

An introduction to Homotopy Type Theory

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Outline of the talk

- ▶ **Part I:** Type theory
- ▶ **Part II:** Homotopy type theory
- ▶ **Part III:** Voevodsky's Univalent Foundations

Part I:
Type theory

Motivation for type theory

Problem

- ▶ How can we write correct programs?

Standard approach

- ▶ Write the program
- ▶ Verify its correctness via semantics

Type-theoretic approach

- ▶ Write a correct-by-construction program

Verification via type-checking

Idea

- ▶ Use types to classify syntactic expressions and write specifications
- ▶ Use type-checking to prevent mistakes

Examples

- ▶ `3 : Nat`
- ▶ `cons([3, 4], [6, 2]) : List(Nat)`
- ▶ `[1, 7, 15, 34] : SortedList(Nat)`
- × `[3, 1, 4, 8] : SortedList(Nat)`

Type theories

Goal

- ▶ Expressive type system
- ▶ Decidability of type checking

Idea

- ▶ Powerful mechanism for defining recursive data types, e.g.

`Nat`, `List(A)`, `Tree(A)`, ...

- ▶ Dependent types, e.g.

`Listn(A)`, `is_sorted(ℓ)`.

Martin-Löf type theories

Some forms of type:

$$\begin{aligned} & \text{Empty}, \quad \text{Unit}, \quad \text{Bool}, \quad \text{Nat}, \\ & A \times B, \quad A \rightarrow B, \quad A + B, \\ & \text{Id}_A(a, b), \quad (\Pi x : A)B(x), \quad (\Sigma x : A)B(x), \quad \dots \end{aligned}$$

We will only need the rules for identity types.

Identity types

Formation rule

$$\frac{A : \text{type} \quad a : A \quad b : A}{\text{Id}_A(a, b) : \text{type}}$$

For example, if $a : A$ then $\text{Id}_A(a, a) : \text{type}$

Introduction rule

$$\frac{a : A}{\text{refl}(a) : \text{Id}_A(a, a)}$$

Elimination rule

$$p : \text{Id}_A(a, b)$$

$$x : A, y : A, u : \text{Id}_A(x, y) \vdash C(x, y, u) : \mathbf{type}$$

$$x : A \vdash c(x) : C(x, x, \text{refl}(x))$$

$$\mathbf{J}(a, b, p, c) : C(a, b, p)$$

Idea

$$\frac{a = b \quad \begin{array}{c} [x : A] \\ \vdots \\ C(x, x) \end{array}}{C(a, b)}$$

Similar to Lawvere's treatment of equality in categorical logic.

Computation rule

 $a: A$ $x: A, y: A, u: \text{Id}_A(x, y) \vdash C(x, y, u): \text{type}$ $x: A \vdash c(x): C(x, x, \text{refl}(x))$

 $J(a, a, \text{refl}(a), c) = c(a): C(a, a, \text{refl}(a))$

Idea

$$\frac{\frac{a: A}{a = a} \quad \begin{array}{c} [x: A] \\ \vdots \\ C(x, x) \end{array}}{C(a, a)} \quad \longrightarrow \quad \begin{array}{c} a: A \\ \vdots \\ C(a, a) \end{array}$$

Part II:
Homotopy type theory

Semantics of type theories

Problems

- ▶ Set-theoretical semantics validates also:

$$\frac{p : \mathbf{Id}_A(a, b)}{a = b : A} \qquad \frac{p : \mathbf{Id}_A(a, b)}{p = \mathbf{refl}(a) : \mathbf{Id}_A(a, b)}$$

which makes type-checking undecidable.

- ▶ It is difficult to reason within type theories without good models.

Dictionary

Type theory

$A : \text{type}$

$a : A$

$x : A \vdash B(x) : \text{type}$

$x : A, y : A \vdash \text{Id}_A(x, y)$

Inductive types

Homotopy theory

A space

$a \in A$

$B \rightarrow A$ fibration

$A^{[0,1]} \rightarrow A \times A$

Homotopy-initial algebras

Some results

Theorem (Awodey and Warren). The rules for identity types admit an interpretation in every category equipped with a weak factorisation system.

Theorem (Gambino and Garner). The deduction rules for identity types determine a weak factorisation system on the syntactic category of a Martin-Löf type theory.

Theorem (Garner and van den Berg, Lumsdaine). Every type of Martin-Löf type theory determines a weak ω -groupoid.

Theorem (Voevodsky). Martin-Löf type theories have models in the category of simplicial sets that do not validate the reflection rule.

Part III:
Voevodsky's Univalent Foundations

“While working on the completion of the Bloch-Kato conjecture I have thought a lot about what to do next.

Eventually I became convinced that the most interesting and important directions in current mathematics are the ones related to the transition into a new era which will be characterized by the widespread use of automated tools for proof construction and verification.”

V. Voevodsky (2010)

Univalent Foundations

Overview

- ▶ Use the dictionary of Homotopy Type Theory to introduce topological notions in type theory
- ▶ Exploit these notions to develop mathematics in type theory
- ▶ Formalise the development in Coq/Agda.

Contractibility

Definition. A type X is **contractible** if the type

$$\mathbf{iscontr}(X) =_{\text{def}} (\Sigma x_0 : X)(\Pi x : X)\mathbf{Id}_X(x_0, x)$$

is inhabited.

Idea

- ▶ Existence and uniqueness

Note

- ▶ X contractible $\Leftrightarrow X \simeq \mathbf{Unit}$
- ▶ X contractible $\Rightarrow \mathbf{Id}_X(x, y)$ contractible for all $x, y : X$

The hierarchy of h-levels

Definition.

- ▶ A type X has level 0 if it is contractible.
- ▶ A type X has level $n + 1$ if for all $x, y : X$, the type $\text{Id}_X(x, y)$ has level n

Terminology.

- ▶ Types of h-level 1 are called h-propositions (logic)
- ▶ Types of h-level 2 are called h-sets (algebra)
- ▶ Types of h-level 3 are called h-groupoids (category theory)

Note. There is a +2 shift w.r.t. homotopy types.

Further developments

- ▶ Voevodsky's Univalence Axiom
- ▶ Calculations of fundamental groups of spheres
- ▶ Development of category theory
- ▶ ...