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## Introductions

### What is MLTT?

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## Martin-Löf's Type Theory

A little pair programming for us all to get our feet wet

# Binary trees

Tree

*I want to work with trees*

# Binary trees

$\text{Tree}(a : \text{Type})$

*... as containers of some type, a*

# Binary trees

$\text{Tree}(a : \text{Type}) : \text{Type}$

*... which, I assert, is a type itself*

# Binary trees

```
data Tree(a : Type) : Type where
```

*... constructed by*

# Binary trees

```
data Tree(a : Type) : Type where  
  Leaf
```

*... building a leaf*

# Binary trees

```
data Tree(a : Type) : Type where  
  Leaf : a → Tree
```

*...from some value of type a*

# Binary trees

```
data Tree(a : Type) : Type where
  Leaf : a → Tree
  Succ
```

*... or building a branching node*

# Binary trees

```
data Tree(a : Type) : Type where
  Leaf : a → Tree
  Succ : Tree & a & Tree → Tree
```

*... using a left subtree, a value of type a, and a right subtree*

Any questions so far? (I love questions)

# Peano Arithmetic

$\mathbb{N}$

*I assert that: the natural numbers*

# Peano Arithmetic

$\mathbb{N} : \text{Type}$

*... are a type*

# Peano Arithmetic

```
data N : Type where
```

*... introduced as*

# Peano Arithmetic

```
data N : Type where  
  Zero
```

*... either the special value, zero*

# Peano Arithmetic

```
data N : Type where  
  Zero : N
```

*... which is automatically a natural*

# Peano Arithmetic

```
data N : Type where
  Zero : N
  Succ
```

*... or by applying “successor”*

# Peano Arithmetic

```
data N : Type where
  Zero : N
  Succ : N → N
```

*... a function taking a natural number,  $n$  to  $n + 1$*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$

*I assert that: the naturals have recursion*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

*... which is the type of thing*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

( $P$  )

*... given a property of naturals*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$(P : \mathbb{N} \rightarrow \text{Type}) \rightarrow$

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$(P : \mathbb{N} \rightarrow \text{Type}) \rightarrow$   
 $(ind$  )

*... given an induction step*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$(P : \mathbb{N} \rightarrow \text{Type}) \rightarrow$

$(ind : (\text{Succ } n : \mathbb{N}) \rightarrow P(n) \rightarrow P(\text{Succ } n)) \rightarrow$

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$$\begin{aligned} & (P : \mathbb{N} \rightarrow \text{Type}) \rightarrow \\ & (ind : (\text{Succ } n : \mathbb{N}) \rightarrow P(n) \rightarrow P(\text{Succ } n)) \rightarrow \\ & (base \quad ) \end{aligned}$$

*... and a base case*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$(P : \mathbb{N} \rightarrow \text{Type}) \rightarrow$

$(ind : (\text{Succ } n : \mathbb{N}) \rightarrow P(n) \rightarrow P(\text{Succ } n)) \rightarrow$

$(base : P(\text{Zero})) \rightarrow$

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$$\begin{aligned} & (P : \mathbb{N} \rightarrow \text{Type}) \rightarrow \\ & (ind : (\text{Succ } n : \mathbb{N}) \rightarrow P(n) \rightarrow P(\text{Succ } n)) \rightarrow \\ & (base : P(\text{Zero})) \rightarrow \\ & (m \quad ) \end{aligned}$$

*... finds now that, for any natural*

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$(P : \mathbb{N} \rightarrow \text{Type}) \rightarrow$

$(ind : (\text{Succ } n : \mathbb{N}) \rightarrow P(n) \rightarrow P(\text{Succ } n)) \rightarrow$

$(base : P(\text{Zero})) \rightarrow$

$(m : \mathbb{N}) \rightarrow$

## Peano Arithmetic (cont.)

$rec_{\mathbb{N}}$  :

$$\begin{aligned} & (P : \mathbb{N} \rightarrow \text{Type}) \rightarrow \\ & (ind : (\text{Succ } n : \mathbb{N}) \rightarrow P(n) \rightarrow P(\text{Succ } n)) \rightarrow \\ & (base : P(\text{Zero})) \rightarrow \\ & (m : \mathbb{N}) \rightarrow \\ & P(m) \end{aligned}$$

*. . . that the recursive property holds*

# Peano Arithmetic (e.g.)

Assuming . . .

$\text{Even}(n : \mathbb{N}) : \text{Type}$

$\text{Odd}(n : \mathbb{N}) : \text{Type}$

$\text{zeroIsEven} : \text{Even}(\text{Zero})$

$\text{succEven} : \text{Even}(n) \rightarrow \text{Odd}(\text{Succ } n)$

$\text{succOdd} : \text{Odd}(n) \rightarrow \text{Even}(\text{Succ } n)$

# Peano Arithmetic (e.g.)

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Can we *grasp* how to show

# Peano Arithmetic (e.g.)

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Can we *grasp* how to show

$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$

## Peano Arithmetic, decidability of parity

$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$

*So, in order to construct a function of this type*

## Peano Arithmetic, decidability of parity

$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$

$\text{decideParity}(n) =$

## Peano Arithmetic, decidability of parity

`decideParity : (n :  $\mathbb{N}$ ) → Even(n) ∨ Odd(n)`

`decideParity(n) = rec $_{\mathbb{N}}$ (ind, base, m)`

where

*... we'll recurse on the argument*

# Peano Arithmetic, decidability of parity

`decideParity : (n : N) → Even(n) ∨ Odd(n)`

`decideParity(n) = recN(ind, base, m)`

`where`

`base :`

`base =`

*... with a particular choice of base case*

# Peano Arithmetic, decidability of parity

`decideParity : (n :  $\mathbb{N}$ ) → Even(n) ∨ Odd(n)`

`decideParity(n) = rec $_{\mathbb{N}}$ (ind, base, m)`

where

base :

base =

ind :

ind( $n, x$ ) =

*... and inductive step*

# Peano Arithmetic, decidability of parity

`decideParity : (n : N) → Even(n) ∨ Odd(n)`

`decideParity(n) = recN(ind, base, m)`

where

`base : Even(Zero) ∨ Odd(Zero)`

`base =`

`ind :`

`ind(n, x) =`

*... the base case must demonstrate the parity of zero*

# Peano Arithmetic, decidability of parity

`decideParity : (n : N) → Even(n) ∨ Odd(n)`

`decideParity(n) = recN(ind, base, m)`

where

`base : Even(Zero) ∨ Odd(Zero)`

`base = Inl( )`

`ind :`

`ind(n, x) =`

*... which we immediately know to be “even”*

## Peano Arithmetic, decidability of parity

$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$

$\text{decideParity}(n) = \text{rec}_{\mathbb{N}}(\text{ind}, \text{base}, m)$

where

$\text{base} : \text{Even}(\text{Zero}) \vee \text{Odd}(\text{Zero})$

$\text{base} = \text{Inl}(\text{zeroIsEven})$

$\text{ind} :$

$\text{ind}(n, x) =$

*... reflected in the meaning of this previous construction*

# Peano Arithmetic, decidability of parity

$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$

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$\text{base} = \text{Inl}(\text{zeroIsEven})$

$\text{ind} : \quad \rightarrow$

$\rightarrow$

$\text{ind}(n, x) =$

*... for the inductive case, we know there are two arguments*

# Peano Arithmetic, decidability of parity

$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$

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$\text{base} : \text{Even}(\text{Zero}) \vee \text{Odd}(\text{Zero})$

