

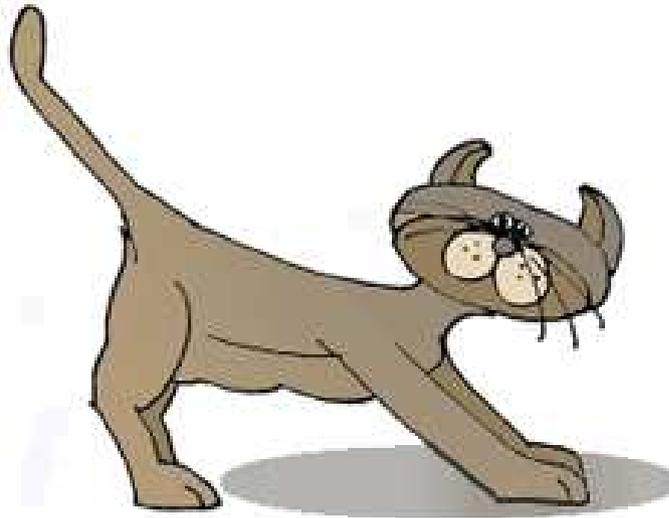
The Library Infrastructure Project

Isaac Jones

HIM: Saturday 29 August, 2003

Our Thanks to $\lambda\mu$

- ⑥ For the use of his lazer pointer
- ⑥ Lambda's Namesake:



⑥

Overview & Goals

- ⑥ “Languages flourish when libraries are plentiful, reliable, and well documented.” – SPJ
- ⑥ Currently, there is no great way for tool authors to contribute and widely distribute their libraries and tools
- ⑥ Except to have them included with the implementations.
- ⑥ BUT... This is a strain on the implementation & library authors.
- ⑥ Lets give library & tool authors a way to “contribute” their software

Issues Facing 3rd Party Tool Authors

- ⑥ Difficult to distribute binary Haskell libraries
- ⑥ ... so the end user must build (and rebuild) all the libraries on their own system
- ⑥ ... but there is no standard build system
- ⑥ ... all of which make it hard to build Debian packages (for instance)

...Issues Facing 3rd Party Tool

Authors

- ⑥ Several Haskell implementations which treat “packages” differently (different binary formats, different means of collecting packages)
- ⑥ Language extensions and supporting libraries are a moving target (and oh, so tempting), causing the bitrot of tools that aren't actively maintained
- ⑥ No way to express dependency on particular libraries, compilers, or versions thereof (job of the packaging system?)
- ⑥ No central repository for packages / libraries

Why Should We Solve This

Its all about the community...

- ⑥ Help operating system packagers build packages (Debian, RPM, etc) to keep users happy
- ⑥ Give library authors ways to contribute their libraries in a “Bazaar” style
- ⑥ Help the community feel they “own” the open-source projects and give them a common set of tools to maintain them, as Debian does.
- ⑥ In Debian, everyone knows how to: file bugs, download & build source, submit patches, announce new projects, ask for help maintaining tools, flame

What a Solution Might Look Like

- ⑥ A nice build system with which a library author can build binary versions for a variety of architectures and implementations (in practice, this is a very large number of binaries)
- ⑥ A repository where the author can announce or upload their tool

We're Already on Our Way

⑥ Building

- △ “FPTools” make-based system. Point of contact: Alastair Reid
- △ Yale’s make-based system. Point of contact: Henrik Nilsson
- △ HMake Haskell-based system. Point of contact: Malcolm Wallace

⑥ Announcing

- △ Haskell mailing lists
- △ The haskell.org web page and Wiki

⑥ These are a big step forward! Keep up the good work!

A Haskell-Based System

I propose a Haskell-based build system which performs the following tasks:

- ⑥ Compiles or prepares Haskell libraries and tools
 - △ By reusing code from hmake to build directly *or*
 - △ By calling through to a make-based system
- ⑥ Installs Haskell libraries and tools
- ⑥ Tracks metadata about installed packages and Haskell implementations (a new packaging system)

...A Haskell-Based System

Taking a page from Python's book, each distributed library or tool (except for the compilers) comes with a Haskell program, `Setup.hs` which provides standard targets to wrap other build systems, or builds the packages itself.

Why Haskell-Based?

