DENICEK: Computational Substrate for Concrete, Collaborative, Interactive Programming

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Abstract

Research on interactive programming systems gave rise to a range of programming experiences, including programming by demonstration, local-first collaborative editing, schema and code co-evolution, provenance tracking and incremental recomputation. Those experiences are compelling, but they are hard to implement on the basis of existing programming languages and systems.

We contribute the Denicek computational substrate. Denicek represents a program as a series of edits that construct or transform a document consisting of data and formulas. Denicek provides two primitive operations on series of edits, merging and conflict checking, that form the backbone of the implementation of the aforementioned programming experiences.

We discuss the architecture of Denicek, document key design considerations and elaborate the implementation of the programming experiences listed above. To evaluate the proposed architecture, we use Denicek as the basis of a simple innovative data exploration environment. The case study shows that the Denicek computational substrate provides a pathway to the design of richer and more accessible interactive programming systems.

Keywords

Do, Not, Us, This, Code, Put, the, Correct, Terms, for, Your, Paper

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1 Introduction

Medium is the message

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

TODO: Maybe do not talk about "programs" because this is more documents with formulas - not that fancy programs. Computational documents?

explain computational substrate

JUSTIFICATION - this is a technical paper but belongs here!

DESIGN PROCESS = formative examples + evaluation case study

1.1 Programming Experiences

list

1.2 Substrate

how it works very roughly

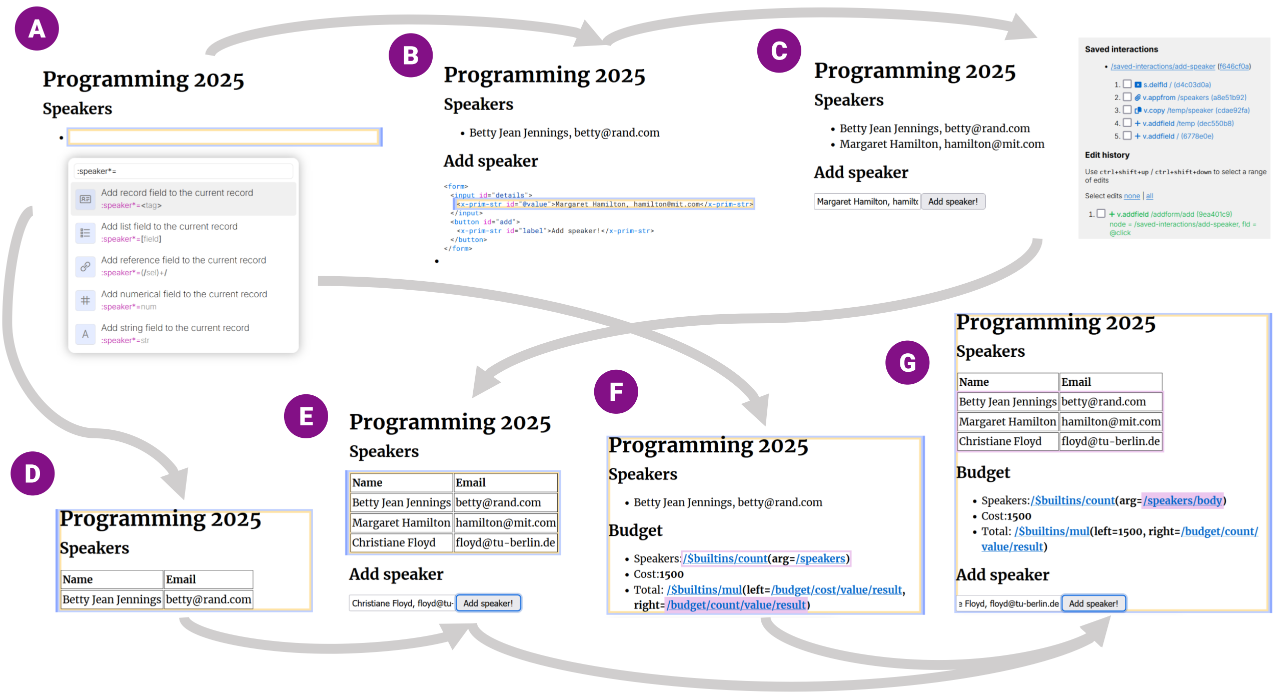
The coolest trick - almost everything (PBD, collaboration, evaluation) is done through merge!