$\text{base} = \text{Inl}(\text{zeroIsEven})$

$\text{ind} : \quad \rightarrow$

$\text{Even}(n) \vee \text{Odd}(n) \rightarrow$

$\text{ind}(n, x) =$

*... the second of which is a “prior” instance of our goal*

# Peano Arithmetic, decidability of parity

`decideParity : (n : N) → Even(n) ∨ Odd(n)`

`decideParity(n) = recN(ind, base, m)`

where

`base : Even(Zero) ∨ Odd(Zero)`

`base = Inl(zeroIsEven)`

`ind : (Succ n : N) →`

`Even(n) ∨ Odd(n) →`

`ind(n, x) =`

*... which, combined with a new number,*

# Peano Arithmetic, decidability of parity

`decideParity : (n : N) → Even(n) ∨ Odd(n)`

`decideParity(n) = recN(ind, base, m)`

where

`base : Even(Zero) ∨ Odd(Zero)`

`base = Inl(zeroIsEven)`

`ind : (Succ n : N) →`

`Even(n) ∨ Odd(n) →`

`Even(Succ n) ∨ Odd(Succ n)`

`ind(n, x) =`

*... must give us an updated goal*

# Peano Arithmetic, decidability of parity

`decideParity : (n : N) → Even(n) ∨ Odd(n)`

`decideParity(n) = recN(ind, base, m)`

where

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`ind : (Succ n : N) →`

`Even(n) ∨ Odd(n) →`

`Even(Succ n) ∨ Odd(Succ n)`

`ind(n, x) =            x`

*... we'll take a look at the prior instance of the goal*

# Peano Arithmetic, decidability of parity

`decideParity : (n :  $\mathbb{N}$ ) → Even(n) ∨ Odd(n)`

`decideParity(n) = rec $\mathbb{N}$ (ind, base, m)`

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`ind : (Succ n :  $\mathbb{N}$ ) →`

`Even(n) ∨ Odd(n) →`

`Even(Succ n) ∨ Odd(Succ n)`

`ind(n, x) = case x of`

*... examining its structure*

# Peano Arithmetic, decidability of parity

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$\text{ind} : (\text{Succ } n : \mathbb{N}) \rightarrow$

$\text{Even}(n) \vee \text{Odd}(n) \rightarrow$

$\text{Even}(\text{Succ } n) \vee \text{Odd}(\text{Succ } n)$

$\text{ind}(n, x) = \text{case } x \text{ of}$

$\text{Inl}(\text{evn}) \rightarrow$

$\text{Inr}(\text{odn}) \rightarrow$

*... which is either a proof on the left of evenness, or  
on the right of oddness*

# Peano Arithmetic, decidability of parity

`decideParity : (n :  $\mathbb{N}$ ) → Even(n) ∨ Odd(n)`

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`ind : (Succ n :  $\mathbb{N}$ ) →`

`Even(n) ∨ Odd(n) →`

`Even(Succ n) ∨ Odd(Succ n)`

`ind(n, x) = case x of`

`Inl(evn) → Inr(succEven(evn))`

`Inr(odn) →`

*... if it shows evenness, then the successor is odd*

# Peano Arithmetic, decidability of parity

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`ind(n, x) = case x of`

`Inl(evn) → Inr(succEven(evn))`

`Inr(odn) → Inl(succOdd(odn))`

*... if it shows oddness, then the successor is even*

*Whew!* That was actually a *lot* of pair programming.

*Whew!* That was actually a *lot* of pair programming. Or was it mathematics?

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So what can we do?

Martin-Löf's Type Theory

# *Dr. Martin-Löf*

or: How I learned to stop worrying and love computation

Joseph Abrahamson

2014 September 18

# Who was Per Martin-Löf?



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  - (e.g. he retired)

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- Major contributions to statistics and mathematical logic
- **“Martin-Löf’s Intuitionistic Type Theory”**

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# What is MLTT

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Clearly presents the relationship between types, theorems, programs, and proofs

# What is MLTT

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Exposees the computational nature of mathematical constructions

Clearly presents the relationship between types, theorems, programs, and proofs

Inspiration for NuPRL, Coq, Isabelle, Epigram, Agda, Idris, Haskell, OCaml, Rust, Scala, Swift, ...

# What is MLTT

Intuitionistic Logic

Computation

Types

# What is MLTT

## Intuitionistic Logic

Disallow any “funny tricks”, everything is clearly verifiable

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Demonstrate how constructions *interact* and lead to computation

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Represent the meaning of constructions via types.

# What is MLTT

## Intuitionistic Logic

Disallow any “funny tricks”, everything is clearly verifiable

## Computation

Demonstrate how constructions *interact* and lead to computation

## Types

Represent the meaning of constructions via types.  
(There’s a whole lot to this story that PML tells, but in the interest of time it’s not the focus.)

# What is Intuitionism?

Have you ever felt that “proof by contradiction” is a little *dodgy*?

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This guy did, too

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# What is Intuitionism?



Have you ever felt that “proof by contradiction” is a little *dodgy*?  
This guy did, too  
Invented a “new kind of logical foundation” to fight those concerns in the early 20th century (1907-1912)

L. E. J. Brouwer

# What is Intuitionism?

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  - (Borel and Lesbegue show up all the time in measure theory—this is embedded deep in the foundations of modern Probability Theory)
- Got into big fights with the “Formalist Logicians” of the time
  - In particular his *mentor*, Hilbert

## What is Intuitionism?

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*A proposition is either true or it is false, there is nothing else.*

Since Brouwer believed mathematics was always a mental activity he accounted for the idea that we may have simply *not yet determined* whether something is true or false.

# What is Intuitionism?

One of the most important and hackle-raising things Brouwer did was eliminate the notion of the “Law of Excluded Middle”, e.g.

*A proposition is either true or it is false, there is nothing else.*

Since Brouwer believed mathematics was always a mental activity he accounted for the idea that we may have simply *not yet determined* whether something is true or false.

So, while don’t (automatically) believe “ $P$  or not  $P$ ” we instead believe “it’s not *not* the case that  $P$  or not  $P$ ... I just don’t know which yet!”.

# Hilbert's Response



This infuriated Hilbert:

*'Taking the Principle of the Excluded Middle from the mathematician ... is the same as ... prohibiting the boxer the use of his fists.'*

# What is Formalist Logic?

To see why Hilbert was angry, and to better understand Intuitionism, we need to examine the Formalist Logical Program.

