f(cafe) 25 July 2018 Freud House, Kyiv, Ukraine

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HoTT: The Language of Space

Intetics

Abstract

Cubical Base Library

Homotopy Type Theory (HoTT) is the most advanced programming language in the domain of intersection of several theories: algebraic topology, homological algebra, higher category theory, mathematical logic, and theoretical computer science. That is why it can be considered as a language of space, as it can encode any existent mathematics.

During this lecture on HoTT, we are trying to encode as much mathematics in the programming language as possible.

Talk Structure

Slightly based on HoTT Chapters

I. Foundations

— MLTT
— Inductive Types
— IPL and Elements of Set Theory
— Recursive Schemes, Induction
— Equiv, Iso, Univalence
— Higher Inductive Types
— Modalities

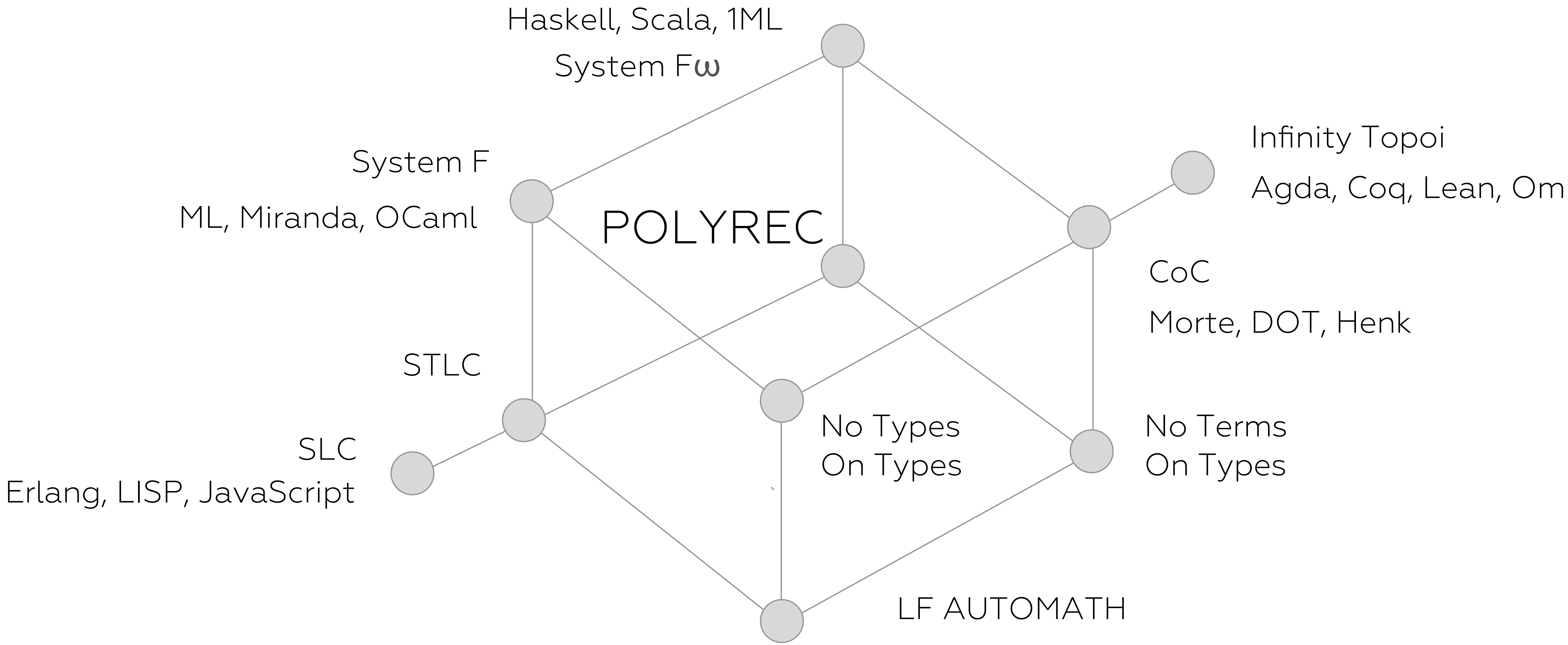
II. Mathematics

— Category Theory
— Topos Theory
— Basic Algebra
— Ordinals
— Differential Topology
— FIber Bundles and Hopf Fibtations
— K-Theory

I. Foundations

Programs as Proofs

in Extended Lambda Cube



MLTT 1972

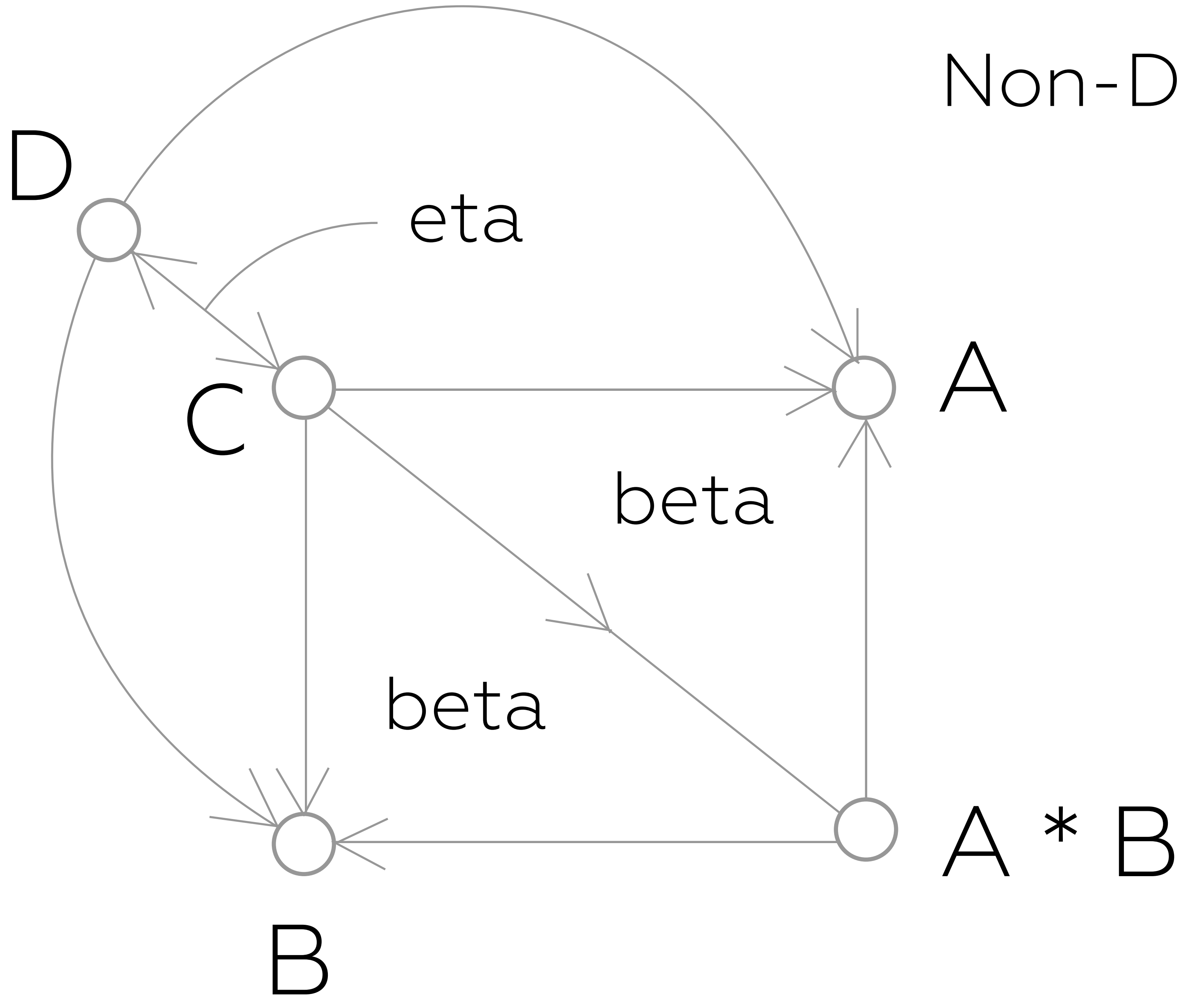
Type Theory as new Foundations of Mathematics

