

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 unrelated 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]

Changelist

Todo list

| | |
|---|----|
| compute this | 16 |
| draw our big triangle, show swirl is not a loop | 24 |
| make a def, refer to 4.1 | 24 |

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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.

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].

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

The classical theory of principal bundles tells us to look for an appropriate classifying space of torsors to map into.

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 mere circles

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 in circle bundles

Suppose we have $T : M \rightarrow \text{EM}(\mathbb{Z}, 1)$ and $P \stackrel{\text{def}}{=} \sum_{x:M} T(x)$. 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 $\text{ap}(T)(p) : T(a) = T(b)$. 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 $\text{tr}(p) : T(a) \rightarrow T(b)$ which acts on the fibers of P . $\text{tr}(p)$ is a function, acting on the terms of the types $T(a)$ and $T(b)$, and univalence tells us this is the isomorphism corresponding to $\text{ap}(T)(p)$.

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 $\pi : \text{tr}(p)(\alpha) =_{T(b)} \beta$ between $\alpha : T(a)$ and $\beta : T(b)$ 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.

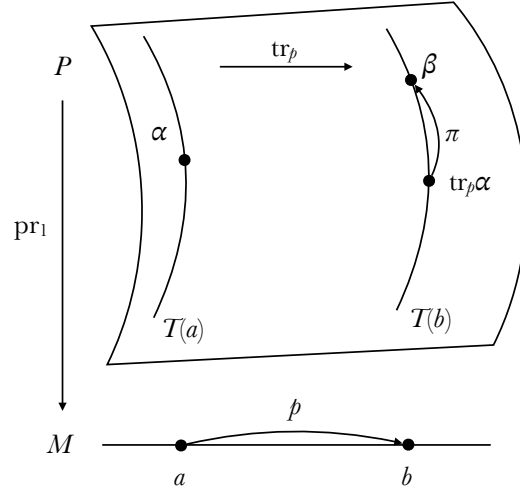


Figure 1: A path π over the path p in the base involves the transport function.

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 .

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 .

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

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

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).

In a 2-dimensional combinatorial manifold the link is a polygon. See Figure 3 for some examples

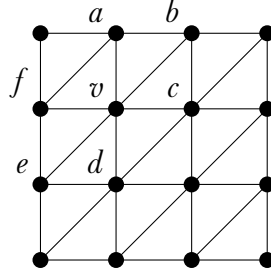


Figure 2: The link of v in this complex consists of the vertices $\{a, b, c, d, e, f\}$ and the edges $\{ab, bc, cd, de, ef, fa\}$, forming a hexagon.

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[11]. So it appears reasonably well motivated to study this class of objects. See for example the classic book by Kirby and Siebenmann[12]. 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.

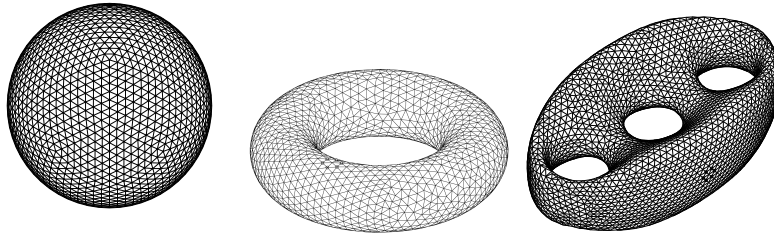


Figure 3: Combinatorial triangulations of a sphere, torus, and 3-holed torus. Sphere created with the tool `stripy`; torus from Wikipedia (By Ag2gaeh - Own work, CC BY-SA 3.0.); 3-holed torus from Wikipedia (By Ag2gaeh - Own work, CC BY-SA 3.0.)

3.2 Higher inductive combinatorial manifolds

Instead of building a set $[M] : \text{Top}$, 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

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

Definition 3.5. A **higher realization** $[[M]]$ 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 $\iota_i : \mathbb{M}_i \rightarrow \mathbb{M}_{i+1}$, $*_{i+1} : M_{i+1} \rightarrow \mathbb{M}_{i+1}$ and proof of commutativity h_{i+1} .

We call the 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 $[[M]]$ inducing this sequence, a **cellular type**. We define forgetful maps to the bare types with $[[M]]_i \stackrel{\text{def}}{=} \mathbb{M}_i$.

