Towards Agda on the Web

Using GHC WASM backend, Language Server Protocol, and VS Code for the Web

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Problems

Installing Agda is Unreasonably Complicated

#5725, #6866, #ux:installation

- Our TA includes programmers, *mathematicians, computer scientists*, CS/math students, and more.
- Familiarity with Haskell toolchain is implicitly assumed.
- Compiling AGDA with `text-icu` is tricky because of `icu4c`.
- More information does not help (#6866).
- LEAN 4's quick installation has only 3 steps
  - Get VS CODE, Open VS CODE, Get LEAN 4 extension

Maintaining Binary Distributions for Different Platforms?

#5202

- License (maybe a non-issue?)
- Installing from prepackaged Agda is fine …
- except for Windows users.
  - Maintaining a GitHub workflow to compile the Windows bindist is costly.
  - Packaging AGDA using Windows installer requires expertise.
- Still requires many steps to set up AGDA and AGDA mode.
  - Where is `GHCup`-equivalent?

Updating Documentation is Costly and not Fun

#6866, again

- More information is sometime less useful.
- Relying on pull requests is not sustainable (less organised).
- `hello world` example confuses many people.
- Lean 4 has just enough information for casual users
  - https://lean-lang.org/lean4/doc/quickstart.html

Agda Mode for Emacs isn't Eternal

#5917, #6953, #6983

- Agda mode was implemented by Makoto Takeyama (not active) and is maintained by Nils Anders Danielsson.
  - The user base of Emacs is small.
  - Very few Elisp-fluent developers
- Philip Kaludercic (@phikal) has recently contributed a lot of PRs, but many of them are stalled.
- Agda mode is broken with Emacs >28 and
  - WSL only provides Emacs >28 (discussion)

Agda Mode for VS Code is not Maintainable

https://github.com/banacorn/agda-mode-vscode

- Implemented originally by Ting-Gian Lua (@banacorn, only active for AIM) and
- Currently maintained by Zong-You Shih and me.
- Agda mode for VS Code is written in ReScript (!).
  - The user base of ReScript is tiny.

Summary

- Installing Agda is more complicated than the typical practice.
- Maintaining binary distributions is subtle (especially for Windows).
- More information does not help.
- IMO, Agda modes for Emacs and VS Code seem eroding.

Vision

Agda Web

Essential criteria

- Agda should be usable in any modern browser.
  - Cross-platform, incl. Linux, macOS, Windows, Android, and iOS
- Installation should still be possible and easy.
- Any library from a Git repository should be usable without manual download.
- (License notice is available on Hackage.)

Agda Web

Desirable criteria

- All features supported by the Agda mode for Emacs should also be supported.
- Only one language should be used for dev.
- No additional repo to maintain— still `agda/agda` instead of `agda/web-agda`.
- Can be used for interactive textbook
  - e.g., https://lovettsoftware.com/NaturalNumbers/

But, how?

Technologies

GHC JavaScript and WASM Backends

Thanks to Tweag and IOG

JavaScript backend merged into GHC

December 13, 2022 · 20 min read

Sylvain Henry
Haskell DevX Engineer @ IOG

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Moritz Angermann

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Haskell DevX Engineer @ IOG

Joshua Meredith
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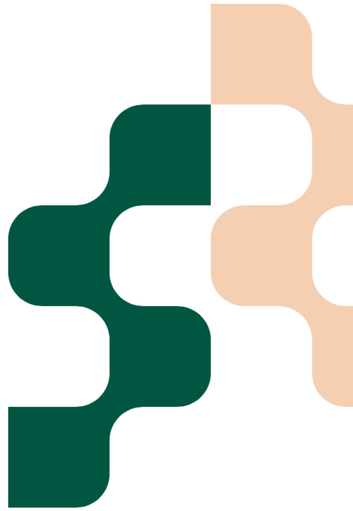
WEBASSEMBLY BACKEND MERGED INTO GHC

22 November 2022 — by Cheng Shao

haskell ghc webassembly



GHC JavaScript and WASM Backends

Haskell for the Web

- VS Code extensions are JavaScript programs
  - … can be implemented in Haskell using (new) GHC JS backend.
- LSP is a Haskell package for implementing LSP server
  - … and be compiled into WASM to run in a browser.
- In theory, Agda ecosystem can all be written in Haskell and compiled to JS/WASM.

Language Server Protocol

One ‘Server’ to Rule Them (editors) All

The Matrix Problem

Each editor implements their own language support

The problem: "The Matrix"

	Go	Java	TypeScript	...
Emacs				
Vim				
VSCode				
...				

The LSP Solution

Each editor (resp. language) needs only one client (resp. server).

The solution: lang servers and clients			
Go	✔	Emacs	✔
Java	✔	Vim	✔
TypeScript	✔	VSCode	✔
...		...	