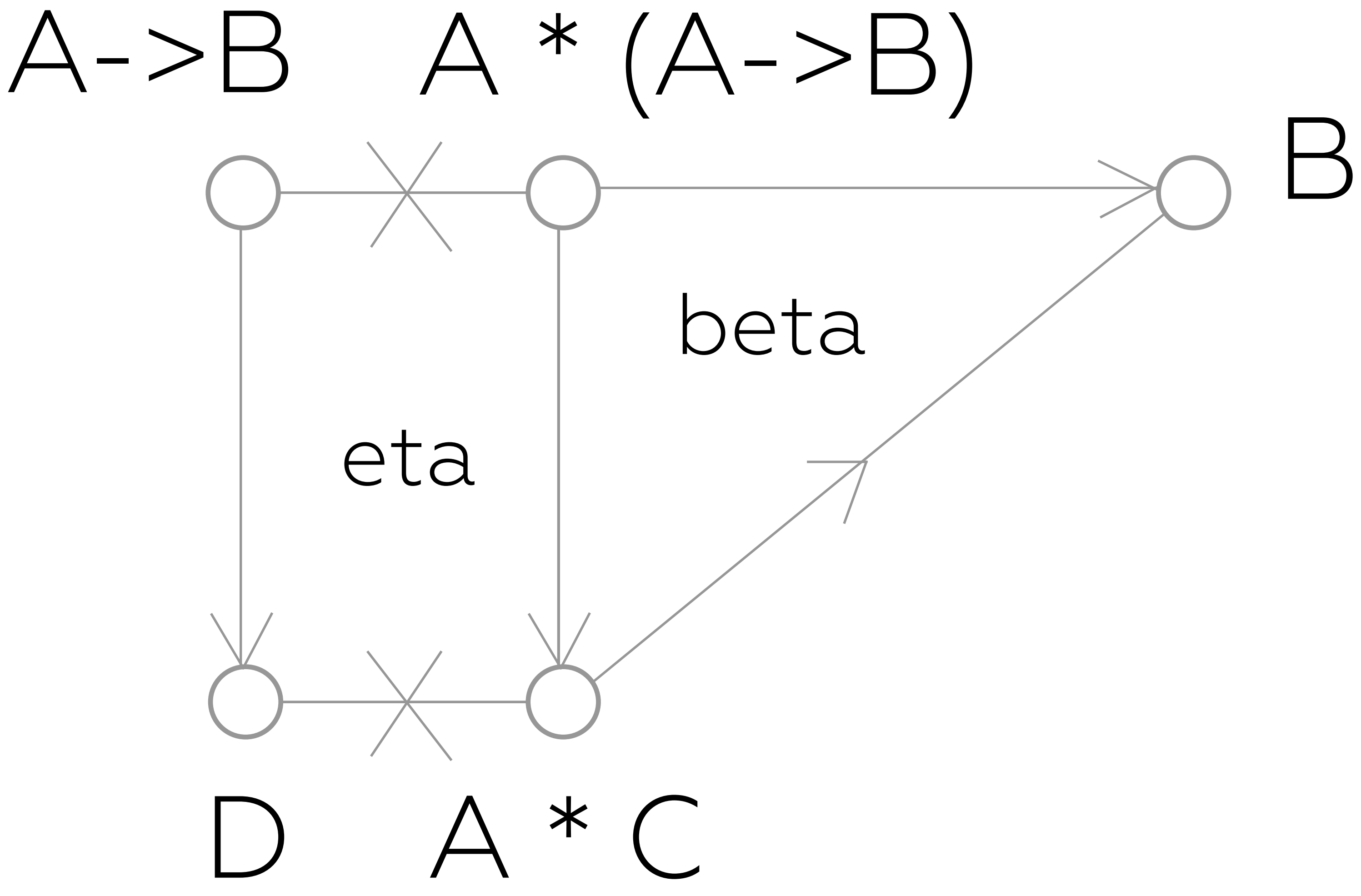
U : U — Single Universe Model — MLTT 1972, CoC 1988.
x : A — x is a point (Star) in space A (Box)
y = [x : A] — x and y are definitionaly equal objects of type A

	∏	Σ
1. Formation Rules	x:A -> B(x)	x:A * B(x)
2. Introduction Rules	\ (x: A) -> B(x)	(x,B(x))
3. Elimination Rules	f a = B(a)	pr1, pr2
4. Computational Rules	two	three

Beta and Eta

Duality of Intro and Elim and its Uniqueness
Non-Dep Case (CCC). Homework: Proof LCCC case.





MLTT 1975, 1984

Grothendieck Universe (containing all sets), Countable Universes

$U_0 : U_1 : U_2 : U_3 : \dots \infty$ — infinte hierarchy of universes

S (n: nat) = Un

A_1 (n m: nat) = Un : Um where [m>n] — cumulative, [n+1=m] — non-cumulative

R_1 (m n: nat) = Um $\longrightarrow$ Un : Ux where [x=max(m,n)] — predicative,

[x=n] — impredicative

1. Formation	data Nat	data List	x:A = y:A	data W
2. Introduction	Zero, Succ	Nil, Cons	refl A x	sup
3. Elimination	natInd	listInd	J	wInd
4. Computational	Beta, Eta	Beta, Eta	Beta, Eta	Beta, Eta

Intuitionistics Propositional Logic

According to Brouwer–Heyting–Kolmogorov interpretation

∀,∏	∃,Σ	Path	0	1	+
x:A -> B(x)	x:A * B(x)	x:A = y:A	data empty	data unit	data either
\ (x: A) -> B(x)	(x,B(x))	refl A x		tt	inl, inr
f a = B(a)	pr1, pr2	J	elim0	elim1	elimEither
Beta, Eta	Beta, Eta	Eta	Beta, Eta	Beta, Eta	Beta, Eta

Pi Type : Definition

Family of Functions

Syntax

```
<> ::= #option
T ::= #identifier
U ::= * < #number >
O1 ::= U | T | ( O ) | O O | O -> O
     | \ (I: O) -> O | (I: O) -> O
```

Model

```
data pts = star (n: nat)
         | var (x: name) (l: nat)
         | pi (x: name) (l: nat) (d c: lang)
         | lambda (x: name) (l: nat) (d c: lang)
         | app (f a: lang)
```

Pure Type System (PTS), Single Axiom System, Calculus of Constructions (CoC)
Henk, Morte, Om and many many others.

Pi Type : Inference Rules

Formal Definition

```
Pi (A: U) (P: A -> U) : U = (x:A) -> P(x)
lambda (A : U) (B: A -> U) (a : A) (b: B a): A -> B a = ?
app (A : U) (B: A -> U) (a : A) (f: A -> B a): B a = ?
Beta (A:U) (B:A->U) (a:A) (f: A->B a) : Path (B a) (app A B a (lam A B a (f a))) (f a)
Eta (A: U) (B: A -> U) (a: A) (f: A -> B a)  : Path (A -> B a) f (\(x:A) -> f x)
```

One beta rule and one eta rule for Pi types.

Sigma Type : Definition

Fiber Space

Syntax O_2 := (x: O) * O | (O,O) | O.1 | O.2

Model
```
data exists = sigma (n: name) (a b: lang)
            | pair (a b: lang)
            | fst (p: lang)
            | snd (p: lang)
```

Sigma is a part of the MLTT earliest core.
It models Type Refinement and Proofs by Existance (Construction).
Sigma is a chain link of telescopes (contexts), the carried notion of records.

