

Designing Macros

with syntax-parse

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Q:

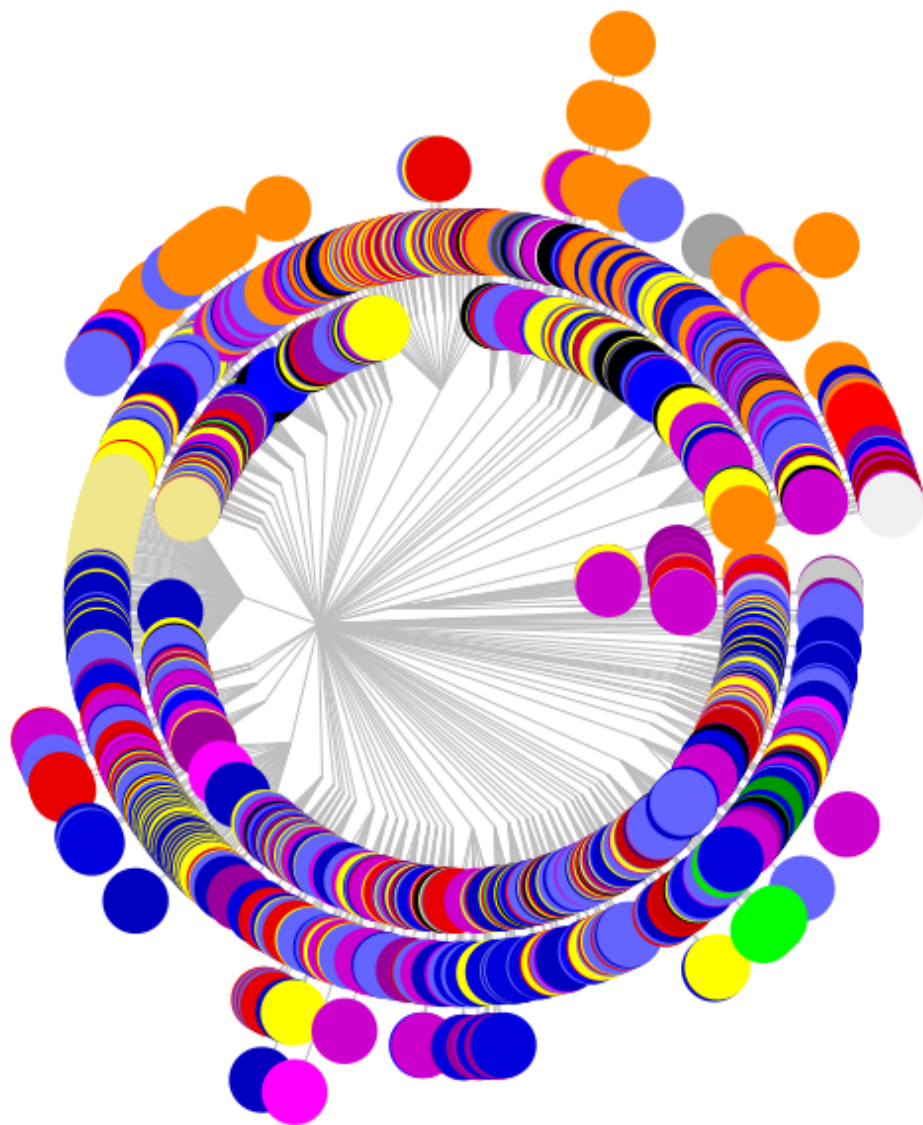
What are macros good for?

Q:

What are macros good for?