Language Server Protocol

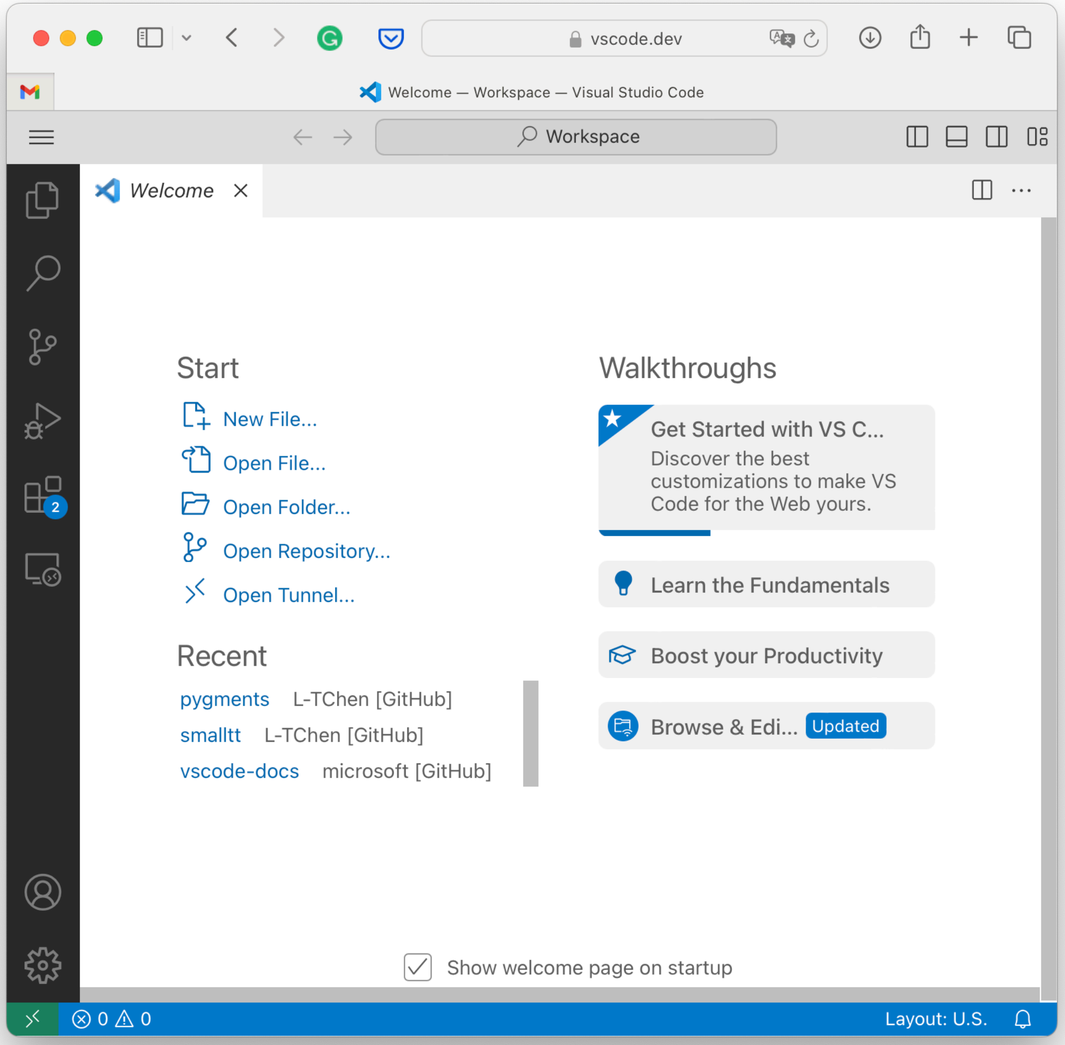
A protocol for common IDE features

1. highlighting
2. formatting
3. code action (interactive programming)
4. type-checking
5. Goto definition, finding references, renaming identifiers, etc.

- Language clients are implemented in editors incl. Emacs, Vim, VS Code, etc.

Visual Studio Code for the Web

https://vscode.dev/



Visual Studio Code for the Web

https://vscode.dev/

- Requirements
  - Any modern browser
  - (Optional) Support for File System Access API
- Features
  - LSP
  - Extensions
  - Remote GitHub repository
  - Local folders on supported browsers)
  - Even on mobile devices!

