

Computational Higher Type Theory

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Thanks

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Two Kinds of Type Theory

Two traditions in type theory, both embodied by Martin-Löf:

- **Formal**, or **axiomatic**, as in ITT and HoTT.
- **Computational**, or **semantic**, as in CMCP.

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Most work in HoTT has taken place in the formal setting.

- **Univalence Axiom**, subsuming **Function Extensionality**.
- **Higher Inductive Types**, supporting **truncation**, etc.

Formal Type Theory

Martin-Löf; Coquand; HoTT

Formal type theory is **inductively** defined by rules:

- **Formation:** $\Gamma \vdash A \text{ type}, \Gamma \vdash M : A.$
- **Definitional equivalence:** $\Gamma \vdash A \equiv B, \Gamma \vdash M \equiv N : A.$

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Axioms and rules are chosen to ensure:

- **Not non-constructive**, eg no unrestricted LEM.
- **Formal correspondence to logics**, eg HA, IHOL.
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Choice of rules can be delicate, eg what is definitional equivalence?

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Emphasis is on **formal proof**.

- $\Gamma \vdash M : A$ encodes proof **checking**.
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Adding axioms disrupts these properties!

Semantic Type Theory

Martin-Löf; Constable, et al

Meaning explanations define types and elements semantically:

- **Computational**: as programs with deterministic dynamics.
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- Types are **behavioral specifications**.
- Types and objects are **programs** that execute.

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Inverts conceptual order compared to formal type theory:

- Type theory as a theory of **truth**.
- Proof theory **accesses** the truth.

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Martin-Löf: Constr. Math. and Comp. Prog.

Start with **computation** on closed expressions (types and terms):

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Extend to **open** forms by **functionality** aka **extensionality**:

- Types: $a_1:A_1, \dots, a_n:A_n \gg A \doteq B$ type $[\Psi]$.
- Terms: $a_1:A_1, \dots, a_n:A_n \gg M \doteq N \in A$ $[\Psi]$.

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Judgments are **not** intended to be decidable.

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Two essential moves for higher-dimensionality:

- Judgmental account of **identifications**.
- **Exact equality** of types and elements at all dimensions.

Cubical Programming Language

Licata, Brunerie; Coquand, et al.

Syntax is organized **cubically**:

- **Points** correspond to ordinary terms and types.
- **Lines** represent **identifications**.
- **Squares** represent **homotopies**, etc.

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- Finite set of **dimension variables** x, y, z, \dots

Substitutions $\psi : \Psi' \rightarrow \Psi$ send $x \in \Psi$ to $\psi(x) = 0/1/x' \in \Psi'$.

Cubical Programming Language

Substitutions define the **aspects** of a cube E :

- **Faces:** $E\langle 0/x \rangle$, $E\langle 1/x \rangle$.
- **Diagonals:** $E\langle x', x'/x, y \rangle$.
- **Degeneracy:** silent/implicit.

$$\begin{array}{ccc} \begin{array}{l} x \\ \rightarrow \\ y \downarrow \end{array} & E\langle 0/x \rangle\langle 0/y \rangle & \xrightarrow{E\langle 0/y \rangle} E\langle 1/x \rangle\langle 0/y \rangle \\ & \downarrow E\langle 0/x \rangle & \quad \quad \quad \downarrow E\langle 1/x \rangle \\ & E\langle 0/x \rangle\langle 1/y \rangle & \xrightarrow{E\langle 1/y \rangle} E\langle 1/x \rangle\langle 1/y \rangle \\ & & \quad \quad \quad E \end{array}$$

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Unconventional functional programming constructs:

- **Circle**: \mathbb{S}^1 , base , loop_x , $\mathbb{S}^1\text{-elim}_{a.A}(M; M_b, x.M_l)$.
- **Negation**: not_x , a type line, and glueing, $\text{notel}_x(M)$.
- **Kan** operations: coe , hcom .

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The Kan operations are **computational content** of the Kan condition (cf, LB14, CCHM16).

Kan Operations

Coercion along a type line: $\text{coe}_{x.A}^{r \rightsquigarrow r'}(M)$.

- **Heterogeneous** along line $x.A$.
- Evaluates A to effect coercion from $A\langle r/x \rangle$ to $A\langle r'/x \rangle$.

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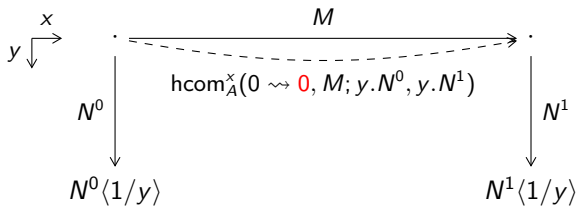
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- The **tubes** $\overrightarrow{y.N_i^\varepsilon}$ with **extent** \vec{r}_i in dimension \vec{y}_i .
- Evaluates A to define **composite**, which may or may not be the hcom itself.

