

Discrete differential geometry in homotopy type theory

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Abstract

Higher inductive types can capture some concepts of differential geometry in two dimensions including connections, curvature, and vector fields. We define connections on higher inductive types. We then define tangent bundles and vector fields by looking at the special subclass of combinatorial manifolds, which are discrete in the sense of real cohesion[1], drawing inspiration from the field of discrete differential geometry. We prove the Gauss-Bonnet theorem and Poincaré-Hopf theorem for combinatorial manifolds.

This thesis is dedicated to John Baez, Sean M. Carroll, Sabine Hossenfelder, and other communicators who are carrying the torch of science forward in the spirit of my hero Carl Sagan. I have followed you all for many years, and you have inspired me to continue my studies alongside my career. Thank you.

“It is always ourselves we work on, whether we realize it or not. There is no other work to be done in the world.” — Stephen Talbott, The Future Does Not Compute[2]

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Todo list

compute this	16
prove that the index is an obstruction	23

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1 Overview

We will define

- combinatorial 2-manifolds
- circle bundles, and principal circle bundles of tangent bundles
- vector fields,

and then observe emerging from those definitions the presence of

- connections
- curvature
- the index of a vector field,

and attempt to prove

- the Gauss-Bonnet theorem
- and the Poincaré-Hopf theorem.

We will consider functions $\mathbb{M} \rightarrow \text{EM}(\mathbb{Z}, 1)$ where $\text{EM}(\mathbb{Z}, 1)$ is the connected component in the universe of the Eilenberg-MacLane space $K(\mathbb{Z}, 1)$ which we will take to be S^1 , and where \mathbb{M} is a combinatorial manifold of dimension 2, which is a simplicial complex encoded in a higher inductive type, such that each vertex has a neighborhood that looks like a disk with a discrete circle boundary (i.e. a polygon). We can call terms $C : \text{EM}(\mathbb{Z}, 1)$ “mere circles.”

We will see in Section 3.3 that $\text{EM}(\mathbb{Z}, 1)$ contains all the polygons. We will construct a map $\text{link} : \mathbb{M} \rightarrow \text{EM}(\mathbb{Z}, 1)$ that maps each vertex to the polygon consisting of its neighbors. Then we can consider the type of pointed mere circles $\text{EM}_\bullet(\mathbb{Z}, 1) \stackrel{\text{def}}{=} \sum_{Y:\text{EM}(\mathbb{Z},1)} Y$ as well as the first projection that forgets the point. This is a univalent fibration (univalent fibrations are always equivalent to a projection of a type of pointed types to some connected component of the universe[3]). If we form the pullback

$$\begin{array}{ccc} P & \longrightarrow & \text{EM}_\bullet(\mathbb{Z}, 1) \\ \text{pr}_1 \downarrow & \lrcorner & \downarrow \text{pr}_1 \\ \mathbb{M} & \xrightarrow{\text{link}} & \text{EM}(\mathbb{Z}, 1) \end{array}$$

then we have a bundle of mere circles, with total space given by the \sum -type construction. We will show that this is not quite a principal bundle, i.e. a bundle of torsors. Torsors are types with the additional structure of a free and transitive group action. But if link satisfies an additional property (amounting to an orientation) then the pullback is a principal fibration, i.e. link factors through a map $K(\mathbb{Z}, 2) \rightarrow \text{EM}(\mathbb{Z}, 1)$, where $K(\mathbb{Z}, 2)$ is an Eilenberg-Mac Lane space.

We will argue that extending link to a function T on paths can be thought of as constructing a connection, together with a “flatness structure,” i.e. a proof of flatness. Moreover, lifting T to $X : \mathbb{M} \rightarrow \text{EM}_\bullet(\mathbb{Z}, 1)$ can be thought of as a nonvanishing vector field. There will in general not be a total lift, just a lift on the 1-skeleton of \mathbb{M} . We will define the “index” of X at a face.

[Greg 1]
fresh edits

We will then define a method for visiting all the faces of a manifold in order to form “totals” of local objects. We will examine the total curvature and the total index and prove that they are equal, and argue that they are equal to the usual Euler characteristic. This will simultaneously prove the Poincaré-Hopf theorem and Gauss-Bonnet theorem in 2 dimensions, for combinatorial manifolds. This is similar to the classical proof of Hopf[4], presented in detail in Needham[5].

[Greg 2]
fresh edits

1.1 Future work

The results of this note can be extended in many directions. There are higher-dimensional generalizations of Gauss-Bonnet, including the theory of characteristic classes and Chern-Weil theory (which links characteristic classes to connections and curvature). These would involve working with nonabelian groups like $SO(n)$ and sphere bundles. Results from gauge theory could be imported into HoTT, as well as results from surgery theory and other topological constructions that may be especially amenable to this discrete setting. Relationships with computer graphics and discrete differential geometry[6][7] could be explored. Finally, a theory that reintroduces smoothness could allow more formal versions of the analogies explored here.

2 Torsors and principal bundles

Differential geometry is the study of principal bundles and their automorphisms. Principal bundles are bundles of torsors, so we start there.

2.1 Torsors

Definition 2.1. Let G be a group with identity element e (with the usual classical structure and properties). A G -**set** is a set X equipped with a homomorphism $\phi : (G, e) \rightarrow \text{Aut}(X)$. If in addition we have a term

$$\text{is_torsor} : ||X||_{-1} \times \prod_{x:X} \text{is_equiv}(\phi(-, x) : (G, e) \rightarrow (X, x))$$

then we call this data a G -**torsor**. Denote the type of G -torsors by BG .

If $(X, \phi), (Y, \psi) : BG$ then a G -equivariant map is a function $f : X \rightarrow Y$ such that $f(\phi(g, x)) = \psi(g, f(x))$. Denote the type of G -equivariant maps by $X \rightarrow_G Y$.

Lemma 2.2. There is a natural equivalence $(X =_{BG} Y) \simeq (X \rightarrow_G Y)$. \square

Denote by $*$ the torsor given by G actions on its underlying set by left-translation. This serves as a basepoint for BG and we have a group isomorphism $\Omega BG \simeq G$.

Lemma 2.3. A G -set (X, ϕ) is a G -torsor if and only if there merely exists a G -equivariant equivalence $* \rightarrow_G X$. \square

Corollary 2.4. The pointed type $(BG, *)$ is a $K(G, 1)$. \square

In particular, to classify principal S^1 -bundles we map into the space $K(S^1, 1)$, a type of torsors of the circle. Since S^1 is a $K(\mathbb{Z}, 1)$, we have $K(S^1, 1) \simeq K(\mathbb{Z}, 2)$.

2.2 Bundles of Eilenberg-Mac Lane spaces

We find it illuminating to look also at the slightly more general classifying space of $K(\mathbb{Z}, 1)$ -bundles, that is bundles whose fiber are equivalent to $K(\mathbb{Z}, 1)$. We can understand very well when these are in fact bundles of circle torsors, which will in turn shed light on orientation in this setting.

We will follow Scoccola[8]. We will state the definitions and theorems for a general $K(G, n)$ but we will be focusing on $n = 1$ in this note.

Definition 2.5. Let $\text{EM}(G, n) \stackrel{\text{def}}{=} \text{BAut}(K(G, n)) \stackrel{\text{def}}{=} \sum_{Y:\mathcal{U}} ||Y \simeq K(G, n)||_{-1}$. A $K(G, n)$ -**bundle** on a type M is the fiber of a map $M \rightarrow \text{EM}(G, n)$.

Scoccola uses two self-maps on the universe: suspension followed by $(n + 1)$ -truncation $||\Sigma||_{n+1}$ and forgetting a point F_\bullet to form the composition

$$\text{EM}(G, n) \xrightarrow{||\Sigma||_{n+1}} \text{EM}_{\bullet\bullet}(G, n + 1) \xrightarrow{F_\bullet} \text{EM}_\bullet(G, n + 1)$$

from types to types with two points (north and south), to pointed types (by forgetting the south point).

Definition 2.6. Given $f : M \rightarrow \text{EM}(G, n)$, the **associated action of M on G** , denoted by f_\bullet is defined to be $f_\bullet = F_\bullet \circ ||\Sigma||_{n+1} \circ f$.