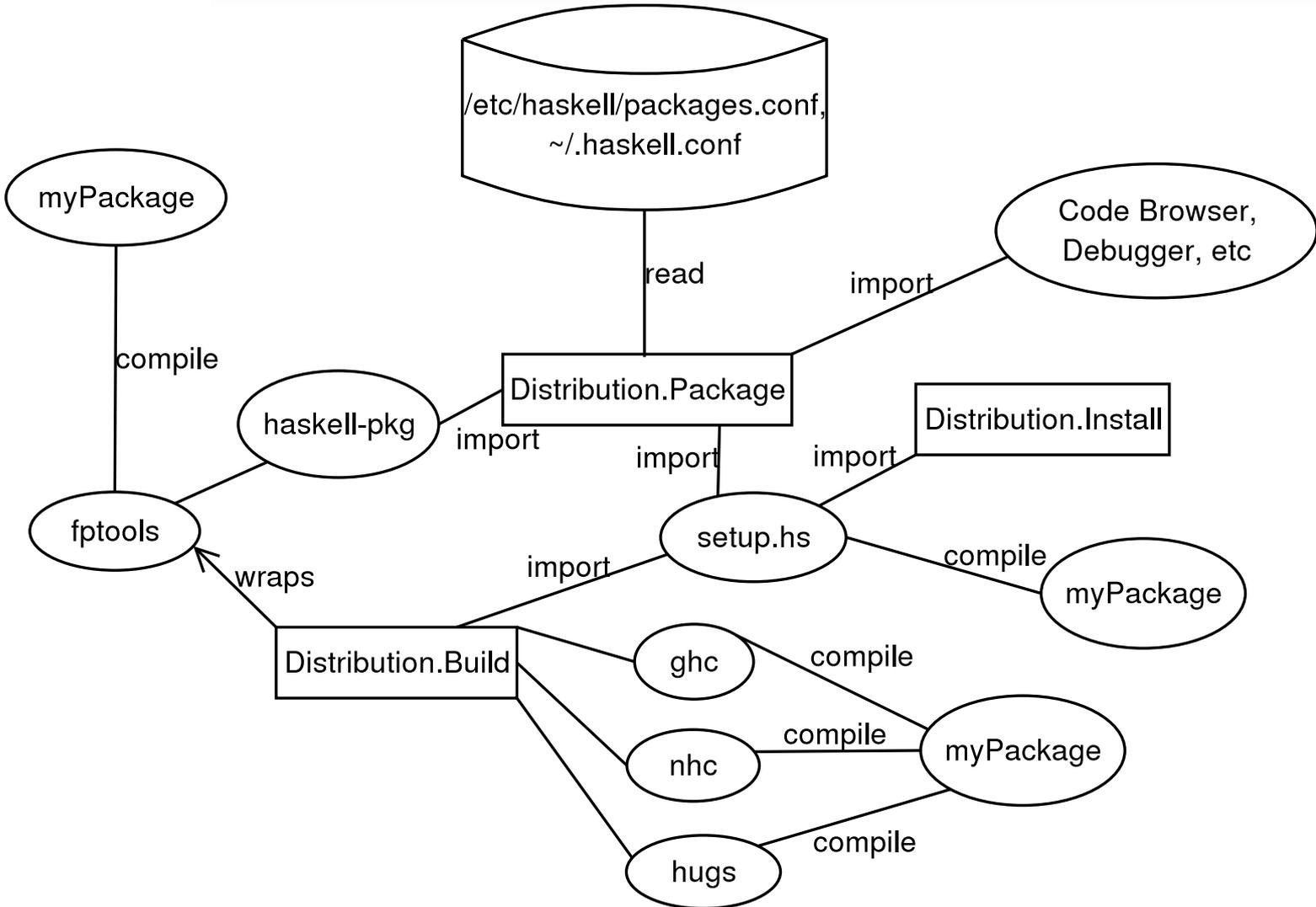
- ⑥ The one thing that all the systems of interest have in common: Haskell
- ⑥ Side-effect of improving the libraries needed for common scripting tasks (lets steal some of the market from Python)
- ⑥ Haskell beats Make for abstraction and reuse
- ⑥ Reuse: Each piece of the project (Building, Installing, and Packaging) can be leveraged elsewhere if we make them into libraries
- ⑥ “Eat your own dogfood” is a good policy