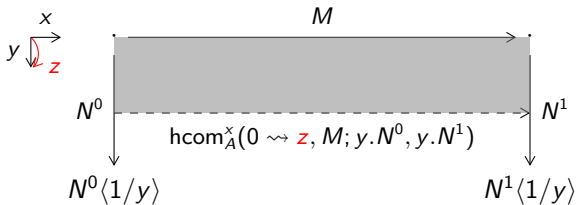
Two-Dimensional Compositions



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$$\begin{array}{ccc} \begin{array}{c} x \\ \rightarrow \\ y \downarrow \end{array} \cdot & \xrightarrow{M} & \cdot \\ \downarrow N^0 & & \downarrow N^1 \\ N^0\langle 1/y \rangle & \xrightarrow{\text{hcom}_A^x(0 \rightsquigarrow \mathbf{1}, M; y.N^0, y.N^1)} & N^1\langle 1/y \rangle \end{array}$$

Two-Dimensional Compositions



Cubical Meaning Explanation

Explanation proceeds in **stages**:

- Define the **canonical** types and their elements at each dimension Ψ .
- Define **pre-types** to be **cubical**, ie with **coherent aspects**.
- Define **types** to be Kan pre-types.

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The main **criteria** for a higher type system:

- All aspects of a type or element must be types or elements.
- Taking aspects must **commute** with evaluation.
- Equal types must have the same element equality.
- Equal types must be **equally Kan**.

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- $M \sim_A^\Psi N$ iff $M \mapsto^* M_0$, $N \mapsto^* N_0$, $A \mapsto^* A_0$, and $M_0 \approx_{A_0}^\Psi N_0$.

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- **Require:**

$$\begin{array}{ccc} A & \xrightarrow{\psi_1} & A_1 \\ \psi_1\psi_2 \Downarrow & & \Downarrow \psi_2 \\ A_{12} & \approx^{\Psi_2} & A_2 \end{array}$$

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Similarly for exact equality of types and of elements:
substitute-then-evaluate is **functorial**.

Pre-Types and Types

A pretype $[\Psi]$ is **cubical**: its **values** have **coherent aspects**:

- If $\psi : \Psi' \rightarrow \Psi$ and $M \approx_{A\psi}^{\Psi'} N$, then $M \doteq N \in A\psi [\Psi']$.

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A **type** is a **Kan pre-type**:

- Supports coercion and composition.
- Certain equational requirements are met.

Kan Conditions for Coercion

For any $\psi : (\Psi', x) \rightarrow \Psi$, **if**

$$M \in A\psi\langle r/x \rangle [\Psi'],$$

then

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Constraints limit applicable substitutions; conditions can be **vacuous**.

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The dynamics of the conditional accounts for

- **true** and **false**, as usual.
- hcom's that are values.

Boolean Dynamics

$$\overline{\text{bool val}} \quad \frac{\vec{r}_i = x_1, \dots, x_{i-1}, \varepsilon, r_{i+1}, \dots, r_n}{\text{hcom}_{\text{bool}}^{\vec{r}_i}(r \rightsquigarrow r', M; \overline{y.N_i^\varepsilon}) \mapsto N_i^\varepsilon \langle r' / y \rangle}$$

$$\frac{r = r'}{\text{hcom}_{\text{bool}}^{x_1, \dots, x_n}(r \rightsquigarrow r', M; \overline{y.N_i^\varepsilon}) \mapsto M} \quad \overline{\text{true val}} \quad \overline{\text{false val}}$$

$$\frac{r \neq r'}{\text{hcom}_{\text{bool}}^{x_1, \dots, x_n}(r \rightsquigarrow r', M; \overline{y.N_i^\varepsilon}) \text{ val}}$$

Boolean Dynamics

$$\frac{M \mapsto M'}{\text{if}_{a.A}(M; T, F) \mapsto \text{if}_{a.A}(M'; T, F)} \quad \frac{}{\text{if}_{a.A}(\text{true}; T, F) \mapsto T}$$

$$\frac{}{\text{if}_{a.A}(\text{false}; T, F) \mapsto F}$$

$$\frac{r \neq r' \quad H = \text{hcom}_{\text{bool}}^{x_1, \dots, x_n}(r \rightsquigarrow z, M; \overrightarrow{y.N_i^\varepsilon})}{\text{if}_{a.A}(\text{hcom}_{\text{bool}}^{x_1, \dots, x_n}(r \rightsquigarrow r', M; \overrightarrow{y.N_i^\varepsilon}); T, F) \mapsto \text{com}_{z.A[H/a]}^{x_1, \dots, x_n}(r \rightsquigarrow r', \text{if}_{a.A}(M; T, F); \overrightarrow{y.\text{if}_{a.A}(N_i^\varepsilon; T, F)})}$$

$$\frac{}{\text{coe}_{x.\text{bool}}^{r \rightsquigarrow r'}(M) \mapsto M}$$

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Guarantees **canonicity** for closed **points** in **bool**: all evaluate to either **true** or **false**.

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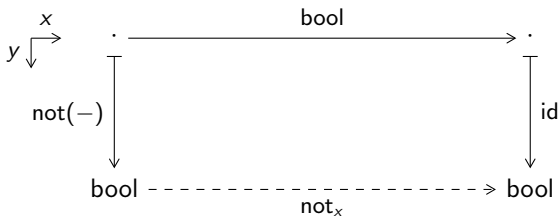
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The term $\text{notel}_x(M) \in \text{not}_x [\Psi, x]$ is a use of **gluing** [CCHM16]:



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Dependent function and product types (Pi's and Sigma's) with full universal properties.

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Validates expected formal rules.

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But why limit attention to these formal theories?

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There is more to type theory than just known formal logics.

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Computation model **induces** dynamics of explicitly typed languages.

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Implementation in Sterling's **RedPRL** (redpr1.org).

- NuPRL-like refinement rules.
- Richer notion of tactics.
- Name generation is primitive (cf continuity principle).

References



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