Outline

Lectures 1-3: Rules for type theory $W/T, \Sigma, D, L, +, M, =$ $(\S1-5) A Rijke$

Today: · Universes U (86)

· Propositions as types, Curry-Howard interpretation (87)

Why do we need universes?

- 1) To prove 0 ± 1 in M, i.e., $(0 = N 1) \rightarrow \emptyset$.
- And, more generally, define type families by induction. 2) To write polymorphic terms, e.g., instead of defining $id_A: A \Rightarrow A$ for each type, well be able to define $id^n: T = T(X) \rightarrow T(X)$ for every universe M
- 3) To do codegory theory in a stream-lined way, compare Grothendiede universes.

Just as = 'is an indernalization of in

a universe U is an internalization of the judgment A type

We got universes by reflection on what we do with types.

What is a universe?

Slogan: Whatever we can do with types, we can do inside a universe.

So a universe better reflect what we've done so far!

Det (at mota level) A universe is a type family $(\pi, \Sigma, \phi, 1, +, N, =)$

U type, X: U + T(X) type

to gother with:

• $\check{\eta}: \Pi_{\chi, \mathcal{U}}(\tau(\chi) \to \mathcal{U}) \to \mathcal{U}$ st. $\tau(\check{\eta}(\chi, \chi)) = \Pi_{\chi: \tau(\chi)} \tau(\chi_{\chi})$ for any $\chi: \tau(\chi) \to \mathcal{U}$

 $\cdot \quad \overset{\vee}{\Sigma} : \prod_{x \in \mathcal{N}} \left(\left[\mathsf{T}(x) \to \mathcal{N} \right] \to \mathcal{N} \right) \quad \text{s.t.} \quad \mathsf{T} \left(\overset{\vee}{\Sigma}(x, y) \right) \doteq \sum_{x \in \mathsf{T}(x)} \mathsf{T} \left(\mathsf{Y}_{x} \right) \quad -11$

 $\bullet, \uparrow, \mathring{\mathsf{N}} : \mathcal{V} \qquad \qquad \mathsf{S.4.} \quad \mathcal{T}(\check{\mathsf{M}}) \doteq \mathcal{I}, \quad \mathcal{T}(\check{\mathsf{N}}) \doteq \mathcal{I}, \quad \mathcal{T}(\check{\mathsf{N}}) \doteq \mathcal{N}$

• $+: \mathcal{U} \rightarrow \mathcal{U} \rightarrow \mathcal{U}$ s.t. $\tau(x + y) = \tau(x) + \tau(y)$ for $x, y : \mathcal{U}$

 $\cdot = \frac{1}{2} : \text{Tr}_{X:\mathcal{U}} \left(\text{Tr}(X) \rightarrow \text{Tr}(X) \rightarrow \mathcal{U} \right) \quad \text{s.t.} \quad \text{Tr}\left(\times \stackrel{\vee}{X} y \right) \stackrel{!}{=} \left(\times \stackrel{!}{=} y \right) \quad \text{for} \quad X:\mathcal{U}, \quad \times, y: \text{Tr}(X)$

Assuming enough universes.

To repeat: whatever we can do with types, we should be able to do in a universe.

Postulate (at meda-level) Whenever we have type families

T, hA, type ... To hAn type

there is a universe (\mathcal{U}, \mathcal{T}) (in the empty content) containing these,

(i.e., \mathcal{V} terms $\mathcal{V}_i \vdash \mathcal{X}_i : \mathcal{U}$ s.t. $\mathcal{V}_i \vdash \mathcal{T}(\mathcal{X}_i) \doteq \mathcal{A}_i$ type for $\hat{v} = 1_{1000}, \mathcal{V}_i$

Examples . n=0: There is a base universe (No, To)

If $(\mathcal{U}, \mathsf{t})$ is a universe, there's a successor universe $(\mathcal{U}, \mathsf{T}^{\mathsf{t}})$: \mathcal{U} type \mathcal{U} : $\mathcal{$

we god Lift: U > ut, Lift(x):= **(x)

• $H(U,T_{U})$, (V,T_{V}) are universes, there is a join universe $U \cup V : U \cup V :$

NB no requirement that No, Ut or NUV are minimal!

Discussion. Universes are open-ended: If/when we add more type formers, ---)
Well want universes to be dosed under these too.

- · We get a hierarchy Uo, Not: U, Not, ..., but a priory, there's no reason for these to exhaust all the types. OTOH, the reflection principle nort give us more than these.
- We might expect Lift $(N_0) = N_1$, for Lift: $N_0 \to N_1$, by reflection, etc-this is called cumulativity. Not assumed here or in Agda, but useful!

Girard's, Hnrkens paradox:

In the 1971 version of his type theory, Martin-Löf had a universe \mathcal{V} w! $\mathcal{V}: \mathcal{V}$ and $\mathcal{T}(\mathcal{V}) \doteq \mathcal{V}$. ("type in type")

Girard showed in his 1972 thesis that this is inconsistent, by adapting Burali-Forti's paradox: there can be no ordinal of all ordinals. This was simplified by Hurkens in 1995 (see Agda file).

With general inductive types, it's possible to give a very short proof of assuming such U. (à la Russell's paradox).