- ⑥ Building: Strategies for build systems
- ⑥ Installing: Setup.hs scripts to build and install Haskell libraries and Tools
- ⑥ Packaging: How we can store and leverage what we know when we know it
- ⑥ Tool Support: Tools which could be layered on top of a module

Module Hierarchy for Distribution

- ⑥ Distribution.Build
 - △ dependencies :: [Package] -> Graph Packages
 - △ build :: Package -> Compiler -> IO ()
- ⑥ Distribution.Package
 - △ data Package {...}
 - △ getSystemConfig :: IO SystemConfig
- ⑥ Distribution.Installation
 - △ install :: Package -> Compiler -> IO ()
 - △ register :: Package -> IO ()
 - △ sourceDist :: Package -> IO ()
 - △ bdist_debian :: Package -> IO ()

System Overview



End of Overview

That is the end of the overview. At this point, I hope you understand:

- ⑥ The motivation for this project
- ⑥ Some implementation ideas for this project
- ⑥ Who would use it and how

Why building is hard:

- ⑥ Several very different Haskell implementations
- ⑥ A variety of operating systems and hardware architectures
- ⑥ Lots of preprocessors and foreign libraries

Building: Basic strategy

- ⑥ For simple tools like Haskell modules, leverage HMake's abilities and create a Haskell-based system (which may evolve to do more complex tasks.)
- ⑥ Complex systems can use "fptools" or Yale's Make-based system, or their own build system.
- ⑥ All systems will be wrapped in a common veneer (Haskell program) so they look the same to the average user, and to layered tools (like Debian).

Tasks for Distribution.Build

API For:

- ⑥ Compiling for a particular Implementation (like hmake)
- ⑥ Compiling for all installed implementations
- ⑥ Abstracting some implementation-specific flags

Can be used for:

- ⑥ Asking compilers to build Haskell code
- ⑥ Dealing with some preprocessors
- ⑥ Building higher-level tools on top (later slide)
- ⑥ Recompiling when a new Implementation is installed
- ⑥ Implementing a generic `/usr/bin/haskell` (like hi)

Installation

The main feature of the Installation Module is a script which imports `Distribution.Build`, and interfaces with the packaging mechanisms discussed below.

Setup.hs Strategies

- ⑥ `#!/usr/bin/env haskell` (something haskell-interactive inspired?)
- ⑥ Import `Distribution.{Build,Install,Package}` which can take care of major tasks
- ⑥ `main = distributionMain Package{...insert package meta info here...}`
- ⑥ Standard libraries may need richer OS operations
- ⑥ ...but this is a good thing, it can help Haskell to get more market share in the scripting area

Command-line arguments

./Setup.hs

- ⑥ install-{default,all,nhc,ghc,hugs}
- ⑥ build-{default,all,nhc,ghc,hugs}
- ⑥ bdist-{deb,rpm}
- ⑥ sdist –makes a tarball on unix

Example Setup Program

```
#!/usr/bin/env haskell
import DistUtils.Core
import DistUtils.ToolInfo

toolInfo = (basicPackage (OtherTool "HUnit")
             (Version 1 0 0))
           {haskellSources=[
             "HUnitLang98.lhs", "HUnitLangExc.lhs",
             "Terminal.lhs", "HUnitTest98.lhs", ...],
           docs = ["Example.hs", "Guide.html", ...]}

main = distUtilsMain toolInfo
```