1.3 Contributions

one main thing - substrate - with other things

2 Background

all the references



Programming 2025

Speakers

:speaker*=

Add record field to the current record :speaker*=<tag>

Add list field to the current record :speaker*=[field]

Add reference field to the current record :speaker*=(/sel)+/

Add numerical field to the current record :speaker*=num

Add string field to the current record :speaker*=str

Programming 2025

Speakers

- Betty Jean Jennings, betty@rand.com

Add speaker

```
<form>
  <input id="details">
   <x-prim-str id="@value">Margaret Hamilton, hamilton@mit.com</x-prim-str>
  </input>
  <button id="add">
   <x-prim-str id="label">Add speaker!</x-prim-str>
  </button>
</form>
```

Programming 2025

Speakers

- Betty Jean Jennings, betty@rand.com
- Margaret Hamilton, hamilton@mit.com

Add speaker

Margaret Hamilton, hamilto | Add speaker!

Saved interactions

- /saved-interactions/add-speaker (f646cf0a)
  1. s.delfld / (d4c03d0a)
  2. v.appfrom /speakers (a8e51b92)
  3. v.copy /temp/speaker (cdae92fa)
  4. v.addfield /temp (dec550b8)
  5. v.addfield / (6778e0e)

Edit history

Use ctrl+shift+up / ctrl+shift+down to select a range of edits

Select edits none | all

1. v.addfield /addform/add (9ea401c9) node = /saved-interactions/add-speaker, fld = @click

Programming 2025

Speakers

Name	Email
Betty Jean Jennings	betty@rand.com

Programming 2025

Speakers

Name	Email
Betty Jean Jennings	betty@rand.com
Margaret Hamilton	hamilton@mit.com
Christiane Floyd	floyd@tu-berlin.de

Add speaker

Christiane Floyd, floyd@tu- | Add speaker!

Programming 2025

Speakers

- Betty Jean Jennings, betty@rand.com

Budget

- Speakers: /$builtins/count(arg=/speakers)
- Cost:1500
- Total: /$builtins/mul(left=/budget/cost/value/result, right=/budget/count/value/result)

Programming 2025

Speakers

Name	Email
Betty Jean Jennings	betty@rand.com
Margaret Hamilton	hamilton@mit.com
Christiane Floyd	floyd@tu-berlin.de

Budget

- Speakers: /$builtins/count(arg=/speakers/body)
- Cost:1500
- Total: /$builtins/mul(left=1500, right=/budget/count/value/result)

Add speaker

e Floyd, floyd@tu-berlin.de | Add speaker!

Figure 1: Organizing a conference using Denicek. The Walkthrough shows construction of a user interface for adding speakers (A, B, C); refactoring of the list and merging edits (D, E); and formulas with schema and code co-evolution (F, G).

3 Walkthrough

To providea an overview of the programming experiences supported by the Denicek substrate, we use a web-based implementation of Denicek with a structure editor that supports navigation in document and issuing of edit commands. The editor implements support for a range of programming experiences, discussed in §5.

A *Adding a Speaker.* The user starts with an empty document, which is represented as a record. They add a field for each heading and a list `<ul>` as a field named `speakers`. They use the command toolbox to add the first speaker.

B *Creating a User Interface.* To simplify adding of further speakers, the user creates a textbox and a button. They enter new speaker details, construct a temporary `<li>` element outside of the main list, copy the value from the textbox into the new element using source view, and then copy the new element into the `speakers` list.

C *Saving the Interaction.* After adding the speaker from the textbox, the user opens history view, selects edits that added the speaker and saves those as the `add-speaker` interaction. They attach this as a handler for the `click` event of the button.

