```
10C32A300: 50 45 41 52
                       53 20 20 20 -
10C32A310: 00 00 00 00
                       00 00 00 00 -
10C32A320: F0 A2 32 0C
                       01 00 00 00 -
10C32A330: 54 52 4F 4D
                       42 4F 4E 45 -
10C32A340: 8A 37 25 0C
                       01 00 00 00 -
10C32A350: 76 00 00 00
                       00 00 00 00 -
10C32A360: 03 00 00 00 00 00 00 80 -
10C32A370: 8A 37 25 0C
                      01 00 00 00 -
10C32A380: 00 00 00 00
                       00 00 00 00 -
10C32A390: 02 00 00 00
                       00 00 00 00 -
 ok
10C32A320 HERE OVER - DUMP
10C32A320: F0 A2 32 0C 01 00 00 00 -
10C32A330: 54 52 4F 4D 42 4F 4E 45 -
10C32A340: 8A 37 25 0C
                       01 00 00 00 -
10C32A350: 76 00 00 00 00 00 00 00 -
10C32A360: 03 00 00 00 00 00 00 80 -
10C32A370: 8A 37 25 0C 01 00 00 00 -
10C32A380: 00 00 00 00 00 00 00 00 -
10C32A390: 02 00 00 00
                       00 00 00 00 -
 ok
          ' TROMBONES . 10C32A308 10C
' PEARS .
' PEARS @ . ' TROMBONES @ . 10C25378A
10C32A2F0 HERE OVER - DUMP
10C32A2F0: C0 A2 32 0C 01 00 00 00 -
10C32A300: 50 45 41 52 53 20 20 20 -
10C32A310: 00 00 00 00 00 00 00 00 -
10C32A320: F0 A2 32 0C 01 00 00 00 -
10C32A330: 54 52 4F 4D 42 4F 4E 45 -
10C32A340: 8A 37 25 0C
                       01 00 00 00 -
10C32A350: 76 00 00 00
                       00 00 00 00 -
10C32A360: 03 00 00 00
                       00 00 00 80 -
10C32A370: 8A 37 25 0C
                       01 00 00 00 -
10C32A380: 00 00 00 00
                       00 00 00 00 -
100221200. 02 00 00 00 00 00 00 00
```

EMBEDDED SYSTEMS 2020/2021

FORTH

FORTH IMPLEMENTATIONS

- Forth has been standardized several times
- The current standard is called ANS Forth (ANSI)
- The standard defines the set of words that must be present in a standard implementation along with their semantics (stack effects)
 - Internal details are left to the implementation

AMERICAN NATIONAL STANDARD

ANSI X3.215-1994

American National Standard for Information Systems —

Programming Language — Forth

1. Introduction

1.1 Purpose

The purpose of this Standard is to promote the portability of Forth programs for use on a wide variety of computing systems, to facilitate the communication of programs, programming techniques, and ideas among Forth programmers, and to serve as a basis for the future evolution of the Forth language.

1.2 Scope

This Standard specifies an interface between a Forth System and a Forth Program by defining the words provided by a Standard System.

1.2.1 Inclusions

This Standard specifies:

- the forms that a program written in the Forth language may take;
- the rules for interpreting the meaning of a program and its data

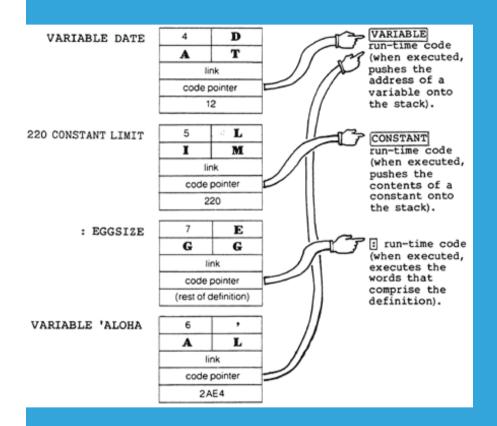
1.2.2 Exclusions

This Standard does not specify:

- the mechanism by which programs are transformed for use on computing systems;
- the operations required for setup and control of the use of programs on computing systems;
- the method of transcription of programs or their input or output data to or from a storage medium;
- the program and Forth system behavior when the rules of this Standard fail to establish an interpretation;
- the size or complexity of a program and its data that will exceed the capacity of any specific computing system or the capability of a particular Forth system;
- the physical properties of input/output records, files, and units;
- the physical properties and implementation of storage.