A (1):

Growing big languages from small ones and experimenting with language features



- scheme/load
- mzscheme
- scheme/gui
- scheme
- scheme/unit
- #%%kernel
- scheme/private/provider
- scheme/signature
- scheme/base
- at-exp scheme
- scribble/lp
- at-exp ../common.rkt
- at-exp shared.rkt
- at-exp scheme/gui
- at-exp racket/base
- scribble/manual
- scribble/doc
- scribble/base/reader
- at-exp scheme/base
- htdp/isl+
- deinprogramm/DMdA
- htdp/asl
- htdp/bsl
- htdp/bsl/reader
- typed-scheme
- frtime/lang-utils
- frtime/frtime-lang-only
- typed/scheme
- frtime
- web-server/insta
- web-server
- typed-scheme/minimal
- at-exp meta/web/html
- racket/unit
- racket/private/base
- racket/unit/lang
- racket
- racket/private
- racket/base
- srfi/provider
- racket/gui
- syntax/module-reader
- setup/infotab
- everything else

Q:

What are macros good for?

A (2):

Creating lightweight domain-specific languages for new and existing domains

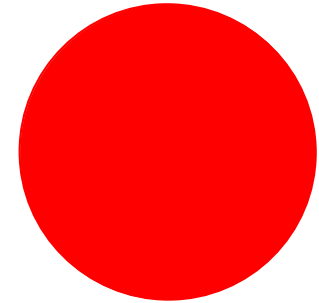
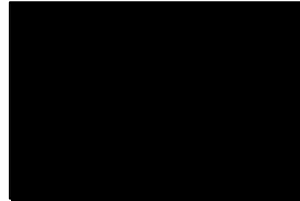
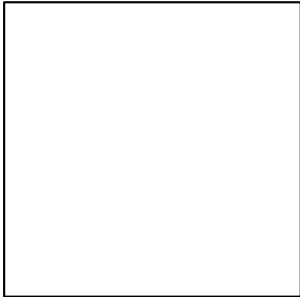
Slideshow

picts and slides

Slideshow

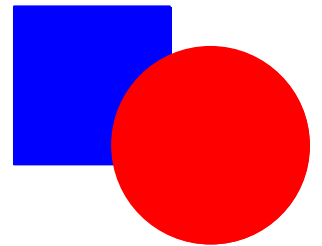
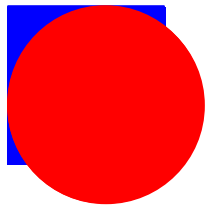
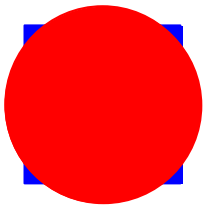
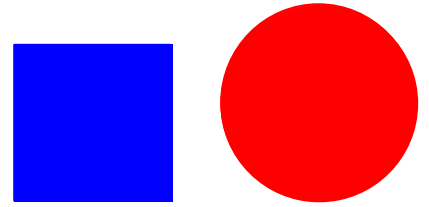
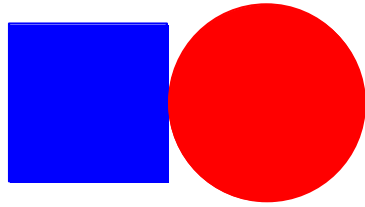
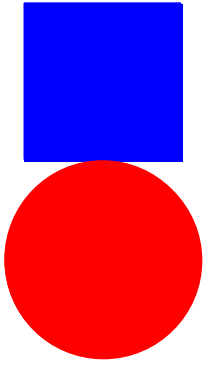
picts and slides

killer app!



text

```
(define (fact n)
  (if (zero? n)
      1
      (* n (fact (sub1 n)))))
```

```
(define (fact n)
  (if (zero? n)
      1
      (* n (fact n))))
```

text

text

```
(define (fact n)
  (if (zero? n)
      1
      (* n (fact n))))
```

title

paragraphs

- and items

and other things

vertically appended

title

paragraphs

- and items

and other things

vertically appended

(also: transitions, alternatives, animation)

