

# The Constructive Model of Univalence in Cubical Sets

Literature review

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2<sup>nd</sup> master thesis presentation (45 min.)

# Outline

Topology

Type Theory

Cubical model

Applications

# Topology

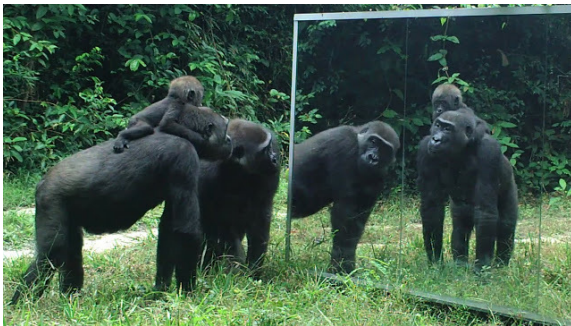


Figure: Hubert-Brierre, 2013

- ▶ is the mirror monkey really another monkey?
- ▶ which properties does he (not) satisfy?

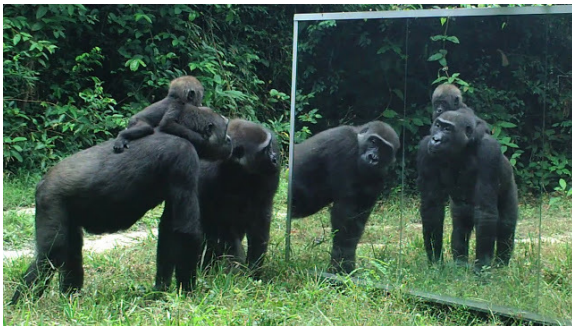


Figure: Hubert-Brierre, 2013

*They are the same.*

# Mathematicians are monkeys

Take two similar objects  $A$  and  $B$ :

- ▶ Which properties does object  $B$  satisfy as well?
- ▶ Are objects  $A$  and  $B$  really different?

*What is the sameness?*

## Definition

An isomorphism is a map that identifies *spaces and their structure*.

Notation	Space type	Isomorphisms
$\mathbb{E}^3$	Euclidean	rotation, translation, mirroring
$\text{Fin}_n$	Finite	permutations
$G$	Groups	homomorphisms
$X$	Topological	homotopy equivalences

Figure: Examples of isomorphisms

# Isomorphisms in mathematics

Used for classification of different but similar objects.

*A mathematician is asked by a friend who is a devout Christian: "Do you believe in one God?"*

*He answers: "Yes – up to isomorphism." (© Michael Benjamin Stepp)*

# Homotopy equivalence



Figure: A mug



Figure: A donut

Definition (*homotopy equivalent*)

Can be smoothly deformed into each other.



*What does a donut think when he sees a mug?*

*He has the same number of holes.*

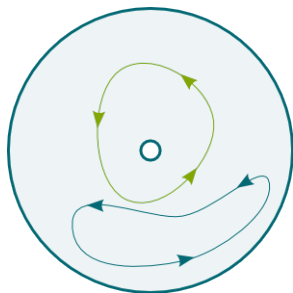
Definition (homotopy groups)

Number of  $n$ -dimensional holes

# Computing holes

homotopy classes of smooth embeddings

$$S^n \rightarrow X, \quad \text{or } [0,1]^n \rightarrow X$$



**Figure:** A donut has two 1-dimensional homotopy classes.



**Figure:** A ball without center has two 2-dimensional homotopy classes.

# Type Theory

# Paradox in set theory

Zermelo, 1899

The set that contains all sets that do not contain itself:

$$R = \{x \mid x \notin x\}, R \in R \Leftrightarrow R \notin R$$

Weird set

Paradox eliminated with:

- ▶ Universe hierarchy:

$$\mathcal{U}_0 \in \mathcal{U}_1 \in \dots \mathcal{U}_\omega \in \dots$$

- ▶ Rejection of “set comprehension principle”:

$$S = \{x \mid P(x)\}$$

# Constructivism

Brouwer, 1905

*Mathematics is in essence the result of pure thought.*

Evolved into constructive logic (Heyting, 1930)