Sigma Type : Inference Rules

Existential Quantifier

```
Sigma (A : U) (B : A -> U) : U = (x : A) * B x
pair (A : U) (B: A -> U) (a : A) (b: B a): Sigma A B = ?
pr1 (A: U) (B: A -> U) (x: Sigma A B): A = ?
pr2 (A: U) (B: A -> U) (x: Sigma A B): B (pr1 A B x) = ?
Beta1 (B: A -> U) (a: A) (b: B a) -> Path A a (pr1 A B (pair A B a b)))
Beta2  (B: A -> U) (a: A) (b: B a) -> Path (B a) b (pr2 A B (a,b)))
Eta (B: A -> U) (p: Sigma A B)  -> Path (Sigma A B) p (pr1 A B p,pr2 A B p))

sigRec (A:U)(B:A->U)(C: U) (g:(x:A)->B(x)->C) (p: Sigma A B): C = g p.1 p.2
sigInd (A:U)(B:A->U)(C:Sigma A B->U)
        (p: Sigma A B)(g:(a:A)(b:B(a))->C(a,b)):C p=g p.1 p.2
```

Sigma Type in Pi

Typing and Introduction Rules in Church-Bohm-Berarducci Encoding

```
-- Sigma/@
\ (A: *)
-> \ (P: A -> *)
-> \ (n: A)
-> \/ (Exists: *)
-> \/ (Intro: A -> P n -> Exists)
-> Exists
```

```
-- Sigma/Intro
\ (A: *)
-> \ (P: A -> *)
-> \ (x: A)
-> \ (y: P x)
-> \ (Exists: *)
-> \ (Intro: \/ (x:A) -> P x -> Exists)
-> Intro x y
```

Sigma Type in Pi

Eliminators in Church-Bohm-Berarducci Encoding

```
-- Sigma/fst
\ (A: *)
-> \ (B: A -> *)
-> \ (n: A)
-> \ (S: #Sigma/@ A B n)
-> S A ( \(x: A) -> \(y: B n) -> x)
```

```
-- Sigma/snd
\ (A: *)
-> \ (B: A -> *)
-> \ (n: A)
-> \ (S: #Sigma/@ A B n)
-> S (B n) ( \( : A) -> \(y: B n) -> y )
```

Proto (Prelude)

For run-time and I/O applications

Maybe	Either	Stream	Bool	Vector	Fin
U -> U	U -> U -> U	U -> U	U	Nat -> U	Nat -> U
nothing, just	inl, inr	cons	true, false	VZ, VS	FZ, FS
maybeInd	eitherInd	streamInd	boolInd	vecInd	finInd
Beta, Eta	Beta, Eta	Beta, Eta	Beta, Eta	Beta, Eta	Beta, Eta

Control (Haskell)

Port of Haskell-style erased 2-categorical structures for flow modeling

```
pure_sig    (F:U->U):U=   (A: U) ->              A  -> F A
appl_sig    (F:U->U):U= (A B: U) ->   F (A -> B) -> F A -> F B
fmap_sig    (F:U->U):U= (A B: U) ->     (A -> B) -> F A -> F B
bind_sig    (F:U->U):U= (A B: U) ->    F A ->(A  -> F B)-> F B
functor: U = (F: U -> U) * fmap_sig F
applicative: U = (F: U -> U) * (_: pure_sig F) * (_: fmap_sig F) * appl_sig F
monad: U = (F:U->U)*(_:pure_sig F)*(_:fmap_sig F)*(_:appl_sig F) * bind_sig F
FUNCTOR: U = (f: functor) * isFunctor f
APPLICATIVE: U = (f: applicative) * (_: isFunctor (f.1,f.2.2.1)) * isApplicative f
MONAD: U = (f: monad) * (_: isFunctor (f.1,f.2.2.1))
               * (_: isApplicative (f.1,f.2.1,f.2.2.1,f.2.2.2.1)) * isMonad f
```

F-Algebras

Inductive Type Modeling with Varmo Vene style Recursion Schemes

```
data fix (F:U->U) = Fix (point: F (fix F))
data nu (F:U->U) (A B:U) = CoBind (a: A) (f: F B)
data cofree (F:U->U) (A:U)   = CoFree  (_: fix (nu F A))
ind   (F: U -> U) (A: U): U = (in_: F (fix F) -> fix F)  * (in_rev: fix F -> F (fix F))
* ((F A -> A) -> fix F -> A) * (cofree_: (F (cofree F A) -> A) -> fix F -> A)
inductive   (F: functor) (A: U): ind F.1 A = (in_ F.1,out_ F.1,cata A F,histo A F,tt)
```

Backported to cubicaltt.

Induction Principle

Natural Numbers Example

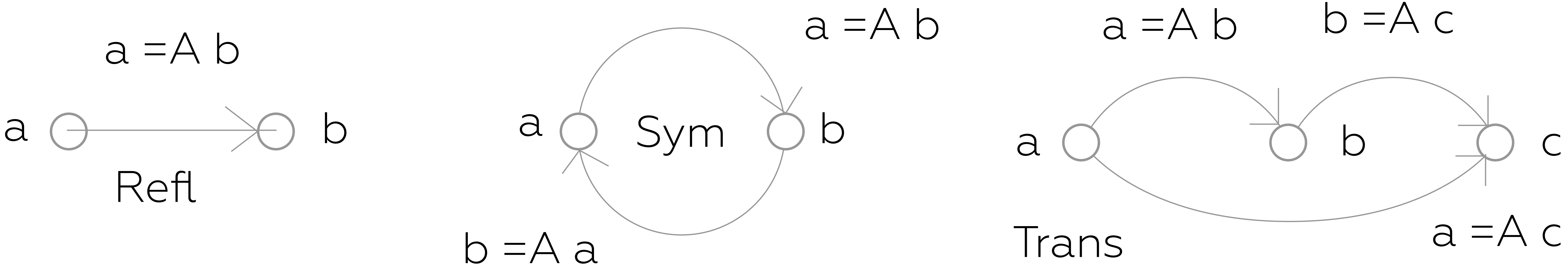
```
natCase (C:U) (a b: C): nat -> C
  = split { zero -> a ; succ n -> b }

natRec (C:U) (z: C) (s: nat->C->C): (n:nat) -> C
  = split { zero -> z ; succ n -> s n (natRec C z s n) }

natInd (C:nat->U) (z: C zero) (s: (n:nat)->C(n)->C(succ n)): (n:nat) -> C(n)
  = split { zero -> z ; succ n -> s n (natInd C z s n) }
```

Induction Principle could be ultimate programming tool.

