# Modularity and Backpack

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## 1 ML Module System

As far as module systems go, the ML module system is often considered to offer the best combination of expressive power with good theoretical properties[Dreyer05]. It is instructive to have a brief look at this venerable system to see what Haskell is missing.

#### 1.1 Structures

Similarly to Haskell, some of the objects that can be defined at the top level of an ML program are functions, data types, type aliases and constants. These can be grouped into modules called structures:

```
structure IntInteger =
struct
type integer = int
val zero = 0
fun add a b = a + b
fun mul a b = a * b
end
```

This is a definition of structure *IntInteger* which contains a type alias *integer* for *int*, a constant *zero* and two functions, *add* and *mul*.

### 1.2 Signatures

Structures represent concrete modules. Abstract interfaces of modules can be represented as singatures. For example, our *IntInteger* structure matches the following signature:

```
signature INTEGER =
  sig
  type integer
  val zero: integer
  fun add: integer -> integer -> integer
  fun mul: integer -> integer -> integer
```

#### end

The structure can then be declared to implement a given signature:

```
structure IntInteger: INTEGER = ...
```

### 1.3 Functors

Modules parameterised by other modules can be represented as functors. For example, given a module implementing natural numbers we can define rational numbers as follows:

## 2 Haskell Backpack

## 2.1 Packages and Modules

TODO

### 2.2 Includes

TODO

### 2.3 Holes

TODO

## 2.4 Signature Packages

TODO

## 2.5 Linking

TODO

Recursive linking possible – better than ML.

# References

[Dreyer05] Derek Dreyer,  $Understanding\ and\ Evolving\ the\ ML\ Module\ System,\ https://www.mpi-sws.org/~dreyer/thesis/main.pdf$