

# The Hypercubic Manifold in Homotopy Type Theory

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  - Defining  $\mathbb{H}\mathbb{M}^1$
  - A fiber calculation
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## Homotopy Type Theory

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- "Univalent Foundations" as a foundational system for maths

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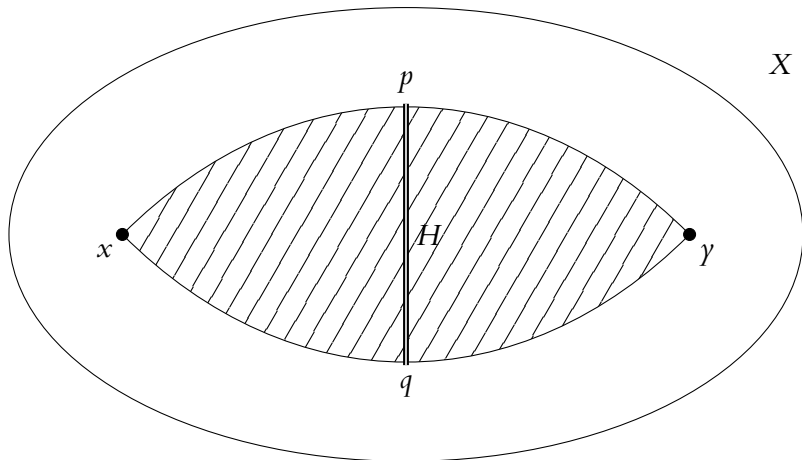
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- Two paths  $p$  and  $q$  are "homotopic" if there is "a continuous deformation" of  $p$  onto  $q$
- Loops: a loop at point  $x$  is a path  $p$  such that  $p(0) = p(1) = x$ .

# Intro (3) : Homotopy theory



# Intro (4) : Homotopy theory

## Paths operations

- inversion : given  $p : x \rightarrow y$  there is a path  $p^{-1} : y \rightarrow x$
- concatenation : given  $p : x \rightarrow y$  and  $q : y \rightarrow z$  there is a path  $p \cdot q : x \rightarrow z$

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## Fundamental group $\pi_1(X, x)$

Take a point  $x$  of  $X$  and consider loops at point  $x$ .

- Equality: homotopy (of loops)
- Composition : path concatenation (associative)
- Inverse element : inverse path
- Unit element : constant path at  $x$

Two (path connected) homeomorphical spaces (more precisely, homotopically equivalent) have the same fundamental groups !

## Higher homotopy groups

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- Is there a (path-connected) space such that  $\pi_1(X) = G$  and  $\pi_n(X) = 1$  for any  $n \geq 2$ ? Answer : yes, the **Eilenberg Mac-Lane** space of  $G$

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## Propositional Equality

Given a type  $A$  and terms  $a, b : A$  there is a type  $a =_A b$ . We say that elements  $a$  and  $b$  are (propositionally) equal when there exists some element :

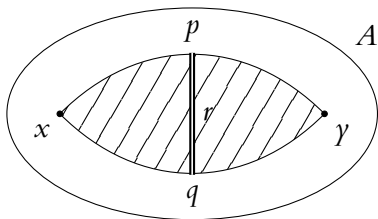
$$p : a =_A b$$

## Intro (7) : What's the connection with Type Theory ?

| Types         | Topology                                       |
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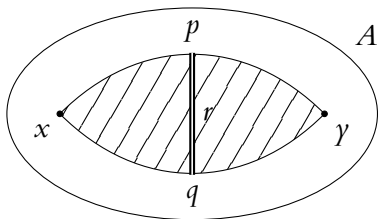
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## Synthetic homotopy

This connection is at the core of synthetic homotopy theory which allows us to define every object we previously talked about in the synthetic framework of type theory.

