Madoko: Scholarly Markdown in the Cloud

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1 Overview

Madoko is an online scholarly markdown processor available at madoko.net (see Figure 1). The main design goal of Madoko is to enable light-weight creation of high-quality scholarly and industrial documents for the web and print, while maintaining John Gruber's Markdown philosophy of simplicity and focus on plain text readability [1]. Markdown is great for writing prose, but for more serious it falls short in several areas. Madoko provides many essential additions for more complex academic documents, including support for cross-references, mathematics, citations, bibliographies, figures, tables, code highlighting, setting code in proportional fonts (à la lhs2tex [4]), footnotes, etc.

Instead of a plethora of backends, Madoko concentrates on generating high quality HTML and PDF through $I\!AT_E\!X$ and $BIBT_E\!X$. There has been a lot of effort in Madoko to make the $I\!AT_E\!X$ generation robust and customizable while integrating well with the various academic document- and bibliography styles. Of course, this article itself was written in Madoko, and the HTML version can be viewed at http://tinyurl.com/n6k3kht [3].

Madoko documents are user programmable and we can specify rules to selectively transform or style document elements. This makes it easy to add custom domain specific blocks, like *exercise* or *answer*, that can be transformed, numbered, styled, etc. Transformations can be specified using regular expressions and standard CSS attributes.

Finally, the online version integrates seamlessly with Dropbox, GitHub, and OneDrive, making documents available anywhere on any device. Madoko synchronizes automatically and multiple authors can work concurrently on the same document. Madoko uses robust three-way merges on concurrent updates. This means that updates by others are not quite real-time as in other collaborative environments (although they are performed frequently), but anyone can now work off-line and still reliably merge when connecting again. Madoko.net is itself a HTML5 web application and the editor continues to work in the browser even when offline. Of course, you can always use the plain command line version of Madoko locally (npm install -g madoko).

Madoko is written in Koka – a function oriented language with (side) effect-inference [2]. The effect system proved essential to create a program that could reliably execute on both the server and client. This is how the online version of Madoko is able to render Madoko documents fully on the client side (and only using the server to render LATEX math formulas).

2 Style rules

As an example of the programmability of Madoko, we show how we can make a custom *callout* block. In the Madoko editor, we would like to write:

```
~ Callout
The formula $e=mc^2$ is famous.
```

The tildes are used in Madoko to delimit custom blocks where we try to minimize any needed markup. Similarly, the \$ is used to delimit LATEX formulas. The callout block is shown as:



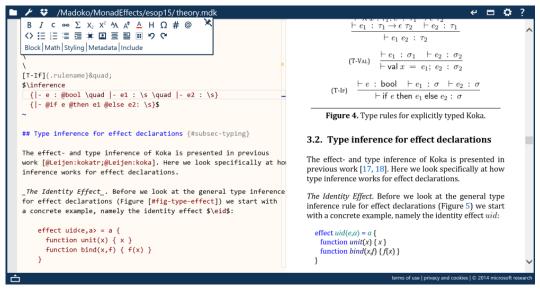


Figure 1 A screenshot of an article in the Madoko.net environment.

Note: The formula $e = mc^2$ is famous.

We can now freely use the callout blocks and concentrate on writing prose. The styling is done later using a metadata rule where we can use standard CSS attributes:

This makes it very easy to style the final output while still being able to write the content in pleasant Markdown. It is also nice to be able to leverage standard CSS attributes without needing to know the plethora of IATEX commands to achieve a similar effect. The **before** attribute is an example of the rewriting abilities of Madoko where we insert some text before the content. In general, arbitrary regular expression transformations can be applied.

3 Conclusion

Try Madoko at madoko.net. Madoko is still a young project and any feedback is much appreciated. We hope that we will see more and more academic articles that also come with a high quality HTML version – being able to resize and reflow makes it much more pleasant to read articles on a screen or tablet.

— References -

- [1] John Gruber. Markdown. 2004. URL http://daringfireball.net/projects/markdown.
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