Type theory (Russel, 1907 – ...):

- ▶ replace sets (and propositions) by types and elements by terms,

$$x \in R \Rightarrow x : R$$

- ▶ set universes become type universes
- ▶ constructive logic replaced by formation rules of terms

# Type theory as foundation for mathematics

Deductive system of judgements with typing rules:

$$\frac{\Gamma \vdash f : A \rightarrow B \quad \Gamma \vdash a : A}{\Gamma \vdash b : B}$$

- ▶ judgments express that a type is inhabited
- ▶ all judgements have contexts
- ▶ typing rules tell how to form and combine types and terms

## Definition (Type-checking)

Checking if the typing rules are respected.

# Definitional equality

Definitional equality in type theory (“denoted =” in code):

```
data Nat : Set where
  zero : Nat
  suc   : (n : Nat) → Nat

_+_ : Nat → Nat → Nat
zero + m = m
suc n + m = suc (n + m)
```

**Figure:** An example of definitional equality.

- ▶ used for stating terms, terms and typing rules
- ▶ defined such that type-checking decidable

# Problems definitional equality

Definitional equality distinguishes  $0 + m$  and  $m + 0$ : too *strong* for mathematics.

*A weaker alternative?*

Example (Leibniz's extensionality axiom)

Functions are identified with values:

$$f = g \Leftrightarrow f(x) = g(x), \forall x$$

Breaks decidability of type-checking  $\Rightarrow$  not possible with definitional equality.



# Identity type

Martin-Löf, 1984

A type of equality between terms  $a, b : X$ , denoted  $a = b$ . Terms  $p : (a = b)$  are called “equalities”.

## Definition (Introduction rule)

Given a term  $a : X$ , there is an equality  $\text{refl}(a) : a = a$ .

Elimination rule of equality type:

## Definition (Induction rule)

Given the following terms:

- ▶ a predicate  $C : \prod_{x,y:A} (x =_A y) \rightarrow \mathcal{U}$
- ▶ the base step  $c : \prod_{x:A} C(x, x, \text{refl}_x)$

there is a function  $f : \prod_{x,y:A} \prod_{p:x=_Ay} C(x, y, p)$  such that  $f(x, x, \text{refl}_x) \equiv c(x)$ .

## Role identity eliminator

To prove a property  $C$  that depends on terms  $x, y$  and equalities  $p : x = y$  it suffices to consider all the cases where

- ▶  $x$  is definitionally equal to  $y$
- ▶ the term of the intensional equality type under consideration is  $\text{refl}_x : x = x$ .

Implications:

- ▶ proves transitivity, symmetry
- ▶ less things equal  $\Rightarrow$  weaker than equality “by definition”.

# Univalence axiom

Voevodsky, 2009

## Definition (Type equivalence)

Given types  $X, Y: \mathcal{U}$  for some universe  $\mathcal{U}$ , an equivalence  $f: X \simeq Y$  of types is a map  $f: X \rightarrow Y$  that is a bijection up to equality.

*Equivalences are isomorphisms between topological spaces.*

## Axiom (Univalence axiom)

Given types  $X, Y: \mathcal{U}$  for some universe  $\mathcal{U}$ , the map  $\Phi_{X,Y}: (X = Y) \rightarrow (X \simeq Y)$  is an equivalence of types.

*Equivalences are (up to homotopy equivalence) the same as equalities.*

Type theory up to isomorphism (homotopy type equivalence)

# Consequences of univalence

## Example (Natural numbers)

$\mathbb{N}$  is a type that behaves like a set.

