## Hazel PHI: 10-modules

## how to read

```
800000 kinds 800080 signatures
008000 types (constructors) 008080 modules
000080 terms

syntax
```

```
kind knd ::= Type
                                                                                             kind of types
                                      S(\tau)
                                                                                           singleton kind
                                      KHole
                                                                                                  kind hole
                                      \Pi_{\alpha::knd_1}.knd_2
                                                                             dependent function kind
                                     \Sigma_{\alpha::knd_1}.knd_2
                                                                              dependent product kind
      base type bse
                              ::= Int
                                      Float
                                      Bool
 HTyp BinOp
                                      +
internal HTyp
                                      bse
                               ::=
                                      \lambda \alpha :: knd.\tau
                                      	au_1 	au_2
                                      \tau_1 \oplus \tau_2
                                      \langle \tau_1, \tau_2 \rangle
                                      \pi_1 \tau
                                      \pi_2 \tau
                                      \{lab_1 \hookrightarrow \tau_1, \dots \, lab_n \hookrightarrow \tau_n\}
                                      mod.lab
                                      (|\tau|)
         module mod ::=
                                      [sbnd]
                                      \lambda \mu :: sig.mod
                                      mod_1 \ mod_2
                                      mod.lab
       signature sig
                                     \Pi_{\mu::sig_1}.sig_2
```