

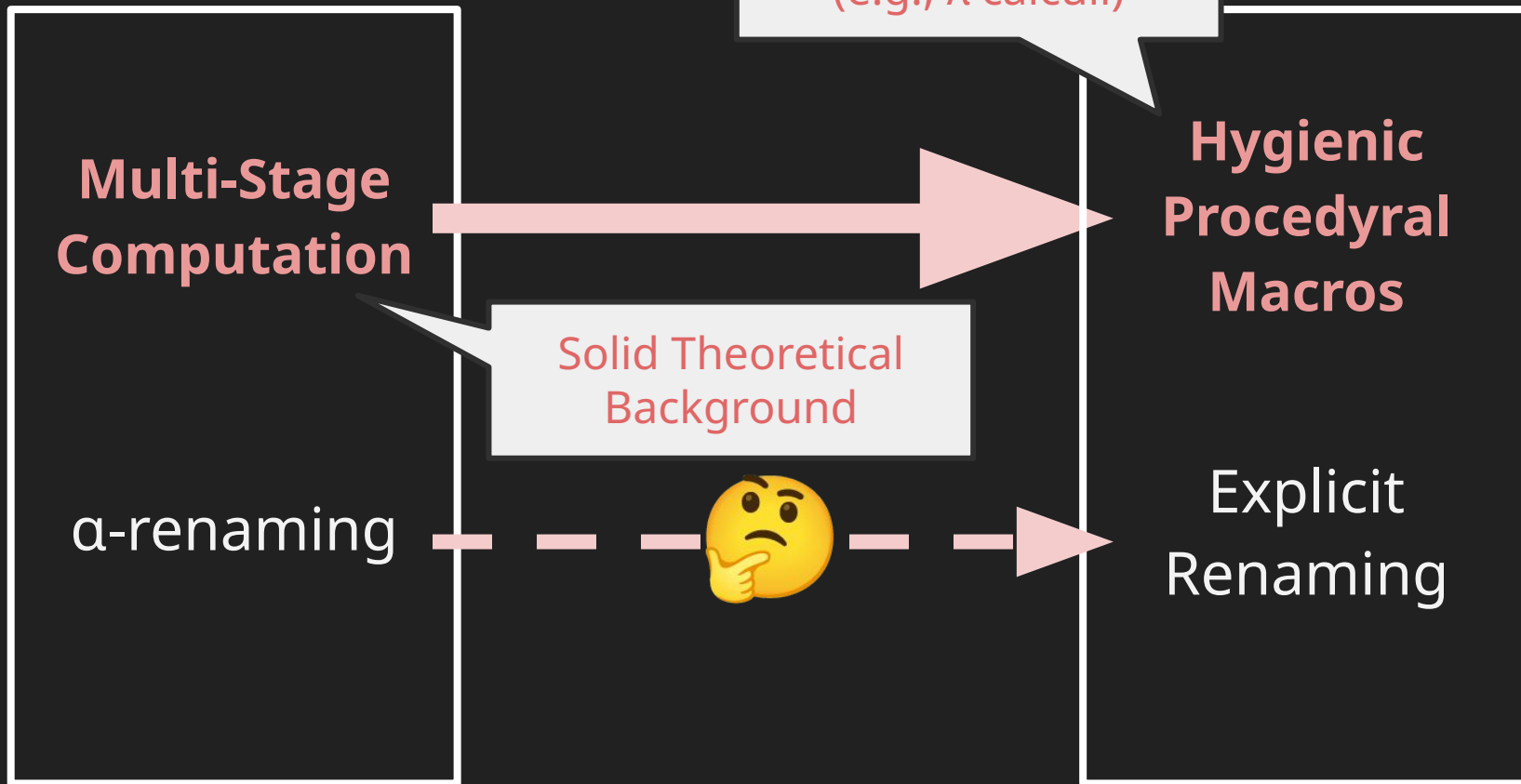
Hygienic Macros via Staged Environment Machines



Yuito Murase (Kyoto University)

2025-Oct-16 @ Scheme Workshop 2025, Singapore

High-Level Description



Macros in Lisp

```
(or (string→number x) -1)
```

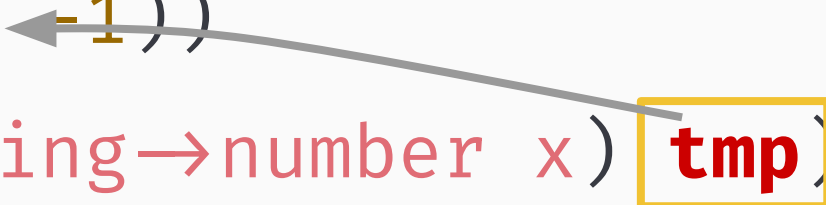


Macro Expand

```
(let ((tmp (string→number x)))  
  (if tmp tmp -1))
```

Name Conflict in Macros

```
(let ((tmp ← -1))  
  (or (string→number x) tmp))
```



Name Conflict in Macros

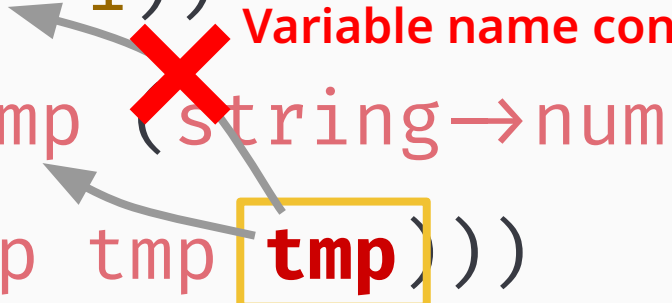
```
(let ((tmp ← -1))  
  (or (string→number x) tmp))
```



