

The Factor Interpreter

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--          F A C T O R   I N T E R P R E T E R
--          ~~~~~
-- An interpreter for a subset of the language Factor, comprising:
--   integers, booleans, quotations, definitions, invocations,
--   and the operators . + - * / % = # < <= > >= drop dup lift sink if
-----
```

```
type Token = String
```

```
-----
data Sitem = Sinteger   Integer
           | Sboolean   Bool
           | Squotation [ Token ]
-----
```

```
type Stack = [ Sitem ]
```

```
-----
type Environment = [ ( Token, [ Token ] ) ]
-----
```

```
-- factor fileName : interpret the Factor program in 'fileName'
```

```
factor :: String -> IO ( )
```

```
factor fileName = do
    source <- readFile fileName
    putStr "\n"
    putStr ( "SOURCE = " ++ format source )
    putStr "\n"
    putStr ( "RESULT = " ++ eval source )
    putStr "\n"
-----
```

```
-- format source : the result of indenting each line of 'source',
--                  after the first one, by nine spaces
```

```
format :: String -> String
```

```
format "\n"      = "\n"
format ( '\n' : cs ) = '\n' : "          " ++ format cs
format ( c   : cs ) = c   :      format cs
-----
```

```
-- eval source : the result of interpreting the program in 'source'
```

```
eval :: String -> String
```

```
eval source = eval' ( words source ) [ ] [ ]
```

```
-----
-- eval' tokens stack env : the result of interpreting the token list 'tokens'
--                           using the stack 'stack' and the environment 'env'
-----
```

```
eval' :: [ Token ] -> Stack -> Environment -> String
```

```
eval' [ ] _ _ = ""
```

```
eval' ( t : ts ) stack env = if isInteger t then
    eval' ts ( Sinteger ( read t ) : stack ) env
  else
    if isBoolean t then
        eval' ts ( Sboolean ( toBool t ) : stack ) env
    else
        if t == "[" then
            let ( quot, rest ) = splitQuotation ts in
                eval' rest ( Squotation quot : stack ) env
        else
            if t == ":" then
                let ( name, def, rest ) = splitDef ts in
                    eval' rest stack ( ( name, def ) : env )
            else
                if t == "if" then
                    eval'if ts stack env
                else
                    case t of
                        "." -> let ( s1 : ss ) = stack in
                                showS s1 ++ " " ++ eval' ts ss env
                        "+" -> eval' ts ( apply'plus stack ) env
                        "-" -> eval' ts ( apply'minus stack ) env
                        "*" -> eval' ts ( apply'times stack ) env
                        "/" -> eval' ts ( apply'div stack ) env
                        "%" -> eval' ts ( apply'mod stack ) env
                        "=" -> eval' ts ( apply'eq stack ) env
                        "#" -> eval' ts ( apply'ne stack ) env
                        "<" -> eval' ts ( apply'lt stack ) env
                        "<=" -> eval' ts ( apply'le stack ) env
                        ">" -> eval' ts ( apply'gt stack ) env
                        ">=" -> eval' ts ( apply'ge stack ) env
                        "drop" -> eval' ts ( apply'drop stack ) env
                        "dup" -> eval' ts ( apply'dup stack ) env
                        "lift" -> eval' ts ( apply'lift stack ) env
                        "sink" -> eval' ts ( apply'sink stack ) env
                        _ -> eval' ( getDef t env ++ ts ) stack env
-----
```

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```
-- isInteger t : does 't' represent an integer constant ?
```

```
isInteger :: Token -> Bool
```

```
isInteger ( '-' : t ) = isNonNegInteger t
isInteger t           = isNonNegInteger t
```

```
-- isNonNegInteger t : does 't' represent a non-negative integer constant ?
```

```
isNonNegInteger :: Token -> Bool
```

```
isNonNegInteger t = ( t /= " " ) && ( all ( \c -> c >= '0' && c <= '9' ) t )
```

```
-- isBoolean t : does 't' represent a Boolean constant ?
```

```
isBoolean :: Token -> Bool
```

```
isBoolean t = ( t == "t" ) || ( t == "f" )
```

```
-- toBool t : the Boolean value corresponding to 't'
```

```
toBool :: Token -> Bool
```

```
toBool "t" = True
toBool "f" = False
```

```
-- splitQuotation tokens : a 2-tuple consisting of
--                          all tokens in 'tokens' before
--                          the first unmatched "]"
--                          all tokens in 'tokens' after
--                          the first unmatched "]"
```

```
splitQuotation :: [ Token ] -> ( [ Token ], [ Token ] )
```

```
splitQuotation ts = let ( b1, d, a1 ) = split [ "[", "]" ] ts in
  case d of
    "[" -> let ( b2, a2 ) = splitQuotation a1 in
      let ( b3, a3 ) = splitQuotation a2 in
        ( b1 ++ [ "[" ] ++ b2 ++ [ "]" ] ++ b3,
          a3 )
    "]" -> ( b1, a1 )
```

```
-- splitDef tokens : a 3-tuple consisting of
--                  the first token in 'tokens'
--                  all remaining tokens before the first ";"
--                  all remaining tokens after the first ";"
```

```
splitDef :: [ Token ] -> ( Token, [ Token ], [ Token ] )
```

```
splitDef ( name : ts ) = ( name, def, rest )
  where ( def, _, rest ) = split [ ";" ] ts
```

```
-- split delims tokens : a 3-tuple consisting of
--                      all tokens in 'tokens' before the first occurrence
--                      of an element of 'delims'
--                      the element of 'delims' to occur first in 'tokens'
--                      all tokens in 'tokens' after the first occurrence
--                      of an element of 'delims'
```

```
split :: [ Token ] -> [ Token ] -> ( [ Token ], Token, [ Token ] )
```

```
split ds ( t : ts ) = if elem t ds then ( [ ], t, ts )
  else ( t : b, d, a )
  where ( b, d, a ) = split ds ts
```

```
-- getDef t env : the definition of 't' in 'env'
```

```
getDef :: Token -> Environment -> [ Token ]
```

```
getDef t ( ( name, def ) : es ) = if name == t then def
  else getDef t es
```

```
-- eval'if tokens stack env : the result of interpreting the token list 'tokens'
--                          using the stack 'stack' and the environment 'env',
--                          where the top of the stack holds two quotations
--                          over a Boolean value; all three items are removed,
--                          and the lower / upper quotation is applied,
--                          according as the Boolean is True / False
```

```
eval'if :: [ Token ] -> Stack -> Environment -> String
```

```
eval'if ts ( _ : SQuotation qT : Sboolean True : ss ) env =
  eval' ( qT ++ ts ) ss env
```

```
eval'if ts ( SQuotation qF : _ : Sboolean False : ss ) env =
  eval' ( qF ++ ts ) ss env
```