Visual Studio Code for the Web

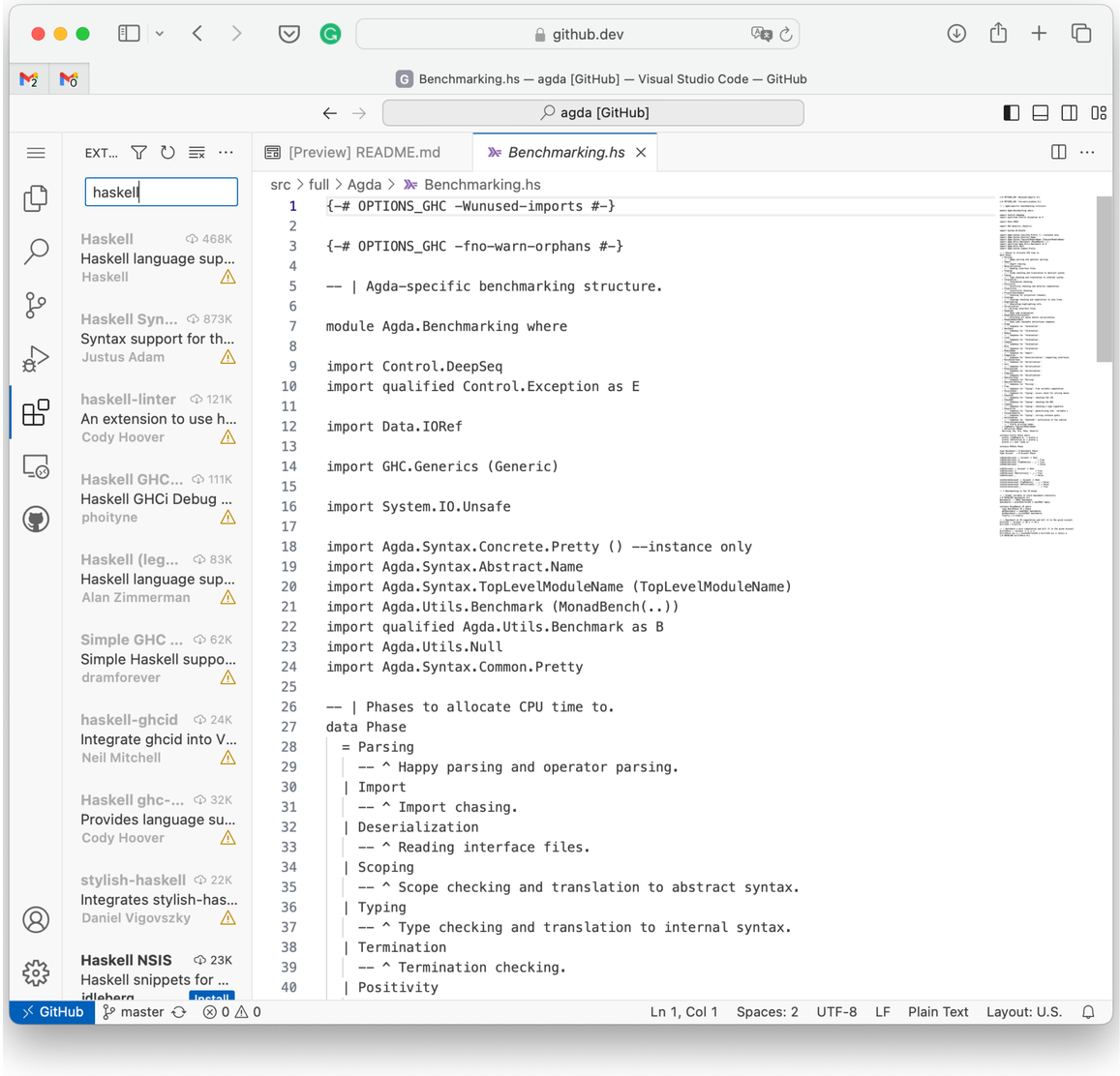
https://vscode.dev/

- VS Code for the Web can be ‘installed’ to run locally.
- Supported by
  - Safari on macOS/iOS, or
  - Chrome on Windows/macOS/Linux
- JavaScript/WASM is the new Java (with WebAssembly System Interface).

Github.dev

A variant of VS Code Web

- Press `.` in any GitHub repository
- https://docs.github.com/en/codespaces/the-githubdev-web-based-editor



