
(Q)M-types and Coinduction in HoTT / CTT

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Abstract

We present a construction of **M**-types from containers in a cubical type theory (CTT). We show how the containers construct a coalgebra, for which we can define a coinduction principle, making strong bisimulation imply equality. We then show constructions of **M**-types, and how they can be quotiented to construct what we call **QM**-types. The problem with **QM**-types is , but this is solved by defining the quotienting relation and the type at the same time as a quotient inductive-inductive type (QIIT), which assuming the axiom of (countable) choice, is equal to the **QM**-type. We conclude with some examples of how to use **M**-types and some properties. All work is formalized in Cubical Agda, and the work on defining **M**-types has been accepted to the Cubical Agda github repository.

... problem with quotients ...

Resumé

in Danish...

Acknowledgments

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Chapter 1

Introduction

when ... a constructor for a type A is a function, that takes some arguments, and returns an element $a : A$, dually a destructor of A will return something given an element $a : A$ from a set of constructors, for example the natural numbers \mathbb{N} which are defined by the two constructors

$$\overline{0 : \mathbb{N}} \quad (1.1)$$

$$\frac{n : \mathbb{N}}{\text{succ } n : \mathbb{N}} \quad (1.2)$$

with an equivalence relation $\sim_{\mathbb{N}}$ defined inductively, meaning we follow the structure of defined by the constructors

$$\overline{0 = 0} \sim_0 \quad (1.3)$$

$$\frac{n \sim_{\mathbb{N}} m}{\text{succ } n \sim_{\mathbb{N}} \text{succ } m} \sim_{\text{succ}} \quad (1.4)$$

This relation gives equality, so if $a \sim_{\mathbb{N}} b$ then $a \equiv b$. Likewise there is coinductive construction, where the focus is on the destructors instead of the constructors, an example is streams, representing an infinite sequence of elements, that can be defined from the two destructors head (hd) and tail (tl), where head represents the first element, and tail represents the rest of the sequence. The inference rules are given as

$$\frac{s : \text{stream } A}{\text{hd } s : A} \quad (1.5)$$

$$\frac{s : \text{stream } A}{\text{tl } s : \text{stream } A} \quad (1.6)$$

we can again define an equivalence relation \sim_{stream} , but this time coinductively, focusing on the structure of the destructors instead

$$\frac{\text{hd } s = \text{hd } t \quad \text{tl } s \sim_{\text{stream}} \text{tl } t}{s \sim_{\text{stream}} t} \quad (1.7)$$

This relation does not give an equality in MLTT, we just get bisimilarity meaning elements "behave" the same, but they are not equivalent. However one of the advantages of using homotopy type theory is that bisimilarity becomes equality. We will use this advantage to get the "correct" for of equality for some example of coinductive types. ... An algebra is an operator F with some closure relation inductive types are given as the initial algebra for some functor, this can be formalized as \mathbf{W} -types, dually the coinductive types that we are interested in, can be formalized as the final coalgebra for some functor. We will be looking at how to define some coinductive types, as \mathbf{M} -types, and

define some bisimilarity relations for these types, showing we get equality when using homotopy type theory. We will then introduce weaker notion of bisimilarity, that does not yield equality, but can be used to construct a new type, by quotienting with the relation, giving us a type where the relation gives equality. ... When working with quotiented coinductive types. ... We define the quotiented delay monad $\text{Delay}/\sim_{\text{weak}}$, and want to show that we can construct a partiality monad from this construction. A problem with the partiality operation $D(-)/\sim_D$ is that countable choice is needed to show that it is a monad, however using QIIT types we can get around this problem, furthermore we can show that assuming countable choice, these two constructions are equal.

describe quotienting and its usefulness by a couple examples

...

When working in Martin L f / Intensional Type Theory reasoning about equality of objects...

In the second chapter we introduce/summarize some background theory. In the third chapter we construct **M**-types from containers, and define a coinduction principle for the **M**-types. In the fourth chapter we introduce quotiented **M**-types (QM-types), and show equalities between these and quotient inductive inductive types (QIITs). We then go through various applications of the theory developed in the first couple chapters. Finally we conclude by discussion future research and improvements.

What is a monad?

...

motivate and explain the problem to be addressed

get your bibtex entries from <https://dblp.org/>

1.1 Background Theory

We start by giving some background theory / history on cubical type theory and summarize important concepts used in the rest of this thesis.

Should a description of Set Theory be included

We will be using **type theory** as the basis for mathematics. In type theory every term x is an element of some type A , written $x : A$. The idea in type theory is that propositions are types, so proofs boils down to showing that there exists an element of some type representing a proposition. Specifically proofs of equality becomes construction of an element of an equality type. The type theory we are working in is inspired by **Martin L f Type Theory (MLTT)** / Intuitionistic type Theory (ITT), which is designed on the principles of mathematical constructivism, where any existence proof must contain a witness. Meaning a proof of existence, can be converted into an algorithm that finds the element making the statement true. MLTT is built from the three finite types **0**, **1** and **2**, and type constructors Σ , π and $=$. There is only a single way to make terms of $=$ -type, and that is $\text{refl} : \prod_{a:A} (a = a)$. . We will be working in a cubical type theory, where the univalence axiom holds. The **univalence axiom** says that equality is equivalent to equivalence

$$(A = B) \simeq (A \simeq B) \quad (1.8)$$

meaning if two objects are equivalent, then there is an equality between them, such that we can replace one by the other.

inductive types, universes and judgments

extensional vs intensional
<https://ncatlab.org/nlab/>

The type theory we will be working in is called **homotopy type theory (HoTT)** [5], which

is an intensional dependent type theory (built on MLTT) with the univalence axiom and higher inductive types. In HoTT the identity types form path spaces, so proofs of identity are not just `refl`, as for MLTT. Types are seen as "spaces", and we think of $a : A$ as a being a point in the space A , similarly functions are regarded as continuous maps from one space to another [4]. The use of a type theory with the univalence axiom as a foundations for mathematics, is called **Univalent Foundations (UF)**, which HoTT is. We will be working in a **cubical type theory (CTT)** [2] where the univalence axiom, is not just an axiom, but a statement that can actually be proven, meaning we can reduce the use of the univalence axiom, making it easier to do proofs involving the univalence axiom [3]. The reason for the name cubical type theory, is because composition is defined by square, that is given three sides of a square we get the last one, see Figure 1.1. Most of

$$\begin{array}{ccc} A & \xrightarrow{p \cdot q \cdot r} & B \\ p^{-1} \uparrow & & \uparrow r \\ C & \xrightarrow{q} & D \end{array}$$

Figure 1.1: Composition square

the work in this thesis has been formalized in the proof assistant / programming language Cubical Agda. A proof assistant helps with verifying proofs, while making the process of making proofs interactive. **Cubical Agda** is an implementation of a cubical type theory done by extending the proof assistant Agda. One of the main additions is the interval and path types. The interval can be thought of as elements in $[0, 1]$. When working with the interval, we can only access the left and right endpoint `i0` and `i1` or some unspecified point in the middle i , modeling the intuition of a continuous interval. Cubical agda also generalizes transporting, given a type line $A : \mathbb{I} \rightarrow \mathcal{U}$, and the endpoint `A i0` you get a line from `A i0` to `A i1` [6].

Homotopy type theory is proof relevant, which means that there might be multiple proofs of one statement, and these proofs might not be interchangeable (equal). The reason is that types in HoTT have a H-level, describing how equality behaves. We start from (-2) with contractible types, meaning there is an element which all other elements are equal to. Then there is (-1)-types which are mere propositions or `hProp`, where all elements of the type are equal, but there might not be any. If the type is inhabited, then we say the proposition is true. The 0-types are the `hSets`, where all equalities between two elements x, y are equal. For 1-types (1-groupoids) we get equalities of equalities are equal, and then so on for homotopy n -types. Any n -type is also a $n + 1$ -type, but with trivial equalities at the $n + 1$ level. If we don't want to do proof relevant mathematics we can do propositional truncation, converting types to -1 -type, meaning we ignore the difference in proofs by just look at whether a type is inhabited or not. However doing this we lose some of the reasoning power of HoTT. One of the tools we get using the full power of HoTT is **Higher order inductive types (HITs)**, where we define types with point constructors and equality constructors, an example is the propositional truncation we just described, another useful example is set truncated quotients.

W-types, Induction, M-types, Coinduction..., see introduction?

Coinduction is the dual concept (in a categorical manner) of induction. The induction principle is an equivalence principle for congruent elements in an initial algebra.

should this be left out?

example of what computational "axioms" mean

Axioms of cubical Agda

Some better (intuitive) description of the interval type!!

write up constructors for propositional truncation

write up constructors for set truncation

Cubical Agda has a hierarchy of universes

Universes

1.1.0.1 UIP

Path type We add a type \mathbb{I} , which is defined to be a free de Morgan algebra on a discrete infinite set of names . The elements of \mathbb{I} can be described by the grammar

cite:

<https://arxiv.org/pdf/1611.02108.pdf>

$$r, s ::= 0 \mid 1 \mid i \mid 1 - r \mid r \wedge s \mid r \vee s \quad (1.9)$$

The set \mathbb{I} has decidable equality. The elements in \mathbb{I} can be thought as formal representations of elements in the unit interval $[0, 1]$. There is a special substitution with **i0** and **i1** being the endpoints of $[0, 1]$.

1.1.1 Problems with / Getting around using AC and LEM

These axioms does not have a computational interpretation, so to maintain the computational aspects of HoTT and CTT, we try to not use these axioms. [5, Introduction]

1.1.2 Universes ??

1.2 Notation

Most of the work is formalized in the Cubical Agda proof assistant. The following is the notation / fonts used to denote specific definitions / concepts

- Universe \mathcal{U}_i or \mathcal{U}
- Type $A : \mathcal{U}$
- A type former or dependent type $B : A \rightarrow \mathcal{U}$
- A term $x : A$ or for constants $c : A$
- A function $f : A \rightarrow C$
- A constructor $\mathbf{f} : A \rightarrow C$
- A destructor $\mathbf{f} : A \rightarrow C$
- A path $p : A \equiv C$, heterogeneous paths are denoted \equiv_p or if the path is clear from context \equiv_* .
- A relation $R : A \rightarrow A \rightarrow \mathcal{U}$ with notation $x R y$.
- The unit type is **1** while the empty type is **0**.
- A functor P
- A container is denoted as S or (A, B)

better
descrip-
tion, not
always a
function

better
descrip-
tion, not
always a
function

- A coalgebra $C\text{-}\gamma$
- We denote the function giving the first and second projection of a dependent pair by π_1 and π_2 .

Furthermore we define some useful notation for casing on natural numbers.

Definition 1.2.1.

$$\Downarrow x, \mathbf{f} \Downarrow = \lambda n, \begin{cases} x & n = 0 \\ \mathbf{f} \, m & n = m + 1 \end{cases} \quad (1.10)$$

Chapter 2

M-types

In this chapter we will introduce containers (aka. signatures), and use them to construct **M**-types and operations **in** and **out** on the **M**-types (Theorem 2.1.8). We conclude the chapter by defining a coinduction principle for **M**-types.

Some formalization of coalgebras is missing?

2.1 Containers / Signatures

Definition 2.1.1. A Container (or signature) is a dependent pair $S = (A, B)$ for the types $A : \mathcal{U}$ and $B : A \rightarrow \mathcal{U}$.

Definition 2.1.2. A polynomial functor over the container $S = (A, B)$ is defined for types as

$$\begin{aligned} P_S &: \mathcal{U} \rightarrow \mathcal{U} \\ P_S(X) &= \sum_{a:A} B(a) \rightarrow X \end{aligned} \quad (2.1)$$

and for a function $f : X \rightarrow Y$ as

$$\begin{aligned} P_S f &: P_S X \rightarrow P_S Y \\ P_S f(a, g) &= (a, f \circ g). \end{aligned} \quad (2.2)$$

Example 1. The polynomial functor for streams over the type A is defined by the container $S = (A, \lambda _, \mathbf{1})$, we get

$$P_S(X) = \sum_{a:A} \mathbf{1} \rightarrow X. \quad (2.3)$$

Since we are working in a logic with exponentials, we get $\mathbf{1} \rightarrow X \equiv X^{\mathbf{1}} \equiv X$. Furthermore $\mathbf{1}$ and X does not depend on A , so (2.3) is equivalent to

$$P_S(X) = A \times X. \quad (2.4)$$

We now construct the P_S -coalgebra for a polynomial functor P_S .

Definition 2.1.3. A P_S -coalgebra is defined as

$$\text{Coalg}_S = \sum_{C:\mathcal{U}} C \rightarrow P_S C. \quad (2.5)$$

We denote a P_S -coalgebra given by C and γ as $C-\gamma$. Coalgebra morphisms are defined as

$$\begin{aligned} \cdot \Rightarrow \cdot &: \text{Coalg}_S \rightarrow \text{Coalg}_S \\ C-\gamma \Rightarrow D-\delta &= \sum_{f: C \rightarrow D} \delta \circ f = P f \circ \gamma \end{aligned} \quad (2.6)$$

We can now define M -types.

Definition 2.1.4. Given a container S , we define M -types as the type, making the coalgebra given by M_S and $\text{out} : M_S \rightarrow P_S(M_S)$ fulfill the property

$$\text{Final}_S := \sum_{(X-\rho: \text{Coalg}_S)} \prod_{(C-\gamma: \text{Coalg}_S)} \text{isContr}(C-\gamma \Rightarrow X-\rho). \quad (2.7)$$

That is $\prod_{(C-\gamma: \text{Coalg}_S)} \text{isContr}(C-\gamma \Rightarrow M_S-\text{out})$. We denote the M -type as $M_{(A,B)}$ or M_S or just M when the Container is clear from the context.

Continuing our example we now construct streams as an M -type.

Example 2. We define streams over the type A as the M -type over the container $(A, \lambda _, \mathbf{1})$. If we apply the polynomial functor to the M -type, then we get $P_{(A, \lambda _, \mathbf{1})}M = A \times M_{(A, \lambda _, \mathbf{1})}$, illustrated in Figure 2.1. We will that out is an isomorphism with inverse $\text{in} : P_S(M) \rightarrow M$ later in this section.

$$\begin{array}{ccccc} A & \xleftarrow{\pi_1} & A \times M_{(A, \lambda _, \mathbf{1})} & \xrightarrow{\pi_2} & M_{(A, \lambda _, \mathbf{1})} \\ & \searrow \text{hd} & \uparrow \text{out} & \nearrow \text{tl} & \\ & & M_{(A, \lambda _, \mathbf{1})} & & \end{array}$$

Figure 2.1: M -types of streams

We now have a semantic for the rules, we would expect for streams, if we let $\text{cons} = \text{in}$ and $\text{stream } A = M_{(A, \lambda _, \mathbf{1})}$,

$$\frac{A: \mathcal{U} \quad s: \text{stream } A}{\text{hd } s: A} E_{\text{hd}} \quad (2.8)$$

$$\frac{A: \mathcal{U} \quad s: \text{stream } A}{\text{tl } s: \text{stream } A} E_{\text{tl}} \quad (2.9)$$

$$\frac{A: \mathcal{U} \quad x: A \quad xs: \text{stream } A}{\text{cons } x \text{ } xs: \text{stream } A} I_{\text{cons}} \quad (2.10)$$

or more precisely $\text{hd} = \pi_1 \circ \text{out}$ and $\text{tl} = \pi_2 \circ \text{out}$.

Definition 2.1.5. We define a chain as a family of morphisms $\pi_{(n)} : X_{n+1} \rightarrow X_n$, over a family of types X_n . See Figure 2.2.

$$X_0 \xleftarrow{\pi_{(0)}} X_1 \xleftarrow{\pi_{(1)}} \cdots \xleftarrow{\pi_{(n-1)}} X_n \xleftarrow{\pi_{(n)}} X_{n+1} \xleftarrow{\pi_{(n+1)}} \cdots$$

Figure 2.2: Chain of types / functions

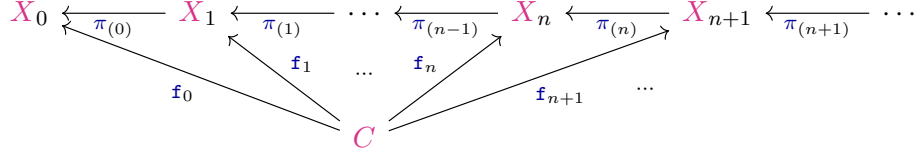


Figure 2.3: Cone

Lemma 2.1.6. For all coalgebras $C\text{-}\gamma$ for the container S , we get $C \rightarrow M_S \equiv \text{Cone}_{C\text{-}\gamma}$, where $\text{Cone} = \sum_{(f: \prod_{(n:\mathbb{N})} C \rightarrow X_n)} \prod_{(n:\mathbb{N})} \pi(n) \circ (f_{(n+1)}) \equiv f_n$ illustrated in Figure 2.3.

Proof. We define an isomorphism from $C \rightarrow M_S$ to $\text{Cone}_{C\text{-}\gamma}$

$$\text{fun}_{\text{collapse}} f = (\lambda n z, \pi_1 (f z) n), (\lambda n i a, \pi_2 (f a) n i) \quad (2.11)$$

$$\text{inv}_{\text{collapse}} (u, q) z = (\lambda n, u n z), (\lambda n i, q n i z) \quad (2.12)$$

$$\text{rinv}_{\text{collapse}} (u, q) = \text{refl}_{(u, q)} \quad (2.13)$$

$$\text{linv}_{\text{collapse}} f = \text{refl}_f \quad (2.14)$$

□

Lemma 2.1.7. Given $\ell : \prod_{(n:\mathbb{N})} (X_n \rightarrow X_{n+1})$ and $y : \sum_{(x:\prod_{(n:\mathbb{N})} X_n)} x_{n+1} \equiv \ell_n x_n$ the chain collapses as the equality $\mathcal{L} \equiv X_0$.

Proof. We define this collapse by the isomorphism

$$\text{fun}_{\mathcal{L}\text{collapse}} (x, r) = x_0 \quad (2.15)$$

$$\text{inv}_{\mathcal{L}\text{collapse}} x_0 = (\lambda n, \ell^n x_0), (\lambda n, \text{refl}_{(\ell^{(n+1)} x_0)}) \quad (2.16)$$

$$\text{rinv}_{\mathcal{L}\text{collapse}} x_0 = \text{refl}_{x_0} \quad (2.17)$$

where $\ell^n = \ell_n \circ \ell_{n-1} \circ \dots \circ \ell_1 \circ \ell_0$. To define $\text{linv}(x, r)$, we first define a fiber (X, z, ℓ) over \mathbb{N} given some $z : X_0$. Then any element of the type $\sum_{(x:\prod_{(n:\mathbb{N})} X_n)} x_{n+1} \equiv \ell_n x_n$ is equal to a section over the fiber we defined. This means y is equal to a section. Since the sections are defined over \mathbb{N} , which is an initial algebra for the functor $\mathbf{GY} = \mathbf{1} + Y$, we get that sections are contractible, meaning $y \equiv \text{inv}_{\mathcal{L}\text{collapse}}(\text{fun}_{\mathcal{L}\text{collapse}} y)$, since both are equal to sections over \mathbb{N} . □

We can now define the construction of **in** and **out**.

Theorem 2.1.8. Given the container (A, B) we define the equality

$$\text{shift} : \mathcal{L} \equiv P\mathcal{L} \quad (2.18)$$

where $P\mathcal{L}$ is the limit of a shifted sequence. Then

$$\text{in} = \text{transport shift} \quad (2.19)$$

$$\text{out} = \text{transport} (\text{shift}^{-1}). \quad (2.20)$$

Proof. The proof is done using the two helper lemmas

$$\alpha : \mathcal{L}^P \equiv P\mathcal{L} \quad (2.21)$$

$$\mathcal{L}unique : \mathcal{L} \equiv \mathcal{L}^P \quad (2.22)$$

We define $\mathcal{L}unique$ by the isomorphism

$$\text{fun}_{\mathcal{L}unique} (a, b) = \langle \star, a \rangle, \langle \text{refl}_\star, b \rangle \quad (2.23)$$

$$\text{inv}_{\mathcal{L}unique} (a, b) = a \circ \text{succ}, b \circ \text{succ} \quad (2.24)$$

$$\text{rinv}_{\mathcal{L}unique} (a, b) = \text{refl}_{(a,b)} \quad (2.25)$$

$$\text{linv}_{\mathcal{L}unique} (a, b) = \text{refl}_{(a,b)} \quad (2.26)$$

The definition of α is then,

$$\mathcal{L}^P \equiv \sum_{(x:\prod_{(n:\mathbb{N})} \sum_{(a:A)} B a \rightarrow X_n)} \prod_{(n:\mathbb{N})} \pi_{(n+1)} x_{n+1} \equiv x_n \quad (2.27)$$

$$\equiv \sum_{(x:\sum_{(a:\prod_{(n:\mathbb{N})} A)} \prod_{(n:\mathbb{N})} a_{n+1} \equiv a_n)} \sum_{(u:\prod_{(n:\mathbb{N})} B (\pi_1 x)_n \rightarrow X_n)} \prod_{(n:\mathbb{N})} \pi_{(n)} \circ u_{n+1} \equiv_* u_n \quad (2.28)$$

$$\equiv \sum_{(a:A)} \sum_{(u:\prod_{(n:\mathbb{N})} B a \rightarrow X_n)} \prod_{(n:\mathbb{N})} \pi_{(n)} \circ u_{n+1} \equiv u_n \quad (2.29)$$

$$\equiv \sum_{(a:A)} B a \rightarrow \mathcal{L} \quad (2.30)$$

$$\equiv P\mathcal{L} \quad (2.31)$$

To collapse $\sum_{(a:\prod_{(n:\mathbb{N})} A)} \prod_{(n:\mathbb{N})} a_{n+1} \equiv a_n$ to A between (2.28) and (2.29) we use Lemma 2.1.7. We use Lemma 2.1.6 for the equality between (2.29) and (2.30). The rest of the equalities are trivial. The definition of $shift$ is

$$shift = \alpha^{-1} \cdot \mathcal{L}unique. \quad (2.32)$$

We furthermore get the definitions $\text{in} = \text{transport } shift$ and $\text{out} = \text{transport } (shift^{-1})$, since in and out are part of an equality relation $shift$, they are both surjective and embeddings. \square

2.2 Coinduction Principle for \mathbf{M} -types

We can now construct a coinduction principle given a bisimulation relation.

Definition 2.2.1. For all coalgebras $C-\gamma : \text{Coalg}_S$, given a relation $\mathcal{R} : C \rightarrow C \rightarrow \mathcal{U}$ and a type $\overline{\mathcal{R}} = \sum_{(a:C)} \sum_{(b:C)} a \mathcal{R} b$, such that $\overline{\mathcal{R}}$ and $\alpha_{\mathcal{R}} : \overline{\mathcal{R}} \rightarrow P_S(\overline{\mathcal{R}})$ forms a P-coalgebra $\overline{\mathcal{R}}-\alpha_{\mathcal{R}} : \text{Coalg}_S$, making the diagram in Figure 2.4 commute (\Rightarrow represents P-coalgebra morphisms).

$$C-\gamma \xleftarrow{\pi_1 \overline{\mathcal{R}}} \overline{\mathcal{R}}-\alpha_{\mathcal{R}} \xrightarrow{\pi_2 \overline{\mathcal{R}}} C-\gamma$$

Figure 2.4: Bisimulation for a coalgebra

is surjectivity and embedding important here? Describe this where relevant instead!

What does commute mean here?

$$\mathbf{M-out} \xleftarrow{\pi_1^{\overline{\mathcal{R}}}} \overline{\mathcal{R}}-\alpha_{\mathcal{R}} \xrightarrow{\pi_2^{\overline{\mathcal{R}}}} \mathbf{M-out}$$

Figure 2.5: Bisimulation principle for final coalgebra

Definition 2.2.2 (Coinduction principle). Given a relation \mathcal{R} , that is part of a bisimulation over a final P-coalgebra $\mathbf{M-out} : \mathbf{Coalg}_{\mathcal{S}}$ we get the diagram in Figure 2.5, where $\pi_1^{\overline{\mathcal{R}}} = ! = \pi_2^{\overline{\mathcal{R}}}$ where $!$ is the unique mapping property (UMP) out of the final coalgebra. Given $r : m \mathcal{R} m'$ we get the equation

$$m = \pi_1^{\overline{\mathcal{R}}}(m, m', r) = \pi_2^{\overline{\mathcal{R}}}(m, m', r) = m'. \quad (2.33)$$

what is !

What is the consequence of this?

Chapter 3

Instantiation of M-types

In this section we show some examples of types that can be constructed as M -types, and show how their constructors can be defined. We then conclude the chapter with some general observation, and define some rules for how to construct M -types.

3.1 Stream Formalization using M-types

As described earlier, given a type A we define the stream of that type as

$$\text{stream } A := M_{(A, \lambda _, 1)} \quad (3.1)$$

this is equal to an alternative definition of streams

3.2 ITrees as M-types

We want the following rules for ITrees

$$\frac{r : R}{\text{Ret } r : \text{itree } E R} I_{\text{Ret}} \quad (3.2)$$

$$\frac{A : \mathcal{U} \quad a : E A \quad f : A \rightarrow \text{itree } E R}{\text{Vis } a f : \text{itree } E R} I_{\text{Vis}}. \quad (3.3)$$

Elimination rules

$$\frac{t : \text{itree } E R}{\text{Tau } t : \text{itree } E R} E_{\text{Tau}}. \quad (3.4)$$

3.2.1 Delay Monad

We start by looking at ITrees without the **Vis** constructor, this type is also know as the delay monad

check this statement

. We construct this type by letting $S = (1 + R, \lambda\{\text{inl } _ \rightarrow 1 ; \text{inr } _ \rightarrow 0\})$, we then get the polynomial functor

$$P_S(X) = \sum_{x:1+R} \lambda\{\text{inl } _ \rightarrow 1 ; \text{inr } _ \rightarrow 0\} x \rightarrow X, \quad (3.5)$$

Is there anything else that is show for each M-type?

complete this section

...

which is equal to

$$P_S(X) = X + R \times (\mathbf{0} \rightarrow X). \quad (3.6)$$

We know that $(\mathbf{0} \rightarrow X) \equiv \mathbf{1}$, so we can reduce further to

$$P_S(X) = X + R \quad (3.7)$$

meaning we get the following diagram.

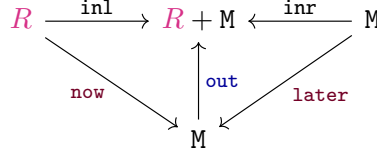


Figure 3.1: Delay monad

Meaning we can define the operations **now** and **later** using $\mathbf{in} = \mathbf{out}^{-1}$ together with the injections **inl** and **inr**.

(Later = Tau, Ret = Now)

3.2.2 Tree

Now lets look at the example where we remove the **Tau** constructor. We let

$$S = \left(R + \sum_{A:\mathcal{U}} E A, \lambda\{\mathbf{inl} _ \rightarrow \mathbf{0} ; \mathbf{inr} (A, e) \rightarrow A\} \right). \quad (3.8)$$

This will give us the polynomial functor

$$P_S(X) = \sum_{x: R + \sum_{A:\mathcal{U}} E A} \lambda\{\mathbf{inl} _ \rightarrow \mathbf{0} ; \mathbf{inr} (A, e) \rightarrow A\} x \rightarrow X, \quad (3.9)$$

which simplifies to

$$P_S(X) = (R \times (\mathbf{0} \rightarrow X)) + \left(\sum_{A:\mathcal{U}} E A \times (A \rightarrow X) \right), \quad (3.10)$$

and further

$$P_S(X) = R + \sum_{A:\mathcal{U}} E A \times (A \rightarrow X). \quad (3.11)$$

We get the following diagram for the P-coalgebra.

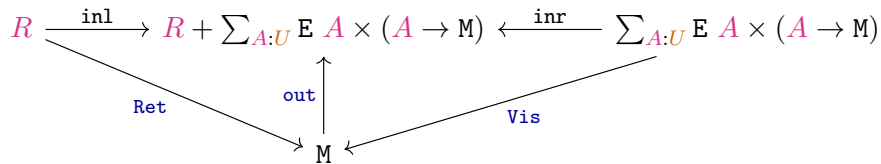


Figure 3.2: TODO

Again we can define **Ret** and **Vis** using the **in** function.

3.2.3 ITrees

Get the correct equivalence for ITrees (Part of project description?)

Now we should have all the knowledge needed to make ITrees using **M**-types. We define ITrees by the container

$$S = \left(\mathbf{1} + R + \sum_{A:\mathcal{U}} (\mathbf{E} \ A) \ , \ \lambda \{ \mathbf{inl} \ (\mathbf{inl} \ _) \rightarrow \mathbf{1} ; \mathbf{inl} \ (\mathbf{inr} \ _) \rightarrow \mathbf{0} ; \mathbf{inr}(A, _) \rightarrow A \} \right). \quad (3.12)$$

Such that the (reduced) polynomial functor becomes

$$P_S(X) = X + R + \sum_{A:\mathcal{U}} ((\mathbf{E} \ A) \times (A \rightarrow X)) \quad (3.13)$$

Giving us the diagram

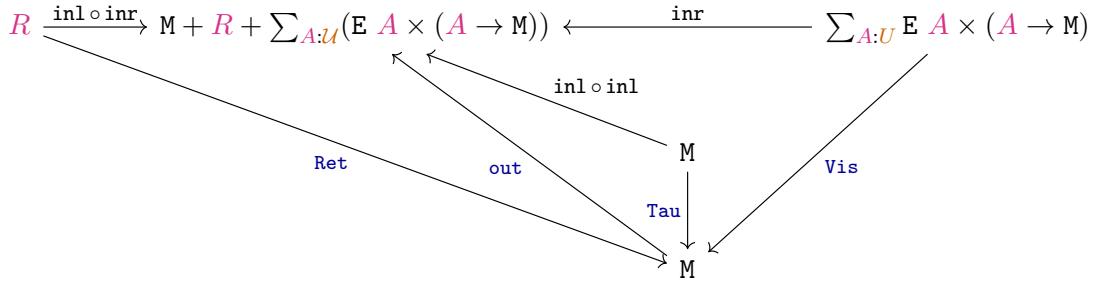


Figure 3.3: TODO

3.3 Automaton

An automaton is defined as a set of state V and an alphabet α and a transition function $\delta : V \rightarrow \alpha \rightarrow V$. This gives us the diagram in Figure 3.4

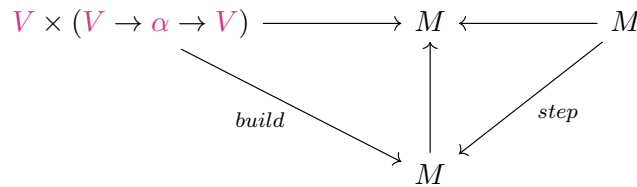


Figure 3.4: automaton

3.4 General rules for constructing **M**-types

We want to create a calculus for defining coinductive types as **M**-types. We would like to be able to define a type that has a given set of constructor / destructors rules. If we for example is given the rule

$$\frac{a : A}{\mathbf{ret} \ a : T} \quad (3.14)$$

we get that it corresponds to the M-type for the container $(A, \lambda _, \mathbf{0})$, while if we have something that produces an element of it self as

$$\frac{a : T}{\mathbf{tl} \ a : T} \quad (3.15)$$

the container is $(\mathbf{1}, \lambda _, \mathbf{1})$. If we want a type with both these rules, then we just take the disjoint union of the two containers

$$\left(A + \mathbf{1}, \begin{cases} \mathbf{0} & \mathbf{inl} \ a \\ \mathbf{1} & \mathbf{inr} \ \star \end{cases} \right) \quad (3.16)$$

which is the delay type. We can also define some more involved constructors, that build on the type itself

$$\frac{a : A \rightarrow T}{\mathbf{node} \ a : T} \quad (3.17)$$

has container $(\mathbf{1}, A)$. We can types with a given destructor

$$\frac{a : T}{\mathbf{hd} \ a : A} \quad (3.18)$$

has container $(A, \lambda _, \mathbf{0})$, but this is the same as for **ret**, and we do not always want both. The difference is how they are added to other constructors / destructors. Destructors are easily added together, take for example **hd** and **tl**, $(A, \lambda _, \mathbf{1})$. In general adding containers (A, B) and (C, D) for two constructors together is done by

$$\left(A + C, \begin{cases} B \ a & \mathbf{inl} \ a \\ D \ c & \mathbf{inr} \ c \end{cases} \right) \quad (3.19)$$

whereas adding containers for two destructors is done by

$$(A \times C, \lambda _, \lambda (a, c), B \ a + D \ c) \quad (3.20)$$

however combining destructors and constructors is not as simple. Anything type T that is defined using a record (except higher inductive types), will also be definable as an M-type. Given a record, which is a list of fields $f_1 : F_1, f_2 : F_2, \dots, f_n : F_n$, we can construct the M-types by the container

$$(F_1 \times F_2 \times \dots \times F_n, \lambda _, \mathbf{0}) \quad (3.21)$$

where each destructor $d_n : T \rightarrow F_n$ for the field f_n will be defined as $d_n \ t = \pi_n (\mathbf{out} \ t)$. However fields in a coinductive container may depend on previous defined fields, as given by the general list of fields $f_1 : F_1, f_2 : F_2, \dots, f_n : F_n$, where each field depends on all the previous once, this can be defined by the container

$$\left(\sum_{(f_1 : F_1)} \sum_{(f_2 : F_2)} \dots \sum_{(f_{n-1} : F_{n-1})} F_n, \lambda _, \mathbf{0} \right) \quad (3.22)$$

however, if any of the destructors/fields are non dependent, then the can be added as a product (\times) instead of a dependent product (Σ). Furthermore the fields may construct an element of the type of the record T , however anything after that field cannot on it, since it will break the strictness requirements of the record / coinductive type. As an example let f_1 be a type and f_2 be the

why
gives
some
argue-
ments
or illus-
trations
showing
these
reason-
ings

Is this
correct?
Seems
correct..

function with type $F_2 = f_1 \rightarrow (f_1 \rightarrow A) \rightarrow M$, which by currying is equal to $f_1 \times (f_1 \rightarrow A) \rightarrow M$, we can then define by the container

$$\left(\sum_{(f_1:\mathcal{U})} \left(\mathbf{1} \times \sum_{(f_3:F_3)} \cdots \sum_{(f_{n-1}:F_{n-1})} F_n \right), \lambda(f_1, \star, f_3, \dots), F_2 \right) \quad (3.23)$$

where F_2 have been moved to the last part of the container, we can even leave out the " $\mathbf{1} \times$ " from the container. The types of the field can also be dependent $F_2 = (x : f_1) \rightarrow B \ x \rightarrow M$, but again by currying we can get $F_2 : \sum_{(x:f_1)} B \ x \rightarrow M$ which is defined by the container

$$\left(\sum_{(f_1:\mathcal{U})} \sum_{(f_3:F_3)} \cdots \sum_{(f_{n-1}:F_{n-1})} F_n, \lambda(f_1, f_3, \dots), \sum_{x:f_1} (B \ x) \right) \quad (3.24)$$

so we would also expect that a type defined as a (coinductive) record is equal to the version defined as a M -type.

But we run into problems if ...

3.5 Wacky M -type

We end this chapter by showing of some wacky M -type, that utilizes the definition of the M -type to the fullest

$$\left(\mathbb{N} + \mathbb{N}, \begin{cases} \mathbb{N} & \text{inl } 0 \\ \mathbf{0} & \text{inl } x \wedge x \text{ is odd} \\ \mathbf{0} & \text{inr } x \wedge x \text{ is even} \\ \mathbf{1} & o.w. \end{cases} \right) \quad (3.25)$$

this container gives the M -type and constructors / destructors shown in Figure 3.5 This is a stream

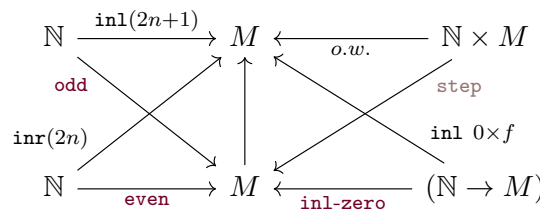


Figure 3.5: wacky M -type

of coproducts of natural numbers, that terminates whenever it is the left injection and even, or the right injection and odd, and whenever the left injection is zero, it splits in a branches indexed by the natural numbers.

which is the case, proof needed!

Problem cases

What differs from W and M types for closure of constructors / destructors?

define a wacky M-type showing some of the use of M-types / complexity

Chapter 4

QM-types

In this chapter we will introduce quotients, and show how quotients of \mathbf{M} -types, are equal to QIIT.

4.1 Quotienting and Constructors

Describe set truncated quotients and their construction / elimination principles, and how it relates to quotienting \mathbf{M} -types

better introduction to chapter, and reference to main points

4.2 Quotient \mathbf{M} -type

Since we know that \mathbf{M} -types preserves the H-level, we can use set-truncated quotients, to define quotient \mathbf{M} -types, though we run into the problem of , as a solution we use QIIT to define the relation and type at the same type.

problem of direct quotients

4.3 Quotient inductive-inductive types (QIITs)

A quotient inductive-inductive type (QIIT) is a type together with a relation defined on that type. QIITs are HIITs that are set truncated.

4.4 Partiality monad

In this section we will define the partiality monad (see below) and show that (assuming the axiom of countable choice) the delay monad quotiented by weak bisimilarity.

Definition 4.4.1 (Partiality Monad). A simple example of a quotient inductive-inductive type is the partiality monad $(-)_\perp$ over a type R , defined by the constructors

$$\frac{}{R_\perp : \mathcal{U}} \quad (4.1) \qquad \frac{}{\perp : R_\perp} \quad (4.2) \qquad \frac{a : R}{\eta a : R_\perp} \quad (4.3)$$

and a relation $(\cdot \sqsubseteq_\perp \cdot)$ indexed twice over R_\perp , with properties

$$\frac{s : \mathbb{N} \rightarrow R_\perp \quad b : \prod_{(n:\mathbb{N})} s_n \sqsubseteq_\perp s_{n+1}}{\bigsqcup (s, b) : R_\perp} \quad (4.4) \qquad \frac{x, y : R_\perp \quad p : x \sqsubseteq_\perp y \quad q : y \sqsubseteq_\perp x}{\alpha_\perp p q : x \equiv y} \quad (4.5)$$

Should I define what it means to be an ordering relation separately, and just say the

$$\frac{x : R_{\perp}}{x \sqsubseteq_{\perp} x} \sqsubseteq_{\text{refl}} \quad (4.6)$$

$$\frac{x \sqsubseteq_{\perp} y \quad y \sqsubseteq_{\perp} z}{x \sqsubseteq_{\perp} z} \sqsubseteq_{\text{trans}} \quad (4.7)$$

$$\frac{x : R_{\perp}}{\perp \sqsubseteq_{\perp} x} \sqsubseteq_{\text{never}} \quad (4.8)$$

$$\frac{\mathbf{s} : \mathbb{N} \rightarrow R_{\perp} \quad \mathbf{b} : \prod_{(n:\mathbb{N})} \mathbf{s}_n \sqsubseteq_{\perp} \mathbf{s}_{n+1}}{\prod_{(n:\mathbb{N})} \mathbf{s}_n \sqsubseteq_{\perp} \bigsqcup(\mathbf{s}, \mathbf{b})} \quad (4.9)$$

$$\frac{\prod_{(n:\mathbb{N})} \mathbf{s}_n \sqsubseteq_{\perp} x}{\bigsqcup(\mathbf{s}, \mathbf{b}) \sqsubseteq_{\perp} x} \quad (4.10)$$

and finally set truncated

$$\frac{p, q : x \sqsubseteq_{\perp} y}{p \equiv q} (-)_{\perp}\text{-isSet} \quad (4.11)$$

4.4.1 Delay monad to Sequences

Definition 4.4.2. We define

$$\text{Seq}_R = \sum_{(\mathbf{s}:\mathbb{N} \rightarrow R+1)} \text{isMon } \mathbf{s} \quad (4.12)$$

where

$$\text{isMon } \mathbf{s} = \prod_{(n:\mathbb{N})} (\mathbf{s}_n \equiv \mathbf{s}_{n+1}) + ((\mathbf{s}_n \equiv \text{inr } \star) \times (\mathbf{s}_{n+1} \not\equiv \text{inr } \star)) \quad (4.13)$$

meaning a sequences is $\text{inr } \star$ until it reaches a point where it switches to $\text{inl } r$ for some value r . There are also the special cases of already terminated, meaning only $\text{inl } r$ and never teminating meaning only $\text{inr } \star$.

For each index in a sequence, the element at that index \mathbf{s}_n is either not terminated $\mathbf{s}_n \equiv \text{inr } \star$, which we denote as $\mathbf{s}_n \uparrow_{R+1}$, or it is terminated $\mathbf{s}_n \equiv \text{inl } r$ with some value r , denoted by $\mathbf{s}_n \downarrow_{R+1} r$ or just $\mathbf{s}_n \downarrow_{R+1}$ to mean $\mathbf{s}_n \not\equiv \text{inr } \star$. Thus we can write isMon as

$$\text{isMon } \mathbf{s} = \prod_{(n:\mathbb{N})} (\mathbf{s}_n \equiv \mathbf{s}_{n+1}) + ((\mathbf{s}_n \uparrow_{R+1}) \times (\mathbf{s}_{n+1} \downarrow_{R+1})) \quad (4.14)$$

We also introduce notation for the two special cases of sequences given above

$$\text{now}_{\text{Seq}} r = (\lambda _, \text{inl } r), (\lambda _, \text{inl refl}) \quad (4.15)$$

$$\text{never}_{\text{Seq}} = (\lambda _, \text{inr } \star), (\lambda _, \text{inl refl}) \quad (4.16)$$

Some comment about decidable equivalence needed to show that $\mathbf{s}_{n+1} \not\equiv \text{inr } \star$

Definition 4.4.3. We can shift a sequence (\mathbf{s}, \mathbf{q}) by inserting an element (and an equality) (z_s, z_q) at $n = 0$,

$$\text{shift } (\mathbf{s}, \mathbf{q}) (z_s, z_q) = \begin{cases} z_s & n = 0 \\ \mathbf{s}_m & n = m + 1 \end{cases}, \begin{cases} z_q & n = 0 \\ \mathbf{q}_m & n = m + 1 \end{cases}, \quad (4.17)$$

Definition 4.4.4. We can unshift a sequence by removing the first element of the sequence

$$\text{unshift } (\mathbf{s}, \mathbf{q}) = \mathbf{s} \circ \text{succ}, \mathbf{q} \circ \text{succ}. \quad (4.18)$$

Lemma 4.4.5. *The function*

$$\text{shift-unshift } (s, q) = \text{shift } (\text{unshift } (s, q)) (s_0, q_0) \quad (4.19)$$

is equal to the identity function.

Proof. Unshifting a value followed by a shift, where we reintroduce the value we just remove, gives the sequence we started with. \square

Lemma 4.4.6. *The function*

$$\text{unshift-shift } (s, q) = \text{unshift } (\text{shift } (s, q) _) \quad (4.20)$$

is equal to the identity function.

Proof. If we shift followed by an unshift, we just introduce a value to instantly remove it, meaning the value does not matter. \square

We now define an equivalence between $\text{delay } R$ and Seq_R , where later are equivalent to shifts, and $\text{now } r$ is equivalent terminated sequence with value r . We do this by defining equivalence functions, and the left and right identities.

Lemma 4.4.7 ($\text{inl} \neq \text{inr}$). *For any two elements $x = \text{inl } a$ and $y = \text{inr } b$ then $x \neq y$.*

Proof. The constructors are disjoint, so there is not a path between them. \square

f

better
formu-
lated
proof

Definition 4.4.8. We define a function from $\text{Delay } R$ to Seq_R

$$\begin{aligned} \text{Delay} \rightarrow \text{Seq} (\text{now } r) &= \text{now}_{\text{Seq}} r \\ \text{Delay} \rightarrow \text{Seq} (\text{later } x) &= \text{shift } (\text{Delay} \rightarrow \text{Seq } x) \left(\text{inr } \star, \begin{cases} \text{inr } (\text{refl}, \text{inl} \neq \text{inr}) & x = \text{now } _ \\ \text{inl } \text{refl} & x = \text{later } _ \end{cases} \right) \end{aligned} \quad (4.21)$$

Definition 4.4.9. We define function from Seq_R to $\text{Delay } R$

$$\text{Seq} \rightarrow \text{Delay} (s, q) = \begin{cases} \text{now } r & s_0 = \text{inl } r \\ \text{later } (\text{Seq} \rightarrow \text{Delay} (\text{unshift } (s, q))) & s_0 = \text{inr } \star \end{cases} \quad (4.22)$$

Theorem 4.4.10. *The type Seq_R is equal to $\text{Delay } R$*

Proof. We define right and left identity, saying that for any sequence (s, q) , we get

$$\text{Delay} \rightarrow \text{Seq} (\text{Seq} \rightarrow \text{Delay} (s, q)) \equiv (s, q) \quad (4.23)$$

defined by cases analysis on s_0 , if $s_0 = \text{inl } r$ then we need to show

$$\text{now}_{\text{Seq}} r \equiv (s, q) \quad (4.24)$$

This is true, since (s, q) is a monotone sequence and $\text{inl } r$ is the top element of the order, then all elements of the sequence are $\text{inl } r$. If $s_0 = \text{inr } \star$ then, we need to show

$$\text{shift } (\text{Delay} \rightarrow \text{Seq } (\text{Seq} \rightarrow \text{Delay } (\text{unshift } (s, q)))) (\text{inr } \star, _) \equiv (s, q) \quad (4.25)$$

by the induction hypothesis we get

$$\text{Delay} \rightarrow \text{Seq } (\text{Seq} \rightarrow \text{Delay } (\text{unshift } (s, q))) \equiv \text{unshift } (s, q) \quad (4.26)$$

since shift and unshift are inverse, we get the needed equality.

Shift takes two arguments, either clarify that its shift' that inserts $\text{inr } tt$ or ...

For the left identity, we need to show that for any delay monad t we get

$$\text{Seq} \rightarrow \text{Delay } (\text{Delay} \rightarrow \text{Seq } t) \equiv t \quad (4.27)$$

defined by case analysis on t , if $t = \text{now } a$ then the equality is refl . If $t = \text{later } x$ then we need to show

$$\text{later } (\text{Seq} \rightarrow \text{Delay } (\text{unshift } (\text{shift } (\text{Delay} \rightarrow \text{Seq } x)))) \equiv \text{later } x \quad (4.28)$$

By unshift and shift being inverse, and the induction hypothesis we get the wanted equality. Since we are able to define a left and right identity function, we get the wanted equality. \square

Corollary. *The types Delay / \sim and Seq / \sim are equal.*

Show this *Proof.* We show that if $a \sim_{\text{delay}} b$ then $\text{Delay} \rightarrow \text{Seq } a \sim_{\text{Seq}} \text{Delay} \rightarrow \text{Seq } b$,

and we show if $x \sim_{\text{Seq}} y$ then $\text{Seq} \rightarrow \text{Delay } x \sim_{\text{Seq}} \text{Seq} \rightarrow \text{Delay } y$, \square

Show this

4.4.2 Sequence to Partiality Monad

In this section we will show that assuming the "Axiom of Countable Choice", we get an equivalence between sequences and the partiality monad.

Definition 4.4.11 (Sequence Termination). The following relations says that a sequence $(s, q) : \text{Seq}_R$ terminates with a given value $r : R$,

$$(s, q) \downarrow_{\text{Seq}} r = \sum_{(n:\mathbb{N})} s_n \downarrow_{R+1} r. \quad (4.29)$$

Definition 4.4.12 (Sequence Ordering).

$$(s, q) \sqsubseteq_{\text{Seq}} (t, p) = \prod_{(a:R)} (\|s \downarrow_{\text{Seq}} a\| \rightarrow \|t \downarrow_{\text{Seq}} a\|) \quad (4.30)$$

where $\|\cdot\|$ is propositional truncation.

Definition 4.4.13. There is a conversion from $R + 1$ to the partiality monad R_\perp

$$\begin{aligned} \text{Maybe} \rightarrow (-)_\perp (\text{inl } r) &= \eta \ r \\ \text{Maybe} \rightarrow (-)_\perp (\text{inr } \star) &= \perp \end{aligned} \quad (4.31)$$

Definition 4.4.14 (Maybe Ordering). Given some $x, y : R + \mathbf{1}$, the ordering relation is defined as

$$x \sqsubseteq_{R+\mathbf{1}} y = (x \equiv y) + ((x \downarrow_{R+\mathbf{1}}) \times (y \uparrow_{R+\mathbf{1}})) \quad (4.32)$$

This ordering definition is basically `isMon` at a specific index, so we can again rewrite `isMon` as

$$\text{isMon } s = \prod_{(n:\mathbb{N})} s_n \sqsubseteq_{R+\mathbf{1}} s_{n+1} \quad (4.33)$$

This rewriting confirms that if `isMon s`, then `s` is monotone, and therefore a sequence of partial values.

Lemma 4.4.15. *The function `Maybe→(-)⊥` is monotone, that is, if $x \sqsubseteq_{A+\mathbf{1}} y$, for some x and y , then $(\text{Maybe→(-)_⊥ } x) \sqsubseteq_{\perp} (\text{Maybe→(-)_⊥ } y)$.*

Proof. We do the proof by case.

$$\begin{aligned} \text{Maybe→(-)_⊥-mono } (\text{inl } p) &= \\ \text{subst } (\lambda a, \text{Maybe→(-)_⊥ } x \sqsubseteq_{\perp} \text{Maybe→(-)_⊥ } a) \text{ } p &(\sqsubseteq_{\text{refl}} (\text{Maybe→(-)_⊥ } x)) \\ \text{Maybe→(-)_⊥-mono } (\text{inr } (p, _)) &= \\ \text{subst } (\lambda a, \text{Maybe→(-)_⊥ } a \sqsubseteq_{\perp} \text{Maybe→(-)_⊥ } y) \text{ } p^{-1} &(\sqsubseteq_{\text{never}} (\text{Maybe→(-)_⊥ } y)) \end{aligned} \quad (4.34)$$

□

Definition 4.4.16. There is a function taking a sequence to an increasing sequence

$$\begin{aligned} \text{Seq→incSeq} \\ \text{Seq→incSeq } (g, q) &= \text{Maybe→(-)_⊥ } \circ g, \text{Maybe→(-)_⊥-mono } \circ q \end{aligned} \quad (4.35)$$

Definition 4.4.17. There is a function taking a sequence to the partiality monad

$$\begin{aligned} \text{Seq→(-)_⊥ } : \text{Seq}_A &\rightarrow A_{\perp} \\ \text{Seq→(-)_⊥ } (g, q) &= \bigsqcup \circ \text{Seq→incSeq} \end{aligned} \quad (4.36)$$

Lemma 4.4.18. *The function `Seq→(-)⊥` is monotone.*

$$\text{Seq→(-)_⊥-mono} : \text{isSet } A \rightarrow (x \ y : \text{Seq}_A) \rightarrow x \sqsubseteq_{\text{seq}} y \rightarrow \text{Seq→(-)_⊥ } x \sqsubseteq_{\perp} \text{Seq→(-)_⊥ } y \quad (4.37)$$

Proof. Given two sequences, if one is smaller than the another, then the least upper bounds of each sequence respect the ordering. □

Definition 4.4.19. If two sequences x, y are weakly bisimilar, then $\text{Seq→(-)_⊥ } x \equiv \text{Seq→(-)_⊥ } y$

$$\text{Seq→(-)_⊥-}\approx\rightarrow\equiv A_{\text{set}} \ x \ y \ (p, q) = \alpha_{\perp} (\text{Seq→(-)_⊥-mono } A_{\text{set}} \ x \ y \ p) (\text{Seq→(-)_⊥-mono } A_{\text{set}} \ y \ x \ q) \quad (4.38)$$

Definition 4.4.20 (Recursor for Quotient). For all sequences $x, y : \text{Seq}_A$, functions $f : A \rightarrow B$ and relations $g : x \ R \ y \rightarrow f \ x \equiv f \ y$, then if B is a set $B_{\text{set}} : \text{isSet } B$, we get a function $\text{rec} : A/R \rightarrow B$, defined by case as

$$\begin{aligned} \text{rec } [z] &= f \ z \\ \text{rec } (\text{eq/ } _ _ r \ i) &= g \ r \ i \\ \text{rec } (\text{squash/ } a \ b \ p \ q \ i \ j) &= B_{\text{set}} (\text{rec } a) (\text{rec } b) (\text{ap rec } p) (\text{ap rec } q) \ i \ j \end{aligned} \quad (4.39)$$

there exists non-monotone sequences, it just follows our definition of a sequence.

What is an increasing sequence ??, this is not defined anywhere!!

should this be formalized entirely, or should there just be a comment about monotonicity? Does not seem relevant? (There is alot of work

This recursor allows us to lift the function $\text{Seq} \rightarrow (-)_\perp$ to the quotient

Definition 4.4.21. We can define a function $\text{Seq}/\sim \rightarrow (-)_\perp$ from Seq_A to A_\perp , where $A_{\text{set}} : \text{isSet } A$ as

$$\text{Seq}/\sim \rightarrow (-)_\perp = \text{rec } \text{Seq} \rightarrow (-)_\perp (\text{Seq} \rightarrow (-)_\perp \sim \rightarrow \equiv A_{\text{set}}) (-)_\perp \text{-isSet} \quad (4.40)$$

Lemma 4.4.22. Given two sequences s and t , if $\text{Seq} \rightarrow (-)_\perp s \equiv \text{Seq} \rightarrow (-)_\perp t$, then $s \sim_{\text{seq}} t$.

Proof. We can reduce the burden of the proof, since

$$s \sim_{\text{seq}} t = \left(\prod_{(r:R)} \|x \downarrow_{\text{seq}} r\| \rightarrow \|y \downarrow_{\text{seq}} r\| \right) \times \left(\prod_{(r:R)} \|y \downarrow_{\text{seq}} r\| \rightarrow \|x \downarrow_{\text{seq}} r\| \right) \quad (4.41)$$

so we can just show one part and get the other by symmetry. We assume $\|x \downarrow_{\text{seq}} r\|$, to show $\|y \downarrow_{\text{seq}} r\|$. By the mapping property of propositional truncation, we reduce the proof to defining a function $x \downarrow_{\text{seq}} r \rightarrow y \downarrow_{\text{seq}} r$. Since $x \downarrow_{\text{seq}} r$, then $\eta r \sqsubseteq_\perp \text{Seq} \rightarrow (-)_\perp x$, but we have assumed $\text{Seq} \rightarrow (-)_\perp x \equiv \text{Seq} \rightarrow (-)_\perp y$, so we get $\eta r \sqsubseteq_\perp \text{Seq} \rightarrow (-)_\perp y$, and thereby $y \downarrow_{\text{seq}} r$. \square

Lemma 4.4.23. The function $\text{Seq}/\sim \rightarrow (-)_\perp$ is injective.

Proof. We use propositional elimination of quotients

$$\begin{aligned} \text{elimProp} : (B : \text{Seq}_R / \sim_{\text{seq}} \rightarrow \mathcal{U}) \rightarrow ((x : \text{Seq}_R / \sim_{\text{seq}}) \rightarrow \text{isProp } (B x)) \\ \rightarrow (f : (a : \text{Seq}_R) \rightarrow B [a]) \rightarrow (x : \text{Seq}_R / \sim_{\text{seq}}) \rightarrow B x \end{aligned} \quad (4.42)$$

to show the injectivity, meaning for all $x y : \text{Seq}_R / \sim_{\text{seq}}$ we get $\text{Seq}/\sim \rightarrow (-)_\perp x \equiv \text{Seq}/\sim \rightarrow (-)_\perp y \rightarrow x \equiv y$. We start by eliminating x , followed by elimination of y , this gives us the proof term

$$\begin{aligned} \text{elimProp} \\ (\lambda a, \text{Seq}/\sim \rightarrow (-)_\perp a \equiv \text{Seq}/\sim \rightarrow (-)_\perp y \rightarrow a \equiv y) \\ (\lambda a, \text{isProp}\Pi (\lambda _, \text{squash}/ a y)) \\ (\lambda a, \text{elimProp} \\ (\lambda b, \text{Seq} \rightarrow (-)_\perp a \equiv \text{Seq}/\sim \rightarrow (-)_\perp b \rightarrow [a] \equiv b) \\ (\lambda b, \text{isProp}\Pi (\lambda _, \text{squash}/ [a] b)) \\ (\lambda b, (\text{eq}/ a b) \circ (\text{Seq} \rightarrow (-)_\perp \text{-isInjective } a b))) \end{aligned} \quad (4.43)$$

where $\text{Seq} \rightarrow (-)_\perp \text{-isInjective}$ is (4.4.22), \square

Lemma 4.4.24. For all constant sequences s , where all elements have the same value v , we get $\text{Seq} \rightarrow (-)_\perp s \equiv \text{Maybe} \rightarrow (-)_\perp v$.

Proof. The left side of the equality reduces to $\text{Maybe} \rightarrow (-)_\perp$ applied on the least upper bound of the constant sequence, which is exactly the right hand side of the equality. \square

Lemma 4.4.25. Assuming countable choice, the function $\text{Seq} \rightarrow (-)_\perp$ is surjective

describe countable choice (and why it is needed!)

Should this be formalized?

Convert to text, instead of a proof term!?

describe
what it
means
to do
the sur-
jective
proof by
case!

more
precise
descrip-
tion!

Complete
the rest
of the
proof!

Proof. We do the proof by case on R_{\perp} , if it is η r or **never**, we convert them to the sequences **now**_{seq} r and **never**_{seq} respectively, then we are done by (4.4.24). For the least upper bound $\sqcup(\mathbf{s}, \mathbf{b})$, we translate to the (increasing) sequence, defined by (\mathbf{s}, \mathbf{b}) . \square

Lemma 4.4.26. *Assuming countable choice, the function $\text{Seq}/\sim \rightarrow (-)_{\perp}$ is surjective*

Theorem 4.4.27. *Assuming countable choice, we get an equivalence between sequences and the partiality monad.*

Proof. The function $\text{Seq}/\sim \rightarrow (-)_{\perp}$ is injective and surjective assuming countable choice, meaning we get an equivalence, since we are working in \mathbf{hSets} . \square

4.4.2.1 Building the Partiality Monad as a limit (Dialgebra?)

Is this possible?

4.4.3 Permutation Trees

4.4.3.1 Binary Trees

We define binary trees bT as the \mathbf{M} -type over

$$\left(\mathbf{1} + \mathbf{1}, \begin{cases} \mathbf{0} & \text{inl } \star \\ \mathbf{1} + \mathbf{1} & \text{inr } \star \end{cases} \right) \quad (4.44)$$

We get constructors

$$\overline{\text{leaf} : bT} \quad (4.45)$$

$$\frac{\mathbf{f} : \mathbf{1} + \mathbf{1} \rightarrow bT}{\text{node } \mathbf{f} : bT} \quad (4.46)$$

We want to define trees where the permutation does not matter bTp

$$\frac{\mathbf{f} : \mathbf{1} + \mathbf{1} \rightarrow bT \quad \mathbf{g} : \mathbf{1} + \mathbf{1} \rightarrow \mathbf{1} + \mathbf{1} \quad \text{isIso } \mathbf{g}}{\text{node } \mathbf{f} \equiv \text{node } (\mathbf{f} \circ \mathbf{g})} \text{mix} \quad (4.47)$$

We can either define this as a quotient bT/\sim , meaning $\sim = \text{mix}$ or as a QIIT type where **mix** and **bTp-isSet** are additional constructors. These two definitions are equal

Theorem 4.4.28. $bT/\sim \equiv bTp$

Proof.

$$\begin{aligned} bT \rightarrow bTp \quad \text{leaf}_{bT} &= \text{leaf}_{bTp} \\ bT \rightarrow bTp \quad (\text{node}_{bT} \mathbf{f}) &= \text{node}_{bTp} (bT \rightarrow bTp \circ \mathbf{f}) \end{aligned} \quad (4.48)$$

Then we lift the definition to the quotient

$$bT/\sim \rightarrow bTp = \text{rec } bT \rightarrow bTp \quad (\text{Seq} \rightarrow (-)_{\perp} \approx \rightarrow \equiv A_{\text{set}}) \quad bTp\text{-isSet} \quad (4.49)$$

\square

4.4.4 Silhouette Trees

We start by defining an R valued E branching tree, as the \mathbf{M} -type given by the following container

$$\left(R + \mathbf{1}, \begin{cases} \mathbf{0} & \text{inl } a \\ E & \text{inr } \star \end{cases} \right) \quad (4.50)$$

We get the constructors

$$\frac{a : R}{\text{leaf } a : \text{tree } R E} \quad (4.51)$$

$$\frac{k : E \rightarrow \text{tree } R E}{\text{node } k : \text{tree } R E} \quad (4.52)$$

Then we define the weak bisimilarity relation \sim_{tree}

$$\frac{}{\text{leaf } x \sim_{\text{tree}} \text{leaf } y} \sim_{\text{leaf}} \quad (4.53)$$

$$\frac{\prod_{(v:E)} k_1 v \sim_{\text{tree}} k_2 v}{\text{node } k_1 \sim_{\text{tree}} \text{node } k_2} \sim_{\text{node}} \quad (4.54)$$

This is enough to define, what we call, silhouette trees, which are trees quotiented by this notion of weak bisimilarity, namely $\text{tree}/\sim_{\text{tree}}$. We can also construct this type directly as a QIIT, with type constructors

$$\frac{}{\text{leaf}_{\text{sTree}} : \text{sTree } E} \quad (4.55)$$

$$\frac{k : E \rightarrow \text{sTree } E}{\text{node}_{\text{sTree}} k : \text{sTree } E} \quad (4.56)$$

And the ordering relation $(\cdot \sqsubseteq_{\text{sTree}} \cdot)$ of how "defined" the trees are by the constructors

$$\frac{x \sqsubseteq_{\text{sTree}} y \quad y \sqsubseteq_{\text{sTree}} x}{\alpha_{\text{sTree}} x y : \text{sTree } E} \quad (4.57)$$

$$\frac{s : (\mathbb{N} \rightarrow E) \rightarrow \text{sTree } E}{\bigsqcup_{(e:\mathbb{N} \rightarrow E)} (s e)} \quad (4.58)$$

4.4.4.1 From tree to Seq_{tree}

We now want to show the equivalence between these two constructions, to do this we define an intermediate construction Seq_{tree} , where we get an ordering on the "definedness" of trees.

Definition 4.4.29. We define monotone increasing sequences of trees as , all branches are monotone increasing.

$$\text{Seq}_{\text{tree}} = \prod_{(e:\mathbb{N} \rightarrow E)} \sum_{(s:\mathbb{N} \rightarrow R+1)} \prod_{(n:\mathbb{N})} s_n \sqsubseteq_{R+1} s_{n+1} \quad (4.59)$$

where \sqsubseteq_{R+1} is similar to the relation defined at (4.4.14).

Definition 4.4.30. We define a function to shift a Seq_{tree} , it takes $f : E \rightarrow \text{Seq}_{tree}$ as an argument. We let $s' = f e_0 (e \circ \text{succ})$, then the definition is given as

$$\text{shift-seq } f = \lambda e, \lambda \text{ inr } \star, \pi_1 s' \lambda, \left(\lambda n, \begin{cases} \text{inr } (\text{refl}, \text{inl} \neq \text{inr}) & n = 0 \wedge \pi_1 s' 0 = \text{inl } r \\ \text{inl refl} & n = 0 \wedge \pi_1 s' 0 = \text{inr } \star \\ \pi_2 s' m & n = m + 1 \end{cases} \right) \quad (4.60)$$

Definition 4.4.31. We define a function to unshift a Seq_{tree}

$$\text{unshift-seq } s v = \lambda e, (\pi_1 (s (\lambda v, e \lambda)) \circ \text{succ}), (\pi_2 (s (\lambda v, e \lambda)) \circ \text{succ}) \quad (4.61)$$

Lemma 4.4.32. Shift and unshift are inverse to each other

Proof. The same reasoning as for □

 shift -
unshift

Definition 4.4.33. We get a function from trees to monotone sequences

$$\begin{aligned} \text{tree} \rightarrow \text{Seq} (\text{leaf } r) &= \lambda _, (\lambda _, \text{inl } r), (\lambda _, \text{inl refl}) \\ \text{tree} \rightarrow \text{Seq} (\text{node } k) &= \text{shift } (\text{tree} \rightarrow \text{Seq } \circ k) \end{aligned} \quad (4.62)$$

Definition 4.4.34. We get a function from monotone sequences to trees

$$\text{Seq} \rightarrow \text{tree } s = \begin{cases} \text{leaf } r & \prod_{(e:\mathbb{N} \rightarrow E)} \pi_1 (s e) 0 = \text{inl } r \\ \text{node } (\text{Seq} \rightarrow \text{tree} \circ \text{unshift } s) & o.w. \end{cases} \quad (4.63)$$

Lemma 4.4.35. If the first element in the sequence is terminated / a leaf, then the rest of the elements will also be terminated.

$$\left(\prod_{e:\mathbb{N} \rightarrow E} \pi_1 (s e) 0 = \text{inl } r \right) \Leftrightarrow (s \equiv \lambda _, (\lambda _, \text{inl } r), (\lambda _, \text{inl refl})) \quad (4.64)$$

Proof. Since the sequence is monotone, and $\text{inl } r$ is the top element of the order, if the first element is $\text{inl } r$, then the sequence must be $\lambda _, (\lambda _, \text{inl } r), (\lambda _, \text{inl refl})$. The other direction is trivial. □

Theorem 4.4.36. The types tree and Seq_{tree} are equal

Proof. We construct an isomorphism by the functions $\text{tree} \rightarrow \text{Seq}$ and $\text{Seq} \rightarrow \text{tree}$, with right inverse given by two cases, one where the first element in the sequence is $\text{inl } r$, meaning representing a leaf with value r , then we need to show that $s \equiv \lambda _, (\lambda _, \text{inl } r), (\lambda _, \text{inl refl})$ which follows from Lemma 4.4.35. Otherwise we need to show that

$$\text{shift } (\text{tree} \rightarrow \text{Seq} \circ \text{Seq} \rightarrow \text{tree} \circ \text{unshift } s) \equiv s \quad (4.65)$$

By induction we get

$$\text{tree} \rightarrow \text{Seq} \circ \text{Seq} \rightarrow \text{tree} \circ \text{unshift } s \equiv \text{unshift } s \quad (4.66)$$

then by the right inverse of the equality between shift and unshift, we are done. For the left inverse we do case analysis, using induction and the left inverse of the equality between shift and unshift

$$\begin{aligned} \text{tree-Seq}(\text{leaf } r) &= \text{refl} \\ \text{tree-Seq}(\text{node } k) &= \text{unshift-shift}(\text{tree} \rightarrow \text{Seq} \circ k) \cdot \text{tree-Seq } k \end{aligned} \quad (4.67)$$

□

We start by defining some ordering relation on Seq_{tree}

Definition 4.4.37 (Sequence Termination). The following relations says that a branche $e : \mathbb{N} \rightarrow E$ of a sequence $s : \text{Seq}_{\text{tree}}$ terminates at depth n ,

$$(s \ e) \downarrow_{\text{Seq}_{\text{tree}}} n = (s \ e \ n) \downarrow_{R+1}. \quad (4.68)$$

We define weak bisimilarity relation for sequences

Definition 4.4.38.

$$s \sim_{\text{Seq}_{\text{tree}}} t = \prod_{(e:E)} \prod_{(n:\mathbb{N})} (\| (s \ e) \downarrow_{\text{Seq}} n \| \longleftrightarrow \| (t \ e) \downarrow_{\text{Seq}} n \|) \quad (4.69)$$

where $\| \cdot \|$ is propositional truncation.

Corollary. The types $\text{tree}/\sim_{\text{tree}}$ and $\text{Seq}_{\text{tree}}/\sim_{\text{Seq}_{\text{tree}}}$ are equal.

Proof. We follow the same strategy as for Delay/\sim and Seq/\sim

□

4.4.4.2 Seq_{tree} to sTree

Definition 4.4.39. We define a function converting a sequence on trees to a monotone sequence on sTree 's

$$\text{Seq} \rightarrow \text{incSeq} \quad (4.70)$$

Definition 4.4.40. There is a function from Seq_{tree} to sTree

$$\text{Seq} \rightarrow \text{sTree} \ s = \bigsqcup_{(e:\mathbb{N} \rightarrow E)} (\text{Seq} \rightarrow \text{incSeq} \ s \ e) \quad (4.71)$$

Lemma 4.4.41. Given $a \sqsubseteq_{\text{Seq}_{\text{tree}}} b$, then $\text{Seq} \rightarrow \text{sTree} \ a \sqsubseteq_{\text{sTree}} \text{Seq} \rightarrow \text{sTree} \ b$.

Proof.

□

Since this definition is monotone, it can be lifted to the quotiented sequences.

Lemma 4.4.42. If two elements are weakly bisimilar, then they are equal as sTrees

$$\begin{aligned} \text{Seq} \rightarrow \text{sTree} \sim \rightarrow \equiv x \ y \ (p, q) = \\ \alpha_{\text{sTree}} (\text{Seq} \rightarrow \text{sTree} \text{-mono } x \ y \ p) (\text{Seq} \rightarrow \text{sTree} \text{-mono } y \ x \ q) \end{aligned} \quad (4.72)$$

Definition 4.4.43. Function from Seq/\sim to sTree

$$\text{Seq}/\sim \rightarrow \text{sTree} = \text{rec } \text{Seq} \rightarrow \text{sTree} \ \text{Seq} \rightarrow \text{sTree} \sim \rightarrow \equiv \text{sTree-isSet} \quad (4.73)$$

Lemma 4.4.44. $\text{Seq}/\sim \rightarrow \text{sTree}$ is injective

Lemma 4.4.45. $\text{Seq}/\sim \rightarrow \text{sTree}$ is surjective

Theorem 4.4.46. $\text{Seq}/\sim \rightarrow \text{sTree}$ is an equivalence.

4.4.5 QM-types

We want to define sequences based on \mathbf{M} -types, here are some examples

$$\text{Seq}_{\mathbf{M}_{(A, 0)}} = A \quad (4.74)$$

$$\text{Seq}_{\mathbf{M}_{(A+1, [0, 1])}} = \sum_{(\mathbf{s}: \mathbb{N} \rightarrow A+1)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.75)$$

$$\text{Seq}_{\mathbf{M}_{(1+1, [0, E])}} = \prod_{(\mathbf{e}: \mathbb{N} \rightarrow E)} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow 1+1)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.76)$$

$$\text{Seq}_{\mathbf{M}_{(A+1, [0, E])}} = \prod_{(\mathbf{e}: \mathbb{N} \rightarrow E)} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow A+1)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.77)$$

$$\text{Seq}_{\mathbf{M}_{(A+B, [0, E])}} = \prod_{(\mathbf{e}: \mathbb{N} \rightarrow E)} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow A+B)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.78)$$

$$\text{Seq}_{\mathbf{M}_{(1, 1+1)}} = \prod_{(\mathbf{e}: \mathbb{N} \rightarrow 1+1)} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow 1)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.79)$$

$$\text{Seq}_{\mathbf{M}_{(A, 1+1)}} = \prod_{(\mathbf{e}: \mathbb{N} \rightarrow 1+1)} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow A)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.80)$$

$$\text{Seq}_{\mathbf{M}_{(A, B)}} = \prod_{(\mathbf{e}: (n: \mathbb{N}) \rightarrow B \mathbf{s}_{n-1})} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow A)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.81)$$

$$\text{Seq}_{\mathbf{M}_{(A, B)}}^{(n)} (\mathbf{s}_{n-1} : A) = \sum_{(\mathbf{s}_n : A)} \prod_{(n: \mathbb{N})} \prod_{(\mathbf{e}: (n: \mathbb{N}) \rightarrow B \mathbf{s}_{n-1})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.82)$$

$$\text{Seq}_{\mathbf{M}_{(A+B, [X, Y])}} = \prod_{\left(\mathbf{e}: (n: \mathbb{N}) \rightarrow \begin{cases} X & a \quad \mathbf{s}_{n-1} = \text{inl } a \\ Y & b \quad \mathbf{s}_{n-1} = \text{inr } b \end{cases} \right)} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow A)} \prod_{(n: \mathbb{N})} \mathbf{s}_n \sqsubseteq \mathbf{s}_{n+1} \quad (4.83)$$

$$\text{Seq}_{\mathbf{M}_{(A, B)}} = \sum_{(s': \mathbf{M}_{(A, B)})} \sum_{(\mathbf{s}: \mathbb{N} \rightarrow \sum_{(a: A)} B \ a \rightarrow \mathbf{M}_{(A, B)})} \left(\prod_{(p: \sum_{a: A} B \ a)} s' \sqsubseteq (\mathbf{s}_0 \ p) \right) \times \left(\prod_{(n: \mathbb{N})} \prod_{(p: \sum_{(a: A)} B \ a)} (s_n \ p) \sqsubseteq (s_{n+1} \ p) \right) \quad (4.84)$$

A QM-type is a quotiented M-type, we try to define this as a quotient on containers. We define container quotients as

4.5 Cofree Coalgebra / Dialgebra

Is this relevant?

which other QM types can be expressed as QIITs

Chapter 5

Properties of M-types?

5.1 Closure properties of M-types

We want to show that M-types are closed under simple operations, we start by looking at the product.

5.1.1 Product of M-types

We start with containers and work up to M-types.

Definition 5.1.1. The product of two containers is defined as [1]

$$(A, B) \times (C, D) \equiv (A \times C, \lambda (a, c), B \ a \times D \ c). \quad (5.1)$$

We can lift this rule, through the diagram in Figure 5.1, used to define M-types.

Theorem 5.1.2. For any $n : \mathbb{N}$ the following is true

$$P_{(A, B)}^n \mathbf{1} \times P_{(C, D)}^n \mathbf{1} \equiv P_{(A, B) \times (C, D)}^n \mathbf{1}. \quad (5.2)$$

Proof. We do induction on n , for $n = 0$, we have $\mathbf{1} \times \mathbf{1} \equiv \mathbf{1}$. For $n = m + 1$, we may assume

$$P_{(A, B)}^m \mathbf{1} \times P_{(C, D)}^m \mathbf{1} \equiv P_{(A, B) \times (C, D)}^m \mathbf{1}, \quad (5.3)$$

in the following

$$P_{(A, B)}^{m+1} \mathbf{1} \times P_{(C, D)}^{m+1} \mathbf{1} \quad (5.4)$$

$$\equiv P_{(A, B)}(P_{(A, B)}^m \mathbf{1}) \times P_{(C, D)}(P_{(C, D)}^m \mathbf{1}) \quad (5.5)$$

$$\equiv \sum_{a:A} B \ a \rightarrow P_{(A, B)}^m \mathbf{1} \times \sum_{c:C} D \ c \rightarrow P_{(C, D)}^m \mathbf{1} \quad (5.6)$$

$$\equiv \sum_{a,c:A \times C} (B \ a \rightarrow P_{(A, B)}^m \mathbf{1}) \times (D \ c \rightarrow P_{(C, D)}^m \mathbf{1}) \quad (5.7)$$

$$\equiv \sum_{a,c:A \times C} B \ a \times D \ c \rightarrow P_{(A, B)}^m \mathbf{1} \times P_{(C, D)}^m \mathbf{1} \quad (5.8)$$

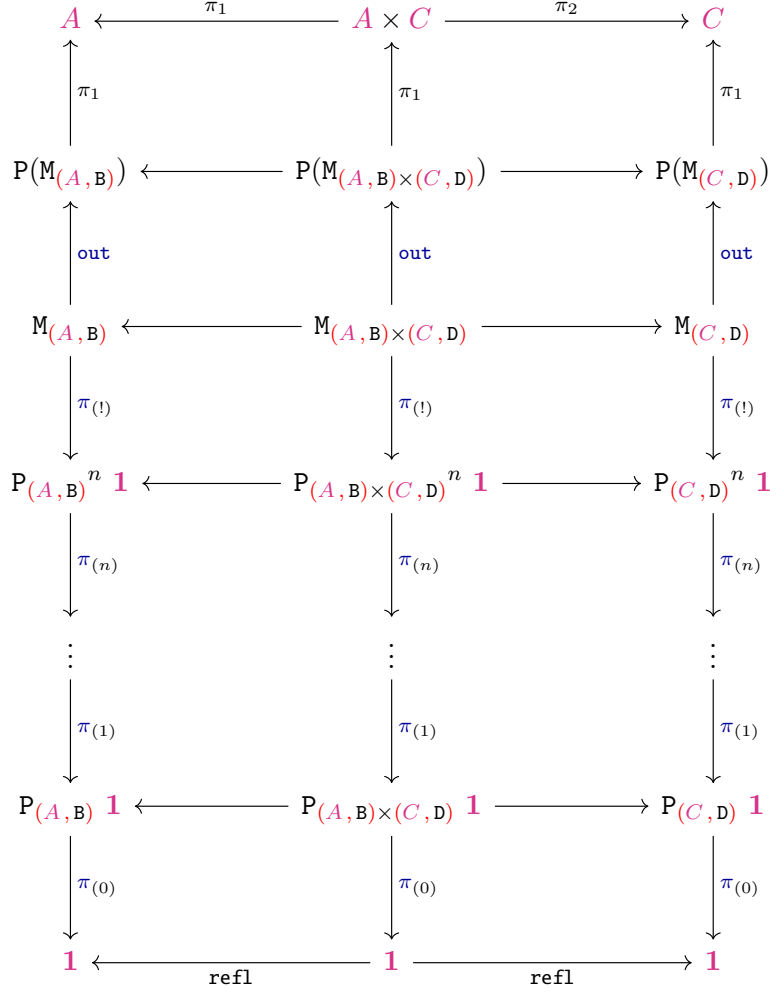


Figure 5.1: Diagram for products of chains

$$\equiv \sum_{a,c:A \times C} B \ a \times D \ c \rightarrow P_{(A,B) \times (C,D)}^m \mathbf{1} \quad (5.9)$$

$$\equiv P_{(A,B) \times (C,D)}(P_{(A,B) \times (C,D)}^m \mathbf{1}) \quad (5.10)$$

$$\equiv P_{(A,B) \times (C,D)}^{m+1} \mathbf{1} \quad (5.11)$$

taking the limit of (5.2) we get

$$M_{(A,B)} \times M_{(C,D)} \equiv M_{(A,B) \times (C,D)}. \quad (5.12)$$

□

Example 3. For streams we get

$$\text{stream } A \times \text{stream } B \equiv M_{(A, \lambda _ , 1)} \times M_{(B, \lambda _ , 1)} \equiv M_{(A, \lambda _ , 1) \times (B, \lambda _ , 1)} \equiv \text{stream } (A \times B) \quad (5.13)$$

as expected. Transporting along (5.13) gives us a definition for **zip**.

5.1.2 Co-product

Coproducts?

5.1.3 ...

The rest of the closures defined in "Categories of Containers" [1]

Chapter 6

Examples of **M**-types

6.1 The Partiality monad

To construct the partiality monad, we start with the delay monad, and the preorder

$$\forall x, \perp \sqsubseteq x \tag{6.1}$$

$$\forall x, x \sqsubseteq x \tag{6.2}$$

$$\forall x y z, x \sqsubseteq y \rightarrow y \sqsubseteq z \rightarrow x \sqsubseteq z \tag{6.3}$$

we can then define the partiality monad

The partiality monad $(-)_\perp$ is a way of adding partiality to a given computation. Along with the partiality monad, we also get a partial ordering $(\cdot \sqsubseteq \cdot)$, by

$$\forall x, \perp \sqsubseteq x \tag{6.4}$$

$$\forall x, x \sqsubseteq x \tag{6.5}$$

$$\forall x y z, x \sqsubseteq y \rightarrow y \sqsubseteq z \rightarrow x \sqsubseteq z \tag{6.6}$$

$$\forall x y, x \sqsubseteq y \rightarrow y \sqsubseteq x \rightarrow x \equiv y \tag{6.7}$$

We now want to show that we can construct the partiality monad from the delay monad. We need an operation that given an element of the delay monad, maps to an element of the partiality monad.

$$\text{now } x = x + \mathbf{1} \tag{6.8}$$

$$\text{later } y = y \tag{6.9}$$

6.2 TODO: Place these subsections

What makes a relation a bisimulation? Is bisim and equality equal.

6.2.1 Identity Bisimulation

Lets start with a simple example of a bisimulation namely the one given by the identity relation for any **M**-type.

Lemma 6.2.1. *The identity relation $(\cdot \equiv \cdot)$ is a bisimulation for any final coalgebra $\mathbf{M}_S\text{-out}$ defined over an **M**-type.*

Proof. We first define the function

$$\begin{aligned} \alpha_{\equiv} : \equiv &\rightarrow \mathbf{P}(\equiv) \\ \alpha_{\equiv}(x, y) &:= \pi_1(\text{out } x), (\lambda b, (\pi_2(\text{out } x) b, \text{refl}_{(\pi_2(\text{out } x) b)})) \end{aligned} \quad (6.10)$$

and the two projections

$$\pi_1^{\equiv} = (\pi_1, \text{funExt } \lambda(a, b, r), \text{refl}_{\text{out } a}) \quad (6.11)$$

$$\pi_2^{\equiv} = (\pi_2, \text{funExt } \lambda(a, b, r), \text{cong}_{\text{out}}(r^{-1})). \quad (6.12)$$

This defines the bisimulation, given by the diagram in Figure 6.1. \square

$$\mathbf{M}\text{-out} \xleftarrow{\pi_1^{\equiv}} \equiv - \alpha_{\equiv} \xrightarrow{\pi_2^{\equiv}} \mathbf{M}\text{-out}$$

Figure 6.1: Identity bisimulation

6.2.2 Bisimulation of Streams

TODO

6.2.3 Bisimulation of Delay Monad

We want to define a strong bisimulation relation \sim_{delay} for the delay monad,

Definition 6.2.2. The relation \sim_{delay} is defined by the following rules

$$\frac{R : \mathcal{U} \quad r : R}{\text{now } r \sim_{\text{delay}} \text{now } r : \mathcal{U}} \text{now} \sim \quad (6.13)$$

$$\frac{R : \mathcal{U} \quad t : \text{delay } R \quad u : \text{delay } R \quad t \sim_{\text{delay}} u : \mathcal{U}}{\text{later } t \sim_{\text{delay}} \text{later } u : \mathcal{U}} \text{later} \sim \quad (6.14)$$

Theorem 6.2.3. *The relation \sim_{delay} is a bisimulation for delay R .*

Proof. First we define the function

$$\begin{aligned} \alpha_{\sim_{\text{delay}}} : \sim_{\text{delay}} &\rightarrow \mathbf{P}(\sim_{\text{delay}}) \\ \alpha_{\sim_{\text{delay}}}(a, b, \text{now} \sim r) &:= (\text{inr } r, \lambda()) \\ \alpha_{\sim_{\text{delay}}}(a, b, \text{later} \sim x \ y \ q) &:= (\text{inl } \star, \lambda _, (x, y, q)) \end{aligned} \quad (6.15)$$

then we define the projections

$$\pi_1^{\sim_{\text{delay}}} = \left(\pi_1, \text{funExt } \lambda(a, b, p), \left\{ \begin{array}{ll} (\text{inr } r, \lambda()) & p = \text{now} \sim r \\ (\text{inl } \star, \lambda_ , x) & p = \text{later} \sim x \ y \ q \end{array} \right. \right) \quad (6.16)$$

$$\pi_2^{\sim_{\text{delay}}} = \left(\pi_2, \text{funExt } \lambda(a, b, p), \left\{ \begin{array}{ll} (\text{inr } r, \lambda()) & p = \text{now} \sim r \\ (\text{inl } \star, \lambda_ , y) & p = \text{later} \sim x \ y \ q \end{array} \right. \right) \quad (6.17)$$

$$(6.18)$$

This defines the bisimulation, given by the diagram in Figure 6.2. \square

$$\text{delay } R\text{-out} \xleftarrow{\pi_1^{\sim_{\text{delay}}}} \sim_{\text{delay}} \alpha_{\sim_{\text{delay}}} \xrightarrow{\pi_2^{\sim_{\text{delay}}}} \text{delay } R\text{-out}$$

Figure 6.2: Strong bisimulation for delay monad

6.2.4 Bisimulation of ITrees

We define our bisimulation coalgebra from the strong bisimulation relation \mathcal{R} , defined by the following rules.

$$\frac{a, b : R \quad a \equiv_R b}{\text{Ret } a \cong \text{Ret } b} \text{EqRet} \quad (6.19)$$

$$\frac{t, u : \text{itree } E \ R \quad t \cong u}{\text{Tau } t \cong \text{Tau } u} \text{EqTau} \quad (6.20)$$

$$\frac{A : \mathcal{U} \quad e : E \ A \quad k_1, k_2 : A \rightarrow \text{itree } E \ R \quad t \cong u}{\text{Vis } e \ k_1 \cong \text{Tau } e \ k_2} \text{EqVis} \quad (6.21)$$

Now we just need to define $\alpha_{\mathcal{R}}$

define the $\alpha_{\mathcal{R}}$ function

. Now we have a bisimulation relation, which is equivalent to equality, using what we showed in the previous section.

6.2.5 Zip Function

We want the diagram in Figure 6.3 to commute, meaning we get the computation rules

$$(\text{hd} \times \text{hd}) \equiv \text{hd} \circ \text{zip} \quad (6.22)$$

$$\text{zip} \circ (\text{tl} \times \text{tl}) \equiv \text{tl} \circ \text{zip} \quad (6.23)$$

we can define the zip function as we did in the end of the last section. Another way to define the zip function is more directly, using the following lifting property of \mathbf{M} -types

$$\text{lift}_{\mathbf{M}} \left(x : \prod_{n:\mathbb{N}} (A \rightarrow P_{S^n} \mathbf{1}) \right) \left(u : \prod_{n:\mathbb{N}} (A \rightarrow \pi_n(x_{n+1}a) \equiv x_n a) \right) (a : A) : \mathbf{M} \ S := (\lambda n, x \ n \ a), (\lambda n \ i, p \ n \ a \ i). \quad (6.24)$$

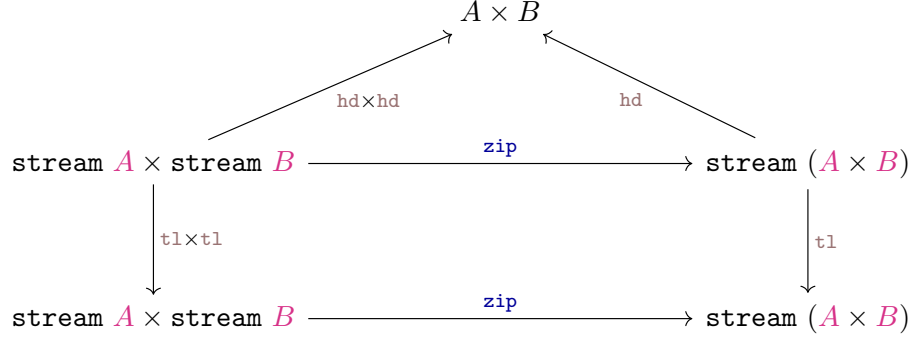


Figure 6.3: TODO

To use this definition, we first define some helper functions

$$\mathbf{zip}_X \ n \ (x, y) = \begin{cases} \mathbf{1} & \text{if } n = 0 \\ (\mathbf{hd} \ x, \mathbf{hd} \ y), (\lambda _, \mathbf{zip}_X \ m \ (\mathbf{tl} \ x, \mathbf{tl} \ y)), & \text{if } n = m + 1 \end{cases} \quad (6.25)$$

$$\mathbf{zip}_\pi \ n \ (x, y) = \begin{cases} \mathbf{refl} & \text{if } n = 0 \\ \lambda i, (\mathbf{hd} \ x, \mathbf{hd} \ y), (\lambda _, \mathbf{zip}_\pi \ m \ (\mathbf{tl} \ x, \mathbf{tl} \ y) \ i), & \text{if } n = m + 1 \end{cases}, \quad (6.26)$$

we can then define

$$\mathbf{zip}_{lift} \ (x, y) := \mathbf{lift}_M \ \mathbf{zip}_X \ \mathbf{zip} \ (x, y). \quad (6.27)$$

6.2.5.1 Equality of Zip Definitions

We would expect that the two definitions for zip are equal

$$\mathbf{transport}_? \ a \equiv \mathbf{zip}_{lift} \ a \quad (6.28)$$

$$\equiv \mathbf{lift}_M \ \mathbf{zip}_X \ \mathbf{zip}_\pi \ (x, y) \quad (6.29)$$

$$\equiv (\lambda n, \mathbf{zip}_X \ n \ (x, y)), (\lambda n \ i, \mathbf{zip}_\pi \ n \ (x, y) \ i) \quad (6.30)$$

zero case X

$$\mathbf{zip}_X \ 0 \ (x, y) \equiv \mathbf{1} \quad (6.31)$$

Successor case X

$$\mathbf{zip}_X \ (m + 1) \ (x, y) \equiv (\mathbf{hd} \ x, \mathbf{hd} \ y), (\lambda _, \mathbf{zip}_X \ m \ (\mathbf{tl} \ x, \mathbf{tl} \ y)) \quad (6.32)$$

$$\equiv (\mathbf{hd} \ x, \mathbf{hd} \ y), (\lambda _, ? \ (\mathbf{tl} \ a)) \quad (6.33)$$

$$\equiv (\mathbf{hd} \ (\mathbf{transport}_? \ a)), (\lambda _, \mathbf{transport}_? \ (\mathbf{tl} \ a)) \quad (6.34)$$

$$\equiv \mathbf{transport}_? \ a \quad (6.35)$$

$$(6.36)$$

Zero case π : $(\lambda i, \mathbf{zip}_\pi \ 0 \ (x, y) \ i \equiv \mathbf{refl})$.

$$\equiv (), (\lambda i, \mathbf{zip}_\pi \ 0 \ (x, y) \ i) \quad (6.37)$$

$$\equiv \mathbf{1}, \mathbf{refl} \quad (6.38)$$

(6.39)

successor case

$$\equiv (\text{zip}_X (m+1) (x, y), (\lambda i, \text{zip}_\pi (m+1) (x, y) i)) \quad (6.40)$$

$$\equiv ((\text{hd } x, \text{hd } y), (\lambda _, \text{zip}_X m (\text{tl } x, \text{tl } y))), (\lambda i, (\text{hd } x, \text{hd } y), (\lambda _, \text{zip}_\pi m (\text{tl } x, \text{tl } y) i)) \quad (6.41)$$

Complete this proof

6.2.6 Examples of Fixed Points

6.2.6.1 Zeros

Let us try to define the zero stream, we do this by lifting the functions

$$\text{const}_X (n : \mathbb{N}) (c : \mathbb{N}) := \begin{cases} 1 & n = 0 \\ (c, \lambda _, \text{const}_X m c) & n = m + 1 \end{cases} \quad (6.42)$$

$$\text{const}_\pi (n : \mathbb{N}) (c : \mathbb{N}) := \begin{cases} \text{refl} & n = 0 \\ \lambda i, (c, \lambda _, \text{const}_\pi m c i) & n = m + 1 \end{cases} \quad (6.43)$$

to get the definition of zero stream

$$\text{zeros} := \text{lift}_M \text{const}_X \text{const}_\pi 0. \quad (6.44)$$

We want to show that we get the expected properties, such as

$$\text{hd } \text{zeros} \equiv 0 \quad (6.45)$$

$$\text{tl } \text{zeros} \equiv \text{zeros} \quad (6.46)$$

6.2.6.2 Spin

We want to define spin, as being the fixed point $\text{spin} = \text{later spin}$, so that is again a final coalgebra, but of a M -type (which is a final coalgebra)

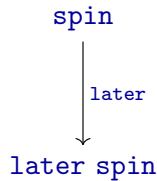


Figure 6.4: TODO

Since it is final, it also must be unique, meaning that there is just one program that spins forever, without returning a value, meaning every other program must return a value. If we just

Chapter 7

Conclusion

conclude on the problem statement from the introduction

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Appendix A

Additions to the Cubical Agda Library

Appendix B

The Technical Details

