

Computing with Semirings and Weak Rig Groupoids

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Simple Curry-Howard

Constructors

Logic	Types
<i>true</i>	\top
<i>false</i>	\perp
\wedge	\times
\vee	\oplus
\Rightarrow	\rightarrow
\forall	\prod
\exists	Σ

Simple Curry-Howard

Constructors

Digging deeper:

Logic	Types	Logical Implication	Inhabiting Term
<i>true</i>	\top	$A \wedge B \Rightarrow B \wedge A$	$\lambda\{(a, b) \rightarrow (b, a)\}$
<i>false</i>	\perp	$true \wedge A \Rightarrow A$	$\lambda\{(tt, a) \rightarrow a\}$
\wedge	\times	$A \Rightarrow true \wedge A$	$\lambda a \rightarrow tt, a$
\vee	\uplus		$\perp e_+ : \{A : \text{Set}\} \rightarrow \perp \uplus A \rightarrow A$
\Rightarrow	\rightarrow	$false \vee A \Rightarrow A$	$\perp e_+ (\text{inj}_1 ())$
\forall	\prod		$\perp e_+ (\text{inj}_2 y) = y$
\exists	Σ	$A \Rightarrow false \vee A$	$\perp i_+ : \{A : \text{Set}\} \rightarrow A \rightarrow \perp \uplus A$
			$\perp i_+ a = \text{inj}_2 a$

Simple Curry-Howard

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\vee	\uplus	$false \vee A \Rightarrow A$	$\textcolor{blue}{\lambda e_+} : \{A : \textcolor{blue}{Set}\} \rightarrow \perp \uplus A \rightarrow A$
\Rightarrow	\rightarrow	$false \vee A \Rightarrow A$	$\textcolor{blue}{\lambda e_+} (\textcolor{green}{inj_1} ())$
\forall	\prod	$A \Rightarrow false \vee A$	$\textcolor{blue}{\lambda e_+} (\textcolor{green}{inj_2} y) = y$
\exists	Σ		$\textcolor{blue}{\lambda i_+} : \{A : \textcolor{blue}{Set}\} \rightarrow A \rightarrow \perp \uplus A$
			$\textcolor{blue}{\lambda i_+} a = \textcolor{green}{inj_2} a$
		Logical Equivalence	Type Isomorphism
		$A \wedge B \Leftrightarrow B \wedge A$	$A \times B \simeq B \times A$
		$true \wedge A \Leftrightarrow A$	$\top \times A \simeq A$
		$false \vee A \Leftrightarrow A$	$\perp \uplus A \simeq A$

Classical Curry-Howard: Inhabitation

Logical Equivalence	Type non -Isomorphism
$A \vee A \Leftrightarrow A$	$A \uplus A \not\equiv A$
$A \wedge A \Leftrightarrow A$	$A \times A \not\equiv A$
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There *are* functions which witness inhabitation in each direction, but these **forget information**, i.e. are not inverses.

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Desideratum: only isomorphisms in the right column.

Motivation and inspiration:

- Reversible computing; Bidirectional computing; Quantum computing.
- Conservation of resources (including information)
- Homotopy Type Theory.

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Q: What would the table look like then?

Type isomorphisms I

Definition 1 (Homotopy).

Two functions $f, g : A \rightarrow B$ are *homotopic*, written $f \sim g$, if $\forall x : A. f(x) = g(x)$.

$\sim : \forall \{A : \text{Set}\} \{P : A \rightarrow \text{Set}\} \rightarrow (f g : (x : A) \rightarrow P\ x) \rightarrow \text{Set}$

$\sim \{A\} f g = (x : A) \rightarrow f\ x \equiv g\ x$

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Definition 2 (Quasi-inverse).

For a function $f : A \rightarrow B$, a *quasi-inverse* of f is a triple (g, α, β) , consisting of a function $g : B \rightarrow A$ and two homotopies $\alpha : f \circ g \sim \text{id}_B$ and $\beta : g \circ f \sim \text{id}_A$.

record **isqinv** $\{A : \text{Set}\} \{B : \text{Set}\} (f : A \rightarrow B) : \text{Set}$ **where**

constructor **qinv**

field

$g : B \rightarrow A$

$\alpha : (f \circ g) \sim \text{id}$

$\beta : (g \circ f) \sim \text{id}$

Type isomorphisms II

Definition 3 (Equivalence of types).

Two types A and B are equivalent $A \simeq B$ if there exists a function $f : A \rightarrow B$ together with a quasi-inverse for f .

$$\begin{aligned} \underline{\quad} \simeq \underline{\quad} &: \text{Set} \rightarrow \text{Set} \rightarrow \text{Set} \\ A \simeq B &= \Sigma (A \rightarrow B) \text{ isqinv} \end{aligned}$$

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(Tricky) Example

$$\begin{aligned} \text{left0e} & : \{A : \text{Set}\} \rightarrow \perp \times A \rightarrow \perp \\ \text{left0e} & = \text{proj}_1 \\ \text{left0i} & : \{A : \text{Set}\} \rightarrow \perp \rightarrow \perp \times A \\ \text{left0i} & = \perp\text{-elim} \end{aligned}$$

$$\begin{aligned} \perp \simeq & : \{A : \text{Set}\} \rightarrow (\perp \times A) \simeq \perp \\ \perp \simeq & = \text{left0e} , \\ & \text{qinv left0i left0ei left0ie} \end{aligned}$$

$$\begin{aligned} \text{left0ei} & : \{A : \text{Set}\} \rightarrow (\text{left0e } \{A\} \circ \text{left0i}) \sim \text{id} \\ \text{left0ei } () & \\ \text{left0ie} & : \{A : \text{Set}\} \rightarrow (\text{left0i } \{A\} \circ \text{left0e}) \sim \text{id} \\ \text{left0ie } ((), _) & \end{aligned}$$

Type isomorphisms III

Type isomorphisms
(Sound and complete)

$$\perp \uplus A \simeq A$$

$$A \uplus B \simeq B \uplus A$$

$$A \uplus (B \uplus C) \simeq (A \uplus B) \uplus C$$

$$\top \times A \simeq A$$

$$A \times B \simeq B \times A$$

$$A \times (B \times C) \simeq (A \times B) \times C$$

$$\perp \times A \simeq \perp$$

$$(A \uplus B) \times C \simeq (A \times C) \uplus (B \times C)$$

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$$\perp \times A \simeq \perp$$

$$(A \uplus B) \times C \simeq (A \times C) \uplus (B \times C)$$

Semiring Equalities
(Sound and complete)

$$0 + a = a$$

$$a + b = b + a$$

$$a + (b + c) = (a + b) + c$$

$$1 \cdot a = a$$

$$a \cdot b = b \cdot a$$

$$a \cdot (b \cdot c) = (a \cdot b) \cdot c$$

$$0 \cdot a = 0$$

$$(a + b) \cdot c = (a \cdot c) + (b \cdot c)$$

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 - identity
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- 1 the inhabitants of type isomorphisms are **exactly** the proof terms of basic commutative semiring identities
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- 3 both are missing combinators
 - how would I prove $(0 \uplus A) \times (B \times C) \simeq (A \times B) \times C$?
- 4 $A \times A \simeq A \times A$ has two proofs, **which are not equal**
 - identity
 - swap (commutativity)

Let's make a PL out of semiring identities / type isomorphisms!