Programming by Demonstration. Denicek implements programming by demonstration (§5.2) by letting the user to save and replay past interactions, either directly or by attaching them to a UI event.

D *Refactoring Document Structure.* Another user starts with the initial version of the document and turns the list into a table. This is done by invoking a series of commands that change tags, wrap elements, copy and transform values.

E *Merging Edits.* The two document versions can be automatically merged. The refactoring is applied to all existing speakers. New speakers added using the "Add speaker!" button are also automatically turned into the new format.

Collaborative Editing and Interactivity. Denicek's merging reapplies edits from another branch on top of the current history (§5.1). Merging is asymmetic, but the order does not matter here. The same merging operation is used when handling user interaction (§5.3).

F *Adding Budget Calculation.* A third user adds budget calculation to the initial document. Formulas are represented as special `x-formula` nodes whose arguments are other nodes or references to other nodes or formulas (highlighted on mouse hover).

Incremental Recomputation. Evaluating a formula yields additional edits that augment the document with the result. Those edits are kept at the top of the document history and are removed in case of a conflict (§5.4), providing incremental recomputation.

G *Merging Formulas.* When the budget calculation is merged with the other edits, references in formulas are automatically updated to point to the new list. Adding new speaker via the "Add speaker!" button invalidates the evaluated result.

Schema Code Co-Evolution. References are understood by the substrate and so they are updated by structural edits (§5.5). The evaluation mechanism can replace formulas with values, but also augment them to keep an evaluation trace for provenance analysis (§5.6).

Selector	Notation	
Field	`field`	Refers to record field of a given name
Index	`number`	Refers to list element at a given index
Any	`*`	Refers to all children of a list node

Kind *arguments*
List *tag, child$_1$, . . ., child$_n$* Ordered list of nodes, addressable by index. Renders as `<tag>` with children
Record *tag, field$_1$, child$_1$, . . ., field$_n$, child$_n$* Record with children addressable by *field* name. Renders as `<tag>`.
Reference *selectors* Reference to another document location. Displays the `/selectors` as a link.
Primitivie *string* or *number* Numerical or textual primitive value. Renders as an HTML text node.

Figure 2: Structure of selectors and document nodes

4 The Denicek Substrate

Denicek represents programs as sequences of edits that construct and transform a computational document. In this section, we describe the structure of documents and edits, as well as the operations that form the backbone of the system and are used to implement a wide range of programming experiences, discussed in §5.

4.1 Selectors, Documents and Edits

A computational document is a tree, consisting of four kinds of nodes (Fig. 2). Denicek follows the *naive realism* [3] principle and makes the entire document visible to the user, although parts can be collapsible or hidden using CSS. Records and lists are rendered as HTML elements of a specified tag with children becoming child elements. Field names are hidden in the rendered document.

References to document location are used in both document itself (reference nodes) and in edits (target of the edit). They are represented as a sequence of selectors (Fig. 2). The document model assumes that lists are homogeneous and records heterogeneous, and so the Any selector makes it possible to refer to all children of a list, but there is no way to refer to all children of a record.

Document Edits. The supported document edits and their behavior are listed in Fig. 3. All edits require *target* to which they are applied. Target is a reference and can contain the Any selector, in which case the edit is applied to multiple nodes simultaneously. Most edits can only be applied to target node(s) of a particular kind.

The edits are designed to allow any transformation of a document through a series of steps whose effect can be tracked by the substrate. As illustrated earlier, Denicek updates references when document structure changes. Fig. 3 distinguishes between edits that keep existing references in a document unchanged (above) and edits that affect references (below). When a selector is *invalidated*, e.g., when deleting a field or a list item to which there is a reference, Denicek rejects the edit. Copying also invalidates selectors because it is ambiguous whether selectors referring to the original location should refer to the source or the target of the copying after the edit (and references cannot refer to multiple structurally incompatible locations). Updating a field, wrapping, reordering or deleting a list item requires updating references in the document correspondingly.