## Russell and Whitehead's *Principia Mathematica*

- In the early 20th century Bertrand Russell and Alfred Whitehead were frustrated with how *fast and loose* mathematics was

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  - A manual for how to prove  $1 + 1 = 2$  from the utter basics—in just under 400 pages of dense formal language

## Russell and Whitehead's *Principia Mathematica*

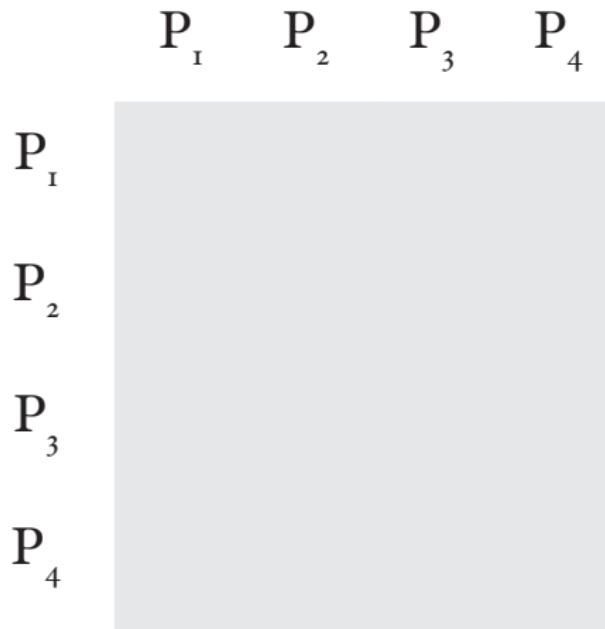
- In the early 20th century Bertrand Russell and Alfred Whitehead were frustrated with how *fast and loose* mathematics was
- They struggled to find the ultimate *Logical Foundations*
- Overcame problems with infinity like Russell's Paradox to write *The Principia Mathematica*
  - A manual for how to prove  $1 + 1 = 2$  from the utter basics—in just under 400 pages of dense formal language
  - In other words: *a triumph!*

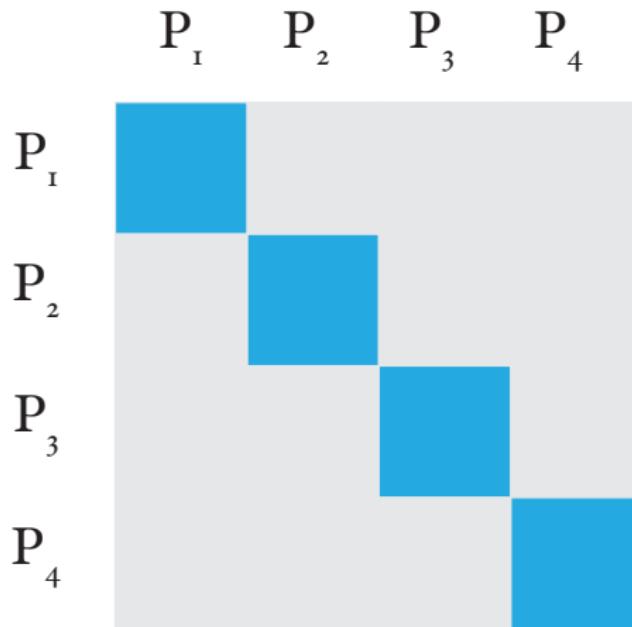
# Hilbert's Program

- Hilbert built on this accomplishment in setting the direction of mathematics in the 20th century:
- He believed we would use *formal logic* to answer all of the problems of mathematics
- “We must know—*we will know!*”

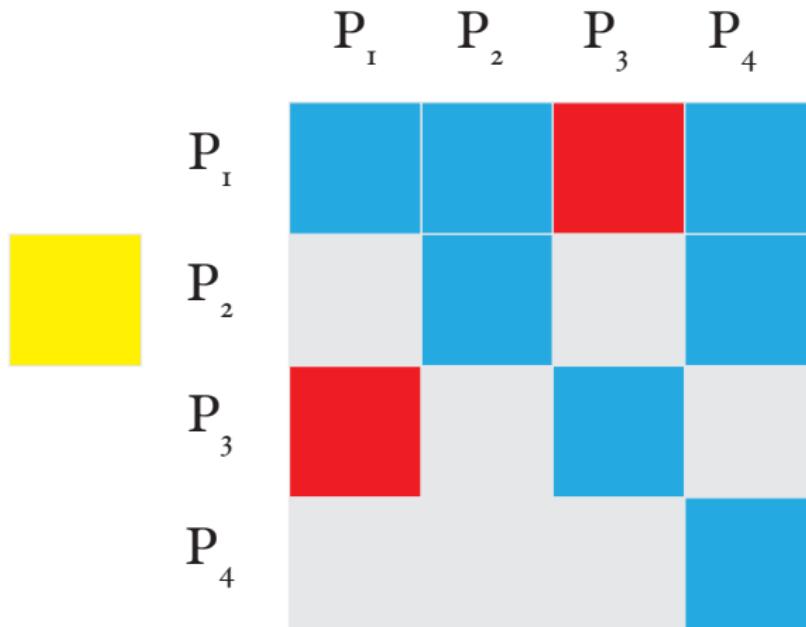
How does formal logic work?

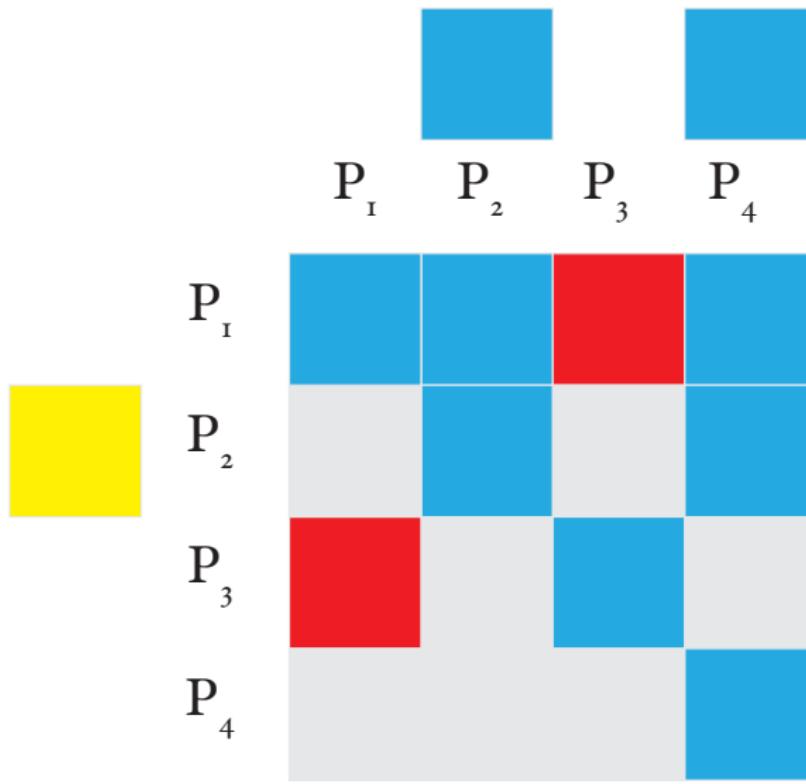
$P_1$        $P_2$        $P_3$        $P_4$

