

# Technology Preview - PDF Interpreter – beta 1

For the past few years the Ghostscript development team has, amongst many other things, been working on a “from the ground-up” rewrite of the PDF interpreter. While the work is not yet completed we want to make an early announcement so that our customers and free users can be ready for the switch to the new interpreter when it comes.

Read on as we attempt to answer what we expect to be frequently asked questions, and highlight the changes.

## Why the change?

The original PDF interpreter, as currently supplied with Ghostscript, is written in PostScript. When the original implementation was done this made good sense; the graphics model of PostScript and PDF was compatible and the PDF syntax is (or at least was) broadly similar to PostScript. Indeed that original PDF interpreter has served us well for decades.

However there are problems, mainly invisible to our users but nevertheless still present. PostScript has been described, with some justification, as a ‘write-only’ language and, being now an elderly language, is a rare skill for developers making it quite hard to recruit new engineers with PostScript programming skills. Not all of the Artifex development team are experienced PostScript programmers and even for those of us skilled in the language, the PDF interpreter code is now so large and arcane that it is difficult to fully understand some aspects of the PostScript program which performs the PDF interpretation.

In addition the PDF specification has continued to evolve, whereas the PostScript language has remained static. PDF has added features like transparency, which have no equivalent in PostScript, and the only way for us to support these has been to add special, often undocumented, PostScript extensions. These extensions have proven to be a security problem in the past and we would like to remove our PDF interpreter’s dependence on them.

It has also become increasingly evident that many PDF producers do not create PDF files that conform to the specification. Since there is no means to ‘verify’ that a PDF file conforms, creators fall back on using Adobe Acrobat, the de facto standard. If Acrobat will open the file then it must be OK! Sadly it turns out that Acrobat is really very tolerant of badly formed PDF files and will always attempt to open them. Often it silently repairs the file in the background; the first time an alert user would be aware of this is when Acrobat offers to ‘save changes’ to a file the user has not modified, frequently Acrobat doesn’t even do that.

Because Acrobat will open these files, there is considerable pressure for Ghostscript to do so as well, though we do try to at least flag warnings to the user when something is found to be incorrect, giving the user a chance to intervene.

But Ghostscript's PDF interpreter is, as noted, written in PostScript, and PostScript is not a great language for handling error conditions and recovering. In general when something goes wrong in a PostScript program the expectation is that the PostScript interpreter will generate an error message and stop. It is possible to do better, but it is not trivial. As time has gone on, and we have encountered more and more PDF files with ever more unexpected deviations from the specification, it has become harder and harder to come up with new strategies to work around these faults without re-introducing previously fixed problems or failing to process compliant files. It is also true that many of these workarounds have led to decreased performance when processing all PDF files, not just the malformed ones.

Finally, because the PDF interpreter is written in PostScript, there is no way to divorce it from Ghostscript and its PostScript interpreter. This has performance implications (starting up a PostScript interpreter is quite a complex process) and imposes a resource overhead in that we need both the PostScript interpreter and a complex PostScript program before we even start to interpret the PDF file. Using the PostScript interpreter also exposes us to potential security issues due to the use of non-standard PostScript extensions. There is also the possibility of being forced to run PostScript XObjects (long since deprecated) in a PDF file, which potentially opens up some security problems as this program is run in the PDF environment which is less protected than regular PostScript.

## What's new?

The new PDF interpreter is written entirely in C, but interfaces to the same underlying graphics library as the existing PostScript interpreter. So operations in PDF should render exactly the same as they always have (this is affected slightly by differing numerical accuracy), all the same devices that are currently supported by the Ghostscript family, and any new ones in the future, should work seamlessly.

Because the interpreter no longer relies on PostScript, however, it can be divorced from it. It is now possible to create a stand-alone PDF interpreter, GhostPDF, and it is integrated as a separate module in the language-switching product GhostPDL.

This offers us some advantages in that the memory footprint is smaller, and the startup time of the stand-alone PDF interpreter is less than starting up the PostScript interpreter.