Macro Expand

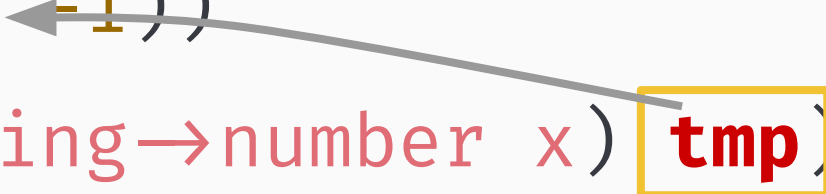
```
(let ((tmp ← -1))  
  (let ((tmp (string→number x)))  
    (if tmp tmp tmp)))
```

Variable name conflict



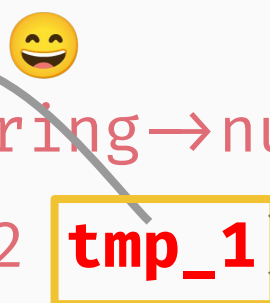
Hygienic Macros [Kohlbecker 1986]

```
(let ((tmp ← -1))  
  (or (string→number x) tmp))
```



Macro Expand

```
(let_0 ((tmp_1 ← -1)) 😊  
  (let_0 ((tmp_2 (string→number_3 x))))  
  (if_4 tmp_2 tmp_2 tmp_1))
```



Explicit Renaming Macros [Clinger 1991]

```
(define-syntax or (er-macro-transformer
  (lambda (expr rename compare)
    (match expr
      ((_ a b)
       `(,(rename 'let) ((,(rename 'tmp) ,a))
          ,(rename 'if) ,(rename 'tmp)
          ,(rename 'tmp)
          ,b))))))
```

Hygienic Proc. Macros w/ *Explicit Renaming*

(define-syntax or

A **renamer** resolves symbols to their unique names according to **the syntactic environment** of the macro definition

(lambda (expr rename compare)

(match expr

((_ a b)

`(,(rename 'let) ((,(rename 'tmp) ,a))

(,(rename 'if) ,(rename 'tmp)

,(rename 'tmp)

,b))))))

Hygienic Proc. Macros w/ *Explicit Renaming*

(define-syntax or

A **renamer** resolves symbols to their unique names according to **the syntactic environment** of the macro definition

(lambda (expr rename compare)

(match expr

((_ a b)

Resolved to `let_0`,
referring to `let` in the standard lib

`(,(rename 'let) ((,(rename 'tmp) ,a))

(,(rename 'if) ,(rename 'tmp)

,(rename 'tmp)

,b))))))

Hygienic Proc. Macros w/ *Explicit Renaming*

(define-syntax or

A **renamer** resolves symbols to their unique names according to **the syntactic environment** of the macro definition

(lambda (expr rename compare)

(match expr

((_ a b)

Resolved to **let₀**,
referring to **let** in the standard lib

`(,(rename 'let) ((,(rename 'tmp) ,a))

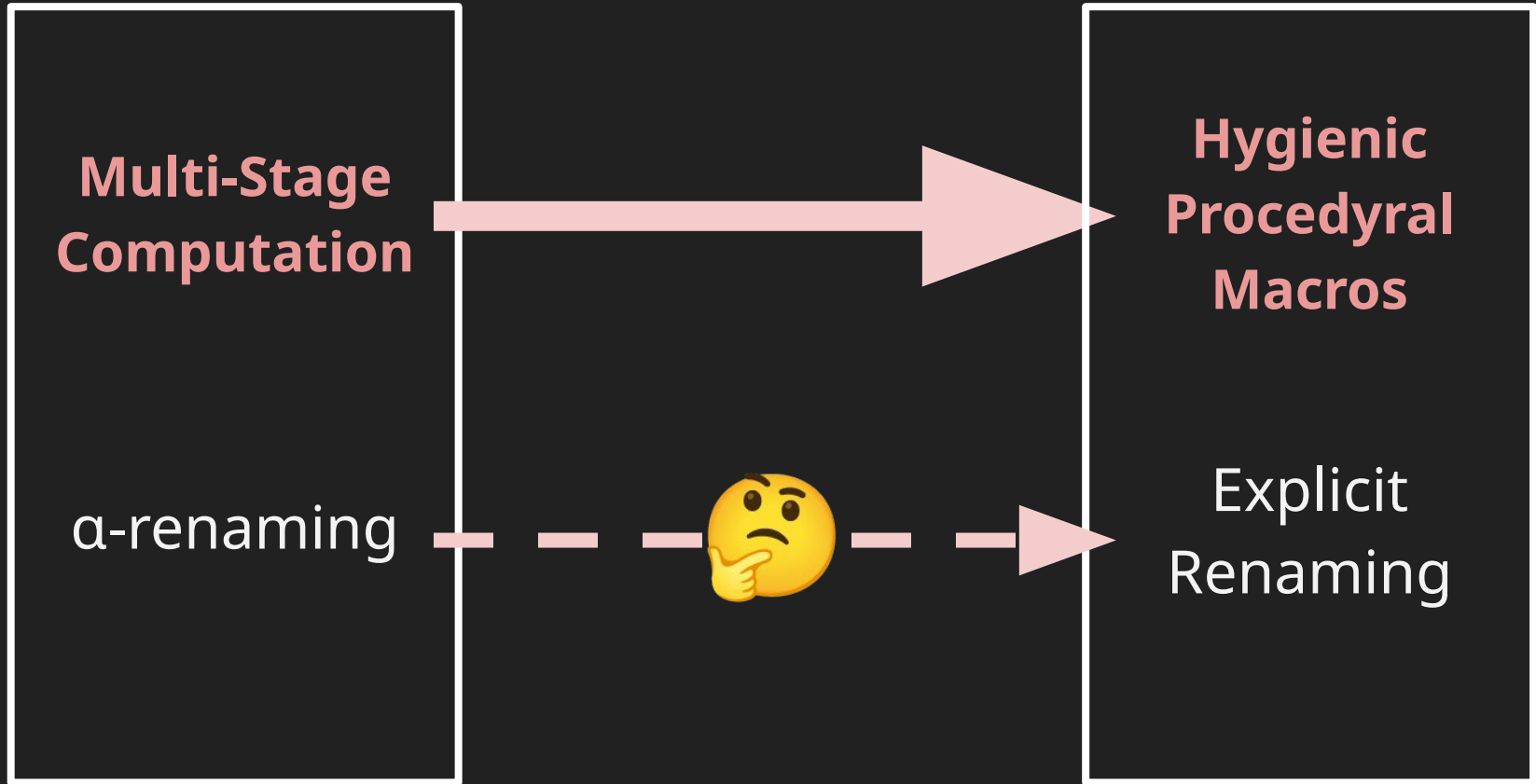
(,(rename 'if) ,(rename 'tmp)