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 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 $\{e_{12}, e_{23}, e_{31}\}$:

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

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 $e_1 = \{v_1, v_2\}, \dots, e_{n-1} = \{v_{n-1}, v_n\}, e_n = \{v_n, v_1\}$, we call C_n a **polygon** or **n -gon**. We can refer to C_n by $v_1 v_2 \cdots v_n$, to $[C_n]$ by $[v_1 v_2 \cdots v_n]$ and to $[[C_n]]$ by $[[v_1 v_2 \cdots v_n]]$. Forgetting the pushouts and vertices, we denote the bare 1-type by $[[v_1 v_2 \cdots v_n]]_1$.

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 $[[C_1]]_1$ 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. $[[C_2]]_1 \simeq [[C_1]]_1$ and in fact $[[C_n]]_1 \simeq [[C_{n-1}]]_1$.

Proof. (Compare to [13] Lemma 6.5.1.) In the case of $[[C_1]]_1$ we will denote its constructors by base and loop . For $[[C_2]]_1$ we will denote the points by v_1, v_2 and the edges by ℓ_{12}, r_{21} . For $[[C_3]]_1$ 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 $f : [[C_2]]_1 \rightarrow [[C_1]]_1$ and $g : [[C_1]]_1 \rightarrow [[C_2]]_1$, 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 $f \circ g \sim \text{id}_{[[C_1]]_1}$ and $g \circ f \sim \text{id}_{[[C_2]]_1}$. 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, 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.

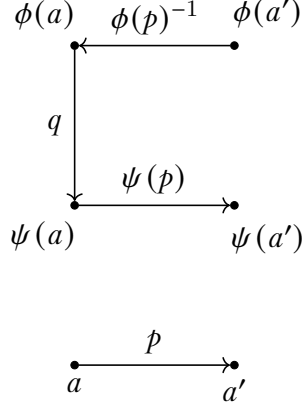


Figure 4: Transport along p in the fibers of a family of paths. The fiber over a is $\phi(a) = \psi(a)$ where $\phi, \psi : A \rightarrow B$.

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 $\llbracket C_2 \rrbracket_1$:

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

which simplifies to

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

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 $e_n : \llbracket \llbracket C_n \rrbracket_1 \rrbracket_1 = S^1 \rrbracket_{-1}$, 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. \square

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 $[[R]] : [[v_1 \cdots v_n]] \rightarrow [[v_1 \cdots v_n]]$. 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 $[[R]]_1 : [[v_1 \cdots v_n]]_1 \rightarrow [[v_1 \cdots v_n]]_1$ 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.

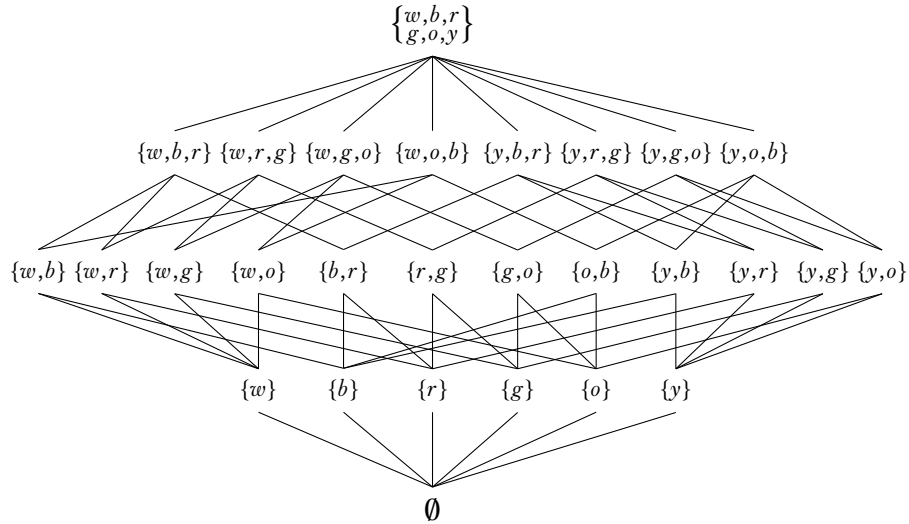
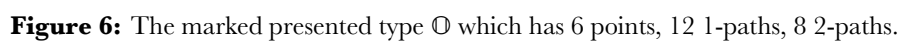


Figure 5: Hasse diagram of an octahedron O . The row of singletons is O_0 and above it are O_1 and O_2 .

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. □



4 Bundles, connections, and curvature

A map out of a higher combinatorial manifold has various components. These line up with classical definitions, and identifying those is a primary purpose of this note.

4.1 Definitions

Having the skeleton structure of a cellular type 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:

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

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 $[[M]]$ 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

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

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

Lemma 4.3. Given f_{k-1} as above, a k -connection exists if and only if there exists a flatness structure for each k -face.

