Computational Higher Type Theory

Robert Harper

Computer Science Department
Carnegie Mellon University

GDP70 Celebration
British Logic Colloquium
Edinburgh, UK

Thanks

Joint work with Carlo Angiuli (CMU) and Todd Wilson (CSUF).

Thanks to Dan Licata for many conversations.

Supported by AFOSR MURI FA9550-15-1-0053.

Two Kinds of Type Theory

Two traditions in type theory, both embodied by Martin-Löf:

- Formal, or axiomatic, as in ITT and HoTT.
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Most work in HoTT has taken place in the formal setting.

- Univalence Axiom, subsuming Function Extensionality.
- Higher Inductive Types, supporting truncation, etc.

Formal Type Theory

Martin-Löf; Coquand; HoTT

Formal type theory is inductively defined by rules:

- Formation: $\Gamma \vdash A\,\mathsf{type}$, $\Gamma \vdash M : A$.
- Definitional equivalence: $\Gamma \vdash A \equiv B$, $\Gamma \vdash M \equiv N : A$.

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Choice of rules can be delicate, eg what is definitional equivalence?

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Adding axioms disrupts these properties!

Semantic Type Theory

Martin-Löf; Constable, et al

Meaning explanations define types and elements semantically:

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- Types are behavioral specifications.
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Inverts conceptual order compared to formal type theory:

- Type theory as a theory of truth.
- Proof theory accesses the truth.

Computational Meaning Explanation

Martin-Löf: Constr. Math. and Comp. Prog.

Start with computation on closed expressions (types and terms):

- Transition: $M \longmapsto M'$, one step of execution.
- Termination: M val is canonical/complete.

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Extend to open forms by functionality aka extensionality:

- Types: $a_1{:}A_1, \ldots, a_n{:}A_n \gg A \doteq B$ type $[\Psi]$.
- Terms: $a_1{:}A_1, \ldots, a_n{:}A_n \gg M \doteq N \in A$ $[\Psi]$.

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Two essential moves for higher-dimensionality:

- Judgmental account of identifications.
- Exact equality of types and elements at all dimensions.

Cubical Programming Language

Licata, Brunerie; Coquand, et al.

Syntax is organized cubically:

- Points correspond to ordinary terms and types.
- Lines represent identifications.
- Squares represent homotopies, etc.

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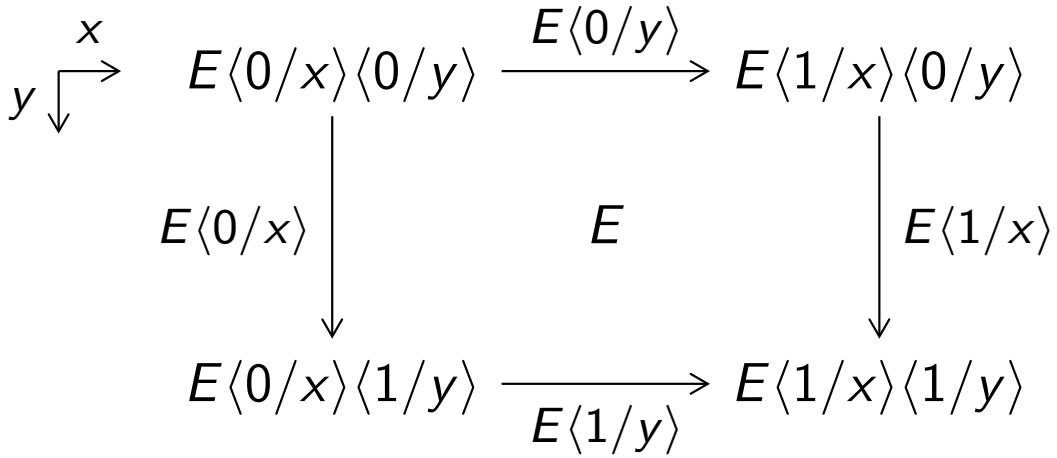
Substitutions $\psi : \Psi' \to \Psi$ send $x \in \Psi$ to $\psi(x) = 0/1/x' \in \Psi'$.

Cubical Programming Language

Substitutions define the aspects of a cube E:

- Faces: $E\langle 0/x\rangle$, $E\langle 1/x\rangle$.
- Diagonals: $E\langle x', x'/x, y\rangle$.
- Degeneracy: silent/implicit.



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Unconventional functional programming constructs:

- Circle: $\mathbb{S}^1$, base, loop_x, $\mathbb{S}^1\text{-elim}_{a.A}(M; M_{\mathsf{b}}, x.M_{\mathsf{l}})$.
- Negation: not_x, a type line, and glueing, $\mathsf{notel}_x(M)$.
- Kan operations: coe, hcom.

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The Kan operations are computational content of the Kan condition (cf, LB14, CCHM16).

Kan Operations

Coercion along a type line: $\mathsf{coe}^{r \rightsquigarrow r'}_{x.A}(M)$.

