker used in defining functions }
  BUF\_SIZE = 20000; { initial maximum number of characters in an input line (or string) }
  min\_print\_line = 3; { minimum .bbl line length: must be \geq 3 }
  MAX\_PRINT\_LINE = 60; { the maximum: must be > min\_print\_line and < buf\_size }
  aux\_stack\_size = 20; { maximum number of simultaneous open .aux files }
  MAX\_BIB\_FILES = 20; { initial number of .bib files allowed }
  POOL\_SIZE = 65000; { initial number of characters in strings }
  MAX\_STRINGS = 4000; { minimum value for max_strings }
  MAX\_CITES = 750; { initial number of distinct cite keys; must be \leq max\_strings }
  WIZ\_FN\_SPACE = 3000; { initial amount of wiz_defined-function space }
    \{ min\_crossrefs \text{ can be set at runtime now. } \}
  SINGLE\_FN\_SPACE = 50;  { initial amount for a single wiz\_defined-function }
  ENT\_STR\_SIZE = 100; \quad \{ \text{ maximum size of a } str\_entry\_var; \text{ must be } \leq buf\_size \}
  GLOB\_STR\_SIZE = 1000; { maximum size of a str\_global\_var; must be \leq buf\_size }
  MAX\_GLOB\_STRS = 10; { initial number of str\_global\_var names }
  MAX\_FIELDS = 5000; { initial number of fields (entries \times fields, about 23*max\_cites for consistency) }
  LIT\_STK\_SIZE = 50; { initial space for literal functions on the stack }
See also section 333.
This code is used in section 10^*.
```

 $\S15$  Bib $T_{ extsf{F}}X$  The main program

5

15.\* These parameters can also be changed at compile time, but they're needed to define some WEB numeric macros so they must be so defined themselves.

hash\_size and hash\_prime are now computed.

```
define HASH\_SIZE = 5000 { minimum value for hash\_size } define file\_name\_size \equiv maxint { file names have no arbitrary maximum length } { For dynamic allocation. } define x\_entry\_strs\_tail(\#) \equiv (\#) ] define x\_entry\_strs(\#) \equiv entry\_strs [ (\#) * (ent\_str\_size + 1) + x\_entry\_strs\_tail define x\_global\_strs\_tail(\#) \equiv (\#) ] define x\_global\_strs(\#) \equiv global\_strs [ (\#) * (glob\_str\_size + 1) + x\_global\_strs\_tail
```

16.\* In case somebody has inadvertently made bad settings of the "constants,"  $BibT_EX$  checks them using a global variable called bad.

This is the first of many sections of BibT<sub>E</sub>X where global variables are defined.

```
\langle Globals in the outer block 2^*\rangle +\equiv
pool_size: integer;
max_print_line: integer;
max\_bib\_files: integer;
max\_cites: integer;
wiz\_fn\_space: integer;
ent_str_size: integer;
glob\_str\_size: integer;
max\_glob\_strs: integer;
max_fields: integer;
lit_stk_size: integer;
max\_strings: integer;
hash\_size: integer;
hash\_prime: integer;
hash_max: integer; { highest numbered hash-table location }
end_of_def: integer; { another special marker used in defining functions }
undefined: integer; { a special marker used for type_list }
bad: integer; { is some "constant" wrong? }
17* Each digit-value of bad has a specific meaning.
\langle Check the "constant" values for consistency 17^*\rangle \equiv
  bad \leftarrow 0;
  if (min\_print\_line < 3) then bad \leftarrow 1;
  if (max\_print\_line \leq min\_print\_line) then bad \leftarrow 10 * bad + 2;
  if (max\_print\_line \ge buf\_size) then bad \leftarrow 10 * bad + 3;
  if (hash\_prime < 128) then bad \leftarrow 10 * bad + 4;
  if (hash\_prime > hash\_size) then bad \leftarrow 10 * bad + 5;
  if (hash\_base \neq 1) then bad \leftarrow 10 * bad + 6;
  if (max\_strings > hash\_size) then bad \leftarrow 10 * bad + 7;
  if (max\_cites > max\_strings) then bad \leftarrow 10 * bad + 8; { well, almost each }
See also section 302.
```

This code is used in section 13\*.

6 The character set Bib $T_{
m F}$ X §21

22.\* Characters of text that have been converted to TEX's internal form are said to be of type ASCII\_code, which is a subrange of the integers.

```
\langle Types in the outer block 22*\rangle \equiv ASCII\_code = 0...255; { eight-bit numbers } See also sections 31, 36, 42*, 49*, 64*, 73*, 105, 118*, 130*, 160*, 291*, and 332. This code is used in section 10*.
```

23\* The original PASCAL compiler was designed in the late 60s, when six-bit character sets were common, so it did not make provision for lower-case letters. Nowadays, of course, we need to deal with both capital and small letters in a convenient way, especially in a program for typesetting; so the present specification of TEX has been written under the assumption that the PASCAL compiler and run-time system permit the use of text files with more than 64 distinguishable characters. More precisely, we assume that the character set contains at least the letters and symbols associated with ASCII codes '40 through '176; all of these characters are now available on most computer terminals.

Since we are dealing with more characters than were present in the first PASCAL compilers, we have to decide what to call the associated data type. Some PASCALs use the original name *char* for the characters in text files, even though there now are more than 64 such characters, while other PASCALs consider *char* to be a 64-element subrange of a larger data type that has some other name.

In order to accommodate this difference, we shall use the name  $text\_char$  to stand for the data type of the characters that are converted to and from  $ASCII\_code$  when they are input and output. We shall also assume that  $text\_char$  consists of the elements  $chr(first\_text\_char)$  through  $chr(last\_text\_char)$ , inclusive. The following definitions should be adjusted if necessary.

```
define text\_char \equiv ASCII\_code { the data type of characters in text files } define first\_text\_char = 0 { ordinal number of the smallest element of text\_char } define last\_text\_char = 255 { ordinal number of the largest element of text\_char } \langle Local variables for initialization 23* \rangle \equiv i: integer;
See also section 66.
This code is used in section 13*.
```

27.\* The ASCII code is "standard" only to a certain extent, since many computer installations have found it advantageous to have ready access to more than 94 printing characters. Appendix C of *The TeXbook* gives a complete specification of the intended correspondence between characters and TeX's internal representation.

If  $T_EX$  is being used on a garden-variety PASCAL for which only standard ASCII codes will appear in the input and output files, it doesn't really matter what codes are specified in xchr[1...'37], but the safest policy is to blank everything out by using the code shown below.

However, other settings of xchr will make TEX more friendly on computers that have an extended character set, so that users can type things like ' $\neq$ ' instead of '\ne'. At MIT, for example, it would be more appropriate to substitute the code

```
for i \leftarrow 1 to '37 do xchr[i] \leftarrow chr(i);
```

TEX's character set is essentially the same as MIT's, even with respect to characters less than '40. People with extended character sets can assign codes arbitrarily, giving an xchr equivalent to whatever characters the users of TEX are allowed to have in their input files. It is best to make the codes correspond to the intended interpretations as shown in Appendix C whenever possible; but this is not necessary. For example, in countries with an alphabet of more than 26 letters, it is usually best to map the additional letters into codes less than '40.

```
\langle Set initial values of key variables 20\rangle +\equiv for i \leftarrow 0 to '37 do xchr[i] \leftarrow chr(i); for i \leftarrow '177 to '377 do xchr[i] \leftarrow chr(i);
```

**28\*** This system-independent code makes the *xord* array contain a suitable inverse to the information in xchr. Note that if xchr[i] = xchr[j] where i < j < '177, the value of xord[xchr[i]] will turn out to be j or more; hence, standard ASCII code numbers will be used instead of codes below '40 in case there is a coincidence.

```
\langle Set initial values of key variables 20\rangle +\equiv for i \leftarrow first\_text\_char to last\_text\_char do xord[xchr[i]] \leftarrow i;
```

 $id\_class[right\_brace] \leftarrow illegal\_id\_char;$ 

32.\* Now we initialize the system-dependent  $lex\_class$  array. The tab character may be system dependent. Note that the order of these assignments is important here.

```
\langle Set initial values of key variables 20\rangle +\equiv
  for i \leftarrow 0 to '177 do lex\_class[i] \leftarrow other\_lex;
  for i \leftarrow 200 to 377 do lex\_class[i] \leftarrow alpha;
  for i \leftarrow 0 to '37 do lex\_class[i] \leftarrow illegal;
   lex\_class[invalid\_code] \leftarrow illegal; lex\_class[tab] \leftarrow white\_space; lex\_class[13] \leftarrow white\_space;
   lex\_class[space] \leftarrow white\_space; lex\_class[tie] \leftarrow sep\_char; lex\_class[hyphen] \leftarrow sep\_char;
  for i \leftarrow '60 to '71 do lex\_class[i] \leftarrow numeric;
  for i \leftarrow '101 to '132 do lex\_class[i] \leftarrow alpha;
  for i \leftarrow '141 to '172 do lex\_class[i] \leftarrow alpha;
        And now the id_{-}class array.
\langle Set initial values of key variables 20\rangle + \equiv
  for i \leftarrow 0 to '377 do id\_class[i] \leftarrow legal\_id\_char;
  for i \leftarrow 0 to '37 do id\_class[i] \leftarrow illegal\_id\_char;
   id\_class[space] \leftarrow illegal\_id\_char; id\_class[tab] \leftarrow illegal\_id\_char; id\_class[double\_quote] \leftarrow illegal\_id\_char;
   id\_class[number\_sign] \leftarrow illegal\_id\_char; id\_class[comment] \leftarrow illegal\_id\_char;
   id\_class[single\_quote] \leftarrow illegal\_id\_char; id\_class[left\_paren] \leftarrow illegal\_id\_char;
   id\_class[right\_paren] \leftarrow illegal\_id\_char; id\_class[comma] \leftarrow illegal\_id\_char;
   id\_class[equals\_sign] \leftarrow illegal\_id\_char; id\_class[left\_brace] \leftarrow illegal\_id\_char;
```

8 INPUT AND OUTPUT Bib $T_{
m E}X$  §36

37.\* Most of what we need to do with respect to input and output can be handled by the I/O facilities that are standard in PASCAL, i.e., the routines called get, put, eof, and so on. But standard PASCAL does not allow file variables to be associated with file names that are determined at run time, so it cannot be used to implement BIBTEX; some sort of extension to PASCAL's ordinary reset and rewrite is crucial for our purposes. We shall assume that name\_of\_file is a variable of an appropriate type such that the PASCAL run-time system being used to implement BIBTEX can open a file whose external name is specified by name\_of\_file. BIBTEX does no case conversion for file names.

```
\langle Globals in the outer block 2^*\rangle +\equiv name\_of\_file: \uparrow text\_char; name\_length: integer; { this many characters are relevant in <math>name\_of\_file } name\_ptr: integer; { index variable into name\_of\_file }
```

38.\* File opening will be done in C. But we want an auxiliary function to change a BibTEX string into a C string, to keep string pool stuff out of the C code in lib/openclose.c.

```
define no\_file\_path = -1

\langle \text{Procedures and functions for all file I/O, error messages, and such } 3* \rangle + \equiv

function bib\_makecstring(s:str\_number): cstring;

var cstr: cstring; i: pool\_pointer;

begin cstr \leftarrow xmalloc\_array(ASCII\_code, length(s) + 1);

for i \leftarrow 0 to length(s) - 1 do

begin cstr[i] \leftarrow str\_pool[str\_start[s] + i];

end;

cstr[length(s)] \leftarrow 0; bib\_makecstring \leftarrow cstr;

exit: end;
```

**39**\* Files can be closed with the PASCAL-H routine 'close(f)', which should be used when all input or output with respect to f has been completed. This makes f available to be opened again, if desired; and if f was used for output, the close operation makes the corresponding external file appear on the user's area, ready to be read.

File closing will be done in C, too.

41\* Input from text files is read one line at a time, using a routine called *input\_ln*. This function is defined in terms of global variables called *buffer* and *last*. The *buffer* array contains *ASCII\_code* values, and *last* is an index into this array marking the end of a line of text. (Occasionally, *buffer* is used for something else, in which case it is copied to a temporary array.)

```
\langle Globals in the outer block 2^*\rangle +\equiv buf\_size: integer; { size of buffer } buf\_er: { usually, lines of characters being read } last: buf\_pointer; { end of the line just input to buffer }
```

**42\*** The type buf\_type is used for buffer, for saved copies of it, or for scratch work. It's not **packed** because otherwise the program would run much slower on some systems (more than 25 percent slower, for example, on a TOPS-20 operating system). But on systems that are byte-addressable and that have a good compiler, packing buf\_type would save lots of space without much loss of speed. Other modules that have packable arrays are also marked with a "space savings" index entry.