FORTH IMPLEMENTATIONS

- The structure of the compiled code and the corresponding execution model are also left to the implementation
 - Most FORTHs compile code in one of these forms:
 - Indirect Threaded Code (ITC), which is the classic approach, described in Starting Forth
 - pijFORTHos
 - Direct Threaded Code (DTC)
 - GForth
 - Subroutine Threaded Code
 - Token Threaded Code



NO TWO FORTH SYSTEMS ARE ALIKE IN THIS RESPECT.

Leo Brodie

- ▶ The underlying architecture strongly influences FORTH implementation choices
 - ▶ GForth (x86-64, little-endian, 64-bit single values and pointers)
 - 8-byte alignment
 - pijFORTHos (ARM 32, little-endian, 32-bit single values and pointers)
 - 4-byte alignment
 - Mecrisp Stellaris (ARM THUMB, little-endian, 32-bit single values and pointers)
 - 4-byte alignment
- ▶ The structure of the dictionary is very specific to each FORTH environment

- Definition of a variable in GForth (x86-64)
 - Before the definition HERE leaves the value 0x10DB4D2C0 on the stack
 - ▶ After the definition **HERE** leaves the value **0x 10DB4D2F0** on the stack
 - The definition is 48 bytes long

```
Gforth 0.7.3, Copyright (C) 1995-2008 Free Software Foundation, Inc.
Gforth comes with ABSOLUTELY NO WARRANTY; for details type `license'
Type `bye' to exit
HEX HERE .S <1> 10DB4D2C0 ok
VARIABLE ORANGES ok
HERE .S <2> 10DB4D2C0 10DB4D2F0 ok
2DUP SWAP - . 30 ok
```

- Definition of a variable
 - The phrase **HERE OVER OVER SWAP DUMP** shows the content of the dictionary starting at the address left on the stack by the first **HERE**. The phrase preserves the start pointer so that it could be used in following memory dumps
 - ▶ The word dot-s (.S) provides a non-destructive print the stack content; **TOS** is on the right

```
48
Gforth 0.7.3, Copyright (C) 1995-2008 Free Software Foundation, Inc.
Gforth comes with ABSOLUTELY NO WARRANTY; for details type `license'
                                                                                   BYTES
Type 'bye' to exit
HEX HERE S <1> 10DB4D2C0 ok
VARTABLE ORANGES ok
HERE .S <2> 10DB4D2C0 10DB4D2F0 ok
2DUP SWAP - . 30 ok
OVER - OVER SWAP .S <3> 10DB4D2C0 10DB4D2C0 30 ok
DUMP
10DB4D2C0: B0 BB B4 0D 01 00 00 00 - 07 00 00 00
                                                   00 00 00 80
10DB4D2D0: 4F 52 41 4E
                      47 45 53 20 - 8A 07 A7 0D
                                                   01 00 00 00
10DB4D2E0: 00 00 00 00
                        00 00 00 00 - 00 00 00 00
                                                   00 00 00 00
 ok
```

- The entry contains
 - The link pointer
 - The number of characters in the name field
 - The name field, which is an array of characters padded with spaces (20) to a multiple of a cell size
 - The code pointer field, which defines the behavior of the word on execution
 - The data field (1 cell=8 bytes)

```
Sforth 0.7.3, Copyright (C) 1995-2008 Free Software Foundation, Inc.
Gforth comes with ABSOLUTELY NO WARRANTY; for details type `license'
Type `bye' to exit
HEX HERE S <1> 10DB4D2C0
VARIABLE ORANGES ok
HERE .S <2> 10DB4D2C0 10DB4D2F0 ok
2DUP SWAP - . 30 ok
OVER - OVER SWAP .S <3> 10DB4D2C0 10DB4D2C0 30
DUMP
10DB4D2C0: B0 BB B4 0D
                      01 00 00 00 - 07 00 00 00
                                                   00 00 00 80
10DB4D2D0: 4F 52 41 4E
                                    - 8A 07 A7 0D
                                                   01 00 00 00 ORANGES
10DB4D2E0: 00 00 00 00
                        00 00 00 00 - 00 00 00 00
                                                   00 00 00 00
ok
```