# Intro (8) : The Hypercubic Manifold $\mathbb{H}\mathbb{M}^1$

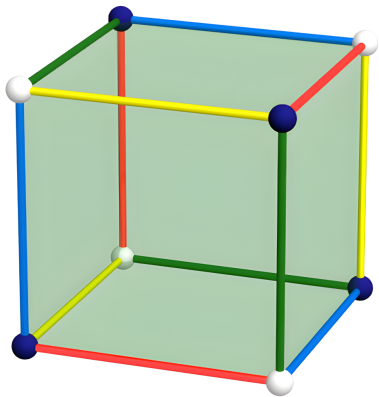


Figure: The hypercubic manifold  $\mathbb{H}\mathbb{M}^1$  (analysis-situs)

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- We know how to define Eilenberg Mac-Lane spaces for finite groups in HoTT but the construction is not well understood
- We would like to achieve a "nicer" construction that would yield a handy induction principle
- This would open up to define "Higher Group" actions and computer checked cohomology calculations.
- It turns out that  $\pi_1(\mathbf{HM}^1) = Q$  and that by computing the "homotopy fiber" of a certain map my advisors have a way to provide such a "nice" construction in the case of the group  $Q$ .

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# Some constructions on types

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## Dependant pair Types

If  $B$  is a type family over a type  $A$  (that is a function  $B : A \rightarrow \mathcal{U}$ ) we have a type of dependant pairs  $\sum_{x:A} B(x)$ .

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## Coproduct types

Give types  $A, B$  one has a coproduct type  $A + B$  given by the constructors :

- $\text{inl} : A \rightarrow A + B$
- $\text{inr} : B \rightarrow A + B$

# Manipulating types

## Introduction rules

They encapsulate how to build an element of a certain type.

- To build an element of  $f : A \rightarrow B$  one needs an expression  $\phi(x)$  such that  $a : A \vdash \phi(a) : B$  and to set  $f \equiv \lambda x. \phi(x)$
- To build an element of  $A \times B$  one needs elements  $a : A$  and  $b : B$  to form  $(a, b) : A \times B$



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## Induction principles

They encapsulate how to build **dependent** functions from a source type  $A$ .

- To build a function of type  $f : \prod_{x:A \times B} P(x)$  one only needs to give its value on pairs  $(a, b)$ .

# A working example : product types (1)

## Projections

We can define projections  $\text{pr}_1 : A \times B \rightarrow A$  and  $\text{pr}_2 : A \times B \rightarrow B$  by the **induction** principle for product types by setting  $\text{pr}_1((a, b)) \equiv a$  and  $\text{pr}_2((a, b)) \equiv b$ .

# Identity types (1)

## Definition

Given a type  $A$  and elements  $a, b : A$  there exists a type  $a =_A b$  called the identity type of  $a$  and  $b$ . We say that " $a$  is equal to  $b$ " if there exists some element  $p : a =_A b$

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## Reflexivity

For any type  $A$  and point  $x : A$  there is an element  $\text{refl}_x : x =_A x$

## Identity types (2)

### Path induction

To prove a predicate that depends on  $x, y : A$  and  $p : x =_A y$  one only needs to prove it in the case where  $x \equiv y$  and  $p \equiv \text{refl}$ .

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## Example (Functions preserve equals)

For any  $f : A \rightarrow B$ ,  $x, y : A$  and  $p : x =_A y$  there is an element

$$f(p) : f(x) =_B f(y)$$

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Sketch of proof:

- By path induction suppose that  $x \equiv y$  and  $p \equiv \text{refl}$
- We then have to provide an element of  $f(x) =_B f(x)$
- We conclude by setting  $f(\text{refl}_x) :\equiv \text{refl}_{f(x)}$

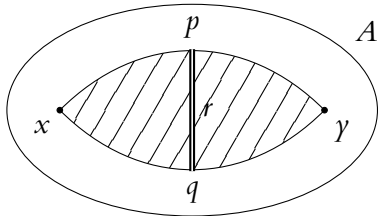
□

# HoTT : The homotopical interpretation of Type Theory (1)

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**Figure:** two points  $x, \gamma : A$ , two paths  $p, q : x =_A \gamma$  and a homotopy  $r : p =_{x=_A \gamma} q$

# HoTT : The homotopical interpretation of Type Theory (2)

| Equality     | Homotopy               |
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| reflexivity  | constant path          |
| symmetry     | path inversion         |
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# HoTT : The homotopical interpretation of Type Theory

## (2)

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- **Symmetry** : Given a path  $p : x =_A y$ , one has an inverse path  $p^{-1} : y =_A x$  such that for any  $x$ ,  $\text{refl}_x^{-1} \equiv \text{refl}_x$ .
- **Transitivity** : Given paths  $p : x =_A y$  and  $q : y =_A z$  one has a concatenated path  $p \cdot q : x =_A z$  such that for any  $x$ ,  $\text{refl}_x \cdot \text{refl}_x \equiv \text{refl}_x$ .

