

# SWIG-GForth-Extension

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Euroforth 2009

# Motivation

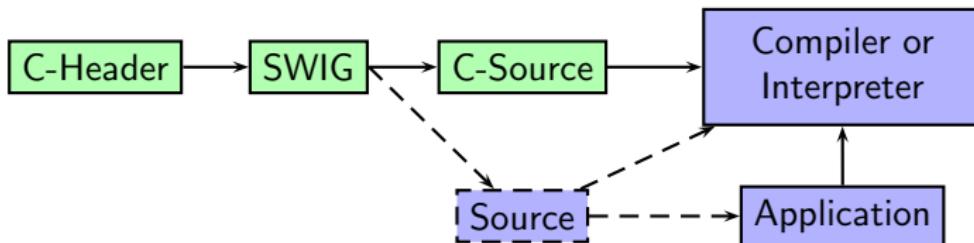
- Foreign-function-interface
- Getting the function-footprint directly from the C-Header
- Convert nested headers instead of searching definitions and constants
- GLForth: OpenGL & SDL where imported by hand

```
extern float getFloatPointer( float a, float *b, float **c );
```



```
c-function getFloatPointer getFloatPointer r a a - r
```

# SWIG [1]



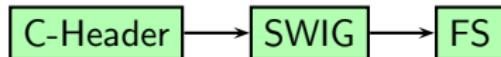
- C/C++ Compiler with custom output
- Typically used for C-interfaces to other languages like PHP or Python, but also non-scripting languages like Java or Lua
- Generates C-source, which is for example compiled into interpreter/compiler.
- In our case we also need to generate Forth-source



# Output-Types

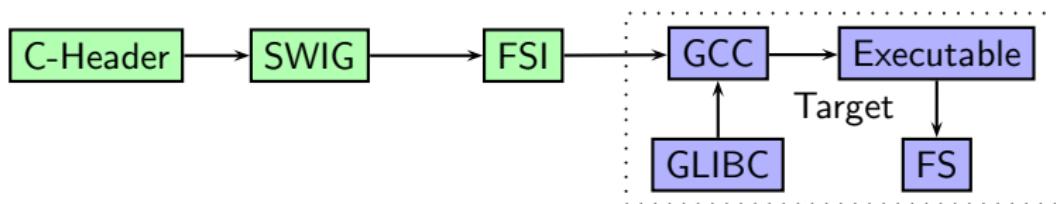
- FS
  - Header file is directly converted into a Forth-source
- FSI ( Independent )
  - Generates C-code, compiled and executed on target machine

# FS-Files



- Header file is directly converted into a Forth-source
- Easy to use but requires SWIG
- Only necessary when an interface to a custom library is needed
- Platform dependent

# FSI-Files



- Generates C-code, constants are resolved using the compiler on target machine
- Only needs to be generated once on any platform
- C-compiler more likely to be installed than SWIG
- Platform independent



# Constants

- Integers → "constant"
- Enums are treated as integer constants
- Floats → "fconstant"
- Strings → words ( e.g. : TITLE s" SWIG-GForth-Interface" ; )

```
#define thaNAME "glforth.rocks"
#define Float 1.23
#define Int 23
#define Hex 0x33
#define Oct 077

enum DAYS{
    MONDAY=1,
    TUESDAY,
    WEDNESDAY=10,
    THURSDAY
};
```

```
\ _____ int _____
23 constant Int
$33 constant Hex
63 constant Oct
```

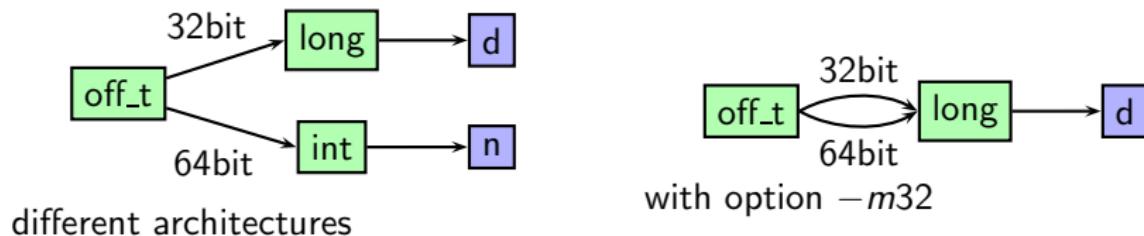
```
\ _____ float _____
1.23 fconstant Float
```

```
\ _____ string _____
: thaNAME s"glforth.rocks" ;
```

```
\ ____< enums >____
```

```
\ enum DAYS
1 constant MONDAY
2 constant TUESDAY
10 constant WEDNESDAY
11 constant THURSDAY
```

# Types



- `off_t` could either be `n` or `d`
- As `n` fits into `d`, `-m32` gcc-option is used to create 32/64bit independent code
- SWIG-typemaps used for mapping C-types into Forth
- All pointers are transformed into `addr`
- Structs are currently omitted ( no direct namespace mapping )



# Functions

- stack comments with original parameter names,  
( sometimes "n n n d - n" is not helpfull )
- "forthiefy" function names ( `get_nextItem` becomes `get-next-item` )

```
extern char *fgets(char *s, int size, FILE *stream);  
extern float getFloatPointer( float a, float *b, float **c );
```

becomes

```
c-function fgets  fget s  a n a — a ( s size stream — )  
c-function get—float—pointer  getFloatPointer r a a — r ( a b c — )
```

## Example

```
...  
#ifdef __SIZEOF_PTHREAD_BARRIERATTR_T  
printf( "%ld\tconstant __SIZEOF_PTHREAD_BARRIERATTR_T\n" , ( long ) __SIZEOF_PTHREAD_BARRIERATTR_T );  
#endif  
#ifdef _ALLOCA_H  
printf( "%ld\tconstant _ALLOCA_H\n" , ( long ) _ALLOCA_H );  
#endif  
  
/* ==< functions >== */  
printf( "\\\n< functions >\n" );  
printf( "\t\t( -- )\n" );  
printf( "c-function\t__ctype_get_mb_cur_max\  
      __ctype_get_mb_cur_max\t( -- n)\n" );  
printf( "\t\t( __nptra -- )\n" );  
printf( "c-function\tatof\tatof\tta -- r\n" );  
printf( "\t\t( __nptra -- )\n" );  
printf( "c-function\tatoi\tatoi\tta -- n\n" );  
printf( "\t\t( __nptra -- )\n" );  
printf( "c-function\tatol\tatol\tta -- n\n" );  
...  
;
```



# Libraries

- OpenGL
  - First to compile without problems
- GLIBC
  - Already compiled to FSI-Files
  - Requires some human interaction
- others...
  - Creating a collection of FSI files, which could be downloaded and installed easily

# Conclusion

- SWIG suitable for outputting other languages than C
- It's possible to adopt the configuration files to serve other Forth-C-Interfaces
- FSI collection

## References

- 1 SWIG Manual <http://www.swig.org/Doc1.3/Extending.html>.  
1995-2009.
- 2 Neal Crook, Anton Ertl, David Kuehling, Bernd Paysan, Jens Wilke.  
GForth-Manual. 1995-2008.