```
\langle \text{Types in the outer block } 22^* \rangle + \equiv buf\_pointer = integer;  { an index into a buf\_type } buf\_type = \uparrow ASCII\_code;  { for various buffers }
```

 $\S46$  Bib $T_{ extbf{E}}X$  input and output

9

46\* When a buffer overflows, it's time to complain (and then quit).
⟨Procedures and functions for all file I/O, error messages, and such 3\*⟩ +≡
procedure buffer\_overflow;
begin {These are all the arrays of buf\_type or that use buf\_pointer, that is, they all depend on the buf\_size value. Therefore we have to reallocate them all at once, even though only one of them has overflowed. The alternative seems worse: even more surgery on the program, to have a separate variable for each array size instead of the common buf\_size.}
BIB\_XRETALLOC\_NOSET(`buffer`, buffer, ASCII\_code, buf\_size, buf\_size + BUF\_SIZE);
BIB\_XRETALLOC\_NOSET(`sv\_buffer`, sv\_buffer, ASCII\_code, buf\_size, buf\_size + BUF\_SIZE);
BIB\_XRETALLOC\_NOSET(`ex\_buf`, ex\_buf, ASCII\_code, buf\_size, buf\_size + BUF\_SIZE);
BIB\_XRETALLOC\_NOSET(`out\_buf`, out\_buf, ASCII\_code, buf\_size, buf\_size + BUF\_SIZE);
BIB\_XRETALLOC\_NOSET(`out\_buf`, out\_buf, ASCII\_code, buf\_size, buf\_size + BUF\_SIZE);
BIB\_XRETALLOC\_NOSET(`name\_tok', name\_tok, buf\_pointer, buf\_size, buf\_size + BUF\_SIZE);
BIB\_XRETALLOC\_NOSET(`name\_tok', name\_tok, buf\_pointer, buf\_size, buf\_size + BUF\_SIZE);

 $BIB\_XRETALLOC(``name\_sep\_char', name\_sep\_char', ASCII\_code, buf\_size, buf\_size + BUF\_SIZE);$ 

end;

47.\* The input\_ln function brings the next line of input from the specified file into available positions of the buffer array and returns the value true, unless the file has already been entirely read, in which case it returns false and sets  $last \leftarrow 0$ . In general, the  $ASCII\_code$  numbers that represent the next line of the file are input into buffer[0], buffer[1], ..., buffer[last-1]; and the global variable last is set equal to the length of the line. Trailing  $white\_space$  characters are removed from the line ( $white\_space$  characters are explained in the character-set section—most likely they're blanks); thus, either last=0 (in which case the line was entirely blank) or  $lex\_class[buffer[last-1]] \neq white\_space$ . An overflow error is given if the normal actions of  $input\_ln$  would make  $last > buf\_size$ .

Standard PASCAL says that a file should have eoln immediately before eof, but BibTeX needs only a weaker restriction: If eof occurs in the middle of a line, the system function eoln should return a true result (even though  $f \uparrow$  will be undefined).

```
\langle Procedures and functions for all file I/O, error messages, and such 3^*\rangle + \equiv
function input_ln(\mathbf{var}\ f: alpha_file): boolean; {inputs the next line or returns false}
  label loop_exit;
  begin last \leftarrow 0;
  if (eof(f)) then input\_ln \leftarrow false
  else begin while (\neg eoln(f)) do
        begin if (last \geq buf\_size) then buffer\_overflow;
        buffer[last] \leftarrow xord[getc(f)]; incr(last);
        end;
     vqetc(f); { skip the eol }
     while (last > 0) do { remove trailing white_space }
        \mathbf{if} \ (\mathit{lex\_class}[\mathit{buffer}[\mathit{last}-1]] = \mathit{white\_space}) \ \mathbf{then} \ \mathit{decr}(\mathit{last})
        else goto loop_exit;
  loop\_exit: input\_ln \leftarrow true;
     end;
  end;
```

10 string handling BibTeX  $\S48$ 

48\* String handling. BibTEX uses variable-length strings of seven-bit characters. Since PASCAL does not have a well-developed string mechanism, BibTEX does all its string processing by home-grown (predominantly TEX's) methods. Unlike TEX, however, BibTEX does not use a *pool\_file* for string storage; it creates its few pre-defined strings at run-time.

The necessary operations are handled with a simple data structure. The array  $str\_pool$  contains all the (seven-bit) ASCII codes in all the strings BibTEX must ever search for (generally identifiers names), and the array  $str\_start$  contains indices of the starting points of each such string. Strings are referred to by integer numbers, so that string number s comprises the characters  $str\_pool[j]$  for  $str\_start[s] \le j < str\_start[s+1]$ . Additional integer variables  $pool\_ptr$  and  $str\_ptr$  indicate the number of entries used so far in  $str\_pool$  and  $str\_start$ ; locations  $str\_pool[pool\_ptr]$  and  $str\_start[str\_ptr]$  are ready for the next string to be allocated. Location  $str\_start[0]$  is unused so that hashing will work correctly.

Elements of the str-pool array must be ASCII codes that can actually be printed; i.e., they must have an xchr equivalent in the local character set.

```
\langle Globals in the outer block 2^*\rangle + \equiv
str\_pool: \uparrow ASCII\_code; \{ the characters \}
str\_start: \uparrow pool\_pointer;  { the starting pointers }
pool_ptr: pool_pointer; { first unused position in str_pool }
str_ptr: str_number; { start of the current string being created }
str_num: str_number; { general index variable into str_start }
p_ptr1, p_ptr2: pool_pointer; { several procedures use these locally }
49* Where pool_pointer and str_number are pointers into str_pool and str_start.
\langle \text{ Types in the outer block } 22^* \rangle + \equiv
  pool\_pointer = integer; { for variables that point into str\_pool }
  str\_number = integer; { for variables that point into str\_start }
     These macros send a string in str_pool to an output file.
  define max\_pop = 3 {—see the built\_in functions section}
  define print\_pool\_str(\#) \equiv print\_a\_pool\_str(\#) { making this a procedure saves a little space }
  define trace\_pr\_pool\_str(\#) \equiv
            begin out_pool_str(log_file, #);
  define log\_pr\_pool\_str(\#) \equiv trace\_pr\_pool\_str(\#)
```

**53**\* Strings are created by appending character codes to  $str\_pool$ . The macro called  $append\_char$ , defined here, does not check to see if the value of  $pool\_ptr$  has gotten too high; this test is supposed to be made before  $append\_char$  is used.

To test if there is room to append l more characters to  $str\_pool$ , we shall write  $str\_room(l)$ , which aborts BiBT<sub>E</sub>X and gives an error message if there isn't enough room.

```
define append_char(#) ≡ { put ASCII_code # at the end of str_pool }
begin str_pool[pool_ptr] ← #; incr(pool_ptr);
end

define str_room(#) ≡ { make sure that the pool hasn't overflowed }
begin while (pool_ptr + # > pool_size) do pool_overflow;
end

⟨ Procedures and functions for all file I/O, error messages, and such 3* ⟩ +≡
procedure pool_overflow;
begin BIB_XRETALLOC(`str_pool`, str_pool, ASCII_code, pool_size, pool_size + POOL_SIZE);
end;
```

 $\S58$  Bib $T_{
m E}X$  string handling

**58\*** This procedure copies file name  $file\_name$  into the beginning of  $name\_of\_file$ , if it will fit. It also sets the global variable  $name\_length$  to the appropriate value.

11

```
⟨ Procedures and functions for file-system interacting 58*⟩ ≡
procedure start_name (file_name : str_number);
  var p_ptr: pool_pointer; { running index }
  begin free (name_of_file); name_of_file ← xmalloc_array(ASCII_code, length(file_name) + 1);
  name_ptr ← 1; p_ptr ← str_start [file_name];
  while (p_ptr < str_start [file_name + 1]) do
   begin name_of_file[name_ptr] ← chr(str_pool[p_ptr]); incr(name_ptr); incr(p_ptr);
  end;
  name_length ← length(file_name); name_of_file[name_length + 1] ← 0;
  end;
See also sections 60* and 61*.
This code is used in section 12.

59* Yet another complaint-before-quiting.
⟨ Procedures and functions for all file I/O, error messages, and such 3*⟩ +≡
60* This procedure copies file extension ext into the array name_of_file starting at position name_length + 1.
It also sets the global variable name_length to the appropriate value.
⟨ Procedures and functions for file-system interacting 58*⟩ +≡
  procedure add_extension(ext : str_number);</pre>
```

```
procedure add\_extension(ext:str\_number);

var p\_ptr: pool\_pointer; { running index }

begin name\_ptr \leftarrow name\_length + 1; p\_ptr \leftarrow str\_start[ext];

while (p\_ptr < str\_start[ext + 1]) do

begin name\_of\_file[name\_ptr] \leftarrow chr(str\_pool[p\_ptr]); incr(name\_ptr); incr(p\_ptr);

end;

name\_length \leftarrow name\_length + length(ext); name\_of\_file[name\_length + 1] \leftarrow 0;

end;
```

61.\* This procedure copies the default logical area name area into the array name\_of\_file starting at position 1, after shifting up the rest of the filename. It also sets the global variable name\_length to the appropriate value.

 $\langle$  Procedures and functions for file-system interacting 58\* $\rangle + \equiv$ 

12 The hash table Bib $T_{\rm E}X$  §64

**64\*** The hash table. All static strings that BibTEX might have to search for, generally identifiers, are stored and retrieved by means of a fairly standard hash-table algorithm (but slightly altered here) called the method of "coalescing lists" (cf. Algorithm 6.4C in *The Art of Computer Programming*). Once a string enters the table, it is never removed. The actual sequence of characters forming a string is stored in the *str\_pool* array.

The hash table consists of the four arrays  $hash\_next$ ,  $hash\_ilk$ , and  $ilk\_info$ . The first array,  $hash\_next[p]$ , points to the next identifier belonging to the same coalesced list as the identifier corresponding to p. The second,  $hash\_text[p]$ , points to the  $str\_start$  entry for p's string. If position p of the hash table is empty, we have  $hash\_text[p] = 0$ ; if position p is either empty or the end of a coalesced hash list, we have  $hash\_next[p] = empty$ ; an auxiliary pointer variable called  $hash\_used$  is maintained in such a way that all locations  $p \ge hash\_used$  are nonempty. The third,  $hash\_ilk[p]$ , tells how this string is used (as ordinary text, as a variable name, as an <code>.aux</code> file command, etc). The fourth,  $ilk\_info[p]$ , contains information specific to the corresponding  $hash\_ilk$ —for  $integer\_ilks$ : the integer's value; for  $cite\_ilks$ : a pointer into  $cite\_ilst$ ; for  $lc\_cite\_ilks$ : a pointer to a  $cite\_ilk$  string; for  $command\_ilks$ : a constant to be used in a case statement; for  $bst\_fn\_ilks$ : function-specific information; for  $macro\_ilks$ : a pointer to its definition string; for  $control\_seq\_ilks$ : a constant for use in a case statement; for all other ilks it contains no information. This  $ilk\_sepecific$  information is set in other parts of the program rather than here in the hashing routine.

```
define hash\_is\_full \equiv (hash\_used = hash\_base) { test if all positions are occupied }
  define text_{-}ilk = 0 { a string of ordinary text }
  define integer\_ilk = 1 { an integer (possibly with a minus\_sign) }
  define aux\_command\_ilk = 2  { an .aux-file command }
  define aux\_file\_ilk = 3 { an .aux file name }
  define bst\_command\_ilk = 4 { a .bst-file command }
  define bst\_file\_ilk = 5 { a .bst file name }
  define bib\_file\_ilk = 6 { a .bib file name }
  define file\_ext\_ilk = 7 { one of .aux, .bst, .bib, .bbl, or .blg}
  define file_area_ilk = 8 { one of texinputs: or texbib: }
  define cite\_ilk = 9 {a \citation argument}
  define lc\_cite\_ilk = 10 { a \citation argument converted to lower case }
  define bst\_fn\_ilk = 11  { a .bst function name }
  define bib\_command\_ilk = 12  { a .bib-file command }
  define macro\_ilk = 13 \quad \{ \text{a.bst macro or a.bib string} \}
  define control\_seq\_ilk = 14 { a control sequence specifying a foreign character }
  define last\_ilk = 14 { the same number as on the line above }
\langle \text{ Types in the outer block } 22^* \rangle + \equiv
  hash\_loc = integer; { a location within the hash table }
  hash\_pointer = integer; { either empty or a hash\_loc }
  str_{-i}lk = 0 \dots last_{-i}lk; { the legal string types }
65* \langle Globals in the outer block 2^* \rangle + \equiv
hash\_next: \uparrow hash\_pointer; \{ coalesced-list link \}
hash\_text: \uparrow str\_number;  { pointer to a string }
hash_ilk: \uparrow str_ilk;  { the type of string }
ilk\_info: \uparrow integer; \{ilk\_specific info\}
hash_used: integer; { allocation pointer for hash table }
hash_found: boolean; { set to true if it's already in the hash table }
dummy_loc: hash_loc; { receives str_lookup value whenever it's useless }
```

**68\*** Here is the subroutine that searches the hash table for a (string,  $str\_ilk$ ) pair, where the string is of length  $l \geq 0$  and appears in buffer[j..(j+l-1)]. If it finds the pair, it returns the corresponding hash-table location and sets the global variable  $hash\_found$  to true. Otherwise it sets  $hash\_found$  to false, and if the parameter  $insert\_it$  is true, it inserts the pair into the hash table, inserts the string into  $str\_pool$  if not previously encountered, and returns its location. Note that two different pairs can have the same string but different  $str\_ilk$ s, in which case the second pair encountered, if  $insert\_it$  were true, would be inserted into the hash table though its string wouldn't be inserted into  $str\_pool$  because it would already be there.

13