The Π Language: reifying isomorphisms

$id :$	$\tau \leftrightarrow \tau$	$: id$
$identl_+ :$	$0 + \tau \leftrightarrow \tau$	$: identr_+$
$swap_+ :$	$\tau_1 + \tau_2 \leftrightarrow \tau_2 + \tau_1$	$: swap_+$
$assocl_+ :$	$\tau_1 + (\tau_2 + \tau_3) \leftrightarrow (\tau_1 + \tau_2) + \tau_3$	$: assocr_+$
$identl_* :$	$1 * \tau \leftrightarrow \tau$	$: identr_*$
$swap_* :$	$\tau_1 * \tau_2 \leftrightarrow \tau_2 * \tau_1$	$: swap_*$
$assocl_* :$	$\tau_1 * (\tau_2 * \tau_3) \leftrightarrow (\tau_1 * \tau_2) * \tau_3$	$: assocr_*$
$dist_0 :$	$0 * \tau \leftrightarrow 0$	$: factorl_0$
$dist :$	$(\tau_1 + \tau_2) * \tau_3 \leftrightarrow (\tau_1 * \tau_3) + (\tau_2 * \tau_3)$	$: factor$

$$\frac{\vdash C_1 : \tau_1 \leftrightarrow \tau_2 \quad \vdash C_2 : \tau_2 \leftrightarrow \tau_3}{\vdash C_1 \odot C_2 : \tau_1 \leftrightarrow \tau_3}$$

$$\frac{\vdash C_1 : \tau_1 \leftrightarrow \tau_2 \quad \vdash C_2 : \tau_3 \leftrightarrow \tau_4}{\vdash C_1 \oplus C_2 : \tau_1 + \tau_3 \leftrightarrow \tau_2 + \tau_4}$$

$$\frac{\vdash C_1 : \tau_1 \leftrightarrow \tau_2 \quad \vdash C_2 : \tau_3 \leftrightarrow \tau_4}{\vdash C_1 \otimes C_2 : \tau_1 * \tau_3 \leftrightarrow \tau_2 * \tau_4}$$

Example

One possible program that corresponds to the type isomorphism:

$$\begin{aligned} & (1 + 1) * ((1 + 1) * b) \\ = & (1 + 1) * ((1 * b) + (1 * b)) \\ = & (1 + 1) * (b + b) \\ = & (1 * (b + b)) + (1 * (b + b)) \\ = & (b + b) + (b + b) \end{aligned}$$

is:

$$(id \otimes (dist \odot (identl_* \oplus identl_*))) \odot (dist \odot (identl_* \oplus identl_*))$$

Syntactically

Start with a universe of (finite) types

```
data U : Set where
  ZERO  : U
  ONE   : U
  PLUS  : U → U → U
  TIMES : U → U → U
```

and its interpretation

```
[_] : U → Set
[ ZERO ]    = ⊥
[ ONE ]     = ⊤
[ PLUS t1 t2 ] = [ t1 ] ⊔ [ t2 ]
[ TIMES t1 t2 ] = [ t1 ] × [ t2 ]
```

For notational brevity, we will denote these 0, 1, +, and * respectively.

and the terms and combinators:

$\text{data } _ \leftrightarrow _ : \mathbf{U} \rightarrow \mathbf{U} \rightarrow \text{Set where}$

$\text{unite}_+ : \{t : \mathbf{U}\} \rightarrow \text{PLUS ZERO } t \leftrightarrow t$

$\text{uniti}_+ : \{t : \mathbf{U}\} \rightarrow t \leftrightarrow \text{PLUS ZERO } t$

$\text{swap}_+ : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow \text{PLUS } t_1 \ t_2 \leftrightarrow \text{PLUS } t_2 \ t_1$

$\text{assocl}_+ : \{t_1 \ t_2 \ t_3 : \mathbf{U}\} \rightarrow \text{PLUS } t_1 \ (\text{PLUS } t_2 \ t_3) \leftrightarrow \text{PLUS } (\text{PLUS } t_1 \ t_2) \ t_3$

$\text{assocr}_+ : \{t_1 \ t_2 \ t_3 : \mathbf{U}\} \rightarrow \text{PLUS } (\text{PLUS } t_1 \ t_2) \ t_3 \leftrightarrow \text{PLUS } t_1 \ (\text{PLUS } t_2 \ t_3)$

$\text{unite}_\star : \{t : \mathbf{U}\} \rightarrow \text{TIMES ONE } t \leftrightarrow t$

$\text{uniti}_\star : \{t : \mathbf{U}\} \rightarrow t \leftrightarrow \text{TIMES ONE } t$

$\text{swap}_\star : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow \text{TIMES } t_1 \ t_2 \leftrightarrow \text{TIMES } t_2 \ t_1$

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$\text{absorbr} : \{t : \mathbf{U}\} \rightarrow \text{TIMES ZERO } t \leftrightarrow \text{ZERO}$

$\text{absorbl} : \{t : \mathbf{U}\} \rightarrow \text{TIMES } t \ \text{ZERO} \leftrightarrow \text{ZERO}$

$\text{factorzr} : \{t : \mathbf{U}\} \rightarrow \text{ZERO} \leftrightarrow \text{TIMES } t \ \text{ZERO}$

$\text{factorzl} : \{t : \mathbf{U}\} \rightarrow \text{ZERO} \leftrightarrow \text{TIMES ZERO } t$

$\text{dist} : \{t_1 \ t_2 \ t_3 : \mathbf{U}\} \rightarrow \text{TIMES } (\text{PLUS } t_1 \ t_2) \ t_3 \leftrightarrow \text{PLUS } (\text{TIMES } t_1 \ t_3) \ (\text{TIMES } t_2 \ t_3)$

$\text{factor} : \{t_1 \ t_2 \ t_3 : \mathbf{U}\} \rightarrow \text{PLUS } (\text{TIMES } t_1 \ t_3) \ (\text{TIMES } t_2 \ t_3) \leftrightarrow \text{TIMES } (\text{PLUS } t_1 \ t_2) \ t_3$

$\text{id} \leftrightarrow : \{t : \mathbf{U}\} \rightarrow t \leftrightarrow t$

$_ \odot _ : \{t_1 \ t_2 \ t_3 : \mathbf{U}\} \rightarrow (t_1 \leftrightarrow t_2) \rightarrow (t_2 \leftrightarrow t_3) \rightarrow (t_1 \leftrightarrow t_3)$

$_ \oplus _ : \{t_1 \ t_2 \ t_3 \ t_4 : \mathbf{U}\} \rightarrow (t_1 \leftrightarrow t_3) \rightarrow (t_2 \leftrightarrow t_4) \rightarrow (\text{PLUS } t_1 \ t_2 \leftrightarrow \text{PLUS } t_3 \ t_4)$

$_ \otimes _ : \{t_1 \ t_2 \ t_3 \ t_4 : \mathbf{U}\} \rightarrow (t_1 \leftrightarrow t_3) \rightarrow (t_2 \leftrightarrow t_4) \rightarrow \text{TIMES } t_1 \ t_2 \leftrightarrow \text{TIMES } t_3 \ t_4$

Semantics I: Operational

It really is a PL:

$\text{eval} : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow (t_1 \leftrightarrow t_2) \rightarrow \llbracket t_1 \rrbracket \rightarrow \llbracket t_2 \rrbracket$

$\text{eval } \text{unite}_+ (\text{inj}_1 ())$

$\text{eval } \text{unite}_+ (\text{inj}_2 y) = y$

$\text{eval } \text{uniti}_+ x = \text{inj}_2 x$

$\text{eval } \text{swap}_+ (\text{inj}_1 x) = \text{inj}_2 x$

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...

And it can also be run backwards:

$\text{evalB} : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow (t_1 \leftrightarrow t_2) \rightarrow \llbracket t_2 \rrbracket \rightarrow \llbracket t_1 \rrbracket$

...

$\text{evalB } (c_0 \odot c_1) x = \text{evalB } c_0 (\text{evalB } c_1 x)$

$\text{evalB } (c_0 \oplus c_1) (\text{inj}_1 x) = \text{inj}_1 (\text{evalB } c_0 x)$

$\text{evalB } (c_0 \oplus c_1) (\text{inj}_2 y) = \text{inj}_2 (\text{evalB } c_1 y)$

$\text{evalB } (c_0 \otimes c_1) (x, y) = \text{evalB } c_0 x, \text{evalB } c_1 y$

Good properties I

Forward and backward are inverses of each other:

$$\text{fwd} \circ \text{bwd} \sim \text{id} : \forall \{t_1 \ t_2\} \rightarrow (c : t_1 \leftrightarrow t_2) \rightarrow (\text{eval } c \circ \text{evalB } c) \sim \text{id}$$

$$\text{bwd} \circ \text{fwd} \sim \text{id} : \forall \{t_1 \ t_2\} \rightarrow (c : t_1 \leftrightarrow t_2) \rightarrow (\text{evalB } c \circ \text{eval } c) \sim \text{id}$$

We have a **syntactic** reverse operator:

$$! : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow (t_1 \leftrightarrow t_2) \rightarrow (t_2 \leftrightarrow t_1)$$

$$! \text{ unite}_+ = \text{uniti}_+$$

$$! \text{ uniti}_+ = \text{unite}_+$$

$$! \text{ swap}_+ = \text{swap}_+$$

$$! \text{ assocl}_+ = \text{assocr}_+$$

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...

which behaves as expected:

$$! \sim \text{B} : \forall \{t_1 \ t_2\} \rightarrow (c : t_1 \leftrightarrow t_2) \rightarrow \text{eval } (! \ c) \sim \text{evalB } c$$

Good properties II

Every syntactic combinator **induces** a type equivalence:

$$\text{c2equiv} : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow (c : t_1 \leftrightarrow t_2) \rightarrow \llbracket t_1 \rrbracket \simeq \llbracket t_2 \rrbracket$$

which also behaves nicely:

$$\text{lemma0} : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow (c : t_1 \leftrightarrow t_2) \rightarrow \\ \text{eval} \ c \sim \text{proj}_1 \ (\text{c2equiv} \ c)$$

$$\text{lemma1} : \{t_1 \ t_2 : \mathbf{U}\} \rightarrow (c : t_1 \leftrightarrow t_2) \rightarrow \\ \text{evalB} \ c \sim \text{proj}_1 \ (\text{sym} \simeq (\text{c2equiv} \ c))$$

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A foundational PL design method:

- 1 figure out a good denotational semantics,
- 2 derive a syntax for it,
- 3 then make sure you can implement it!

Semantics II: \mathbb{B} as a Model

A simple and adequate model: finite sets and bijections (and its decategorification):

- A type is interpreted as a **finite set** (i.e., a natural number)
- 0 is the empty set (the number 0)
- 1 is a singleton set (the number 1)
- $+$ is disjoint union (addition of natural numbers)
- \times is cartesian product (multiplication of natural numbers)
- Combinators are **permutations** (algebraic identities of natural numbers)

Fredkin and Toffoli Gates

- Universal gates for reversible combinational circuits

- Toffoli gate:

$\text{BOOL} \text{ BOOL}^2 : \text{U}$

$\text{BOOL} = \text{PLUS ONE ONE}$

$\text{BOOL}^2 = \text{TIMES BOOL BOOL}$

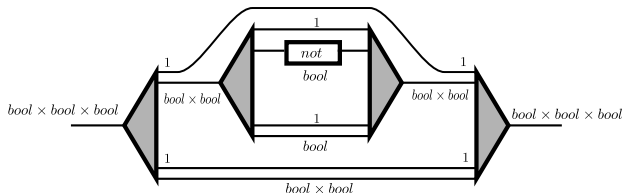
Toffoli : $\text{TIMES BOOL BOOL}^2 \leftrightarrow \text{TIMES BOOL BOOL}^2$

Toffoli = $\text{dist} \odot (\text{id} \leftrightarrow \oplus (\text{id} \leftrightarrow \otimes \text{cnot})) \odot \text{factor}$

where

$\text{cnot} : \text{BOOL}^2 \leftrightarrow \text{BOOL}^2$

$\text{cnot} = \text{dist} \odot (\text{id} \leftrightarrow \oplus (\text{id} \leftrightarrow \otimes \text{swap}_+)) \odot \text{factor}$



Proofs

Now we can write down the two proofs that $A + A = A + A$:

$\text{pf}_1\pi \text{ pf}_2\pi : \{A : \mathbf{U}\} \rightarrow \text{PLUS } A \ A \leftrightarrow \text{PLUS } A \ A$

$\text{pf}_1\pi = \text{id} \leftrightarrow$

$\text{pf}_2\pi = \text{swap}_+$

But also other proofs of semiring equalities:

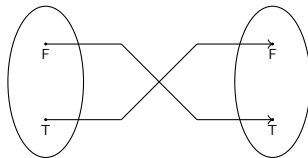
$\text{pf}_3\pi \text{ pf}_4\pi : \{A \ B : \mathbf{U}\} \rightarrow \text{PLUS } (\text{PLUS } A \ \text{ZERO}) \ B \leftrightarrow \text{PLUS } A \ B$

$\text{pf}_3\pi = (\text{swap}_+ \oplus \text{id} \leftrightarrow) \odot (\text{unite}_+ \oplus \text{id} \leftrightarrow)$

$\text{pf}_4\pi = \text{assocr}_+ \odot (\text{id} \leftrightarrow \oplus \text{unite}_+)$

Claim: $\text{pf}_1\pi$ and $\text{pf}_2\pi$ are **different**, while $\text{pf}_3\pi$ and $\text{pf}_4\pi$ are **equivalent**.

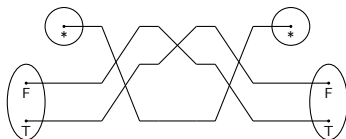
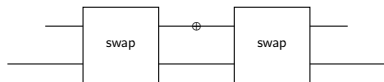
Visual example: Simple Negation



$n_1 : \text{BOOL} \leftrightarrow \text{BOOL}$

$n_1 = \text{swap}_+$

Visual example: Not So Simple Negation



$n_2 : \text{BOOL} \leftrightarrow \text{BOOL}$

$n_2 = \text{uniti} \star \odot$

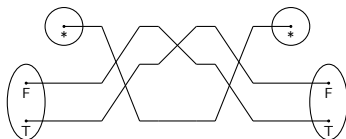
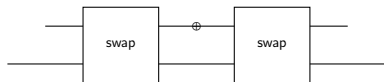
$\text{swap} \star \odot$

$(\text{swap}_+ \otimes \text{id} \leftrightarrow) \odot$

$\text{swap} \star \odot$

$\text{unite} \star$

Visual example: Not So Simple Negation



$n_2 : \text{BOOL} \leftrightarrow \text{BOOL}$

$n_2 = \text{uniti} \star \odot$

$\text{swap} \star \odot$

$(\text{swap}_+ \otimes \text{id} \leftrightarrow) \odot$

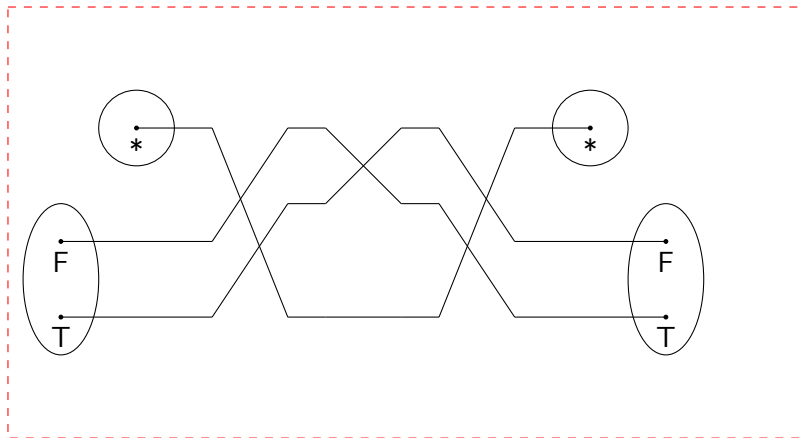
$\text{swap} \star \odot$

$\text{unite} \star$

Question: are these **equivalent** combinators?

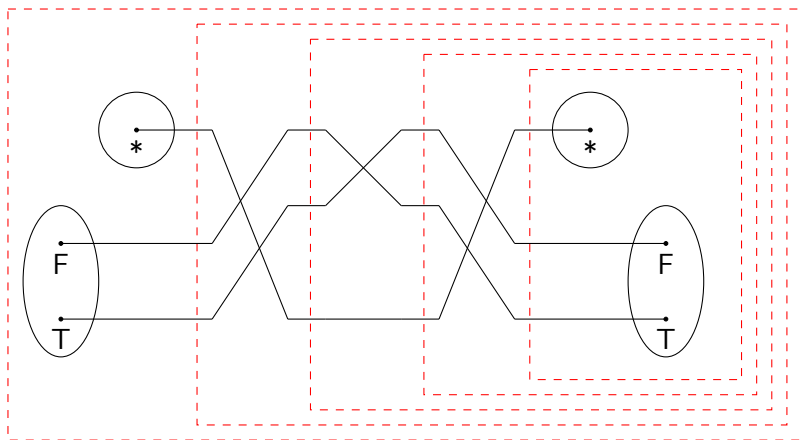
Visual “proof”

Original circuit:



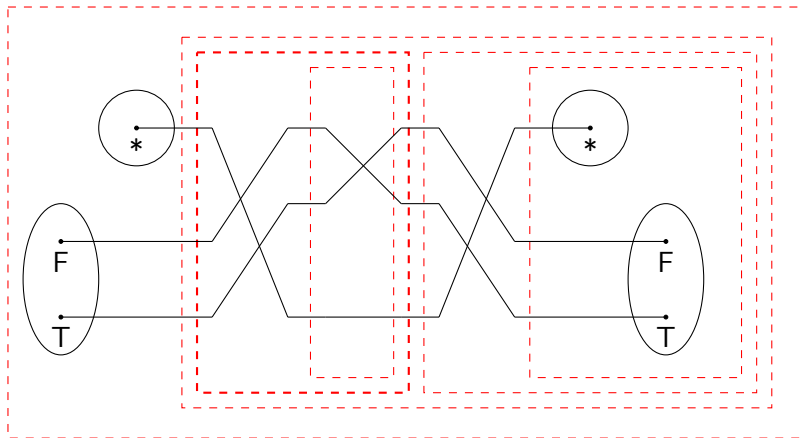
Visual “proof”

Making grouping explicit:



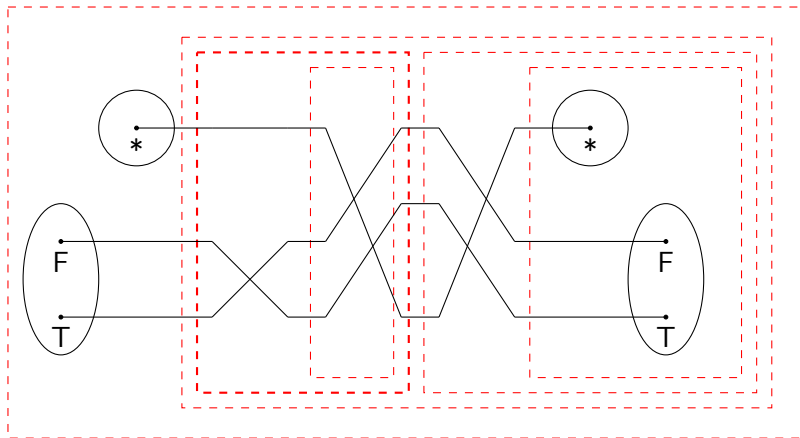
Visual “proof”

By associativity:



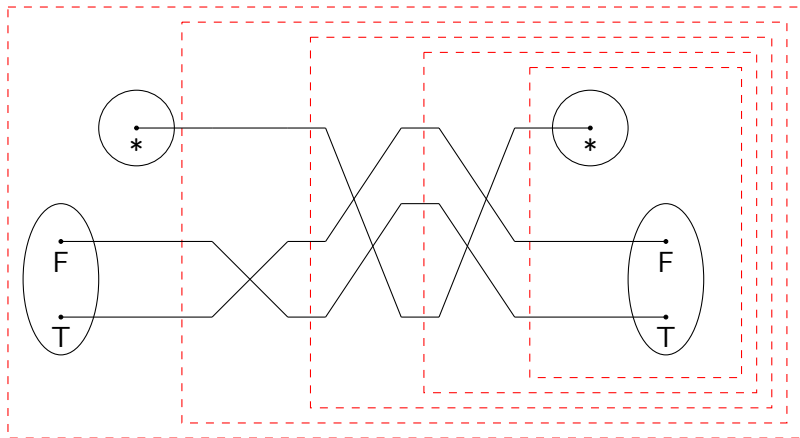
Visual “proof”

By pre-post-swap:



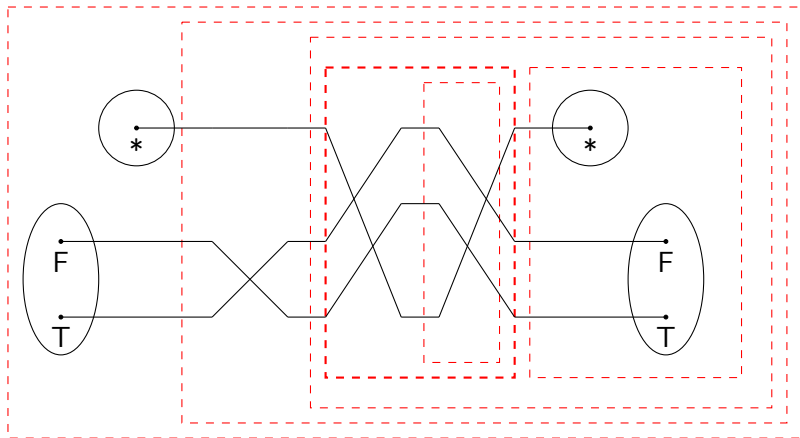
Visual “proof”

By associativity:



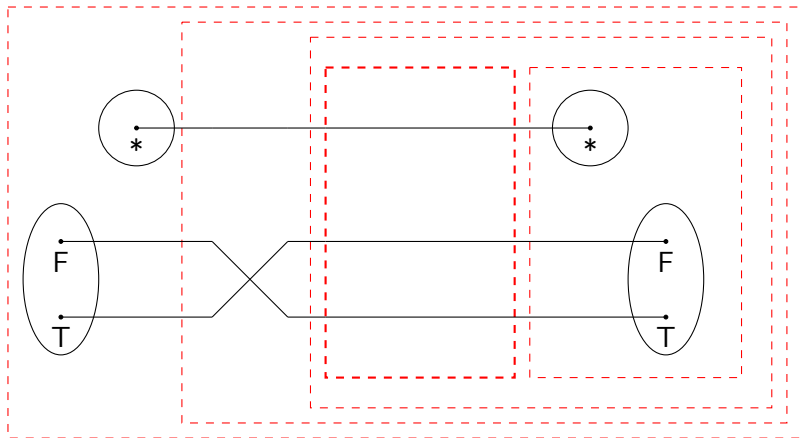
Visual “proof”

By associativity:



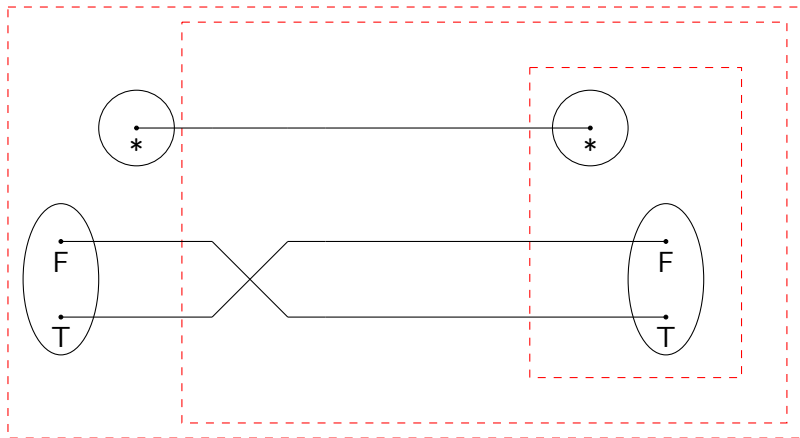
Visual “proof”

By swap-swap:



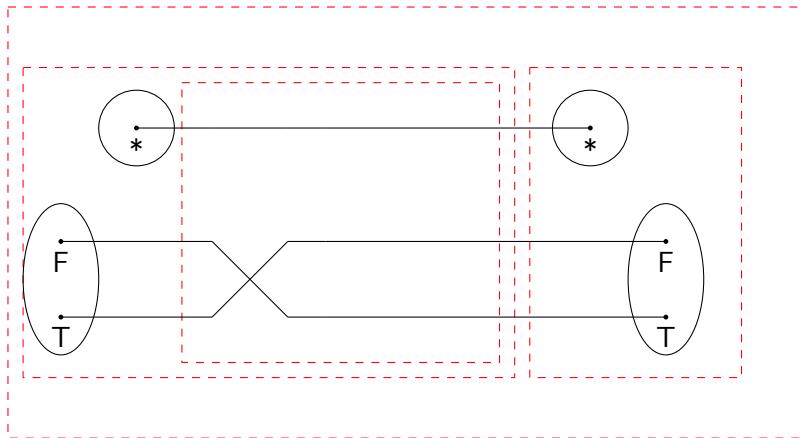
Visual “proof”

By id-compose-left:



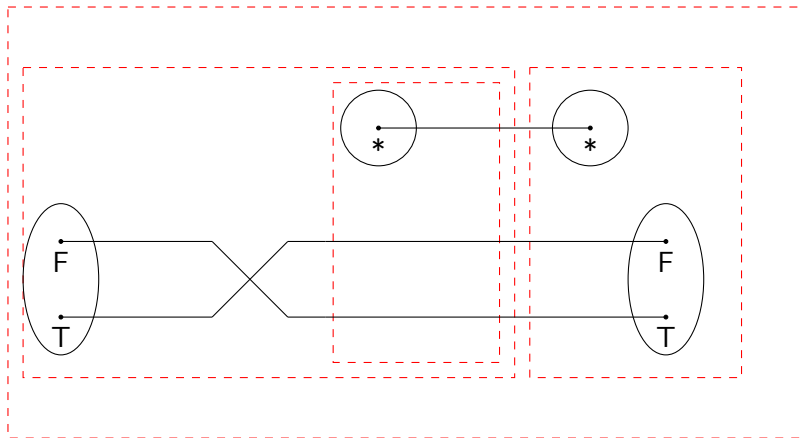
Visual “proof”

By associativity:



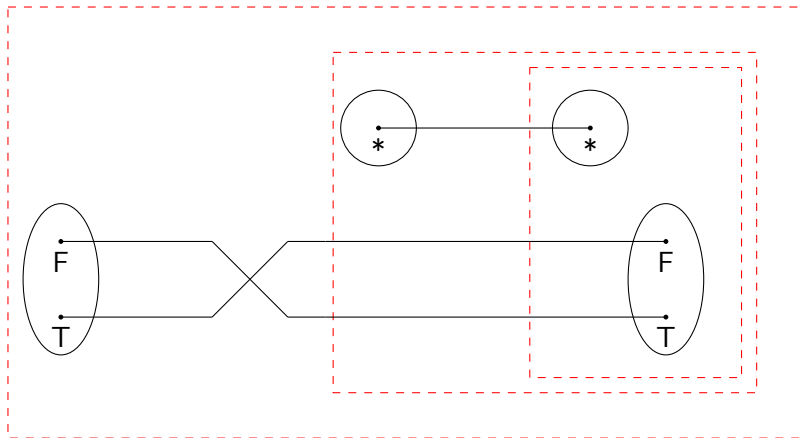
Visual “proof”

By swap-unit:



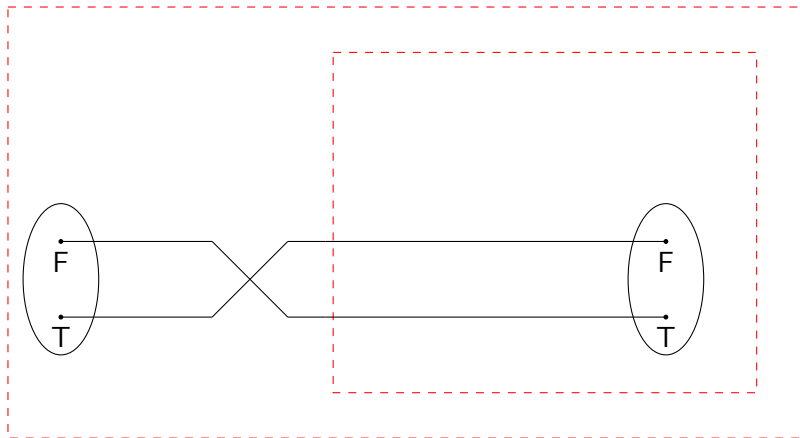
Visual “proof”

By associativity:



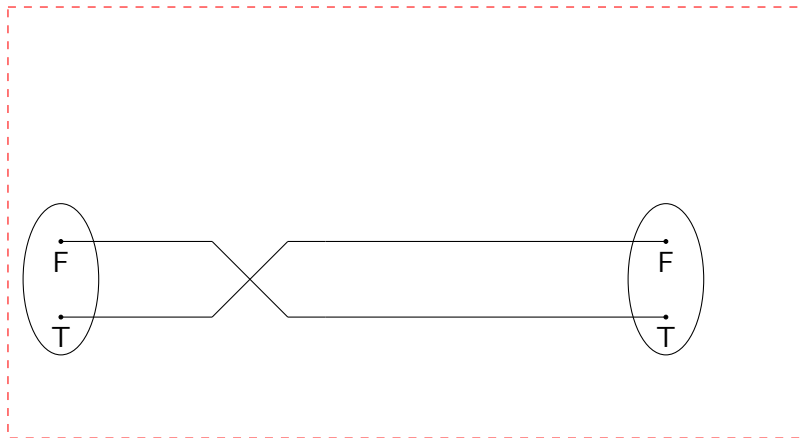
Visual “proof”

By unit-unit:



Visual “proof”

By id-unit-right:



Algebraic reasoning

$\text{negEx} : n_2 \Leftrightarrow n_1$

$\text{negEx} = \text{uniti}^\star \odot (\text{swap}^\star \odot ((\text{swap}_+ \otimes \text{id} \leftrightarrow) \odot (\text{swap}^\star \odot \text{unite}^\star)))$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square \text{assoc} \odot \text{l} \rangle$
 $\text{uniti}^\star \odot ((\text{swap}^\star \odot (\text{swap}_+ \otimes \text{id} \leftrightarrow)) \odot (\text{swap}^\star \odot \text{unite}^\star))$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square (\text{swapl}^\star \leftrightarrow \square \text{id} \leftrightarrow) \rangle$
 $\text{uniti}^\star \odot (((\text{id} \leftrightarrow \otimes \text{swap}_+) \odot \text{swap}^\star) \odot (\text{swap}^\star \odot \text{unite}^\star))$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square \text{assoc} \odot \text{r} \rangle$
 $\text{uniti}^\star \odot ((\text{id} \leftrightarrow \otimes \text{swap}_+) \odot (\text{swap}^\star \odot (\text{swap}^\star \odot \text{unite}^\star)))$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square (\text{id} \leftrightarrow \square \text{assoc} \odot \text{l}) \rangle$
 $\text{uniti}^\star \odot ((\text{id} \leftrightarrow \otimes \text{swap}_+) \odot ((\text{swap}^\star \odot \text{swap}^\star) \odot \text{unite}^\star))$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square (\text{id} \leftrightarrow \square (\text{linv} \odot \square \text{id} \leftrightarrow)) \rangle$
 $\text{uniti}^\star \odot ((\text{id} \leftrightarrow \otimes \text{swap}_+) \odot (\text{id} \leftrightarrow \odot \text{unite}^\star))$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square (\text{id} \leftrightarrow \square \text{idl} \odot \text{l}) \rangle$
 $\text{uniti}^\star \odot ((\text{id} \leftrightarrow \otimes \text{swap}_+) \odot \text{unite}^\star)$
 $\Leftrightarrow \langle \text{assoc} \odot \text{l} \rangle$
 $(\text{uniti}^\star \odot (\text{id} \leftrightarrow \otimes \text{swap}_+)) \odot \text{unite}^\star$
 $\Leftrightarrow \langle \text{unitil}^\star \leftrightarrow \square \text{id} \leftrightarrow \rangle$
 $(\text{swap}_+ \odot \text{uniti}^\star) \odot \text{unite}^\star$
 $\Leftrightarrow \langle \text{assoc} \odot \text{r} \rangle$
 $\text{swap}_+ \odot (\text{uniti}^\star \odot \text{unite}^\star)$
 $\Leftrightarrow \langle \text{id} \leftrightarrow \square \text{linv} \odot \text{l} \rangle$
 $\text{swap}_+ \odot \text{id} \leftrightarrow$
 $\Leftrightarrow \langle \text{idr} \odot \text{l} \rangle$
 $\text{swap}_+ \square$

Equivalence of Equivalences

Definition 4 (Equivalence of equivalences).

Two equivalences $eq_1, eq_2 : A \simeq B$ are themselves equivalent, written $eq_1 \approx eq_2$, if the forward and backward functions underlying eq_1 and eq_2 are homotopic.

```
record _≈_ {A B : Set} (eq1 eq2 : A ≃ B) : Set where
  constructor eq
  open isqinv
  field
    f≡ : proj1 eq1 ~ proj1 eq2
    g≡ : g (proj2 eq1) ~ g (proj2 eq2)
```


Categorification

Theorem 5.

*Taking **Set** as objects, \simeq for homomorphisms and \approx as equivalence of \simeq gives a Groupoid.*

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*Taking **Set** as objects, \simeq for homomorphisms and \approx as equivalence of \simeq gives a Groupoid.*

- identity equivalence exists id_{\simeq}
- equivalences compose \square
- **Coherence Laws** require the identity equivalence to be a left and right unit for composition and composition to be associative

$$\begin{aligned} id_{\simeq} \square E &\approx E \\ E \square id_{\simeq} &\approx E \\ E_1 \square (E_2 \square E_3) &\approx (E_1 \square E_2) \square E_3 \end{aligned}$$

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And that is the source of our next level combinators

Categorification II

The category of finite types and equivalences is much richer than a plain category:

- every morphism has an inverse; **it is a groupoid**
- \oplus, \perp is a commutative monoid; **category is symmetric monoidal**
- \otimes, \top is another commutative monoid; **category is symmetric bi-monoidal**
- the multiplicative monoid distributes over the additive one; **it is a rig groupoid**
- equivalence of morphisms is up to \approx ; **category is a weak rig groupoid**
- in fact, a **weak rig groupoid bicategory** !

Categorification III

Each coherence law is an equivalence of equivalences, which is an equivalence of combinational circuits, which **must** be an equivalence of Π programs.

- The full set of coherence laws is huge ($56 + 1$ laws)
- Add them to Π , level 2
- Double them to give syntactic reversibility ($2 \cdot 56 + 1 = 113$ laws)
- Can write Π programs (now level 1) and can write level 2 programs that manipulate level 1 programs in semantically-preserving ways!

¶ level 2

Let $c_1 : t_1 \leftrightarrow t_2$, $c_2 : t_2 \leftrightarrow t_3$, and $c_3 : t_3 \leftrightarrow t_4$:

$$\begin{aligned} c_1 \odot (c_2 \odot c_3) &\Leftrightarrow (c_1 \odot c_2) \odot c_3 \\ (c_1 \oplus (c_2 \oplus c_3)) \odot \text{assocl}_+ &\Leftrightarrow \text{assocl}_+ \odot ((c_1 \oplus c_2) \oplus c_3) \\ (c_1 \otimes (c_2 \otimes c_3)) \odot \text{assocl}_* &\Leftrightarrow \text{assocl}_* \odot ((c_1 \otimes c_2) \otimes c_3) \\ ((c_1 \oplus c_2) \oplus c_3) \odot \text{assocr}_+ &\Leftrightarrow \text{assocr}_+ \odot (c_1 \oplus (c_2 \oplus c_3)) \\ ((c_1 \otimes c_2) \otimes c_3) \odot \text{assocr}_* &\Leftrightarrow \text{assocr}_* \odot (c_1 \otimes (c_2 \otimes c_3)) \\ \text{assocr}_+ \odot \text{assocr}_+ &\Leftrightarrow ((\text{assocr}_+ \text{ id}) \odot \text{assocr}_+) \odot (\text{id} \oplus \text{assocr}_+) \\ \text{assocr}_* \odot \text{assocr}_* &\Leftrightarrow ((\text{assocr}_* \text{ id}) \odot \text{assocr}_*) \odot (\text{id} \otimes \text{assocr}_*) \end{aligned}$$

$$\begin{aligned} ((a \oplus b) \oplus c) \odot \text{dist} &\Leftrightarrow \text{dist} \odot ((a \oplus c) \oplus (b \oplus c)) \\ (a \otimes (b \oplus c)) \odot \text{distl} &\Leftrightarrow \text{distl} \odot ((a \otimes b) \oplus (a \otimes c)) \\ ((a \otimes c) \oplus (b \otimes c)) \odot \text{factor} &\Leftrightarrow \text{factor} \odot ((a \oplus b) \otimes c) \\ ((a \otimes b) \oplus (a \otimes c)) \odot \text{factorl} &\Leftrightarrow \text{factorl} \odot (a \otimes (b \oplus c)) \end{aligned}$$

Let $c, c_1, c_2, c_3 : t_1 \leftrightarrow t_2$ and $c', c'' : t_3 \leftrightarrow t_4$:

$$\begin{array}{c} \text{id} \odot c \Leftrightarrow c \quad c \odot \text{id} \Leftrightarrow c \quad c \odot !c \Leftrightarrow \text{id} \quad !c \odot c \Leftrightarrow \text{id} \\ c \Leftrightarrow c \quad \frac{c_1 \Leftrightarrow c_2 \quad c_2 \Leftrightarrow c_3}{c_1 \Leftrightarrow c_3} \quad \frac{c_1 \Leftrightarrow c' \quad c_2 \Leftrightarrow c''}{c_1 \odot c_2 \Leftrightarrow c' \odot c''} \end{array}$$

Let $c_0 : 0 \leftrightarrow 0$, $c_1 : 1 \leftrightarrow 1$, and $c : t_1 \leftrightarrow t_2$:

$$\begin{aligned} \text{idntl}_+ \odot c &\Leftrightarrow (c_0 \oplus c) \odot \text{idntl}_+ & \text{identr}_+ \odot (c_0 \oplus c) &\Leftrightarrow c \odot \text{identr}_+ \\ \text{unite}_+ r \odot c &\Leftrightarrow (c \oplus c_0) \odot \text{unite}_+ r & \text{uniti}_+ r \odot (c \oplus c_0) &\Leftrightarrow c \odot \text{uniti}_+ r \\ \text{idntl}_* \odot c &\Leftrightarrow (c_1 \otimes c) \odot \text{idntl}_* & \text{identr}_* \odot (c_1 \otimes c) &\Leftrightarrow c \odot \text{identr}_* \\ \text{unite}_* r \odot c &\Leftrightarrow (c \otimes c_1) \odot \text{unite}_* r & \text{uniti}_* r \odot (c \otimes c_1) &\Leftrightarrow c \odot \text{uniti}_* r \\ \text{idntl}_* &\Leftrightarrow \text{distl} \odot (\text{idntl}_* \oplus \text{idntl}_*) \\ \text{idntl}_+ &\Leftrightarrow \text{swap}_+ \odot \text{uniti}_+ r & \text{idntl}_* &\Leftrightarrow \text{swap}_* \odot \text{uniti}_* r \\ (\text{id} \otimes \text{swap}_+) \odot \text{distl} &\Leftrightarrow \text{distl} \odot \text{swap}_+ \\ \text{dist} \odot (\text{swap}_* \oplus \text{swap}_*) &\Leftrightarrow \text{swap}_* \odot \text{distl} \end{aligned}$$