pict arithmetic and slide model

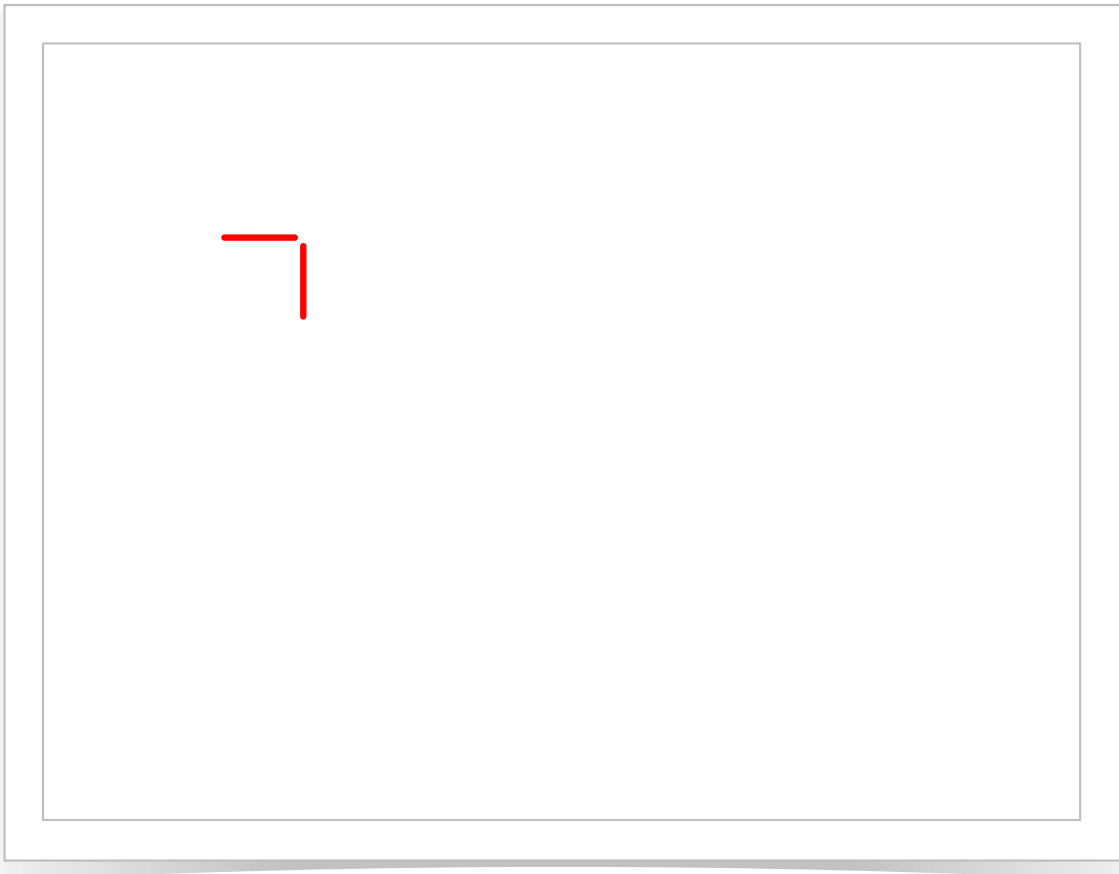
VS.