- equivalences

$$\mathbb{N} \simeq \mathbb{N}_0$$

are bijections

$$\mathbb{N} \leftrightarrow \mathbb{N}_0$$

- univalence implies

$$p : (\mathbb{N} \leftrightarrow \mathbb{N}_0) \Rightarrow p : (\mathbb{N} = \mathbb{N})$$

- forces multiple equalities  $\mathbb{N} = \mathbb{N}_0$

$\Rightarrow$  *terms of equality are paths*

# Consequences of path interpretation

A way to construct paths in topology:

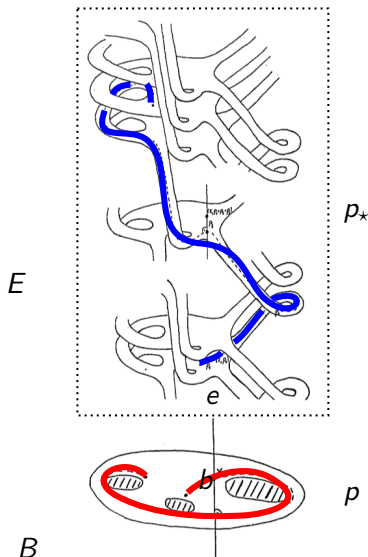
## Definition (Covering)

A surjective smooth map  $\pi : E \rightarrow B$  that is locally homeomorphic.

Defining transport:

- ▶ take path  $p$  in base space  $B$  and point  $b$  in  $\pi^{-1}(p(1))$
- ▶ path  $p$  is lifted to path  $p_*$  ending in  $b$
- ▶ *transport* gives start  $p_*(0)$

More paths means more equalities  $\Rightarrow$  identity type is indeed *weak*.

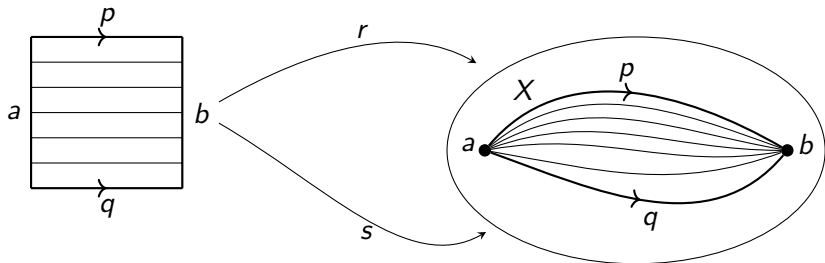


# Homotopy type theory (HoTT)

Awodey, 2006

Gives *homotopy* interpretation to equality type:

$$p, q : a =_X b \quad r, s : p =_{\text{Id}_X(a,b)} q$$



$\Rightarrow$  alternative foundation for mathematics based on type theory  
and topology

# Origin univalence

Grayson, 2018



Figure: Voevodsky (1966 - 2017)

## Definition (Univalent type theory)

Type theory + univalence axiom  
(also *homotopy type theory*)

*... these foundations  
seem to be faithful to  
the way in which I think  
about mathematical ob-  
jects in my head ...*

faithful = univalent in a Russian  
translation of Boardman (2006)

# Practical limitations of univalence

The univalence axiom adds:

- ▶ intuitive explanation of equality
- ▶ a definition of equivalence and connection with equality
- ▶ field of mathematics: HoTT

But does not:

- ▶ make all proofs in mathematics easier or shorter
- ▶ eliminate need for proofs of equivalence



# Computing with univalence

Huber, 2015

Question posed in 2013:

*Can the univalence axiom be implemented in computers such that*

- ▶ *equalities are really paths*
- ▶ *calculations with very simple types as  $\mathbb{N}$  still work?*

Canonicity of  $\mathbb{N}$  in cubical type theory:

$$t \equiv ua(\dots) \rightsquigarrow u \equiv S(\dots(0)\dots) : \mathbb{N}$$

## Cubical model

# Cubical type theory

Cohen et al., 2015

A constructive extension of HoTT with dimension variables  $i, j, k : \mathbb{I}$  (cubes) as primitives:

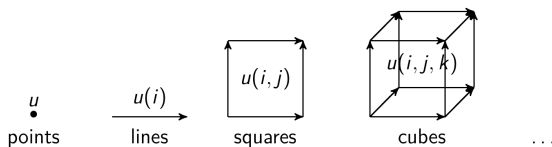


Figure: Discrete “ $n$ -cubes”. Huber (2016)

- ▶ univalence becomes *constructable*
- ▶ computational interpretation for univalence