```
define do\_insert \equiv true { insert string if not found in hash table }
  define dont\_insert \equiv false \{ don't insert string \}
  define str\_found = 40 { go here when you've found the string }
  define str\_not\_found = 45 { go here when you haven't }
\langle Procedures and functions for handling numbers, characters, and strings 54\rangle + \equiv
function str\_lookup(\mathbf{var}\ buf: buf\_type; j,l: buf\_pointer; ilk: str\_ilk; insert\_it: boolean): hash\_loc;
          { search the hash table }
  label str_found, str_not_found;
  var h: integer; \{ hash code \} 
     p: hash_loc; { index into hash_ arrays }
     k: buf_pointer; { index into buf array }
     str_num: str_number; { pointer to an already encountered string }
  begin (Compute the hash code h 69);
  p \leftarrow h + hash\_base; { start searching here; note that 0 \le h < hash\_prime }
  hash\_found \leftarrow false; str\_num \leftarrow 0;  { set to > 0 if it's an already encountered string }
     begin (Process the string if we've already encountered it 70^*);
     if (hash\_next[p] = empty) then { location p may or may not be empty }
       begin if (\neg insert\_it) then goto str\_not\_found;
       \langle \text{Insert pair into hash table and make } p \text{ point to it } 71^* \rangle;
       goto str_found;
       end;
     p \leftarrow hash\_next[p];  { old and new locations p are not empty }
str_not_found: do_nothing; { don't insert pair; function value meaningless }
str\_found: str\_lookup \leftarrow p;
  end:
     Here we handle the case in which we've already encountered this string; note that even if we have,
we'll still have to insert the pair into the hash table if str_ilk doesn't match.
\langle Process the string if we've already encountered it 70^*\rangle \equiv
  begin if (hash\_text[p] > 0) then { there's something here }
     if (str\_eq\_buf(hash\_text[p], buf, j, l)) then { it's the right string }
       if (hash\_ilk[p] = ilk) then { it's the right str\_ilk }
          begin hash\_found \leftarrow true; goto str\_found;
          end
                      { it's the wrong str_ilk }
       else begin
          str\_num \leftarrow hash\_text[p];
          end;
  end
This code is used in section 68*.
```

14 The hash table Bib $T_{E}X$  §71

```
This code inserts the pair in the appropriate unused location.
\langle \text{Insert pair into hash table and make } p \text{ point to it } 71^* \rangle \equiv
  begin if (hash\_text[p] > 0) then { location p isn't empty }
     begin repeat if (hash_is_full) then overflow('hash_isize,', hash_size);
        decr(hash\_used);
     until (hash\_text[hash\_used] = 0); { search for an empty location }
     hash\_next[p] \leftarrow hash\_used; \ p \leftarrow hash\_used;
     end; \{ \text{ now location } p \text{ is empty } \}
  if (str\_num > 0) then { it's an already encountered string }
     hash\_text[p] \leftarrow str\_num
  else begin
                 { it's a new string }
     str\_room(l); { make sure it'll fit in str\_pool }
     k \leftarrow j;
     while (k < j + l) do { not a for loop in case j = l = 0 }
       begin append\_char(buf[k]); incr(k);
     hash\_text[p] \leftarrow make\_string; { and make it official }
     end;
  hash\_ilk[p] \leftarrow ilk;
  end
This code is used in section 68*.
73.* The longest pre-defined string determines type definitions used to insert the pre-defined strings into
str\_pool.
  define longest\_pds = 12 { the length of 'change.case$'}
\langle Types in the outer block 22^*\rangle + \equiv
  pds\_loc = 1 \dots longest\_pds; pds\_len = 0 \dots longest\_pds; pds\_type = const\_cstring;
     This procedure initializes a pre-defined string of length at most longest_pds.
\langle Procedures and functions for handling numbers, characters, and strings 54\rangle + \equiv
procedure pre\_define(pds:pds\_type; len:pds\_len; ilk:str\_ilk);
  var i: pds\_len;
  begin for i \leftarrow 1 to len do buffer[i] \leftarrow xord[ucharcast(pds[i-1])];
  pre\_def\_loc \leftarrow str\_lookup(buffer, 1, len, ilk, do\_insert);
  end;
```

80 Bib $ext{F}_{ ext{F}} ext{X}$  Scanning an input line

97\* Getting the top-level auxiliary file name. These modules read the name of the top-level .aux file. Some systems will try to find this on the command line; if it's not there it will come from the user's terminal. In either case, the name goes into the *char* array *name\_of\_file*, and the files relevant to this name are opened.

15

```
define aux\_found = 41 { go here when the .aux name is legit }
  define aux\_not\_found = 46 { go here when it's not }
\langle Globals in the outer block 2^*\rangle + \equiv
aux_name_length: integer;
100.* This module and the next two must be changed on those systems using command-line arguments.
\langle Procedures and functions for the reading and processing of input files 100^*\rangle \equiv
procedure get_the_top_level_aux_file_name;
  label aux_found, aux_not_found;
  begin
       { Leave room for the ., the extension, the junk byte at the beginning, and the null byte at the end. }
  name\_of\_file \leftarrow xmalloc\_array(ASCII\_code, strlen(cmdline(optind)) + 5);
  strcpy(stringcast(name\_of\_file + 1), cmdline(optind));
  aux\_name\_length \leftarrow strlen(stringcast(name\_of\_file + 1)); \langle Handle this .aux name 103 \rangle;
aux\_not\_found: uexit(1);
aux_found:
               { now we're ready to read the .aux file }
  end;
See also sections 120, 126, 132, 139, 142, 143, 145, 170, 177, 178, 180, 201, 203, 205, 210, 211, 212, 214, 215, and 217.
This code is used in section 12.
       The switch check_cmnd_line tells us whether we're to check for a possible command-line argument.
102* Here's where we do the real command-line work. Those systems needing more than a single module
to handle the task should add the extras to the "System-dependent changes" section.
\langle \text{Process a possible command line } 102^* \rangle \equiv
  parse_arguments;
This code is used in section 10*.
106.* We must make sure the (top-level) .aux, .blg, and .bbl files can be opened.
\langle \text{Add extensions and open files } 106^* \rangle \equiv
  begin name\_length \leftarrow aux\_name\_length; { set to last used position }
  if (name\_length < 4) \lor (strcmp(stringcast(name\_of\_file + 1 + name\_length - 4), `.aux`) \neq 0) then
     add_extension(s_aux_extension) { this also sets name_length }
  else aux\_name\_length \leftarrow aux\_name\_length - 4; { set to length without .aux }
  aux_ptr \leftarrow 0; {initialize the .aux file stack}
  if (\neg kpse\_in\_name\_ok(stringcast(name\_of\_file+1)) \lor \neg a\_open\_in(cur\_aux\_file, no\_file\_path)) then
     sam\_you\_made\_the\_file\_name\_wrong;
  name\_length \leftarrow aux\_name\_length; add\_extension(s\_log\_extension); { this also sets name\_length }
  if (\neg kpse\_out\_name\_ok(stringcast(name\_of\_file+1)) \lor \neg a\_open\_out(log\_file)) then
     sam\_you\_made\_the\_file\_name\_wrong;
  name\_length \leftarrow aux\_name\_length; add\_extension(s\_bbl\_extension); { this also sets name\_length }
  if (\neg kpse\_out\_name\_ok(stringcast(name\_of\_file+1)) \lor \neg a\_open\_out(bbl\_file)) then
     sam\_you\_made\_the\_file\_name\_wrong;
```

This code is used in section 103.

end

 $\mathrm{Bib}T_{\!E}\!X$ 

```
16
```

108\* Print the name of the current .aux file, followed by a newline.  $\langle$  Procedures and functions for all file I/O, error messages, and such 3\* $\rangle$  + $\equiv$ procedure print\_aux\_name; **begin** print\_pool\_str(cur\_aux\_str); print\_newline; end; **procedure** *log\_pr\_aux\_name*; **begin** log\_pr\_pool\_str(cur\_aux\_str); log\_pr\_newline; end;

110.\* We keep reading and processing input lines until none left. This is part of the main program; hence, because of the aux\_done label, there's no conventional begin - end pair surrounding the entire module.  $\langle \text{ Read the .aux file } 110^* \rangle \equiv$ 

```
if verbose then
    begin print('The top-level auxiliary file: ); print aux name;
  else begin log_pr('The_top-level_auxiliary_file:__'); log_pr_aux_name;
    end:
  loop
              { pop_the_aux_stack will exit the loop }
    incr(cur\_aux\_line);
    if (\neg input\_ln(cur\_aux\_file)) then {end of current .aux file}
      pop\_the\_aux\_stack
    else get\_aux\_command\_and\_process;
    end;
  trace trace_pr_ln(`Finished,|reading,|the,|auxiliary,|file(s)`);
  ecart
aux_done: last_check_for_aux_errors;
This code is used in section 10^*.
```

117.\* Here we introduce some variables for processing a \bibdata command. Each element in bib\_list (except for bib\_list[max\_bib\_files], which is always unused) is a pointer to the appropriate str\_pool string representing the .bib file name. The array bib\_file contains the corresponding PASCAL file variables.

```
define cur\_bib\_str \equiv bib\_list[bib\_ptr] { shorthand for current .bib file }
  define cur\_bib\_file \equiv bib\_file[bib\_ptr] { shorthand for current bib\_file }
\langle Globals in the outer block 2^*\rangle +\equiv
bib\_list: \uparrow str\_number;  { the .bib file list }
bib_ptr: bib_number; { pointer for the current .bib file }
num_bib_files: bib_number; { the total number of .bib files }
bib_seen: boolean; { true if we've already seen a \bibdata command }
bib\_file: \uparrow alpha\_file; \{ corresponding file variables \}
118* Where bib\_number is the obvious.
\langle \text{Types in the outer block } 22^* \rangle + \equiv
  bib\_number = integer; { gives the bib\_list range }
```

 $log\_pr\_newline$ ;

end;

121.\* Here's a procedure we'll need shortly. It prints the name of the current .bib file, followed by a newline.  $\langle$  Procedures and functions for all file I/O, error messages, and such  $3^*\rangle + \equiv$ { Return true if the ext string is at the end of the s string. There are surely far more clever ways to do this, but it doesn't matter. **function**  $str\_ends\_with(s:str\_number; ext:str\_number)$ : boolean; var i: integer; str\_idx, ext\_idx: integer; str\_char, ext\_char: ASCII\_code; **begin**  $str\_ends\_with \leftarrow false$ ; if (length(ext) > length(s)) then return; { if extension is longer, they don't match }  $str_i dx \leftarrow length(s) - 1; \ ext_i dx \leftarrow length(ext) - 1;$ while  $(ext_i dx \ge 0)$  do  $\{ \geq \text{ so we check the '.' char.} \}$ begin  $str\_char \leftarrow str\_pool[str\_start[s] + str\_idx]; \ ext\_char \leftarrow str\_pool[str\_start[ext] + ext\_idx];$ if  $(str\_char \neq ext\_char)$  then return;  $decr(str_{-}idx); decr(ext_{-}idx);$ end;  $str\_ends\_with \leftarrow true;$ exit: end; { The above is needed because the file name specified in the \bibdata command may or may not have the .bib extension. If it does, we don't want to print .bib twice. **procedure** print\_bib\_name; **begin**  $print\_pool\_str(cur\_bib\_str);$ if  $\neg str\_ends\_with(cur\_bib\_str, s\_bib\_extension)$  then  $print\_pool\_str(s\_bib\_extension)$ ; print\_newline; end; **procedure** *log\_pr\_bib\_name*; **begin**  $log\_pr\_pool\_str(cur\_bib\_str);$ if  $\neg str\_ends\_with(cur\_bib\_str, s\_bib\_extension)$  then  $log\_pr\_pool\_str(s\_bib\_extension)$ ;

end

This code is used in section 126.

123\* Now we add the just-found argument to bib\_list if it hasn't already been encountered as a \bibdata argument and if, after appending the  $s_-bib\_extension$  string, the resulting file name can be opened.  $\langle \, \mathrm{Open} \, \, \mathrm{a} \, \, . \, \mathrm{bib} \, \, \mathrm{file} \, \, 123^* \, \rangle \equiv$ **begin if**  $(bib\_ptr = max\_bib\_files)$  **then** begin { Keep old value of max\_bib\_files for the last array. } BIB\_XRETALLOC\_NOSET('bib\_list', bib\_list, str\_number, max\_bib\_files,  $max\_bib\_files + MAX\_BIB\_FILES); \ BIB\_XRETALLOC\_NOSET (`bib\_file', bib\_file', alpha\_file', bib\_file', bib\_file', alpha\_file', bib\_file', b$  $max\_bib\_files$ ,  $max\_bib\_files + MAX\_BIB\_FILES$ );  $BIB\_XRETALLOC$  ('s\_preamble',  $s\_preamble$ ,  $str\_number, max\_bib\_files, max\_bib\_files + MAX\_BIB\_FILES);$ end;  $cur\_bib\_str \leftarrow hash\_text[str\_lookup(buffer, buf\_ptr1, token\_len, bib\_file\_ilk, do\_insert)];$ if (hash\_found) then { already encountered this as a \bibdata argument }  $open\_bibdata\_aux\_err(`This\_database\_file\_appears\_more\_than\_once:\__`);$  $start\_name(cur\_bib\_str);$ if  $(\neg kpse\_in\_name\_ok(stringcast(name\_of\_file+1)) \lor \neg a\_open\_in(cur\_bib\_file, kpse\_bib\_format))$  then  $open\_bibdata\_aux\_err(`I_{\sqcup}couldn``t_{\sqcup}open_{\sqcup}database_{\sqcup}file_{\sqcup}`);$ **trace**  $trace\_pr\_pool\_str(cur\_bib\_str); trace\_pr\_pool\_str(s\_bib\_extension);$  $trace\_pr\_ln(`\_is\_a\_bibdata\_file`);$ ecart  $incr(bib\_ptr);$ end This code is used in section 120. 127\* Now we open the file whose name is the just-found argument appended with the s\_bst\_extension string, if possible.  $\langle \text{ Open the .bst file } 127^* \rangle \equiv$ **begin**  $bst\_str \leftarrow hash\_text[str\_lookup(buffer, buf\_ptr1, token\_len, bst\_file\_ilk, do\_insert)];$ if (hash\_found) then **begin trace** *print\_bst\_name*; ecart confusion('Already∟encountered∟style∟file'); end;  $start\_name(bst\_str);$ if  $(\neg kpse\_in\_name\_ok(stringcast(name\_of\_file+1)) \lor \neg a\_open\_in(bst\_file, kpse\_bst\_format))$  then begin print('I□couldn' 't□open□style□file□'); print\_bst\_name;  $bst\_str \leftarrow 0$ ; { mark as unused again } aux\_err\_return; end: if verbose then begin print('The style file: '); print bst\_name; else begin log\_pr(`The\_style\_file:\_\_`); log\_pr\_bst\_name; end;

20

end;

