

The luatexbase-regs package

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Abstract

This package extends the register allocation scheme of Plain \TeX and \LaTeX to take advantage of the increased number of registers available in \LuaTeX .

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1 Documentation

Since the Plain \TeX and \LaTeX formats are both frozen, they fail to take into account the extended resources provided by newer \TeX -like engines. This package focuses on the allocation scheme for registers. \TeX 82 provides 6 kinds of registers: count, dimen, skip, muskip, box and toks and has 256 registers of each kind. $\varepsilon\text{\TeX}$ and most of its descendants add one kind of register (marks) and offers $2^{15} = 32768$ of each kind. \LuaTeX provides $2^{16} = 65536$ registers of each kind. (It also provides new register-like resources, but this package addresses only the resources inherited from $\varepsilon\text{\TeX}$.)

More precisely, `luatexbase-regs` loads the `etex` package (or makes sure it is preloaded in the format) and then adapts it to the new limits of \LuaTeX . Thus, all macros defined by the `etex` package are made available (most notably, `\loccount`, `\globcountblk`, `\loccountblk` and alike). However, if a register of some kind has been locally allocated before this package is loaded, then the number of allocatable registers of this kind will not be extended to 65536. To avoid this, load `luatexbase-regs` earlier.

The Plain \TeX and \LaTeX formats define a new kind of resource: *inserts* which are merely a family (count, dimen, skip, box) of registers with the same number. Inserts allocation begins at 255 and goes toward 0. Thus we can make room for more inserts by making allocation of count-, dimen-, skip- and box-registers start from 256. With real ε - \TeX , it may be a bad idea since registers with index greater than 256 have degraded performance due to implementation details, but with \LuaTeX the performance is uniform, so we just do it.

2 Implementation

1 $\langle * \text{\texpackage} \rangle$

2.1 Preliminaries

Reload protection, especially for Plain \TeX .

```

2           \csname lltxb@regs@loaded\endcsname
3 \expandafter\let\csname lltxb@regs@loaded\endcsname\endinput

Catcode defenses.

4 \begingroup
5   \catcode123 1 % {
6   \catcode125 2 % }
7   \catcode 35 6 % #
8   \toks0{}\%
9   \def\x{}\%
10  \def\y#1 #2 {%
11    \toks0\expandafter{\the\toks0 \catcode#1 \the\catcode#1}%
12    \edef\x{\x \catcode#1 #2}}%
13  \y 123 1 % {
14  \y 125 2 % }
15  \y 35 6 % #
16  \y 10 12 % ^^J
17  \y 34 12 % "
18  \y 36 3 % $ $
19  \y 39 12 % '
20  \y 40 12 % (
21  \y 41 12 % )
22  \y 42 12 % *
23  \y 43 12 % +
24  \y 44 12 % ,
25  \y 45 12 % -
26  \y 46 12 % .
27  \y 47 12 % /
28  \y 60 12 % <
29  \y 61 12 % =
30  \y 64 11 % @ (letter)
31  \y 62 12 % >
32  \y 95 12 % _ (other)
33  \y 96 12 % '
34  \edef\y#1{\endgroup\edef#1{\the\toks0\relax}\x}%
35 \expandafter\y\csname lltxb@regs@AtEnd\endcsname

```

Package declaration.

```
36 \begingroup
37 \expandafter\ifx\csname ProvidesPackage\endcsname\relax
38   \def\x#1[#2]{\immediate\write16{Package: #1 #2}}
39 \else
40   \let\x\ProvidesPackage
41 \fi
42 \expandafter\endgroup
43 \x{luatexbase-regs}[2010/05/12 v0.2 Registers allocation for LuaTeX]
```

Make sure LuaTeX is used.

```
44 \begingroup\expandafter\expandafter\expandafter\endgroup
45 \expandafter\ifx\csname RequirePackage\endcsname\relax
46   \input ifluatex.sty
47 \else
48   \RequirePackage{ifluatex}
49 \fi
50 \ifluatex\else
51   \begingroup
52     \expandafter\ifx\csname PackageWarningNoLine\endcsname\relax
53       \def\x#1#2{\begingroup\newlinechar10
54         \immediate\write16{Package #1 warning: #2}\endgroup}
55     \else
56       \let\x\PackageWarningNoLine
57     \fi
58   \expandafter\endgroup
59   \x{luatexbase-regs}{LuaTeX is required for this package. Aborting.}
60   \lltxb@regs@AtEnd
61   \expandafter\endinput
62 \fi
```

