

Coq Platform Docs: Documenting Coq and its Platform

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Why does action-oriented
documentation matter?

To keep in mind

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 - Abstract and detailed documentation like the ref man
 - Course-shaped documentation like Coq'Art or SF
 - Action oriented documentation like tutorials or how-to guides

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2. When it exists, it is often spread out over many repos / blogs

What is Action Oriented Documentation ?

Tutorials

Tutorials help users to learn a new feature, step by step, introducing notions gradually through predetermined examples:

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1. Tutorials and how-guides are different and complementary
2. They are both about practical knowledge and achieving goals

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How-to guides

How-to guides bridge the gap between learning and doing:

- To find help when stuck on a real-life situation
- To see how to use a feature in a non trivial context

It is important for Teaching

When Teaching

1. A lot about Coq is practical knowledge and can be subtle
2. It is not possible to be behind every student helping them
3. You cannot teach everything in a 24h/48h class:
 - There are too many features, or too many aspects to discuss
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3. Action-oriented documentation enables students to continue learning after class, and to get towards autonomy in Coq

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4. Writing documentation forces us to do stuff right (no cheating)

Coq Platform Docs

The Project

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Advantages for the community

1. It is possible to build modularly and collaboratively
2. It enables to centralise efforts in a lasting way
3. Being horizontal, it should be easier to maintain

Example: Documenting Equations

The documentation was inadequate

1. Many features: basics, dependent matching, wf recursion, ...
2. Despite many examples, the doc was not very fitted nor complete

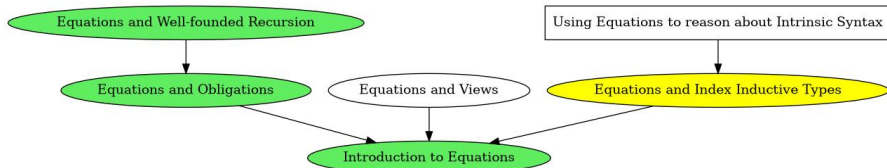
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Many Improvements

1. We found 2/3 bugs writing the documentation
2. We improved the behavior of the main tactic

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Demonstration

Search for **Coq Platform Docs**, or go on:
<https://coq.inria.fr/platform-docs/>

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4. Help reviewing tutorials and how-to guides
5. Help setting up the repo, or the web-interface

Documenting Project and Plugins

Develop the documentation modularly

For each project or plugins, we would like to set up:

1. A reviewer team of dev, maintainer, and advanced users
2. A project, and open issues so that people can contribute

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Being a reviewer

The job of the reviewers is not to write documentation, it is to:

1. Identify the needs of documentation, and create issues for it
2. Ensure that the documentation stays consistent through PR
3. Review contributions when some are created

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Conclusion

The Project

1. Each feature and plugin of Coq and its platform would have one or several interactive tutorials and how-to guides
2. Be accessible interactively online, and part of Rocq's new website

Contributing

1. Everyone can contribute: you don't need to be a Coq developer
2. Everyone can have a valuable contribution

Ressources to check out

- Check out the [prototype website and the first tutorials](#)
- Come talk to us and give feedback on the [zulip stream](#)
- Check out the [repo](#) and the [CEP](#)

Documentation Side

- Get the project known to more people (CoqWorkshop, ...)
- Set up projects and issues, so that people can contribute
- Progress on documenting the main features (Ltac2, ...)
- Get contributors

Next Steps

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Technical Side

- Set up Alectryon to support reST
- Set up a versioning index on the Coq Platform (Sphinx ?)
- Set up a nice build process to get a dev branch
- Get a better interactive interface (JsCoq2 ?)