Notes on Type Theory

${\rm Apiros3}$

 $\begin{aligned} & \text{First Version}: \text{ Oct } 16, \, 2025 \\ & \text{Last Update}: --, \, 2025 \end{aligned}$

Contents

1	Introduction	2
2	Judgements and Contexts	2
3	Dependent Type Theory 3.1 Basic Definitions	2
4	Universes	:
5	Propositional Truncation	3
6	Algebra 'Zoo' 6.0.1 Algebra	
7	Other (move later) 7.1 Intrinsic vs Extrinsic	

1 Introduction

• Introduction to Homotopy Type Theory by Egbert Rijke

2 Judgements and Contexts

A mathematical argument consists of a sequence of deductive steps, which can be represented by inference rules of the form

$$\frac{\mathcal{H}_1 \quad \mathcal{H}_2 \quad \dots \quad \mathcal{H}_n}{\mathcal{C}}$$

Inference rules contain a finite list $\mathcal{H}_1, \mathcal{H}_2, \dots, \mathcal{H}_n$ of judgement for the premises (hypothesis) and a single judgement \mathcal{C} for the conclusion.

3 Dependent Type Theory

3.1 Basic Definitions

We outline the basic definitions of MLTT (Martin-Löf Type Theory).

Definition 3.1.1. *MLTT consists of four judgements:*

1. A is a well-formed type in context Γ , written

$$\Gamma \vdash A$$
 type

2. A and B are judgementally equal types in context Γ , written

$$\Gamma \vdash A \doteq B$$
 type

3. a is an element of type A in context Γ , written

$$\Gamma \vdash a : A$$

4. a and b are judgementally equal elements of type A in context Γ , written

$$\Gamma \vdash a \doteq b : A$$

Definition 3.1.2. A context is a (potentially empty) finite list of variable declarations $x_1 : A_1, x_2 : A_2(x_1), \ldots, x_n : A_n(x_1, \ldots, x_{n-1})$ such that for each $1 \le k \le n$, we can derive the judgement

$$x_1: A_1, \dots, x_{k-1}: A_{k-1}(x_1, \dots, x_{k-2}) \vdash A_k(x_1, \dots, x_{k-1})$$
 type

using the inference rules of type theory. Variable names can be chosen freely so long as there is no overlap.

Definition 3.1.3. Consider a type A in context Γ . A family of types over A in context Γ is a type B(x) in context Γ , x : A. That is, when

$$\Gamma, x : A \vdash B(x)$$
 type

we say that B is a family of types over A in context Γ . Alternatively, B(x) is a type **indexed** by x : A in context Γ .

Definition 3.1.4. Let B be a type family over A in context Γ . A **section** of the family B over A in context Γ is an element of type B(x) in context Γ , x : A, as in the judgement

$$\Gamma, x : A \vdash b(x) : B(x)$$

Then, we say that b is a section of the family B over A in context Γ . Alternatively, b(x) is the element of type B(x) indexed by x : A in context Γ .

Definition 3.1.5. The inference rules for the formation of contexts, types, and their elements are given by,

$$\begin{array}{ccc} \underline{\Gamma,x:A\vdash B(x) \text{ type}} & \underline{\Gamma\vdash A \doteq B \text{ type}} & \underline{\Gamma\vdash A \doteq B \text{ type}} \\ \underline{\Gamma\vdash A \text{ type}} & \underline{\Gamma\vdash a : A} \\ \underline{\Gamma\vdash A \text{ type}} & \underline{\Gamma\vdash a \doteq b : A} \\ \underline{\Gamma\vdash A \text{ type}} & \underline{\Gamma\vdash a \doteq b : A} \\ \underline{\Gamma\vdash a : A} & \underline{\Gamma\vdash b : A} \end{array}$$