canvas and cursor model

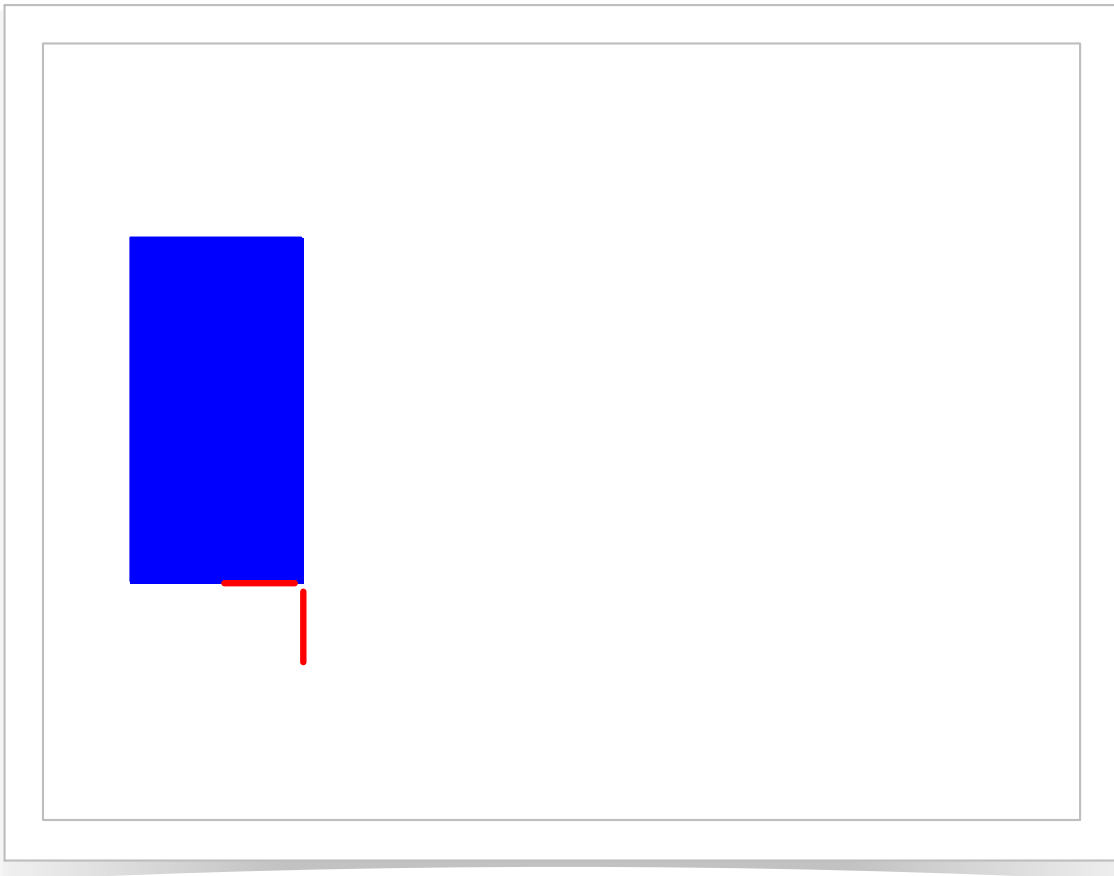
```
(ppict-do  
  (empty-slide))
```



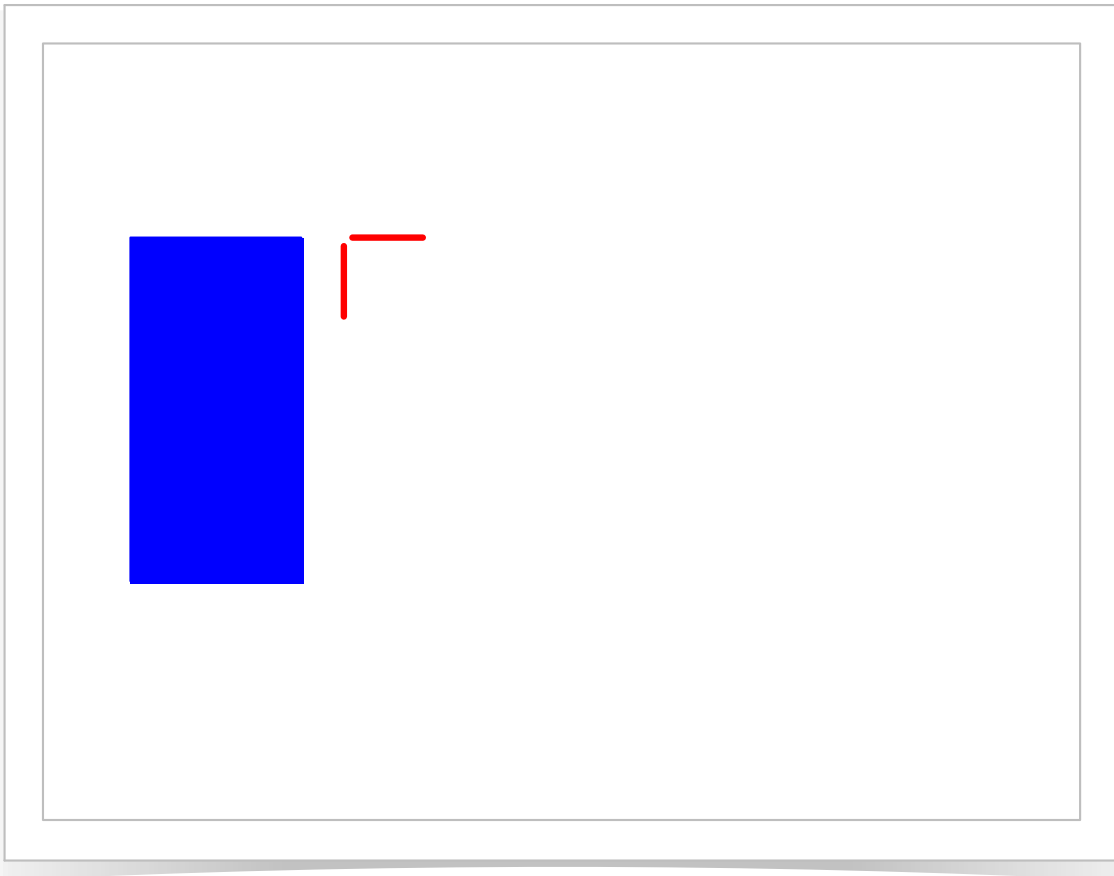
```
(ppict-do  
  (empty-slide)  
  #:go (coord 1/4 1/4 'rt))
```