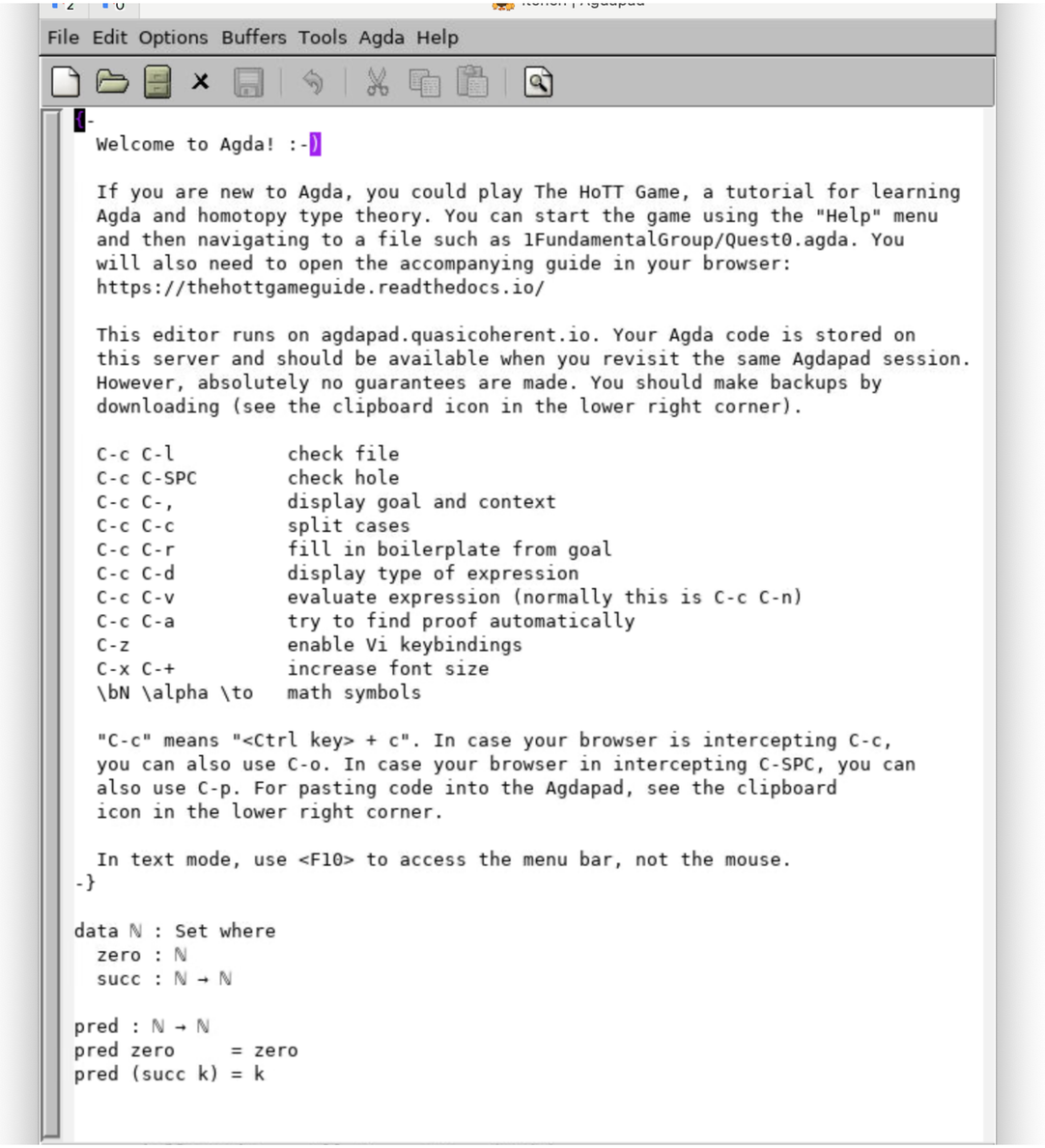
CodeMirror

CodeMirror

Case Studies

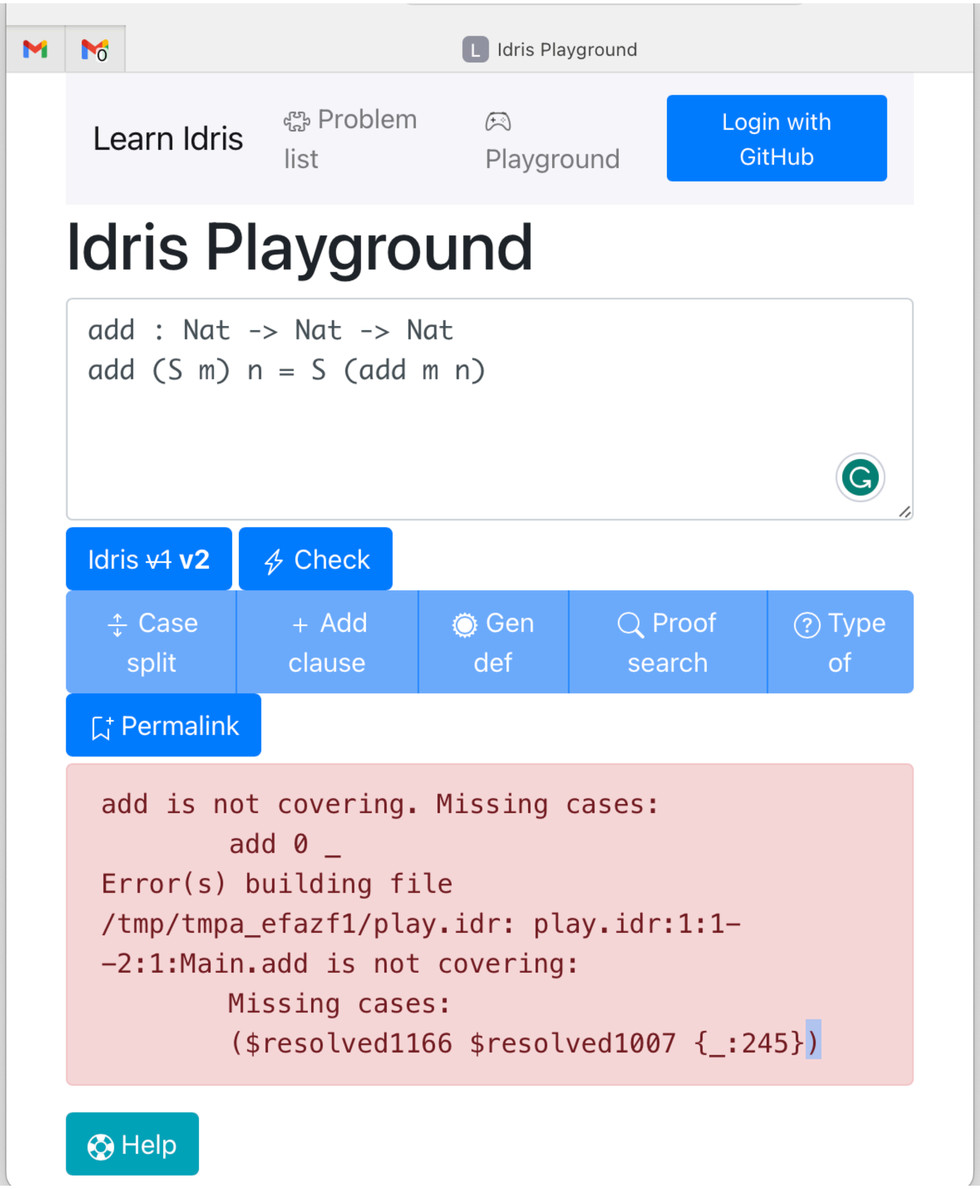
Agda Pad

- Agda Pad is a VNC server running on an Emacs instance.
- https://agdapad.quasicoherent.io/