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```
-- showS s : a string representation of the stack item 's'

showS :: Sitem -> String

showS ( Sinteger  n ) = show n
showS ( Sboolean  b ) = if b then "t" else "f"
showS ( Squotation q ) = show q

-----

-- apply' * stack : apply the corresponding operator to the top of stack 'stack'

apply'plus, apply'minus, apply'times, apply'div,  apply'mod,
      apply'eq,   apply'ne,   apply'lt,   apply'le, apply'gt, apply'ge,
      apply'drop, apply'dup,   apply'lift, apply'sink
      :: Stack -> Stack

apply'plus ( Sinteger n2 : Sinteger n1 : ss ) = Sinteger ( n1 + n2 ) : ss
apply'minus ( Sinteger n2 : Sinteger n1 : ss ) = Sinteger ( n1 - n2 ) : ss
apply'times ( Sinteger n2 : Sinteger n1 : ss ) = Sinteger ( n1 * n2 ) : ss
apply'div   ( Sinteger n2 : Sinteger n1 : ss ) = Sinteger ( n1 `div` n2 ) : ss
apply'mod   ( Sinteger n2 : Sinteger n1 : ss ) = Sinteger ( n1 `mod` n2 ) : ss

apply'eq   ( Sinteger n2 : Sinteger n1 : ss ) = Sboolean ( n1 == n2 ) : ss
apply'ne   ( Sinteger n2 : Sinteger n1 : ss ) = Sboolean ( n1 /= n2 ) : ss
apply'lt   ( Sinteger n2 : Sinteger n1 : ss ) = Sboolean ( n1 <  n2 ) : ss
apply'le   ( Sinteger n2 : Sinteger n1 : ss ) = Sboolean ( n1 <= n2 ) : ss
apply'gt   ( Sinteger n2 : Sinteger n1 : ss ) = Sboolean ( n1 >  n2 ) : ss
apply'ge   ( Sinteger n2 : Sinteger n1 : ss ) = Sboolean ( n1 >= n2 ) : ss

apply'drop ( s : ss )      = ss
apply'dup  ( s : ss )      = s : s : ss
apply'lift ( Sinteger n : ss ) = lift n ss
apply'sink ( Sinteger n : ss ) = sink n ss

-----

-- lift k stack : the stack 'stack', with its 'k'th item now up on top

lift :: Integer -> Stack -> Stack

lift 1 ss      = ss
lift k ( s1 : ss ) = s' : s1 : ss' where ( s' : ss' ) = lift ( k - 1 ) ss

-----

-- sink k stack : the stack 'stack', with its top item now down in position 'k'

sink :: Integer -> Stack -> Stack

sink 1 ss      = ss
sink k ( s1 : s2 : ss ) = s2 : sink ( k - 1 ) ( s1 : ss )

-----
```

```
> factor "max"

SOURCE = : max 2 lift dup 3 sink
          2 lift dup 3 sink
          > [ drop ] [ 2 lift drop ] if ;

          2 3 max .
          5 4 max .

RESULT = 3 5

> factor "factorial"

SOURCE = : ! dup 0 = [ drop 1 ] [ dup 1 - ! * ] if ;

          0 ! .
          1 ! .
          2 ! .
          3 ! .
          4 ! .
          5 ! .
          40 ! .

RESULT = 1 1 2 6 24 120 815915283247897734345611269596115894272000000000

> factor "power"

SOURCE = : ^ 1 3 sink ^' ;

          : ^' dup 0 =
            [ drop drop ]
            [ 2 lift dup 4 lift * 3 sink 2 lift 1 - ^' ]
            if ;

          1 0 ^ .
          1 1 ^ .
          1 2 ^ .
          2 0 ^ .
          2 1 ^ .
          2 2 ^ .
          2 3 ^ .
          -2 0 ^ .
          -2 1 ^ .
          -2 2 ^ .
          -2 3 ^ .
          10 10 ^ .
          13 25 ^ .

RESULT = 1 1 1 1 2 4 8 1 -2 4 -8 10000000000 7056410014866816666030739693
```