# Vim meets Local LLM

Edit Text beyond the Speed of Thought

#### The title respects the book



# Practical Vim



Foreword by Tim Pope

Edited by Kay Keppler



# About me(yuys13)

- Social media accounts
  - o github.com/yuys13
  - bsky.app/profile/yuys13.bsky.social
- Hobby
  - Driving on race track
- OSS
  - o collama.nvim
  - o <u>asyncomplete-zsh.vim</u>
  - o <u>pathed.fish</u>



**RPS13** 

Edit text at the speed of thought

```
package main
    import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
 6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
 8 // For multiples of 5,-
 10 func main() {
    ---fizzBuzz(15)
                                                       8,24
main.go [+]
-- INSERT --
```



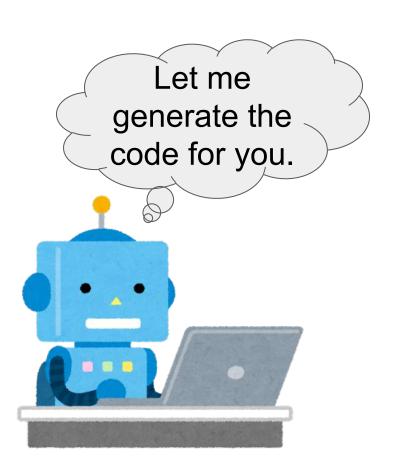
# My thoughts stop

```
package main
    import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
 6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
 8 // For multiples of 5, it prints "Buzz".
 9 // Otherwise, it prints the number.
 10 func-
 12 func main() {
    |---fizzBuzz(15)
 14 }
main.go [+]
                                                      10,6
                                                                      All
-- INSERT --
```



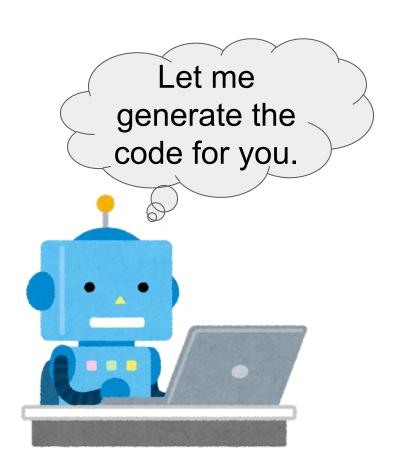
# Code Generation by LLM

```
package main
    import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
 6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
 8 // For multiples of 5, it prints "Buzz".
 9 // Otherwise, it prints the number.
 10 func-
 12 func main() {
    ---fizzBuzz(15)
14 }
                                                       10,6
                                                                      All
main.go [+]
-- INSERT --
```



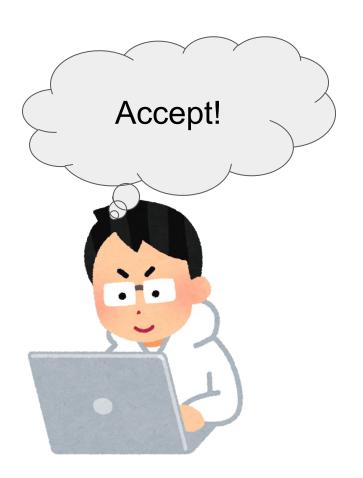
# Code Generation by LLM

```
package main
    import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
 6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
 8 // For multiples of 5, it prints "Buzz".
 9 // Otherwise, it prints the number.
 10 func-fizzBuzz(n int) {
        for i := 1; i <= n; i++ {
            if i%15 == 0 {
                fmt.Println("FizzBuzz")
            } else if i%3 == 0 {
                fmt.Println("Fizz")
            } else if i%5 == 0 {
                fmt.Println("Buzz")
            } else {
                fmt.Println(i)
 12 func main() {
 13 !---fizzBuzz(15)
                                                       10,6
                                                                      All
main.go [+]
-- INSERT --
```



# Code Generation by LLM

```
package main
    import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
  6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
  8 // For multiples of 5, it prints "Buzz".
  9 // Otherwise, it prints the number.
 10 func fizzBuzz(n int) {
     ---for i := 1; i <= n; i++ \{
       -¦---if i%15 == 0 {
       --¦---¦---fmt.Println("FizzBuzz")
           -} else if i%3 == 0 {
            |---fmt.Println("Fizz")
            -} else if i%5 == 0 {
            |---fmt.Println("Buzz")
     ---|---} else {
          -----fmt.Println(i)
 24 func main() {
25 !---fizzBuzz(15)
                                                       22,2
                                                                       Top
main.go
-- INSERT --
```