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There are additional properties that one can prove such as

$$p \cdot p^{-1} = \text{refl}$$

that justify this whole interpretation.

## Equalities and dependent functions

Take  $f : \prod_{x:A} P(x)$ ,  $x, \gamma : A$  and  $p : x = \gamma$ .

Note that we can't have a path between  $f(x) : P(x)$  and  $f(\gamma) : P(\gamma)$ .



# Transports

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## Transport

By path induction, for any  $x, y$  and  $p : x = y$  one can define :

$$\text{transport}^P : \prod_{a,b:A} \prod_{p:a=b} P(a) \rightarrow P(b)$$

We may write  $\text{transport}^P(a, b, p)$  as  $p_*$  if the context is clear.

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## Example

The map  $p_*$  encapsulates how are transported elements of the "fiber"  $P(x)$  to the fiber  $P(\gamma)$  by going along the path  $p : x = \gamma$ .

# Fibrations (1)

## Fibration

Take a continuous map  $p : E \rightarrow B$ . It is called a fibration if it has a certain path lifting property from the **base space**  $B$  to the **total space**  $E$ .

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## Fibrations in HoTT

Take a type family  $B$  over  $A$  (that is  $B : A \rightarrow \mathcal{U}$ ).  
Then, the type  $\sum_{x:A} B(x)$  equipped with its first projection  $\text{pr}_1$  is a fibration.

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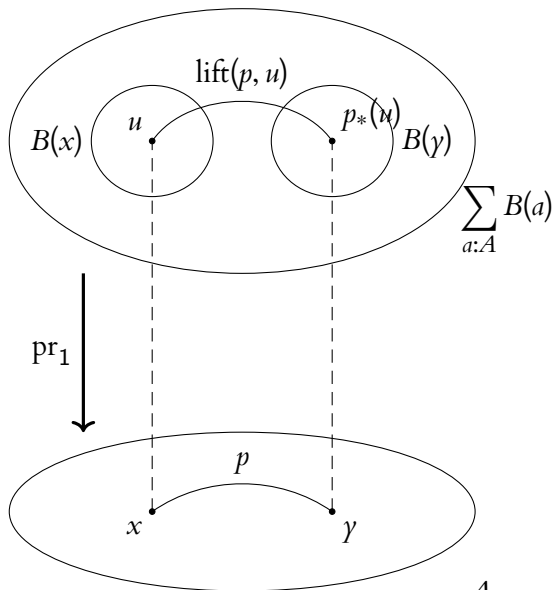
More precisely :

Given  $x : A$  and  $u : B(x)$ , for any  $y : A$  and  $p : x = y$ , one has a path

$$\text{lift}(p, u) : (x, u) = (y, p_*(u))$$

such that  $\text{pr}_1(\text{lift}(p, u)) = p$ .

# Fibrations (2)



## Paths over paths

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Dependent functions yield such paths :

$$\mathrm{apd}_f : \prod_{p:x=y} p_*(f(x)) = f(y)$$

## Equivalences

We can build them from quasi-equivalences. Two types are quasi-equivalent if there exists maps  $f : A \rightarrow B$  and  $g : B \rightarrow A$  such that :

$$\prod_{x:A} g(f(x)) = x \quad \text{and} \quad \prod_{y:B} f(g(y)) = y$$

# Equivalences and Univalence

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## Univalence

One has :

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

# Higher Inductive Types

## Idea

When dealing with HITs we allow ourselves to use paths constructors, paths between paths constructors and so on.

# Higher Inductive Types

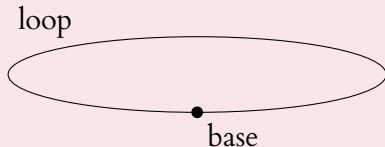
## Idea

When dealing with HITs we allow ourselves to use paths constructors, paths between paths constructors and so on.