2.2 Ensure etex.sty is loaded

If running L^AT_EX, load `etex.sty`. If not, either `etex.src` was loaded at format generation time, or we cannot do anything.

```
63 \begingroup\expandafter\expandafter\expandafter\endgroup
64 \expandafter\ifx\csname RequirePackage\endcsname\relax \else
65   \RequirePackage{etex}[1998/03/26]
66 \fi
```

To the best of my (mpg) knowledge, all Plain-based formats built with ε -T_EX-enabled engines in T_EX Live load `etex.src`. However, let's be careful and check that `etex.sty` or `etex.src` is loaded.

```
67 \begingroup\expandafter\expandafter\expandafter\endgroup
68 \expandafter\ifx\csname et@xins\endcsname\relax
69   \begingroup
70     \expandafter\ifx\csname PackageWarningNoLine\endcsname\relax
71       \def\x#1#2{\begingroup\newlinechar10
72         \immediate\write16{Package #1 warning: #2}\endgroup}
73     \else
```

```

74     \let\x\PackageWarningNoLine
75     \fi
76 \expandafter\endgroup
77 \x{luatexbase-regs}{etex macros not loaded!^^J
78   Registers allocation scheme will not be extended.}
79 \else

```

2.3 Adapt range

First, increase the upper bound for all kinds of registers. Copy code to avoid defining a macro.

```

80 \ifnum\count270=32768 \count270=65536 \fi
81 \ifnum\count271=32768 \count271=65536 \fi
82 \ifnum\count272=32768 \count272=65536 \fi
83 \ifnum\count273=32768 \count273=65536 \fi
84 \ifnum\count274=32768 \count274=65536 \fi
85 \ifnum\count275=32768 \count275=65536 \fi
86 \ifnum\count276=32768 \count276=65536 \fi
87 \ifnum\count277=32768 \count277=65536 \fi

```

2.4 Patch macros that used `\mathchardef`

`\box` registers and `\marks` were previously defined using `\mathchardef` since it had the biggest range under ε -TeX (15-bit number). However, this is not enough for LuaTeX's extended registers. Fortunately, `\chardef`'s range is extended, and now large enough, so use it everywhere instead of `\mathchardef`. Do this inside a group and use `\toks0` to store the list of actions.

```

88 \begingroup \toks0{}
89   \def\@namedef #1{\expandafter               \def\csname#1\endcsname}
90   \def\@outerdef #1{\expandafter\outer\expandafter\def\csname#1\endcsname}

```

Notice that the auxiliary macros will automatically expand to the desired level when necessary, see below.

First, here are the definitions from `etex.src`, in a form adapted to our needs.

```

91   \def\def@globbox #1#2{\@outerdef{#1}{\et@xglob 4 \box #2}}
92   \def\def@locbox #1#2{\@namedef {#1}{\et@xloc 4 \box #2}}
93   \def\def@globmarks #1#2{\@outerdef{#1}{\et@xglob 6 \marks #2}}
94   \def\def@locmarks #1#2{\@namedef {#1}{\et@xloc 6 \marks #2}}
95   \def\def@et@xgblk#1#2{\@namedef{#1}##1##2##3##4%
96     {\et@xchkblk ##1##2{##4}%
97       {\allocationnumber=\count 26##1
98         \global \advance \count 26##1 by ##4%
99         \global #2##3=\allocationnumber
100         \wlog {\string ##3=\string ##2blk{\number ##4}
101           at \the \allocationnumber}%
102       }%
103     }}
104   \def\def@et@xlblk#1#2{\@namedef{#1}##1##2##3##4%
105     {\et@xchkblk ##1##2{##4}%
106       {\advance \count 27##1 by -##4%
107         \allocationnumber=\count 27##1

```

```

108      #2##3=\allocationnumber
109      \wlog {\string ##3=\string ##2blk{\number ##4}
110      at \the \allocationnumber \space (local)%
111      }%
112    }%
113  }}

```

Then, the definitions from `etex.sty` since they are subtly different (`\outer` status, but also optional spaces or = signs).

```

114  \def\alt@globbox #1#2{\@namedef{#1}{\et@xglob 4\box #2}}
115  \def\alt@locbox #1#2{\@namedef{#1}{\et@xloc 4\box #2}}
116  \def\alt@globmarks #1#2{\@namedef{#1}{\et@xglob 6\marks #2}}
117  \def\alt@locmarks #1#2{\@namedef{#1}{\et@xloc 6\marks #2}}
118  \def\alt@et@xgblk#1#2{\@namedef{#1}##1##2##3##4%
119    {\et@xchkblk##1##2{##4}%
120    {\allocationnumber\count26##1%
121    \global\advance\count26##1by##4%
122    \global#2##3\allocationnumber
123    \wlog{\string##3=\string##2blk{\number##4} at
124    \the\allocationnumber}%
125    }%
126  }}
127  \def\alt@et@xlblk#1#2{\@namedef{#1}##1##2##3##4%
128    {\et@xchkblk##1##2{##4}%
129    {\advance\count27##1-##4%
130    \allocationnumber\count27##1%
131    #2##3\allocationnumber
132    \et@xwlog{\string##3=\string##2blk{\number##4} at
133    \the\allocationnumber\space(local)}}%
134    }%
135  }}