# Are cubes a good idea?

EnigmaChord, 2016

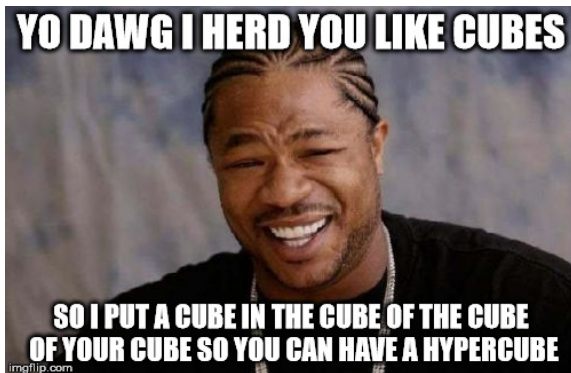


Figure:

# Cubes model homotopy

Altenkirch, Brunerie, Licata, et. al 2013

Homotopy groups are defined as equivalence classes of smooth embeddings:

$$[0, 1]^n \rightarrow X$$

*In HoTT, higher-dimensional equalities behave like these embeddings*

Level	Types	Cubes	Topology
1	$p, q : (a = b)$	edge	line
2	$r, s : (p = q)$	face	path homotopy
...	...	...	...
n	...	n-hypercube	n-dimensional homotopy

# Operations on cubes

Bezem, Coquand, Huber et al., 2013

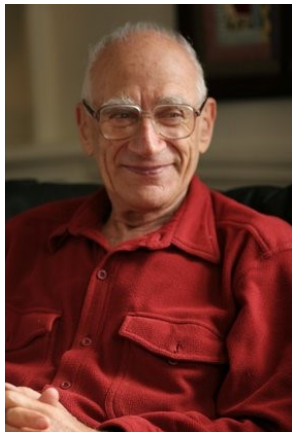
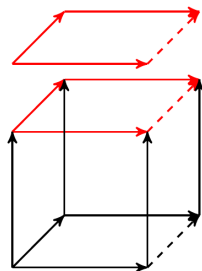


Figure: Daniel Kan (1927 — 2013)

Necessary for modelling HoTT:

- ▶ composition  $\Rightarrow$  equality type
- ▶ glueing  $\Rightarrow$  univalence



# Presheaf model on $\mathcal{C}$

Dybjer, 1994

Give interpretation for stuff in type theory:

- ▶ base category  $\mathcal{C}$  contains “extra tools” for model
- ▶ every context  $\Gamma$  is modelled as presheaf on  $\mathcal{C}$ , denoted  $\hat{\mathcal{C}}$ .
- ▶ types and terms also interpreted in  $\hat{\mathcal{C}}$

Goals:

- ▶ verify consistency of type theory in sets
- ▶ justify primitives for implementations

Denoted as “presheaf model  $\hat{\mathcal{C}}$ ”.

# Contexts in presheaf model $\widehat{\mathcal{C}}$

## Definition (Presheaves $\widehat{\mathcal{C}}$ )

Contravariant functors  $\mathcal{C} \rightarrow \mathbf{Set}$

- ▶ generalize sheaves (see sheafification)
- ▶ model contexts

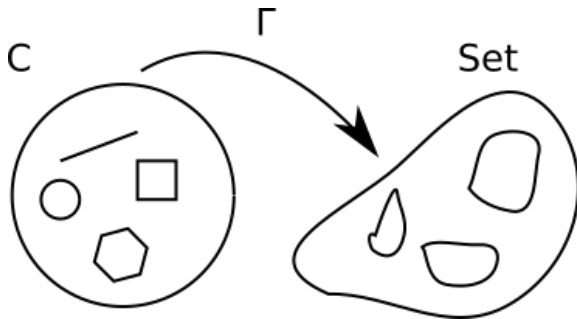


Figure: A representation of a preseheaf



# Contexts in presheaf model $\widehat{\{0,1\}}$

Hofstra, 2014

## Example (Reflexive directed graph)

Take  $\mathcal{C} = \{0,1\}$  and  $\text{Hom}_{\mathcal{C}} = \{B, E, R\}$ ,  $\Gamma \in \widehat{\{0,1\}}$ , then  
Applying functorial identities:

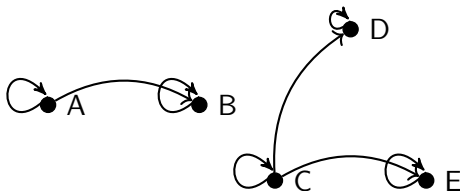


Figure: Reflexive graph

# Types in presheaf model $\widehat{\mathcal{C}}$

## Lemma (Types in a presheaf model)

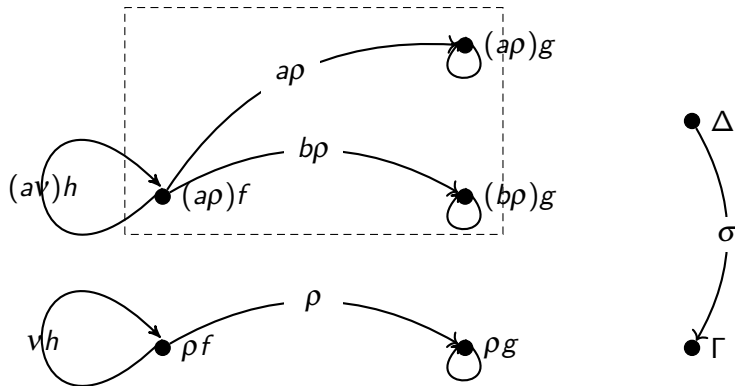
*If  $\Gamma \in \widehat{\mathcal{C}}$  a context, then the types are*  
$$\left\{ (\Delta, \sigma) \mid \Delta \in \widehat{\mathcal{C}}, \sigma \in \text{Hom}_{\text{Ctx}}(\Delta, \Gamma) \right\}.$$

Helps to characterize types without using presheaves explicitly.

# Types in a presheaf model $\widehat{\{0,1\}}$

Example (Dependent directed reflexive graph)

Applying previous lemma to the type  $A$  in  $\widehat{\{0,1\}}$ :



## CTT as a presheaf model

Dimension variables and cubes have an abstract representation as “hypercubes” in a base category:

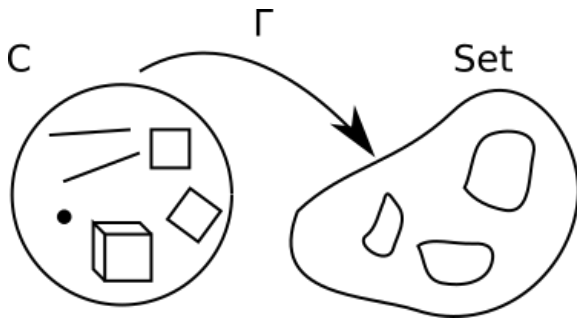


Figure: Presheaf acting on cubes

- ▶ proves consistency of CTT and HoTT
- ▶ justifies primitives used in implementations

# Cube category

## Definition (“Cube” $\square$ )

Category with:

- ▶ objects:  $\{I \mid |I| < \infty, I \subset \mathbb{A}\}$
- ▶ morphisms  $J \rightarrow I$ : maps  $I \mapsto dM(J)$ 
  - ▶ distributive lattice
  - ▶  $x \wedge 0 = 0, x \vee 1 = 1$
  - ▶  $\neg 0 = 1$  and  $\neg 1 = 0$

$\mathbb{A}$ : countable set of “dimension variables”