```
128* Print the name of the .bst file, followed by a newline.
\langle Procedures and functions for all file I/O, error messages, and such 3^*\rangle +\equiv
procedure print_bst_name;
  begin print_pool_str(bst_str); print_pool_str(s_bst_extension); print_newline;
  end;
procedure log_pr_bst_name;
  begin log_pr_pool_str(bst_str); log_pr_pool_str(s_bst_extension); log_pr_newline;
  end:
129. Here we introduce some variables for processing a \citation command. Each element in cite_list
(except for cite\_list[max\_cites], which is always unused) is a pointer to the appropriate str\_pool string. The
cite-key list is kept in order of occurrence with duplicates removed.
  define cur\_cite\_str \equiv cite\_list[cite\_ptr] { shorthand for the current cite key }
\langle Globals in the outer block 2^*\rangle +\equiv
cite\_list: \uparrow str\_number;  { the cite-key list }
cite_ptr: cite_number; { pointer for the current cite key }
entry_cite_ptr: cite_number; { cite pointer for the current entry }
num_cites: cite_number; { the total number of distinct cite keys }
old_num_cites: cite_number; { set to a previous num_cites value }
citation_seen: boolean; { true if we've seen a \citation command }
cite_loc: hash_loc; { the hash-table location of a cite key }
lc\_cite\_loc: hash\_loc; { and of its lower-case equivalent }
lc\_xcite\_loc: hash\_loc; { a second lc\_cite\_loc variable }
cite_found: boolean; { true if we've already seen this cite key }
all_entries: boolean; { true if we're to use the entire database }
all_marker: cite_number; { we put the other entries in cite_list here }
130* Where cite_number is the obvious.
\langle \text{Types in the outer block } 22^* \rangle + \equiv
  cite\_number = integer; { gives the cite\_list range }
138* Complain if somebody's got a cite fetish. This procedure is called when were about to add another
cite key to cite_list. It assumes that cite_loc gives the potential cite key's hash table location.
\langle Procedures and functions for all file I/O, error messages, and such 3^*\rangle + \equiv
procedure check_cite_overflow(last_cite : cite_number);
  begin if (last\_cite = max\_cites) then
    begin BIB_XRETALLOC_NOSET('cite_list', cite_list', str_number, max_cites,
         max\_cites + MAX\_CITES);
     BIB\_XRETALLOC\_NOSET(\texttt{'type\_list'}, type\_list', hash\_ptr2, max\_cites, max\_cites + MAX\_CITES);
     BIB_XRETALLOC_NOSET('entry_exists', entry_exists', boolean, max_cites,
         max\_cites + MAX\_CITES);
    BIB\_XRETALLOC('cite_info', cite\_info, str\_number, max\_cites, max\_cites + MAX\_CITES);
    while (last\_cite < max\_cites) do
       begin type\_list[last\_cite] \leftarrow empty;
       cite\_info[last\_cite] \leftarrow any\_value; { to appease PASCAL's boolean evaluation }
       incr(last\_cite);
       end;
    end;
```

```
141* We check that this .aux file can actually be opened, and then open it.
⟨ Open this .aux file 141*⟩ ≡
begin start_name(cur_aux_str); { extension already there for .aux files }
name_ptr ← name_length + 1; name_of_file[name_ptr] ← 0;
if (¬kpse_in_name_ok(stringcast(name_of_file + 1)) ∨ (¬a_open_in(cur_aux_file,
no_file_path) ∧ ¬a_open_in_with_dirname(cur_aux_file, no_file_path, bib_makecstring(top_lev_str))))
then
begin print(´I_□couldn´´t_□open_uauxiliary_file_'); print_aux_name; decr(aux_ptr);
aux_err_return;
end;
log_pr(´A_□level-´, aux_ptr : 0, ´uauxiliary_file:u´); log_pr_aux_name; cur_aux_line ← 0;
end
This code is used in section 140.
```

22 READING THE STYLE FILE BIB $T_{
m F}X$  §146

151.\* Here's the outer loop for reading the .bst file—it keeps reading and processing .bst commands until none left. This is part of the main program; hence, because of the *bst\_done* label, there's no conventional begin - end pair surrounding the entire module.

```
⟨ Read and execute the .bst file 151*⟩ ≡

if (bst\_str = 0) then { there's no .bst file to read }

goto no\_bst\_file; { this is a goto so that bst\_done is not in a block }

bst\_line\_num \leftarrow 0; { initialize things }

bbl\_line\_num \leftarrow 1; { best spot to initialize the output line number }

buf\_ptr2 \leftarrow last; { to get the first input line }

hack1;

begin if (\neg eat\_bst\_white\_space) then { the end of the .bst file }

hack2;

get\_bst\_command\_and\_process;

end;

bst\_done: a\_close(bst\_file);

no\_bst\_file: a\_close(bbl\_file);

This code is used in section 10*.
```

160\* Besides the function classes, we have types based on BibTeX's capacity limitations and one based on what can go into the array wiz-functions explained below.

```
 \begin{array}{l} \langle \, {\rm Types \; in \; the \; outer \; block \; 22^*} \rangle \, + \equiv \\ fn\_class = 0 \; .. \; last\_fn\_class; \; \{ \; {\rm the \; .bst \; function \; classes} \} \\ wiz\_fn\_loc = integer; \; \{ \; wiz\_defined\mbox{-} function \; storage \; locations} \} \\ int\_ent\_loc = integer; \; \{ \; int\_entry\_var \; storage \; locations} \} \\ str\_ent\_loc = integer; \; \{ \; str\_entry\_var \; storage \; locations} \} \\ str\_glob\_loc = integer; \; \{ \; str\_global\_var \; storage \; locations} \} \\ field\_loc = integer; \; \{ \; individual \; field \; storage \; locations} \} \\ hash\_ptr2 = quote\_next\_fn \; .. \; end\_of\_def; \; \{ \; a \; special \; marker \; or \; a \; hash\_loc} \} \\ \end{array}
```

 $\S 161$  Bib $\mathrm{T_{F}X}$  reading the style file

23

161.\* We store information about the .bst functions in arrays the same size as the hash-table arrays and in locations corresponding to their hash-table locations. The two arrays  $fn\_info$  (an alias of  $ilk\_info$  described earlier) and  $fn\_type$  accomplish this:  $fn\_type$  specifies one of the above classes, and  $fn\_info$  gives information dependent on the class.

Six other arrays give the contents of functions: The array wiz\_functions holds definitions for wiz\_defined functions—each such function consists of a sequence of pointers to hash-table locations of other functions (with the two special-marker exceptions above); the array entry\_ints contains the current values of int\_entry\_vars; the array entry\_strs contains the current values of str\_entry\_vars; an element of the array global\_strs contains the current value of a str\_global\_var if the corresponding glb\_str\_ptr entry is empty, otherwise the nonempty entry is a pointer to the string; and the array field\_info, for each field of each entry, contains either a pointer to the string or the special value missing.

The array *global\_strs* isn't packed (that is, it isn't **array** ... **of packed array** ...) to increase speed on some systems; however, on systems that are byte-addressable and that have a good compiler, packing *global\_strs* would save lots of space without much loss of speed.

```
define fn_info \equiv ilk_info  { an alias used with functions }
  define missing = empty
                               { a special pointer for missing fields }
\langle Globals in the outer block 2^*\rangle +\equiv
fn\_loc: hash\_loc; { the hash-table location of a function }
wiz_loc: hash_loc; { the hash-table location of a wizard function }
literal_loc: hash_loc; { the hash-table location of a literal function }
macro_name_loc: hash_loc; { the hash-table location of a macro name }
macro_def_loc: hash_loc; { the hash-table location of a macro definition }
fn_type: \uparrow fn_class;
wiz_def_ptr: wiz_fn_loc; { storage location for the next wizard function }
wiz_fn_ptr: wiz_fn_loc; { general wiz_functions location }
wiz\_functions: \uparrow hash\_ptr2;
int_ent_ptr: int_ent_loc; { general int_entry_var location }
entry_ints: \forall integer; \ \{\text{dynamically-allocated array}\}
num_ent_ints: int_ent_loc; { the number of distinct int_entry_var names }
str\_ent\_ptr: str\_ent\_loc;  { general str\_entry\_var location }
entry\_strs: \uparrow ASCII\_code; \{ dynamically-allocated array \}
num_{ent\_strs}: str_{ent\_loc}; { the number of distinct str_{entry\_var} names }
str_glb_ptr: integer; { general str_global_var location }
qlb\_str\_ptr: \uparrow str\_number;
qlobal\_strs: \uparrow ASCII\_code;
qlb\_str\_end: \uparrow integer; \{end markers\}
num\_glb\_strs: integer;  { number of distinct str\_global\_var names }
field_ptr: field_loc; { general field_info location }
field_parent_ptr, field_end_ptr: field_loc; { two more for doing cross-refs }
cite_parent_ptr, cite_xptr: cite_number; { two others for doing cross-refs }
field\_info: \uparrow str\_number;
num_fields: field_loc; { the number of distinct field names }
num_pre_defined_fields: field_loc; { so far, just one: crossref }
crossref_num: field_loc; { the number given to crossref }
no\_fields: boolean; { used for tr\_printing entry information }
```

24 STYLE-FILE COMMANDS BIB $T_{
m E}$ X §163

187. This recursive function reads and stores the list of functions (separated by white\_space characters or ends-of-line) that define this new function, and reads a right\_brace.  $\langle$  Procedures and functions for input scanning 83 $\rangle + \equiv$ **procedure**  $scan\_fn\_def(fn\_hash\_loc:hash\_loc);$ **label** next\_token, exit; **type**  $fn\_def\_loc = integer$ ; { for a single  $wiz\_defined$ -function } **var** singl\_function: \(\frac{hash\_ptr2}{}; \) single\_fn\_space: integer; { space allocated for this *singl\_function* instance }  $single\_ptr: fn\_def\_loc;$  { next storage location for this definition }  $copy\_ptr: fn\_def\_loc; \{dummy variable\}$ end\_of\_num: buf\_pointer; { the end of an implicit function's name } *impl\_fn\_loc*: hash\_loc; { an implicit function's hash-table location } **begin**  $single\_fn\_space \leftarrow SINGLE\_FN\_SPACE$ ;  $singl\_function \leftarrow XTALLOC(single\_fn\_space + 1, hash\_ptr2); \ eat\_bst\_white\_and\_eof\_check(`function');$  $single\_ptr \leftarrow 0;$ while  $(scan\_char \neq right\_brace)$  do **begin** (Get the next function of the definition 189); next\_token: eat\_bst\_white\_and\_eof\_check(`function`);  $\langle$  Complete this function's definition 200\* $\rangle$ ; incr(buf\_ptr2); { skip over the right\_brace }  $exit: libc\_free(singl\_function);$ end; This macro inserts a hash-table location (or one of the two special markers quote\_next\_fn and end\_of\_def) into the singl\_function array, which will later be copied into the wiz\_functions array. **define**  $insert\_fn\_loc(\#) \equiv$ **begin**  $singl\_function[single\_ptr] \leftarrow #;$ if  $(single\_ptr = single\_fn\_space)$  then begin BIB\_XRETALLOC('singl\_function', singl\_function', hash\_ptr2, single\_fn\_space,  $single\_fn\_space + SINGLE\_FN\_SPACE);$ end:

 $incr(single\_ptr);$ 

 $\langle$  Procedures and functions for all file I/O, error messages, and such  $3*\rangle +\equiv$ 

end

§198 Bib $T_{EX}$  Style-file commands

25

198\* This procedure takes the integer *int*, copies the appropriate *ASCII\_code* string into *int\_buf* starting at *int\_begin*, and sets the **var** parameter *int\_end* to the first unused *int\_buf* location. The ASCII string will consist of decimal digits, the first of which will be not be a 0 if the integer is nonzero, with a prepended minus sign if the integer is negative.

```
define int \equiv the\_int
\langle Procedures and functions for handling numbers, characters, and strings 54\rangle + \equiv
procedure int_to_ASCII(int:integer; var int_buf: buf_type; int_begin: buf_pointer;
          \mathbf{var}\ int\_end: buf\_pointer);
  var int_ptr, int_xptr: buf_pointer; { pointers into int_buf }
     int_tmp_val: ASCII_code; { the temporary element in an exchange }
  begin int\_ptr \leftarrow int\_begin;
  if (int < 0) then { add the minus_sign and use the absolute value }
     begin append\_int\_char(minus\_sign); int \leftarrow -int;
     end:
  int\_xptr \leftarrow int\_ptr;
  repeat
              { copy digits into int_buf }
     append\_int\_char("0" + (int \ \mathbf{mod} \ 10)); int \leftarrow int \ \mathbf{div} \ 10;
  until (int = 0);
  int\_end \leftarrow int\_ptr; { set the string length }
  decr(int\_ptr);
  while (int\_xptr < int\_ptr) do { and reorder (flip) the digits }
     begin int\_tmp\_val \leftarrow int\_buf[int\_xptr]; int\_buf[int\_xptr] \leftarrow int\_buf[int\_ptr];
     int\_buf[int\_ptr] \leftarrow int\_tmp\_val; \ decr(int\_ptr); \ incr(int\_xptr);
     end
  end:
200* Now we add the end_of_def special marker, make sure this function will fit into wiz_functions, and
put it there.
\langle Complete this function's definition 200* \rangle \equiv
  begin insert\_fn\_loc(end\_of\_def); { add special marker ending the definition }
  while (single\_ptr + wiz\_def\_ptr > wiz\_fn\_space) do
     begin BIB_XRETALLOC(`wiz_functions`, wiz_functions, hash_ptr2, wiz_fn_space,
          wiz_fn_space + WIZ_FN_SPACE);
     end:
  fn\_info[fn\_hash\_loc] \leftarrow wiz\_def\_ptr; { pointer into wiz_functions }
  copy\_ptr \leftarrow 0;
  while (copy\_ptr < single\_ptr) do { make this function official }
     begin wiz_functions[wiz_def_ptr] \leftarrow singl_function[copy_ptr]; incr(copy_ptr); incr(wiz_def_ptr);
     end:
  end
This code is used in section 187*.
```

26 STYLE-FILE COMMANDS BIB $T_{
m F}$ X  $\S 216$ 

216\* Here we insert the just found  $str\_global\_var$  name into the hash table, record it as a  $str\_global\_var$ , set its pointer into  $global\_strs$ , and initialize its value there to the null string.