Edit *arguments*	**Target**	**Selectors**
Add *target, field, node* Add *node* as a *field* to the specified record.	Record	Unchanged
Append *target, node* Append *node* to the end of the specified list.	List	Unchanged
AppendFrom *target, selectors* Append node from *selectors* to the end of the specified list.	List	Unchanged
PrimitiveEdit *target, transform* Apply primitive *transform* to the specified primitive.	Primitive	Unchanged
UpdateTag *target, old tag, new tag* Change the tag of a specified list or record from *old* to *new.*	Tagged	Unchanged
UpdateField *target, old field, new field* Rename the field of a specified record from *old* to *new.*	Record	Update
DeleteField *target, field* Delete the field *field* of a specified record.	Record	Invalidate
DeleteItem *target, index* Delete the item at a given *index* of a specified list.	List	Update
Reorder *target, permutation* Reorder items of a specified list according to a *permutation.*	List	Update
WrapRecord *target, tag, field* Wrap the specified node as a *field* of a new record with *tag.*	Any	Update
WrapList *target, tag* Wrap the specified node as a sole element of a new list with *tag.*	Any	Update
Copy *target, selectors* Copy nodes(s) from *selectors*, replacing the specified target(s).	Any	Invalidate

Figure 3: Summary of document edit types in Denicek

Automatic Reference Update. There are two situations in which automatic update of references is undesirable. If an edit is applied to a singular element of a list (reference contains the Index selector), references that refer into any element of the list should be unchanged. Such edits may turn document into an inconsistent state, but they typically do so temporarily during document construction (checking such edits is discussed in §8.3).

Documents can also contain values that can be of multiple different kinds (i.e., a union type). In such case, references should not be updated when the kind of the value changes. For example, a formula may be either unevaluated or evaluated. As discussed in §5.4, evaluation involves wrapping, but this should not affect references to the formula. To support those cases, it is possible to annotate edits that normally affect selectors (Fig. 3, below) as non-structural. This annotation is required when the target reference contains the *Index* selector.

No Conditional Edits. An important aspect of the design is that the effect an edit has on references inside the document does not depend on the current value of the document. This makes it possible to define merging solely in terms of edits, without reference to current document state. (The effect of Copy depends only on the existing document structure, but not on its value; while AppendFrom affects only single list element and is thus labelled as a non-structural edit.)

This design choice makes it impossible to encode computational logic directly in the edits (e.g., through conditional edits). As we will see in §5.3, such logic has to be provided as an additional mechanism on top of the underlying Denicek substrate.

4.2 Primitive Operations

Denicek provides three primitive operations. A sequence of edits can be applied to a document, two sequences of edits can be checked for conflicts or merged. Denicek identifies edit histories by a (git-like) hash, computed from the hash of the parent and the current edit, which is used to identify common shared part of the history during conflict checking and merging.

Applying Edits. When applying an edit, Denicek locates the target node and transform it according to the edit. If the edit may affect references in the document (Fig 3, below), Denicek updates matching references in the document according to the rules shown in Fig. 4 provided that (i) the edit is not explicitly marked as non-structural, and (ii) the target reference does not contain Index selector, i.e., it targets all elements of any involved lists. Also note that matching references in the document may be more specific than the edit target. For example, if we rename `old` to `new` at `/foo/*`, a reference `/foo/3/old` will become `/foo/3/new`. If the document contains a reference that would be invalidated by an edit, the edit is rejected.

Conflict Detection. Two edits are conflicting if the order in which they are applied matters. This is the case if they target the same node, or if one targets a node that is nested inside the node targetted by the other. For edits with dependencies (AppendFrom and Copy), a conflict also occurs if the other edit modifies the dependency.

Given two edit histories, one way to resolve conflicts is by removing (or marking as disabled) all edits from one of the histories that conflict with edits done by the other history. To do this, we first collect all targets of edits in the other history. We then iterate over edits from the first history to see if they depend on or target any of the affected targets. If an edit is removed, its target reference is added to the set of affected targets, so that other subsequent edits that depend on its original result are also removed.