```

Now, a macro checking the definitions, and making the appropriate re-definition.

```

136  \def\check@def#1{%
137    \csname def@#1\endcsname{test@#1}\mathchardef
138    \expandafter\ifx\csname test@#1\expandafter\endcsname
139      \csname #1\endcsname
140    \expandafter\let\csname #1\endcsname\relax
141    \toks0\expandafter{\the\toks0\csname def@#1\endcsname{#1}\chardef}
142  \else
143    \csname alt@#1\endcsname{test@#1}\mathchardef
144    \expandafter\ifx\csname test@#1\expandafter\endcsname
145      \csname #1\endcsname
146    \toks0\expandafter{\the\toks0\csname alt@#1\endcsname{#1}\chardef}
147  \else
148    \expandafter\show\csname BAD#1\endcsname
149  \fi
150  \fi}

```

Now, actually do it.

```

151 \check@def{globbox}
152 \check@def{locbox}
153 \check@def{globmarks}
154 \check@def{locmarks}
155 \check@def{et@xgblk}
156 \check@def{et@xlblk}
157 \expandafter \endgroup
158 \the\toks0

```

2.5 Make room for inserts

Finally, make allocation of `\count`, `\dimen`, `skip` and `\box` start with numbers > 255 , in order to free the lower numbers for insertions. Be careful with `\new...` macros which are `\outer` in Plain, since we're in the middle of an `\if` test.

```

159 \expandafter\let\csname newcount\endcsname\globcount
160 \expandafter\let\csname newdimen\endcsname\globdimen
161 \expandafter\let\csname newskip\endcsname\globskip
162 \expandafter\let\csname newbox\endcsname\globbox
163 \fi

```

That's all folks!

```

164 \lltxb@regs@AtEnd
165 \</texpackage>

```

3 Test files

Here we test only the two main formats: Plain \TeX (with `etex.src` loaded) and \LaTeX , both with the Lua \TeX engine. Those correspond to the `luatex` and `lualatex` commands in \TeX Live.

We want to make sure we can globally and locally allocate 30000 registers of each kind, and still globally allocate 100 `\inserts`. Next we globally allocate a bloc of 3000 registers of each kind, and locally a block of 1000. (Those numbers are not optimal, but they should be enough for testing purposes.)

```

166 <testplain>\input luatexbase-regs.sty
167 <testlatex>\RequirePackage{luatexbase-regs}
168 <testplain,testlatex>
169 \def\checkregister#1{%
170   \edef\newregister{\expandafter\noexpand\csname new#1\endcsname}%
171   \edef\locregister{\expandafter\noexpand\csname loc#1\endcsname}%
172   \count0 1
173   \loop
174     \newregister\dummy
175     \locregister\dummy
176     \ifnum\count0<30000
177       \advance\count0 1
178     \repeat}
179 \checkregister{count}
180 \checkregister{dimen}
181 \checkregister{skip}

```

```

182 \checkregister{muskip}
183 \checkregister{box}
184 \checkregister{toks}
185 \checkregister{marks}
186
187 \count0 1
188 \loop \ifnum\count0<100
189   \csname newinsert\endcsname\dummy
190   \advance\count0 1
191 \repeat
192
193 \globcountblk \dummy{3000}
194 \globdimenblk \dummy{3000}
195 \globskipblk \dummy{3000}
196 \globmuskipblk\dummy{3000}
197 \globboxblk \dummy{3000}
198 \globtoksblk \dummy{3000}
199 \globmarksblk \dummy{3000}
200
201 \loccountblk \dummy{1000}
202 \locdimenblk \dummy{1000}
203 \locskipblk \dummy{1000}
204 \locmuskipblk \dummy{1000}
205 \locboxblk \dummy{1000}
206 \loctoksblk \dummy{1000}
207 \locmarksblk \dummy{1000}
208 </testplain,testlatex>
209 <testplain>\bye
210 <testlatex>\stop

```