Bishop's Constructive Analysis

Reflexivity, Transitivity, Symmetry

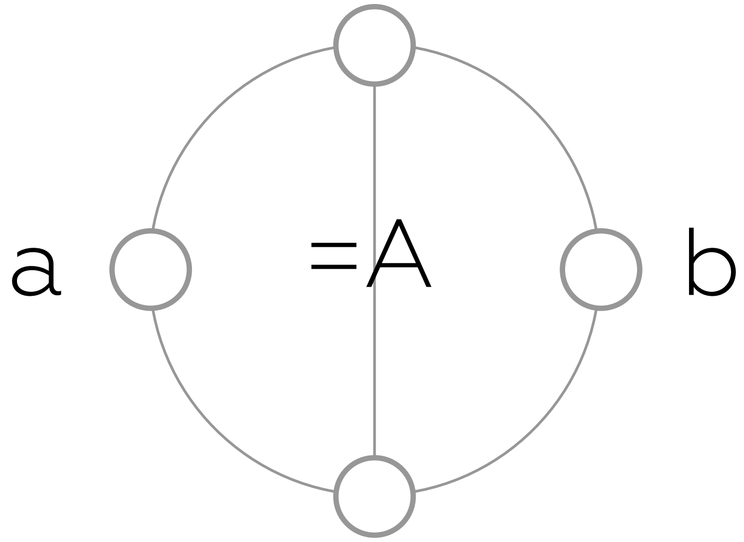
```
Setoid (A: U): U
  = (Carrier: A)
  * (Equ: (a b: A) -> Path A a b)
  * (Refl: (x: A) -> Equ x x)
  * (Trans: (x1,x2,x3: A) -> Equ x1 x2 -> Equ x2 x3 -> Equ x1 x3)
  * (Sym: (x1,x2: A) -> Equ x1 x2 -> Equ x2 x1)
```



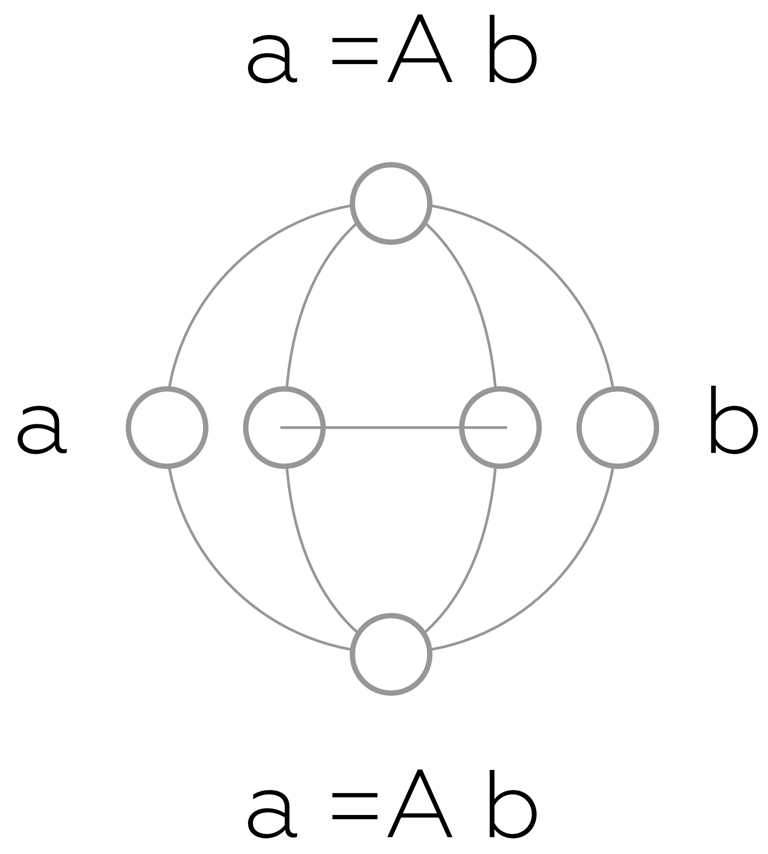
Globular Theory

Multidimentional Equality

a =A b



((a =A b) =(=A) (a =A b))



((a =A b) =(=A) (a =A b)) =(=(=A)) ((a =A b) =(=A) (a =A b))

Equ Type a la Martin-Löf

```
Path (A: U) (a b: A): U = axiom — PathP (<i>A) a b
HeteroEqu (A B: U) (a: A) (b: B) (P: Path U A B) : U = axiom — PathP P a b

Equ      (A: U) (x y: A): U = HeteroEqu A A x y (<i>A)
refl     (A: U) (a: A): Equ A a a = <i> a
J        (A: U) (a: A)  (C: (x : A) -> Path A a x -> U)
         (d: C a (refl A a)) (x: A) (p: Path A a x): C x p
Eta:     (A: U) (a:A)(C: D A) (d: C a a (refl A a)) ->
         Path (C a a (refl A a)) d (J A a C d a (refl A a)))
```

Path Types as Cubes

Syntax and Model

Syntax

x : [PathP p a b, p = (i: I) -> A]

$a : A \longrightarrow b : A$

de Morgan: 1-i | i | i $\bigwedge$ j | i $\bigvee$ j

Model

```
data hts = path (a b: lang)
         | path_lam (n: name) (a b: lang)
         | path_app (f: name) (a b: lang)
         | comp_ (a b: lang)
         | fill_ (a b c: lang)
         | glue_ (a b c: lang)
         | glue_elem (a b: lang)
         | unglue_elem (a b: lang)
```

n-Types

```
Path          (A : U) : U = (a b : A) -> PathP (<i> A) a b
isContr       (A : U): U = (x: A) * ((y: A) -> Path A x y)
isProp        (A : U) : U = (a b : A) -> Path A a b
isSet         (A : U) : U = (a b : A) -> isProp      (Path A a b)
isGroupoid    (A : U) : U = (a b : A) -> isSet       (Path A a b)
isGr_2        (A : U) : U = (a b : A) -> isGroupoid  (Path A a b)
isGr_3        (A : U) : U = (a b : A) -> isGr_2      (Path A a b)

PROP : U = (X:U) * isProp X
SET : U = (X:U) * isSet X
GROUPOID : U = (X:U) * isGroupoid X
INF_GROUPOID : U = (X:U) * isInfinityGroupoid X
```

Subtyping in MLTT

Subsets and Subtypes

```
hsubtypes  (X: U): U = X -> PROP
subset (A: U) (_: isSet A): U = A -> PROP

sethsubtypes (X : U) : isSet (hsubtypes X)
hsubtypespair (A B: U) (H0: hsubtypes A) (H1: hsubtypes B) (x: prod A B): PROP

subtypeEquality (A: U) (B: A -> U)
                (pB: (x : A) -> isProp (B x))
                (s t: Sigma A B) : Path A s.1 t.1 -> Path (Sigma A B) s t

iseqclass (X : U) (R : hrel X) (A : hsubtypes X) : U
propiseqclass (X : U) (R : hrel X) (A : hsubtypes X) : isProp (iseqclass X R A)
```

Elements of Set Theory

Set Theory Theorems

```
ac      (A B: U) (R: A -> B -> U): (p: (x:A)->(y:B)*(R x y)) -> (f:A->B)*((x:A)->R(x)(f x))
      = \(g: (x:A)->(y:B)*(R x y)) -> (\(i:A)->(g i).1,\(j:A)->(g j).2)

total (A:U) (B C : A->U) (f : (x:A) -> B x -> C x) (w:Sigma A B) : Sigma A C
      = (w.1,f (w.1) (w.2))
```

Prop Logic

Set Theory Theorems

```
efq         (A: U): empty -> A = emptyRec A
neg         (A: U): U = A -> empty
dneg        (A:U) (a:A): neg (neg A) = \(h: neg A) -> h a
neg         (A: U): U = A -> empty
dec         (A: U): U = either A (neg A)
stable      (A: U): U = neg (neg A) -> A
discrete    (A: U): U = (a b: A) -> dec (Path A a b)

propDec (A : U) (h : isProp A) : isProp (dec A)
propAnd (A B : U) (pA : isProp A) (pB : isProp B) : isProp (prod A B)
propNeg (A:U) : isProp (neg A)
propN0 : isProp empty
```