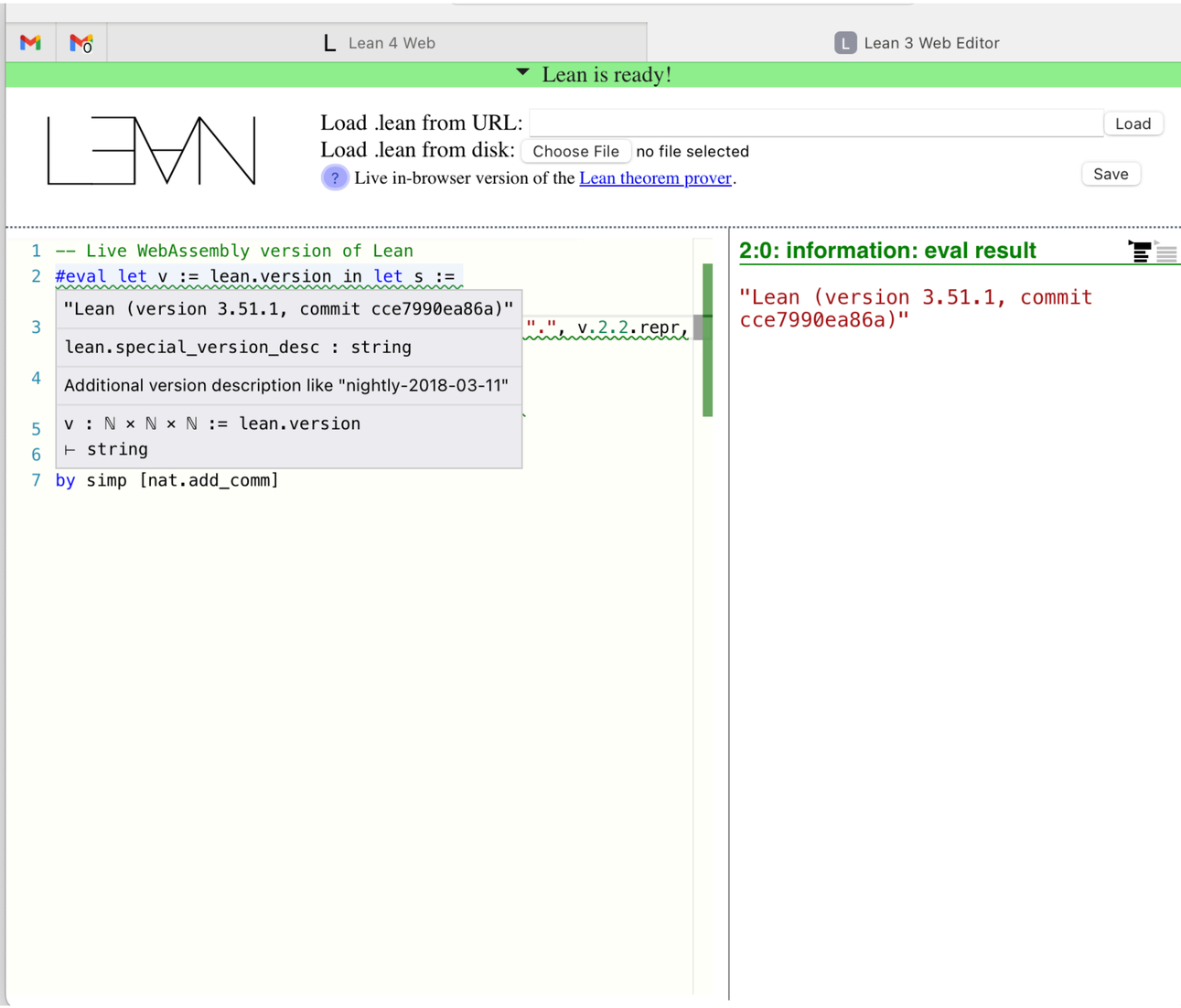
Idris Playground

- Idris runs on a server (Google Cloud Run)
- Costly—Servers are billed when someone is using the website.
- The interface is nicer.
- https://learn-idris.net/play



