

# Forth Golfscript Interpreter

# Golfscript

# Golfth

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## Code Golf

- ▶ shortest possible source code that implements an algorithm
- ▶ solving problems (holes) in as few keystrokes as possible

# Golforth

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## Code Golf

- ▶ shortest possible source code that implements an algorithm
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## Golfscript

- ▶ stack oriented, variables exist
- ▶ single symbols represent high level operations
- ▶ strong typed
- ▶ heavy use of operator overloading and type coercion

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## Golfscript Types

- ▶ Integer: 1 2
- ▶ Arrays: [1 2 3] [3]
- ▶ Strings: "one two three"
- ▶ Blocks: {1+}

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## Golfscript Operator Example

- ▶ 12 3 \* -> 36
- ▶ [50 51 52]' '\* -> "50 51 52"
- ▶ [1 2 3]{1+}/ -> 2 3 4
- ▶ {.@\%.}do; ( n1 n2 -- gcd )

# Forth Implementation

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## Typesystem

- ▶ Values as scalar references on stack
- ▶ Anonyme functions vs Memory

```
12 anon_int s" 1 anon_int golf_+" anon_block
```



2 elements on stack



## Arrays

- ▶ Not in syntax, operator
- ▶ code

## Blocks

- ▶ Stored as already translated strings
- ▶ Operations:  $2\{1+\}+ \rightarrow \{2\ 1+\}$
- ▶ Execution via `evaluate`

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## Parser

- ▶ translates golfscript to forth based intermediate strings
- ▶ based on regular expression of reference implementation
- ▶ Responsible for:
  - ▶ infer initial type from syntax
  - ▶ symbol table for variable tracking
  - ▶ note that every value can be a variable!

"2 {1+}:x"



(creating x in symbol table)



2 anon\_int s" 1 anon\_int golf\_+" anon\_block x ,

## Type Coercion and Overloading

- ▶ Typeorder for Coercion
- ▶ Coercion according to highest order type
- ▶ Heavy operator overloading results in wide range of functionality

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\*: Multiplication

2 4\* -> 8

\*: Execute a block a certain number of times

2 {2\*} 5\* -> 64

\*: Array/string repeat

[1 2 3]2\* -> [1 2 3 1 2 3]

3 'asdf '\* -> "asdfasdfasdf"

\*: Join

[1 2 3]' , '\* -> "1,2,3"

[1 2 3][4]\* -> [1 4 2 4 3]

\*: Fold

[1 2 3 4]{+}\* -> 10

'asdf'{+}\* -> 414

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## Conditionals and Loops

- ▶ `5{1-..}do` → 4 3 2 1 0 0
- ▶ `5{.}{1-..}while` → 4 3 2 1 0 0
- ▶ `5{.}{1-..}until` → 5
- ▶ implemented as words which consume code blocks

```
: golf_do { block }  
  BEGIN  
    block golf_execute  
  WHILE  
  REPEAT ;
```

## Cutbacks

- ▶ Error Handling differs
- ▶ Probably not all operators implemented

## Usage of Idiomatic Forth

- ▶ Stack paradigm mapped to typed language
- ▶ Wordlists for variable tracking
- ▶ Macros & anonym functions for language implementation
- ▶ Macros for operator implementation