,(rename 'tmp)

Resolved to **tmp₁**,
that doesn't conflict with other **tmp**

,b))))))

High-Level Description



Multi-Stage Programming

```
(* MetaOCaml style *)  
let genOr a b =  
  .< let tmp = .~a in  
    if tmp then tmp else .~b >.
```

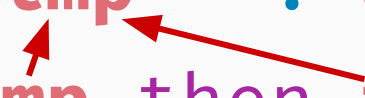
Multi-Stage Programming *and* α -renaming

```
(* MetaOCaml style *)
```

```
let genOr a b =
```

```
.< let tmp = .~a in
```

```
  if tmp then tmp else .~b >.
```



The diagram consists of two red arrows. The first arrow originates from the text '~a' in the line 'let tmp = .~a in' and points to the variable 'tmp' in the line 'if tmp then tmp else .~b >.'. The second arrow originates from the text '~b' in the same line and also points to the same 'tmp' variable. This illustrates the process of alpha-renaming, where the variable 'tmp' is replaced by the expressions '~a' and '~b' to avoid conflicts.

Multi-Stage Programming *and* α -renaming

```
(* MetaOCaml style *)
```

```
let genOr a b =
```

```
.< let abc = .~a in
```

```
  if abc then abc else .~b >.
```

Two red arrows originate from the 'abc' variable in the 'if' statement. One arrow points to the 'abc' in the 'let' binding, and the other points to the 'abc' in the 'then' clause, illustrating the renaming of the variable 'abc' to 'a' in the binding and 'b' in the body.

Multi-Stage Programming *and* α -renaming

```
(* MetaOCaml style *)
```

```
let genOr a b =
```

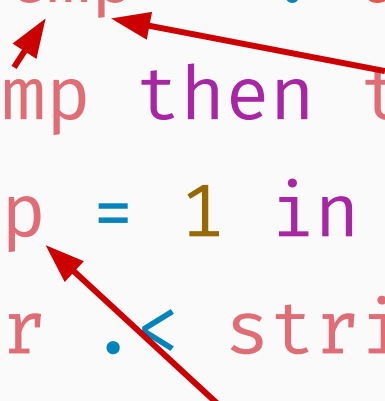
```
.< let ppp = .~a in
```

```
  if ppp then ppp else .~b >.
```

A diagram illustrating alpha-renaming. Two red arrows originate from the variable 'a' in the expression '~a' and point to the variable 'ppp' in the expressions 'ppp' and '~b' respectively, indicating that 'ppp' is a fresh name for 'a'.

Evaluating a Staged Program

```
let genOr a b =  
  .< let tmp = .~a in  
    if tmp then tmp else .~b >. in  
  .< let tmp = 1 in  
    .~(genOr .< string→int x >.  
      .< tmp >.)
```



α -renaming avoids name conflicts

```
.< let tmp = 1 in  
  let tmp = str → int x in  
  if tmp then tmp else tmp >.
```



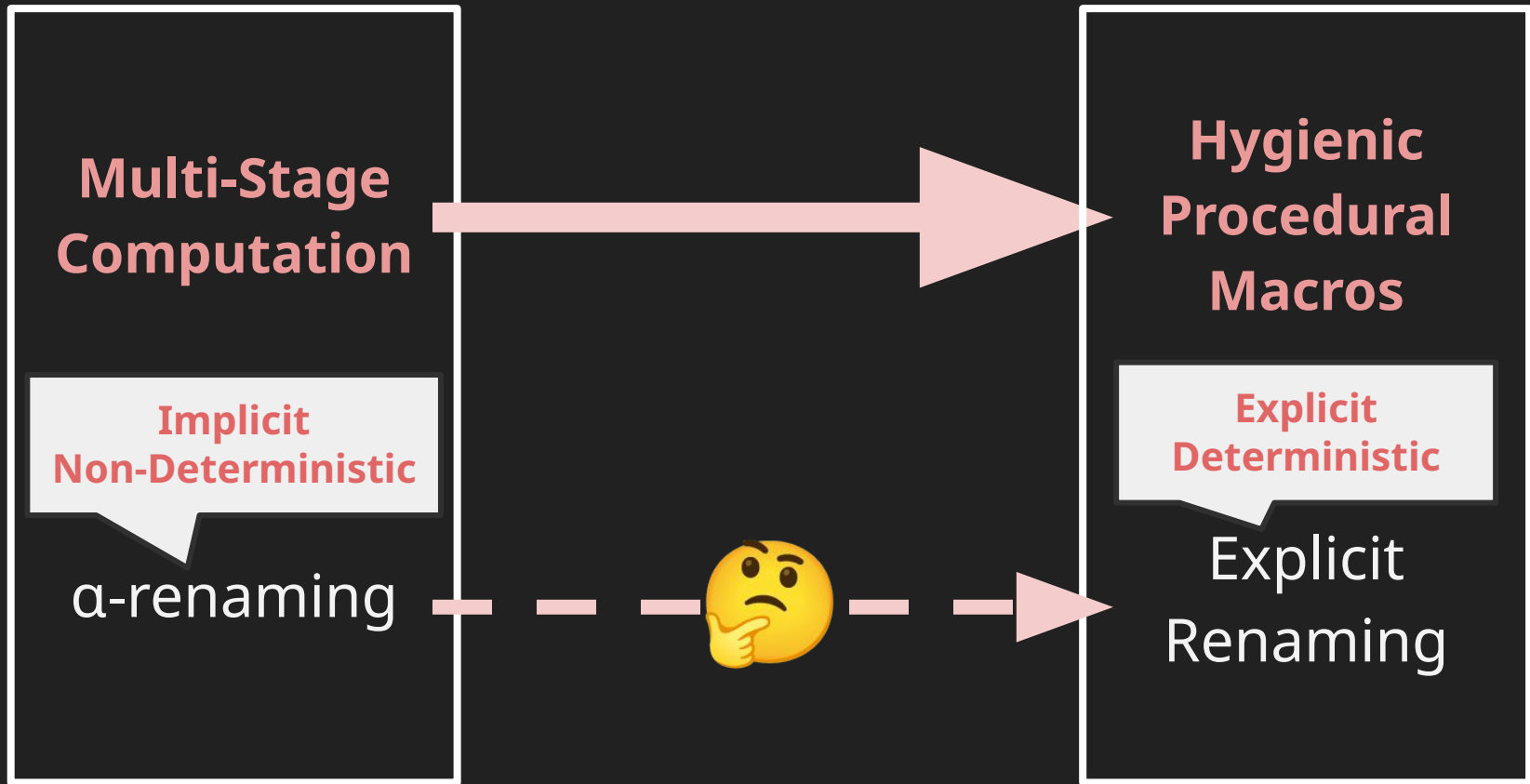
α -renaming avoids name conflicts

```
.< let tmp = 1 in  
  let tmp' = string→int x in  
  if tmp' then tmp' else tmp >.
```