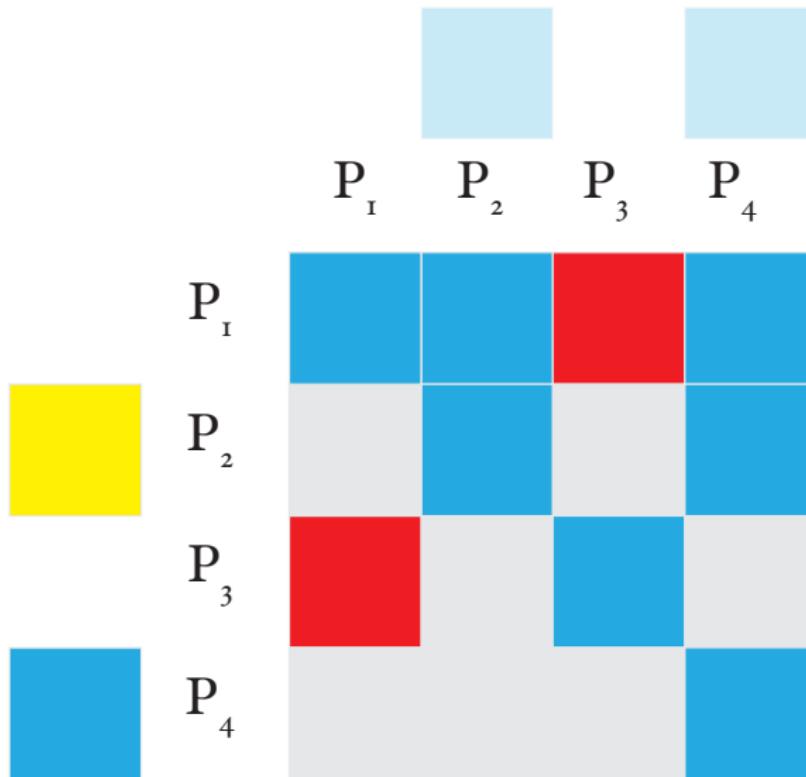


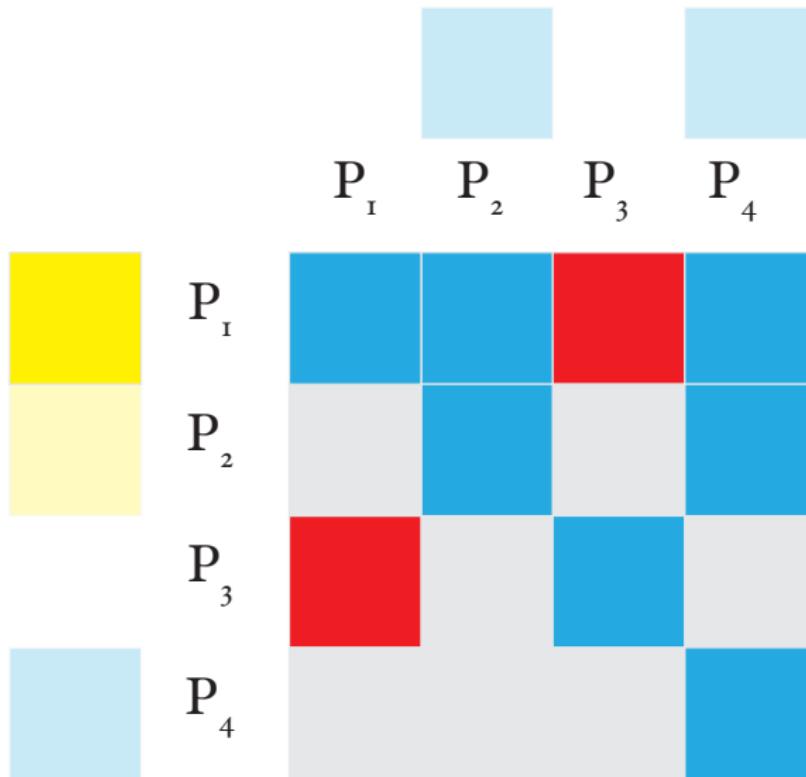


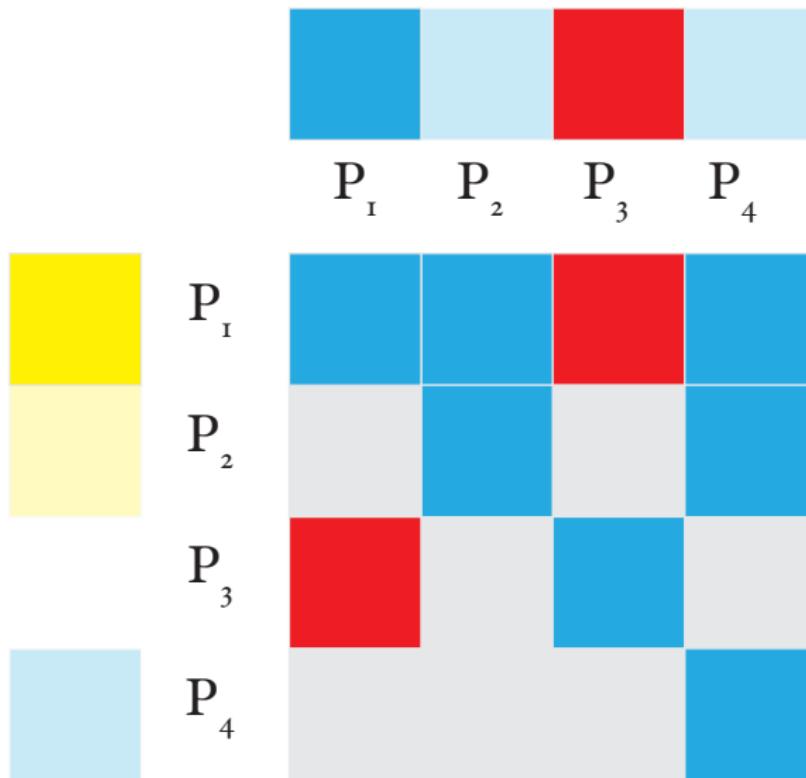
	$P_1$	$P_2$	$P_3$	$P_4$
$P_1$	Blue	Blue	Red	Blue
$P_2$	White	Blue	White	Blue
$P_3$	Red	White	Blue	White
$P_4$	White	White	White	Blue

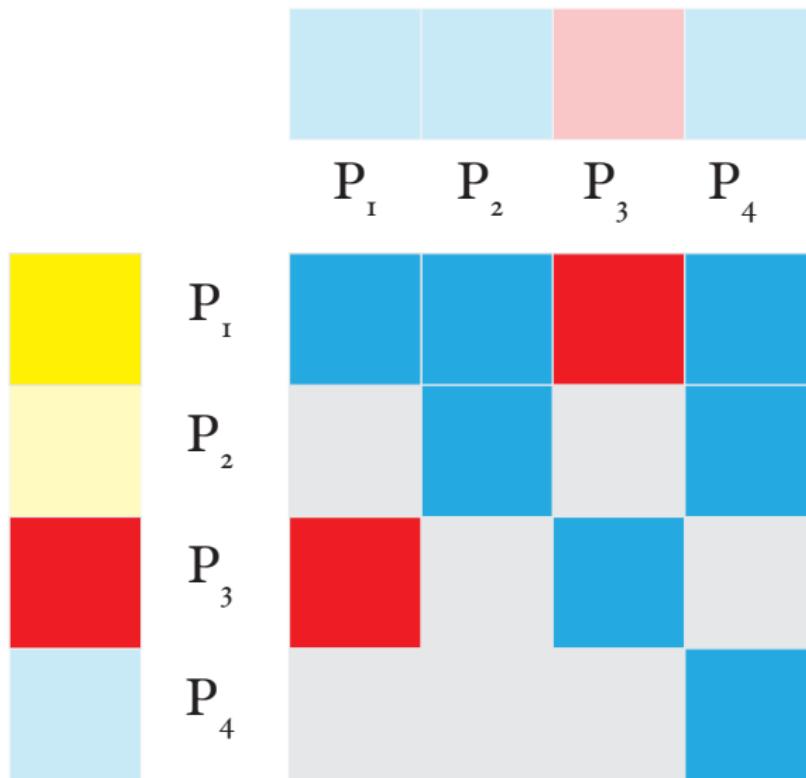












$P_1$     $P_2$     $P_3$     $P_4$     $P_5$     $P_6$     $P_7$     $P_8$     $P_9$     $P_{10}$     $P_{11}$     $P_{12}$     $P_{13}$     $P_{14}$     $P_{15}$     $P_{16}$