- Heterogeneous along line $x.A$.
- Evaluates A to effect coercion from $A\langle r/x\rangle$ to $A\langle r'/x\rangle$.

Composition: $\mathsf{hcom}^{\overrightarrow{r_i}}_{A}(r \rightsquigarrow r', M; \overrightarrow{y.N_i^{\epsilon}})$.

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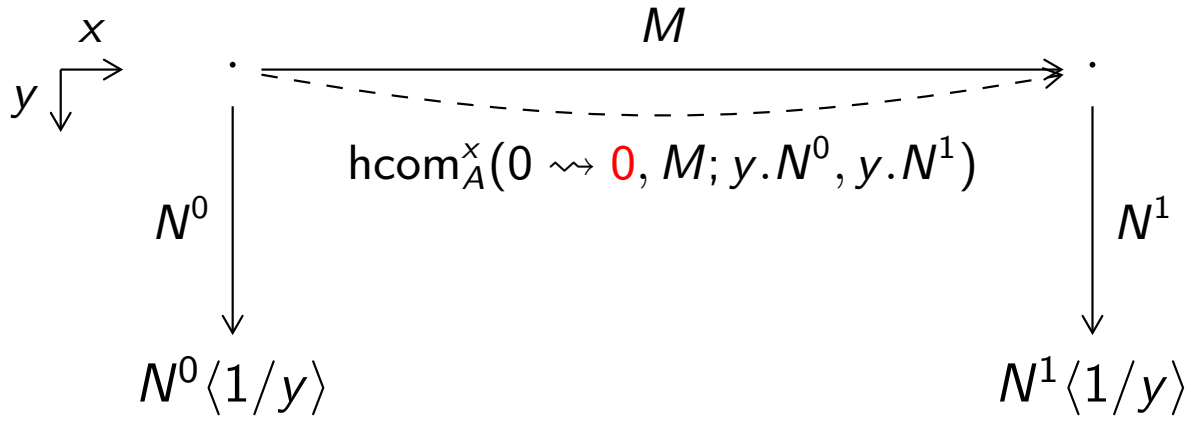
- The tubes $\overrightarrow{y.N_i^{\varepsilon}}$ with extent $\overrightarrow{r_i}$ in dimension $\overrightarrow{y_i}$.
- Evaluates A to define composite, which may or may not be the hcom itself.

Two-Dimensional Compositions



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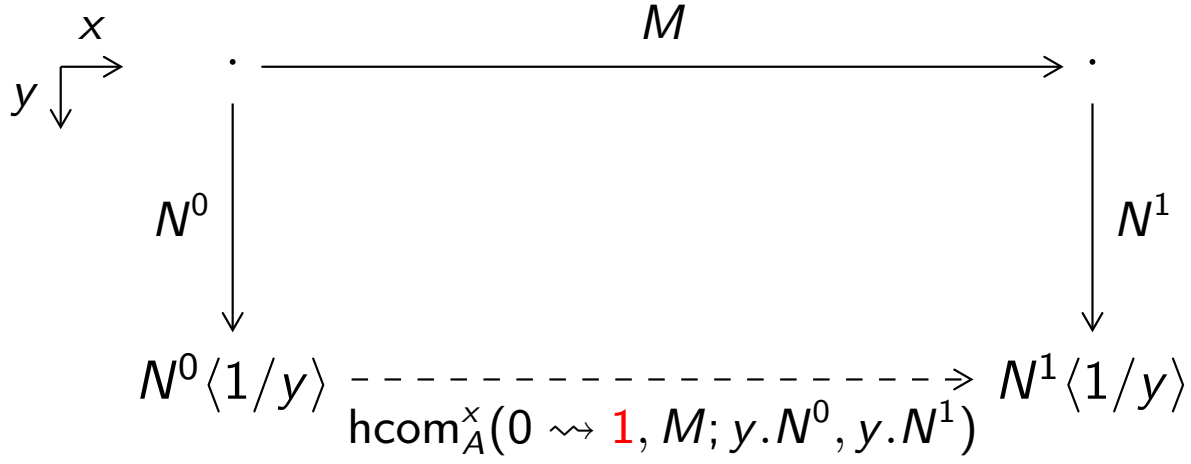