Merging Edit Histories. Removing all conflicting edits is sometimes useful, but there are many cases where conflicting edits, in the above sense, can be reconcilliated. Say we have edit histories with the same common shared part E, E_1 and E, E_2. If the edits in E_1 and E_2 conflict, the results of applying E, E_1, E_2 and E, E_2, E_1 would be different. We can, however, construct edit histories E_1' and E_2' such that the results of applying E, E_1, E_2' and E, E_2, E_1' are the same.

The key operation that enables such reconcilliation takes two individual edits that occurred indpendently, e_1 and e_2, and produces e_1' that has the same logical effect as e_1, but can be applied after e_2. There are two aspects of such reconcilliation:

(1) *Apply Edit to Newly Added.* If e_1 is adding a new list item, but e_2 is changing elements of the target list, we apply the edit e_2 to the node added by e_1 so that, when it is added after the transformation, the added node has the new structure.

(2) *Transform Matching References.* If e_1 targets a node that is inside a node whose structure is changed by e_2, the target reference in e_1 is updated in a way that corresponds to the new structure. That is, using the same rules, shown in Fig. 4, that apply when transforming references inside a document.

Applying an edit to a newly added node involves a number of cases. When the new node is added using Add or Copy, but the target location is modified, this is an unresolvable conflict (because

UpdateField *target, old field, new field* – Replace Field for matching references.
`/target/old_field/nested` ⇒ `/target/new_field/nested`

DeleteItem *target, index* – Decrement Index greater than *n* in matching refs.
`/target/n/nested` ⇒ `/target/(n-1)/nested`

Reorder *target, permutation* – Update Index using permutation in matching refs.
`/target/n/nested` ⇒ `/target/permutation(n)/nested`

WrapRecord *target, tag, field* – Insert extra Field selector after matching prefix.
`/target/nested` ⇒ `/target/field/nested`

WrapList *target, tag* – Insert extra All selector after matching prefix.
`/target/nested` ⇒ `/target/*/nested`

Figure 4: How document edits transform references

those two operations would overwrite existing nodes). When the new node is added as a new list item using Append, it can be transformed (by applying the other edit direclty to the new node).

Finally, when the new node is added using AppendFrom, it is copied from another document location. We cannot transform the node in the soource location (this would have unintended effects) or after adding it (we do not know its new index because of aforementioned *non-conditionality* of edits). Denicek reconcilliates such edits by first copying the source node to a new temporary location, transforming it there and then using AppendFrom from the temporary location.

5 Programming Experiences Implementation

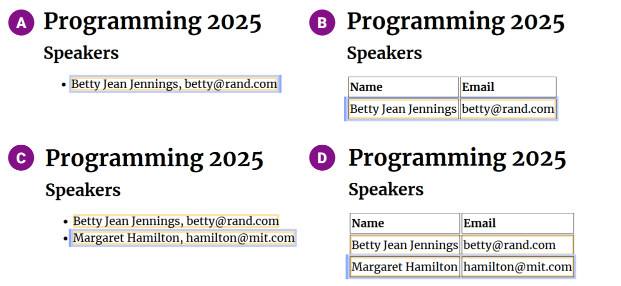
The key claim of this paper is that the computational substrate described in the previous section makes it easy to support a range of experiences that make programming more concrete, collaborative and interactive. In this section, we describe how to use the substrate to support local-first collaborative editing (§5.1), programming by demonstration (§5.2 and §5.3), schema and code co-evolution (§5.5), incremental recomputation (§5.4), provenance tracking (§5.6) and concrete programming via managed copy & paste (§5.7). We describe the programming experience in isolation in this section. Next section provides a more comprehensive evaluation through a case study that combines multiple of them together.

5.1 Local-First Collaborative Editing

The Denicek representation enables *local-first* collaboration [9], as illustrated in §3E. If a document is edited by multiple users, they can each make edits to their local copy and eventually merge document variants using the operation to merge edit histories.