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$P_1$

$P_2$

$P_3$

$P_4$

$P_5$

$P_6$

$P_7$

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$P_{11}$

$P_{12}$

$P_{13}$

$P_{14}$

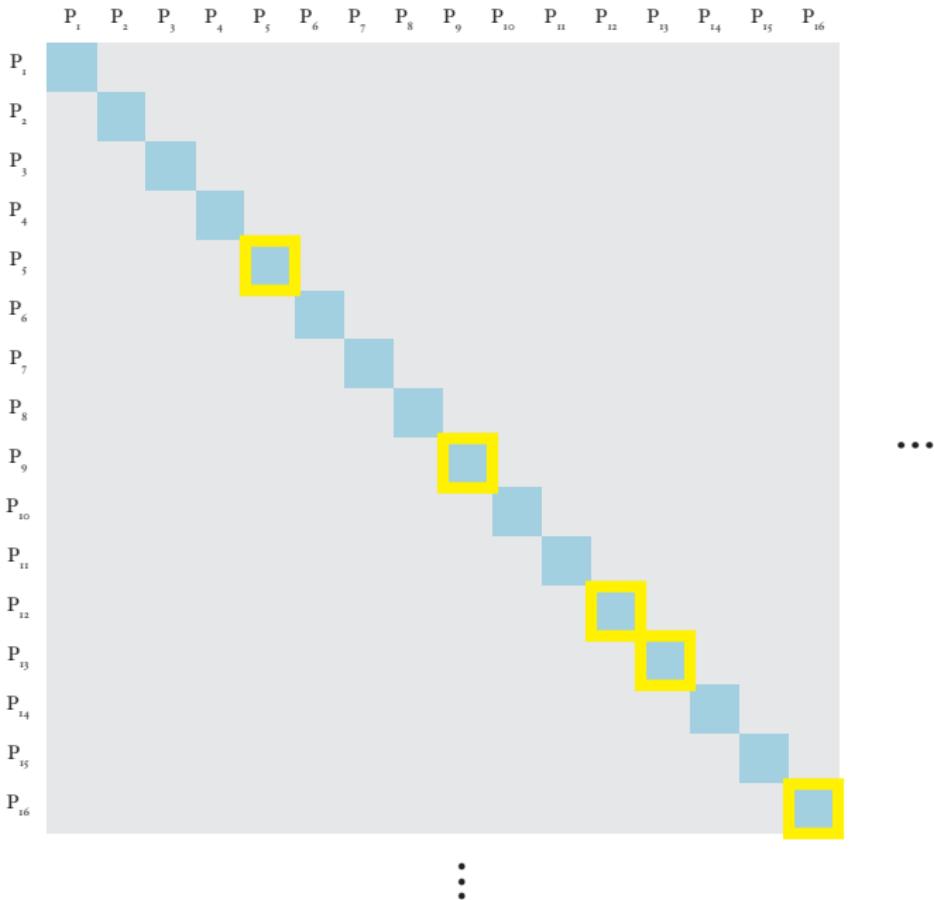
$P_{15}$

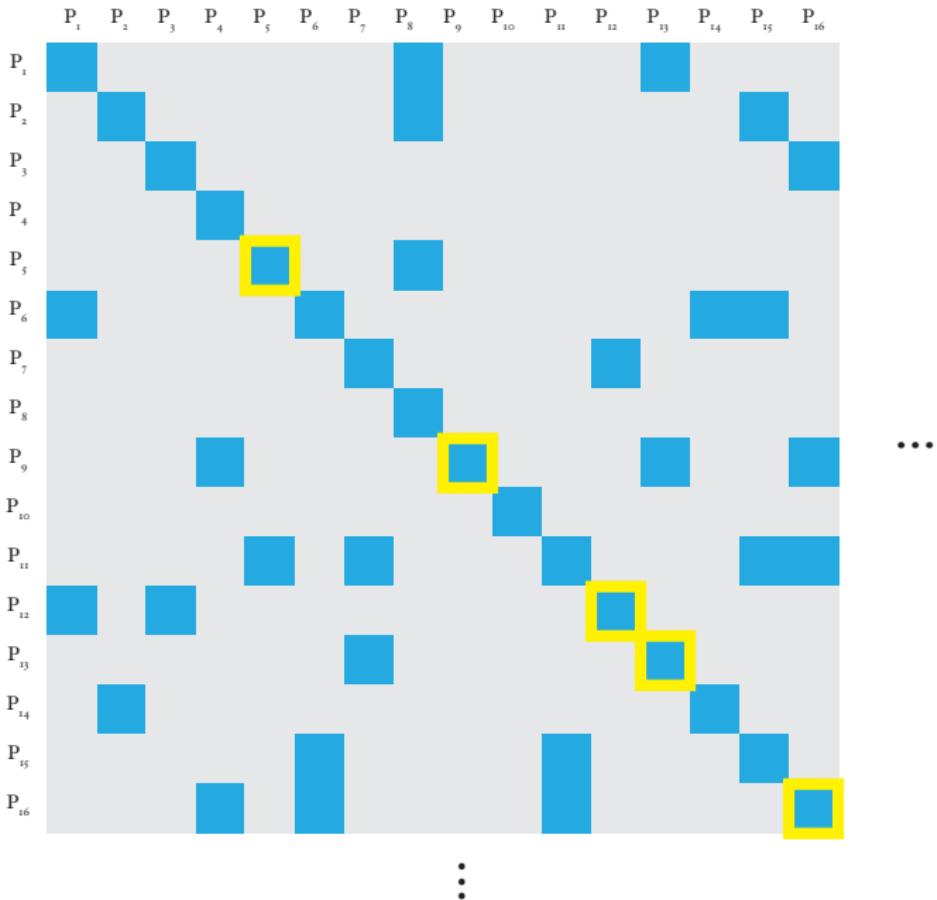