Remark 4.4. Another classical object we can identify here is a *gauge transformation*, which is a bundle automorphism $H : f \sim f \stackrel{\text{def}}{=} \prod_{m:\mathbb{M}} f(m) = f(m)$. If we have $\|H = \text{id}_f\|_{-1}$ then the gauge transformation is called *small*, else *large*.

4.2 Connections as local trivializations

This section can be viewed as an extended remark. The observation we want to make is that the data of a 1-bundle is related to the construction of local trivializations: the fiber at one vertex can be extended throughout a single face coherently, using the connection (the extension of the classifying map to the edges) to specify isomorphisms with the fibers at the other points, and the higher connections to establish commutativity between these.

We introduce a notation more suitable for the algebra of charts and overlaps: denote by $g_{ji} : Ti \rightarrow Tj$ the isomorphism of transport along an edge $e_{ij} : i =_{\mathbb{M}} j$. The indices move us from right to left, which is compatible with function composition notation. Denote the inverse function with swapped indices: $g_{ij} \stackrel{\text{def}}{=} g_{ji}^{-1}$. Assume we have some fixed isomorphism $T_i = S^1$, and to avoid composing everything with this function we will assume it is id. In the diagram below we see the data arranged so that our bundle is on the left, and the data of a trivial bundle is on the right.

$$\begin{array}{ccc}
 Ti & \xrightarrow{\text{id}} & S^1 \\
 \downarrow g_{ji} & \parallel & \parallel \\
 Tj & \xrightarrow{g_{ij}} & S^1 \\
 \downarrow g_{kj} & \parallel & \parallel \\
 Tk & \xrightarrow{g_{ik}g_{jk}} & S^1
 \end{array}
 \begin{array}{c}
 \leftarrow b_{ijk} \leftarrow \\
 \leftarrow g_{ki} \leftarrow
 \end{array}
 \begin{array}{c}
 \rightarrow \\
 \rightarrow
 \end{array}$$

The two middle squares commute definitionally. Call these two squares together the back face. The left triangular filler is filled by the flatness structure on the face, and the right triangular filler is trivial. There is also a filler needed for the front, i.e. the outer square. This requires proving that $g_{ki}g_{ij}g_{jk} = \text{id}$, which is supplied by the flatness structure. There is also a 3-cell filling the interior of this prism, mapping the back face plus the left triangle filler to the front face plus the right triangle filler. These two faces both consist of one or two identities concatenated with the flatness structure, and so the 3-cell is definitional.

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 $\text{EM}(\mathbb{Z}, 1)$.

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 .

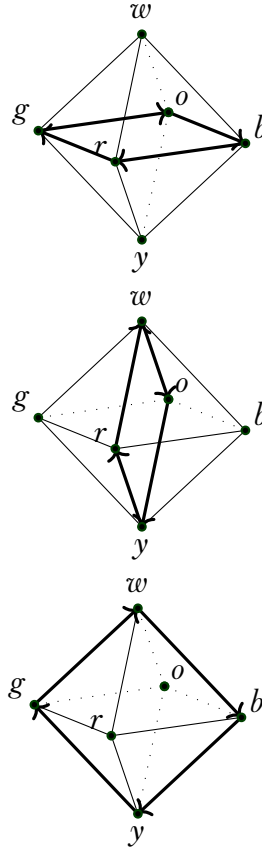


Figure 7: link for the vertices w , b and r .

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 $b \mapsto y$.

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:

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

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:

- | | |
|--------------------|--------------------|
| • $T_2(wbr) = H_R$ | • $T_2(wgo) = H_R$ |
| • $T_2(wrg) = H_R$ | • $T_2(ybo) = H_R$ |

- $T_2(yrb) = H_R$
- $T_2(ygr) = H_R$
- $T_2(yog) = H_R$
- $T_2(ybo) = H_R$

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 higher combinatorial manifolds, 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.

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.