Theorem 2.7. (Scoccola[8] Proposition 2.39). A $K(G, n)$ bundle $f : M \rightarrow \text{EM}(G, n)$ is equivalent to a map in $M \rightarrow K(G, n+1)$, and so is a principal fibration, if and only if the associated action f_\bullet is contractible.

Let's relate this to *orientation*. Note that the obstruction in the theorem is about a map into $\text{EM}_\bullet(G, n+1)$ and further note that $\text{EM}_\bullet(G, n) \simeq K(\text{Aut } G, 1)$ (independent of n). The theorem says that the data of a map into $\text{EM}(G, n)$ factors into data about a map into $K(G, n+1)$ and one into $K(\text{Aut } G, 1)$. Informally, $\text{EM}(G, n)$ is a little too large to be a $K(G, n+1)$, as it includes data about automorphisms of G .

In the special case of $\text{EM}(\mathbb{Z}, 1)$ the conditions of the theorem are met when $f_\bullet : M \rightarrow K(\text{Aut } \mathbb{Z}, 1)$ is contractible. $\text{Aut } \mathbb{Z}$ consists of the $\mathbb{Z}/2\mathbb{Z}$ worth of outer automorphisms given by multiplication by ± 1 . If we look at the fiber sequence

$$K(S^1, 1) \rightarrow \text{BAut } S^1 \rightarrow K(\text{Aut } \mathbb{Z}, 1)$$

we see the automorphisms of the circle as an extension of the group of automorphisms that are homotopic to the identity (which are the torsorial actions) by the group that sends the loop in S^1 to its inverse. This is another way to see that a map $f : M \rightarrow \text{BAut } S^1 \simeq \text{EM}(\mathbb{Z}, 1)$ factors through $K(S^1, 1) \simeq K(\mathbb{Z}, 2)$ if and only if the composition to $K(\text{Aut } \mathbb{Z}, 1)$ is trivial. This amounts to a choice of loop-direction for all the circles, and so deserves the name “ f is oriented.” In addition the map $\text{BAut } S^1 \rightarrow K(\text{Aut } \mathbb{Z}, 1)$ deserves to be called the first Stiefel-Whitney class of f , and the requirement here is that it vanishes. This point of view is discussed in Schreiber[9] (starting with Example 1.2.138) and in Myers[10].

Remark 2.8. Bundles of oriented mere circles are principal, but this fact does not hold for bundles of higher-dimensional spheres. Since this note will focus on 2-dimensional oriented manifolds we will be making use of this coincidence.

2.3 Pathovers

Suppose we have $T : M \rightarrow \mathcal{U}$ and $P \stackrel{\text{def}}{=} \sum_{x:M} Tx$. We adopt a convention of naming objects in M with Latin letters, and the corresponding structures in P with Greek letters. Recall that if $p : a =_M b$ then T acts on p with what's called the *action on paths*, denoted $\text{ap}(T)(p) : Ta = Tb$. This is a path in the codomain, which in this case is a type of types. Type theory also provides a function called *transport*, denoted $\text{tr}(p) : Ta \rightarrow Tb$ which acts on the fibers of P . $\text{tr}(p)$ is a function, acting on the terms of the types Ta and Tb , and univalence tells us this is the isomorphism corresponding to $\text{ap}(T)(p)$.

[Greg 3]
this section
is general,
not just cir-
cles

Type theory also tells us that paths in P are given by pairs of paths: a path $p : a =_M b$ in the base, and a pathover $\pi : \text{tr}(p)(\alpha) =_{Tb} \beta$ between $\alpha : Ta$ and $\beta : Tb$ in the fibers. We can't

directly compare α and β since they are of different types, so we apply transport to one of them. We say π lies over p . See Figure 1.

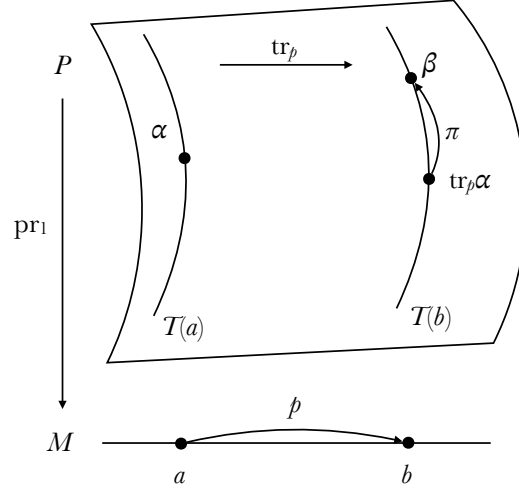


Figure 1: A path π over the path p in the base involves the transport function.

Lastly we want to recall that in the presence of a section $X : M \rightarrow P$ there is a dependent generalization of ap called apd : $\text{apd}(X)(p) : \text{tr}(p)(X(a)) = X(b)$ which is a pathover between the two values of the section over the basepoints of the path p .

2.4 The bundle of automorphisms

Definition 2.9. Again, suppose we have $T : M \rightarrow \text{EM}(\mathbb{Z}, 1)$ and $P \stackrel{\text{def}}{=} \sum_{x:M} Tx$. Then we can form the type family $\text{Aut } T : M \rightarrow \mathcal{U}$ given by $\text{Aut } T \stackrel{\text{def}}{=} \lambda(x : M) \rightarrow (Tx = Tx)$. The total space $\text{Aut } P \stackrel{\text{def}}{=} \sum_{x:M} (Tx = Tx)$, which is a bundle of groups, is called the **automorphism bundle** or the **gauge bundle** and sections $\prod_{x:M} (Tx = Tx)$, which are homotopies $T \sim T$, are called **automorphisms of P** or **gauge transformations**.

[Greg 4]
discussion of
gauge group
added here

If the automorphism group of the fibers is commutative then the automorphism bundle is trivial.

Lemma 2.10. Suppose M is connected and we have a point $m : M$. Then we have a trivialization $\text{Aut } P \simeq M \times (Tm = Tm)$. This is equivalent to saying the map $\text{Aut } T$ is equivalent to a constant map.

Proof. We will produce a term $\tau : \prod_{x:M} (Tx = Tx) \xrightarrow{\sim} (Tm = Tm)$. Suppose we have a path $p : x =_M m$, and define $\tau x = \text{tr}(p)$. Transport in the family $\text{Aut } T$ is given by concatenation (see [11] Theorem 2.11.3), i.e. $\text{tr}(p)(f) = T(p)^{-1} \cdot f \cdot T(p)$. To show that τ is independent of the choice of p , suppose we have $p, q : x =_M m$. Then $\text{tr}(p \cdot q^{-1}) = T(p \cdot q^{-1})^{-1} \cdot \dots \cdot T(p \cdot q^{-1})$ which is conjugation in the commutative group $Tx = Tx$, hence is the identity. This proves that $\text{tr}(p) = \text{tr}(q)$. \square

3 Discrete manifolds

We will remind ourselves of the definition of a classical simplicial complex, in sets. Then we will create a higher type from the data of a complex, using pushouts. The type will both imitate the structure of the set-based complex and will contain explicit maps into it from the sets of the complex.

3.1 Abstract simplicial complexes

Definition 3.1. An **abstract simplicial complex** $M \stackrel{\text{def}}{=} [M_0, \dots, M_n]$ **of dimension** n is an ordered list consisting of a set M_0 of vertices, and for each $0 < k \leq n$ a set M_k of subsets of M_0 of cardinality $k + 1$, such that any $(j + 1)$ -element subset of M_k is an element of M_j . The elements of M_k are called **k -faces**. Denote by SimpCompSet_n the type of abstract simplicial complexes of dimension n (where the suffix **Set** reminds us that this is a type of sets). Let $M_{\leq k} = [M_0, \dots, M_k]$ and note that $M_{\leq n} = M$. We call $M_{\leq k}$ the **k -skeleton** of M , and it is a (k) -complex in its own right. M is automatically equipped with a chain of inclusions of the skeleta $M_0 \hookrightarrow M_{\leq 1} \hookrightarrow \dots \hookrightarrow M_{\leq n} = M$. A **morphism** f from $M = [M_0, \dots, M_m]$ to $N = [N_0, \dots, N_n]$ is a function on vertices $f : M_0 \rightarrow N_0$ such that for any face of M the image under f is a face of N .