```
define end_of_string = invalid_code { this illegal ASCII_code ends a string }
\langle \text{Insert a } str\_global\_var \text{ into the hash table } 216^* \rangle \equiv
      begin trace trace_pr_token; trace_pr_ln(`_is_a_string_global-variable`);
      ecart
      lower_case (buffer, buf_ptr1, token_len); { ignore case differences }
      fn\_loc \leftarrow str\_lookup(buffer, buf\_ptr1, token\_len, bst\_fn\_ilk, do\_insert);
      check\_for\_already\_seen\_function(fn\_loc); fn\_type[fn\_loc] \leftarrow str\_global\_var;
      fn\_info[fn\_loc] \leftarrow num\_glb\_strs; { pointer into global\_strs }
      if (num\_glb\_strs = max\_glob\_strs) then
             begin BIB_XRETALLOC_NOSET('glb_str_ptr', glb_str_ptr, str_number, max_glob_strs,
                          max\_glob\_strs + MAX\_GLOB\_STRS); BIB\_XRETALLOC\_STRING(`global\_strs`, global\_strs', gl
                          glob\_str\_size, max\_glob\_strs, max\_glob\_strs + MAX\_GLOB\_STRS);
             max\_glob\_strs + MAX\_GLOB\_STRS); str\_glb\_ptr \leftarrow num\_glb\_strs;
             while (str\_glb\_ptr < max\_glob\_strs) do { make new str\_global\_vars empty }
                   begin glb\_str\_ptr[str\_glb\_ptr] \leftarrow 0; glb\_str\_end[str\_glb\_ptr] \leftarrow 0; incr(str\_glb\_ptr);
                   end:
             end;
      incr(num\_glb\_strs);
      end
This code is used in section 215.
```

219. These global variables are used while reading the .bib file(s). The elements of  $type\_list$ , which indicate an entry's type (book, article, etc.), point either to a  $hash\_loc$  or are one of two special markers: empty, from which  $hash\_base = empty + 1$  was defined, means we haven't yet encountered the .bib entry corresponding to this cite key; and undefined means we've encountered it but it had an unknown entry type. Thus the array  $type\_list$  is of type  $hash\_ptr2$ , also defined earlier. An element of the boolean array  $entry\_exists$  whose corresponding entry in  $cite\_list$  gets overwritten (which happens only when  $all\_entries$  is true) indicates whether we've encountered that entry of  $cite\_list$  while reading the .bib file(s); this information is unused for entries that aren't (or more precisely, that have no chance of being) overwritten. When we're reading the database file, the array  $cite\_info$  contains auxiliary information for  $cite\_list$ . Later,  $cite\_info$  will become  $sorted\_cites$ , and this dual role imposes the (not-very-imposing) restriction  $max\_strings \ge max\_cites$ .

```
\langle Globals in the outer block 2^*\rangle +\equiv
bib_line_num: integer; { line number of the .bib file }
entry_type_loc: hash_loc; { the hash-table location of an entry type }
type\_list: \uparrow hash\_ptr2;
type_exists: boolean; { true if this entry type is .bst-defined }
entry_exists: \uparrow boolean;
store_entry: boolean; { true if we're to store info for this entry }
field_name_loc: hash_loc; { the hash-table location of a field name }
field_val_loc: hash_loc; { the hash-table location of a field value }
store_field: boolean; { true if we're to store info for this field }
store_token: boolean; { true if we're to store this macro token }
right_outer_delim: ASCII_code; { either a right_brace or a right_paren }
right_str_delim: ASCII_code; { either a right_brace or a double_quote }
at_bib_command: boolean; { true for a command, false for an entry }
cur_macro_loc: hash_loc; { macro_loc for a string being defined }
cite\_info: \uparrow str\_number; \{ extra cite\_list info \}
cite_hash_found: boolean; { set to a previous hash_found value }
preamble\_ptr: bib\_number; { pointer into the s\_preamble array }
num_preamble_strings: bib_number; { counts the s_preamble strings }
       For all num_bib_files database files, we keep reading and processing .bib entries until none left.
\langle \text{ Read the .bib file(s) } 223^* \rangle \equiv
  begin (Final initialization for .bib processing 224);
  read\_performed \leftarrow true; bib\_ptr \leftarrow 0;
  while (bib\_ptr < num\_bib\_files) do
     begin if verbose then
       begin print( \text{`Database} \text{\_file} \text{\_\#'}, bib\_ptr + 1 : 0, \text{`:} \text{\_'}); print\_bib\_name;
     else begin log_pr(\text{`Database\_file\_#'}, bib_ptr + 1:0, \text{`:\_'}); log_pr_bib_name;
     bib\_line\_num \leftarrow 0; { initialize to get the first input line }
     buf_ptr2 \leftarrow last;
     while (\neg eof(cur\_bib\_file)) do get\_bib\_command\_or\_entry\_and\_process;
     a\_close(cur\_bib\_file); incr(bib\_ptr);
     end;
  reading\_completed \leftarrow true;
  trace trace_pr_ln('Finished_reading_the_database_file(s)');
  ⟨ Final initialization for processing the entries 276⟩;
  read\_completed \leftarrow true;
  end
This code is used in section 211.
```

```
226* Complain if somebody's got a field fetish.

⟨ Procedures and functions for all file I/O, error messages, and such 3*⟩ +≡

procedure check_field_overflow(total_fields: integer);

var f_ptr: field_loc; start_fields: field_loc;

begin if (total_fields > max_fields) then

begin start_fields ← max_fields;

BIB_XRETALLOC('field_info', field_info, str_number, max_fields, total_fields + MAX_FIELDS);

{ Initialize to missing. }

for f_ptr ← start_fields to max_fields − 1 do

begin field_info[f_ptr] ← missing;

end;

end;

end;

end;
```

242\* The preamble command lets a user have TEX stuff inserted (by the standard styles, at least) directly into the .bbl file. It is intended primarily for allowing TEX macro definitions used within the bibliography entries (for better sorting, for example). One preamble command per .bib file should suffice.

A preamble command has either braces or parentheses as outer delimiters. Inside is the preamble string, which has the same syntax as a field value: a nonempty list of field tokens separated by *concat\_chars*. There are three types of field tokens—nonnegative numbers, macro names, and delimited strings.

This module does all the scanning (that's not subcontracted), but the .bib-specific scanning function  $scan\_and\_store\_the\_field\_value\_and\_eat\_white$  actually stores the value.

```
\langle \text{Process a preamble command } 242^* \rangle \equiv
  begin if (preamble\_ptr = max\_bib\_files) then
              { Keep old value of max_bib_files for the last array. }
    BIB_XRETALLOC_NOSET('bib_list', bib_list, str_number, max_bib_files,
         max_bib_files + MAX_BIB_FILES); BIB_XRETALLOC_NOSET('bib_file', bib_file', alpha_file',
         max_bib_files, max_bib_files + MAX_BIB_FILES); BIB_XRETALLOC(`s_preamble`, s_preamble,
         str\_number, max\_bib\_files, max\_bib\_files + MAX\_BIB\_FILES);
    end:
  eat_bib_white_and_eof_check;
  if (scan\_char = left\_brace) then right\_outer\_delim \leftarrow right\_brace
  else if (scan\_char = left\_paren) then right\_outer\_delim \leftarrow right\_paren
    else bib_one_of_two_expected_err(left_brace, left_paren);
  incr(buf_ptr2);  { skip over the left-delimiter }
  eat\_bib\_white\_and\_eof\_check; store\_field \leftarrow true;
  if (\neg scan\_and\_store\_the\_field\_value\_and\_eat\_white) then return;
  if (scan\_char \neq right\_outer\_delim) then
    bib_err('Missing_"', xchr[right_outer_delim], '"_in_preamble_command');
  incr(buf\_ptr2);  { skip over the right\_outer\_delim }
  return;
  end
This code is used in section 239.
```

251.\* Now we come to the stuff that actually accumulates the field value to be stored. This module copies a character into field\_vl\_str if it will fit; since it's so low level, it's implemented as a macro.

```
define copy\_char(\#) \equiv
                       { We don't always increment by 1, so have to check \geq.}
            begin
            if (field\_end \ge buf\_size) then
               begin log_pr('Field_filled_up_at_', #, ', _reallocating.'); log_pr_newline;
               buffer_overflow; { reallocates all buf_size buffers }
            field\_vl\_str[field\_end] \leftarrow \#; incr(field\_end);
             end
       And here, an entry.
\langle Store the field value for a database entry 263*\rangle \equiv
  begin field\_ptr \leftarrow entry\_cite\_ptr * num\_fields + fn\_info[field\_name\_loc];
  if (field\_ptr \ge max\_fields) then confusion(`field\_info_iindex_is_out_of_irange');
  if (field\_info[field\_ptr] \neq missing) then
     \textbf{begin} \ \ print(\texttt{`Warning--I'`m_ignoring_i'}); \ \ print\_pool\_str(cite\_list[entry\_cite\_ptr]);
     print(~~`s_extra_"); print_pool_str(hash_text[field_name_loc]); bib_warn_newline(~"_field");
     end
  else begin
                 { the field was empty, store its new value }
     field\_info[field\_ptr] \leftarrow hash\_text[field\_val\_loc];
     if ((fn\_info[field\_name\_loc] = crossref\_num) \land (\neg all\_entries)) then
       (Add or update a cross reference on cite_list if necessary 264);
     end:
  end
This code is used in section 261.
```

265.\* This procedure adds (or restores) to cite\_list a cite key; it is called only when all\_entries is true or when adding cross references, and it assumes that  $cite\_loc$  and  $lc\_cite\_loc$  are set. It also increments its argument.

```
\langle Procedures and functions for handling numbers, characters, and strings 54\rangle + \equiv
procedure add_database_cite(var new_cite : cite_number);
  begin check_cite_overflow(new_cite); { make sure this cite will fit }
  check\_field\_overflow(num\_fields * (new\_cite + 1)); cite\_list[new\_cite] \leftarrow hash\_text[cite\_loc];
  ilk\_info[cite\_loc] \leftarrow new\_cite; ilk\_info[lc\_cite\_loc] \leftarrow cite\_loc; incr(new\_cite);
  end;
```

277.\* Now we update any entry (here called a *child* entry) that cross referenced another (here called a *parent* entry); this cross referencing occurs when the child's **crossref** field (value) consists of the parent's database key. To do the update, we replace the child's *missing* fields by the corresponding fields of the parent. Also, we make sure the **crossref** field contains the case-correct version. Finally, although it is technically illegal to nest cross references, and although we give a warning (a few modules hence) when someone tries, we do what we can to accommodate the attempt.

```
\langle \text{Add cross-reference information } 277^* \rangle \equiv
  begin if ((num\_cites - 1) * num\_fields + crossref\_num \ge max\_fields) then
     confusion(\ field_info_{\sqcup}index_{\sqcup}is_{\sqcup}out_{\sqcup}of_{\sqcup}range\ );
   cite\_ptr \leftarrow 0;
  while (cite\_ptr < num\_cites) do
     begin field_ptr \leftarrow cite_ptr * num_fields + crossref_num;
     if (field\_info[field\_ptr] \neq missing) then
        if (find_cite_locs_for_this_cite_key(field_info[field_ptr])) then
           begin cite\_loc \leftarrow ilk\_info[lc\_cite\_loc]; field\_info[field\_ptr] \leftarrow hash\_text[cite\_loc];
           cite\_parent\_ptr \leftarrow ilk\_info[cite\_loc]; field\_ptr \leftarrow cite\_ptr * num\_fields + num\_pre\_defined\_fields;
           field\_end\_ptr \leftarrow field\_ptr - num\_pre\_defined\_fields + num\_fields;
           field\_parent\_ptr \leftarrow cite\_parent\_ptr * num\_fields + num\_pre\_defined\_fields;
           while (field\_ptr < field\_end\_ptr) do
              begin if (field\_info[field\_ptr] = missing) then field\_info[field\_ptr] \leftarrow field\_info[field\_parent\_ptr];
              incr(field\_ptr); incr(field\_parent\_ptr);
           end;
     incr(cite\_ptr);
     end;
  end
```

This code is used in section 276.