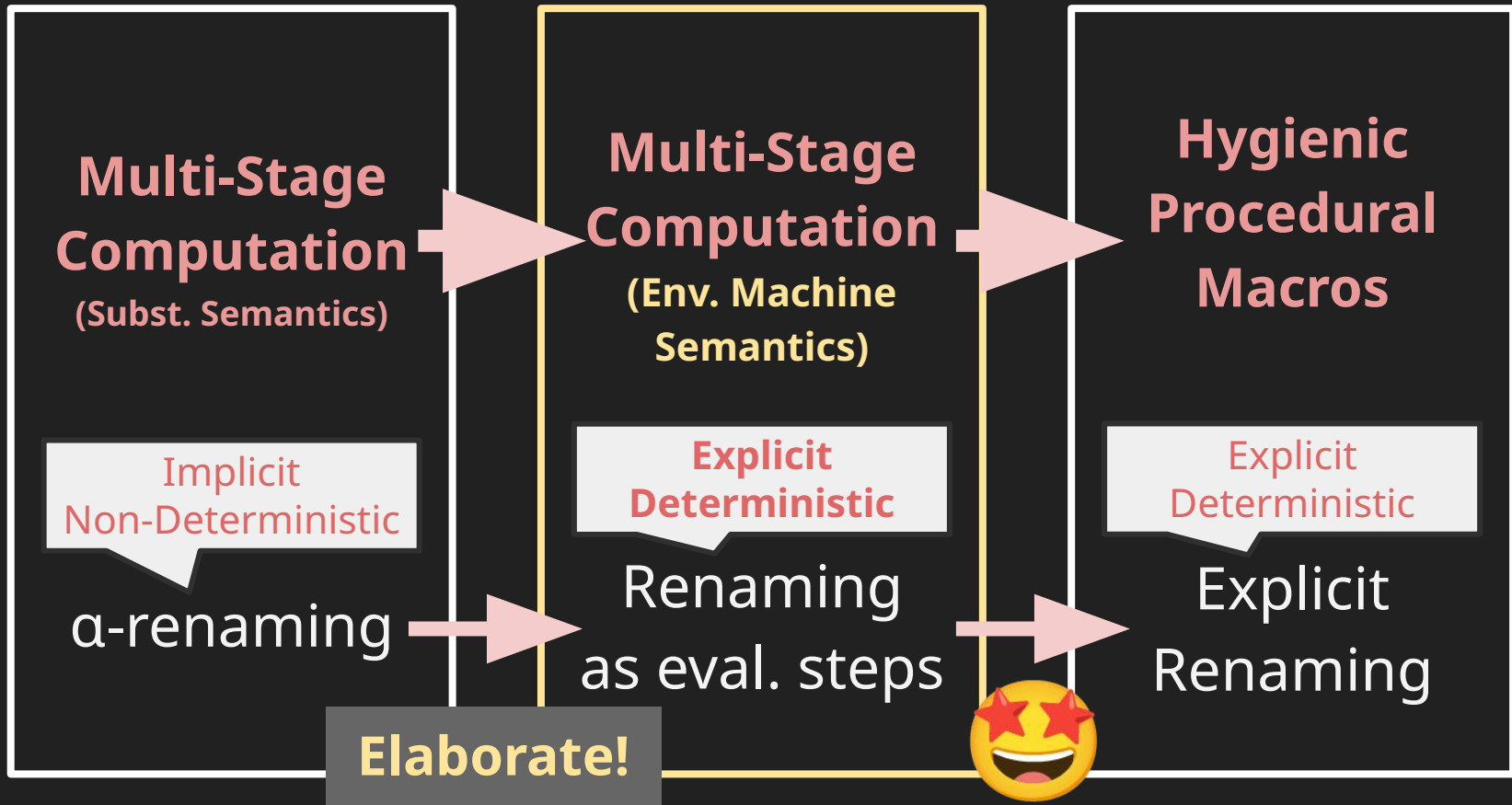


The diagram illustrates alpha-renaming in a code snippet. Red arrows indicate the mapping of variable names to their original identifiers to show how conflicts are avoided. The first arrow points from the `tmp` in the `let tmp = 1 in` line to the `tmp` in the `else tmp` line. The second arrow points from the `tmp'` in the `let tmp' = string→int x in` line to the `tmp'` in the `if tmp' then tmp'` line. The third arrow points from the `tmp'` in the `let tmp' = string→int x in` line to the `tmp` in the `else tmp` line, demonstrating that the `tmp` in the `else` clause refers back to the original `tmp` from the first line, not the `tmp'` from the second line.