[Greg 5]
added mor-
phisms

Definition 3.2. Let Δ^n be the standard n -simplex in \mathbb{R}^n given by $\{x_1, \dots, x_n \mid \sum_i x_i \leq 1\}$. Let $M : \text{SimpCompSet}_n$. The **geometric realization** $[M] : \text{Top}$ of M in the category of topological spaces is given inductively as follows: $[M_0] = M_0$, and given $[M_{\leq k-1}]$ we form $[M_{\leq k}]$ by the pushout in sets

[Greg 6]
bracket no-
tation

$$\begin{array}{ccc} M_k \times \partial \Delta^k & \xrightarrow{\text{attach}} & [M_{\leq k-1}] \\ \text{id} \times \text{incl} \downarrow & & \downarrow i_k \\ M_k \times \Delta^k & \longrightarrow & [M_{\leq k}] \end{array}$$

which attaches each k -simplex by taking the convex hull of the appropriate $k + 1$ points in $[M_{\leq k-1}]$. The collection of vertical maps on the right gives a sequence of inclusion maps of skeleta $[M_0] \xrightarrow{i_1} [M_{\leq 1}] \xrightarrow{i_2} \dots \xrightarrow{i_n} [M_{\leq n}] = [M]$.

Definition 3.3. In an abstract simplicial complex M of dimension n , the **link** of a vertex v is the $n - 1$ -dimensional subcomplex containing every face $m \in M_{n-1}$ such that $v \notin m$ and $m \cup v$ is an n -face of M .

The link is easier to understand as all the neighboring vertices of v and the subcomplex containing these. See for example Figure 2.

Definition 3.4. A **combinatorial manifold** (or **combinatorial triangulation**) of dimension n is a simplicial complex of dimension n such that the link of every vertex is a **simplicial sphere** of dimension $n - 1$ (meaning its geometric realization is homeomorphic to an $n - 1$ -sphere). Denote by CombMfdSet_n the type of combinatorial manifolds of dimension n (which the notation again reminds us are sets).

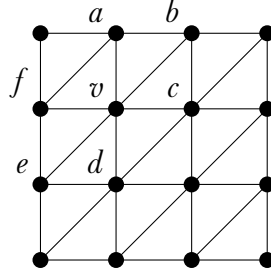


Figure 2: The link of v in this complex consists of the vertices $\{a, b, c, d, e, f\}$ and the edges $\{ab, bc, cd, de, ef, fa\}$, forming a hexagon.

In a 2-dimensional combinatorial manifold the link is a polygon. See Figure 3 for some examples of 2-dimensional combinatorial manifolds of genus 0, 1, and 3.

A classical 1940 result of Whitehead, building on Cairn, states that every smooth manifold admits a combinatorial triangulation[12]. So it appears reasonably well motivated to study this class of objects. See for example the classic book by Kirby and Siebenmann[13]. There are important examples in four dimensions of topological manifolds that do not have any smoothness structure or triangulation. These will be out of reach of the theory we are building.

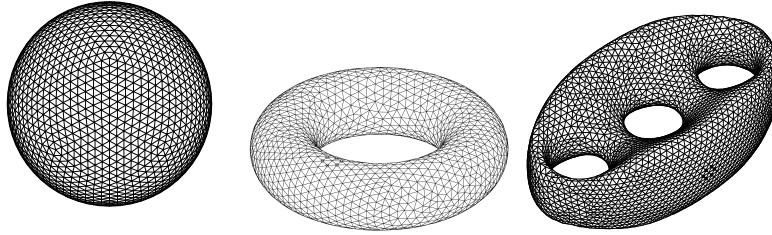


Figure 3: Combinatorial triangulations of a sphere, torus, and 3-holed torus. Sphere created with the tool `stripy`; torus from Wikipedia (By Ag2gach - Own work, CC BY-SA 3.0.); 3-holed torus from Wikipedia (By Ag2gach - Own work, CC BY-SA 3.0.)

3.2 Higher inductive combinatorial manifolds

Instead of building a set $[M] : \mathbf{Top}$, we can realize the simplicial complex as a (higher) type by forming a sequence of *homotopy* pushouts. For example in dimension 1 we could take the triangle with vertices $\{v_1, v_2, v_3\}$ and edges $\{e_{12}, e_{23}, e_{31}\}$ and form a polygon C_3 :

$$\begin{array}{ccc}
 C_{3,1} \times S^0 = \{e_{12}, e_{23}, e_{31}\} \times \{N, S\} & \xrightarrow{\text{pr}_1} & C_{3,1} \\
 \begin{array}{l} e_{12} \times \{N, S\} \mapsto \{v_1, v_2\} \\ e_{23} \times \{N, S\} \mapsto \{v_2, v_3\} \\ e_{31} \times \{N, S\} \mapsto \{v_3, v_1\} \end{array} \downarrow & \nearrow h_1 & \downarrow *_1 \\
 C_{3,0} = \{v_1, v_2, v_3\} & \longrightarrow & C_3
 \end{array}$$

The left vertical map expresses the connectivity between the edges and vertices in the set-based complex. The right vertical map $*_1$ provides a hub point for each edge, and the homotopy h_1

provides the spokes that connect the hub to the vertices. So in contrast to a geometric realization, the 1-dimensional cells in the HoTT sense are generated by the filler homotopy.

In dimension 2 we could fill in maps from C_3 into our higher type by adding faces (hence reusing the object we just built above):

$$\begin{array}{ccccc}
 & & M_2 \times C_3 & \xrightarrow{\text{pr}_1} & M_2 \\
 & & \downarrow \partial_1 & \nearrow h_2 & \downarrow *_2 \\
 M_0 = \mathbb{M}_0 & \longrightarrow & \mathbb{M}_1 & \longrightarrow & \mathbb{M}_2 \\
 \uparrow \partial_0 & \searrow h_1 & \uparrow *_1 & & \\
 M_1 \times S^0 & \xrightarrow{\text{pr}_1} & M_1 & &
 \end{array}$$

The types C_3 and \mathbb{M}_1 are 1-types, \mathbb{M}_2 is a 2-type, and the rest are sets. The map ∂_0 maps each pair (e, S^0) to the pair of points this edge connects.

The h_i are the proofs of commutativity, and the two squares are also both homotopy pushouts. Note that the pushouts could be re-expressed as HIT constructors.

Whereas in geometric realization we use both Δ^i and $\partial\Delta^i$ to attach simplices, in this homotopy picture we need an explicit construction of “ $\partial\Delta^i$ ” as a type equivalent to an $i - 1$ -dimensional sphere and the filling of this sphere with i -dimensional stuff has moved into the proof of commutativity. So in dimension n the picture would be

$$\begin{array}{ccccccc}
 \cdots & \longrightarrow & M_{n-2} & & M_n \times S^{n-1} & \xrightarrow{\text{pr}_1} & M_n \\
 & \nearrow h_{n-2} & \downarrow \partial_{n-2} & \nearrow h_n & \downarrow \partial_{n-1} & \nearrow h_n & \downarrow *_n \\
 \cdots & \longrightarrow & \mathbb{M}_{n-2} & \longrightarrow & \mathbb{M}_{n-1} & \longrightarrow & \mathbb{M}_n \\
 & & \uparrow \partial_{n-2} & \searrow h_{n-1} & \uparrow *_1 & & \\
 & & M_{n-1} \times S^{n-2} & \xrightarrow{\text{pr}_1} & M_{n-1} & &
 \end{array}$$

Definition 3.5. A **higher realization** $\llbracket M \rrbracket$ corresponding to an abstract simplicial complex $M : \text{SimpCompSet}_n$ consists of

1. $n + 1$ types $\mathbb{M}_0, \dots, \mathbb{M}_n$ where $\mathbb{M}_0 \stackrel{\text{def}}{=} M_0$,
2. n spans $\mathbb{M}_i \xleftarrow{\partial_i} M_{i+1} \times S^i \xrightarrow{\text{pr}_1} M_{i+1}, i = 1, \dots, n$, where S^i is a HoTT i -sphere and ∂_i are called **attachment maps**,
3. n pushout squares from each span to \mathbb{M}_{i+1} , with induced maps $\iota_i : \mathbb{M}_i \rightarrow \mathbb{M}_{i+1}, *_i : M_{i+1} \rightarrow \mathbb{M}_{i+1}$ and proof of commutativity h_{i+1} .