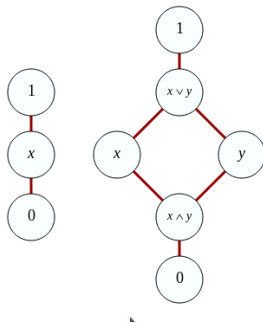


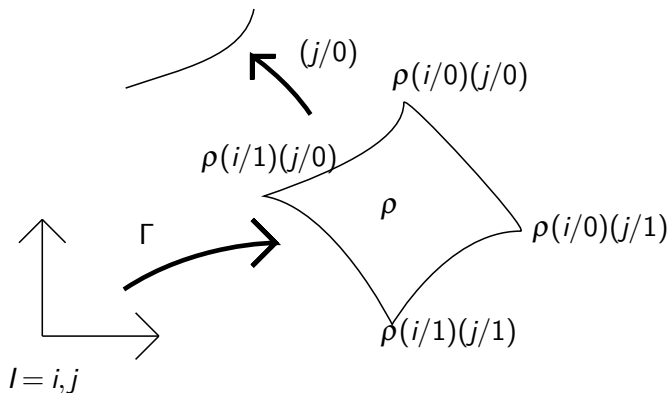
Figure: A simple lattice

# Contexts in presheaf model $\hat{\square}$

## Example (Cubical contexts (“cubical sets”))

A presheaf  $\Gamma \in \hat{\square}$  is a functor  $\square \rightarrow \mathbf{Set}$

- ▶  $\Gamma \in \hat{\square}$  applied to  $\{i, j\}$  gives square  $\rho \in \Gamma(i, j)$
- ▶ morphisms in lattice  $dM(i, j)$  give corners of  $\rho$



## Types in presheaf model $\hat{\square}$

Type  $A$  can be represented by a context and a morphism on top of  $\Gamma$ :

- ▶ the  $\rho \in \Gamma(i)$  is an edge of a square
- ▶ endpoints  $\rho(0), \rho(1)$  can be lifted to points in the type  $u(0), u(1) \in A(i, \rho)$

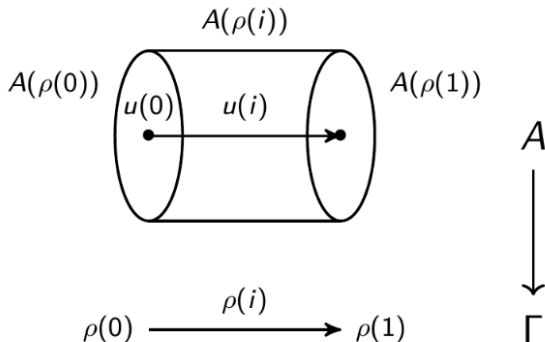


Figure: A type  $A$  within context  $\Gamma$ . Huber (2016)

# Partial types in $\hat{\square}$

Bezem, Coquand, Huber 2013

Partial type  $A(i/0)$  is a subtype of  $A$   $[(i=0) \mapsto A(i/0)]$  on top of sub-subpolyhedron of cubes  $(i=0) \vee (i=1)$ :

- ▶  $A$  behaves like a new context  $\Delta$  by lemma
- ▶ partial type  $A(i/0)$  is the left side of  $A$ :

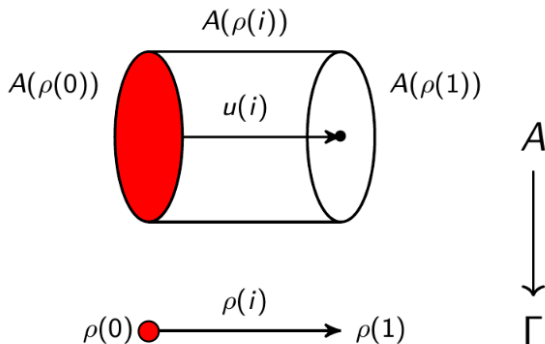


Figure: Huber, 2015



## Other types in presheaf model $\hat{\square}$

In the presheaf model on  $\square$ :

- ▶ types more complicated
- ▶ types no longer simply nested graphs

Interpreting types in presheaf model  $\square$  hard but possible.

*... transition from interpretation in model to syntax of types*

# Path type

Bezem, Coquand, 2013

Syntactical definition of `Path` type with typing rules:

$$\frac{i:\mathbb{I} \vdash t:A \quad i:\mathbb{I} \vdash t(i/0) = a:A \quad i:\mathbb{I} \vdash t(i/1) = b:A}{() \vdash \langle i \rangle t : \text{Path } a \ b}$$

- ▶ almost models equality type
- ▶ not necessarily transitive  $\Rightarrow$  composition operation

$$\begin{array}{ccc} a & \text{-----} \rightarrow & c \\ \text{refl} \uparrow & & \uparrow q \ j \\ a & \xrightarrow{p \ i} & b \end{array}$$

Figure: Transitivity can be proven with composition operation.