High-Level Description



High-Level Description



Evaluating a Staged Program

Renaming Env.

tmp → tmp0

Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

.~(.< let tmp = .~a in

if tmp then tmp else .~b >.)

>.

Evaluating a Staged Program (= Env. Machine)

C. Evaluation Context
(or Continuation)

E. Renaming Env.

tmp → tmp0

D. Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

.~(.< let tmp = .~a in

if tmp then tmp else .~b >.)

>.

A. Expression under evaluation
(or Commands)

B. Current level = 0 (= runtime level)

Evaluating a Staged Program

Renaming Env.

tmp $\rightarrow$ tmp0

Value Env.

gen $\rightarrow$ clos(...)
a $\rightarrow$.< s $\rightarrow$ i x >.
b $\rightarrow$.< tmp0 >.

.< let tmp0 = 1 in

.~(.< let tmp = s $\rightarrow$ i x in

if tmp then tmp else .~b >.)

>.

Evaluating a Staged Program

Renaming Env.

~~tmp~~ → ~~tmp0~~
tmp → **tmp1**

Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

.~(.< let tmp1 = s→i x in

if tmp then tmp else .~b >.)

>.

Evaluating a Staged Program

Renaming Env.

```
tmp → tmp0  
tmp → tmp1
```

Value Env.

```
gen → clos( ... )  
a → .< s→i x >.  
b → .< tmp0 >.
```

```
.< let tmp0 = 1 in
```

```
  .~(.< let tmp1 = s→i x in
```

```
    if tmp then tmp else .~b >.)
```

```
>.
```

Evaluating a Staged Program

Renaming Env.

~~tmp~~ → ~~tmp0~~
tmp → **tmp1**

Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

 .< let tmp1 = s→i x in

 if tmp1 then tmp else .~b >.)

>.

Evaluating a Staged Program

Renaming Env.

```
tmp → tmp0  
tmp → tmp1
```

Value Env.

```
gen → clos( ... )  
a → .< s→i x >.  
b → .< tmp0 >.
```

```
.< let tmp0 = 1 in
```

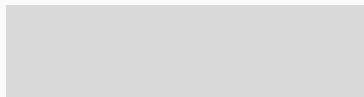
```
  .~(.< let tmp1 = s→i x in
```

```
    if tmp1 then tmp1 else .~b >.)
```

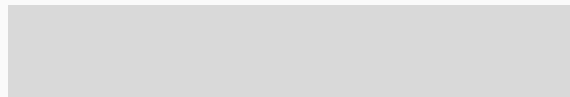
```
>.
```

Evaluating a Staged Program

Renaming Env.



Value Env.

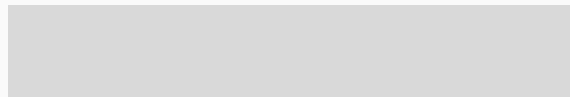
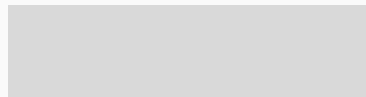


```
.< let tmp0 = 1 in  
  let tmp1 = s→i x in  
  if tmp1 then tmp1 else tmp0  
>.
```

Evaluating a Staged Program

Renaming Env.

Value Env.



```
.< let tmp0 = 1 in  
  let tmp1 = s → i x in  
  if tmp1 then tmp1 else tmp0  
>.
```

ER as a Reflective Interface to Renaming Env.

Renaming Env.

~~tmp~~ → ~~tmp0~~
tmp → tmp1

Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

.~(.< let tmp1 = s→i x in

if tmp

then tmp else .~b >.)

>.

ER as a Reflective Interface to Renaming Env.

Renaming Env.

~~tmp~~ → ~~tmp0~~
tmp → tmp1

Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

.~(.< let tmp1 = s→i x in

if tmp1

then tmp else .~b >.)

>.

ER as a Reflective Interface to Renaming Env.

Renaming Env.

```
tmp → tmp0  
tmp → tmp1
```

Value Env.

```
gen → clos( ... )  
a → .< s→i x >.  
b → .< tmp0 >.
```

```
.< let tmp0 = 1 in
```

```
.~(.< let tmp1 = s→i x in
```

```
if .~(rename 'tmp)
```

```
then tmp else .~b >.)
```

```
>.
```


ER as a Reflective Interface to Renaming Env.

Renaming Env.

~~tmp~~ → ~~tmp0~~
tmp → tmp1

Value Env.

gen → clos(...)
a → .< s→i x >.
b → .< tmp0 >.