```
279. Here we remove the crossref field value for each child whose parent was cross referenced too few
times. We also issue any necessary warnings arising from a bad cross reference.
\langle Subtract cross-reference information 279*\rangle \equiv
  begin if ((num\_cites - 1) * num\_fields + crossref\_num \ge max\_fields) then
     confusion('field_infouindexuisuoutuofurange');
  cite_ptr \leftarrow 0;
  while (cite_ptr < num_cites) do
     begin field_ptr \leftarrow cite_ptr * num_fields + crossref_num;
     if (field\_info[field\_ptr] \neq missing) then
       if (\neg find\_cite\_locs\_for\_this\_cite\_key(field\_info[field\_ptr])) then
                    { the parent is not on cite_list }
          if (cite_hash_found) then hash_cite_confusion;
          nonexistent\_cross\_reference\_error; field\_info[field\_ptr] \leftarrow missing; \{remove the crossref ptr\}
       else begin
                        { the parent exists on cite_list }
          if (cite\_loc \neq ilk\_info[lc\_cite\_loc]) then hash\_cite\_confusion;
          cite\_parent\_ptr \leftarrow ilk\_info[cite\_loc];
          if (type\_list[cite\_parent\_ptr] = empty) then
             begin nonexistent_cross_reference_error;
             field\_info[field\_ptr] \leftarrow missing;  { remove the crossref ptr }
             end
          else begin
                           { the parent exists in the database too }
             field\_parent\_ptr \leftarrow cite\_parent\_ptr * num\_fields + crossref\_num;
             if (field\_info[field\_parent\_ptr] \neq missing) then \langle Complain about a nested cross reference 282 <math>\rangle;
             if ((\neg all\_entries) \land (cite\_parent\_ptr \ge old\_num\_cites) \land (cite\_info[cite\_parent\_ptr] < min\_crossrefs))
                     then
               field\_info[field\_ptr] \leftarrow missing;  { remove the crossref ptr }
             end:
          end;
     incr(cite\_ptr);
     end:
  end
This code is used in section 276.
285.* We have to move to its final resting place all the entry information associated with the exact location
in cite_list of this cite kev.
\langle Slide this cite key down to its permanent spot 285* \rangle \equiv
  begin if ((cite\_xptr + 1) * num\_fields > max\_fields) then
     confusion('field_infouindexuisuoutuofurange');
  cite\_list[cite\_xptr] \leftarrow cite\_list[cite\_ptr]; type\_list[cite\_xptr] \leftarrow type\_list[cite\_ptr];
  if (\neg find\_cite\_locs\_for\_this\_cite\_key(cite\_list[cite\_ptr])) then cite\_key\_disappeared\_confusion;
  if ((\neg cite\_hash\_found) \lor (cite\_loc \neq ilk\_info[lc\_cite\_loc])) then hash\_cite\_confusion;
  ilk\_info[cite\_loc] \leftarrow cite\_xptr;
  field\_ptr \leftarrow cite\_xptr * num\_fields; field\_end\_ptr \leftarrow field\_ptr + num\_fields; tmp\_ptr \leftarrow cite\_ptr * num\_fields;
  while (field\_ptr < field\_end\_ptr) do
```

**begin**  $field\_info[field\_ptr] \leftarrow field\_info[tmp\_ptr]; incr(field\_ptr); incr(tmp\_ptr);$ 

This code is used in section 283.

 $\mathbf{end};$   $\mathbf{end}$ 

287.\* This module initializes all *int\_entry\_vars* of all entries to 0, the value to which all integers are initialized.

```
⟨ Initialize the int\_entry\_vars\ 287^*⟩ ≡
begin entry\_ints \leftarrow XTALLOC((num\_ent\_ints+1)*(num\_cites+1), integer); int\_ent\_ptr \leftarrow 0;
while (int\_ent\_ptr < num\_ent\_ints*num\_cites) do
begin entry\_ints[int\_ent\_ptr] \leftarrow 0; incr(int\_ent\_ptr);
end;
end
```

This code is used in section 276.

288.\* This module initializes all  $str\_entry\_vars$  of all entries to the null string, the value to which all strings are initialized.

```
\langle Initialize the str\_entry\_vars\ 288* \rangle \equiv
\mathbf{begin}\ entry\_strs \leftarrow XTALLOC((num\_ent\_strs+1)*(num\_cites+1)*(ent\_str\_size+1), ASCII\_code);
str\_ent\_ptr \leftarrow 0;
\mathbf{while}\ (str\_ent\_ptr < num\_ent\_strs*num\_cites)\ \mathbf{do}
\mathbf{begin}\ x\_entry\_strs(str\_ent\_ptr)(0) \leftarrow end\_of\_string;\ incr(str\_ent\_ptr);
\mathbf{end};
\mathbf{end}
```

This code is used in section 276.

**290.\*** Executing the style file. This part of the program produces the output by executing the .bst-file commands execute, iterate, reverse, and sort. To do this it uses a stack (consisting of the two arrays lit\_stack and lit\_stk\_type) for storing literals, a buffer ex\_buf for manipulating strings, and an array sorted\_cites for holding pointers to the sorted cite keys (sorted\_cites is an alias of cite\_info).

```
\langle Globals in the outer block 2^*\rangle +\equiv
lit\_stack: \uparrow integer;  { the literal function stack }
lit\_stk\_type: \uparrow stk\_type;  { their corresponding types }
lit_stk_ptr: lit_stk_loc; { points just above the top of the stack }
cmd_str_ptr: str_number; { stores value of str_ptr during execution }
ent_chr_ptr: 0 .. ent_str_size; { points at a str_entry_var character }
glob_chr_ptr: 0 .. glob_str_size; { points at a str_global_var character }
ex_buf: buf_type; { a buffer for manipulating strings }
ex_buf_ptr: buf_pointer; { general ex_buf location }
ex_buf_length: buf_pointer; { the length of the current string in ex_buf }
out_buf: buf_type; { the .bbl output buffer }
out_buf_ptr: buf_pointer; { general out_buf location }
out_buf_length: buf_pointer; { the length of the current string in out_buf }
mess_with_entries: boolean; { true if functions can use entry info }
sort_cite_ptr: cite_number; { a loop index for the sorted cite keys }
sort_key_num: str_ent_loc; { index for the str_entry_var sort.key$}
brace_level: integer; { the brace nesting depth within a string }
```

291\* Where lit\_stk\_loc is a stack location, and where stk\_type gives one of the three types of literals (an integer, a string, or a function) or a special marker. If a lit\_stk\_type element is a stk\_int then the corresponding lit\_stack element is an integer; if a stk\_str, then a pointer to a str\_pool string; and if a stk\_fn, then a pointer to the function's hash-table location. However, if the literal should have been a stk\_str that was the value of a field that happened to be missing, then the special value stk\_field\_missing goes on the stack instead; its corresponding lit\_stack element is a pointer to the field-name's string. Finally, stk\_empty is the type of a literal popped from an empty stack.

```
define stk\_int = 0 {an integer literal}
define stk\_str = 1 {a string literal}
define stk\_fn = 2 {a function literal}
define stk\_field\_missing = 3 {a special marker: a field value was missing}
define stk\_empty = 4 {another: the stack was empty when this was popped}
define last\_lit\_type = 4 {the same number as on the line above}
\langle Types in the outer block 22^*\rangle +\equiv lit_stk_loc = integer; {the stack range}
stk\_type = 0.. last\_lit\_type; {the literal types}
```

301\* The function <code>less\_than</code> compares the two <code>sort.key\$s</code> indirectly pointed to by its arguments and returns <code>true</code> if the first argument's <code>sort.key\$</code> is lexicographically less than the second's (that is, alphabetically earlier). In case of ties the function compares the indices <code>arg1</code> and <code>arg2</code>, which are assumed to be different, and returns <code>true</code> if the first is smaller. This function uses <code>ASCII\_codes</code> to compare, so it might give "interesting" results when handling nonletters.

```
define compare\_return(\#) \equiv
            begin
                      { the compare is finished }
            less\_than \leftarrow \#; \mathbf{return};
\langle Procedures and functions for handling numbers, characters, and strings 54\rangle + \equiv
function less_than(arg1, arg2 : cite_number): boolean;
  label exit;
  var char_ptr: 0 .. ent_str_size; { character index into compared strings }
    ptr1, ptr2: str_ent_loc; { the two sort.key$ pointers }
    char1, char2: ASCII_code; { the two characters being compared }
  begin ptr1 \leftarrow arg1 * num\_ent\_strs + sort\_key\_num; ptr2 \leftarrow arg2 * num\_ent\_strs + sort\_key\_num;
  char_ptr \leftarrow 0;
  loop
    begin char1 \leftarrow x\_entry\_strs(ptr1)(char\_ptr); char2 \leftarrow x\_entry\_strs(ptr2)(char\_ptr);
    if (char1 = end\_of\_string) then
       if (char2 = end\_of\_string) then
         if (arg1 < arg2) then compare\_return(true)
         else if (arg1 > arg2) then compare\_return(false)
                    \{ arg1 = arg2 \}
            else
    confusion('Duplicate_sort_key')
          \{ char2 \neq end\_of\_string \}
  else
    compare\_return(true)
          \{ char1 \neq end\_of\_string \}
    if (char2 = end\_of\_string) then compare\_return(false)
    else if (char1 < char2) then compare\_return(true)
       else if (char1 > char2) then compare\_return(false);
    incr(char\_ptr);
    end:
exit: \mathbf{end};
```

**307**.\* Ok, that's it for sorting; now we'll play with the literal stack. This procedure pushes a literal onto the stack, checking for stack overflow.

```
\langle Procedures and functions for style-file function execution 307*\rangle \equiv
procedure push_lit_stk(push_lt : integer; push_type : stk_type);
     trace
  var dum_ptr: lit_stk_loc; { used just as an index variable }
     ecart
     begin lit\_stack[lit\_stk\_ptr] \leftarrow push\_lt; lit\_stk\_type[lit\_stk\_ptr] \leftarrow push\_type;
     trace for dum_ptr \leftarrow 0 to lit_stk_ptr do trace_pr(`_{\sqcup \sqcup}`);
     trace\_pr(`Pushing_{\sqcup}`);
     case (lit\_stk\_type[lit\_stk\_ptr]) of
     stk\_int: trace\_pr\_ln(lit\_stack[lit\_stk\_ptr]: 0);
     stk\_str\colon \mathbf{begin}\ trace\_pr(`"`);\ trace\_pr\_pool\_str(lit\_stack[lit\_stk\_ptr]);\ trace\_pr\_ln(`"`);
     stk_fn: begin trace_pr(```); trace_pr_pool_str(hash_text[lit_stack[lit_stk_ptr]]); trace_pr_ln(````);
     stk_field_missing: begin trace_pr(`missing_field_`); trace_pr_pool_str(lit_stack[lit_stk_ptr]);
        trace\_pr\_ln(\cdots);
       end;
     stk\_empty: trace\_pr\_ln(`a\_bad\_literal--popped\_from\_an\_empty\_stack`);
     othercases unknwn_literal_confusion
     endcases;
     ecart
     if (lit\_stk\_ptr = lit\_stk\_size) then
       begin BIB_XRETALLOC_NOSET('lit_stack', lit_stack', integer, lit_stk_size,
             lit\_stk\_size + LIT\_STK\_SIZE);
        BIB\_XRETALLOC(`lit\_stk\_type`, lit\_stk\_type, stk\_type, lit\_stk\_size, lit\_stk\_size + LIT\_STK\_SIZE);
       end:
     incr(lit\_stk\_ptr);
     end;
See also sections 309, 312, 314, 315, 316, 317, 318, 320, 322*, and 342.
```

This code is used in section 12.

322\* This procedure adds to the output buffer the given string in  $str\_pool$ . It assumes the global variable  $out\_buf\_length$  gives the length of the current string in  $out\_buf$ , and thus also gives the location for the next character. If there are enough characters present in the output buffer, it writes one or more lines out to the .bbl file. It breaks a line only at a  $white\_space$  character, and when it does, it adds two spaces to the next output line.

```
\langle Procedures and functions for style-file function execution 307^*\rangle + \equiv
procedure add\_out\_pool(p\_str:str\_number);
  label loop1_exit, loop2_exit;
  var break_ptr: buf_pointer; { the first character following the line break }
     end_ptr: buf_pointer; { temporary end-of-buffer pointer }
     break_pt_found: boolean; { a suitable white_space character }
     unbreakable_tail: boolean; { as it contains no white_space character }
  begin p\_ptr1 \leftarrow str\_start[p\_str]; p\_ptr2 \leftarrow str\_start[p\_str + 1];
  while (out\_buf\_length + (p\_ptr2 - p\_ptr1) > buf\_size) do buffer\_overflow;
   out\_buf\_ptr \leftarrow out\_buf\_length;
  while (p_-ptr1 < p_-ptr2) do
              { copy characters into the buffer }
     out\_buf[out\_buf\_ptr] \leftarrow str\_pool[p\_ptr1]; incr(p\_ptr1); incr(out\_buf\_ptr);
  out\_buf\_length \leftarrow out\_buf\_ptr; unbreakable\_tail \leftarrow false;
  while ((out\_buf\_length > max\_print\_line) \land (\neg unbreakable\_tail)) do \langle Break that line 323 \rangle;
  end;
327*
        This module pushes the string given by the field onto the literal stack unless it's missing, in which
case it pushes a special value onto the stack.
\langle \text{ Execute a field } 327^* \rangle \equiv
  begin if (\neg mess\_with\_entries) then bst\_cant\_mess\_with\_entries\_print
  else begin field_ptr \leftarrow cite_ptr * num_fields + fn_info[ex_fn_loc];
     if (field\_ptr \ge max\_fields) then confusion(`field\_info\sqcupindex\_is\sqcupout\sqcupof\sqcuprange`);
     if (field\_info[field\_ptr] = missing) then push\_lit\_stk(hash\_text[ex\_fn\_loc], stk\_field\_missing)
     else push\_lit\_stk(field\_info[field\_ptr], stk\_str);
     end
  end
This code is used in section 325.
        This module adds the string given by a str_entry_var to str_pool via the execution buffer and pushes
it onto the literal stack.
\langle \text{ Execute a } str\_entry\_var \ 329^* \rangle \equiv
  begin if (\neg mess\_with\_entries) then bst\_cant\_mess\_with\_entries\_print
  else begin str\_ent\_ptr \leftarrow cite\_ptr * num\_ent\_strs + fn\_info[ex\_fn\_loc];
     ex\_buf\_ptr \leftarrow 0; { also serves as ent\_chr\_ptr }
     while (x_entry_strs(str_ent_ptr)(ex_buf_ptr) \neq end_of_string) do {copy characters into the buffer}
        append\_ex\_buf\_char(x\_entry\_strs(str\_ent\_ptr)(ex\_buf\_ptr));
```

 $ex\_buf\_length \leftarrow ex\_buf\_ptr; add\_pool\_buf\_and\_push;$  { push this string onto the stack }

This code is used in section 325.

end; end **330\*** This module pushes the string given by a  $str\_global\_var$  onto the literal stack, but it copies the string to  $str\_pool$  (character by character) only if it has to—it doesn't have to if the string is static (that is, if the string isn't at the top, temporary part of the string pool).

37