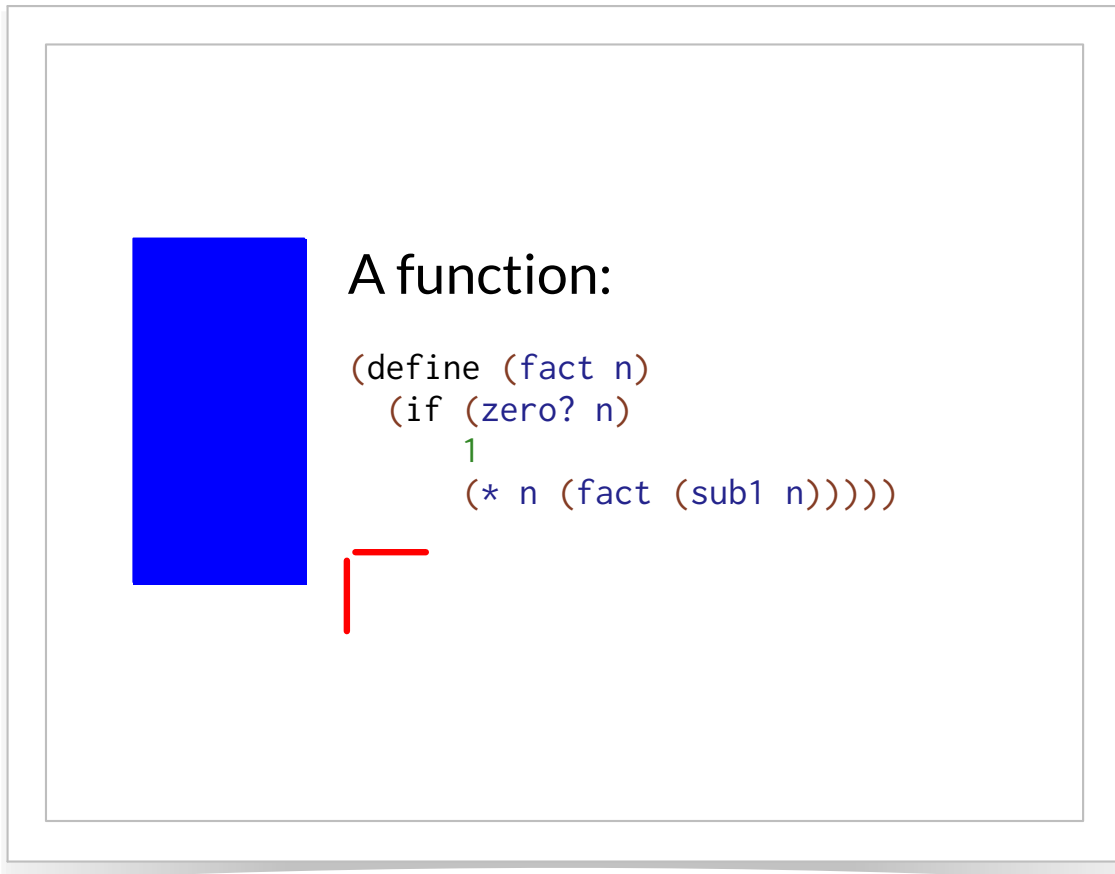
```
(ppict-do
 (empty-slide)
 #:go (coord 1/4 1/4 'rt)
 (colorize (filled-rectangle 100 200)
 "blue"))
```




```
(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
    "blue")
  #:go (coord 1/4 1/4 'lt
    #:abs-x gap-size))
```



```
(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
            "blue")
  #:go (coord 1/4 1/4 'lt
        #:abs-x gap-size)
  gap-size
  (t "A function:")
  (small
   (code (define (fact n)
           (if (zero? n)
               1
               (* n (fact (sub1 n))))))))))
```



```

(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
            "blue")
  #:go (coord 1/4 1/4 'lt
        #:abs-x gap-size)
  gap-size
  (t "A function:")
  (small
    (code (define (fact n)
            (if (zero? n)
                1
                (* n (fact (sub1 n))))))))))