When T_1 has an extension to F we can obtain a second path in $\text{tr}(\ell)(X(x)) = X(x)$! Namely

draw our big triangle, show swirl is not a loop

make a def, refer to 4.1

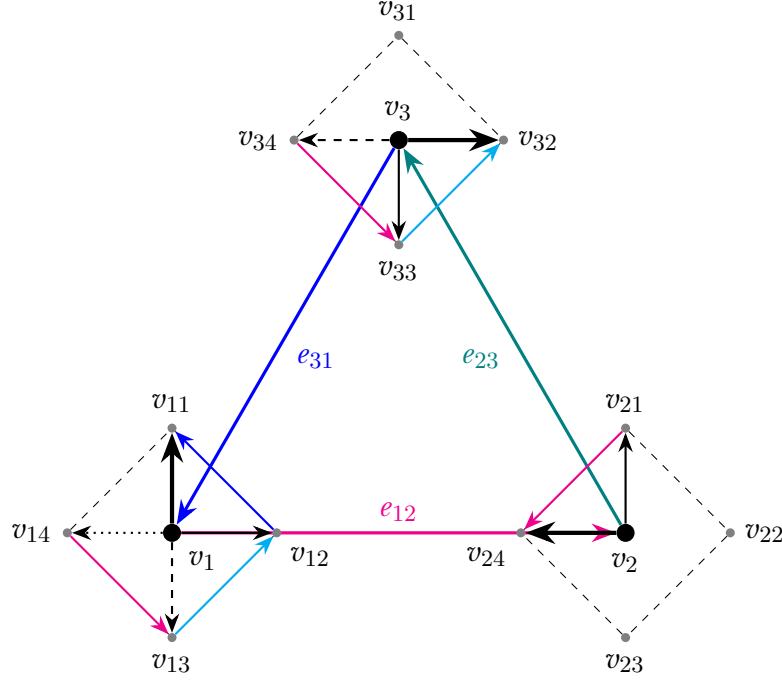


Figure 8: A vector field swirling around a face, in a bundle of squares. Thick black vectors are the value at the point. Thin vectors are transported once, dashed twice, and dotted three times. The vertices v_{ij} are in the tangent fibers. The colors of the arrows correspond: the red edge produced the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

given a filler path $\ell =_{v=\mathbb{M}v} \text{refl}(v)$ that fills the loop, an extension of T_1 to F provides by functoriality a corresponding path $T_1(\ell) =_{T_1(v)=T_1(v)} \text{id}(T_1(v))$, which is a homotopy between these two automorphisms of $T_1(v)$ that we called the flatness structure on F . Evaluating this homotopy at $X(x)$ provides the term $\flat(\ell)(X(x)) : X(x) = \text{tr}(\ell)(X(x))$ (and its inverse is hence the promised second path).

Concatenating $\flat(\ell)(X(x)) \cdot X(\ell)(X(x))$ gives a loop in the pointed type $(T_1(x), X(x))$. This is a term in \mathbb{Z} :

Definition 5.6. The **index** of X at x on the face F is $\flat(\ell)(X(x)) \cdot X(\ell)(X(x)) : \mathbb{Z}$.

Remark 5.7. Intuitively, $X(\ell)$ combines the swirling of X with the twisting of the connection, and prepending with the flatness structure erases the effect of the connection, leaving just the swirling of X . This should line up with the classical definition of index, which is also an integer.

6 Total constructions

We wish to make computations that combine contributions from every face of a combinatorial 2-manifold. To do this we will add some structure and then prove that the definitions are independent of that structure.

Definition 6.1. 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 $\{v_1, v_2, v_3\}$ an enumeration of its vertices $[v_1, v_2, v_3]$, 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 $[F_1, \dots, F_n]$.
4. For each face F a path $p_F : m =_{\mathbb{M}} F_v$ and a loop $\ell_F \stackrel{\text{def}}{=} p_F \cdot e_{12} \cdot e_{23} \cdot e_{31} \cdot p_F^{-1}$ where $e_{ij} : v_i = v_j$ are the paths corresponding to the edges.

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.

Note that the last bullet of the definition is the only one that uses the realization \mathbb{M} .

Remark 6.2. 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 $K(\mathbb{Z}, 2) \rightarrow \text{EM}(\mathbb{Z}, 1)$.

Example 6.3. The octahedron: for \odot 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: $[bwo, brw, boy, byr, gow, gwr, gry, gyro]$.

Definition 6.4. Given a total enumeration of faces, the concatenation $\ell_{\text{tot}} \stackrel{\text{def}}{=} \ell_{F_1} \cdots \ell_{F_n}$ is called **the total loop** of the enumeration.

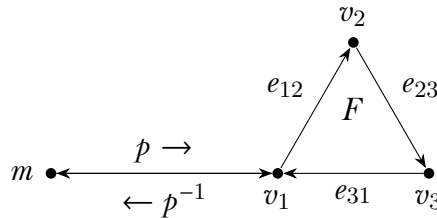


Figure 9: A loop $\ell_F : m =_{\mathbb{M}} m$ around the face F .