A **cellular type** is a sequence $\mathbb{M}_0 \xrightarrow{\iota_0} \mathbb{M}_1 \xrightarrow{\iota_1} \cdots \xrightarrow{\iota_{n-1}} \mathbb{M}_n$, together with a proof of existence of some $\llbracket M \rrbracket$ inducing this sequence. We define forgetful maps to the bare types with $\llbracket M \rrbracket_i \stackrel{\text{def}}{=} \mathbb{M}_i$.

We intend for the ∂_i to be isomorphisms between a boundary of a simplex in \mathbb{M}_i and the i -sphere. To avoid spending too much time above dimension 2, we will leave the ∂_i underspecified in

[Greg 7]
cellular type,
[[]] notation

general. For 2-dimensional complexes we will see how the gluing can be done for triangles.

3.3 Polygons

Recall the 1-type C_3 that we just constructed from the triangle with vertex set $\{v_1, v_2, v_3\}$ and edge set $\{e_{12}, e_{23}, e_{31}\}$:

[Greg 8]
restored section

$$\begin{array}{ccc}
 C_{3,1} \times S^0 = \{e_{12}, e_{23}, e_{31}\} \times \{N, S\} & \xrightarrow{\text{pr}_1} & C_{3,1} \\
 \begin{array}{l} e_{12} \times \{N, S\} \mapsto \{v_1, v_2\} \\ e_{23} \times \{N, S\} \mapsto \{v_2, v_3\} \\ e_{31} \times \{N, S\} \mapsto \{v_3, v_1\} \end{array} \downarrow & \nearrow h_1 & \downarrow *_1 \\
 C_{3,0} = \{v_1, v_2, v_3\} & \longrightarrow & C_3
 \end{array}$$

We will use a notational shorthand for polygons:

Definition 3.6. If C_n is a simplicial complex with $C_{n,0} = \{v_1, \dots, v_n\}$ and edges $e_1 = \{v_1, v_2\}$, \dots , $e_{n-1} = \{v_{n-1}, v_n\}$, and $e_n = \{v_n, v_0\}$, we call C_n a **polygon** or **n -gon**. We can refer to C_n by $v_1 v_2 \dots v_n$, to $[C_n]$ by $[v_1 v_2 \dots v_n]$ and to $\llbracket C_n \rrbracket$ by $\llbracket v_1 v_2 \dots v_n \rrbracket$. Forgetting the pushouts and vertices, we denote the bare 1-type by $\llbracket v_1 v_2 \dots v_n \rrbracket_1$.

We also have the special circle type that is not the realization of a simplicial complex, but is nevertheless the natural basepoint in the type of polygons, as we shall see:

Definition 3.7. The higher inductive type S^1 , also denoted $\llbracket C_1 \rrbracket_1$ for convenience, despite C_1 not being a simplicial complex, has constructors:

$S^1 : \text{Type}$
 $\text{base} : S^1$
 $\text{loop} : \text{base} = \text{base}$

Lemma 3.8. $\llbracket C_2 \rrbracket_1 \simeq \llbracket C_1 \rrbracket_1$ and in fact $\llbracket C_n \rrbracket_1 \simeq \llbracket C_{n-1} \rrbracket_1$.

Proof. (Compare to [11] Lemma 6.5.1.) In the case of $\llbracket C_1 \rrbracket_1$ we will denote its constructors by base and loop . For $\llbracket C_2 \rrbracket_1$ we will denote the points by v_1, v_2 and the edges by ℓ_{12}, r_{21} . For $\llbracket C_3 \rrbracket_1$ and higher we will denote the points by v_1, \dots, v_n and the edges by $e_{i,j} : v_i = v_j$ where $j = i + 1$ except for $e_{n,1}$.

First we will define $f : \llbracket C_2 \rrbracket_1 \rightarrow \llbracket C_1 \rrbracket_1$ and $g : \llbracket C_1 \rrbracket_1 \rightarrow \llbracket C_2 \rrbracket_1$, then prove they are inverses.

$$\begin{array}{ll}
 f(v_1) = f(v_2) = \text{base} & g(\text{base}) = v_1 \\
 f(\ell_{12}) = \text{loop} & g(\text{loop}) = \ell_{12} \cdot r_{21} \\
 f(r_{21}) = \text{refl}_{\text{base}} &
 \end{array}$$

We need to show that $f \circ g \sim \text{id}_{\llbracket C_1 \rrbracket_1}$ and $g \circ f \sim \text{id}_{\llbracket C_2 \rrbracket_1}$. Think of f as sliding v_2 along r_{21} to coalesce with v_1 . This may help understand why the unfortunately intricate proof is working.

Recall that given functions $\phi, \psi : A \rightarrow B$ between two arbitrary types we can form a type family of paths $\alpha : A \rightarrow \mathcal{U}$ by $\alpha(a) \stackrel{\text{def}}{=} (\phi(a) =_B \psi(a))$. Transport in this family is given by concatenation as follows (compare Lemma 2.10), where $p : a =_A a'$ and $q : \phi(a) = \psi(a)$ (see Figure 4):

$$\text{tr}(p)(q) = \phi(p)^{-1} \cdot q \cdot \psi(p)$$

which gives a path in $\phi(a') = \psi(a')$ by connecting dots between the terms $\phi(a')$, $\phi(a)$, $\psi(a)$, $\psi(a')$. This relates a would-be homotopy $\phi \sim \psi$ specified at a single point, to a point at the end of a path. We will use this to help construct such homotopies.

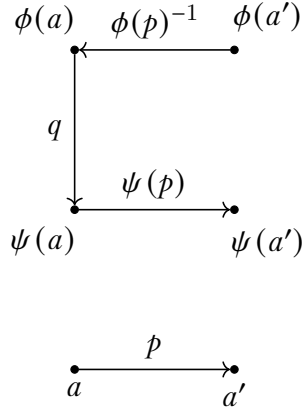


Figure 4: Transport along p in the fibers of a family of paths. The fiber over a is $\phi(a) = \psi(a)$ where $\phi, \psi : A \rightarrow B$.

We need terms $p : \prod_{a:\llbracket C_1 \rrbracket_1} f(g(a)) = a$ and $q : \prod_{a:\llbracket C_2 \rrbracket_1} g(f(a)) = a$. We will proceed by induction, defining appropriate paths on point constructors and then checking a condition on path constructors that confirms that the built-in transport of these type families respects the definition on points.

Looking first at $g \circ f$, which shrinks r_{21} , we have the following data to work with:

$$\begin{aligned} g(f(v_1)) &= g(f(v_2)) = v_1 \\ g(f(\ell_{12})) &= \ell_{12} \cdot r_{21} \\ g(f(r_{21})) &= \text{refl}_{v_1}. \end{aligned}$$

We then need to supply a homotopy from this data to $\text{id}_{\llbracket C_2 \rrbracket_1}$, which consists of a section and pathovers over $\llbracket C_2 \rrbracket_1$:

$$\begin{aligned} p_1 &: g(f(v_1)) = v_1 \\ p_2 &: g(f(v_1)) = v_2 \\ H_\ell &: \text{tr}(\ell_{12})(p_1) = p_2 \\ H_r &: \text{tr}(r_{21})(p_2) = p_1. \end{aligned}$$

which simplifies to

$$\begin{aligned} p_1 : v_1 &= v_1 \\ p_2 : v_1 &= v_2 \\ H_\ell : g(f(\ell_{12}))^{-1} \cdot p_1 \cdot \ell_{12} &= p_2 \\ H_r := g(f(r_{21}))^{-1} \cdot p_2 \cdot r_{21} &= p_1 \end{aligned}$$

and then to

$$\begin{aligned} p_1 : v_1 &= v_1 \\ p_2 : v_1 &= v_2 \\ H_\ell : (\ell_{12} \cdot r_{21})^{-1} \cdot p_1 \cdot \ell_{12} &= p_2 \\ H_r : \text{refl}_{v_1} \cdot p_2 \cdot r_{21} &= p_1 \end{aligned}$$

To solve all of these constraints we can choose $p_1 \stackrel{\text{def}}{=} \text{refl}_{v_1}$, which by consulting either H_ℓ or H_r requires that we take $p_2 \stackrel{\text{def}}{=} r_{21}^{-1}$.

Now examining $f \circ g$, we have

$$\begin{aligned} f(g(\text{base})) &= \text{base} \\ f(g(\text{loop})) &= f(\ell_{12} \cdot r_{21}) = \text{loop} \end{aligned}$$

and so we have an easy proof that this is the identity.

