# Homotopy Type Theory

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August 24, 2022

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#### Notation

Perhaps to my own detriment, I'll deviate from the common notation from HoTT and use something more in line with programming. More specifically, Julia programming.

### 1 Introduction

Type theory has many relations to the foundations of mathematics, and hence, to logic.

First, in type theory, every type corresponds to a proposition. The basic judgment of type theory is written as a::A, and it represents "A has a proof". The a in a::A is called a witness.

But what are propositions and judgements? Think of a proposition as a statement which can be proven, disproven, assumed, and so on. A judgement is a statement about a proposition, e.g. "proposition A has a proof".

Another important aspect to note is the notion of equalities. The proposition of an equality is similar to the == in programming, meaning, we are "testing" whether two variables are the same. While the judgement is akin to assigning (defining) an equality:

Since x == y is a proposition, it also means that, in type theory, this is a type. Thus, we can have a: (x == y).

## References