6.1 Total holonomy

Given a total enumeration of faces we can form the compositions $T \circ \ell_{F_i}$ with the associated loop to obtain holonomy isomorphisms $T \circ \ell_{F_i} : Tm = Tm$. We can concatenate all the loops $\ell_{F_1} \cdots \ell_{F_n}$ and obtain a *total holonomy* $T \circ (\ell_{F_1} \cdots \ell_{F_n}) : Tm = Tm$.

Definition 6.5. The **total holonomy** of a total enumeration of faces is the map $T \circ (\ell_{F_1} \cdots \ell_{F_n}) : Tm = Tm$.

Proposition 6.6. The holonomy ℓ_F around a face F is conjugated if we change the path p_F or the basepoint m . The holonomy becomes the inverse automorphism if we change the enumeration of F by an odd permutation of its vertices (but keep the basepoint fixed).

Proof. If we change the path p_F to a homotopic path p'_F , then the change is made up of a finite sequence of moves like the one in Figure 10, where the triangle xyz bounds a face. Then p_F is given by

$$(p \cdot e_{xy}) \cdot (q \cdot e_{12} \cdot e_{23} \cdot e_{31} \cdot q^{-1}) \cdot (p \cdot e_{xy})^{-1}$$

where we grouped the parts that involve the change and do not involve it. So replacing e_{xy} by $e_{xz} \cdot e_{zy}$ is definitionally equal to

$$A \cdot (p \cdot e_{xy}) \cdot (q \cdot e_{12} \cdot e_{23} \cdot e_{31} \cdot q^{-1}) \cdot (p \cdot e_{xy})^{-1} \cdot A^{-1}$$

where $A \stackrel{\text{def}}{=} p \cdot e_{xz} \cdot e_{zy} \cdot e_{xy}^{-1} \cdot p^{-1}$ is the loop that circulates the difference between the paths. Said another way, we are making use of the observation that p_F is related to p'_F by conjugating with the loop, based at m , that goes around the discrepancy. If we add more such basic changes then we add additional conjugations.

If we change the basepoint m to m' then we need to make a new choice, which is a path $\pi : m' = m$. This lengthens the path p_F to the path $\pi \cdot p_F \cdot \pi^{-1}$. This conjugation relates two different groups, the automorphism groups $Tm = Tm$ and $Tm' = Tm'$. The two groups are not canonically identified because the identification relies on the choice of π . If we change π by a sequence of moves like we did with p_F then again the holonomy at m' will change by a conjugation.

Finally we observe that for the triangle F , an odd permutation that keeps the basepoint fixed is simply a traversal of the loop in the opposite direction, sending ℓ_F to $\ell_{F^{-1}}$. \square

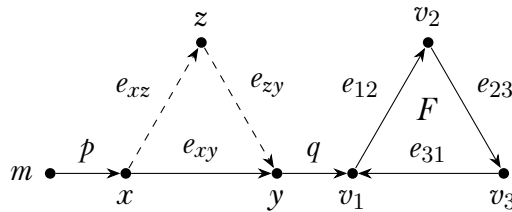


Figure 10: Two paths to the face, from x to y directly, or through z .

Corollary 6.7. In a bundle of mere circles $T : \mathbb{M} \rightarrow \text{EM}(\mathbb{Z}, 1)$ the total holonomy is independent of the choice of paths p_{F_i} and the basepoint m . It is inverted if we switch orientations.

Proof. This follows from the commutativity of S^1 and hence of the holonomy isomorphism groups $Tm = Tm$. See [14], Example 3.8. \square

Example 6.8. The total holonomy of T_1 on \mathbb{O} (Definition 4.7) is id , and the flatness structure is the path $\text{id} = R^8$ which is two full rotations of C_4 .

6.2 Total index of a vector field

We defined the index on a face in Definition 5.6. We will extend this to a total index defined with a total enumeration of faces.

6.3 The main theorem

Theorem 6.9. The total index is constant on $\prod_{x:\mathbb{M}_1} T_1(x)$.

This appears to be a little less than what we have classically, which is:

1. A definition of total curvature of a connection on the tangent bundle.
2. A definition of total index, without using the connection.
3. A definition of Euler characteristic.
4. A proof that total index is independent of the vector field.
5. A proof that total curvature is equal to total index.

This collection of results provides enough redundancy to separately produce corollaries such as: total curvature is an integer; total curvature does not depend on the connection; a second proof that total index is independent of the vector field (since it is equal to total curvature, which does not so depend).

How much of this do we have?

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