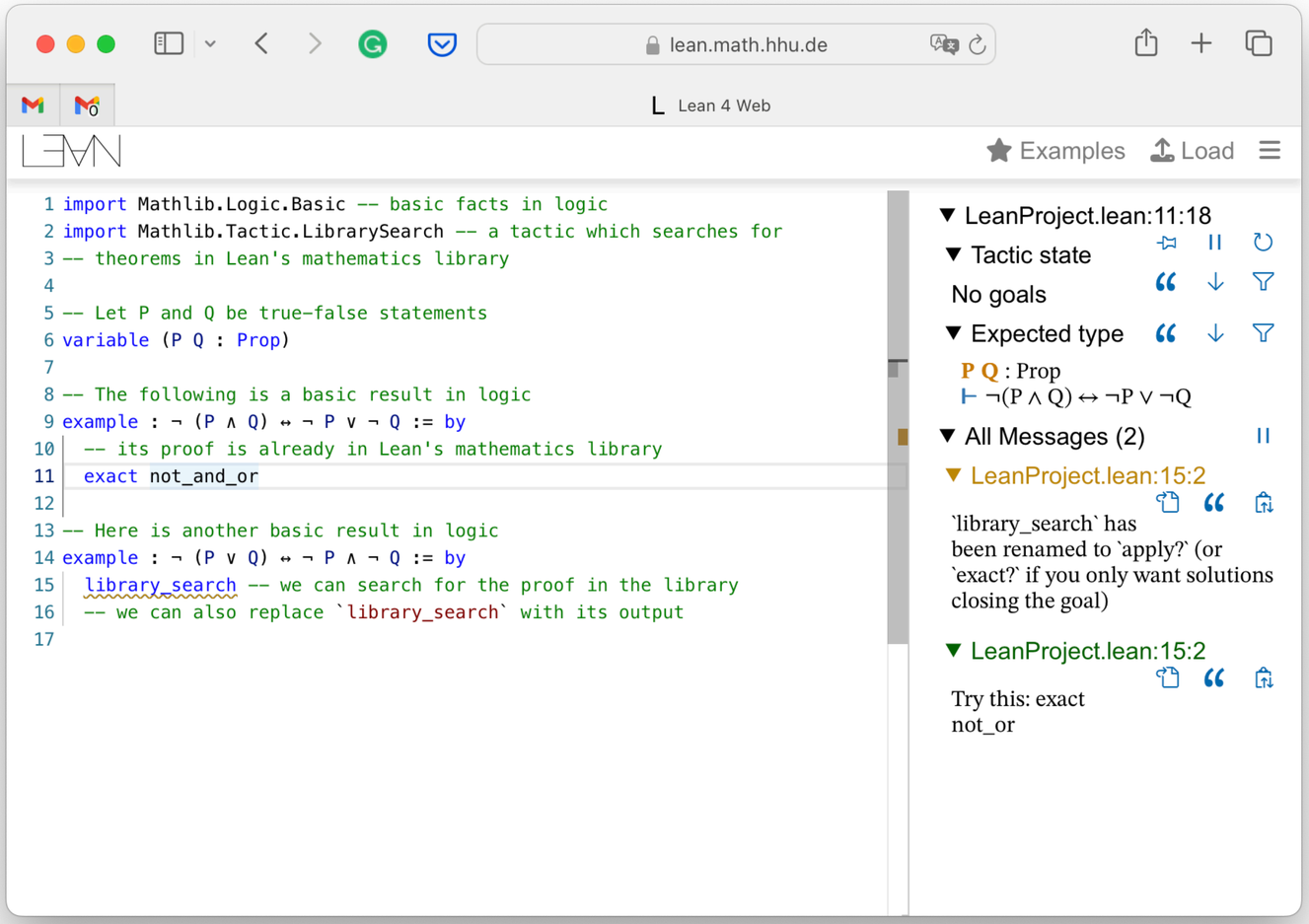
Lean 3 Web

- https://github.com/leanprover-community/lean-web-editor
- Lean 3 compiled to WASM and runs in the browser
- Language server is supported.
- Built by Emscripten.



Lean 4 Web

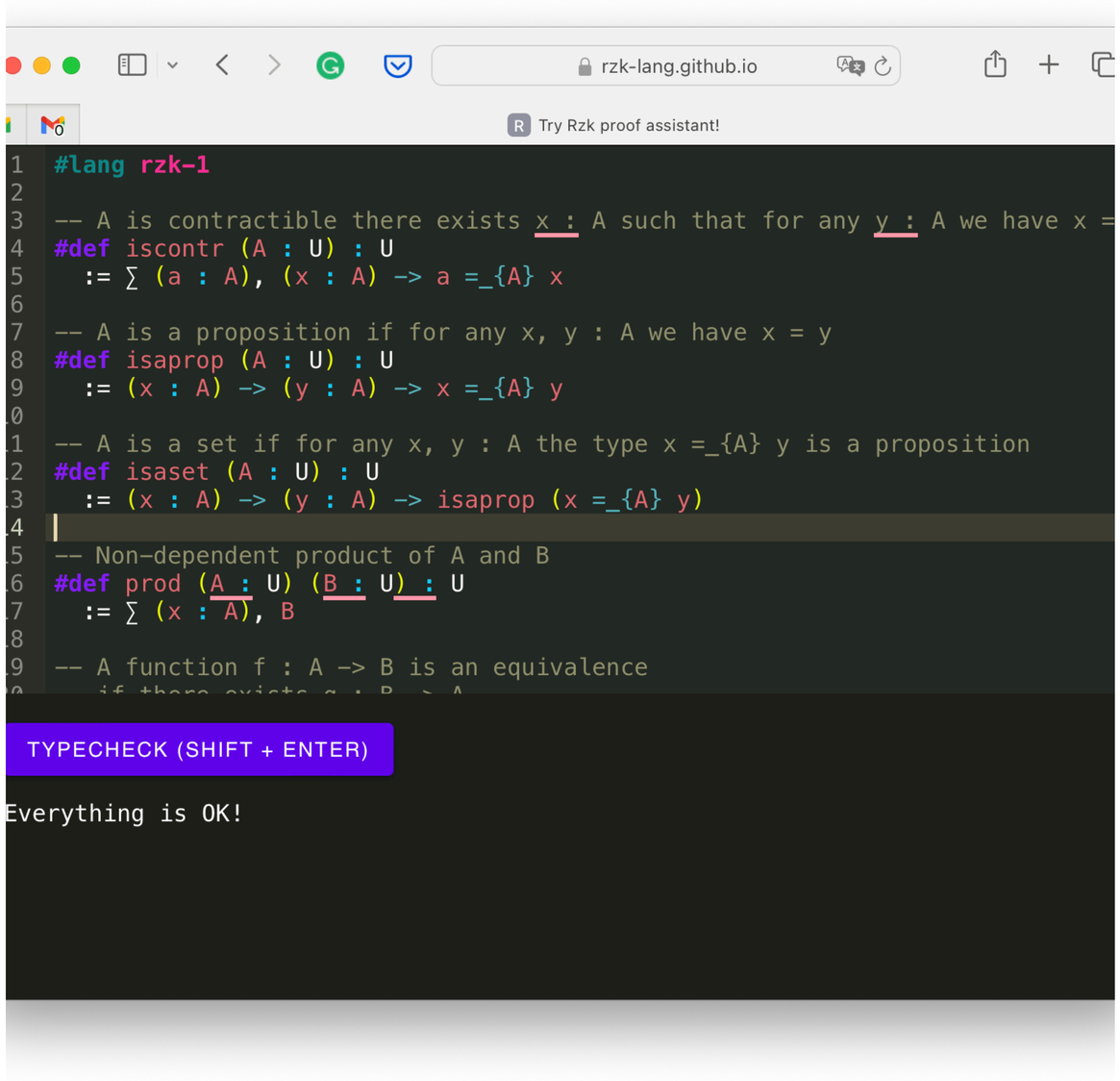
- https://github.com/leanprover-community/lean4web
- Runs on a web server, not in the browser