Merging of histories behaves akin to git rebase in that it keeps a linear history. Synchronization in a distributed system thus requires first reapplying local edits on top of the remote history, before updating the remote history. Denicek thus implements the *convergence model* of document variants [6], i.e., the user cannot, for example, maintain their own local document structure and import new data from another variant (this would require an inverse of the edit reconcilliation operation).

Merging of edit histories is not symmetric. Document D in Fig. 5 can be obtained either by appending C' (produced by the edit reconcilliation operation) on top of A, B or by appending B' on top of A, C. Although the two edits are conflicting, C only affects data and B only affects structure and so the resulting document is the same



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Speakers

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Margaret Hamilton	hamilton@mit.com

Figure 5: Merging of two independently done sequences of edits. Two ways of merging B and C result in the same D.

in both cases. However, the histories differ. In the first case, the new node added by the Append edit is transformed (from primitive string to a record representing table row). In the second case, the structural transformations are automatically applied to all rows. As discussed in §4.2, conflicts during merging can be resolved either by removing conflicting edits or by letting the later edits overwrite the former ones.

5.2 Programming By Demonstration

In *programming by demonstration* [2], the user demonstrates a task to the system and the system then repeats it, directly or in a generalized way. To use direct repetition with Denicek (Fig. 6), the user can select edits from the edit history, name them and replay them. In case of general-purpose document editing (in our formative prototype), this requires certain forethought (e.g., constructing a new list item in a temporary document field before appending it), but as illustrated in §7, the mechanism is effective in a restricted domain such as data wrangling [8].

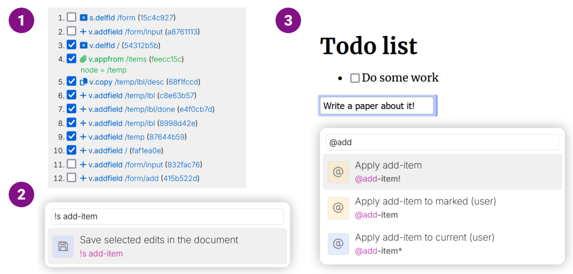
There are two notable aspects of our implementation. First, Denicek saves edits in the document itself (by representing individual edits as nodes and storing them in list inside a `<saved-interactions>` field). This means that no other implementation mechanism outside of the system is needed and also that the stored edits can be modified by the user (or tools working with the document).

Second, to replay edits, Denicek does not simply append them on top of the current history. When saving edits, it records the hash of the history at the time of saving. When replaying edits, it appends the saved edits to the top of the original history (at the time of saving) and merges this new sequence with the current history. This pushes the saved edits through all subsequent edits made by the user. The result can be seen in Fig. 1 (E), where a newly added speaker is transformed from a primitive string to a table row.

The implementation also has to account for the case where edits saved in the document are themselves transformed (when they are reconcilliated with other edits during merging). In this case, Denicek updates the saved edits (as discussed in §6, this would not be needed if the history was stored as a graph, akin to ordinary git merging rather than rebasing).

5.3 Interaction (add button + remove done)

x



```
1.  ☐ s.delfld /form (15c4c927)
2.  ☐ + v.addfield /form/input (a8761113)
3.  ☑ v.delfld / (54312b5b)
4.  ☑ v.appfrom /items (feecc15c)
       node = /temp
5.  ☑ v.copy /temp/lbl/desc (68f1fccd)
6.  ☑ + v.addfield /temp/lbl (c8e63b57)
7.  ☑ + v.addfield /temp/lbl/done (e4f0cb7d)
8.  ☑ + v.addfield /temp/lbl (8998d42e)
9.  ☑ + v.addfield /temp (87644b59)
10. ☑ + v.addfield / (faf1ea0e)
11. ☐ + v.addfield /form/input (832fac76)
12. ☐ + v.addfield /form/add (415b522d)
```

!s add-item

Save selected edits in the document
!s add-item

Todo list

- ☐ Do some work

Write a paper about it!

@add

Apply add-item
@add-item!