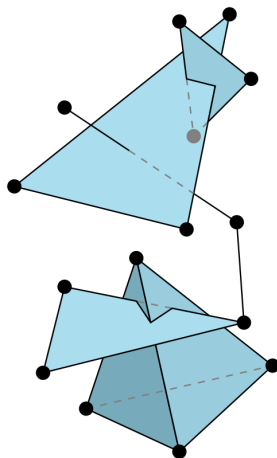
# CTT as extension for HoTT

Other HoTT types interpreted in CTT:

- ▶ product, sum types
- ▶ natural numbers

Univalence proven with concepts from (Streicher, Voevodsky, Kapulkin et al. 2006 – 2012):

- ▶ simplicial sets replaced by cubical sets
- ▶ partial types and glueing construction conserved



**Figure:** Every simplicial complex is a simplicial set

# Proving univalence

Cohen, Coquand, Huber, Moertberg (2015)

## Axiom (Univalence axiom)

*Given types  $X, Y: \mathcal{U}$  for some universe  $\mathcal{U}$ , there is a map  $\Phi_{X,Y}: (X = Y) \rightarrow (X \simeq Y)$  that is an equivalence of types.*

## Proof.

1. construction inverse map  $\text{ua}: (X \simeq Y) \rightarrow (X = Y)$  with `Glue` construction.
2. for any partial  $f: X \rightarrow Y$ , `Glue`  $[\varphi \mapsto (X, f)] \ Y \simeq Y$
3. for any type  $Y$ ,  $\sum_X X \simeq Y$  contractible
4. existence of induction principle for  $X \simeq Y$ .
5. the trivial map  $p: X = Y \rightarrow X \simeq Y$  is an inverse “up-to-path” of  $\text{ua}$

$\Rightarrow$  the map  $\text{ua} \equiv \Phi_{X,Y}^{-1}$  is proper inverse and  $\Phi_{X,Y}$  equivalence



# Constructing $ua$

## Definition

$ua : \forall X Y : \mathcal{U}, X \simeq Y \rightarrow X = Y$

$$\begin{array}{ccc} X & \xrightarrow{ua\ f} & Y \\ \downarrow f & & \downarrow idEquiv\ Y \\ Y & \xrightarrow{\quad} & Y \end{array}$$

Input:

- ▶ partial equivalence  $f$ , type  $X$
- ▶ a dimension variable or parameter  $i$

Output:

- ▶  $ua\ f \equiv \text{Glue } [(i = 0) \mapsto (X, f), (i = 1) \mapsto (X, idEquiv\ Y)]\ Y$
- ▶  $ua\ f$  is path with endpoints  $X$  and  $Y$ .

# Applications

# Applying $\text{ua}$ from univalence

## Example (Monoids)

$$M_1 \equiv (\mathbb{N}, (m, n) \mapsto m + n, 0)$$

and

$$M_2 \equiv (\mathbb{N}_0, (m, n) \mapsto m + n - 1, 1)$$

- ▶ are isomorphic by

$$\lambda n \rightarrow n + 1$$

- ▶ (path-) equal in CTT

# Encoding the structures in Agda

```
notZero n =  $\Sigma$  N ( $\lambda m \rightarrow (n \equiv (m + 1))$ )  
 $\mathbb{N}_0 = \Sigma$  N ( $\lambda n \rightarrow \text{notZero } n$ )
```

Figure: Definition of  $\mathbb{N}_0$  with sum type.

```
M2 : Algebra.Magma _ _  
M2 = record {  
  Carrier =  $\mathbb{N}_0$  ;  
   $\approx$  = ( $\equiv$ ) ;  
   $\cdot$  = op2 ;  
  isMagma = ... ,  
}
```

Figure: Problem reduced to magmas.