Rzk's Online Playground

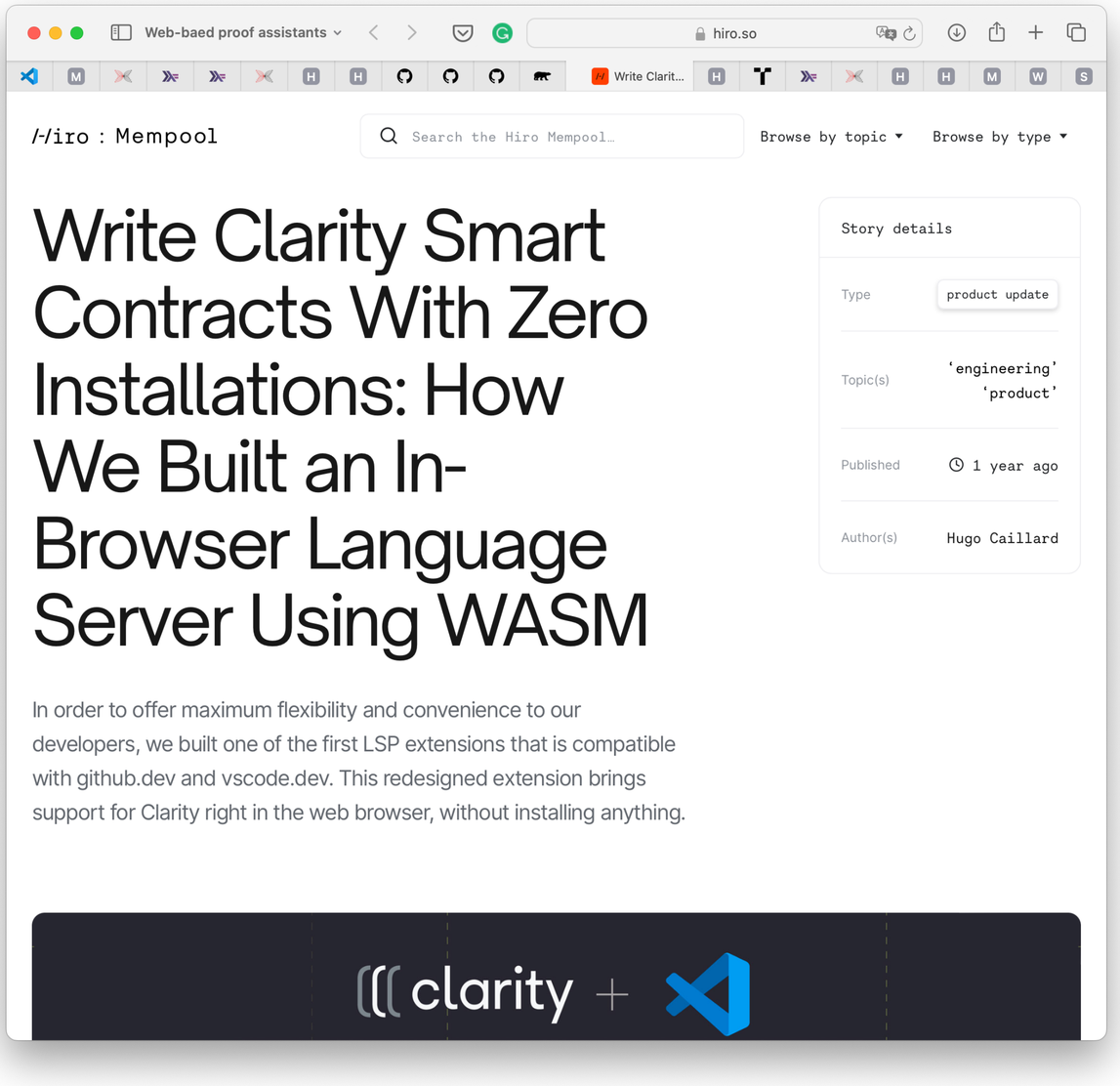
A proof assistant for ∞-category theory

- Based on CodeMirror
- GHCJS is used to compile Rzk
- Released via GitHub workflow
- https://rzk-lang.github.io/rzk/develop/playground/