Apply add-item to marked (user)
@add-item

Apply add-item to current (user)
@add-item*

Figure 6: Programming by demonstration is implemented by selecting edits from the document history (1), saving them in the document (2) and replaying them (3).

5.4 Incremental recomputation

x

5.5 Schema code co-evolution

5.6 Provenance tracking

5.7 Managed copy & paste

6 Design Discussion

save graph of edits rather than list (would make replaying of saved edits easier because the histhash never changes)

Although Denicek does not explicitly track document structure (or schema, or type), all documents have an implicit structure.

c.f. notes

memory mapped graphics etc.

unifying lists and records?

AppendFrom - hard to avoid! because recorded edits cannot know length (but having -1 in index would break too)

7 Case study

(data science environment)

8 Discussion

8.1 Heuristic evaluation

8.2 Limitations

8.3 Future work

use type system to check temporarily invalid state

ohter formal things * non-conditionality of edits * show that they can transform document from any to any without removing/readding values

PROPERTIES - can change any document to any other - sure, via remove add - but also more semantically (if it contained all values, can we do it without removing and adding them?)

maybe

xx

xx

introduction
background
related work
design process / goals
case study
formative research
formative study
analysis
system
implementation
evaluation / heuristic evaluation
discussion and limitations

9 Introduction

The computational substrate using which software is built determines the capabilities that the software can provide. An imperative substrate that views programs as instructions modifying bytes in memory makes it almost impossible to allow end-user inspection or reprogramming of running software.

A computational substrate defines what software is built from. This may be objects as in Smalltalk, lists as in Lisp, or memory with data and code as in UNIX/C. The different substrates enable different kinds of programming experiences. For example, object-oriented programming has historically been linked to the development of graphical user interfaces (where objects can correspond to elements on the screen). It has also enabled the development of visual programming environments such as the Alternate Reality Kit, based on message sending between objects.

In principle, any computational substrate can be used to develop any programming experience, but the greater the impedance mismatch between the substrate and the desired experience, the more difficult it will be to provide the experience and combine it with the rest of the system and other programming experiences developed for the system. (One can implement support for programming-by-demonstration using C/C++, for example as part of a game scripting engine, but it will not work with the rest of the ordinary C/C++ ecosystem.)

9.1 Substrate

The question asked in this paper is, what would be the ideal programming substrate for supporting a range of programming experiences that make programs more collaborative, transparent and allows for a gradual transition from non-programmer to a programmer. We want a programming substrate that makes it easy to develop programming experiences such as:

- *Programming by demonstration* – Allow non-programmers to construct simple programs by performing examples of the expected behaviour. [14].
- *Local-first collaboration* – Multiple users should be able to use and modify a single program, preferrably without requiring a central server. [9]
- *Provenance tracking* – The execution of the program should leave an understandable trace that lets the user understand why program resulted in a particular result.
- *Schema evolution [extra-ish]* – When the user evolves the structure of the program, data and code should co-evolve automatically to match the new structure.
- *Notational freedom [extra-ish?]* – Allow users to adapt the program using a notation that suits them and is appropriate for the programming task at hand. [Joel]
- *Concrete programming [extra?]* – It should be possible to reuse parts of program or program logic without constructing abstractions, for example by managed copy & paste.[4, 5]

substrate as defined by [7]
[2, 14] [1]
[9, 10] [11–13] [15, 17] [16]

Joel's definition of substrate in Onward! Bret Victor talk https://www.youtube.com/watch?v=ef2jpjTEB5U

In what ways is a substrate "natural"?

thinglab - create line by cloning, it sticks to mouse pointer, clicking sticks it to something else squeak - has all the browsers (method search...)

computational substrate how it differs from computational media? more low-level - media suggests that there it comes

10 The whatever system

10.1 Document + Edits

defines

- selectors
- nodes
- edits

10.2 Walkthrough

* todo list? (or counter, but that is a bit boring)