That said, we do recognise that people are used to being able to process PDF files through Ghostscript, and indeed over the years we have offered customers and free users a wide range of solutions which are based on the fact that the PDF interpreter is currently written in PostScript, and its behaviour can be controlled or influenced from the PostScript environment.

So one of the goals of this project was to enable the C PDF interpreter to be integrated into the PostScript environment in such a way that PostScript can be used to influence the graphics state of the PDF interpreter, and PostScript functionality like BeginPage and EndPage continue to function with it. And of course not forgetting that initial point, Ghostscript today can process PDF files and our users will expect that ability to continue. We'll set out some of the means for that below.

## **When will the changes occur?**

We are not yet entirely certain. We had hoped to have the first alpha version of the code in the 9.54.0 release, but simply ran out of time to finish up some basic functionality. This is the first (and probably only) beta release. We intend that the 9.55.0 Ghostscript release (scheduled for September 2021) will include the new PDF interpreter, but the old interpreter will continue to be present and will be used in preference to the new one. For the release after that (March 2022, tentatively numbered 9.56.0) we will swap the dominance, the new interpreter will be used for PDF files but it will be possible to switch back to the old one if there are problems. After that, obviously assuming no problems, we intend to remove the old PDF interpreter completely.

## **That's a long time, why should I care?**

Well, the earlier you experiment with the code, the earlier you can tell if the changes are going to cause you a problem, whether that be something relatively simple that you can alter your workflow to accommodate or more seriously if you need to take it up with us and have us alter some aspect of our plans.

We do intend to replace the old PostScript-based PDF interpreter but we want it to be as easy as possible for our customers to change over. The earlier you can flag up problems the better. Do please try it out and let us know.

## **What currently doesn't work?**

Since the second alpha we have continued to work on fonts, especially with the pdfwrite family of devices. We now believe that this area works well. As before the strategy for finding a substitute font when the PDF file calls for a font but does not embed it is different to the old code and may result in some different substitutions. Testing shows as many files look better with these substitutions as look worse and we do not currently intend to change this further.

Other than that we think pretty much everything should work, and a few things work in the new interpreter that don't in the old one; some annotation types are preserved (or rendered) that were not before, some files will work that previously stopped with errors, and some files with problems will render more content than they previously did. If you find any switch that doesn't work, or doesn't do what it used to do, we'd definitely like to hear about it.

## Getting the new code

We are not (yet) putting the new code in the regular release, instead we are making a new source archive available, which includes the source for the new PDF interpreter and makefiles to build it.

From [https://github.com/ArtifexSoftware/ghostpdl-downloads/releases/tag/gpdf\\_beta1](https://github.com/ArtifexSoftware/ghostpdl-downloads/releases/tag/gpdf_beta1) download ghostpdl-9.55.0-gpdf\_beta1.tar.gz, extract the source files and then use the usual ./autogen.sh and make invocation (on Linux) or on Windows build ghostpdl and ghostscript from the Visual Studio solution.

This should generate a Ghostscript executable which uses the new interpreter, and a new executable 'gpdf' or 'gpdfwin64/gpdfwin32' on Windows.

There are also 64 and 32-bit Windows installers; gs9550w64-gpdf\_beta1.exe and gs9550w32-gpdf\_beta1.exe in the same location to save Windows users from the need to build these.

Alternatively, if you are using Git, the code is now built into the Ghostscript master branch, however you will need to edit ghostpdl/Resource/Init/pdf\_main.ps and at line 221 change "{/NEWPDF //false def}" to "{/NEWPDF //true def}". You must do this before you build the binary if you are using a ROM file system.

## Using the new code

If you are using Ghostscript then just use gs or gswin32/gswin64(c) as you would normally. If you want to experiment with the interface between PostScript and PDF that is documented in ghostpdl/doc/Use.htm and ghostpdl/doc/Language.htm#PDF\_scripting. The new PostScript operators for working directly with the PDF interpreter are still documented below, they will appear in the Ghostscript documentation with the next release.