Larger universes / further research

Reflecting on the reflection process, we can propose even larger universes, e.g., Palmgrens super-universe, closed under the universe successor operation.

Partially superceded by general induction-recursion

Universe polymorphism

Even w/ U, we only have a polynorphic identity function ranging over U, not all types, so proof assistants (Asda, Coq, Lean, etc.) have mechanisms for universe polymorphism. Newer research suggests having a universe level judgment, I Level, which can then be internalized as a type.

Convention: We'll leave out T(-) and I's for a universe (U,T) as they can always be inferred from context (no pun intended). EX id: TX:UX >X Ex is-true: bool - 2 W is-true false = \$ id = XX Xx.xis-true true = 1 Ex true & false in book needs a universe (With no universes, we have a "types as propositions" model, Eg-6061: 6001- 6001where all terms x,y:X in a type Eg-bool x y = 'md-b661" are equal.) $(x \text{ folse}) \rightarrow \text{ind-book}(1, p, y),$ $(x \text{ true}) \rightarrow \text{ind-book}(p, 1, y), x)$ Then Eg-book false false = 1 Eg-bool false true = 0 Eg-bool true false = \$ y false y true Eg-6001 true true = 1

true + false cont/d

Eq-bool false false = 1 Eq-bool false true = \$\psi\$ Eq-bool true false = \$\psi\$ Eq-bool true true = 1

Eq-bool is reflexive: refl Eq-bool to b

by bool-induction.

Thm For all b b': bool, b=b <> Eq-bool b b'

and 9: 17,6'(Eq-book b b - b')

g false false $t = ref_{false}$ g false true u = ind-D(u)g true false u = ind-D(u)g true true $t = refl_{true}$.

Cor true=false > Ø

f(true, false) works.

Observational equality on IN

repr. Eq-1N(x,-)

Same principle, but we need recursion. We want Eq-IN: IN -> IN -> IL S.t. for all n, m; N: Eg-N 0 0 = 1 Eq-N O (suec m) = Ø $E_{q}-N$ (such) $0 = \emptyset$ Q: What if

we put

n=m here

instead? Eq-N (succ n) (succ n) = Eq-N n m We need double induction w/ strong IH for n: tg-N(n,m):=ind-N(x,m-ind-N(1,yx. D,m),← nio ← n = snee x χf . $\lambda m ind-N'(\Phi, y \chi, f y, m), n)$ m=0 (t:1N -> N) Masuce y

Again, we can prove Eq. M is refl. by M-induction, then show $(n=m) \iff Eq-N \times m$ Cor $\pi_{niN}(0=sumen \Leftrightarrow P)$

Cor Tumin (succ n = succ m &> n = m)

Curry-Howard interpretation, following BHK

We have already seen this in action many times:

types A propositions P terms/elements of A proofs of P judgmental eg of terms red. A proofs A>B P => Q AKB Pna $A \rightarrow \emptyset$ 79 A + BPVQ TLx:AB(x) $\forall x \in A P(x)$ Jxx P(x) Zx:AB(x) x= 4 X = W

Brief history 1908 Brawer: On the unreliability of bosical lans 1920's, 30's: Heyting, Kolmogorov 1934: Curry (1936: Tring machines) 1958: Curry-Feys's combinatory 1969: Howard (inspired by Curry) kreisel and Tait) DanaScott,
Per Martin-Löf
de Bruijn.

In Howard's note, only for arithmetic, and owner that case of V, F was delicate.

E.g., in logic we don't have formulas/propositions that depend on proof of PVQ ($\exists_{x:A}P(x)$

In this case, we need to very about overlap, i.e.

booth P and 2 true or both P(x1) and P(x2) true.

Also, we need a refinement in order to ensure compatibility of classical logic with the types as spaces interpretation.

(we'll return to this later)

Example Divisibility on N Det k/n type if k,n: M $(k \mid n) := \sum_{d \in N} k d = n$ Fron For all n, 1/n and n/n. (n, p_n) $(1, q_n)$ $p_n: 1 \cdot n = n$ $q_n: n \cdot 1 = n$ From For all n, $n \mid 0$. Use $(0, r_n)$ where $r_n : n \cdot 0 = 0$ $\frac{NB}{NB}$ For all n, (n, s_n) : 0/0, where s_n : 0.n=0So we have "IN many proofs that 0/0" (make precise of equivalences next bedure) Ex H'klx and kly, then kl(x+y).

Example Type theoretic choice. Suppose A, B are types, x:A, y:B+R(xy) type a correspondence (type) relation. Then $(\prod_{x:A} \sum_{y:B} R(x,y)) \iff \sum_{f:A \to B} \prod_{x:A} R(x,f_x)$ is a CH reading of the arrion of choice. " $\begin{array}{c}
\text{(f,h)} & \rightarrow \\
\uparrow & \downarrow \\
\downarrow & \downarrow$ (We'll return to the "real AC" Example: Split surjections Suppose f: A-B. Apply CH to the usual way of Savoing "f is surjective" gives the type (My:B ExiA fx=b) =: is-split-surjective(1) a homotopy! By TTAC, this amounts to a map g; B > A w/ h: T(y:B(fog)(y)=y