Homotopy

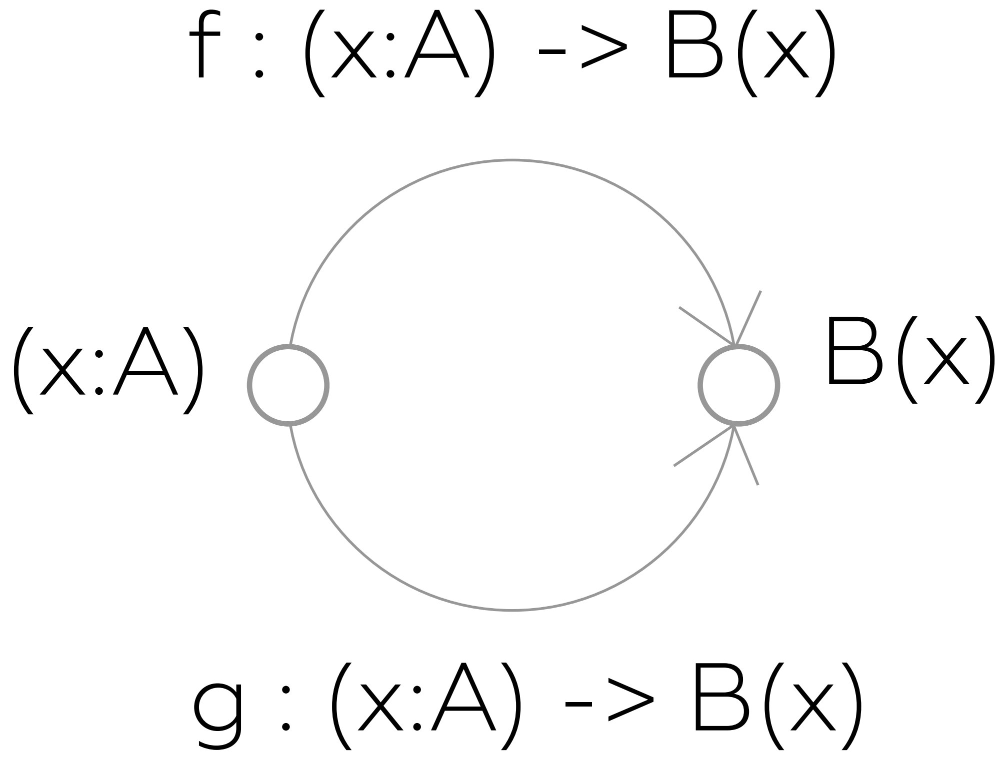
Syntax and Model

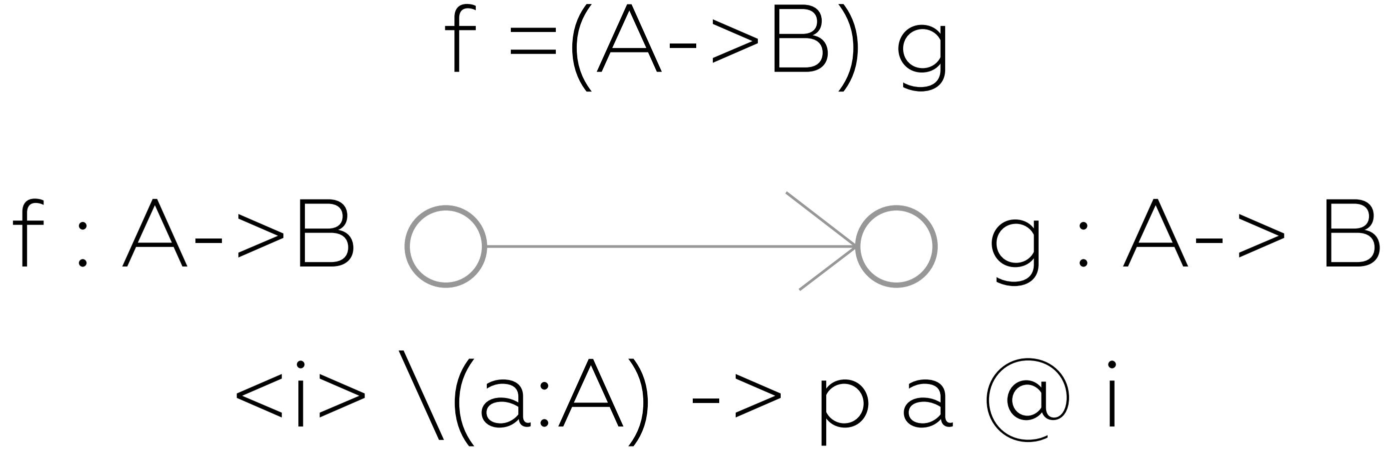
```
data I = i0
       | i1
       | seg <i> [(i=0) -> i0, (i=1) -> i1]

pathToHtpy (A: U) (x y: A) (p: Path A x y): I -> A
  = split { i0 -> x; i1 -> y; seg @ i -> p @ i }

homotopy  (X Y: U) (f g: X -> Y)
          (p: (x: X) -> Path Y (f x) (g x))
          (x: X): I -> Y = pathToHtpy Y (f x) (g x) (p x)
```

FunExt

Syntax and Model

```
piExt  (A: U) (B: A -> U) (f g: (x:A) -> B x)
       (p: (x:A) -> Path (B x) (f x) (g x))
      : Path ((y:A) -> B y) f g
      = <i> \(a: A) -> (p a) @ i
```