If you just want to try out the new PDF interpreter as a stand-alone application then use gpdf (Linux) or gpdfwin32/gpdfwin64 (Windows). The Windows gpdfwinxx works the same as the Ghostscript command-line executable for Windows, there is currently no equivalent of the windowed executable.

Command line switches should work in both cases the same as they do in Ghostscript right now. Please note that the gpdf executable does **not** permit you to use the pdfmark operator (or otherwise send arbitrary PostScript to the interpreter using the -c switch). The pdfmark operator is a PostScript operator and therefore requires you to use the PostScript interpreter.

Obviously the gpdf interpreter will not execute PostScript XObjects embedded in PDF files, for the same reason.

There are a couple of new switches for the new PDF interpreter; -dVerboseWarnings and -dVerboseErrors. If these are enabled then the interpreter will list **all** the errors or warnings as they occur, instead of reporting each type of error once at the end. In combination with -dPDFDEBUG this can help with finding problems in PDF files.

# Using the PDF interpreter from PostScript

The new code has been integrated following the old PDF interpreter; if all you want to do is process a PDF file then simply putting the file on the Ghostscript command line is sufficient. Also the definition of the PostScript 'run' operator works with the new PDF interpreter, so you can still use code such as '(/home/myfile.pdf) run'.

The sections below cover those cases where more control is needed.

## New Interpreter

Proposed new PostScript operators for the PDF interpreter

*dict* **.PDFInit** *PDFcontext*

*dict* is an optional dictionary that contains any interpreter-level switches, such as PDFDEBUG, this is used to set the initial state of the PDF interpreter. The return value is a PDFcontext object which is an opaque object to be used with the other PDF operators.

*filename* *PDFcontext* **.PDFFile** -

*filename* is a string containing a fully qualified path to the PDF file to open (must be accessible!)

*stream* *PDFcontext* **.PDFStream** -

*stream* must be an already open **disk**-based file that the PDF interpreter should use as its input.

*PDFcontext* **.PDFClose** -

If the context contains an open PDF file which was opened via the .PDFfile operator, this closes the file. Regardless of the source it then shuts down the PDF interpreter and frees the associated memory.

*PDFcontext* **.PDFInfo** *dict*

*PDFcontext* is a PDFcontext object returned from a previous call to .PDFInit.

Returned dictionary contains various key/value pairs with useful file level information

- /NumPages int
- /Creator string
- /Producer string
- /IsEncrypted boolean

*PDFcontext* **.PDFMetadata** -

*PDFcontext* is a PDFcontext object returned from a previous call to .PDFInit.

For the benefit of high level devices, this is a replacement for 'process\_trailer\_attrs' which is a seriously misnamed function now. This function needs to write any required output intents, load and send Outlines to the device, copy the Author, Creator, Title, Subject and Keywords from the Info dict to the output device, copy Optional Content Properties (OCProperties) to the output device, if an AcroForm is present send all its fields and link widget annotations to fields, and finally copy the PageLabels. If we add support for anything else, it will be here too.

*PDFcontext* *int* **.PDFPageInfo** *dict*

*PDFcontext* is a PDFcontext object returned from a previous call to ,PDFInit.

The integer argument is the page number to retrieve information for.

Returns a dictionary with the following key/value pairs:

*/UsesTransparency* true|false  
*/SpotColours* array of names, may be empty  
*/MediaBox* [llx lly urx ury]  
*/HasAnnots* true|false  
*/FontsUsed* array of names, may be empty.

May also contain (if they are present in the Page dictionary)

*/ArtBox* [llx lly urx ury]  
*/CropBox* [llx lly urx ury]  
*/BleedBox* [llx lly urx ury]  
*/TrimBox* [llx lly urx ury]  
*/UserUnit* *int*

*PDFcontext int* **.PDFDrawPage** -

PDFcontext is a PDFcontext object returned from a previous call to .PDFInit.

The integer argument is the page number to be processed.