$P_{16}$

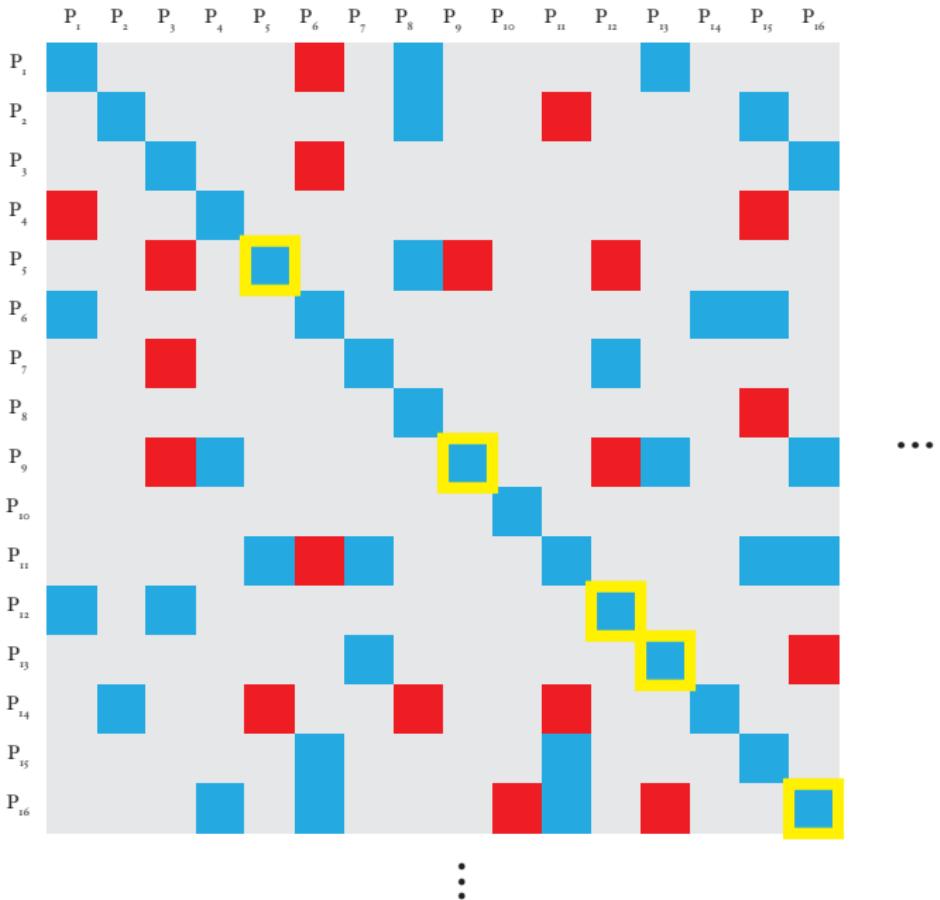


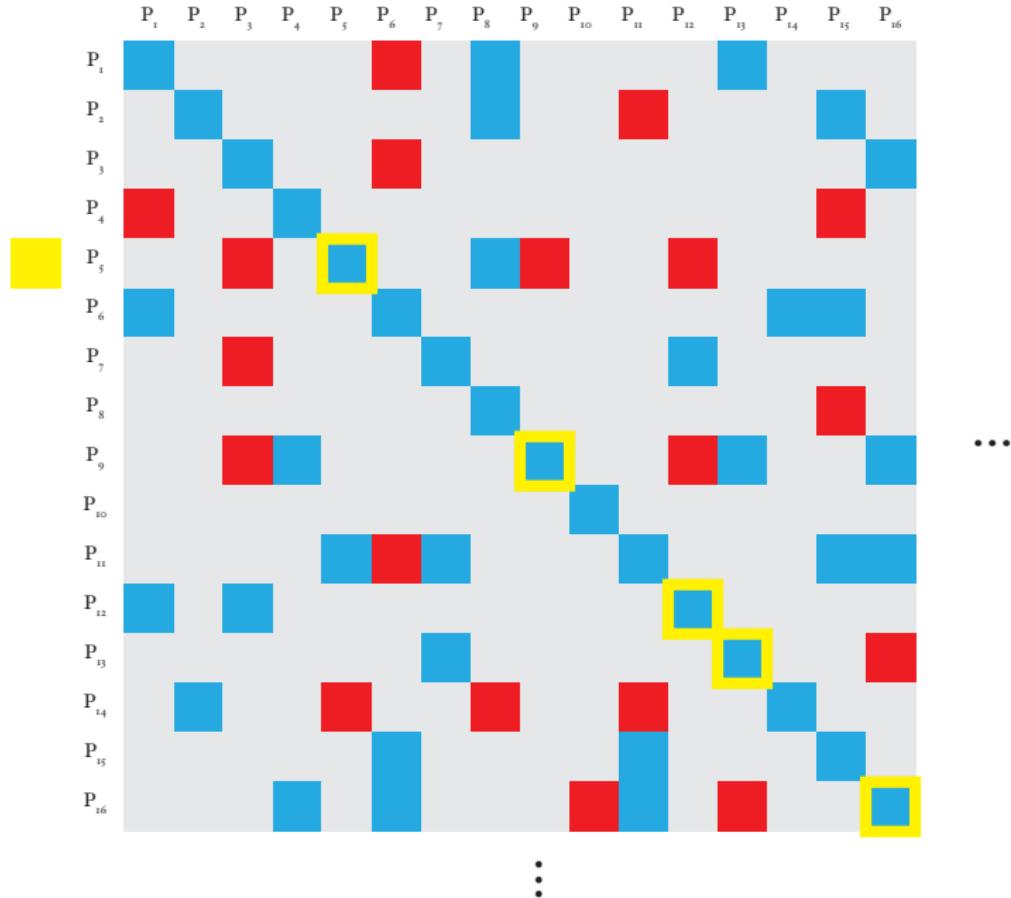
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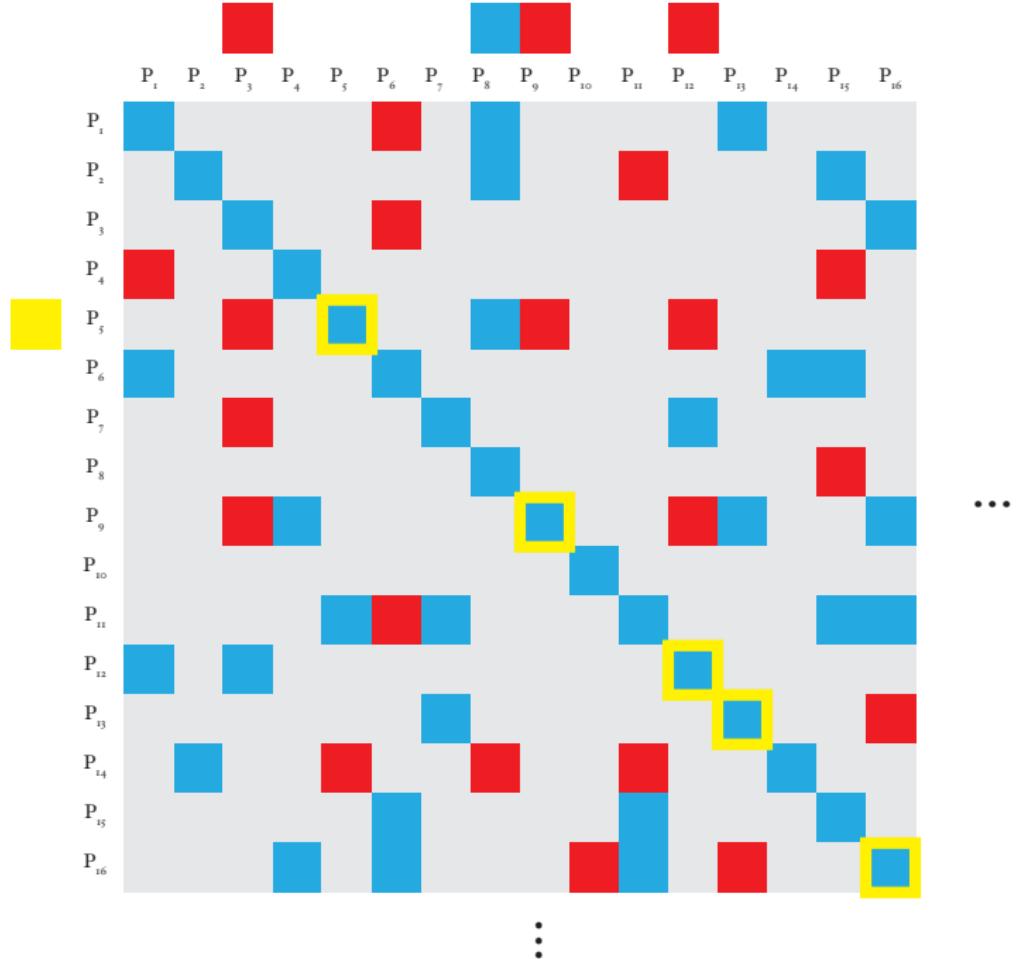
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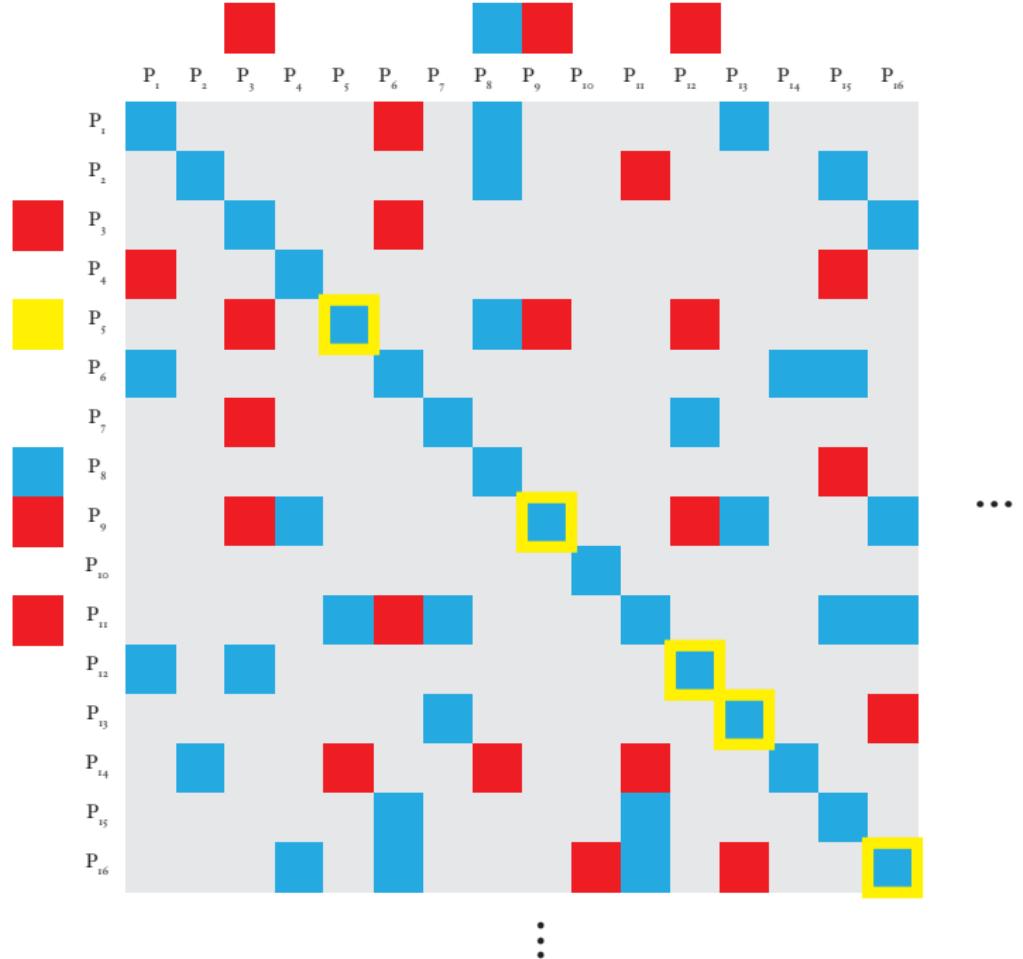