The proof of the more general case $\llbracket C_n \rrbracket_1 \simeq \llbracket C_{n-1} \rrbracket_1$ is very similar. Take the maps $f : \llbracket C_n \rrbracket_1 \rightarrow \llbracket C_{n-1} \rrbracket_1$, $g : \llbracket C_{n-1} \rrbracket_1 \rightarrow \llbracket C_n \rrbracket_1$ to be

$$\begin{aligned} f(v_i) &= v_i & (i = 1, \dots, n-1) & & g(v_i) &= v_i & (i = 1, \dots, n-1) \\ f(v_n) &= v_1 & & & g(e_{i,i+1}) &= e_{i,i+1} & (i = 1, \dots, n-2) \\ f(e_{i,i+1}) &= e_{i,i+1} & (i = 1, \dots, n-1) & & g(e_{n-1,1}) &= e_{n-1,n} \cdot e_{n,1} \\ f(e_{n-1,n}) &= e_{n-1,1} & & & & & \\ f(e_{n,1}) &= \text{refl}_{v_1} & & & & & \end{aligned}$$

where f should be thought of as shrinking $e_{n,1}$ so that v_n coalesces into v_1 .

The proof that $g \circ f \sim \text{id}_{\llbracket C_n \rrbracket_1}$ proceeds as follows: the composition is definitionally the identity except

$$\begin{aligned} g(f(v_n)) &= v_1 \\ g(f(e_{n-1,n})) &= e_{n-1,n} \cdot e_{n,1} \\ g(f(e_{n,1})) &= \text{refl}_{v_1}. \end{aligned}$$

Guided by our previous experience we choose $e_{n,1}^{-1} : g(f(v_n)) = v_n$, and define the pathovers by transport.

The proof that $f \circ g \sim \text{id}_{\llbracket C_{n-1} \rrbracket_1}$ requires only noting that $f(g(e_{n-1,1})) = f(e_{n-1,n} \cdot e_{n,1}) = e_{n-1,1} \cdot \text{refl}_{v_1} = e_{n-1,1}$. \square

Corollary 3.9. All polygons are equivalent to S^1 , i.e. we have terms $e_n : \llbracket C_n \rrbracket_1 = S^1 \rrbracket_{-1}$, and hence we have constructed a map from the unit type $(\llbracket C_n \rrbracket_1, e_n) : \mathbb{1} \rightarrow \text{EM}(\mathbb{Z}, 1)$.

Proof. We can add $n - 1$ points to S^1 and use Lemma 3.8. □

If we cyclically permute the vertices of a simplicial polygon, what map is induced on the realization and the bare types within?

Let $R : [v_1 \cdots v_n] \rightarrow [v_1 \cdots v_n]$ (for “rotation”) be the map sending $v_i \mapsto v_{i+1}$ and $v_n \mapsto v_0$. This map clearly preserves the edges, and so is a map of simplicial complexes, and extends to a map $\llbracket R \rrbracket : \llbracket v_1 \cdots v_n \rrbracket \rightarrow \llbracket v_1 \cdots v_n \rrbracket$. A key point is that maps that have access to the combinatorial data are more numerous than the maps on the resulting bare types:

Lemma 3.10. The map $\llbracket R \rrbracket_1 : \llbracket v_1 \cdots v_n \rrbracket_1 \rightarrow \llbracket v_1 \cdots v_n \rrbracket_1$ is .

compute this

3.4 The octahedron model of the sphere

We will create our first combinatorial surface, an octahedron. We will not prove that this type is equivalent to the sphere. In SimpCompSet_n the combinatorial data of the faces can be represented with a *Hasse diagram*, which shows the poset of inclusions in a graded manner, with a special top and bottom element. We give an octahedron in Figure 5. The names of the vertices are short for white, yellow, blue, red, green, and orange, the colors of the faces of a Rubik’s cube. The octahedron is the dual of the cube, with each vertex corresponding to a face.

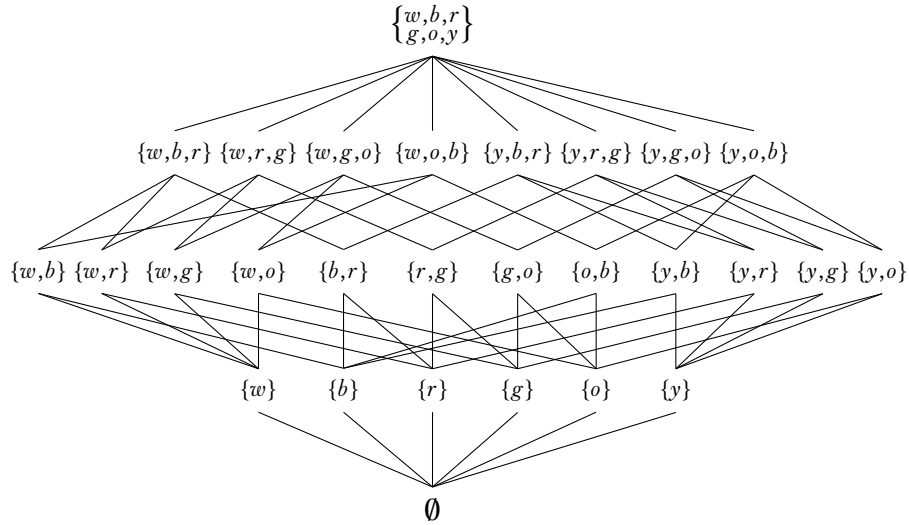


Figure 5: Hasse diagram of an octahedron O . The row of singletons is O_0 and above it are O_1 and O_2 .

We can realize $O_0 \rightarrow O_1 \rightarrow O$ as a cellular type denoted $\mathbb{O}_0 \rightarrow \mathbb{O}_1 \rightarrow \mathbb{O}$.

Lemma 3.11. There is an equivalence $\mathbb{O} \simeq S^2$.

Proof. Omitted.

□

[Greg 9]
mentioned
this



4 Bundles, connections, and curvature

Bundles are simply maps into the universe. By using the extra cellular structure and the even more detailed combinatorial structure of higher realizations, we can identify inside of HoTT some additional classical definitions.

4.1 Definitions

Having the cellular structure allows us to define bundles and connections.

Definition 4.1. If $\mathbb{M}_0 \xrightarrow{t_0} \dots \xrightarrow{t_{n-1}} \mathbb{M}_n$ is a cellular type and $f_k : \mathbb{M}_k \rightarrow \mathcal{U}$ are type families on each skeleton such that all the triangles commute in the diagram:

$$\begin{array}{ccccccc} \mathbb{M}_0 & \xrightarrow{t_0} & \mathbb{M}_1 & \xrightarrow{t_1} & \mathbb{M}_2 & \xrightarrow{t_2} & \dots \xrightarrow{t_{n-1}} \mathbb{M} \\ & \searrow f_0 & \downarrow f_1 & \downarrow f_2 & \searrow f & & \\ & & & \mathcal{U} & & & \end{array}$$

then we say

- The map f_k is a **k -bundle** on \mathbb{M}_k .
- The pair given by the map f_k and the proof $f_k \circ t_{k-1} = f_{k-1}$ that f_k extends f_{k-1} is called a **k -connection on the bundle f_{k-1}** .

Having the additional structure of a simplicial complex allows us to further define curvature, which is a local concept.

Definition 4.2. If $\llbracket M \rrbracket$ is a higher combinatorial n -manifold as above, and such that for each pushout defining \mathbb{M}_k we have the diagram

$$\begin{array}{ccc} M_k \times S^k & \xrightarrow{\text{pr}_1} & M_k \\ \partial_{k-1} \downarrow & \nearrow h_k & \downarrow *_k \\ \mathbb{M}_{k-1} & \xrightarrow{\quad} & \mathbb{M}_k \\ & \searrow f_{k-1} & \downarrow f_k \\ & & \mathcal{U} \end{array}$$

the outer square of which restricts on each face to the diagram

$$\begin{array}{ccc} \{m_k\} \times S^k & \xrightarrow{!} & m_k \\ \partial_{k-1} \downarrow & \nearrow b_k & \downarrow f_k \circ *_k \\ \mathbb{M}_{k-1} & \xrightarrow{\quad} & \mathcal{U} \end{array}$$

then we say the filler b_k is called a **flatness structure for the face m_k** , or, to align with classical terms, the **curvature at the face m_k** , and its ending path is called the **holonomy around the face**.

