# Cartesian Cubical Computational Type Theory

#### Favonia

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Oxford - 2018/7/8

# Some History

Coquand's notes 20??

BL 2014

/ B

AHW 2016 (CHTT Part I)

Cartesian cubical + computational

AH 2017 (CHTT Part II)

Dependent types

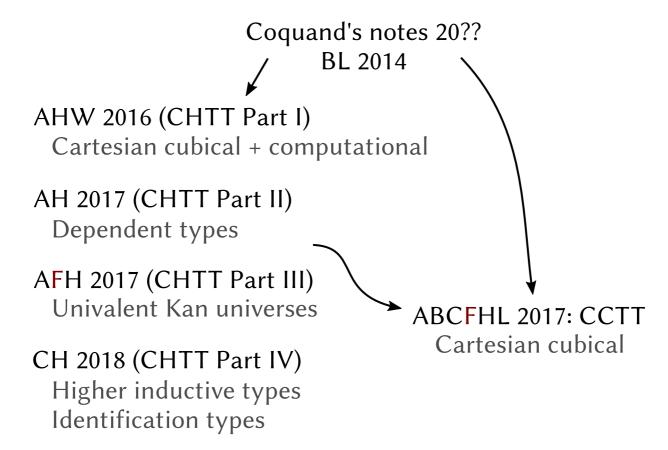
AFH 2017 (CHTT Part III)

Univalent Kan universes

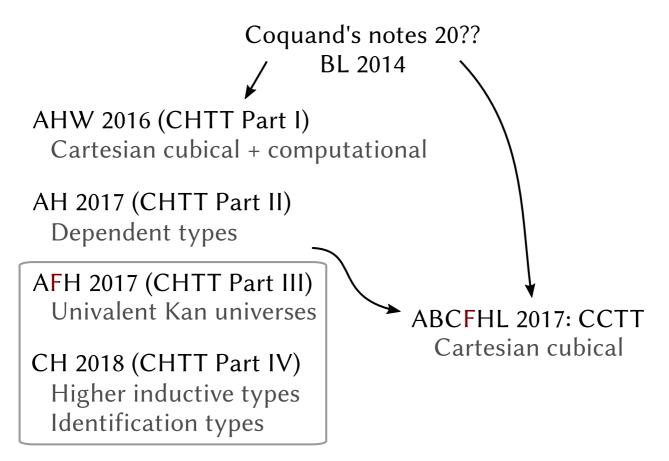
CH 2018 (CHTT Part IV)

Higher inductive types Identification types

# Some History



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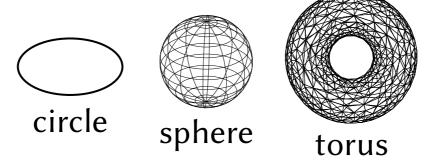


#### New Features of HoTT

#### Univalence

if e is an equivalence between types A and B, then ua(E):A=B

#### Higher Inductive Types



# Equality and Paths

#### Definitional Equality

Silent in theory

If A = B and M : A then M : B

#### **Paths**

Visible in theory

If P : Path(A, B) and M : A then transport(M,P) : B

# Not Math Equality!

#### Definitional Equality Issue #1

Not very extensional

$$x : \mathbb{N}, y : \mathbb{N} \vdash x + y \not\equiv y + x : \mathbb{N}$$

(various reasonable trade-offs)

# Not Math Equality!

Definitional Equality Issue #2

```
winding : \pi_1(S^1) \to \mathbb{Z}
winding(loop) \neq any numeral
```

# Not Math Equality!

#### Definitional Equality Issue #2

winding :  $\pi_1(S^1) \to \mathbb{Z}$ winding(loop)  $\neq$  any numeral

#### Canonicity

For any  $M : \mathbb{N}$ , there is a numeral  $\mathbb{N}^*$  such that  $\mathbb{N} = \mathbb{N}^* : \mathbb{N}$ 

