

Objectives

Macros

Dr. Mattox Beckman

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN
DEPARTMENT OF COMPUTER SCIENCE

- ▶ See three methods for making programs that write other programs.
- ▶ Understand the syntax of the `defmacro` form.
- ▶ Compare Lisp's `defmacro` to C's `#define`.
- ▶ See some use cases for `defmacro`.
- ▶ Explain the concept of variable capture, both accidental and intentional.
- ▶ Explain why Haskell doesn't have macros.

Three ways to write programs that write programs

1: Compose strings

```
1 ELISP> (defun str-make-inc (name delta)
2           (concat "(defun " name
3                     " (x) (+ x " delta "))"))
4 str-make-inc
5 ELISP> (str-make-inc "five" "5")
6 "(defun five (x) (+ x 5))"
```

- ▶ The code examples are in Emacs Lisp, using the IELM repl.
Use M-x `ielm` to start it.
- ▶ Advantages: easy to get started; cross-language support.
- ▶ Disadvantages: very easy to break.
- ▶ Quine — a program that, when run, outputs its own source code.

Three ways to write programs that write programs

2: Build ASTs

```
1 ELISP> (defun ast-make-inc (name delta)
2           `(defun ,name (x) (+ x ,delta)))
3 ast-make-inc
4 ELISP> (ast-make-inc 'five 5)
5 (defun five (x) (+ x 5))
6 ELISP> (eval (ast-make-inc 'five 5))
7 five
8 ELISP> (five 23)
9 28 (#o34, #x1c, ?\C-\\")


```

- ▶ The `eval` function compiles ASTs.
- ▶ The `read` function (not shown) converts strings to ASTs.
- ▶ Advantages: Much simpler to manipulate code.
- ▶ But you need language support for manipulating the syntax tree....

Three ways to write programs that write programs

3: Use a macro

```
1 ELISP> (defmacro make-inc (name delta)
2           `(~(defun ,name (x) (+ x ,delta)))
3 make-inc
4 ELISP> (make-inc ten 10)
5 ten
6 ELISP> (ten 123)
7 133 (#o205, #x85, ?)
8 ELISP>
```

- ▶ This skips the eval step.
- ▶ But you need language support for macros...

We hate boilerplate

```
1 (let ((handle (fopen "file.txt")))
2   (try
3     ... do stuff with file ...
4     (catch e (print "Yikes! and Error!"))
5     (finally (close handle))))
```

- ▶ Most Lisps have macros to abstract this.

```
1 (with-open handle "file.txt"
2   ... do stuff with file ...)
```

Domain specific languages

- ▶ Macros are used extensively in DSLs.
- ▶ Here is the html macro from Clojure's hiccup package.
- ▶ Can handle

```
1 user> (html [:p [:a {:href "http://google.com"} "Google"]]
2 "<p><a href=\"http://google.com\">Google</a>is not a verb."
3 user> (html [:ul (for [i (range 3)] [:li i]))]
4 "<ul><li>0</li><li>1</li><li>2</li></ul>"
```

```
1 E> (defun my-if (test true false)
2           (if test true false))
3 my-if
4 E> (defun fact (n) (my-if (> n 0) (* n (fact (- n 1))) 1))
5 fact
6 E> (fact 4) ; Runs out of stack space
but...
1 E> (defmacro my-if (test true false)
2           `(~(if ,test ,true ,false)))
3 my-if
4 E> (defun fact (n) (my-if (> n 0) (* n (fact (- n 1))) 1))
5 fact
6 E> (fact 4)
7 24 (#o30, #x18, ?\C-x)
```

We like to rewrite code

- ▶ Lisp style macros are more powerful than C style macros.
- ▶ `#define` can only rearrange text.
- ▶ `defmacro` can perform arbitrary code rewrites!

```

1 ELISP> (subst '- '+ '(* 2 (+ 3 4)))
2 (* 2 (- 3 4))
3 ELISP> (defmacro unplus (tr) (subst '- '+ tr))
4 unplus
5 ELISP> (unplus (* 2 (+ 10 9)))
6 2

```

Unintended Capture

```

1 ELISP> (setq sum 10)
2 10 (#o12, #xa, ?\C-j)
3 ELISP> (defmacro mk-sum (a b)
4           `(let ((sum (+ ,a ,b)))
5             (list ,a ,b sum)))
6 mk-sum
7 ELISP> (mk-sum 2 3)
8 (2 3 5)
9 ELISP> (mk-sum 2 sum)
10 (2 12 12)

```

- ▶ We want to store the sum of the arguments, but we need a fresh variable.

Gensym

- ▶ `gensym` to the rescue!

```

1 ELISP> (gensym)
2 G99398
3 ELISP> (defmacro mk-sum (a b)
4           (let ((sum (gensym)))
5             `(let ((,sum (+ ,a ,b)))
6               (list ,a ,b ,sum))))
7 mk-sum
8 ELISP> (mk-sum 2 3)
9 (2 3 5)
10 ELISP> (mk-sum 2 sum)
11 (2 10 12)

```

Anaphoric Macros

- ▶ Here is a pattern you see a lot.

```

1 ELISP> (defun open-exists (fname)
2           (if (file-exists-p fname)
3               (find-file fname)))
4 open-exists
5 ELISP> (open-exists "/asdf")
6 nil
7 ELISP> (open-exists "/tmp")
8 #<buffer tmp>
9 ELISP> (let ((the-buffer (open-exists "/tmp")))
10          (if the-buffer (buffer-name the-buffer)
11              "none"))
12 "tmp"

```

Anaphoric if

```

1 ELISP> (defmacro a-if (cond then else)
2           `(let ((it ,cond))
3             (if it ,then ,else)))
4 ELISP> (a-if (open-exists "/tmp")
5               (buffer-name it) "nope.")
6 "tmp"
7 ELISP> (a-if (open-exists "/tm4444p")
8               (buffer-name it) "nope.")
9 "nope."

```

Pattern matching!

- More frequently it's better that we chose the variable names ourselves.

```

1 ELISP> x
2 (6 . 7)
3 ELISP> (defmacro match (thing pattern body)
4           `(let ((, (car pattern) (car ,thing))
5                 (, (cdr pattern) (cdr ,thing)))
6               ,body))
7 match
8 ELISP> (match x (a . b) (+ a b))
9 13 (#o15, #xd, ?\C-m)

```

Conclusions

- Most languages do not have a macro system!
- Haskell “doesn't need one.”
 - Monads / type classes wrap boilerplate
 - Laziness is already built in.
 - There is a template Haskell though.
- Macros are difficult to reason about.
- Most programmers were never taught them.
- Work best in a homoiconic language.