The definitions can be digested to give

[Greg 10]
split into
two defs:
one using
cellular
structure,
one using
combinato-
rial

[Greg 11]
currently
flatness =
curvature

4.3 The tangent bundle of the sphere

We will build up a map T out of $\mathbb{O}_0 \rightarrow \mathbb{O}_1 \rightarrow \mathbb{O}$ which is meant to be a model of the tangent bundle of the sphere. The link function will serve as our approximation to the tangent space. Taking the link of a vertex gives us a map from vertices to polygons, so the codomain is $\text{EM}(\mathbb{Z}, 1)$.

Definition 4.5. $T_0 \stackrel{\text{def}}{=} \text{link} : \mathbb{O}_0 \rightarrow \text{EM}(\mathbb{Z}, 1)$ is given by:

$$\begin{aligned} \text{link}(w) &= \llbracket brgo \rrbracket_1 & \text{link}(r) &= \llbracket wbyg \rrbracket_1 \\ \text{link}(y) &= \llbracket bogr \rrbracket_1 & \text{link}(g) &= \llbracket wryo \rrbracket_1 \\ \text{link}(b) &= \llbracket woyr \rrbracket_1 & \text{link}(o) &= \llbracket wgyb \rrbracket_1 \end{aligned}$$

Recall that the double-brackets denote the realization via pushouts of the combinatorial data, and the subscript takes the bare type of maximal dimension, forgetting the cellular structure. So T_0 is a composition of a map into SimpCompSet_2 follows by the realization map to $\text{EM}(\mathbb{Z}, 1)$.

[Greg 13]
new notation

We chose these orderings for the vertices in the link, by visualizing standing at the given vertex as if it were the north pole, then looking south and enumerating the link in clockwise order, starting from w if possible, else b .

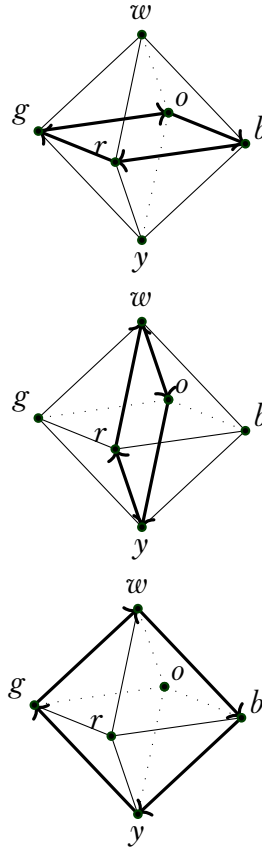


Figure 7: link for the vertices w , b and r .

To extend T_0 to a function T_1 on the 1-skeleton we have some freedom. We will do something motivated by the figures we have been drawing of an octahedron embedded in 3-dimensional space. We will imagine how T_1 changes as we slide from point to point in the embedding shown in the figures. Sliding from w to b and tipping the link as we go, we see $r \mapsto r$ and $o \mapsto o$ because those lie on the axis of rotation. Then $g \mapsto w$ and $b \mapsto y$.

[Greg 14]
reworded

Definition 4.6. Define $T_1 : \mathbb{O}_1 \rightarrow \text{EM}(\mathbb{Z}, 1)$ on just the 1-skeleton by extending T_0 as follows: Transport away from w :

- $T_1(wr) : \llbracket brgo \rrbracket_1 \mapsto \llbracket bygw \rrbracket_1$ (b, g fixed)
- $T_1(wg) : \llbracket brgo \rrbracket_1 \mapsto \llbracket wryo \rrbracket_1$
- $T_1(wb) : \llbracket brgo \rrbracket_1 \mapsto \llbracket yrwo \rrbracket_1$ (r, o fixed)
- $T_1(wo) : \llbracket brgo \rrbracket_1 \mapsto \llbracket bwgy \rrbracket_1$

Transport away from y :

- $T_1(yb) : \llbracket bogr \rrbracket_1 \mapsto \llbracket woyr \rrbracket_1$
- $T_1(yr) : \llbracket bogr \rrbracket_1 \mapsto \llbracket bygw \rrbracket_1$
- $T_1(yg) : \llbracket bogr \rrbracket_1 \mapsto \llbracket yowr \rrbracket_1$
- $T_1(yo) : \llbracket bogr \rrbracket_1 \mapsto \llbracket bwgy \rrbracket_1$

Transport along the equator:

- $T_1(br) : \llbracket woyr \rrbracket_1 \mapsto \llbracket wbyg \rrbracket_1$
- $T_1(rg) : \llbracket wbyg \rrbracket_1 \mapsto \llbracket wryo \rrbracket_1$
- $T_1(go) : \llbracket wryo \rrbracket_1 \mapsto \llbracket wgyb \rrbracket_1$
- $T_1(ob) : \llbracket wgyb \rrbracket_1 \mapsto \llbracket woyr \rrbracket_1$

[Greg 15]
new notation

It's very important to be able to visualize what T_1 does to triangular paths such as $wb \cdot br \cdot rw$ (which circulates around the boundary of face wbr). You can see it if you imagine Figure 7 as the frames of a short movie. Or you can place your palm over the top of a cube and note where your fingers are pointing, then slide your hand to an equatorial face, then along the equator, then back to the top. The answer is: you come back rotated clockwise by a quarter-turn.

Definition 4.7. The map $R : C_4 \rightarrow C_4$ rotates by one quarter turn, one “click”:

- | | |
|------------------|------------------------|
| • $R(c_1) = c_2$ | • $R(c_1c_2) = c_2c_3$ |
| • $R(c_2) = c_3$ | • $R(c_2c_3) = c_3c_4$ |
| • $R(c_3) = c_4$ | • $R(c_3c_4) = c_4c_1$ |
| • $R(c_4) = c_1$ | • $R(c_4c_1) = c_1c_2$ |

Note by univalence the equivalence R gives a loop in the universe, a term of $C_4 =_{\text{EM}(\mathbb{Z}, 1)} C_4$.

Now let's extend T_1 to all of \mathbb{O} by providing values for the eight faces. The face wbr is a path from refl_w to the concatenation $wb \cdot br \cdot rw$, and so the image of wbr under the extended version of T_1 must be a homotopy from $\text{refl}_{T_1(w)}$ to $T_1(wb \cdot br \cdot rw)$. Here *there is no additional freedom*.

Definition 4.8. Define $T_2 : \mathbb{O} \rightarrow \text{EM}(\mathbb{Z}, 1)$ by extending T_1 to the faces as follows:

- $T_2(wbr) = H_R$
- $T_2(yrb) = H_R$
- $T_2(wrg) = H_R$
- $T_2(ygr) = H_R$
- $T_2(wgo) = H_R$
- $T_2(yog) = H_R$
- $T_2(ybo) = H_R$
- $T_2(yob) = H_R$

where $H_R : R = \text{refl}_{C_4}$ is the obvious homotopy given by composition with R^{-1} . Passing through univalence we get a 2-path between R and refl in the loop space $C_4 =_{\text{EM}(\mathbb{Z}, 1)} C_4$.

4.4 Existence of connections

How confident can we be that we can always define a connection on an arbitrary combinatorial manifold? Two things make the octahedron example special: the link is a 4-gon at every vertex, and every edge extends to a symmetry of the entire octahedron, embedded in 3-dimensional space. This imposed a coherence on the interactions of all the choices we made for the connection, which we can worry may not exist for more complex combinatorial data.

We know as a fact outside of HoTT that any combinatorial surface that has been realized as a triangulated surface embedded in 3-dimensional euclidean space can inherit the parallel transport entailed in the embedding. We could then approximate that data to arbitrary precision with enough subdivision of the fibers of T .

What would a proof inside of HoTT look like? We will leave this as an open question.

5 Vector fields

5.1 Definition

Vector fields are sections of the tangent bundle of a manifold. We do not have a general theory of tangent bundles, even for 2-dimensional cellular types, since we cannot yet prove that connections always exist on the 1-skeleton. But *given* an extension T of the link function, we can consider the type of sections $\prod_{x:\mathbb{M}_1} T_1(x)$.