## The circle $\mathbb{S}^1$

The circle  $\mathbb{S}^1$  is defined by the following HIT :

- $\text{base} : \mathbb{S}^1$
- $\text{loop} : \text{base} =_{\mathbb{S}^1} \text{base}$



# HITs : Induction Principle

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Recall that by transport :

$$P(\text{base}) \stackrel{\text{loop}_*}{\simeq} P(\text{base})$$

Since  $f$  is a dependent function, it should send loop to a dependent path between  $\text{loop}_*(f(\text{base}))$  and  $f(\text{base})$ .



# Some other HITs (1)

## Coequalizers

Given types  $B, A$  and maps  $f, g : B \rightarrow A$  the (homotopy) **coequalizer** type  $\text{CoEq}(f, g)$  is given by the HIT:

- $c : A \rightarrow \text{CoEq}(f, g)$
- $p : \prod_{b:B} c(f(b)) = c(g(b))$

$$B \begin{array}{c} \xrightarrow{g} \\ \xrightarrow{f} \end{array} A \xrightarrow{c} \text{CoEq}(f, g)$$

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## The circle as a coequalizer

$$1 \begin{array}{c} \xrightarrow{1} \\ \xrightarrow{1} \end{array} 1 \xrightarrow{c} \text{CoEq}(1, 1) \simeq \mathbb{S}^1$$

# Cubical Type Theory : Completing Squares

## Filling property

Given an incomplete square of paths

$$\begin{array}{ccc} a & \xrightarrow{p} & b \\ q \downarrow & & \downarrow r \\ c & & d \end{array}$$

Then there is a unique path  $s$  from  $c$  to  $d$  that completes the square by making it commute, that is :

$$q \cdot s = p \cdot r$$

# Why do we complete squares?

$$\begin{array}{ccc} a_{0,1} & \xrightarrow{s} & a_{1,1} \\ \uparrow p \equiv c \, i_0 & & \uparrow c \, i \\ a_{0,0} & \xrightarrow{r} & a_{1,0} \\ & & \uparrow q \equiv c \, i_1 \end{array}$$
  
$$i_0 \quad \quad \quad i \quad \quad \quad i_1$$

## Some other HITs (2) : The torus $\mathbb{T}^2$

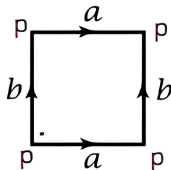
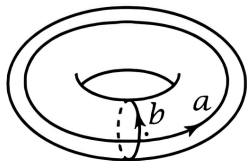
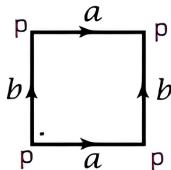
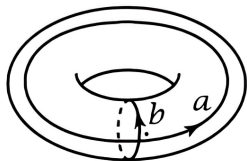


Figure: The torus  $\mathbb{T}^2$  and its presentation as a cell complex (Hatcher)

## Some other HITs (2) : The torus $\mathbb{T}^2$



**Figure:** The torus  $\mathbb{T}^2$  and its presentation as a cell complex (Hatcher)

This leads to the following HIT definition of  $\mathbb{T}^2$  :

- $p : \mathbb{T}^2$
- $a : p = p$
- $b : p = p$
- $\text{fill} : a \cdot b = b \cdot a$

## Some other HITs (3) : The Torus $\mathbb{T}^2$

In cubical type theory (and cubical) agda, we fill squares !

## Some other HITs (3) : The Torus $\mathbb{T}^2$

In cubical type theory (and cubical) agda, we fill squares ! This gives another definition of the Torus with an already built-in "filled square Type".

```
data Torus2 : Type where
p  : Torus2
a  :  $p \equiv p$ 
b  :  $p \equiv p$ 
fill : Square b b a a
```



# Somer other HITs : Fundamental groups

## Fundamental group presentation

Take a HIT with one point constructor. Then its fundamental group has a presentation given by its paths constructors and the relations between paths.

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$$\pi_1(\mathbb{S}^1) = \mathbb{Z}$$

$$\pi_1(\mathbb{T}^2) = \mathbb{Z}^2$$

Given a presentation of  $G$  we can build a space  $H$  with  $\pi_1(H) = G$ .