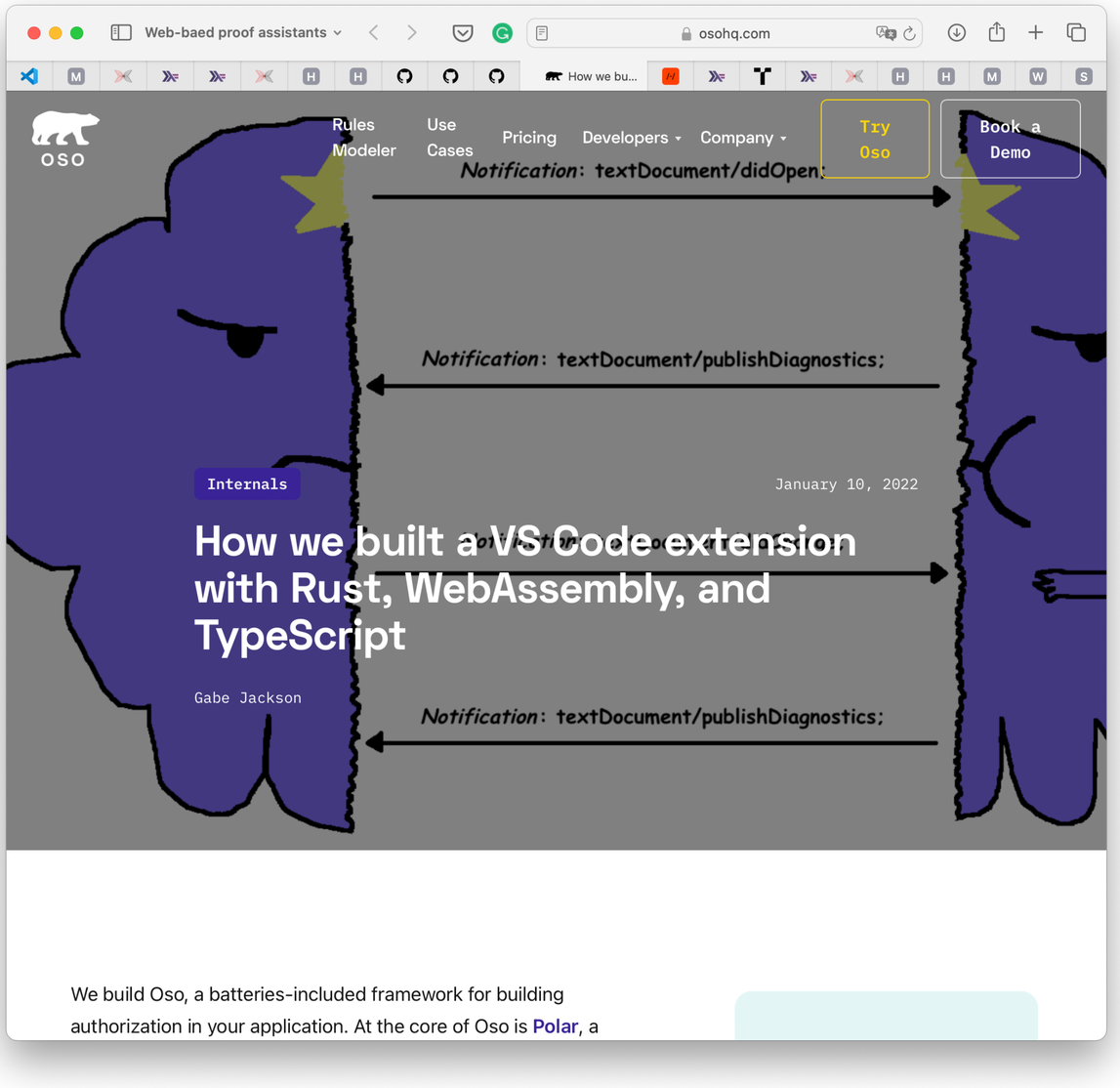
Clarity

Everything works in VS Code for the Web



Polar

Everything works in VS Code for the Web



Plan

Overview

Web Agda should be Fully Functional, not a Playground

- Use Haskell to implement the entire ecosystem, incl.
  - Language server for Agda (editor-independent)
  - VS Code extension for Agda
- The Quickstart should include only one step:
  - Go to http://agda.github.io/web-agda/
- Use Git repository to import libraries
- Native binaries can be compiled from the *same* codebase.

Things to Do

- Replace Haskell bindings to other languages with bindings to WASM
- Refactor Agda into smaller packages to reduce its size
  - agda-utils
  - `agda-type` (syntaxes)
  - `agda-core` (for parsing, type checking, termination, interaction)
  - agda-int (for interaction instances)
  - agda-backend
- Lots of performance tuning
- Implement the language server for Agda with GHC WASM (`agda-lsp`)
- Implement a new VS Code extension for Agda with GHCJS
- Add the Git support for library management and
- …etc.

Discussion

Useful Information

GHC JS

- Available through GHCup-0.1.19.5 RC
- https://discourse.haskell.org/t/ann-ghcup-0-1-19-5-release-candidate-ghc-js-cross-support/6995

GHC WASM

- Bindist for Linux is available as CI/CD artefacts
  - https://gitlab.haskell.org/ghc/ghc-wasm-meta/-/artifacts
- macOS users need to compile their own binaries.
  - https://gitlab.haskell.org/ghc/ghc-wasm-meta

Cabal

- Cabal can be configured to compile a package with GHC JS/WASM
  - Options: `with-compiler`, `with-hc-pkg`
  - https://cabal.readthedocs.io/en/3.4/cabal-project.html

Language Server Protocol

- `lsp` Haskell package: https://hackage.haskell.org/package/lsp
- The official homepage: https://microsoft.github.io/language-server-protocol/
- Agda language server: https://github.com/banacorn/agda-language-server

VS Code Extension

- Your first VS code extension: https://code.visualstudio.com/api/get-started/your-first-extension