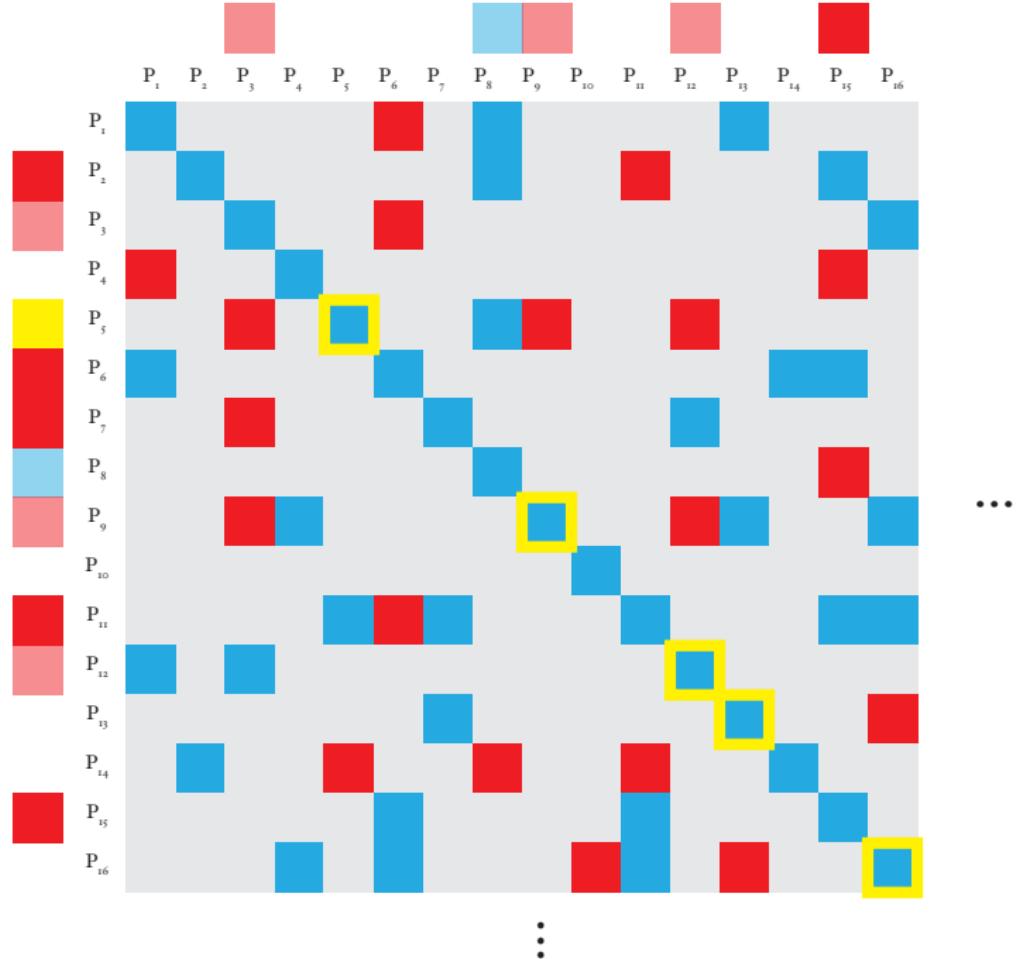


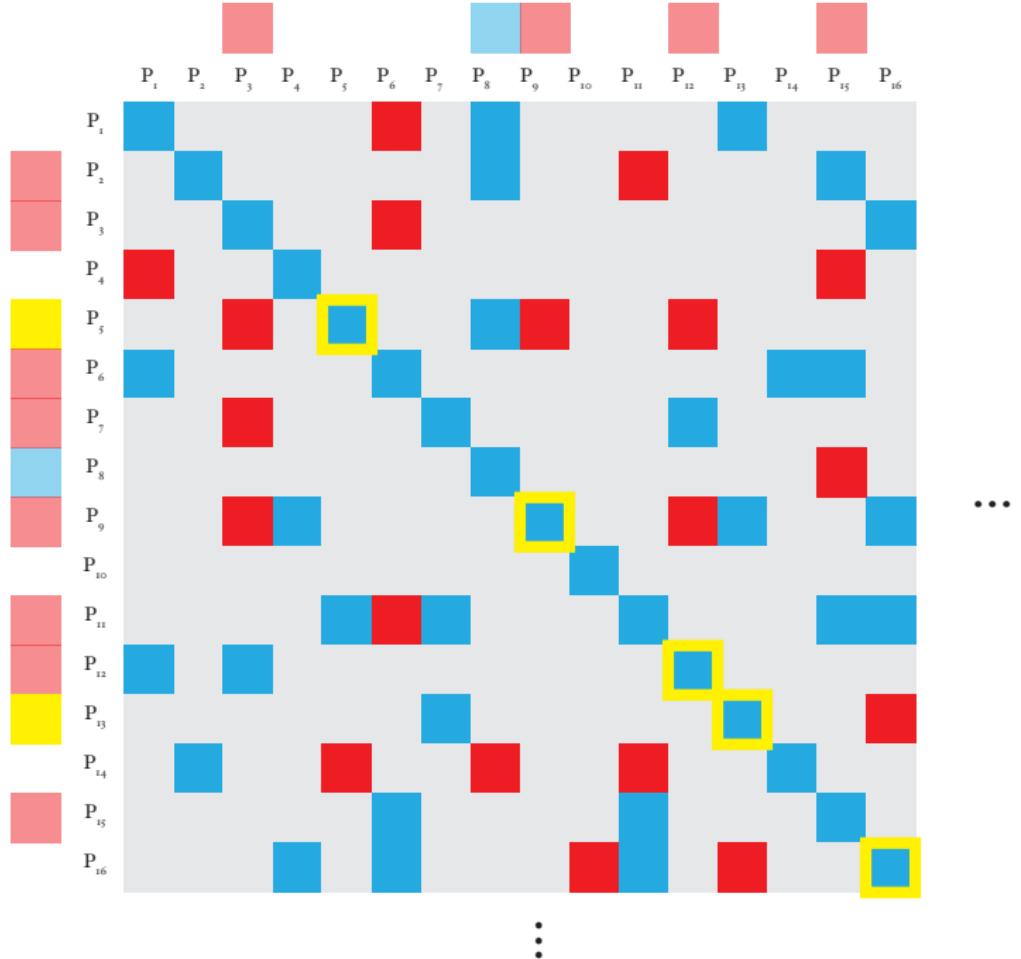


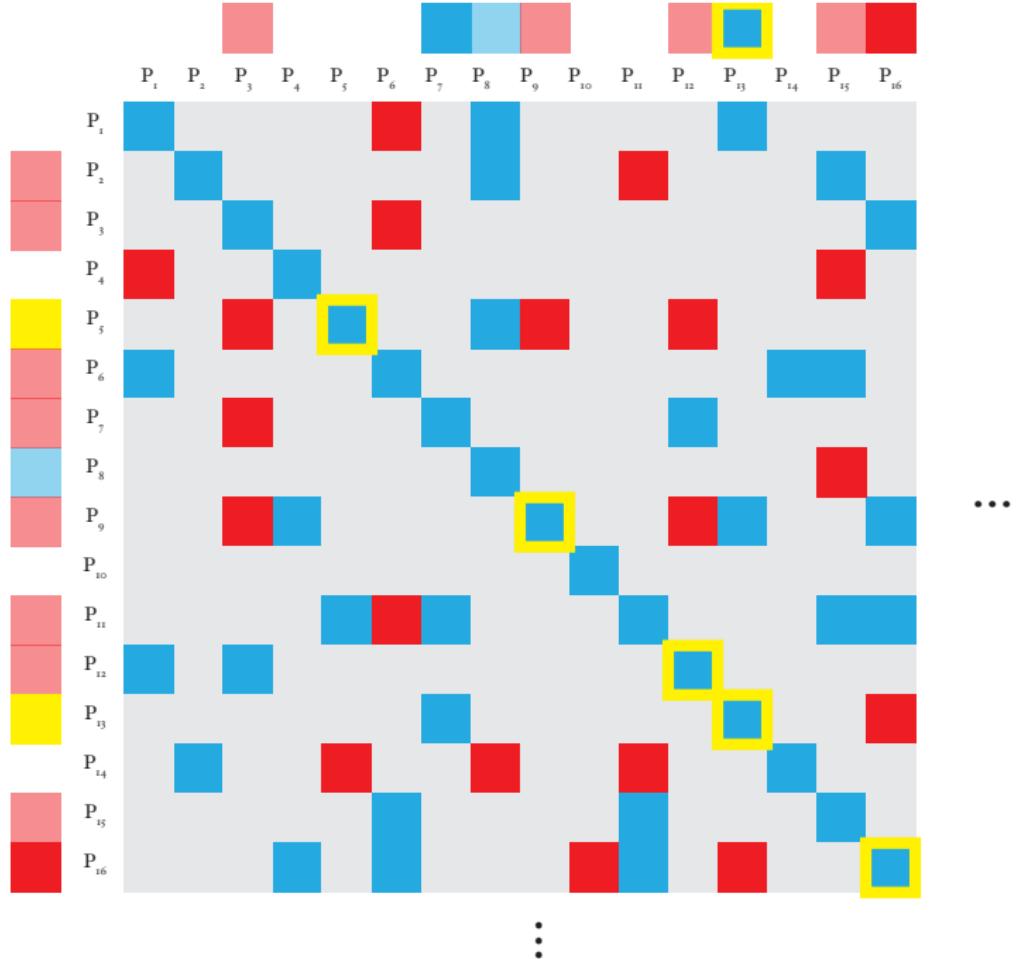












# Incompleteness!

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- Church and Turing showed that some statements are undecidable (1936)
  - e.g. “will this program halt?”
- Gödel (1931) showed that our logics are always incomplete and must thus always be prepared to grow
  - Not very easy to do when you assume you have enumerated all of the laws, all of the axioms!

*How can we escape from the ruins of formal logic?*

Well, we did it at the very beginning today.

$$\text{decideParity} : (n : \mathbb{N}) \rightarrow \text{Even}(n) \vee \text{Odd}(n)$$

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- we must construct a mechanism for deciding a property
  - ... an algorithm!

# The big realization

- Brouwer's Intuitionism posits that mathematics must be *conceived of*, or *realized*
- Programs of a suitable form can be realizers of this logic
  - The types of these programs are propositions
  - The programs themselves are proofs
  - The act of construction a program is an *effort* of judgement
  - The act of checking its type is an *effort* of verification

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# Martin-Löf's Type Theory

MLTT marries Intuitionistic construction to programming.

# Martin-Löf's Type Theory

MLTT marries Intuitionistic construction to programming. It provides a toolbox for adding new realizations in a standard way.

- Program construction is proof construction
- Type definition (like Tree and  $\mathbb{N}$ ) is “axiom introduction”

# On the Meanings and the Justifications

So, finally, this is what the paper is about:

ON THE MEANINGS OF THE LOGICAL CONSTANTS AND THE  
JUSTIFICATIONS OF THE LOGICAL LAWS

PML is giving the rules and reasons by which one can make “logical” constructions—propositions and their proofs, types and their programs. He’s building a programming language for intuitionistic logic.

# On the Meanings and the Justifications

The next year PML publishes a manuscript documenting the very basics of a powerful dependent type theory that captures much of mathematics.

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