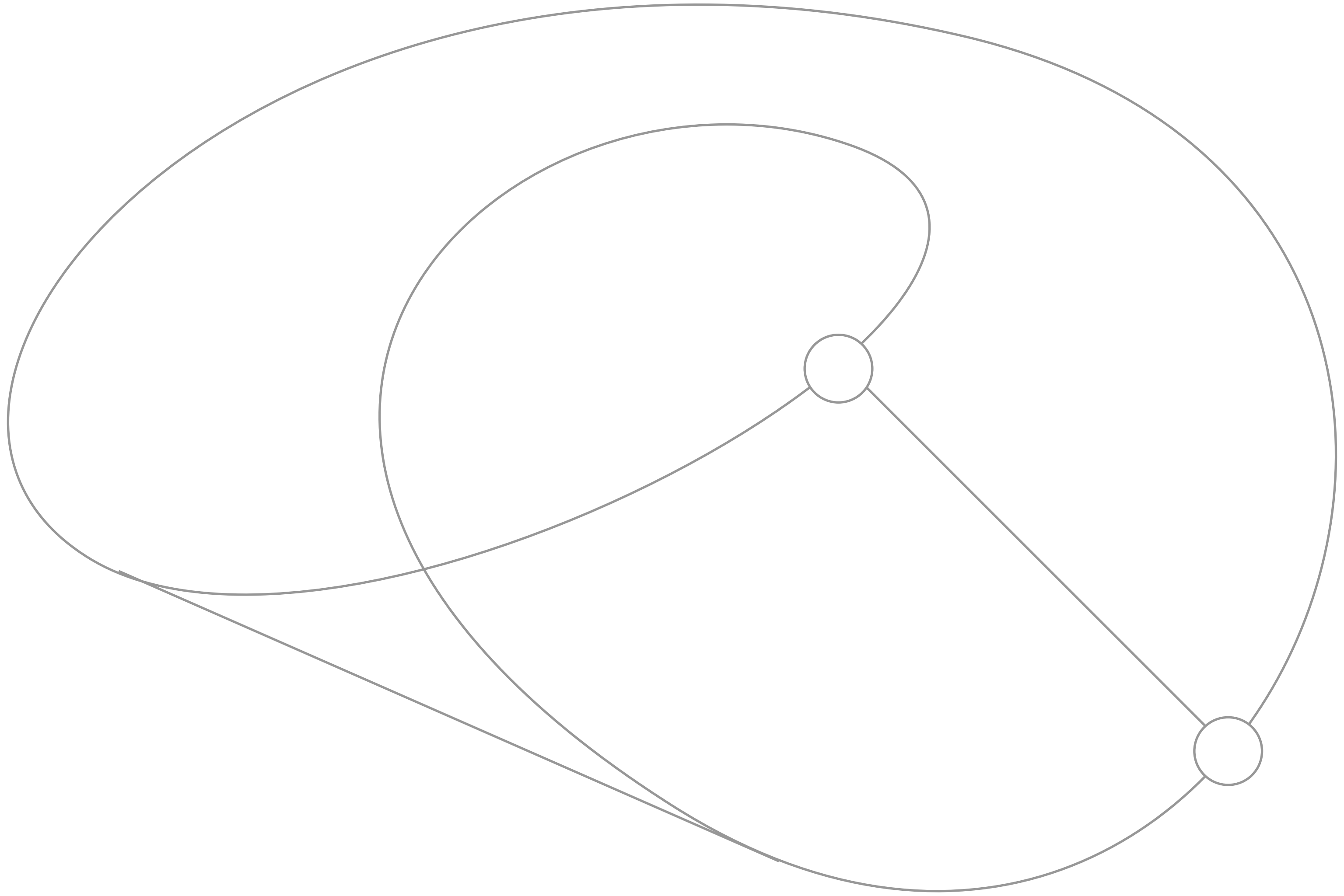




Weak Equivalence

Fibrational

```
fiber (A B: U) (f: A -> B) (y: B): U = (x: A) * Path B y (f x)
isEquiv (A B: U) (f: A -> B): U = (y: B) -> isContr (fiber A B f y)
equiv (A B: U): U = (f: A -> B) * isEquiv A B f
```



```
Fiber Bundle: F -> E -> B
Moebius E = S^1 ‘twisted *’ [0,1]
Trivial: E = B * F
p : total -> B
F = fiber : B -> total
total = (y: B) * fiber(y)

Fiber=Pi (B: U) (F: B -> U) (y: B)
  : Path U (fiber (total B F) B (trivial B F) y) (F y)
```

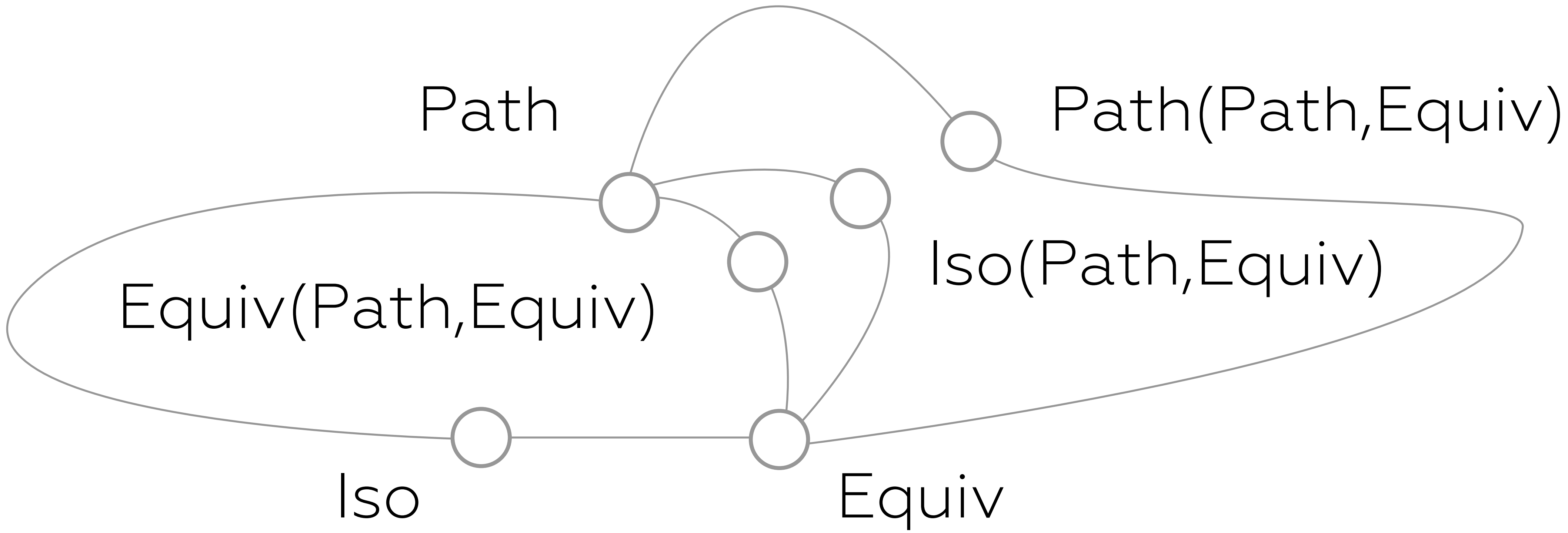
Isomorphism

```
isIso (A B: U): U
  = (f: A -> B)
  * (g: B -> A)
  * (s: section A B f g)
  * (t: retract A B f g)
  * unit

iso: U
  = (A: U)
  * (B: U)
  * isIso A B

section (A B: U) (f: A -> B) (g: B -> A): U = (b: B) -> Path B (f (g b)) b
retract (A B: U) (f: A -> B) (g: B -> A): U = (a: A) -> Path A (g (f a)) a
```

```
isoPath (A B: U) (f: A -> B) (g: B -> A)
        (s: section A B f g) (t: retract A B f g): Path U A B
  = <i> Glue B [ (i = 0) -> (A,f,isoToEquiv A B f g s t),
                 (i = 1) -> (B,idfun B,idIsEquiv B) ]

isoToPath (i: iso): Path U i.1 i.2.1
  = isoPath i.1 i.2.1 i.2.2.1 i.2.2.2.1 i.2.2.2.2.1 i.2.2.2.2.2.1
```

Univalence Axiom

All Equalities Should Be Equal



Trivial Fiber = Pi

```
lem2 (B: U) (F: B -> U) (y: B) (x: F y)
   : Path (F y) (comp (<i>F (refl B y @ i)) x []) x
   = <j> comp (<i>F ((refl B y) @ j/\i)) x [(j=1) -> <k>x]

lem3 (B: U) (F: B -> U) (y: B) (x: fiber (total B F) B (trivial B F) y)
   : Path (fiber (total B F) B (trivial B F) y) ((y,encode B F y x),refl B y) x
   = <i> ((x.2 @ -i,comp (<j> F (x.2 @ -i /\ j)) x.1.2 [(i=1) -> <_> x.1.2 ]),<j> x.2 @ -i \/ j)

FiberPi (B: U) (F: B -> U) (y: B) : Path U (fiber (total B F) B (trivial B F) y) (F y)
= isoPath T A f g s t where
    T: U = fiber (total B F) B (trivial B F) y
    A: U = F y
    f: T -> A = encode B F y
    g: A -> T = decode B F y
    s (x: A): Path A (f (g x)) x = lem2 B F y x
    t (x: T): Path T (g (f x)) x = lem3 B F y x
```

I. Mathematics

Category Theory

Categories

```
cat: U = (A: U) * (A -> A -> U)

isPrecategory (C: cat): U
  = (id: (x: C.1) -> C.2 x x)
  * (c: (x y z:C.1) -> C.2 x y -> C.2 y z -> C.2 x z)
  * (homSet: (x y: C.1) -> isSet (C.2 x y))
  * (left: (x y: C.1) -> (f: C.2 x y) -> Path (C.2 x y) (c x x y (id x) f) f)
  * (right: (x y: C.1) -> (f: C.2 x y) -> Path (C.2 x y) (c x y y f (id y)) f)
  * ((x y z w: C.1) -> (f: C.2 x y) -> (g: C.2 y z) -> (h: C.2 z w) ->
    Path (C.2 x w) (c x z w (c x y z f g) h) (c x y w f (c y z w g h)))

precategory: U = (C: cat) * isPrecategory C
```

Instances:
Set, Functions, Category, Functors, Commutative Monoids, Abelian Groups