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# The Hypercubic Manifold $\mathbb{H}\mathbb{M}^1$

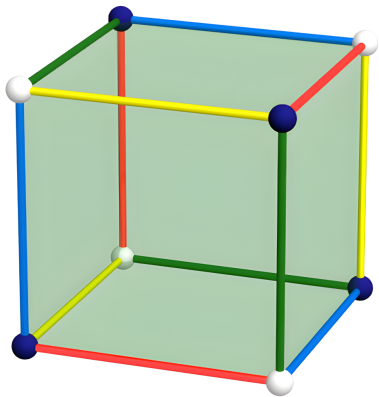


Figure: The hypercubic manifold  $\mathbb{H}\mathbb{M}^1$  (analysis-situs)

## The HIT/CW-complex correspondence

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To begin with, we will name the vertex constructors  $b^V$  and  $w^V$  (for blue and white vertex) and the edge constructors  $b^E, r^E, g^E, \gamma^E$ .



# Defining $\mathbb{H}\mathbb{M}^1$ (1)

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## Challenges

- Identifying opposite sides under a quarter of a turn rotation
- Filling the cube

# The Hypercubic Manifold $\mathbb{H}\mathbb{M}^1$

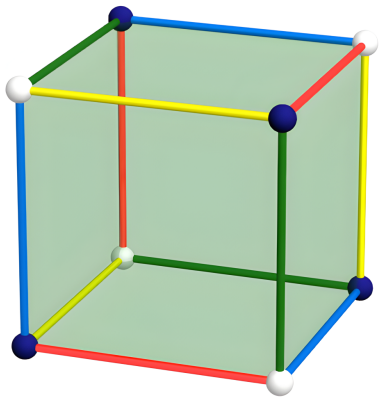
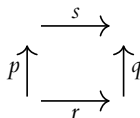


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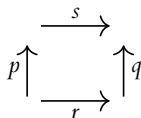
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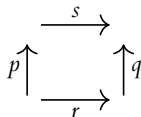
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$$\begin{array}{ccc} & \xrightarrow{p} & \\ r^{-1} \uparrow & & \uparrow s^{-1} \\ & \xrightarrow{q} & \end{array}$$

We have just defined a map :

$\text{rot} : \text{Square } p \, q \, r \, s \rightarrow \text{Square } \bar{r} \, \bar{s} \, q \, p$

# Defining $\text{HM}^1(3)$ : Result

```
data Hypercubic : Type where
  ... blueV : Hypercubic
  ... whiteV : Hypercubic
  ... yellowE : whiteV ≡ blueV
  ... greenE : whiteV ≡ blueV
  ... redE : whiteV ≡ blueV
  ... blueE : whiteV ≡ blueV
  ... f1 : Square (sym yellowE) greenE (sym blueE) redE
  ... f3 : Square (sym yellowE) blueE (sym redE) greenE
  ... f5 : Square (sym blueE) greenE (sym redE) yellowE
  ... 3-cell : Cube f1 (rot f1) f3 (anti-rot f3) f5 (rot f5)
```

Figure: Synthetic description of the hypercubic manifold as a cubical HIT in cubical agda



## Homotopy fiber

Given a map  $f : A \rightarrow B$  and  $b : B$  the fiber of  $f$  over  $b$  is given by :

$$\mathrm{fib}_f(b) := \sum_{x:A} f(x) =_B b$$

# Homotopy fibers

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The final goal of the internship was to compute such a fiber, it has not yet been computed but we will look at an instructive example instead.

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Let now  $m$  be a nonnegative integer and  $r \in \mathbb{Z}_m^\times$  (the integers mod  $m$ ).  
Then we have a short exact sequence of groups :

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Which, for topological reasons, yields a fibration of Eilenberg Mac-Lane spaces:

$$\mathbb{S}^1 \xrightarrow{\text{base} \mapsto \text{base}, \quad \text{loop} \mapsto \text{loop}^m} \mathbb{S}^1 \xrightarrow{g} B\mathbb{Z}_m$$

This is in fact a fibration whose base space is  $B\mathbb{Z}_m$ , of total space  $\mathbb{S}^1$ , and for which the fiber of  $g$  over the canonical element  $*$  of  $B\mathbb{Z}_m$  should be  $\mathbb{S}^1$ .

## A fiber calculation (2)

By definition, the fundamental group at  $*$  in  $B\mathbb{Z}_m$  is  $\mathbb{Z}_m$ , we choose a presentation of it as the powers of  $s_m$  the successor mod  $m$ . Then the map  $g$  is given by :

$$g(\text{base}) :\equiv *, \quad \text{ap}_g(\text{loop}) :\equiv \text{ua}(s_m^r)$$

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$$g(\text{base}) :\equiv *, \quad \text{ap}_g(\text{loop}) :\equiv \text{ua}(s_m^r)$$

We can now begin !



