jsCoq 2.0: Towards Rich Formal Documents

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From mathematical text to formal documents

Theorem 14.7. Suppose $M \in \mathscr{M}_{\mathscr{P}}$ and K is a Hall $\kappa(M)$ -subgroup of M. Let $K^* = C_{M_{\sigma}}(K)$, k = |K|, $k^* = |K^*|$, $Z = K \times K^*$, and $\widehat{Z} = Z - (K \cup K^*)$. Then, for some other $M^* \in \mathscr{M}_{\mathscr{P}}$ not conjugate to M,

- (a) $\mathcal{M}(C_G(X)) = \{M^*\}$ for every $X \in \mathcal{E}^1(K)$,
- (b) K^* is a Hall $\kappa(M^*)$ -subgroup of M^* and a Hall $\sigma(M)$ -subgroup of M^* , $\Longrightarrow (M) \cap \pi(M^*) = \kappa(M^*)$
- (c) $K = C_{M^*_{\sigma}}(K^*)$ and $\kappa(M) = \tau_1(M)$, as E.M. taken as
- (d) Z is cyclic and for every $x \in K^{\#}$ and $y \in K^{*\#}$, $M \cap M^{*} = Z = C_{M}(x) = C_{M^{*}}(y) = C_{G}(xy)$,
- (e) \widehat{Z} is a TI-subset of G with $N_G(\widehat{Z}) = Z$, $\widehat{Z} \cap M^g$ empty for all $g \in G M$, and

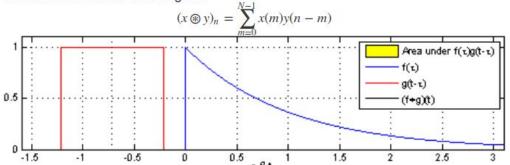
$$g \in G - M$$
, and $|\mathscr{C}_G(\widehat{Z})| = \left(1 - \frac{1}{k} - \frac{1}{k^*} + \frac{1}{kk^*}\right)|G| > \frac{1}{2}|G|,$

- (f) M or M^* lies in $\mathcal{M}_{\mathscr{P}_2}$ and, accordingly, K or K^* has prime order,
- (g) every $H \in \mathcal{M}_{\mathscr{P}}$ is conjugate to M or M^* in G, and
- (h) M' is a complement of K in M.

(Figure credit: G. Gonthier)

From mathematical text to formal documents

Circular Convolution of two Signals



1 Definition convs x y := $\clin \sum_{m \in \mathbb{Z}} x m 0 * y (n-m) 0.$

$$(x \circledast y)_n = \sum_{\substack{m=0 \\ N=1}}^{N-1} x(m)y(n-m) = \sum_{l=n}^{n-(N-1)} x(n-l)y(l)$$

= $\sum_{l=0}^{N-1} y(l)x(n-l)$
= $(y \circledast x)_n$

```
Lemma convsC : commutative convs.
Proof.
move=> x y; apply/matrixP=> n k; rewrite !mxE {k}.
rewrite (reindex inj (inj comp (addrI n) oppr inj)).
```

jsCoq: history

jsCoq's birth wasn't planned!

- 2013: Teaching assistant at UPenn, Software Foundations
- 2015: Send to Coq to js_of_ocaml (joke) but it worked!
- 2015: First version thanks to first CUDW (P. Jouvelot)
- **2015:** Benoit Pin develops first interface
- 2015: Prime numbers example + packages
- 2016: SerAPI, improved protocol (C. Pit-Claudel)
- 2019: Shachar: worker, WASM, packs, company, print, node...

Very opinionated project from the start

jsCoq: original design philosophy

Interactive Literate Programming and Proving

Document at the center:

Start from existing document, instrument with Coq

Lightweight:

Keep it simple, maintainable, standards-based

Server-less:

Servers disappear, self-contained stays

jsCoq: demos

- https://www.youtube.com/watch?v=COukSOE5utA
- https://www.youtube.com/watch?v=IFCGzBDTpCo
- https://eloquentjavascript.net/11 async.html
- First talk(s)
- https://coq.vercel.app/
- https://github.com/jscoq/jscoq/#examples

jsCoq "1.0" architecture: frontend

Coq manager:

Coordinates events coming from HTML page and Coq

Layout manager:

Controls the jsCoq panel

Package manager:

Manages package loading

CodeMirror Provider:

Presents a set of CM5 editors as single document

The CM provider parses the Coq document and submit sentences to Coq; goals are displayed on request

jsCoq "1.0" protocol

```
type jscoq_cmd =
   InfoPkg of string * string list
   LoadPkg of string * string
   Init
           of jscoq_options
   NewDoc of doc_options
           of Stateid.t * Stateid.t * ...
   Add
   Cancel of Stateid.t
           of Stateid.t
   Exec
   Query of Stateid.t * route_id * query
           of Stateid.t
   Ast
   Register of string
            of string * string
   Put
   GetOpt of string list
   InterruptSetup of opaque
   ReassureLoadPath of lib path
           of string
   Load
   Compile of string
```

```
type iscog answer =
             of string
   CogInfo
             of Stateid.t
   Readv
   Added
             of Stateid.t * Loc.t option
             of Stateid.t * string list * string list
   Pending
   Cancelled of Stateid.t list
   ModeInfo of Stateid.t * in mode
   GoalInfo of Stateid.t * Pp.t reified_goal option
   Ast
             of Vernacexpr.vernac_control option
   CogOpt
             of string list * Goptions.option value
             of Feedback.level * Pp.t
   Log
   Feedback of Feedback feedback
    SearchResults of route_id * Qualified_name.t Seq.t
             of string * Stateid.t
   Loaded
   Compiled of string
   CogExn of { loc : Loc.t option ... }
    JsonExn
             of string
```

jsCoq "1.0": success and limitations

jsCoq proved popular!