- ▶ The execution of **ORANGES** leaves its Data Field Address (DFA), on the stack
 - There is no need to store the pointer value in the entry: it is simply obtained by adding a constant offset (0x10) to the code field address: 0x10DB4D2D8+0x10=0x10DB4D2E8
- ▶ The word fetch (@) is used to read from 0x10DB4D2E8
- The word store (!) is used to write 67 to 0x10DB4D2E8

```
ORANGES .S <2> 10DB4D2C0 10DB4D2E8
0 ok
HERE OVER - OVER SWAP .S <3> 10DB4D2C0 10DB4D2C0 30
DUMP
10DB4D2C0: B0 BB B4 0D 01 00 00 00 - 07 00 00 00
                                                  00 00 00 80
10DB4D2D0: 4F 52 41 4E
                       47 45 53 20 - 8A 07 A7 0D
                                                  01 00 00 00
                                                               ORANGES
10DB4D2E0: 00 00 00 00
                       00 00 00 00 - 00 00 00 00
                                                  00 00 00 00
ok
67 ORANGES .S <3> 10C32A2C0 67 10C32A2E8
! HERE OVER - OVER SWAP .S DUMP <3> 10DB4D2C0 10DB4D2C0 30
                       01 00 00 00 - 07 00 00 00
10DB4D2C0: B0 BB B4 0D
                                                  00 00 00 80
10DB4D2D0: 4F 52 41 4E
                       47 45 53 20 - 8A 07 A7 0D
                                                  01 00 00 00
                                                               ORANGES
10DB4D2E0: 00 00 00 00
                       00 00 00 00 - 67 00 00 00
                                                  00 00 00 00
```

- Defining the variable PEARS right after ORANGES
 - ▶ The definition starts at the address previously left by **HERE** (**0x10DB4D2F0**)
 - ▶ The two variables have the same code pointer (0x10DA7078A) so they behave similarly
 - The second variable has its link pointer referencing the previous definition, which is that of ORANGES

```
VARIABLE PEARS
ok
DUMP
10DB4D2C0 → B0 BB B4 0D
                     01 00 00 00 - 07 00 00 00
                                              00 00 00 80
10DB4D2D0: 4F 52 41 4E
                     47 45 53 20
                                - 8A
                                     07 A7 0D
                                                 00 00 00
10DB4D2E0: 00 00 00 00
                     00 00 00 00 - 67 00 00 00
                                              00 00 00 00
10DB4D2F0: C0 D2 B4 0D
                     01 00 00 00 - 05 00 00 00
                                              00 00 00 80
10DB4D300: 50 45 41 52
                     53 20 20 20 - 8A 07 A7 0D
                                              01 00 00 00
                     00 00 00 00 - 00 00 00 00
                                              00 00 00 00
10DB4D310: 00 00 00 00
ok
```

- Defining the constant TROMBONES right after PEARS
 - ▶ The definition starts at the cell following the entry of PEARS at address 0x10DB4D320
 - > The name field occupies two cells so the definition is one cell longer than the previous two
 - ▶ The link pointer of TROMBONES references the previous definition, PEARS, which in turn points to ORANGES
 - ▶ The code pointer of TROMBONES contains the value 0x10DA70751 so it behaves differently from the variables

```
CONSTANT TROMBONES
                        ok
                       S DUMP <3> 10DB4D2C0 10DB4D2C0 98
10DB4D2C0 → B0 BB B4 0D
                                        07 00 00 00
                                                     00 00 00 80
                               00
                                             A7 0D
                                                        00 00 00
10DB4D2E0:
           00 00 00 00
                                                 00
                                     - 67
                                           00 00
                                                     00 00 00 00
                                                 00
10DB4D2F0: C0 D2 B4
                    0D
                                       05 00 00
                                                     00 00 00 80
                                                        00 00 00
                                                 0D
                                              00 00
                                                        00 00 00
           00 00 00 00
           FØ D2 B4 ØD
                                                 00
                                                        00 00 80
                                                 20
                                                        20 20 20
                                                                   TROMBONES
10DB4D340: 51 07 A7
                                     - 00 00 00 00
                                                     00 00 00 00
10DB4D350: 76 00 00 00
                         00 00 00 00 -
                                                                                  OF CONST
 ok
```

- ▶ The execution of **TROMBONES** leaves on the stack the value contained in the data field (76)
- ▶ By manually changing the code field value of **TROMBONES** to **0x10DB4D320** its behavior is turned into that of a variable
 - **TROMBONES** now leaves the pointer to its data field on the stack
 - This hack was possible because constants and variables have the same data field

```
10DB4D2F0: C0 D2 B4 0D
                        01 00 00 00 - 05 00 00 00
                                                   00 00 00 80
10DB4D300: 50 45 41 52
                       53 20 20 20 - 8A 07 A7 0D
                                                   01 00 00 00
10DB4D310: 00 00 00 00
                        00 00 00 00 - 00 00 00 00
                                                   00 00 00 00
10DB4D320: F0 D2 B4 0D
                        01 00 00 00 - 09 00 00 00
                                                   00 00 00 80
10DB4D330: 54 52 4F 4D
                       42 4F 4E 45 - 53 20 20 20
                                                  20 20 20 20
                                                                 TROMBONES
10DB4D340: 51 07 A7 0D
                       01 00 00 00 - 00 00 00 00
                                                   00 00 00 00
10DB4D350: 76 00 00 00 00 00 00 00 -
                                                                 V.....
ok
TROMBONES . 76
10DA7078A 10DB4D340 !
                       ok
TROMBONES . 10DB4D350
                       ok
```