Definition 3.1.6. The inference rules that postulate judgemental equality as an equivalence relation is given as follows:

$$\begin{array}{ll} \frac{\Gamma \vdash A \text{ type}}{\Gamma \vdash A \doteq A \text{ type}} & \frac{\Gamma \vdash B \doteq A \text{ type}}{\gamma \vdash A \doteq B \text{ type}} & \frac{\Gamma \vdash A \doteq B \text{ type}}{\Gamma \vdash A \doteq C \text{ type}} \\ \\ \frac{\Gamma \vdash a : A}{\Gamma \vdash a \doteq a : A} & \frac{\Gamma \vdash a \doteq b : A}{\Gamma \vdash b \doteq a : A} & \frac{\Gamma \vdash a \doteq b : A}{\Gamma \vdash a \doteq c : A} \end{array}$$

4 Universes

Α

5 Propositional Truncation

6 Algebra 'Zoo'

6.0.1 Algebra

The computation for the types of algebras is given by the standard interpretation into the Set universe. The operations are defined inductively with notation $-^A$, overloaded for Con, Ty, and Tm as follows:

$$-^{A} : \operatorname{Ty} \to \operatorname{Set} \to \operatorname{Set}$$

$$\iota^{A} \qquad X :\equiv X$$

$$(\iota \to A)^{A} \quad X :\equiv X \to A^{A} X$$

$$(-)^{A} : \operatorname{Con} \to \operatorname{\mathbf{Set}} \to \operatorname{\mathbf{Set}}$$

$$\Gamma^{A}X \equiv \{A : \operatorname{Ty}\} \to \operatorname{Var} \Gamma A \to A^{A}X$$

$$(-)^{A} : \operatorname{Tm} \Gamma A \to \{X : \operatorname{\mathbf{Set}}\} \to \Gamma^{A}X \to A^{A}X$$

$$(\operatorname{var} x)^{A} \gamma \equiv \gamma x$$

$$(\operatorname{app} t u)^{A} \gamma \equiv t^{A} \gamma (u^{A} \gamma)$$

$$(-)^{A} : \operatorname{Sub} \Gamma \Delta \to \{X : \operatorname{\mathbf{Set}}\} \to \Gamma^{A}X \to \Delta^{A}X$$

$$\sigma^{A} \gamma x \equiv (\sigma x)^{A} \gamma$$

7 Other (move later)

7.1 Intrinsic vs Extrinsic

Intrinsic constructions give sanity lemmas for free, by only allowing well-typed terms to be constructed. Here we give an intrinsic encoding of the lambda calculus such that only well-typed terms can be constructed. The typing rules become the constructors of the term datatype. We use De Bruijn indices (as we don't care about the implementation here).

The object types are given as

```
data Ty : Set where \iota : Ty \_\Rightarrow\_ : Ty \to Ty
```

where we can define optional types as needed.

A context is a list of types that looks like

```
data Ctx : Set where \begin{array}{c} \epsilon & : \text{Ctx} \\ \_ \rhd_- : \text{Ctx} \to \text{Ty} \to \text{Ctx} \\ \\ \text{data Var} : \text{Ctx} \to \text{Ty} \to \text{Set where} \\ \text{vz} : \forall \; \{\Gamma \; \text{A}\} & \to \text{Var} \; (\Gamma \rhd \text{A}) \; \text{A} \\ \text{vs} : \forall \; \{\Gamma \; \text{A} \; \text{B}\} \to \text{Var} \; \Gamma \; \text{A} \to \text{Var} \; (\Gamma \rhd \text{B}) \; \text{A} \end{array} \begin{array}{c} -- \; top \\ -- \; weaken \end{array}
```

Then $Var \Gamma A$ is inhabited exactly when A occurs in Γ at the right index.

Then intrinsic terms are given by

```
data Tm : Ctx \to Ty \to Set where var : \forall {\Gamma A} \to Var \Gamma A \to Tm \Gamma A lam : \forall {\Gamma A B} \to Tm (\Gamma \rhd A) B \to Tm \Gamma (A \Rightarrow B) app : \forall {\Gamma A B} \to Tm \Gamma (A \Rightarrow B) \to Tm \Gamma B
```

7.2 Theory of Signatures

Definition 7.2.1. The theory of signatures or ToS is a small type theory equipped with:

- An empty base type ι
- A first-order function type $\iota \to -$ (with application but no λ -abstraction)

The full syntax of this theory can be specified inductively as follows: