Type theory in Lean - 5

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It looks like *P* is the "set" of its proof, but this is really a misleading analogy, because of *proof irrelevance*.

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Other proof assistants (for example Coq) use a *proof relevant* type theory, where proofs are not always definitionally equal.

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The idea is that a proof (p:P) does not carry any information about P besides the fact that P holds. In practice, P is empty (meaning that we are not able to construct a term of type P) or it is a singleton. In the former case P is unprovable, in the latter case P holds.

Let's consider the following inductive constructions.

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inductive Inhabited (A : Type) : Type
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and

```
inductive Nonempty (A : Type) : Prop
| intro (val : A) : Nonempty A
```

Let's have a quick look at the rules for Inhabited.

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- Formation rule: if A is a type, we have a well defined type
 Inhabited A.
- Constructors: there is only one constructor. If (a : A), then

$$(\langle a \rangle : \text{Inhabited } A)$$

• Eliminator: if $(B : Sort \ u)$ and $(f : A \rightarrow B)$, then we have a function

$$\operatorname{rec} f : \operatorname{Inhabited} A \to B$$

• Computation rule: with the above notations we have

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In particular we can take B = A and f = id, getting a function

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such that

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This is not the same as proving that A is not empty! Knowing that A is not empty should not give a well defined term of type A.

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This is exactly the same as for Inhabited A.

 Eliminator and computation rule: we now show that it is not possible for Nonempty A to have the same eliminator and computation rule as Inhabited A. If this were the case, following the same reasoning as above, we would be able to construct a function

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Now, to build terms of type $Nonempty\ \mathbb{N}$ one can use any term of type $\mathbb{N}.$ In particular we have

$$(\langle 0 \rangle : \text{Nonempty } \mathbb{N}) \text{ and } (\langle 1 \rangle : \text{Nonempty } \mathbb{N})$$

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In particular, 0 and 1 would be definitionally equal, and this is not the case (we even know that they are not propositionally equal).

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It is called a small eliminator.



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- Similarly, the above argument to show that the eliminator does not exist does not work, since it would prove that any two terms of type P are definitionally equal.

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$$g\langle p,q\rangle=fpq$$

and this is indeed the computation rule.



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The precise definition is technical, but essentially it is the following.

Definition

A syntactic subsingleton is an inductive proposition with at most one constructor whose arguments are either Prop or appear as immediate arguments in the output type.



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- $P \lor Q$ is *not* a syntactic subsingleton because it has two constructors. The idea is that if we have $f:P\to A$ and $g:Q\to A$, we cannot build a function $P\lor Q\to A$, because, given $(x:P\lor Q)$ we don't know whether x has been proved by proving P (and then we want to use f), or has been proved by proving Q (and then we want to use g).

Example

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- $P \lor Q$ is *not* a syntactic subsingleton because it has two constructors. The idea is that if we have $f:P\to A$ and $g:Q\to A$, we cannot build a function $P\lor Q\to A$, because, given $(x:P\lor Q)$ we don't know whether x has been proved by proving P (and then we want to use f), or has been proved by proving Q (and then we want to use g). On the other hand, if A is a proposition, this does not matter because of proof irrelevance.

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Let's review the rules to build an inductive type, taking into account all the various examples and trying to be as general as possible.

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 - Arguments given by the inductive type itself. For example the constructor succ of $\mathbb N$ allows to construct a new natural number succ n given $(n : \mathbb N)$. These are the constructors that really make the type *inductive*.

There are precise rules that say precisely how can an inductive type T appear in the constructors of T itself.

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 - Finally, for the constructors that use terms t of type T itself, one is allowed to use t to specify the image of the constructor.

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 Besides the motive, that specifies the type of the (dependent) function we are going to build, T.rec takes several arguments.
 - First of all it needs to know where to send any constructor without arguments (for example where to send $(0 : \mathbb{N})$).
 - It also needs to know where to send the terms obtained by the constructors with arguments, in a way given by form of the constructors. For example, for $P \wedge Q$ the eliminator takes a function $P \rightarrow Q \rightarrow A$, and for $P \vee Q$ it takes two functions $P \rightarrow R$ and $Q \rightarrow R$ (here R needs to be a proposition).
 - Finally, for the constructors that use terms t of type T itself, one is allowed to use t to specify the image of the constructor. Again, the precise formulation is complicated, but think about what happens for \mathbb{N} .

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Remark

The computation rules are not added as new axioms, since we can not state that two terms are definitionally equal. They are added to the list of rules that Lean uses internally to check definitionally equality. The constructors automatically satisfy a lot of properties

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These properties are not axioms, they're proved using the eliminator. Lean automatically generates a lot of such results (and their proofs) when declaring a new inductive type. one can see what is generated using the whatsnew in command.

Lean also supports a slight generalization of inductive types, *inductive families*.

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Putting all together, here is the axiomatic framework of Lean:

a non-cumulative hierarchy of universes

- a non-cumulative hierarchy of universes
- dependent types

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Mathlib's type theory is equivalent to ZFC plus the existence of countably many inaccessible cardinals.

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In mathlib there is a construction of a model of ZFC with countably many inaccessible cardinals. The other way is a pen and paper proof.

The Curry-Howard correspondence

One can ask whether our definition of, say,

$$\exists x, P x$$

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In particular, there is a correspondence between classical proofs and Lean's proofs.