Canonicity for IN means canonicity for every type

Canonicity for IN means canonicity for *every* type

$$M : \mathbb{N} \times A$$
  
 $fst(M) \equiv ??? : \mathbb{N}$ 

Want  $M \equiv \langle P, Q \rangle$  and then  $fst(M) \equiv fst \langle P, Q \rangle \equiv P \equiv some numeral$ 

#### But canonicity fails for paths!

#### But canonicity fails for paths!

$$J(ua(E), x.N) = ???$$
$$J(loop, x.N) = ???$$

#### Can we have canonicity + univalence?

Yes with De Morgan cubes [CCHM 2016] Yes with Cartesian cubes [AFH 2017]

#### And higher inductive types?

Important examples with De Morgan cubes [CHM 2018] Yes with Cartesian cubes [CH 2018]

#### Cubes

Idea: each type manages its own paths

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Idea: each type manages its own paths

loop : base = base

loop<sub>x</sub>: a constructor of *the circle* 

 $x:\mathbb{I} \vdash loop_x : S1$ 

 $loop_0 \equiv base : S1 \quad loop_1 \equiv base : S1$ 

#### Cartesian Cubes

#### Introducing I the formal interval

$$\Gamma \vdash 0: \mathbb{I} \qquad \Gamma \vdash 1: \mathbb{I}$$
 $\Gamma, x: \mathbb{I}, \Gamma' \vdash x: \mathbb{I}$ 

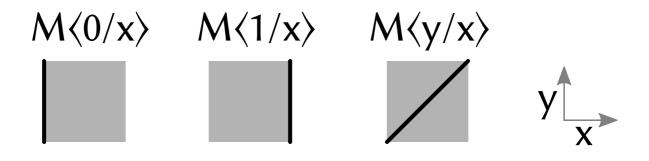
$$x_1:\mathbb{I}, x_2:\mathbb{I}, ..., x_n:\mathbb{I} \vdash M : A$$
 $\Leftrightarrow M \text{ is an n-cube in } A$ 

#### Cartesian Cubes

Introducing I the formal interval

$$\Gamma \vdash 0: \mathbb{I} \qquad \Gamma \vdash 1: \mathbb{I}$$
 $\Gamma, x: \mathbb{I}, \Gamma' \vdash x: \mathbb{I}$ 

Cartesian: works as normal contexts



# Ordinary Types

Ordinary typing rules hold uniformly

$$\Gamma, a:A \vdash M : B$$
$$\Gamma \vdash \lambda a.M : (a:A) \longrightarrow B$$

with any number of I in the  $\Gamma$ 

# Ordinary Types

Ordinary typing rules hold uniformly

$$\frac{\Gamma, a:A \vdash M:B}{\Gamma \vdash \lambda a.M:(a:A) \longrightarrow B}$$

with any number of I in the  $\Gamma$ 

$$F(M_x\langle 0/x\rangle) \xrightarrow{ap_F(M)} F(M_x) F(M_x\langle 1/x\rangle)$$

## New Path Types

#### Dimension abstraction

$$x: \mathbb{I} \vdash M : A$$

$$\langle \mathbf{x} \rangle \mathbf{M} : Path_{\mathbf{x}, \mathbf{A}}(\mathbf{M} \langle 0/\mathbf{x} \rangle, \mathbf{M} \langle 1/\mathbf{x} \rangle)$$

$$P: Path_{x.A}(N_0, N_1)$$

 $x: \mathbb{I} \vdash M : A$ 

$$P@r : A\langle r/x\rangle$$

 $(\langle x \rangle M)@r = M\langle r/x \rangle : A\langle r/x \rangle$ 

$$P : Path_{x,A}(N_0,N_1)$$

 $P: Path_{x,A}(N_0,N_1)$ 

$$P@0 = N_0 : A\langle 0/x \rangle$$

 $P@1 = N_1 : A\langle 1/x \rangle$ 

 $M: A\langle r/x \rangle$   $coe_{x,A}[r \rightsquigarrow r'](M): A\langle r'/x \rangle$ 

$$\frac{M : A\langle r/x \rangle}{\operatorname{coe}_{x,A}[r \rightsquigarrow r'](M) : A\langle r'/x \rangle}$$

$$\begin{array}{ccc}
M \\
 & \\
A\langle 0/x \rangle & \\
A\langle 1/x \rangle
\end{array}$$

$$\frac{M : A\langle r/x \rangle}{\operatorname{coe}_{x,A}[r \rightsquigarrow r'](M) : A\langle r'/x \rangle}$$

$$A\langle 0/x\rangle$$

$$coe_{x.A}[0\sim 1](M)$$

$$A\langle 1/x\rangle$$

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$$coe_{x,A}[r \sim r](M) \equiv M : A\langle r/x \rangle$$