## A fiber calculation (3) : diagrams

If  $P : \mathbf{B}\mathbb{Z}_m \rightarrow \mathcal{U}$  is defined by  $P := x \mapsto x = s_m$  then we have a fibration over  $\mathbb{S}^1$  given by  $P \circ g$  whose total space is by definition:

$$\sum_{x:\mathbb{S}^1} P \circ g(x) := \sum_{x:\mathbb{S}^1} (g(x) = s_m) := \text{fib}_g(s_m)$$

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Recalling that  $\mathbb{S}^1$  is obtained as a coequalizer type, we obtain the following commutative diagram :

$$\begin{array}{ccccccc} 1 & \rightrightarrows & 1 & \xrightarrow{\text{base}} & \mathbb{S}^1 & \xrightarrow{g} & \mathbf{BZ}_m \\ & & \searrow & & \downarrow & \swarrow & \\ & & & & P \circ g & & P \\ & & & & \downarrow & & \\ & & & & \mathcal{U} & & \end{array}$$

$s_m = s_m$

# A fiber calculation (4) : The flattening lemma

## Flattening Lemma

Suppose given a fibration over a coequalizer type:

$$B \begin{array}{c} \xrightarrow{f} \\ \xrightarrow{g} \end{array} A \xrightarrow{c} W \xrightarrow{P} \mathcal{U}$$

Then, one has a coequalizer diagram between the total spaces:

$$\sum_{b:B} P \circ c \circ f(a) \begin{array}{c} \xrightarrow{(b,x) \mapsto (g(b), p_b^*(x))} \\ \xrightarrow{(b,x) \mapsto (f(b), x)} \end{array} \sum_{a:A} P \circ c(a) \longrightarrow \sum_{w:W} P(w)$$

## A fiber calculation (5)

In our case, the lemma yields the following coequalizer diagram :

$$s_m = s_m \begin{array}{c} \xrightarrow{\text{Id}} \\ \xrightarrow[p \mapsto p^r]{} \end{array} s_m = s_m \longrightarrow \text{fib}_g(s_m)$$

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We get that  $\text{fib}_g(s_m)$  is equivalent to the HIT  $W$  defined by the following constructors :

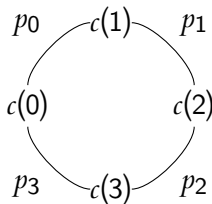
- $c : \text{Fin } m \mapsto W$
- $p : \prod_{x:\text{Fin } m} (c(x) = c(s_m^r(x)))$

## A fiber calculation (6)

Since  $r$  is coprime to  $m$ , it turns out that  $s_m^r$  is of order  $m$  so the orbit of  $c(0)$  under the action of the group  $\langle s_m^r \rangle$  is the whole type  $W$ .

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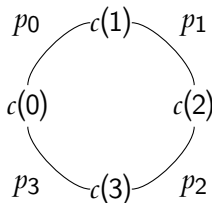
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Hence :

$$\boxed{\mathrm{fib}_g(s_m) \simeq \mathbb{S}^1}$$

# A fiber calculation (7) : sketch of proof

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For  $r = 1$ , we have that :

$$p_0 \cdot p_1 \cdot \dots \cdot p_m : c(0) = c(0)$$

and we can successively contract each path :

$$p_i : c(i) \rightarrow c(\overline{i+1}_r)$$

to end up with a type with a constructor  $c(0)$  and a path  $p_0 : c(0) = c(0)$ ,  
which is the circle.

## A fiber calculation (8) : An extension

Let's consider the case where  $r$  and  $m$  are not coprime.

In that case, let  $\delta$  be the gcd of  $r$  and  $m$ , then  $s_m^r$  is now only of order  $\frac{m}{\delta}$ .

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We then naturally obtain :

$$\mathrm{fib}_g(s_m) = \bigoplus_{i=1}^{\delta} \mathbb{S}^1$$

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The final bit of the work would consist in an other fiber calculation that expresses  $\mathbb{H}\mathbb{M}^1$  as a homotopy quotient of  $\mathbb{S}^3$  under an action of  $Q$ .



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