Interprets the page content stream(s) of the specified page using the current graphics state

PDFcontext int **.PDFDrawAnnots** -

PDFcontext is a PDFcontext object returned from a previous call to .PDFInit.

The integer argument is the page number to be rendered.

Renders the Annotations (if any) of the specified page using the current graphics state

For correct results, the graphics state when this operator is run should be the same as when **.PDFDrawPage** is executed.

Finally, here is a simple example program to make use of the new PDF interpreter. This PostScript program opens two PDF files simultaneously, then reads pages from each in turn. Used with this command line:

```
gs -sDEVICE=pdfwrite -o new.pdf -permit-file-read=/temp/ test.ps
```

it will create a new PDF file containing all the pages from the input PDF files, interleaved. Notice the use of `-permit-file-read` to allow the PostScript program to open the input PDF files.

```
%!  
% simple program to read two PDF files simultaneously  
% and interleave them on output.  
%  
  
userdict begin  
/MyDict 20 dict def  
MyDict begin  
  
% First things first, create two PDF contexts, we  
% need one for each input PDF file  
%  
/File1_Context .PDFInit def  
/File2_Context .PDFInit def  
  
% Now open the files on disk, using each context  
%  
(/temp/test1.pdf) File1_Context .PDFFile  
(/temp/test2.pdf) File2_Context .PDFFile  
  
% Now loop around showing each page of the input from  
% file 1, followed by the same page from file 2.  
%  
0 1 3 {  
  dup % copy the loop counter  
  File1_Context exch % stack: counter context counter  
  .PDFDrawPage % draw page 'n'. Stack: counter  
  showpage % finish the page  
  File2_Context exch % stack: context counter  
  .PDFDrawPage  
  showpage % finish the page  
} for  
  
% Close each of the PDF contexts, which will  
% also close the PDF files  
%  
File1_Context .PDFClose  
File2_Context .PDFClose  
  
% and finally tidy up our dictionary  
end % MyDict
```

The two input PDF files were created using Ghostscript as well, from two simple PostScript programs. The command lines to create the example input PDF files are:

```
gs -sDEVICE=pdfwrite -o test1.pdf test1.ps
gs -sDEVICE=pdfwrite -o test2.pdf test2.ps
```

And the PostScript programs:

```
%!
% Test1.ps draw some simple content
%
1 0 0 setrgbcolor
180 500 moveto
/Helvetica findfont 100 scalefont setfont
(File 1) show
150 250 moveto
(Page 1) show
showpage
1 0 0 setrgbcolor
180 500 moveto
/Helvetica findfont 100 scalefont setfont
(File 1) show
0 1 0 setrgbcolor
150 250 moveto
(Page 2) show
showpage
1 0 0 setrgbcolor
180 500 moveto
/Helvetica findfont 100 scalefont setfont
(File 1) show
0 0 1 setrgbcolor
150 250 moveto
(Page 3) show
showpage
1 0 0 setrgbcolor
180 500 moveto
/Helvetica findfont 100 scalefont setfont
(File 1) show
0 0 0 setrgbcolor
150 250 moveto
(Page 4) show
showpage
```



```
%!  
% Test2.ps draw some simple content  
%  
0 1 0 setrgbcolor  
180 500 moveto  
/Helvetica findfont 100 scalefont setfont  
(File 2) show  
1 0 0 setrgbcolor  
150 250 moveto  
(Page 1) show  
showpage  
0 1 0 setrgbcolor  
180 500 moveto  
/Helvetica findfont 100 scalefont setfont  
(File 2) show  
0 1 0 setrgbcolor  
150 250 moveto  
(Page 2) show  
showpage  
0 1 0 setrgbcolor  
180 500 moveto  
/Helvetica findfont 100 scalefont setfont  
(File 2) show  
0 0 1 setrgbcolor  
150 250 moveto  
(Page 3) show  
showpage  
0 1 0 setrgbcolor  
180 500 moveto  
/Helvetica findfont 100 scalefont setfont  
(File 2) show  
0 0 0 setrgbcolor  
150 250 moveto  
(Page 4) show  
showpage
```