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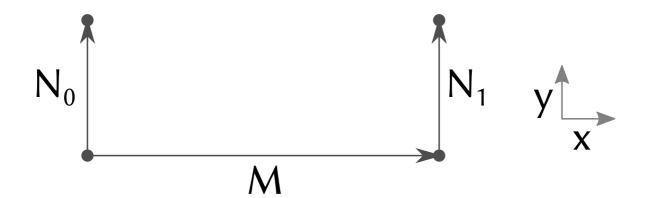
$$coe_{x,A}[r \rightsquigarrow r'](M): A\langle r'/x \rangle$$

$$\begin{array}{ccc}
M & coe_{x,A}[0 \sim x](M) & coe_{x,A}[0 \sim 1](M) \\
 & \rightarrow & & \rightarrow \\
A\langle 0/x \rangle & & A\langle 1/x \rangle
\end{array}$$

$$coe_{x,A}[r \sim r](M) \equiv M : A\langle r/x \rangle$$

 $hcom_A[r \sim r'](M; ..., r_i=r'_i \hookrightarrow y.N, ...) : A$ 

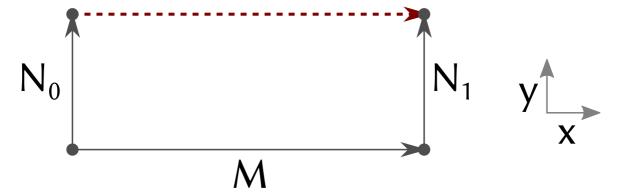
 $hcom_A[r \sim r'](M; ..., r_i=r'_i \hookrightarrow y.N, ...) : A$ 



hcom<sub>A</sub>[r  $\sim$  r'](M; ..., r<sub>i</sub>=r'<sub>i</sub>  $\hookrightarrow$  y.N, ...) : A hcom<sub>A</sub>[0 $\sim$ 1](M; x=0  $\hookrightarrow$  y.N<sub>0</sub>, x=1  $\hookrightarrow$  y.N<sub>1</sub>] N<sub>0</sub>  $N_1$   $N_1$ 

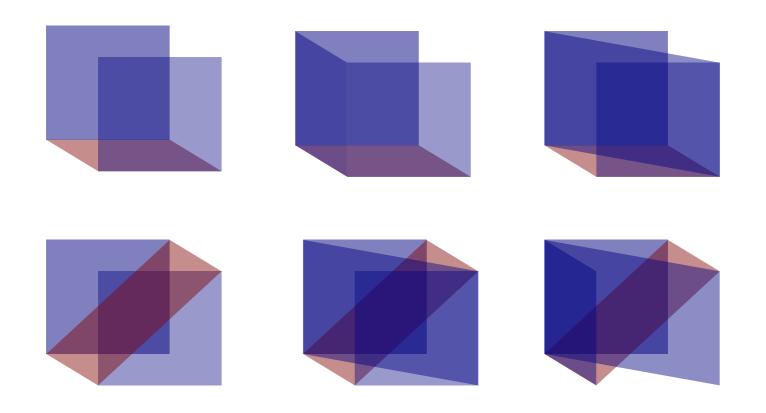
 $hcom_A[r \sim r'](M; ..., r_i=r'_i \hookrightarrow y.N, ...) : A$ 

 $hcom_A[0\sim 1](M; x=0 \hookrightarrow y.N_0, x=1 \hookrightarrow y.N_1]$ 



 $hcom_A[r \sim r](M; ...) \equiv M : A$ 

 $hcom_A[r \sim r'](M; ..., r_i=r_i \hookrightarrow y.N_i, ...) \equiv N_i \langle r'/y \rangle : A$ 



# Fiberwise Fibrant Replacement (the cubical way)

S1: hcom as the third constructor

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add only homogeneous ones⇒ compat with base changes⇒ no size blow-up!