Let $c_1 : t_1 \leftrightarrow t_2$ and $c_2 : t_3 \leftrightarrow t_4$:

$$\begin{aligned} \text{swap}_+ \odot (c_1 \oplus c_2) &\Leftrightarrow (c_2 \oplus c_1) \odot \text{swap}_+ & \text{swap}_+ \odot (c_1 \otimes c_2) &\Leftrightarrow (c_2 \otimes c_1) \odot \text{swap}_+ \\ (\text{assocr}_+ \odot \text{swap}_+) \odot \text{assocr}_+ &\Leftrightarrow ((\text{swap}_+ \text{ id}) \odot (\text{id} \oplus \text{swap}_+)) \\ (\text{assocl}_+ \odot \text{swap}_+) \odot \text{assocl}_+ &\Leftrightarrow ((\text{id} \oplus \text{swap}_+) \odot \text{assocl}_+) \odot (\text{swap}_+ \oplus \text{id}) \\ (\text{assocr}_* \odot \text{swap}_*) \odot \text{assocr}_* &\Leftrightarrow ((\text{swap}_* \otimes \text{id}) \odot \text{assocr}_*) \odot (\text{id} \otimes \text{swap}_*) \\ (\text{assocl}_* \odot \text{swap}_*) \odot \text{assocl}_* &\Leftrightarrow ((\text{id} \otimes \text{swap}_*) \odot \text{assocl}_*) \odot (\text{swap}_* \otimes \text{id}) \end{aligned}$$

Let $c_1 : t_1 \leftrightarrow t_2$, $c_2 : t_3 \leftrightarrow t_4$, $c_3 : t_1 \leftrightarrow t_2$, and $c_4 : t_3 \leftrightarrow t_4$.

Let $a_1 : t_5 \leftrightarrow t_1$, $a_2 : t_6 \leftrightarrow t_2$, $a_3 : t_1 \leftrightarrow t_3$, and $a_4 : t_2 \leftrightarrow t_4$.

$$\begin{array}{c} \frac{c_1 \Leftrightarrow c_3 \quad c_2 \Leftrightarrow c_4}{c_1 \oplus c_2 \Leftrightarrow c_3 \oplus c_4} \quad \frac{c_1 \Leftrightarrow c_3 \quad c_2 \Leftrightarrow c_4}{c_1 \otimes c_2 \Leftrightarrow c_3 \otimes c_4} \\ \text{id} \oplus \text{id} \Leftrightarrow \text{id} \quad \text{id} \otimes \text{id} \Leftrightarrow \text{id} \\ (a_1 \odot a_3) \oplus (a_2 \odot a_4) \Leftrightarrow (a_1 \oplus a_2) \odot (a_3 \oplus a_4) \\ (a_1 \odot a_3) \otimes (a_2 \odot a_4) \Leftrightarrow (a_1 \otimes a_2) \odot (a_3 \otimes a_4) \end{array}$$

$$\text{unite}_+ r \oplus \text{id} \Leftrightarrow \text{assocr}_+ \odot (\text{id} \oplus \text{idntl}_+)$$

$$\text{unite}_* r \text{ id} \Leftrightarrow \text{assocr}_* \odot (\text{id} \otimes \text{idntl}_*)$$

Let $c : t_1 \leftrightarrow t_2$:

$$\begin{aligned} (c \otimes \text{id}) \odot \text{absorbl} &\Leftrightarrow \text{absorbl} \odot \text{id} & (\text{id} \otimes c) \odot \text{absorbr} &\Leftrightarrow \text{absorbr} \odot \text{id} \\ \text{id} \odot \text{factorl}_0 &\Leftrightarrow \text{factorl}_0 \odot (\text{id} \otimes c) & \text{id} \odot \text{factorzr} &\Leftrightarrow \text{factorzr} \odot (c \otimes \text{id}) \\ \text{absorbr} &\Leftrightarrow \text{absorbl} \end{aligned}$$

$$\text{absorbr} \Leftrightarrow (\text{distl} \odot (\text{absorbr} \oplus \text{absorbr})) \odot \text{idntl}_+$$

$$\text{unite}_* r \Leftrightarrow \text{absorbr} \quad \text{absorbl} \Leftrightarrow \text{swap}_+ \odot \text{absorbr}$$

$$\text{absorbr} \Leftrightarrow (\text{assocl}_* \odot (\text{absorbr} \otimes \text{id})) \odot \text{absorbr}$$

$$(\text{id} \oplus \text{absorbr}) \odot \text{absorbl} \Leftrightarrow (\text{assocl}_* \odot (\text{absorbl} \otimes \text{id})) \odot \text{absorbr}$$

$$\text{id} \otimes \text{idntl}_+ \Leftrightarrow (\text{distl} \odot (\text{absorbl} \otimes \text{id})) \odot \text{idntl}_+$$

$$((\text{assocl}_+ \text{ id}) \odot \text{dist}) \odot (\text{dist} \oplus \text{id}) \Leftrightarrow (\text{dist} \odot (\text{id} \oplus \text{dist})) \odot \text{assocl}_+$$

$$\text{assocl}_* \odot \text{distl} \Leftrightarrow ((\text{id} \otimes \text{distl}) \odot \text{distl}) \odot (\text{assocl}_* \oplus \text{assocl}_*)$$

$$(\text{distl} \odot (\text{dist} \otimes \text{dist})) \odot \text{assocl}_+ \Leftrightarrow \text{dist} \odot (\text{distl} \oplus \text{distl}) \odot \text{assocl}_+ \odot$$

$$(\text{assocr}_+ \text{ id}) \odot ((\text{id} \oplus \text{swap}_+) \otimes \text{id}) \odot$$

$$(\text{assocl}_+ \text{ id})$$

Revised Curry-Howard (here)

Rig of natural numbers with 0, 1, +, and * $(1+1)^*(1+0)$	Syntax of finite types $(\top \uplus \top) \times (\top \uplus \perp)$
Semiring identities $a + 0 = a$ Proofs	Type isomorphisms $A \uplus \perp \simeq A$ Programs (reversible)
Rig category \Rightarrow Coherence laws	Programs \Rightarrow Program equivalences and transformation

Revised Curry-Howard (speculation)

Algebra	Syntactic classifier “type”
Equations	Isomorphisms
Proofs	Programs (reversible)
Categorification \Rightarrow Coherence laws	Programs \Rightarrow Program equivalences and transformation