```

base pict

```
(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
            "blue")
  #:go (coord 1/4 1/4 'lt
        #:abs-x gap-size)
  gap-size
  (t "A function:")
  (small
    (code (define (fact n)
            (if (zero? n)
                1
                (* n (fact (sub1 n))))))))))
```

base pict

```
(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
            "blue")
  #:go (coord 1/4 1/4 'lt
        #:abs-x gap-size)
  gap-size
  (t "A function:")
  (small
   (code (define (fact n)
           (if (zero? n)
               1
               (* n (fact (sub1 n))))))))
```

placer

```
(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
            "blue")
  #:go (coord 1/4 1/4 'lt
        #:abs-x gap-size)
  gap-size
  (t "A function:")
  (small
   (code (define (fact n)
           (if (zero? n)
               1
               (* n (fact (sub1 n))))))))
```

base pict

placer

pict element

```

(ppict-do
  (empty-slide)
  #:go (coord 1/4 1/4 'rt)
  (colorize (filled-rectangle 100 200)
            "blue")
  #:go (coord 1/4 1/4 'lt
        #:abs-x gap-size)
  gap-size
  (t "A function")
  (small
    (code (define (fact n)
            (if (zero? n)
                1
                (* n (fact (sub1 n))))))))

```

base pict

placer

pict element

spacer element

```
(ppict-do base-expr fragment ...)
```

```
(pslide fragment ...)
```

```
fragment = elem-expr ...+
```

```
    | #:go placer-expr
```

```
    | #:next
```

```
elem-expr : (or/c pict? real?)
```

```
placer-expr : placer?
```

```
ppict-do-state : pict?
```


Q:

How do we design a macro like `ppict-do`?

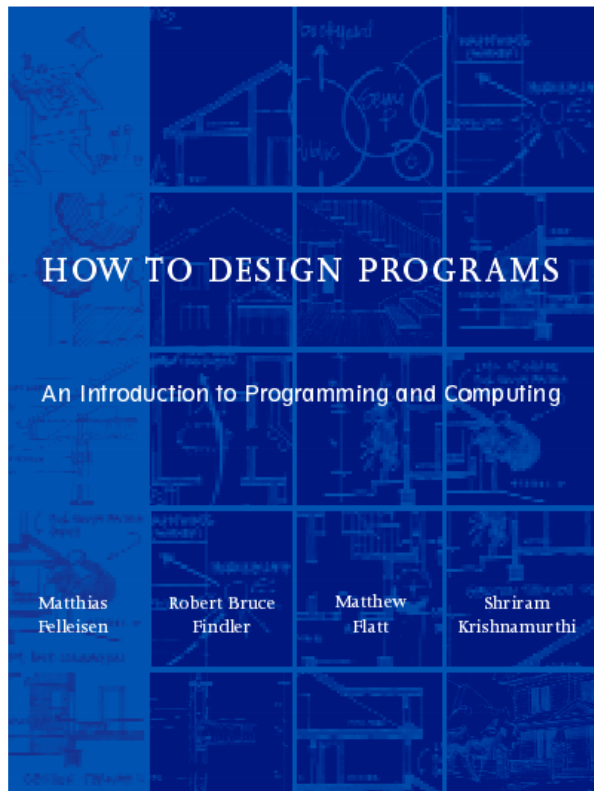
Q:

How do we design a macro like `ppict-do`?

A:



... roughly



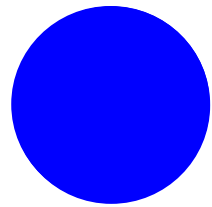
Strategies

Atomic

Structured

Enumerated

Recursive



Part I: Atomic Data

expressions

identifiers

data to be quoted

expr = ???

```
expanded-expr = (#%plain-lambda formals expanded-expr)  
  | (#%plain-app expanded-expr expanded-expr ...)  
  | (if expanded-expr expanded-expr expanded-expr ...)  
  | ...
```

expr = ???

```
expanded-expr = (#%plain-lambda formals expanded-expr)
                | (#%plain-app expanded-expr expanded-expr ...)
                | (if expanded-expr expanded-expr expanded-expr ...)
```

local-expand

An **expression**:

- computes a value (or values)
- performs side effects
- depends on dynamic and static context

delay its execution

```
(delay e)  
→ (make-promise (lambda () e))
```

delay its execution

```
(delay e)  
➔ (make-promise (lambda () e))
```

```
(define-syntax (delay stx)  
  (syntax-parse stx  
    [(_ e)  
     #:declare e expr  
     #'(make-promise (lambda () e))]))
```

change order or number of times executed

```
(forever e)  
→ (let loop () (begin e (loop)))
```

change parameterization, exception handler, etc

```
(without-output e)  
→ (parameterize ((current-output  
                  (open-output-nowhere)))  
    e)
```

change state before and after

```
(with-lock e)  
→ (dynamic-wind  
    (lambda () (semaphore-wait the-lock))  
    (lambda () e)  
    (lambda () (semaphore-post the-lock)))
```

change *static* context

```
(ppict-do/1 base pict-elem)
➔ (let ([b base])
    (ppict-add b
              (with-ppict-do-state b
                pict-elem)))

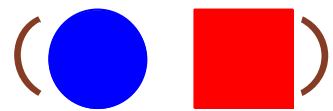
(define-syntax-rule (with-ppict-do-state b e)
  (syntax-parameterize
    ((ppict-do-state
      (make-rename-transformer #'b))))
    (list e)))
```

place a contract on its value

```
(define-syntax (ppict-do/2 stx)
  (syntax-parse stx
    [(_ base pict)
     #:declare base (expr/c #'ppict?
                          #:name "base argument")
     #:declare pict (expr/c #'pict?
                          #:name "pict element")
     #'(let* ([b base.c]
              [p (with-ppict-do-state b pict.c)])
          (ppict-add b p)))]))
```

```
> (ppict-do/2 a-ppict (circle 10))  
#<pict>
```

```
> (ppict-do/2 a-ppict "abc")  
pict element of ppict-do/2: self-contract violation,  
expected pict?, given "abc" ...
```