- The word CREATE defines entries having zero-length data field
 - F00 leaves on the stack its DFA: right after the definition it equals the value left by HERE

```
CREATE FOO
HERE OVER - OVER SWAP .S DUMP <3> 10DB4D2C0 10DB4D2C0 C0
10DB4D2C0: B0 BB B4 0D
                          01 00 00 00 - 07 00 00 00
                                                       00 00 00 80
10DB4D2D0: 4F 52 41 4E
                                                                     ORANGES .....
                          47 	ext{ } 45 	ext{ } \overline{53} 	ext{ } 20 	ext{ } - 	ext{ } 8A 	ext{ } 07 	ext{ } A7 	ext{ } 0D
                                                       01 00 00 00
10DB4D2E0: 00 00 00 00
                          00 00 00 00 - 67 00 00 00
                                                       00 00 00 00
                                                                      10DB4D2F0: C0 D2 B4 0D
                          01 00 00 00 - 05 00 00 00
                                                       00 00 00 80
                          53 20 20 20 - 8A 07 A7 0D
10DB4D300: 50 45 41 52
                                                       01 00 00 00
                                                                     PEARS
10DB4D310: 00 00 00 00
                          00 00 00 00 - 00 00 00 00
                                                       00 00 00 00
10DB4D320: F0 D2 B4 0D
                          01 00 00 00 - 09 00 00 00
                                                       00 00 00 80
10DB4D330: 54 52 4F 4D
                         42 4F 4E 45 - 53 20 20 20
                                                       20 20 20 20
                                                                     TROMBONES
                                                       00 00 00 00
10DB4D340: 8A 07 A7 0D
                          01 00 00 00 - 00 00 00 00
10DB4D350: 76 00 00 00
                          00 00 00 00 - 20 D3 B4 0D
                                                       01 00 00 00
                                                                     V...... .....
                                                       20 20 20 20
10DB4D360: 03 00 00 00
                          00 00 00 80 - 46 4F 4F 20
10DB4D370: 8A 07 A7 0D
                                                       00 00 00 00
                          01 00 00 00 - 00 00 00 00
ok
    ■ 10DB4D380
HERE .
       10DB4D380
                   ok
```

- ▶ The data field of **F00** can be extended using comma (,), c-comma (C,) or **ALLOT**
- The data field extends to the next word definition
 - So, until a new word is defined, the last defined word can be extended up to include all the remaining memory

```
10DB4D320: F0 D2 B4 0D
                       01 00 00 00 - 09 00 00 00
                                                  00 00 00 80
10DB4D330: 54 52 4F 4D
                      42 4F 4E 45 - 53 20 20 20
                                                 20 20 20 20
                                                               TROMBONES
10DB4D340: 8A 07 A7 0D
                       01 00 00 00 - 00 00 00 00
                                                  00 00 00 00
10DB4D350: 76 00 00 00
                       00 00 00 00 - 20 D3 B4 0D
                                                  01 00 00 00
10DB4D360: 03 00 00 00
                      00 00 00 80 - 46 4F 4F 20
                                                 20 20 20 20
                                                               ......F00
10DB4D370: 8A 07 A7 0D 01 00 00 00 - 00 00 00 00
                                                  00 00 00 00
 ok
F00 . 10DB4D380
HERE . 10DB4D380
                 ok
0,1,2,3,
HERE . 10DB4D3A0
```

- ▶ The data field of **F00** is extended using comma four times
- ▶ **F00** is now an array containing the values 1,2,3 and 4

```
F00 . 10DB4D380
HERE . 10DB4D380
0,1,2,3,
                                                                            FIELD
HERE . 10DB4D3A0
10DB4D320 HERE OVER - DUMP
10DB4D320: F0 D2 B4 0D
                        01 00 00 00 - 09 00 00 00
                                                   00 00 00 80
10DB4D330: 54 52 4F 4D
                        42 4F 4E 45 - 53 20 20 20
                                                  20 20 20 20
                                                                TROMBONES
10DB4D340: 8A 07 A7 0D
                        01 00 00 00 - 00 00 00 00
                                                   00 00 00 00
10DB4D350: 76 00 00 00
                        00 00 00 00 - 20 D3 B4 0D
                                                   01 00 00 00
10DB4D360: 03 00 00 00
                        00 00 00 80 - 46 4F 4F 20
                                                  20 20 20 20
10DB4D370: 8A 07 A7 0D
                        01 00 00 00 - 00 00 00 00
                                                   00 00 00 00
10DB4D380: 00 00 00 00
                       00 00 00 00 - 01 00 00 00
                                                   00 00 00 00
10DB4D390: 02 00 00 00
                        00 00 00 00 - 03 00 00 00
                                                   00 00 00 00
ok
```