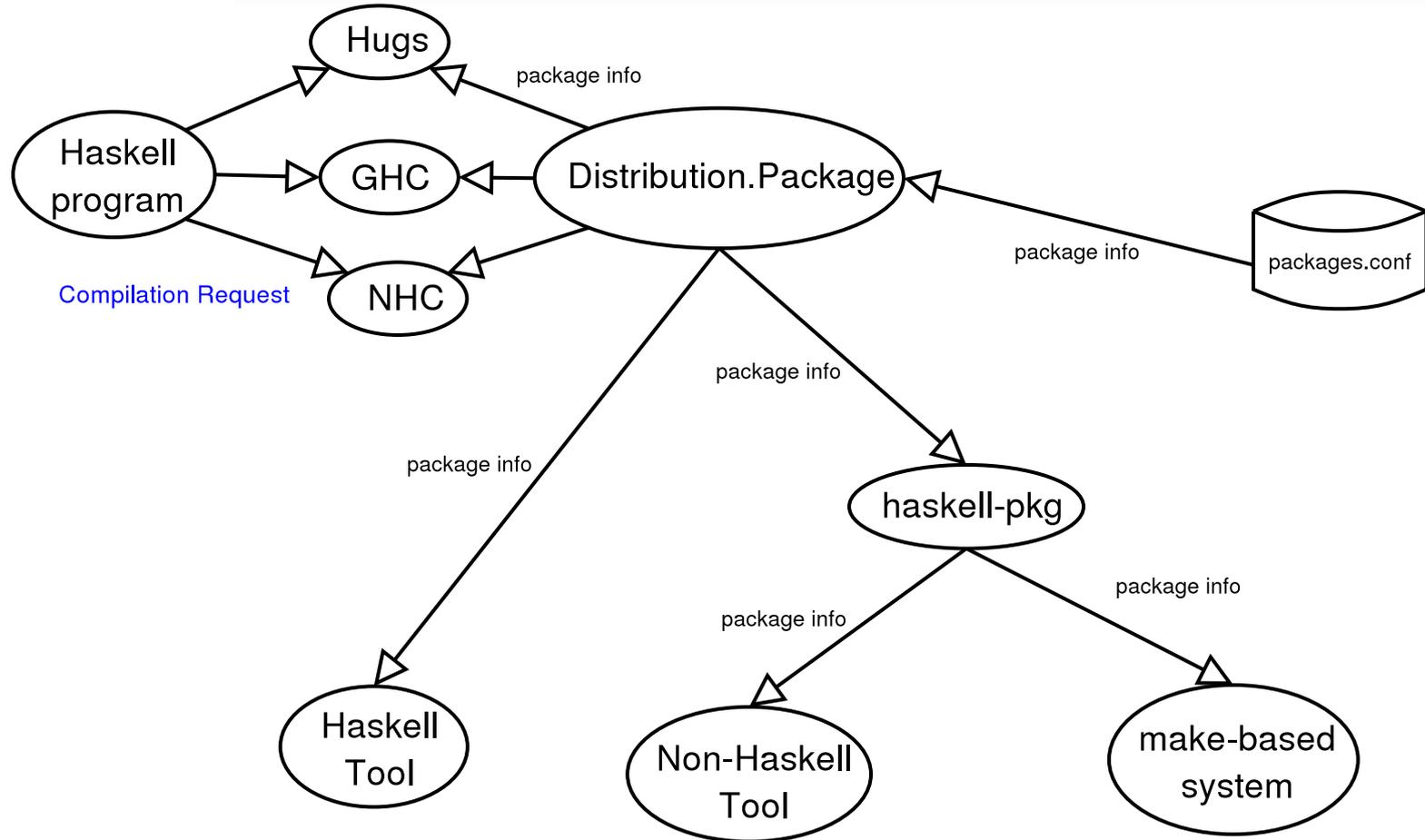
Packaging

Much of this becomes easier with a more generic package system, which has benefits outside of this project.

Jobs of a Packaging System

- ⑥ Track which Haskell Implementations are installed
- ⑥ Track which preprocessors are installed
- ⑥ Track which libraries and tools are installed
- ⑥ Find the source code for modules when needed