.< let tmp0 = 1 in

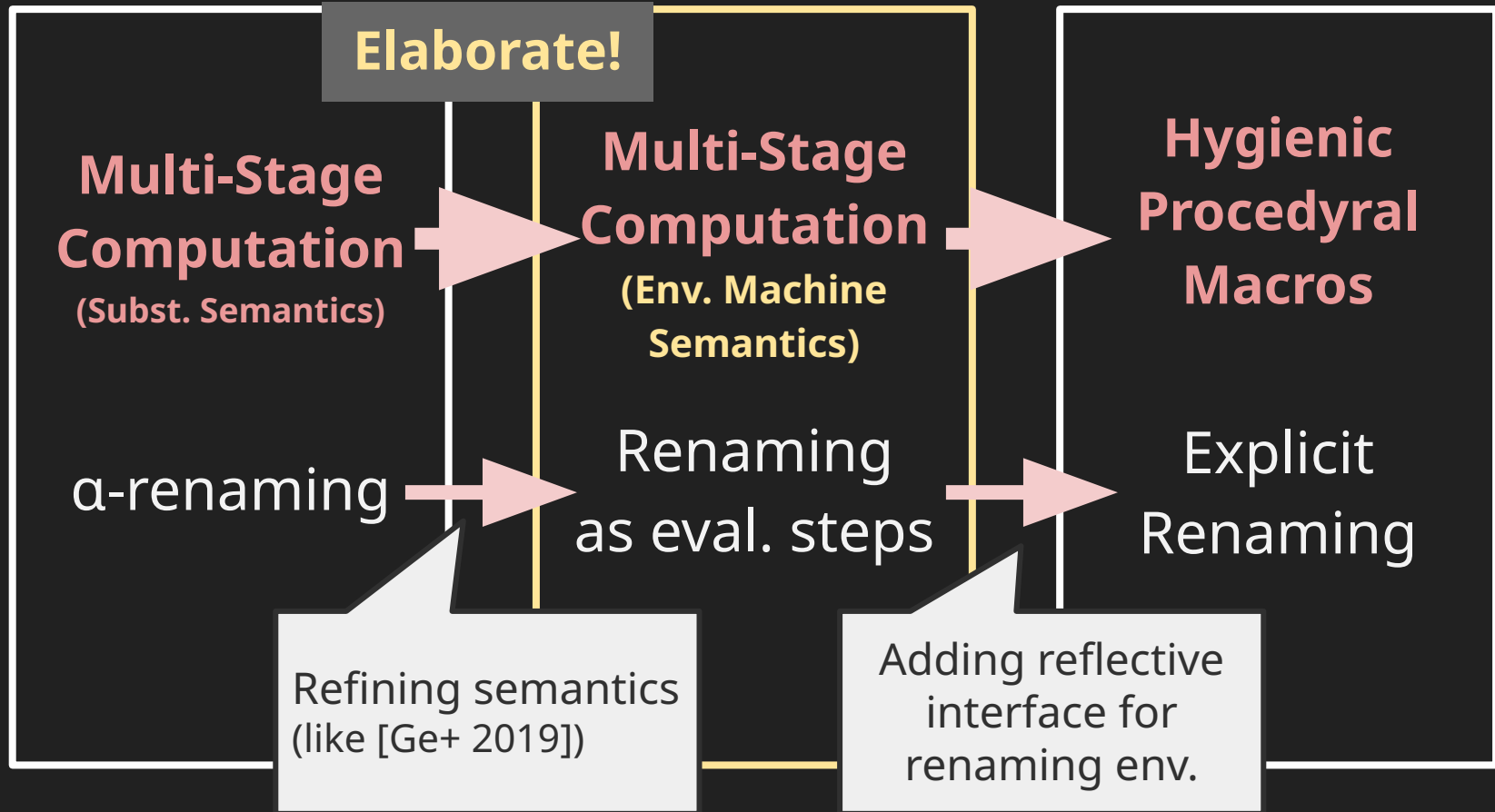
.~(.< let tmp1 = s→i x in

if tmp1

then tmp else .~b >.)

>.

High-Level Description



See My Position Paper for ...

- Discussion on α -renaming vs ER
- Formal definition of the staged CEK machine
- Draft design of an abstract machine for ER
 - Lots of things need to be fixed

Hygienic Macros via Staged Environment Machines (Position Paper)

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Abstract

The relationship between staged computation and procedural macros is often mentioned in the literature. However, this relationship is not as straightforward as it may appear. Existing approaches tend to compromise the role of macros as syntactic extensions, focusing primarily on staged type systems to enforce the static safety of macros.

In this position paper, we propose a different approach to connecting procedural macros and staged computation: to understand the semantic aspect of procedural macros through the lens of staged computation. We observe that the notion of a syntactic environment in hygienic macros has a natural counterpart in a staged extension of environment machines. Building on this observation, we sketch our draft design of an environment machine for a Lisp-like language with an explicit-renaming macro facility à la Clinger.

CCS Concepts: • Software and its engineering → Semantics.

Keywords: Multi-Stage Programming, Hygienic Macros, Abstract Machine

ACM Reference Format:

Yuito Murase. 2025. Hygienic Macros via Staged Environment Machines (Position Paper). In *Proceedings of the 26th ACM SIGPLAN International Workshop on Scheme and Functional Programming (Scheme '25)*, October 12–18, 2025, Singapore, Singapore. ACM, New York, NY, USA, 6 pages. <https://doi.org/10.1145/3759537.3762095>

1 Introduction

The similarities between staged computation [5, 6, 22, 23] and Lisp-style procedural macros [4, 7, 9, 10] have long been noted and discussed from multiple perspectives. Both treat code fragments as first-class data and provide syntactic mechanisms such as quasiquotation to construct and manipulate code.

In both settings, hygiene—the preservation of lexical scoping—has been recognized as a major concern. However, the

```
let min = fun exp1 exp2 ->  
  < let t1 = ~exp1 in  
    let t2 = ~exp2 in  
    if (t1 <= t2) then t1 else t2 >.
```

Figure 1. min function in MetaOCaml

way hygiene is handled differs significantly between staged computation and macros.

Hygiene in Staged Computation. In staged computation, hygiene is relatively easy to ensure. The program in Figure 1 defines a function in MetaOCaml [17] that generates a code fragment computing the minimum of two expressions. In MetaOCaml, a quotation `<...>` produces a representation of the program inside the quotation instead of evaluating it. A splice `~...` within a quotation embeds the given code fragment into the surrounding program. For example, `min < foo 10 >, < t1 >`, produces the following code fragment:

```
< let t1, t2 = foo 10 in  
  let t2 = t1 in  
  if t1,1 <= t2 then t1,1 else t2 >.
```

The outermost `<...>` denotes a code value. The occurrence of `t1` introduced by `min` are renamed to `t1,1` to avoid conflicts with the `t1` in the second argument. In formal semantics, such renaming is typically achieved via α -renaming, as in standard λ -calculus. Thus, α -renaming plays a central role in ensuring hygienic code generation.