```
\langle \text{ Execute a } str\_global\_var \ \ 330^* \rangle \equiv \\ \mathbf{begin } str\_glb\_ptr \leftarrow fn\_info[ex\_fn\_loc]; \\ \mathbf{if } (glb\_str\_ptr[str\_glb\_ptr] > 0) \ \mathbf{then} \quad \{ \text{ we're dealing with a static string } \} \\ push\_lit\_stk (glb\_str\_ptr[str\_glb\_ptr], stk\_str) \\ \mathbf{else begin } str\_room(glb\_str\_end[str\_glb\_ptr]); \ glob\_chr\_ptr \leftarrow 0; \\ \mathbf{while } (glob\_chr\_ptr < glb\_str\_end[str\_glb\_ptr]) \ \mathbf{do} \quad \{ \text{ copy the string } \} \\ \mathbf{begin } append\_char(x\_global\_strs(str\_glb\_ptr)(glob\_chr\_ptr)); \ incr(glob\_chr\_ptr); \\ \mathbf{end}; \\ push\_lit\_stk(make\_string, stk\_str); \quad \{ \text{ and push it onto the stack } \} \\ \mathbf{end}; \\ \mathbf{end} \end{cases}
```

This code is used in section 325.

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m F}$ X §331

**334\*** It's time for us to insert more pre-defined strings into  $str\_pool$  (and thus the hash table) and to insert the  $built\_in$  functions into the hash table. The strings corresponding to these functions should contain no upper-case letters, and they must all be exactly  $longest\_pds$  characters long. The  $build\_in$  routine (to appear shortly) does the work.

Important note: These pre-definitions must not have any glitches or the program may bomb because the *log\_file* hasn't been opened yet.

```
\langle \text{Pre-define certain strings } 75 \rangle + \equiv
   build\_in(`=\______`, 1, b\_equals, n\_equals);
   build\_in(`>_{\cup\cup\cup\cup\cup\cup\cup\cup\cup\cup}`, 1, b\_greater\_than, n\_greater\_than);
   build\_in(``<_{\Box\Box\Box\Box\Box\Box\Box\Box\Box\Box}`,1,b\_less\_than,n\_less\_than);\ build\_in(``+_{\Box\Box\Box\Box\Box\Box\Box\Box\Box}`,1,b\_plus,n\_plus);
   build\_in(`-_{\square\square\square\square\square\square\square\square\square\square}`, 1, b\_minus, n\_minus);
   build\_in(`*\_uuuuuuuuu`,1,b\_concatenate,n\_concatenate);\ build\_in(`:=uuuuuuuuu`,2,b\_gets,n\_gets);
   build\_in(`add.period\$_{\sqcup}`, 11, b\_add\_period, n\_add\_period);
   build\_in(`call.type\$_{\sqcup\sqcup}`, 10, b\_call\_type, n\_call\_type);
   build\_in(`change.case", 12, b\_change\_case, n\_change\_case");
   build\_in(`\mathtt{chr.to.int\$}_{\sqcup}`, 11, b\_chr\_to\_int, n\_chr\_to\_int); \ build\_in(`\mathtt{cite\$}_{\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup}`, 5, b\_cite, n\_cite);
   build\_in(`\mathtt{duplicate}\$_{\sqcup\sqcup}`, 10, b\_duplicate, n\_duplicate); \ build\_in(`\mathtt{empty}\$_{\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup}`, 6, b\_empty, n\_empty);
   build\_in(`format.name,`,12,b\_format\_name,n\_format\_name);\ build\_in(`if\$_{\colored},3,b\_if,n\_if);
   build\_in(`int.to.chr\$_{\sqcup}`, 11, b\_int\_to\_chr, n\_int\_to\_chr);
   build_{-}in(\text{int.to.str}_{\bot}^*, 11, b_{-}int_{-}to_{-}str, n_{-}int_{-}to_{-}str);
   build\_in(\texttt{`missing\$}_{$\sqcup\sqcup\sqcup\sqcup}\texttt{`},8,b\_missing,n\_missing);\ build\_in(\texttt{`newline\$}_{\sqcup\sqcup\sqcup\sqcup}\texttt{`},8,b\_newline,n\_newline);
   build\_in(\texttt{`num.names}\$_{\sqcup\sqcup}\texttt{`},10,b\_num\_names,n\_num\_names);\ build\_in(\texttt{`pop}\$_{\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup}\texttt{`},4,b\_pop,n\_pop);
   build_in(\text{`preamble}\$_{\sqcup\sqcup\sqcup}, 9, b_preamble, n_preamble); \ build_in(\text{`purify}\$_{\sqcup\sqcup\sqcup\sqcup\sqcup}, 7, b_purify, n_purify);
   build\_in(\texttt{`quote\$}_{$\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup}\texttt{'},6,b\_quote,n\_quote);\ build\_in(\texttt{`skip\$}_{$\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup}\texttt{'},5,b\_skip,n\_skip);
   build\_in(\texttt{`stack\$$}\_$\sqcup$\sqcup$\sqcup$\sqcup$\sqcup$\sqcup$\sqcup$\sqcup$(\texttt{`substring\$}$\sqcup$\Box\texttt{`}, 10, b\_substring, n\_substring);
   build\_in(`swap\$_{LULULULUL}`, 5, b\_swap, n\_swap); build\_in(`text.length\$`, 12, b\_text\_length, n\_text\_length);
   build\_in(\texttt{`text.prefix}, 12, b\_text\_prefix, n\_text\_prefix);
   build\_in(\texttt{top\$}_{\square\square\square\square\square\square\square}, 4, b\_top\_stack, n\_top\_stack); \ build\_in(\texttt{type\$}_{\square\square\square\square\square\square}, 5, b\_type, n\_type);
   build\_in(`warning\$_{\cup\cup\cup\cup\cup}`, 8, b\_warning, n\_warning); build\_in(`while\$_{\cup\cup\cup\cup\cup\cup\cup}`, 6, b\_while, n\_while);
   build\_in(`width\$_{\cup\cup\cup\cup\cup\cup'}, 6, b\_width, n\_width); build\_in(`write\$_{\cup\cup\cup\cup\cup\cup'}, 6, b\_write, n\_write);
```

**337**\* These variables all begin with  $s_{-}$  and specify the locations in  $str\_pool$  of certain often-used strings that the .bst commands need. The  $s\_preamble$  array is big enough to allow an average of one preamble\$ command per .bib file.

```
\langle Globals in the outer block 2^*\rangle +\equiv s_-null: str\_number; { the null string } s_-default: str\_number; { default.type, for unknown entry types } s_-t: str\_number; { t, for title\_lowers case conversion } s_-l: str\_number; { u, for all\_lowers case conversion } s_-u: str\_number; { u, for all\_uppers case conversion } s_-preamble: \uparrow str\_number; { for the preamble$ built\_in function }
```

**344\*** These are nonrecursive variables that *execute\_fn* uses. Declaring them here (instead of in the previous module) saves execution time and stack space on most machines.

```
define name\_buf \equiv sv\_buffer { an alias, a buffer for manipulating names }
\langle Globals in the outer block 2^*\rangle +\equiv
pop_lit1, pop_lit2, pop_lit3: integer; { stack literals }
pop_typ1, pop_typ2, pop_typ3: stk_type; { stack types }
sp_ptr: pool_pointer; { for manipulating str_pool strings }
sp\_xptr1, sp\_xptr2: pool\_pointer; { more of the same }
sp_end: pool_pointer; { marks the end of a str_pool string }
sp\_length, sp2\_length: pool\_pointer; { lengths of str\_pool strings }
sp_brace_level: integer; { for scanning str_pool strings }
ex_buf_xptr, ex_buf_yptr: buf_pointer; { extra ex_buf locations }
control_seq_loc: hash_loc; { hash-table loc of a control sequence }
preceding_white: boolean; { used in scanning strings }
and_found: boolean; { to stop the loop that looks for an "and" }
num_names: integer; { for counting names }
name_bf_ptr: buf_pointer; { general name_buf location }
name\_bf\_xptr, name\_bf\_yptr: buf\_pointer;  { and two more }
nm_brace_level: integer; { for scanning name_buf strings }
name\_tok: \uparrow buf\_pointer; \{ name\_token ptr list \}
name\_sep\_char: \uparrow ASCII\_code; \{ token-ending chars \}
num_tokens: buf_pointer; { this counts name tokens }
token_starting: boolean; { used in scanning name tokens }
alpha_found: boolean; { used in scanning the format string }
double_letter, end_of_group, to_be_written: boolean; { the same }
first_start: buf_pointer; { start-ptr into name_tok for the first name }
first_end: buf_pointer; { end-ptr into name_tok for the first name }
last_end: buf_pointer; { end-ptr into name_tok for the last name }
von_start: buf_pointer; { start-ptr into name_tok for the von name}
von_end: buf_pointer; { end-ptr into name_tok for the von name}
jr_end: buf_pointer; { end-ptr into name_tok for the jr name }
cur_token, last_token: buf_pointer; { name_tok ptrs for outputting tokens }
use_default: boolean; { for the inter-token intra-name part string }
num_commas: buf_pointer; { used to determine the name syntax }
comma1, comma2: buf_pointer; { ptrs into name_tok }
num_text_chars: buf_pointer; { special characters count as one }
```

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m F}$ X §357

```
357.* This module checks that what we're about to assign is really a string, and then assigns.
\langle \text{Assign to a } str\_entry\_var \ 357^* \rangle \equiv
  begin if (pop\_typ2 \neq stk\_str) then print\_wrong\_stk\_lit(pop\_lit2, pop\_typ2, stk\_str)
  else begin str\_ent\_ptr \leftarrow cite\_ptr * num\_ent\_strs + fn\_info[pop\_lit1]; ent\_chr\_ptr \leftarrow 0;
     sp\_ptr \leftarrow str\_start[pop\_lit2]; sp\_xptr1 \leftarrow str\_start[pop\_lit2 + 1];
     if (sp\_xptr1 - sp\_ptr > ent\_str\_size) then
        begin bst\_string\_size\_exceeded(ent\_str\_size:0, `, _the_uentry'); sp\_xptr1 \leftarrow sp\_ptr + ent\_str\_size;
        end:
     while (sp\_ptr < sp\_xptr1) do
                   { copy characters into entry_strs }
        x_{entry\_strs}(str_{ent\_ptr})(ent\_chr\_ptr) \leftarrow str\_pool[sp\_ptr]; incr(ent\_chr\_ptr); incr(sp\_ptr);
     x_{-entry\_strs}(str_{-ent\_ptr})(ent_{-chr\_ptr}) \leftarrow end_{-of\_string};
  end
This code is used in section 354.
        This module checks that what we're about to assign is really a string, and then assigns.
\langle Assign to a str_global_var 359^* \rangle \equiv
  begin if (pop\_typ2 \neq stk\_str) then print\_wrong\_stk\_lit(pop\_lit2, pop\_typ2, stk\_str)
  else begin str\_glb\_ptr \leftarrow fn\_info[pop\_lit1];
     if (pop\_lit2 < cmd\_str\_ptr) then glb\_str\_ptr[str\_glb\_ptr] \leftarrow pop\_lit2
     else begin glb\_str\_ptr[str\_glb\_ptr] \leftarrow 0; glob\_chr\_ptr \leftarrow 0; sp\_ptr \leftarrow str\_start[pop\_lit2];
        sp\_end \leftarrow str\_start[pop\_lit2 + 1];
       if (sp\_end - sp\_ptr > glob\_str\_size) then
           begin bst\_string\_size\_exceeded(glob\_str\_size:0, `, \_the_\global`); <math>sp\_end \leftarrow sp\_ptr + glob\_str\_size;
          end:
        while (sp_ptr < sp_end) do
                      { copy characters into global_strs }
           x\_global\_strs(str\_glb\_ptr)(glob\_chr\_ptr) \leftarrow str\_pool[sp\_ptr]; incr(glob\_chr\_ptr); incr(sp\_ptr);
        glb\_str\_end[str\_glb\_ptr] \leftarrow glob\_chr\_ptr;
       end;
     end
  end
This code is used in section 354.
388* This module removes all leading white_space (and sep_chars), and trailing white_space (and sep_chars)
and commas. It complains for each trailing comma.
\langle Remove leading and trailing junk, complaining if necessary 388* \rangle \equiv
  begin while (ex\_buf\_ptr > ex\_buf\_xptr) do
                                                        { now remove trailing stuff }
     case (lex\_class[ex\_buf[ex\_buf\_ptr-1]]) of
     white_space, sep_char: decr(ex_buf_ptr);
     othercases if (ex\_buf[ex\_buf\_ptr - 1] = comma) then
           \mathbf{begin} \ print(`Name_{\sqcup}`, pop\_lit2:0,`_{\sqcup}in_{\sqcup}"`); \ print\_pool\_str(pop\_lit3);
           print(" has a comma at the end"); bst_ex_warn_print; decr(ex_buf_ptr);
          end
        else goto loop1_exit
     endcases;
loop1\_exit: end
This code is used in section 387.
```

 $\S438$  Bib $T_{ extbf{F}}X$  The built-in functions

438.\* This module finds the substring as described in the last section, and slides it into place in the string

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pool, if necessary.  $\langle$  Form the appropriate substring  $438^*\rangle \equiv$ begin if  $(pop\_lit2 > 0)$  then begin if  $(pop\_lit1 > sp\_length - (pop\_lit2 - 1))$  then  $pop\_lit1 \leftarrow sp\_length - (pop\_lit2 - 1)$ ;  $sp\_ptr \leftarrow str\_start[pop\_lit3] + (pop\_lit2 - 1); sp\_end \leftarrow sp\_ptr + pop\_lit1;$ if  $(pop\_lit2 = 1)$  then if  $(pop\_lit3 \ge cmd\_str\_ptr)$  then { no shifting—merely change pointers } **begin**  $str\_start[pop\_lit3 + 1] \leftarrow sp\_end; unflush\_string; incr(lit\_stk\_ptr);$ **return**;end: end  $\{-ex\_buf\_length \leq pop\_lit2 < 0\}$ else **begin**  $pop\_lit2 \leftarrow -pop\_lit2$ ; if  $(pop\_lit1 > sp\_length - (pop\_lit2 - 1))$  then  $pop\_lit1 \leftarrow sp\_length - (pop\_lit2 - 1)$ ;  $sp\_end \leftarrow str\_start[pop\_lit3 + 1] - (pop\_lit2 - 1); \ sp\_ptr \leftarrow sp\_end - pop\_lit1;$ end;  $str\_room(sp\_end - sp\_ptr)$ ; while  $(sp\_ptr < sp\_end)$  do  $\{$  shift the substring  $\}$ **begin**  $append\_char(str\_pool[sp\_ptr]); incr(sp\_ptr);$  $push\_lit\_stk(make\_string, stk\_str);$  { and push it onto the stack } end This code is used in section 437. 444.\* This module finds the prefix as described in the last section, and appends any needed matching  $right\_braces.$  $\langle$  Form the appropriate prefix  $444^*\rangle \equiv$ **begin**  $sp\_ptr \leftarrow str\_start[pop\_lit2]$ ;  $sp\_end \leftarrow str\_start[pop\_lit2 + 1]$ ; { this may change } (Scan the appropriate number of characters 445);  $str\_room(sp\_brace\_level + sp\_end - sp\_ptr);$ if  $(pop\_lit2 \ge cmd\_str\_ptr)$  then { no shifting—merely change pointers }  $pool\_ptr \leftarrow sp\_end$ else while  $(sp\_ptr < sp\_end)$  do  $\{$  shift the substring  $\}$ **begin**  $append\_char(str\_pool[sp\_ptr]); incr(sp\_ptr);$ end: while  $(sp\_brace\_level > 0)$  do { add matching  $right\_braces$  } **begin** append\_char(right\_brace); decr(sp\_brace\_level); end:  $push\_lit\_stk(make\_string, stk\_str);$  { and push it onto the stack }

This code is used in section 443.

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m E}$ X §455