- ightharpoonup The word tick ($^{\prime}$) provides the eXecution Token (xt) of a word
- The xt uniquely identifies a word

```
CODE
10DB4D2F0 HERE OVER - DUMP
10DB4D2F0: C0 D2 B4 0D
                        01 00 00 00 - 05 00 00 00
                                                    00 00 00 80
                                                                                    FIELD
10DB4D300: 50 45 41 52
                        53 20 20 20 - 8A 07 A7
                                                0D
                                                    01 00 00 00
10DB4D310: 00 00 00 00
                        00 00 00 00 - 00 00 00 00
                                                    00 00 00 00
10DB4D320: F0 D2 B4 0D
                        01 00 00 00 - 09 00 00 00
                                                    00 00 00 80
10DB4D330: 54 52 4F 4D
                        42 4F 4E 45 - 53 20 20 20
                                                    20 20 20 20
10DB4D340: 8A 07 A7 0D
                              00 00 - 00 00 00 00
                                                    00 00 00 00
10DB4D350: 76 00 00 00
                        00 00 00 00 - 20 D3 B4 0D
                                                    01 00 00 00
10DB4D360: 03 00 00 00
                                                    20 20 20 20
                        00 00 00 80 - 46 4F 4F 20
10DB4D370: 8A 07 A7 0D
                              00 00 - 00 00 00 00
                                                    00 00 00 00
10DB4D380: 00 00 00 00
                        00 00 00 00 - 01 00 00 00
                                                    00 00 00 00
10DB4D390: 02 00 00 00
                        00 00 00 00 - 03 00 00 00
                                                   00 00 00 00
                                                                                     CFA
 ok
                                 10DB4D308 10DB4D340 10DB4D370
                        ' F00 .
```

- In ANS Forth the xt is an abstract data type
- In the implementation below the xt value is the Code Field Address (CFA)

```
CODE
10DB4D2F0 HERE OVER - DUMP
10DB4D2F0: C0 D2 B4 0D
                        01 00 00 00 - 05 00 00 00
                                                    00 00 00 80
                                                                                    FIELD
10DB4D300: 50 45 41 52
                        53 20 20 20
                                     - 8A 07 A7 0D
                                                    01 00 00 00
                                                                  PEARS
                        00 00 00 00 - 00 00 00 00
10DB4D310: 00 00 00 00
                                                    00 00 00 00
                                                    00 00 00 80
10DB4D320: F0 D2 B4 0D
                        01 00 00 00 - 09 00 00 00
10DB4D330: 54 52 4F 4D
                        42 4F 4E 45 - 53 20 20 20
                                                                  TROMBONES
                                                    20 20 20 20
10DB4D340: 8A 07 A7 0D
                              00 00 - 00 00 00 00
                                                    00 00 00 00
10DB4D350: 76 00 00 00
                        00 00 00 00 - 20 D3 B4 0D
                                                    01 00 00 00
10DB4D360: 03 00 00 00
                                                    20 20 20 20
                        00 00 00 80 - 46 4F 4F 20
                                                    00 00 00 00
10DB4D370: 8A 07 A7 0D
                        01 00
                              00 00 - 00 00 00 00
                                                    00 00 00 00
10DB4D380: 00 00 00 00
                        00 00 00 00 - 01 00 00 00
10DB4D390: 02 00 00 00
                        00 00 00 00 - 03 00 00 00
                                                    00 00 00 00
                                                                                     CFA
 ok
  PEARS .
            TROMBONES .
                          F00 .
                                  10DB4D308 10DB4D340 10DB4D370
               TROMBONES @ .
                                 F00 @ . 10DA7078A 10DA7078A 10DA7078A
  PEARS @ .
                                                                         ok
                                                                                    SAME
                                                                                     CODE
```

- Defining the colon-word +2
 - > colon (:) compiles the definition into the Data Field as a thread of references to the code of the words in the definition
 - in Starting Forth these are described as XTs (ITC model), in the implementation below (DTC) they are real code pointers
 - Iterals are compiled as a couple of values: a pointer to code able to push the value of the following cell onto the stack and the value itself
 - finally semicolon (;) ends the compilation adding the pointer to the code of EXIT to the thread