Hygiene in Macros. By contrast, achieving hygiene in the context of Lisp-style procedural macros is more subtle. For example, the following program with the `lets` macro:

```
(lets ((a b) (b a)) (* a b))  
expands to a chain of let as below.  
(let ((a b)) (let ((b a)) (* a b)))
```

Hence, the first program should have a non-trivial binding structure as displayed below:

```
(lets ((a b) (b a)) (* a b))
```



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Scheme '25, Singapore, Singapore
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<https://doi.org/10.1145/3759537.3762095>

Key takeaway

- We can derive Explicit Renaming from α -renaming
 - It is likely applicable to other hygienic macro facilities like syntactic closures and syntax-case
- Staged Environment Machines provide a novel viewpoint of hygienic code generation
 - ... but pretty little work on them

Supplementary Materials

What needs to be done

- Correspondence between substitution semantics and Staged CEK machine
- Design full semantics for ER macros inspired by staged CEK machine
 - Challenge 1: Staging semantics in traditional MSP is not sufficient
 - Challenge 2: Gap between S-expressions in Lisp and quasiquotes in MSP

Relation to Existing Approaches

- Existing work that apply MSP to macros

[Ganz+ 2001][Taha+ 2003][Stucki+ 2021][Xie+ 2023]

1. Focus on type-safety
2. Is incompatible with ER macros

- Extend α -renaming to S-Expression [Herman+ 2008][Stansifer+ 2014]

1. Provide explicit binding specification for macros
2. Is the other direction than ours: provide high-level macro facility that is compatible with α -renaming

- Implementation for MSP or Partial Evaluation

[Glück+ 1997][Calcagno+ 2003]

- Provide operational accounts of hygienic code generation
- Lacks the idea of renaming environment

Theory of Hygienic Macros is Hard

... the subject of macro hygiene is not at all decided, and more research is needed to precisely state what hygiene formally means and which precisely assurances it provides.

from [Kiselyov Scheme'02]

Summary of Our Position

Multi-Stage Programming is considered to provide theoretical foundation for hygienic proc. macros

[Ganz+ 2001][Taha+ 2003][Stucki+ 2021][Xie+ 2023]

Gap

MSP achieves hygiene via *α -renaming*, which is quite different from ER

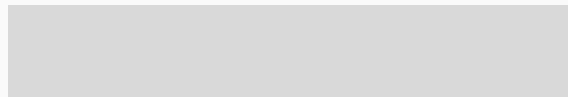
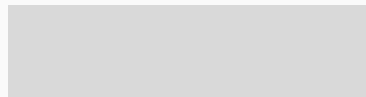
Our Answer

We can fill this gap by considering *an environment machine for MSP*

What about this case?

Renaming Env.

Value Env.



```
.< let tmp0 = 1 in
```

```
  .~(< let tmp1 = s→i x in  
    if tmp1 then tmp1 else tmp0 >.)
```

```
>.
```

Code Construction Steps in MSP

```
.< let tmp = 1 in tmp + 1 >.
```

Code Construction Steps in MSP

```
.< let tmp = 1 in tmp + 1 >.
```

Code Construction Steps in MSP

```
.< let tmp = 1 in tmp + 1 >.
```

Code Construction Steps in MSP

```
.< let tmp = 1 in tmp + 1 >.
```

Code Construction Steps in MSP

Renaming Env.

tmp → tmp0

.< let tmp0 = 1 in tmp + 1 >.

Code Construction Steps in MSP

Renaming Env.

tmp → tmp0

.< let tmp0 = 1 in tmp + 1 >.

Code Construction Steps in MSP

Renaming Env.

tmp → tmp0

.< let tmp0 = 1 in tmp + 1 >.

Code Construction Steps in MSP

Renaming Env.

tmp → tmp0

.< let tmp0 = 1 in tmp0 + 1 >.

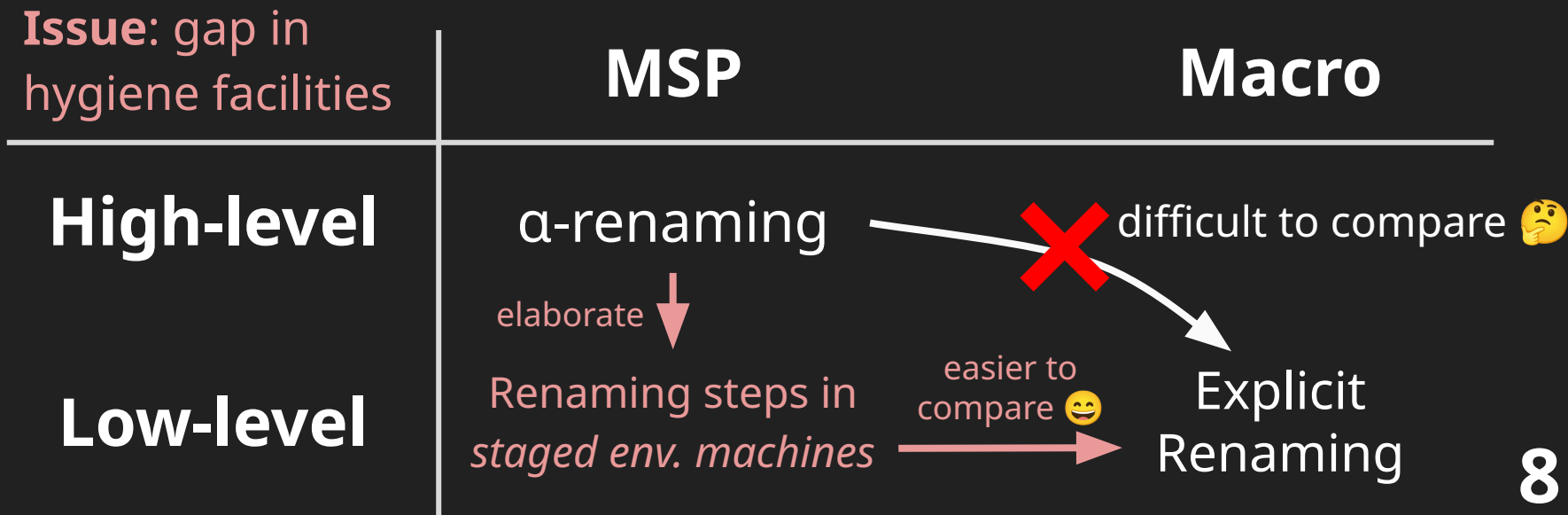
Code Construction Steps in MSP

```
.< let tmp0 = 1 in tmp0 + 1 >.
```