Category Theory

Functors

```
catfunctor (A B: precategory): U
  = (ob: carrier A -> carrier B)
  * (mor: (x y: carrier A) -> hom A x y -> hom B (ob x) (ob y))
  * (id: (x: carrier A) -> Path (hom B (ob x) (ob x)) (mor x x (path A x)) (path B (ob x)))
  * ((x y z: carrier A) -> (f: hom A x y) -> (g: hom A y z) ->
     Path (hom B (ob x) (ob z)) (mor x z (compose A x y z f g))
      (compose B (ob x) (ob y) (ob z) (mor x y f) (mor y z g)))
```

Category Equivalence, Id and Composition Functors, Slice and Coslice

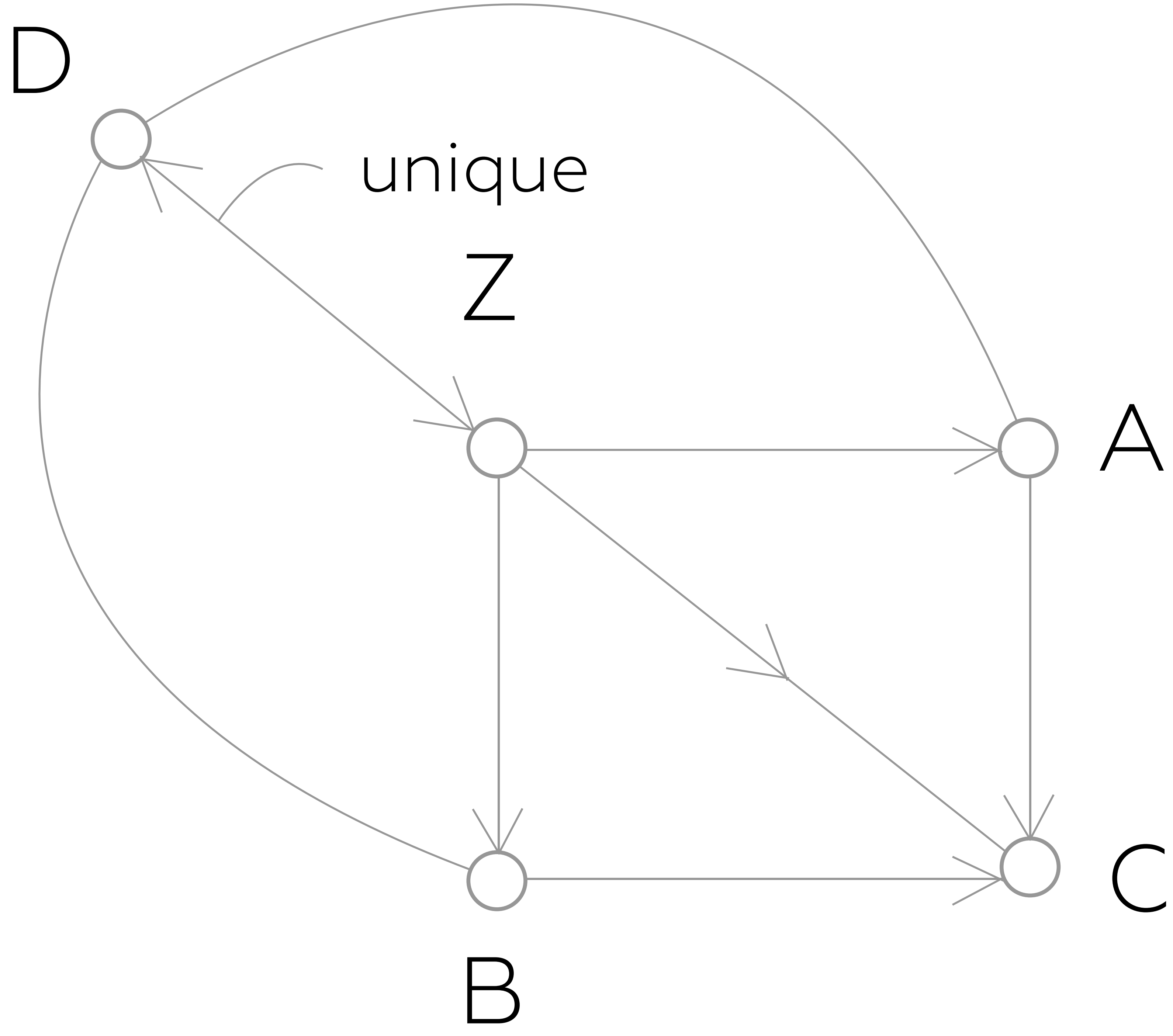
Category of Sets

Formal Model of Set Theory

```
Set: precategory = ((Ob,Hom),id,c,HomSet,L,R,Q) where
    Ob: U = SET
    Hom (A B: Ob): U = A.1 -> B.1
    id (A: Ob): Hom A A = idfun A.1
    c (A B C: Ob) (f: Hom A B) (g: Hom B C): Hom A C = o A.1 B.1 C.1 g f
    HomSet (A B: Ob): isSet (Hom A B) = setFun A.1 B.1 B.2
    L (A B: Ob) (f: Hom A B): Path (Hom A B) (c A A B (id A) f) f = refl (Hom A B) f
    R (A B: Ob) (f: Hom A B): Path (Hom A B) (c A B B f (id B)) f = refl (Hom A B) f
    Q (A B C D: Ob) (f: Hom A B) (g: Hom B C) (h: Hom C D)
     : Path (Hom A D) (c A C D (c A B C f g) h) (c A B D f (c B C D g h))
     = refl (Hom A D) (c A B D f (c B C D g h))
```

Pullback Completeness

Pullbacks and Fibers as edge case



Examples:
Products, Fibers

Dual Examples (Pushout):
Coproducts, Cofibers

Topos Theory

Categories

```
subobjectClassifier (C: precategory): U
  = (omega: carrier C)
  * (end: terminal C)
  * (trueHom: hom C end.1 omega)
  * (xi: (V X: carrier C) (j: hom C V X) -> hom C X omega)
  * (square: (V X: carrier C) (j: hom C V X) -> mono C V X j
        -> hasPullback C (omega,(end.1,trueHom),(X,xi V X j)))
  * ((V X: carrier C) (j: hom C V X) (k: hom C X omega)
        -> mono C V X j
        -> hasPullback C (omega,(end.1,trueHom),(X,k))
        -> Path (hom C X omega) (xi V X j) k)

Topos (cat: precategory): U
  = (rezk: isCategory cat)
  * (cartesianClosed: isCCC cat)
  * subobjectClassifier cat
```

Basic Abstract Algebra

Structures

```
isMonoid (M: SET): U
  = (op: M.1 -> M.1 -> M.1)
  * (_: isAssociative M.1 op)
  * (id: M.1)
  * (hasIdentity M.1 op id)

isCMonoid (M: SET): U
  = (m: isMonoid M)
  * (isCommutative M.1 m.1)

isGroup (G: SET): U
  = (m: isMonoid G)
  * (inv: G.1 -> G.1)
  * (hasInverse G.1 m.1 m.2.2.1 inv)

isAbGroup (G: SET): U
  = (g: isGroup G)
  * (isCommutative G.1 g.1.1)

isRing (R: SET): U
  = (mul: isMonoid R)
  * (add: isAbGroup R)
  * (isDistributive R.1 add.1.1.1 mul.1)

isAbRing (R: SET): U
  = (mul: isCMonoid R)
  * (add: isAbGroup R)
  * (isDistributive R.1 add.1.1.1 mul.1.1)
```

