

Plugin Architectures in Haskell

An Overview over the ecosystem

Sebastian Graf

September 12, 2016

Motivation

Problem Description

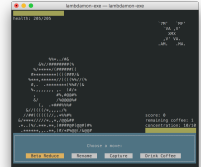


$(\lambda x.xx)(\lambda x.xx)$



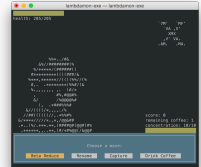
[1] [2]

Plugin Architecture Requirements



Plugin Architecture Requirements

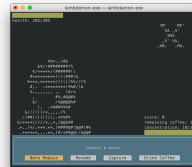
Extensibility through third party code



Plugin Architecture Requirements

Extensibility through third party code

Haskell as extension language

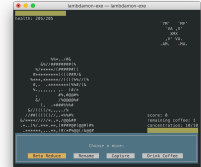


Plugin Architecture Requirements

Extensibility through third party code

Haskell as extension language

Stand-alone No compiler toolchain should be required on the client



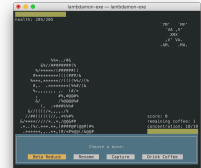
Plugin Architecture Requirements

Extensibility through third party code

Haskell as extension language

Stand-alone No compiler toolchain should be required on the client

Type safety Early and graceful recognition of incompatible extensions



Plugin Architecture Requirements

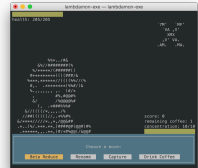
Extensibility through third party code

Haskell as extension language

Stand-alone No compiler toolchain should be required on the client

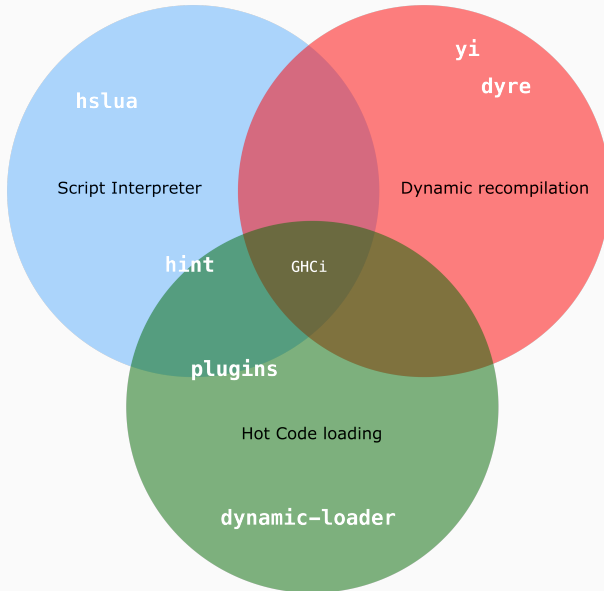
Type safety Early and graceful recognition of incompatible extensions

Maturity Easy integration in a Cabal build process



Shootout

Contenders



Extensibility can't be easier for third parties, see WoW. ✓✓

Haskell is not lua. ✗

Stand-alone The C bits are statically linked, no further dependencies. ✓✓

Type safety Neither in called code nor at API boundaries, also lua stack. ✗✗

Maturity lua is battle-tested and dead simple to include, yet hslua's API is rather low-level. ✓



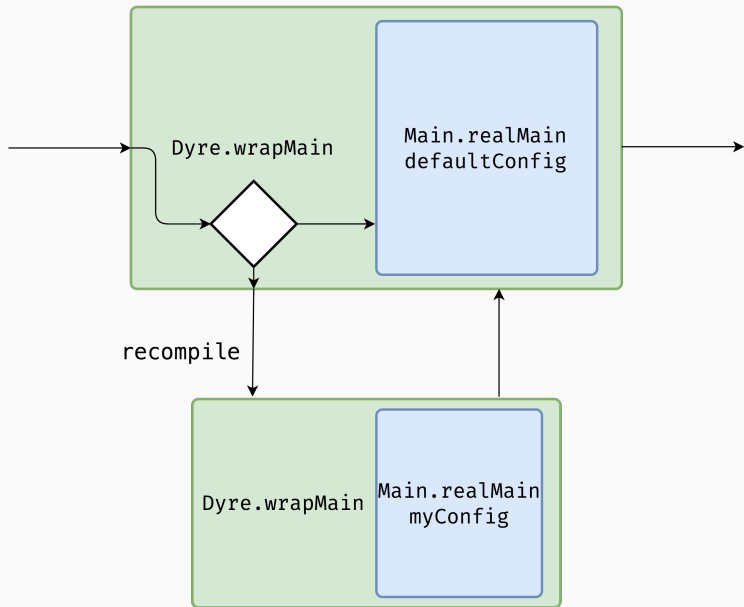
Extensibility Just drop in source files, although package dependencies are resolved through GHC package registry ✓

Haskell ✓

Stand-alone Uses the GHC API, including compilation specific settings paths ✗

Type safety through broken **Typeable** overloads, falling back to **read/show** serialization. ✗

Maturity Most-used (52 reverse deps) contender according to hackage. ✓





Extensibility You can't have more than one config file. Merging them requires knowledge of Haskell. ✗

Haskell ✓

Stand-alone Needs a complete compiler/stack toolchain available. ✗✗

Type safety There are no API boundaries, it's all one program and consequently type-checked as one. ✓✓

Maturity Rotting. Only really works with GHC, no cabal or stack. Mind-bending API. ✗

Extensibility Just drop in object archives. ✓✓

Haskell ✓

Stand-alone Although it depends on the GHC API, it works on a fresh installation. ✓

Type safety Needs reproducible builds in order to work seamlessly. Installed package id needed to find objects. Type errors at API boundaries lead to crashes at runtime. ✗

Maturity Unwieldy, scarcely documented API. Handling GHC generated symbols is low-level and unresolved. 0 reverse deps. ✗

A word about plugins



Extensibility Just drop in object files. Package dependencies via `package.conf`s (outdated) ✓✓

Haskell ✓

Maturity Nicer API than `dynamic-loader`, but it's horribly outdated and broken. ~~XXX~~

Summary

	hslua	hint	dyre	dynamic-loader	plugins
Extensibility	✓✓	✓	✗	✓✓	✓✓
Haskell	✗	✓	✓	✓	✓
Stand-alone	✓✓	✗	✗✗	✓	?
Type safety	✗✗	✗	✓✓	✗	?
Maturity	✓	✓	✗✗	✗	broken

Thanks! Questions?

References



<http://www.ebay.com/itm/Anime-Cosplay-Pokemon-Go-Pocket-Monster-Ash-Ketchum-232012326919>.

Accessed: 2016-09-09.



https://upload.wikimedia.org/wikipedia/commons/1/17/Rogue_Screen_Shot_CAR.PNG.

Accessed: 2016-09-09.

Check out the code of this talk at <https://github.com/sgraf812/hal16>