# Equality of sets $\mathbb{N} = \mathbb{N}_0$

```
f :  $\mathbb{N} \rightarrow \mathbb{N}_0$   
f n = (suc n , ( n , refl ) )
```

Figure: Bijections are equivalences for (set-like) types

univalence/ua returns equality  $\mathbb{N} \equiv \mathbb{N}_0$

```
fEquiv :  $\mathbb{N} \simeq \mathbb{N}_0$   
fEquiv = (f , isoToIsEquiv (iso f g l' r'))  
  
fEq :  $\mathbb{N} \equiv \mathbb{N}_0$   
fEq = ua fEquiv
```

Figure: The equality

# Equality of structures $M_1 = M_2$

If  $M: M_1 = M_2$ , then  $\forall i \in [0, 1]$ ,  $M(i)$  magma  $\Rightarrow$  point-wise definition:

- ▶ carrier set  $M(i)$  given by  $\mathsf{fEq} \ i$
- ▶ operator  $op_i: (m, n) \mapsto m +_i n$  on  $M(i)$  is defined with transport of arguments  $m, n$  from  $\mathsf{fEq} \ i$  to  $\mathbb{N}$

proofs of magma properties can be transported over  $M$ :  
commutativity, etc.

*HoTT/univalence/ $_{ua}$  gives topological interpretation  
to invariance of algebraic properties ...*

# Topological transport of arguments

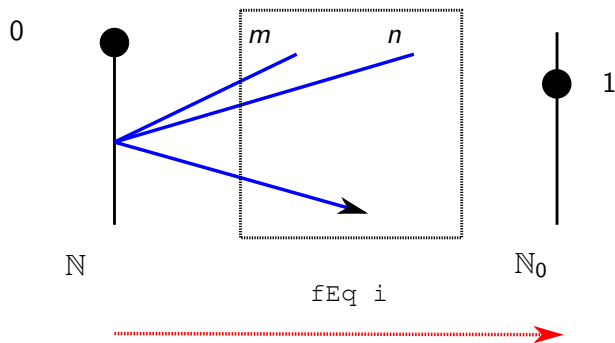


Figure: Transport of the arguments

# Conclusion

Licata, Harper, Cavallo, Orton et al.

- ▶ HoTT redefines equality
- ▶ CTT implements HoTT
- ▶ HoTT gives formulism for equivalent structures.

Other introductions to cubical type theory: [?] and [?]

Recent interesting publications:

- ▶ computational type theory is an alternative implementation [?]
- ▶ composition operation CTT may not be too strong [?]
- ▶ modelling  $\hat{\square}$  and `Glue` with language of topoi or other axioms to simplify CTT and composition operations [?], [?]

# For Further Reading I

Thanks for watching!

This presentation and full text:

<https://github.com/wvhulle/ctt-presentation>

Source code application:

<https://github.com/wvhulle/transport-magmas>



Carlo Angiuli, Robert Harper, and Kuen-Bang Hou, *Cartesian cubical computational type theory: Constructive reasoning with paths and equalities*, 27<sup>th</sup> EACSL Annual Conference on Computer Science Logic (CSL 2018), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 2018, Available at <https://www.cs.cmu.edu/~rwh/papers/cartesian/paper.pdf>.



Evan Cavallo and Anders Mörtberg, *A unifying cartesian cubical type theory*, Available at <http://www.cs.cmu.edu/~ecavallo/works/unifying-cartesian.pdf>.

# For Further Reading II



Simon Huber, *Cubical interpretations of type theory*, Ph.D. thesis, University of Gothenburg, Gothenburg, Sweden, November 2016, Available at <http://www.cse.chalmers.se/~simonhu/misc/thesis.pdf>.



Ian Orton and Andrew M. Pitts, *Decomposing the univalence axiom*, arXiv (2017).



Richard Ian Orton, *Cubical models of homotopy type theory-an internal approach*, Ph.D. thesis, University of Cambridge, 2019, Text available at <https://www.repository.cam.ac.uk/handle/1810/289441> and code on <https://doi.org/10.17863/CAM.35681>.