Basic Abstract Algebra

Objects and Morphisms for Categorical Setup

```
monoid:  U = (X: SET) * isMonoid X
cmonoid: U = (X: SET) * isCMonoid X
group:   U = (X: SET) * isGroup X
abgroup: U = (X: SET) * isAbGroup X
ring:    U = (X: SET) * isRing X
abring:  U = (X: SET) * isAbRing X
```

```
monoidhom (a b: monoid): U
  = (f: a.1.1 -> b.1.1)
  * (ismonoidhom a b f)
```

```
cmonoidhom  (a b: cmonoid): U = monoidhom (a.1, a.2.1)   (b.1, b.2.1)
grouphom    (a b: group):   U = monoidhom (a.1, a.2.1)   (b.1, b.2.1)
abgrouphom  (a b: abgroup): U = monoidhom (a.1, a.2.1.1) (b.1, b.2.1.1)
cmonabgrouphom (a: cmonoid) (b: abgroup): U = monoidhom (a.1, a.2.1) (b.1, b.2.1.1)
```

Ordinals

Structures

```
data ord  = zero
          | succ (n:       ord)
          | lim  (f: nat  -> ord)

data ord2 = zero
          | succ (n:       ord2)
          | lim  (f: nat  -> ord2)
          | lim2 (f: ord  -> ord2)

data ord3 = zero
          | succ (n:       ord3)
          | lim  (f: nat  -> ord3)
          | lim2 (f: ord  -> ord3)
          | lim3 (f: ord2 -> ord3)
```

http://www.cse.chalmers.se/~coquand/ordinal.ps

Mahlo Universe

Structures

```
data V
    = pi_  (x: V) (y: Elv x -> V)
    | uni_ (f: (x: V) -> (Elv x -> V) -> V)
           (g: (x: V) -> (y: Elv x -> V) -> (Elv (f x y) -> V) -> V)
Elv: V -> U = split
    pi_ a b -> (x: Elv a) -> Elv (b x)
    uni_ f g -> Universe f g
```

```
data Universe
    (f: (x: V) -> (Elv x -> V) -> V)
    (g: (x: V) -> (y: Elv x -> V) -> (Elv (f x y) -> V) -> V)
    = fun_ (x: Universe f g) (_: Elt f g x -> Universe f g)
    | f_   (x: Universe f g) (_: Elt f g x -> Universe f g)
    | g_   (x: Universe f g)
           (y: Elt f g x -> Universe f g)
           (z: Elv (f (Elt f g x) (\(a: Elt f g x) -> y a)))
Elt: (f: (x: V) -> (Elv x -> V) -> V) ->
     (g: (x: V) -> (y: Elv x -> V) -> (Elv (f x y) -> V) -> V) ->
     Universe f g -> V = undefined
```

http://www.cs.swan.ac.uk/
~csetzer/articles/uppermahlo.ps

Differential Topology

Etale Maps

```
EtaleMap (A B: U): U
  = (f: A -> B)
  * isÉtaleMap A B f

isÉtaleMap (A B: U) (f: A -> B): U
  = isPullbackSq A iA B (Im B) x y w f h where
  iA : U = Im A
  iB : U = Im B
  x: iA -> iB = ImApp  A B f
  y:  B -> iB = ImUnit B
  w:  A -> iA = ImUnit A
  c1: A -> iB = o A iA iB x w
  c2: A -> iB = o A B  iB y f
  T2: U = (a:A) -> Path iB (c1 a) (c2 a)
  h: T2 = \(a : A) -> <i> ImNaturality A B f a @ -i
```

$$
\begin{tikzcd}
A \arrow[r, "w"] \arrow[d, "f"'] & \mathrm{Im}(A) \arrow[d, "x"] \\
B \arrow[r, "y"'] & \mathrm{Im}(B)
\end{tikzcd}
$$

Differential Topology

Manifolds

```
HomogeneousStructure (V: U): U
et (A B: U): EtaleMap A B -> (A -> B)
isSurjective (A B: U) (f: A -> B): U

manifold (V': U) (V: HomogeneousStructure V'): U
  = (M: U)
  * (W: U)
  * (w: EtaleMap W M)
  * (covers: isSurjective W M (et W M w))
  * (   EtaleMap W V')
```

https://ncatlab.org/schreiber/show/thesis+Wellen

Infinitesimal Modality

in Cohesive Topos

```
Im : U -> U = undefined
ImUnit (A: U) : A -> Im A = undefined
isCoreduced (A:U): U = isEquiv A (Im A) (ImUnit A)
ImCoreduced (A:U): isCoreduced (Im A)
ImApp (A B: U) (f: A -> B): Im A -> Im B
   = ImRecursion A (Im B) (ImCoreduced B) (o A B (Im B) (ImUnit B) f)
ImNaturality (A B:U) (f:A->B): (a:A)->Path (Im B)((ImUnit B)(f a))((ImApp A B f)(ImUnit A a))

ImInduction (A:U)(B:Im A->U)(x: (a: Im A)->isCoreduced(B a))
                (y:(a: A)->B(ImUnit A a)):(a:Im A)->B a

ImComputeInduction (A:U)(B:Im A->U) (c:(a:Im A)->isCoreduced(B a))
                          (f:(a:A)->B(ImUnit A a))(a:A)
                        : Path (B (ImUnit A a)) (f a) ((ImInduction A B c f) (ImUnit A a))
```

Higher Spheres

Fiber Bundler of Spheres

```
data S1 = base
          | loop <i> [ (i=0) -> base, (i=1) -> base]

data susp (A : U) = north
                  | south
                  | merid (a : A) <i> [ (i=0) -> north, , (i=1) -> south ]
S2 : U = susp S1
S3 : U = susp S2
S4 : U = susp S3

S: nat -> U = split
  zero -> susp bool
  succ x -> susp x
```

Hopf Fibrations

Fiber Bundler of Spheres

```
ua (A B : U) (e : equiv A B) : Path U A B = <i> Glue B [ (i = 0) -> (A,e),  (i = 1) -> (B,idEquiv B) ]
rot: (x : S1) -> Path S1 x x = split { base -> loop1 ; loop @ i -> constSquare S1 base loop1 @ i }

mu : S1 -> equiv S1 S1 = split
  base -> idEquiv S1
  loop @ i -> equivPath S1 S1 (idEquiv S1) (idEquiv S1) (<j> \(x : S1) -> rot x @ j) @ i

H : S2 -> U = split { north -> S1 ; south -> S1 ; merid x @ i -> ua S1 S1 (mu x) @ i }
TH : U = (c : S2) * H c
```

Sequences

```
data Seq (A: U) (B: A -> A -> U) (X Y: A)
   = seqNil (_: A)
   | seqCons (X Y Z: A) (_: B X Y) (_: Seq A B Y Z)

pmSeq: pointed -> pointed -> U = Seq pointed pmap
pmNil (X: pointed): pmSeq X X = seqNil X
pmCons (X Y Z: pointed) (h: pmap X Y) (t: pmSeq Y Z): pmSeq X Z = seqCons X Y Z h t

homSeq: group -> group -> U = Seq group grouphom
homNil (X: group): homSeq X X = seqNil X
homCons (X Y Z: group) (h: grouphom X Y) (t: homSeq Y Z): homSeq X Z = seqCons X Y Z h t

abSeq: abgroup -> abgroup -> U = Seq abgroup abgrouphom
abNil (X: abgroup): abSeq X X = seqNil X
abCons (X Y Z: abgroup) (h: abgrouphom X Y) (t: abSeq Y Z): abSeq X Z = seqCons X Y Z h t
```

Chain Complexes

```
ChainComplex: U
  = (head: abgroup)
  * (chain: nat -> abgroup)
  * (augment: abgrouphom (chain zero) head)
  * ((n: nat) -> abgrouphom (chain (succ n)) (chain n))

CochainComplex: U
  = (head: abgroup)
  * (cochain: nat -> abgroup)
  * (augment: abgrouphom head (cochain zero))
  * ((n: nat) -> abgrouphom (cochain n) (cochain (succ n)))
```

Thank You!

https://groupoid.space