Definition 5.1. A **vector field** on a higher combinatorial 2-manifold \mathbb{M} equipped with type family $T : \mathbb{M} \rightarrow \text{EM}(\mathbb{Z}, 1)$ that extends `link` is a term $X : \prod_{x:\mathbb{M}_1} T_1(x)$. It may be possible to extend X to one or more faces of \mathbb{M} , but we call faces for which X cannot be extended are called **zeros of the vector field**.

Remark 5.2. A section $\prod_{x:\mathbb{M}} f(x)$ for $f : \mathbb{M} \rightarrow K(\mathbb{Z}, 2)$ is a trivialization of the bundle. The fact that an orientation suffices to factor the tangent bundle of a 2-manifold (which *a priori* maps to $\text{EM}(\mathbb{Z}, 1)$) through a principal bundle classifier is special to dimension 2. For higher dimensional manifolds the tangent bundle is a bundle of spheres, and even if the bundle is oriented it is not necessarily a principal bundle. On the other hand, the n -truncation modal operator maps the type of n -spheres to the classifying space $K(\mathbb{Z}, n)$, and so another way to phrase this remark is that S^1 is the only n -sphere which is n -truncated.

prove that
the index is
an obstruction

On the 0-skeleton X picks a point in each link, i.e. a neighbor of each vertex. On a path $p : x =_{\mathbb{M}} y$, X assigns a dependent path over p , which as we know is a term $\pi : \text{tr}(p)(X(x)) =_{T_1 y} X(y)$.

Remark 5.3. Concrete pathover terms such as π couple together the connection (the transport) and X . The transport is needed to provide a single type in which to compare the two values of X . The path π therefore reflects both the movement of X along the path p , and the moving lens that allows us to examine in a single fiber the two points $X(x)$ and $X(y)$ as well as $X(p)$.

5.2 Swirling

Classically, vector fields are seen to swirl around between points. We can see this in HoTT as well, though in contrast to the classical explanations we always have a connection that interacts with the vector field.

Consider a vertex $x : \mathbb{M}$, a face F containing vertices x, y, z , and the boundary path $\ell \stackrel{\text{def}}{=} e_{xy} \cdot e_{yz} \cdot e_{zx}$. We can calculate $X(\ell)$ by concatenating the data along the path. As we visit each point we accumulate more information:

1. In $T_1(x)$ we have
 - (a) the point $X(x)$.
2. In $T_1(y)$ we have
 - (a) point $X(y)$
 - (b) point $\text{tr}(e_{xy})(X(x))$

- (c) the path $X(e_{xy}) : \text{tr}(e_{xy})(X(x)) = X(y)$ from (b) to (a).
3. In $T_1(z)$ we have
- (a) point $X(z)$
 - (b) point $\text{tr}(e_{yz})(X(y))$
 - (c) point $\text{tr}(e_{yz}) \circ \text{tr}(e_{xy})(X(x))$
 - (d) path $X(e_{yz}) : \text{tr}(e_{yz})(X(y)) = X(z)$ from (b) to (a)
 - (e) path $\text{tr}(e_{yz})(X(e_{xy}))$ from (c) to (b)
4. Then back at $T_1(x)$ we have
- (a) point $X(x)$
 - (b) point $\text{tr}(e_{zx})(X(z))$
 - (c) point $\text{tr}(e_{zx}) \circ \text{tr}(e_{yz})(X(y))$
 - (d) point $\text{tr}(e_{zx}) \circ \text{tr}(e_{yz}) \circ \text{tr}(e_{xy})(X(x))$, i.e. $\text{tr}(\ell)(X(x))$
 - (e) path $X(e_{zx}) : \text{tr}(e_{zx})(X(z)) = X(x)$ from (b) to (a)
 - (f) path $\text{tr}(e_{zx})(X(e_{yz}))$ from (c) to (b)
 - (g) path $\text{tr}(e_{zx}) \circ \text{tr}(e_{yz})(X(e_{xy}))$ from (d) to (c).

As we traverse an edge, say e_{xy} , we get a path in $T_1(y)$ which is the image of e_{xy} under X . Although this path is then transported along further edges of the triangle, it will help us to think of it as maintaining its relationship to e_{xy} :

Definition 5.4. If $e_{xy} : x =_{\mathbb{M}_1} y$, $e_{yz} : y =_{\mathbb{M}_1} z$ are paths in \mathbb{M}_1 and X is a nonvanishing vector field on \mathbb{M}_1 , then we call $\text{tr}(e_{yz})(X(e_{xy}))$ **the contribution on e_{xy} of X** , even though this is a path in $T_1(z)$.

As we traverse an additional edge this image is simply mapped to the next vertex through the lens of transport, which acts similarly on all the points in a fiber. The image is carried first to $\text{tr}(e_{yz})(X(e_{xy}))$ then to $\text{tr}(e_{zx}) \circ \text{tr}(e_{yz})(X(x))$.

At stage 4 we have three paths, each consisting of X acting on a single edge of the triangle, mapped with some transport to $T_1(x)$. We see that these three can be concatenated to form a path $X(\ell) : \text{tr}(\ell)(X(x)) = X(x)$.

Remark 5.5. In Hopf [4] and in Needham [5], the value $X(e_{xy})$ is called “the change in angle between X and $X(x)_{||}$ along the edge e_{xy} ,” where by $X(x)_{||}$ we mean the transport of the fixed single vector $X(x)$ to the point $X(y)$, i.e. $\text{tr}(e_{xy})(X(x))$. The concatenation $X(\ell)$ is called “the sum of the changes in angle along each edge.” This remark is meant to help anyone intending to make further comparisons with classical results.

[Greg 16]
new figure,
needs a little
more expla-
nation

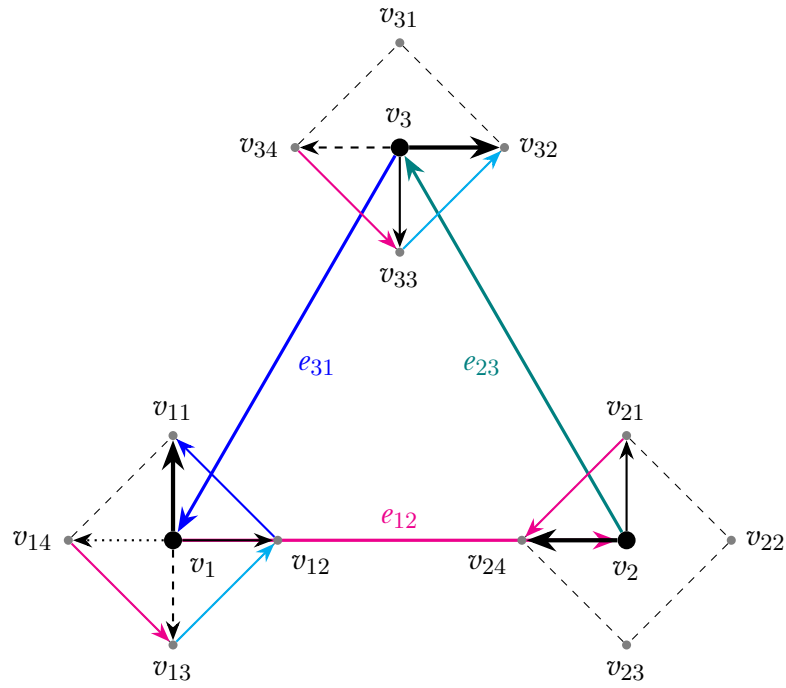


Figure 8: A vector field swirling around a face, in a bundle of squares. Thick black vectors are the value at the point. Thin vectors are transported once, dashed twice, and dotted three times. The vertices v_{ij} are in the tangent fibers. The colors of the arrows correspond: the red edge produced the red edge in the fibers.

6 The total construction

[Greg 17]
All new

We will place holonomy, flatness, and vector fields on the same footing, and combine them. We will prove the equivalence of the total curvature of a tangent bundle, and total index of a vector field. This is the key relationship in proving both the Gauss-Bonnet theorem and the Poincaré-Hopf theorem.

6.1 Index of the vector field

Given a polygon cellular type $C_{n,0} \rightarrow C_{n,1} = C_n$, and map $*_{C_n} : \mathbb{1} \rightarrow K(\mathbb{Z}, 2)$ giving it the structure of an S^1 -torsor, we have the following general fact:

Proposition 6.1. Given a pointing $b : C_n$ the evaluation map $\text{ev}(b) : (C_n = C_n) \rightarrow C_n$ is an equivalence.