Edit text at the speed of thought again

```
package main
   import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
 6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
 8 // For multiples of 5, it prints "Buzz".
 9 // Otherwise, it prints the number.
 10 func fizzBuzz(n int) {
     ---for i := 1; i <= n; i++ {
       ----if i%15 == 0 {
      --¦---¦---fmt.Println("FizzBuzz")
          --} else if i%3 == 0 {
           ----fmt.Println("Fizz")
           -} else if i%5 == 0 {
           -¦---fmt.Println("Buzz")
     ---|---} else {
          -----fmt.Println(i)
 24 func main() {
25 !---fizzBuzz(15)
                                                       22.2
main.go
                                                                      Top
-- INSERT --
```

I'm a super hacker!



## Strong point

- Does not interfere with normal Vim usage
  - Only works when work stops during insert mode
  - Can be ignored if not needed
- Even if the generated code contains some errors, what Vim is great at is text editing, so they can work well together.

## Why use a local LLM?

- Some business operations may not be able to use Al's services
  - Local LLM can be used for more business operations
- Local LLMs can be used with practical speed and accuracy with the performance of modern machines
  - The videos in this document were created using an iMac (24-inch, M1, 2021)
- It's kind of cool, right?
- It's fun!

Can you make a similar plugin?

#### Agenda

- 1. How to use Ollama
- 2. What is Fill-In-The-Middle?
- 3. How to create collama.nvim
- 4. The Future of Code Generation with LLM

1. How to use Ollama

#### What is Ollama?



# Get up and running with large language models.

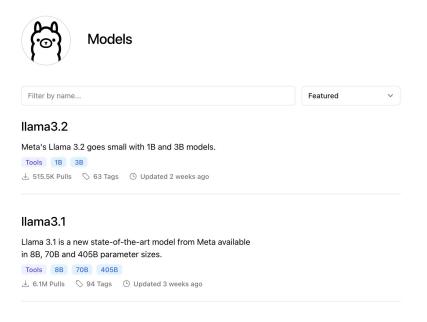
Run <u>Llama 3.2</u>, <u>Phi 3</u>, <u>Mistral</u>, <u>Gemma 2</u>, and other models. Customize and create your own.

https://ollama.com/

# What is Ollama?(My Interpretation)

- LLM models can be treated like docker images
- It makes proper use of the GPU without configuration
- Separate server and CLI implementations
- Server has API via HTTP

#### What models are available?



https://ollama.com/library

#### Pull a model

- ollama pull <modelname>
  - o ollama pull llama3.2
  - ollama pull codellama:7b-code

```
> ollama pull tinyllama
pulling manifest
pulling 2af3b81862c6... 56%
```



358 MB/637 MB

50 MB/s

5s

#### Run a model

- ollama run <modelname> <prompt>
  - ollama run llama3.2 'Why is the sky blue?'

> ollama run llama3.2 'Why is the sky blue?'
The sky appears blue because of a phenomenon called Rayleigh scattering, named after the British physicist Lord Rayleigh, who first described it in the late 19th century.

Here's what happens:

1. When sunlight enters Earth's atmosphere

#### Let's use Ollama's API!

#### Generate a completion

POST /api/generate



Generate a response for a given prompt with a provided model. This is a streaming endpoint, so there will be a series of responses. The final response object will include statistics and additional data from the request.

#### **Parameters**

- model: (required) the model name
- prompt: the prompt to generate a response for
- suffix: the text after the model response
- images: (optional) a list of base64-encoded images (for multimodal models such as llava)

https://github.com/ollama/ollama/blob/main/docs/api.md

# Let's use /api/generate (stream: true)

```
curl -N
http://localhost:11434/api/generate -d
'{
   "model": "llama3.2",
   "prompt": "Why is the sky blue?"
}' | jq .response
```

```
" the"
  primary"
  reason"
" for"
 the"
  blue"
" color"
  of"
" the"
  sky"
TI III
```

# Let's use /api/generate (stream: false)

```
curl
http://localhost:11434/api/generate -d
 "model": "llama3.2",
 "stream": false,
 "prompt": "Why is the sky blue?"
}' | jq .response
```

e prominent.\n\* At night, when the s un is not visible, the sky appears d ark because there are no direct ligh t sources to scatter.\n\* In areas wi th high levels of air pollution or d ust particles, the sky may appear ha zy or gray due to the scattering of light by these particles.\n\nSo, in summary, the sky appears blue becaus e of the scattering of sunlight by t iny molecules of gases in the Earth' s atmosphere."