```
This prints information gathered while reading the .bst and .bib files.
\langle \text{ Print entry information } 459^* \rangle \equiv
  begin trace_pr(´, uentry-typeu´);
  if (type\_list[cite\_ptr] = undefined) then trace\_pr(`unknown`)
  else if (type\_list[cite\_ptr] = empty) then trace\_pr(`---\_no\_type\_found`)
     else trace_pr_pool_str(hash_text[type_list[cite_ptr]]);
   trace\_pr\_ln(`, \_has\_entry\_strings`); \langle Print entry strings 460* \rangle;
   trace\_pr(`_{\sqcup\sqcup}has_{\sqcup}entry_{\sqcup}integers`); \langle Print entry integers 461 \rangle;
   trace_pr_ln(`_{\sqcup\sqcup}and_{\sqcup}has_{\sqcup}fields`); \langle Print fields 462^*\rangle;
  end
This code is used in section 458.
        This prints, for the current entry, the strings declared by the entry command.
\langle \text{ Print entry strings } 460^* \rangle \equiv
  begin if (num\_ent\_strs = 0) then trace\_pr\_ln(`\_uuundefined`)
  else if (\neg read\_completed) then trace\_pr\_ln(`_{\sqcup \sqcup \sqcup \sqcup} uninitialized`)
     else begin str\_ent\_ptr \leftarrow cite\_ptr * num\_ent\_strs;
        while (str\_ent\_ptr < (cite\_ptr + 1) * num\_ent\_strs) do
          begin ent\_chr\_ptr \leftarrow 0; trace\_pr(`_{\square \square \square \square}"`);
          while (x_entry_strs(str_ent_ptr)(ent_chr_ptr) \neq end_of_string) do
             begin trace\_pr(xchr[x\_entry\_strs(str\_ent\_ptr)(ent\_chr\_ptr)]); incr(ent\_chr\_ptr);
             end;
          trace\_pr\_ln(`"`); incr(str\_ent\_ptr);
          end;
        end;
  end
This code is used in section 459*.
        This prints the fields stored for the current entry.
\langle \text{ Print fields } 462^* \rangle \equiv
  else begin field\_ptr \leftarrow cite\_ptr * num\_fields; field\_end\_ptr \leftarrow field\_ptr + num\_fields;
     if (field_end_ptr > max_fields) then confusion('field_info_index_lis_out_lof_irange');
     no\_fields \leftarrow true;
     while (field\_ptr < field\_end\_ptr) do
        begin if (field\_info[field\_ptr] \neq missing) then
          begin trace\_pr(`\_\sqcup_\sqcup "`); trace\_pr\_pool\_str(field\_info[field\_ptr]); trace\_pr\_ln(`"`);
          no\_fields \leftarrow false;
          end;
        incr(field\_ptr);
     if (no_fields) then trace_pr_ln(`_uuu_missing`);
     end;
  end
This code is used in section 459*.
```

```
System-dependent changes.
  define argument\_is(\#) \equiv (strcmp(long\_options[option\_index].name, \#) = 0)
\langle \text{ Define } parse\_arguments | 467* \rangle \equiv
procedure parse_arguments;
  const n_{-}options = 4; { Pascal won't count array lengths for us. }
  var long\_options: array [0 ... n\_options] of getopt\_struct;
     getopt_return_val: integer; option_index: c_int_type; current_option: 0 .. n_options;
  begin \langle Initialize the option variables 470^*\rangle;
  \langle \text{ Define the option table 468*} \rangle;
  repeat getopt\_return\_val \leftarrow getopt\_long\_only(argc, argv, ``, long\_options, address\_of(option\_index));
     if getopt\_return\_val = -1 then
       begin do_nothing; { End of arguments; we exit the loop below. }
       end
     else if getopt\_return\_val = "?" then
          begin usage(my\_name);
          end
       else if argument_is('min-crossrefs') then
            begin min\_crossrefs \leftarrow atoi(optarg);
          else if argument_is('help') then
               begin usage_help(BIBTEX_HELP, nil);
            else if argument_is('version') then
                  begin print_version_and_exit(banner, 'Oren_Patashnik', nil, nil);
                  end; { Else it was a flag; getopt has already done the assignment. }
  until qetopt\_return\_val = -1; { Now optind is the index of first non-option on the command line. We
          must have one remaining argument.
  if (optind + 1 \neq argc) then
     begin write_ln(stderr, my\_name, `:\_Need\_exactly\_one\_file\_argument. `); <math>usage(my\_name);
     end:
  end:
This code is used in section 10*.
468* Here is the first of the options we allow.
\langle \text{ Define the option table 468*} \rangle \equiv
  current\_option \leftarrow 0; long\_options[0].name \leftarrow \texttt{`terse`}; long\_options[0].has\_arg \leftarrow 0;
  long\_options[0].flag \leftarrow address\_of(verbose); long\_options[0].val \leftarrow 0; incr(current\_option);
See also sections 471*, 474*, 475*, and 476*.
This code is used in section 467*.
469. The global variable verbose determines whether or not we print progress information.
\langle Globals in the outer block 2^*\rangle +\equiv
verbose: c_int_type;
       Start off true, to match the default behavior.
\langle \text{Initialize the option variables } 470^* \rangle \equiv
  verbose \leftarrow true;
See also section 473*.
This code is used in section 467*.
```

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471.\* Here is an option to change the minimum number of cross-refs required for automatic cite\_list inclusion.  $\langle$  Define the option table 468\* $\rangle + \equiv$  $long\_options[current\_option].name \leftarrow `min-crossrefs'; long\_options[current\_option].has\_arg \leftarrow 1;$  $long\_options[current\_option].flag \leftarrow 0; long\_options[current\_option].val \leftarrow 0; incr(current\_option);$ 472\*  $\langle$  Globals in the outer block  $2^*\rangle + \equiv$ *min\_crossrefs*: *integer*; 473.\* Set min\_crossrefs to two by default, so we match the documentation (btxdoc.tex).  $\langle$  Initialize the option variables  $470^* \rangle + \equiv$  $min\_crossrefs \leftarrow 2;$ **474.\*** One of the standard options.  $\langle$  Define the option table 468\* $\rangle + \equiv$  $long\_options[current\_option].name \leftarrow `help'; long\_options[current\_option].has\_arg \leftarrow 0;$  $long\_options[current\_option].flag \leftarrow 0; long\_options[current\_option].val \leftarrow 0; incr(current\_option);$ **475**\* Another of the standard options.  $\langle \text{ Define the option table 468*} \rangle + \equiv$  $long\_options[current\_option].name \leftarrow `version`; long\_options[current\_option].has\_arg \leftarrow 0;$  $long\_options[current\_option].flag \leftarrow 0; \ long\_options[current\_option].val \leftarrow 0; \ incr(current\_option);$ 476.\* An element with all zeros always ends the list.  $\langle$  Define the option table  $468^*\rangle + \equiv$  $long\_options[current\_option].name \leftarrow 0; long\_options[current\_option].has\_arg \leftarrow 0;$  $long\_options[current\_option].flag \leftarrow 0; long\_options[current\_option].val \leftarrow 0;$ 477\* Determine ent\_str\_size, glob\_str\_size, and max\_strings from the environment, configuration file, or default value. Set  $hash\_size \leftarrow max\_strings$ , but not less than  $HASH\_SIZE$ . setup\_bound\_var stuff adapted from tex.ch. **define**  $setup\_bound\_var(\#) \equiv bound\_default \leftarrow \#; setup\_bound\_var\_end$ **define**  $setup\_bound\_var\_end(\#) \equiv bound\_name \leftarrow \#; setup\_bound\_var\_end\_end$ **define**  $setup\_bound\_var\_end\_end(\#) \equiv setup\_bound\_variable(address\_of(\#), bound\_name, bound\_default);$ if  $\# < bound\_default$  then  $\# \leftarrow bound\_default$  $\langle$  Procedures and functions for about everything  $12\rangle + \equiv$ **procedure** setup\_params; var bound\_default: integer; { for setup } bound\_name: const\_cstring; { for setup } begin kpse\_set\_program\_name(argv[0], 'bibtex'); setup\_bound\_var(ENT\_STR\_SIZE)('ent\_str\_size')(ent\_str\_size); setup\_bound\_var(GLOB\_STR\_SIZE)(`glob\_str\_size`)(glob\_str\_size); setup\_bound\_var(MAX\_STRINGS)('max\_strings')(max\_strings); setup\_bound\_var(MAX\_PRINT\_LINE)(`max\_print\_line`)(max\_print\_line);  $hash\_size \leftarrow max\_strings;$ if  $hash\_size < HASH\_SIZE$  then  $hash\_size \leftarrow HASH\_SIZE$ ;  $hash\_max \leftarrow hash\_size + hash\_base - 1; \ end\_of\_def \leftarrow hash\_max + 1; \ undefined \leftarrow hash\_max + 1;$ end;

478\* We use the algorithm from Knuth's primes.web to compute  $hash\_prime$  as the smallest prime number not less than 85% of  $hash\_size$  (and  $\geq 128$ ).

```
define primes \equiv hash\_next  { array holding the first k primes }
  define mult \equiv hash\_text { array holding odd multiples of the first o primes }
\langle Procedures and functions for about everything 12 \rangle + \equiv
procedure compute_hash_prime;
  var hash_want: integer; {85% of hash_size}
     k: integer; \{ number of prime numbers <math>p_i \text{ in } primes \}
     j: integer; { a prime number candidate }
     o: integer; { number of odd multiples of primes in mult }
     square: integer; \{p_o^2\}
     n: integer; \{loop index\}
     j\_prime: boolean; \{ is j a prime? \}
  begin hash\_want \leftarrow (hash\_size \ \mathbf{div} \ 20) * 17; \ j \leftarrow 1; \ k \leftarrow 1; \ hash\_prime \leftarrow 2; \ primes[k] \leftarrow hash\_prime;
  o \leftarrow 2; square \leftarrow 9;
  while hash\_prime < hash\_want do
     begin repeat j \leftarrow j + 2;
       if j = square then
          begin mult[o] \leftarrow j; j \leftarrow j + 2; incr(o); square \leftarrow primes[o] * primes[o];
          end;
       n \leftarrow 2; \ j\_prime \leftarrow true;
        while (n < o) \land j-prime do
           begin while mult[n] < j do mult[n] \leftarrow mult[n] + 2 * primes[n];
          if mult[n] = j then j-prime \leftarrow false;
           incr(n);
          end;
     until j_prime;
     incr(k); hash\_prime \leftarrow j; primes[k] \leftarrow hash\_prime;
     end:
  end;
```

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**479**\* **Index.** Here is where you can find all uses of each identifier in the program, with underlined entries pointing to where the identifier was defined. If the identifier is only one letter long, however, you get to see only the underlined entries. All references are to section numbers instead of page numbers.

This index also lists a few error messages and other aspects of the program that you might want to look up some day. For example, the entry for "system dependencies" lists all sections that should receive special attention from people who are installing TEX in a new operating environment. A list of various things that can't happen appears under "this can't happen".

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