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students

So ....

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Françoise, J., Caramiaux, B., & Sanchez, T. (2021). Marcelle : Composing Interactive Machine Learning Workflows and Interfaces. The 34th Annual ACM Symposium on User Interface Software and Technology, 39-53. <https://doi.org/10.1145/3472749.3474734>

**Inline citation**

## Bibliographie

Françoise, J., Caramiaux, B., & Sanchez, T. (2021). Marcelle : Composing Interactive Machine Learning Workflows and Interfaces. The 34th Annual ACM Symposium on User Interface Software and Technology, 39-53. <https://doi.org/10.1145/3472749.3474734>

**Bibliography section at the end of the doc**

DEMO

# BIB4WIN

Mathilde Lannes  
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Recent advances in local-first software have emphasized the importance of data ownership, offline availability, and collaborative performance. Kleppmann et al. introduced the foundational principles of local-first software, arguing for applications that store data on local devices and synchronize via conflict-free replicated data types (CRDTs), thus offering a strong blend of privacy, performance, and reliability without relying on central servers [Kleppmann et al., 2019]. Martin et al. further explored this design philosophy in the context of rich-text editors, showing how local-first collaboration can be realized through distributed data structures and local storage technologies [Martin et al., 2020]. Meanwhile, the Peritext project extended this model to academic writing, integrating real-time collaboration with version control and citation management while maintaining a local-first architecture [Buhler et al., 2022]. These efforts build on a broader body of research into peer-to-peer protocols and decentralized application architectures, illustrating the growing feasibility and appeal of local-first approaches in diverse software domains.

## Bibliography

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Martin Kleppmann, Alastair R. Beresford, and Dominic Muller. Local-first software: you own your data, in spite of the cloud. arXiv preprint arXiv:1909.07328, 2019.

Samuel Martin and Martin Kleppmann. Collaboration Without the Cloud: How Local-First Software Changes the Rules. Workshop on Decentralized Internet, 2020.

David Buhler, Martin Kleppmann, and Dominic Muller. Peritext: Collaborative writing with local-first, rich-text versioning. arXiv preprint arXiv:2211.09713, 2022.