Part II: Structured Data

single terms

multiple terms

```
(my-let/1 binding body-expr)
```

```
binding = (var-id rhs-expr)
```

```
(define-syntax-class binding
  #:description "binding pair"
  #:attributes (var rhs)
  (pattern (var rhs)
            #:declare var identifier
            #:declare rhs expr))
```

```
(define-syntax (my-let/1 stx)

  (define-syntax-class binding
    #:description "binding pair"
    #:attributes (var rhs)
    (pattern (var rhs)
      #:declare var identifier
      #:declare rhs expr))

  (syntax-parse stx
    [(_ b body)
     #:declare b binding
     #:declare body expr
     #'((lambda (b.var) body) b.rhs)]))
```

```
(define-syntax (my-let/1 stx)

  (define-syntax-class binding
    #:description "binding pair"
    #:attributes (var rhs)
    (pattern (var:id rhs:expr)))

  (syntax-parse stx
    [(_ b:binding body:expr)
     #'((lambda (b.var) body) b.rhs)]))
```

```
> (my-let/1 (x 1) (+ x x))  
2
```

```
> (my-let/1 x 1 (+ x x))  
my-let/1: expected binding pair at: x
```

```
(ppict-do/3 base-expr go-fragment pict-expr)
```

```
go-fragment = #:go placer-expr
```

```
placer-expr : placer?
```

```
(define-splicing-syntax-class go-fragment  
  #:description "#:go fragment"  
  #:attributes (placer.c)  
  (pattern (~seq #:go placer)  
    #:declare placer  
    (expr/c #'placer?  
      #:name "placer argument"))))
```

```

(define-syntax (ppict-do/3 stx)

  (define-splicing-syntax-class go-fragment
    #:description "#:go fragment"
    #:attributes (placer.c)
    (pattern (~seq #:go placer)
      #:declare placer
        (expr/c #'placer?
          #:name "placer argument")))

  (syntax-parse stx
    [(_ base go pict)
     #:declare base (expr/c #'pict?)
     #:declare go go-fragment
     #:declare pict (expr/c #'pict?)
     #'(ppict-add (ppict-go base go.placer.c)
                (list pict.c))]))

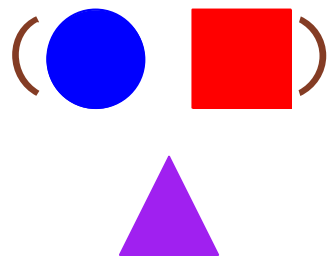
```


(● ...)

Part II.5: Uniform Sequences

```
(ppict-do/4 base-expr go-fragment pict-expr ...+)
go-fragment = #:go placer-expr
placer-expr : placer?
```

```
(define-syntax (ppict-do/3 stx)
  (define-splicing-syntax-class go-fragment ____))
(syntax-parse stx
  [(_ base go pict ...+)
   #:declare base (expr/c #'pict?)
   #:declare go go-fragment
   #:declare pict (expr/c #'pict?)
   #'(ppict-add (ppict-go base go.placer.c)
              (list pict.c ...)))]))
```



Part III: Enumerated Data & Recursion

One syntax class per "kind" of syntax

```
(ppict-do base-expr fragment ...)
```

```
fragment = elem-expr ...+
```

```
    | #:go placer-expr
```

```
    | #:next
```

```
(ppict-do base-expr fragment ...)
```

```
fragment = #:go placer-expr
```

```
    | elem/next ...+
```

```
elem/next = #:next
```

```
    | elem-expr
```

```
(ppict-do base-expr fragment ...)
```

```
fragment = #:go placer-expr  
          | elem/next ...+
```

```
elem/next = #:next  
           | elem-expr
```

```
(define-syntax-class element  
  #:description "element"  
  (pattern e  
    #:declare e (expr/c #'(or/c pict? real?))  
    #:with code #'e.c)  
  (pattern #:next  
    #:with code #' 'next))
```

```
(ppict-do base-expr fragment ...)
```

```
fragment = #:go placer-expr  
          | elem/next ...+
```

```
elem/next = #:next  
           | elem-expr
```

```
(define-syntax-class fragment-sequence  
  (pattern (p ...+ . fs)  
    #:declare p elem  
    #:declare fs fragment-sequence  
    #:with code  
      #'(lambda (base)  
          (fs.code (ppict-add base (list p.code ...))))))  
  
(pattern (g . fs)  
  #:declare g go-sequence  
  #:declare fs fragment-sequence  
  #:with code  
    #'(lambda (base)  
        (fs.code (ppict-go base g.placer.c))))  
  
(pattern ()  
  #:with code #'(lambda (base) base)))
```

The end