- **success:** working reasonably well, real-world proofs
- **success:** many cool features! (auto-load, collab, inspect)
- success: serverless approach passed the test of time
- limitation: Document model and editor support
- limitation: Coq API / STM
- limitation: Class preparation workflow
- limitation: maintenance / complexity

jsCoq "2.0" and Flèche

- Context: looking at the problem since 2016
- Motivation: late 2021, SF / CoREACT / Waterproof / others
- Goal: New <u>use cases</u> & fix many <u>existing problems</u>
- **How:** Flèche / coq-lsp (long time wish, long time research)
- Improvements:
 - o <u>Maintainability</u>: Flèche is simple, sound, and <u>extensible</u>
 - o <u>Modularity</u>, <u>unification</u>: Reusable components, several editors
 - New features: <u>full-project</u>, native hybrid, <u>incremental</u>, declarative
- jsCoq 2.0: platform for research, education, and experimentation

jsCoq "2.0": Main novelties and changes

- Frontend: ported to typescript, greatly simplified
- Frontend: support several editors

- Backend: custom -> LSP + a few extensions
- Backend: built by coq-lsp CI

- General: native hybrid document / theory model
- General: large improvements on infra, CI
- **General:** improvement on client/server FS model

Flèche: Maintenance, Extensibility

- **Stable** core engine (0 open core bugs)
- Most problems or features: prototypes / workarounds exist

```
CoREACT graph editor
                                                  (A. Lafont)
CoaPilot
                                   (A. Kozyrev, A. Podkopaev)
ViXZ Visualizer
                                                    (B. Shah)
                            (J. Portergies, Waterproof team)
Waterproof
petanque
                                                 (G. Baudart)
                                                 (S. Itzhakv)
jsCoq 2
ERooster
                                     (S. Itzhakty, E. Singer)
Coq-universe
                                                (A. Caglayan)
                                       (several contributors)
Python, VIM, Emacs, clients
```

Flèche: interaction modes

Document Updates

- Flèche scans the workspace for proof documents and config
- Users / editors just relay
 changes on the documents
- Flèche decides what to do on those, maybe nothing!
- No more need for a build system

Document Queries

- Document-level positions constitute ground-truth
- User can query for specific objects in a set of documents
- Then Flèche will decide how to return these objects ASAP
- That's the base for the upcoming plugin interface

Document interaction as a build system at the core of the philosophy

Do we need jsCoq anymore?

• github.dev demo

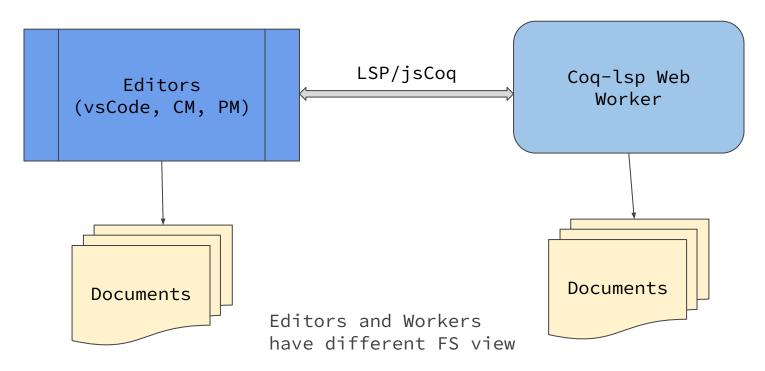
- Flèche unifies all the platforms
- All you need now is to drop a git repos into Flèche
- VSCode custom editors: jsCoq becomes really minimal
- Exploring this question with WaterProof devs

jsCoq "2.0": protocol extensions

https://github.com/jscoq/jscoq/issues/377

- Range-based offsets (LSP?)
- Package management
- Interruption setup (LSP?)
- Virtual FS (planned for LSP)

jsCoq "2.0": virtual FS



jsCoq "2.0": editors

• Demo of CodeMirror, ProseMirror, Curvenote

jsCoq "2.0": addons / packages

- As of today we distribute packages in a zip file
- Not clear how to best organize this
- We require some extra metadata to implement auto-require

jsCoq "2.0": TODO

- Coq patches: help would be nice
- **64-bit build:** 32-bit builds are going away
- Package manager: need to figure out a robust solution
- Web development: interface to expose the FS properly
- **Documentation:** seems that this needs a lot of improvement
- Packaging: to npm, other forms?
- OCaml + WASM: exploring upstream integration

Lots more ideas!

Discussion Time

Thanks!