Consider the cellular type $\mathbb{M}_0 \rightarrow \mathbb{M}_1 \rightarrow \mathbb{M}$ with point $m : \mathbb{M}$. Consider a loop $\ell : m =_{\mathbb{M}} m$ with proof of contractibility $f : \ell = \text{refl}_m$. For example, we may have a face F in a combinatorial realization, with m a vertex of F and $\ell = \partial F$ the boundary loop. We have accumulated the following constructions:

$$\begin{aligned} \text{tr}(\ell) &: Tm = Tm \\ \flat(\ell) &: \text{tr}(\ell) =_{Tm=Tm} \text{id} \\ X(\ell) &: \text{tr}(\ell)(X(m)) =_{Tm=Tm} X(m) \end{aligned}$$

which invites us to make use of the equivalence 6.1 to define $X_E(\ell) \stackrel{\text{def}}{=} \text{ev}(X(m))^{-1} \circ X(\ell) : \text{tr}(\ell) = \text{id}$ (where the subscript E stands for the extension to all of Tm) to obtain

$$\begin{aligned} \text{tr}(\ell) &: Tm = Tm \\ \flat(\ell) &: \text{tr}(\ell) =_{Tm=Tm} \text{id} \\ X_E(\ell) &: \text{tr}(\ell) =_{Tm=Tm} \text{id} \end{aligned}$$

These last two can be concatenated to make a loop.

Definition 6.2. The **index of the vector field X around the loop ℓ** is the integer $I_X(\ell) : \flat(\ell)^{-1} \cdot X_E : \text{id} =_{Tm=Tm} \text{id}$.

Remark 6.3. Classically the index around a loop makes use of a trivialization of the tangent bundle, and does not take place in the presence of a connection. We know from section 4.2 that the connection can serve as such a trivialization. Taking that point of view, the formula constitutes the difference between the swirling of the vector field inside the chart, and the twisting of the chart itself.

We now have the following list of ingredients given the loop ℓ :

$$\begin{aligned} \text{tr}(\ell) &: Tm = Tm \\ \flat(\ell) &: \text{tr}(\ell) =_{Tm=Tm} \text{id} \\ X_E(\ell) &: \text{tr}(\ell) =_{Tm=Tm} \text{id} \\ I_X(\ell) &: \text{id} =_{Tm=Tm} \text{id} \end{aligned} \tag{1}$$

6.2 Cancellations

The next observation is that we can relate the quantities in 1 at different points around a cellular surface by making use of the automorphism bundle $\sum_{x:\mathbb{M}}(Tx = Tx)$ and its trivialization $\tau : \prod_{x:\mathbb{M}}(Tx = Tx) \xrightarrow{\cong} (Tm = Tm)$ as in Lemma 2.10.

Definition 6.4. Consider the contractible type $\sum_{\alpha:Tm=Tm} \alpha = \text{id}$ with the addition law $(\alpha, p) + (\beta, q) = (\alpha \cdot \beta, p \cdot \alpha(q))$ where $\alpha(q) : \alpha = \alpha \cdot \beta$ (using concatenation notation instead of function composition). This is a commutative group with identity refl_{id} which we call the **type of angles of Tm** .

Lemma 6.5. $\tau \circ X$ maps concatenation of paths to the commutative operation $+$ in the type of angles $\sum_{\alpha:Tm=Tm} \alpha = \text{id}$.

Proof. Suppose we have $p : x =_{\mathbb{M}} y$ and $q : y =_{\mathbb{M}} z$. Then $X(p \cdot q) = \text{tr}(q)(X(p)) \cdot X(q)$ which is exactly the operation $+$ but in the group $\sum_{\alpha:Tz=Tz} \alpha = \text{id}$. We can then transport the result to m by an arbitrary path. \square

Corollary 6.6. With e, p, ℓ as in Figure 9, we have $\tau(X_E(e \cdot \ell \cdot e^{-1})) = \tau(X_E(\ell))$.

So under τ we can cancel the contributions to X from the edge e after traversing it once in each direction. Meanwhile we have something similar for the transport automorphisms:

Lemma 6.7. With e, p, ℓ as in Figure 9, we have $\tau(\text{tr}(e \cdot \ell \cdot e^{-1})) = \tau(\text{tr}(\ell))$.

Proof. Recall that τ conjugates automorphisms by transport along some arbitrary path to m . To transport automorphisms from x to p , choose a path $p : m =_{\mathbb{M}} x$. Then make the specific choice $p \cdot e : m =_{\mathbb{M}} y$ to transport automorphisms from y to p . Then $\tau(\text{tr}(e \cdot \ell \cdot e^{-1}))$ and $\tau(\text{tr}(\ell))$ both compute to $\text{tr}((p \cdot e) \cdot \ell \cdot (p \cdot e)^{-1})$. \square

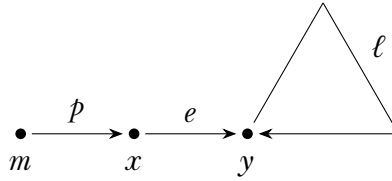


Figure 9: Comparing maps on the edge e at the master point m with and without traversing ℓ .

6.3 Total enumeration of faces

Definition 6.8. A **total enumeration of faces** for a combinatorial 2-manifold \mathbb{M} with underlying simplicial complex $M = [M_0, M_1, M_2]$ consists of

1. A “master basepoint” $m : M_0$.
2. For each face $F : M_2$ with vertices $\{v_{F,1}, v_{F,2}, v_{F,3}\}$ an enumeration of its vertices $[v_{F,1}, v_{F,2}, v_{F,3}]$, including the choice of the first vertex in the enumeration as the basepoint of F , which is **globally compatible** with the choices for the other faces, meaning that when two faces

F_1, F_2 share an edge $\{v, w\}$, then one of the faces includes the sublist $[v, w]$ and the other includes $[w, v]$.

3. An ordering of the faces $[F_1, \dots, F_n]$.

Two enumerations that differ only in the ordering of vertices (2.) are said to have the **same orientation** if it is true for every face that the two orderings of vertices differ by an even orientation.

Remark 6.9. For such an enumeration to exist the underlying simplicial complex must be *orientable* in a classical sense. We are not going to explore this requirement internally in HoTT, nor prove any relationship between orientability of the set-based complex and orientation in the sense of factoring classifying maps through $K(\mathbb{Z}, 2) \rightarrow EM(\mathbb{Z}, 1)$.

Example 6.10. The octahedron: for \mathbb{O} we might choose b as the master basepoint, as well as the basepoint for four of the faces. For the other four faces we could choose g as the basepoint. We could choose $br \cdot rg$ as the path between the basepoints, and we could order the faces like this: $[bwo, brw, boy, byr, gow, gwr, gry, gyo]$.

Definition 6.11. The **total path** of an enumeration is the list $\ell_{F_1}, \dots, \ell_{F_n}$ of loops where $\ell_{F_i} : v_{F_i,1} = v_{F_i,1}$ is the loop around F_i connecting vertices $v_{F,1}, v_{F,2}, v_{F,3}$.

Definition 6.12. Using 1 we can define the **total curvature**, **total swirling** and **total index** of a total path as follows:

$$\begin{aligned} b_{\text{tot}} &= \tau(b(\ell_{F_1})) + \dots + \tau(b(\ell_{F_n})) \\ X_{\text{tot}} &= \tau(X(\ell_{F_1})) + \dots + \tau(X(\ell_{F_n})) \\ I_{\text{tot}} &= b_{\text{tot}}^{-1} \cdot X_{\text{tot}} \end{aligned} \tag{2}$$

where the sums are taken in the group of angles $\sum_{\alpha: Tm=Tm} \alpha = \text{id}$.

Lemma 6.13. The total path of an enumeration visits each edge an even number of times, equally in each direction.

Theorem 6.14. $\tau(X(\ell_{F_1})) \cdots \tau(X(\ell_{F_n})) = \text{refl}$ in $\sum_{\alpha: Tm=Tm} \alpha = \text{id}$.

Proof. Immediate from Lemma 6.13 and Corollary 6.6. □

Corollary 6.15. The total index is equal to the opposite of the total curvature. The total curvature is an integer.

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