11 Themes

* programming by demonstration - binding interactions to gui elements (event handlers) * provenance tracking - Amy Ko's whyline, Probe Log by HPI, enables linked visualizations * merging of edit histories / collaborative editing - bonus - can share restricted link to allow users fill out forms (allow partial edits only / def by selector?) * scehma change - change data & code accordingly * everything is an edit - interaction with the GUI - evaluation? tbd * copy & paste abstraction (requires finishing new approach to formulas!) - edit before copy to propagate edit to other places (or edit after copy to make it specific to a case) - higher order copying from https://tomasp.net/academic/papers/copy-paste/paint22.pdf * augmenters - cf. bonnie nardi (calls them something else - Jonathan says) - add programming by demonstration data wrangling gui to table (trigger interactions) cf. lorgnette

12 Applications

* todo list / counter / maybe too simple * (if used in the walkthrough, maybe something else? board game as in varv - tic tac toe? or 7guis?) * conference organizer * data exploration (ala histogram) * linked charts

13 Extras

* metablocks? * self-sustainability * some non-browser implementation of this (as in Varv?)

explicit structure self-sustainability notational freedom

Maybe have 'enabled' for edits afterall? (we can merge with conflicts and disable some edits, but keep them in history for info)

NOTES type Edit = Kind : EditKind Dependencies : Selectors list – only needed for evaluated edits

VALUE vs STRUCTURE distinction * good in theory, nice for implementation * tricky to use! needs some assistance tools

TODO - things to work on * "represent" edits somewhere in document as "library of functions" and then call those from buttons (rather than embedding them directly) allow some kind of abstraction (as in Histogram) to make them reusable * figure out how to do evaluation better (based on the stored abstractions? but need to store provenance...)

SEMANTIC CONDITIONS https://www.youtube.com/watch?v=NBnc2ToS_j0 (has a section on this in background)

SUBSTRATE DESIGN PROBLEMS * selectors - all for structure / index for data (but it is useful to allow others...) (multiselect also bad for checks!) * groups/conditions/preconditions (c.f. email to jonathan) tried conditions on edits; trying groups with check edits * what to do with "disabled edits"? for example when we remove all checked (before, this created edit groups with "check" but if the check was false, the group was ignored and this messed up merging - because we wouldn't know if the edit had any effect or not)

Evaluation * evaluated edits have to be migrated to the end (if there are conflicts, they are dropped) Think of this as maintaining a tree:

e3 | e2 evaluated | / e1 | e0

this has to be serialized as e0 -> e1 -> e2 -> e3 -> evaluated

evaluated edits do not became part of the main history but hang on the side

ISSUES * if we merge a thing with saved-interactions with something, hashes will change!

NOTES * ListAppendFrom - we need this, because we cannot encode this. * for records, we can RecordAdd(sel, fld, ..) @ Copy(sel @ [Field fld], src) but this does not work for lists - because we do not know the index! (and we cannot look into current document, because it will differ for saved-interactions)

TODO * many things with <tag> selectors currently do not work (e.g. ‘matches‘ for highlighting) because if we collect path of a current node, we collect indices and get /some/2/another - and cannot tell if this matches /some/<li>/another - we'd have to collect more detailed path info!

INTERACTION * replay stored event handlers against the old version? (this way, adding an item to a speakers list gets migrated & adds a new table row!) * simlarly!! we need merge in order to apply edits to multiple targets (when you remove all items in a list, the indices change) (but I guess we should do this against version at the time of saving too....)

[this & evaluation = the unreasonable effectiveness of merging]

Notes on storing and reusing edits * references need to be represented as references so that they get updated (NO! not if we reply them against old version, which seems better - but there are 2 design choices) * how to apply them to multiple targets? use Move to update the selectors instead of replacing the prefix manually

IDEA: Type check edit groups to ensure they preserve structure but not individual edits eg when adding list item

CONDITIONALS https://toby.li/files/p311-radensky.pdf

REMAINING IMPLEMENTATION TODOs:

* Some kind of provenance visualization * Some kind of matchers/transformers mechanism (ideally to add interactive buttons to tables) * Apply to all (remove completed in TODO)

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