(known by many experts in cubical TT)

# Fiberwise Fibrant Replacement

(the cubical way)

If A has coercion, the replacement of raw susp(A) is Kan

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If A has coercion, the replacement of raw susp(A) is Kan

If objects on a span have coercion, the replacement of raw pushout is Kan (Note: the raw pushout might not have coercion!)

Important examples with De Morgan cubes [CHM 2018] A general schema with Cartesian cubes [CH 2018]

# Univalent Universes $V_x(A,B,E)$ type

A line between  $A\langle 0/x\rangle$  and  $B\langle 1/x\rangle$  witnessed by the equivalence E

A type [r=0] B type E: A 
$$\simeq$$
 B [r=0]
$$V_r(A,B,E) \text{ type}$$

$$V_0(A,B,E) \equiv A \qquad V_1(A,B,E) \equiv B$$
expert only

#### Univalent Kan Universes

$$hcom_U[r \sim r'](A; ...)$$
 type

Make the universes Kan

#### Major difficulty:

Kan structure of the hcom types themselves (Good news: greatly simplified after Part III is out)

#### Oh, Diagonals!

$$coe_{x.hcom[s\sim s'](A;...)}[r\sim r'](M)$$

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```
when s=s' \mapsto coe_{x.A}[r \rightsquigarrow r'](M)
when r=r' \mapsto M
```

# Oh, Diagonals!

$$coe_{x.hcom[s \sim s'](A; ...)}[r \sim r'](M)$$

when 
$$s=s' \mapsto coe_{x.A}[r \rightsquigarrow r'](M)$$
  
when  $r=r' \mapsto M$ 

hcom[s $\sim$ s'](..., r=r'  $\hookrightarrow$  ...) diagonals for coherence conditions

Transition system for closed terms

```
\lambda a.M \text{ val} \qquad (\lambda a.M) N \mapsto M[N/a]
\langle x \rangle M \text{ val} \qquad (\langle x \rangle M) @r \mapsto M \langle r/x \rangle
```

Transition system for closed terms (other than dim. vars)

```
\lambda a.M \text{ val} \qquad (\lambda a.M) N \mapsto M[N/a]
\langle x \rangle M \text{ val} \qquad (\langle x \rangle M) @ r \mapsto M \langle r/x \rangle
A \mapsto A'
coe_{x,A}[r \rightsquigarrow r'](M) \mapsto coe_{x,A'}[r \rightsquigarrow r'](M)
```

Transition system for closed terms (other than dim. vars)

$$\lambda a.M \text{ val} \qquad (\lambda a.M) N \mapsto M[N/a]$$

$$\langle x \rangle M \text{ val} \qquad (\langle x \rangle M) @ r \mapsto M \langle r/x \rangle$$

$$A \mapsto A'$$

$$coe_{x,A}[r \rightsquigarrow r'](M) \mapsto coe_{x,A'}[r \rightsquigarrow r'](M)$$

Computational semantics: values Canonicity as a corollary

Directly usable as a type theory

$$x : \mathbb{N}, y : \mathbb{N} \gg x + y \stackrel{.}{=} y + x \in \mathbb{N}$$

with all the extensionalities

See our Part III for details

#### Implementations

#### RedPRL

In Nuprl style redprl.org

redtt (work in progress) github.com/RedPRL/redtt

#### yacctt

A proof of concept based on cubicaltt github.com/mortberg/yacctt

# Open Problems for HoTT

	Cubical	Simplicial
Standard?	???	Yes
HITs?	Yes	???

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HoTTopia
Very general construction with HITs

# Summary of Cartesian Cubes

#### We have everything!

Univalent Kan universes Higher inductive types Identification types

#### ...and proof assistants

redprl.org github.com/RedPRL/redtt github.com/mortberg/yacctt