2. What is Fill-In-The-Middle?

#### What is Fill-In-The-Middle?



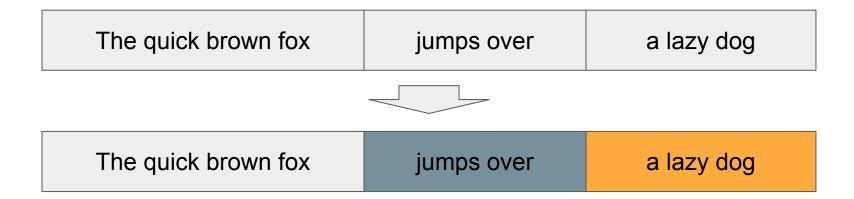
https://codeium.com/blog/why-code-completion-needs-fill-in-the-middle

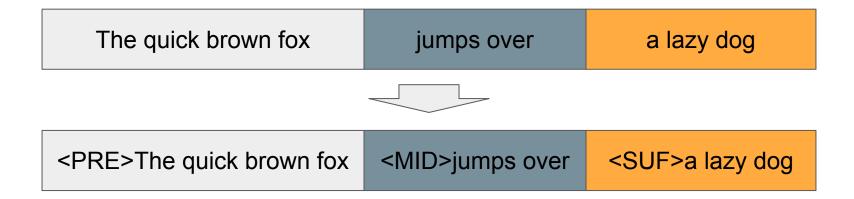
# The quick brown fox jumps over a lazy dog

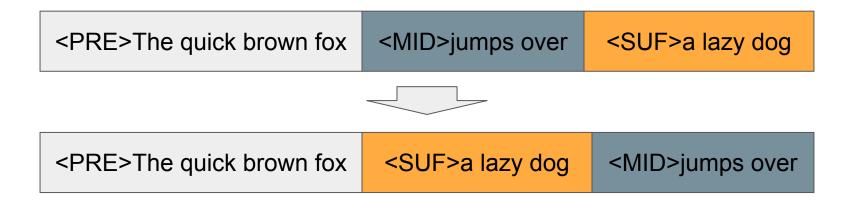
#### The quick brown fox jumps over ...

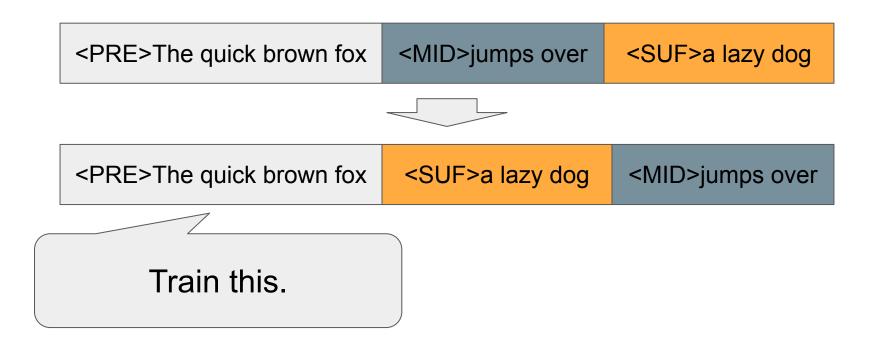
- Learn the sentence "The quick brown fox jumps over a lazy dog"
- Give the prompt "The quick brown fox jumps over"
- "the lazy dog" is generated.

```
> ollama run llama3.2 'The quick bro
wn fox jumps over'
the lazy dog!
```









Training data

#### Training data



#### Prompt



#### Training data



#### Prompt



Generated data

jumps over

## Let's try FIM

- Use codellama:7b-code
- Prefix is "The quick brown fox"
- Suffix is "a lazy dog."

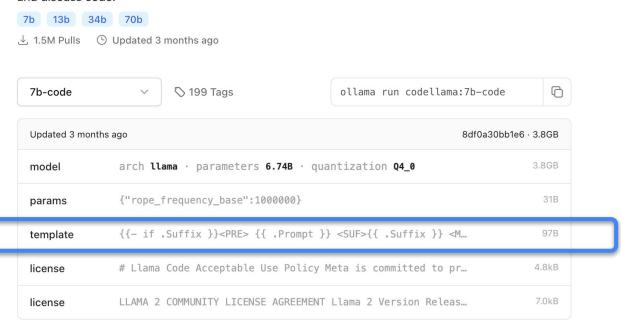
ollama run codellama:7b-code '<PRE>The quick brown fox <SUF>a lazy dog. <MID>'

```
> ollama run codellama:7b-code '<PRE
>The quick brown fox <SUF>a lazy dog
. <MID>'
  jumps over
```

# Let's try FIM

#### codellama

A large language model that can use text prompts to generate and discuss code.



## Let's try FIM

# Let's try FIM with API

```
curl http://localhost:11434/api/generate
-d '{
 "model": "codellama:7b-code",
 "stream": false,
 "prompt": "The quick brown fox",
 "suffix": "a lazy dog."
```

```
> curl -s http://localhost:11434/api
/generate -d '{
quote> "model": "codellama:7b-code
quote>
       "stream": false,
        "prompt": "The quick brown
quote>
fox",
quote> "suffix": "a lazy dog."
quote> }' | jq -r response
jumps over
```

3. How to create collama.nvim

### How to create collama.nvim

- 1. How to get prefix and suffix
- 2. How to call ollama's API asynchronously
- 3. How to display the generated code in a buffer
- 4. How to write the generated code to a buffer

```
package main
   import "fmt"
   // fizzBuzz prints numbers from 1 to a given number.
   // For multiples of 15, it prints "FizzBuzz".
   // For multiples of 3, it prints "Fizz".
  8 // For multiples of 5, it prints "Buzz".
   // Otherwise, it prints the number.
   func-
    func main() {
      --fizzBuzz(15)
                                                       10,6
                                                                      All
main.go [+]
-- INSERT --
```



- :h nvim\_buf\_get\_text()
  - Gets a range from the buffer.
- Example of getting all text in the current buffer:
  - o nvim\_buf\_get\_text(0, 0, 0, -1, -1, {})
- :h nvim\_win\_get\_cursor()
  - Gets the buffer-relative cursor position



```
local row, col = unpack(vim.api.nvim_win_get_cursor(0))
lines = vim.api.nvim_buf_get_text(bufnr, 0, 0, row - 1, col, {})
local prefix = table.concat(lines, '\n')
lines = vim.api.nvim_buf_get_text(bufnr, row - 1, col, -1, -1, {})
local suffix = table.concat(lines, '\n')
```

- :h getregion()
  - Returns the list of strings from {pos1} to {pos2} from a buffer.
  - {pos1} and {pos2} must both be |List|s with four numbers.
    - See |getpos()| for the format of the list.
- :h getpos()
- Example of getting the cursor position
  - getpos('.')
- :h line()
- :h col()
- :h searchpos()

- prefix
  - getregion([0, 1, 1, 0], getpos('.'))
- suffix
  - getregion(getpos('.'), [0, line('\$'), col([line('\$'), '\$']), 0])
  - o getregion(getpos('.'), [0] + searchpos('\%\$', 'n'))

- prefix
  - getregion([0, 1, 1, 0], getpos('.'))
- suffix
  - getregion(getpos('.'), [0, line('\$'), col([line('\$'), '\$']), 0])
  - o getregion(getpos('.'), [0] + searchpos('\%\$', 'n'))

Thanks kuuote



Thanks thinca



Thanks utubo



# How to call ollama's API asynchronously



- :h vim.system()
  - Runs a system command
- require('plenary.curl').post(url, opts)
  - github.com/nvim-lua/plenary.nvim
  - Curl Wrapper
- :h jobstart()
  - Note: Prefer |vim.system()| in Lua (unless using the `pty` option).
- :h uv.spawn()
  - Low level method



## How to call ollama's API asynchronously

- :h job\_start()
  - Start a job and return a Job object.
  - Unlike |system()| and |:!cmd| this does not wait for the job to finish.
- github.com/ollama/ollama-js
  - with <u>github.com/vim-denops/denops.vim</u>
  - Denops is an ecosystem for Vim/Neovim that allows developers to write plugins in TypeScript/JavaScript powered by Deno.

# How to display the generated code in a buffer

```
r
```

```
package main
   import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
 6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
 8 // For multiples of 5, it prints "Buzz".
 9 // Otherwise, it prints the number.
 10 func-fizzBuzz(n int) {
            if i%15 == 0 {
                fmt.Println("FizzBuzz")
            } else if i%3 == 0 {
                fmt.Println("Fizz")
            } else if i%5 == 0 {
                fmt.Println("Buzz")
            } else {
                fmt.Println(i)
 12 func main() {
13 !---fizzBuzz(15)
                                                       10,6
main.go [+]
-- INSERT --
```





- :h nvim\_buf\_set\_extmark()
  - Creates or updates an |extmark|.
  - virt\_text
    - virtual text to link to this mark
  - virt\_lines
    - virtual lines to add next to this mark

## How to display the generated code in a buffer

```
r
```

```
package main
    import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
  6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
  8 // For multiples of 5, it prints "Buzz".
  9 // Otherwise, it prints the number.
 10 func-fizzBuzz(n int) {
            if i%15 == 0 {
                fmt.Println("FizzBuzz")
            } else if i%3 == 0 {
                fmt.Println("Fizz")
            } else if i%5 == 0 {
                fmt.Println("Buzz")
                fmt.Println(i)
 12 func main() {
 13 !---fizzBuzz(15)
                                                       10,6
main.go [+]
-- INSERT --
```

- :h nvim\_buf\_set\_extmark()
  - Creates or updates an |extmark|.
  - virt\_text
  - virt\_lines



- :h prop\_type\_add()
- :h prop\_add()
  - type
    - name of the text property type
  - text
    - text to be displayed
  - text\_align
    - when {col} is zero; specifies where to display the text
      - below
        - in the next screen line
      - above
        - just above the line
      - etc...

## How to display the generated code in a buffer

- (make-overlay BEG END &optional ...)
- (overlay-put OVERLAY PROP VALUE)



### How to write the generated code to a buffer

- :h nvim\_put()
  - If you want to insert text at the cursor position, this is the way to do it
  - You can also move the cursor by setting follow to true
- :h nvim\_buf\_set\_text()
  - If you want to insert text at an arbitrary position, use this function
  - If you want to move the cursor, you need to execute nvim\_win\_set\_cursor etc.



## How to write the generated code to a buffer

imap <expr> {lhs} collama#get\_result()

## Completed!

```
package main
   import "fmt"
  5 // fizzBuzz prints numbers from 1 to a given number.
  6 // For multiples of 15, it prints "FizzBuzz".
  7 // For multiples of 3, it prints "Fizz".
  8 // For multiples of 5, it prints "Buzz".
  9 // Otherwise, it prints the number.
 10 func-fizzBuzz(n int) {
        for i := 1; i <= n; i++ {
            if i%15 == 0 {
                fmt.Println("FizzBuzz")
            } else if i%3 == 0 {
                fmt.Println("Fizz")
            } else if i%5 == 0 {
                fmt.Println("Buzz")
            } else {
                fmt.Println(i)
   func main() {
13 |---fizzBuzz(15)
main.go [+]
                                                       10,6
                                                                      All
-- INSERT --
```

4. The future of Code Generation with LLM

### The future of Code Generation with LLM

- Improved quality of code generated by LLM
  - Create a PROMPT that expands the IMPORT statement
  - Give the source code in the project as context like RAG
  - Cooperate with Language Server to send relevant sources to LLM
  - o etc.
- Research on UI that does not interfere with thinking
  - There must be a variety of requirements
    - I don't want the buffer to be edited, even if it is virtual text.
    - I want to check the generated code carefully with syntax highlight before applying it.
    - I want to choose from multiple candidates.
  - I limited the operation to insert mode, but is there anything that can be done in normal mode?

#### Conclusion

- It's not difficult at all to use local LLM
- Code generation plugins still have room for development.
  - I want more plugins to be released
  - I would like to see more plugins that are unique and give users more choices
- Let's build a better development environment by creating and testing things together!