Staged Env. Machines to Reason about ER macros

Multi-Stage Programming is considered to provide theoretical foundation for hygienic proc. macros

[Ganz+ 2001][Taha+ 2003][Stucki+ 2021][Xie+ 2023]



Theory behind Explicit Renaming?

- The original paper of ER does not provide formal model [Clinger 1991]
- Some proposals provide formal models for hygienic macros in general [Flatt+ 2012][Adams 2015][Flatt 2016]
 - ... but, they are detached from the semantics of the host languages

Theory of hygienic procedural macros should provide semantics for both side

Staged Env. Machines to Reason about ER macros

Multi-Stage Programming is considered to provide
theoretical foundation for hygienic proc. macros

[Ganz+ 2001][Taha+ 2003][Stucki+ 2021][Xie+ 2023]

Staged Env. Machines to Reason about ER macros

Multi-Stage Programming is considered to provide theoretical foundation for hygienic proc. macros

[Ganz+ 2001][Taha+ 2003][Stucki+ 2021][Xie+ 2023]

Issue: gap in hygiene facilities	MSP	Macro
High-level	α -renaming	difficult to compare 🤔
Low-level		Explicit Renaming



α -renaming

vs

Explicit Renaming

```
(* MetaOCaml style *)
let genOr a b =
  .< let tmp = .~a in
    if tmp then tmp else .~b >.
```

```
(define-syntax or (er-macro-transformer
  (lambda (expr rename compare)
    (match expr
      ((_ a b)
       `((, (rename 'let) ((, (rename 'tmp) ,a))
          (, (rename 'if)
              (, (rename 'tmp)
                  (, (rename 'tmp)
                      ,b)))))))))
```

MSP

Macro

High-level

α -renaming

difficult to compare 🤔

elaborate ↓

Low-level

Renaming steps in
staged env. machines

easier to
compare 😊

Explicit
Renaming

12

α -renaming

vs

Explicit Renaming

```
(* MetaOCaml style *)  
let genOr a b =  
  .< let tmp = .~a in  
    if tmp then tmp else .~b >.
```

```
(define-syntax or (er-macro-transformer  
  (lambda (expr rename compare)  
    (match expr  
      ((_ a b)  
       `((, (rename 'let) ((, (rename 'tmp) ,a))  
          (, (rename 'if)  
              (, (rename 'tmp)  
                (, (rename 'tmp)  
                  ,b)))))))
```

Implicit
Non-Deterministic

MSP

Macro

High-level

α -renaming

elaborate
↓

Renaming steps in
staged env. machines

easier to
compare 😊

difficult to compare 🤔

Explicit
Deterministic

Explicit
Renaming

12

Low-level

α -renaming

vs

Explicit Renaming

```
(* MetaOCaml style *)
let genOr a b =
  .< let tmp = .~a in
    if tmp then tmp else .~b >.
```

```
(define-syntax or (er-macro-transformer
  (lambda (expr rename compare)
    (match expr
      ((_ a b)
       `((, (rename 'let) ((, (rename 'tmp) ,a))
          (, (rename 'if)
              (, (rename 'tmp)
                  (, (rename 'tmp)
                      ,b)))))))))
```

Implicit
Non-Deterministic

MSP

Macro

High-level

Explicit
Deterministic

Low-level

α -renaming

elaborate
↓

Renaming steps in
staged env. machines

easier to
compare 😊

difficult to compare 🤔

Explicit
Deterministic

Explicit
Renaming

12

Overview Again



```
(* MetaOCaml style *)  
let genOr a b =  
  .< let tmp = .~a in  
    if tmp then tmp else .~b >.
```

```
(define-syntax or (er-macro-transformer  
  (lambda (expr rename compare)  
    (match expr  
      ((_ a b)  
       (,(rename 'let) ((,(rename 'tmp) ,a))  
                        (,(rename 'if)  
                        ,(rename 'tmp)  
                        ,(rename 'tmp)  
                        ,b))))))
```

Refining semantics
(like [Biernacka+ 2007]
[Ge+ 2019])

Substitution

- Explicit Substitution
- Environment Machine

Adding reflective
interface

Renaming Env.

```
tmp → tmp0  
tmp → tmp1
```

Value Env.

```
gen → clos( ... )  
a → .< s→i x >.  
b → .< tmp0 >.
```

```
.< let tmp0 = 1 in  
  .~(.< let tmp1 = s→i x in  
    if tmp then tmp else .~b >.)  
>.
```

Evaluating a Staged Program

```
let genOr a b =  
  .< let tmp = .~a in  
    if tmp then tmp else .~b >. in  
.< let tmp = 1 in  
  .~(genOr .< string→int x >.  
    .< tmp >.)
```

Evaluating a Staged Program

```
let genOr a b =  
  .< let tmp = .~a in  
    if tmp then tmp else .~b >. in  
  .< let tmp = 1 in  
    .~(genOr .< string→int x >.  
      .< tmp >.)
```