Packaging

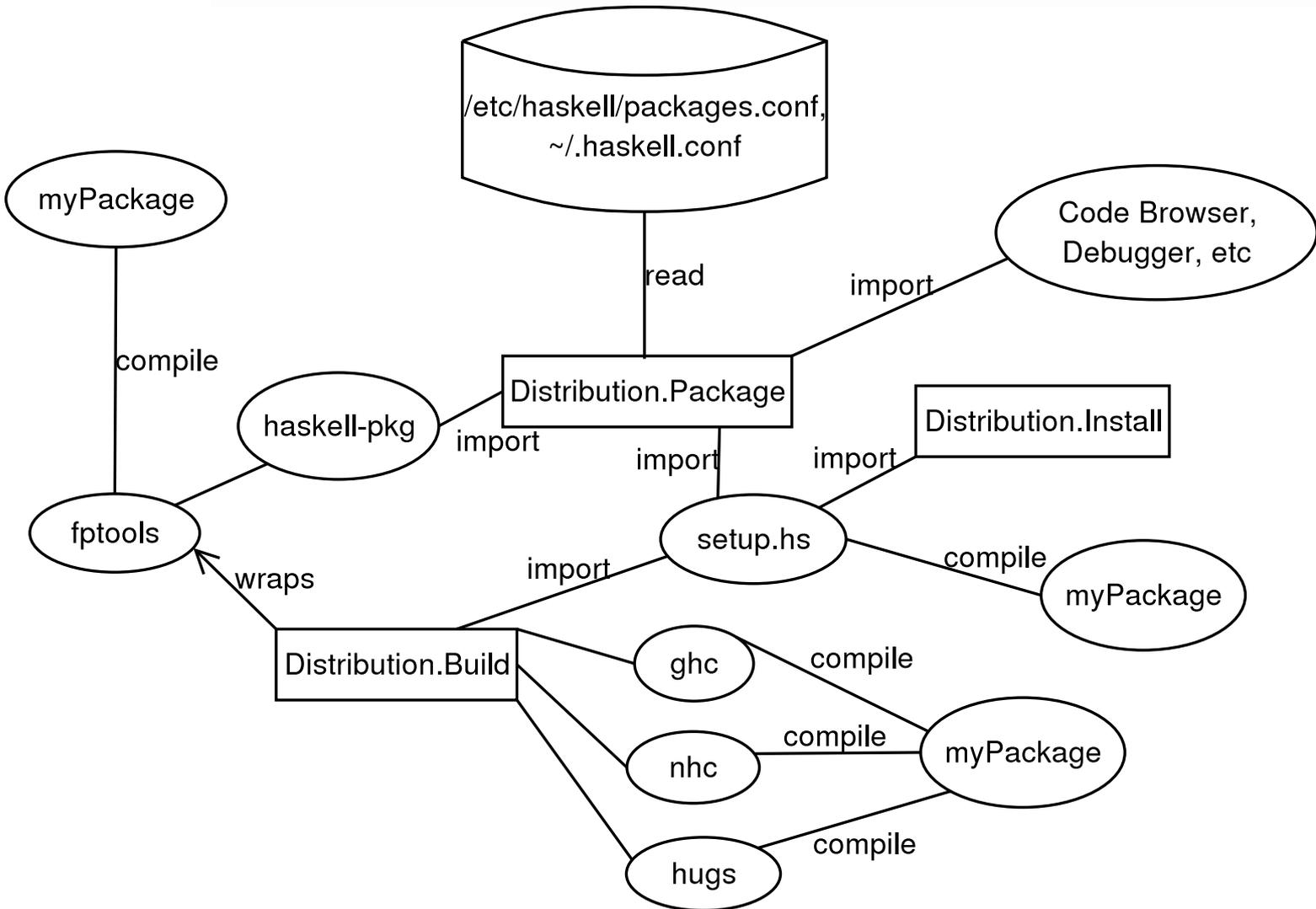


Package Meta Information

Think of debian/control combined with Package.conf

- ⑥ *Things the build system cares about:* Source Files, Build Flags, Build Dependencies
- ⑥ *Things the build system doesn't care about:* Name, Dependancies, Description, Version, License Information, Home Page

System Overview



Tools layered on Packaging System

- ⑥ Build & Install system
- ⑥ Debuggers which need to instrument code
- ⑥ Source code browsers
- ⑥ The Glorious Glasgow Haskell Compiler Source Code Deleter (find other versions of software and “repair” any possible type errors)

Layered Tools

- ⑥ Creating distribution packages (Debian, FreeBSD, Windows, etc.)
- ⑥ Web database of Haskell tools
- ⑥ Installation (usually already there)
- ⑥ Removal (often not there)
- ⑥ Package registering and rebuilding
- ⑥ Downloading and installing dependancies (job of parent system?)
- ⑥ Verifying authenticity of packages (via cryptographic signature)

Conclusions & Directions

- ⑥ I have implemented a prototype (which interfaces with Debian's build system), but its blocked on a packaging system
- ⑥ After HIM I will write a new proposal and try to create consensus
- ⑥ But where do you think I should direct my attention (make-based system? CPAN-type archive? Distribution module?)
- ⑥ My opinion: Packaging decisions, then Distribution module

Discussion

(Assuming that we haven't run overtime and everyone is ready to go to lunch)