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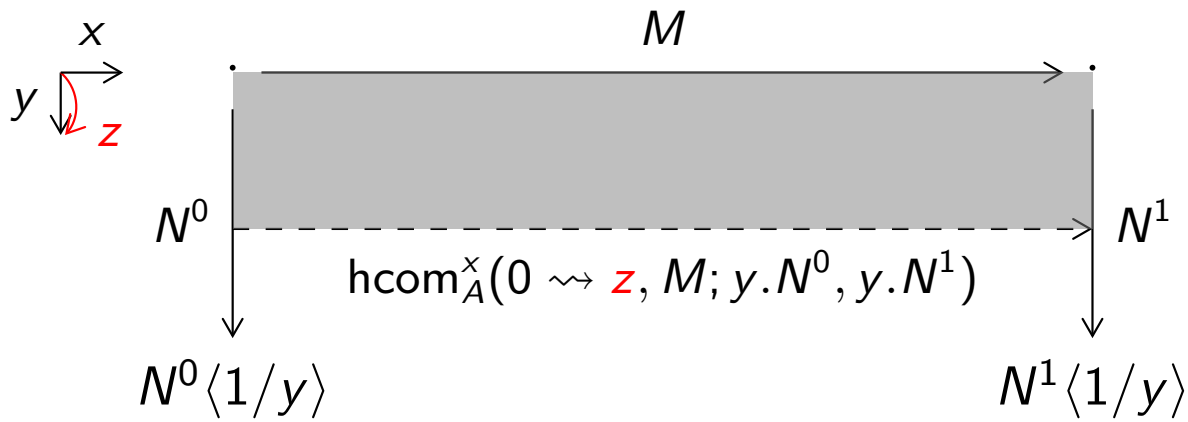

Cubical Meaning Explanation

Explanation proceeds in stages:

- Define the canonical types and their elements at each dimension Ψ.
- Define pre-types to be cubical, ie with coherent aspects.
- Define types to be Kan pre-types.

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The main criteria for a higher type system:

- All aspects of a type or element must be types or elements.
- Taking aspects must commute with evaluation.
- Equal types must have the same element equality.
- Equal types must be equally Kan.

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- $M \sim^{\Psi}_{A} N$ iff $M \longmapsto^* M_0$, $N \longmapsto^* N_0$, $A \longmapsto^* A_0$, and $M_0 \approx^{\Psi}_{A_0} N_0$.

Pre-Types: Coherent Aspects

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- Let $A\psi_1 \longmapsto^* A_1$ val, and $A_1\psi_2 \longmapsto^* A_2$ val, and $A\psi_2\psi_1 \longmapsto^* A_{12}$ val.

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- Require:

$$\begin{array}{ccc} A & \overset{\psi_1}{\Longrightarrow} & A_1 \\ {\scriptstyle \psi_1\psi_2}\Big\Downarrow & & \Big\Downarrow{\scriptstyle \psi_2} \\ A_{12} & \approx^{\Psi_2} & A_2 \end{array}$$

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Similarly for exact equality of types and of elements: substitute-then-evaluate is functorial.

Pre-Types and Types

A pretype $[\Psi]$ is cubical: its values have coherent aspects:

- If $\psi : \Psi' \to \Psi$ and $M \approx^{\Psi'}_{A\psi} N$, then $M \doteq N \in A\psi\ [\Psi']$.

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A type is a Kan pre-type:

- Supports coercion and composition.
- Certain equational requirements are met.

Kan Conditions for Coercion

For any $\psi : (\Psi', x) \to \Psi$, if

$$M \in A\psi\langle r/x\rangle\ [\Psi'],$$

then

$$\mathsf{coe}^{r \rightsquigarrow r'}_{x.A\psi}(M) \in A\psi\langle r'/x\rangle\ [\Psi'].$$

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Constraints limit applicable substitutions; conditions can be vacuous.

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The dynamics of the conditional accounts for

- true and false, as usual.
- hcom's that are values.

Boolean Dynamics

$$\frac{}{\mathsf{bool\ val}} \qquad \frac{\overrightarrow{r_i} = x_1, \ldots, x_{i-1}, \varepsilon, r_{i+1}, \ldots, r_n}{\mathsf{hcom}^{\overrightarrow{r_i}}_{\mathsf{bool}}(r \rightsquigarrow r', M; \overrightarrow{y.N_i^\varepsilon}) \longmapsto N_i^\varepsilon\langle r'/y\rangle}$$

$$\frac{r = r'}{\mathsf{hcom}^{x_1,\ldots,x_n}_{\mathsf{bool}}(r \rightsquigarrow r', M; \overrightarrow{y.N_i^\varepsilon}) \longmapsto M} \qquad \frac{}{\mathsf{true\ val}} \qquad \frac{}{\mathsf{false\ val}}$$

$$\frac{r \neq r'}{\mathsf{hcom}^{x_1,\ldots,x_n}_{\mathsf{bool}}(r \rightsquigarrow r', M; \overrightarrow{y.N_i^\varepsilon})\ \mathsf{val}}$$

Boolean Dynamics

$$\frac{M \longmapsto M'}{\mathsf{if}_{a.A}(M;\, T, F) \longmapsto \mathsf{if}_{a.A}(M';\, T, F)} \qquad \frac{}{\mathsf{if}_{a.A}(\mathsf{true};\, T, F) \longmapsto T}$$

$$\frac{}{\mathsf{if}_{a.A}(\mathsf{false};\, T, F) \longmapsto F}$$

$$\frac{r \neq r' \quad H = \mathsf{hcom}^{x_1,\ldots,x_n}_{\mathsf{bool}}(r \rightsquigarrow z, M; \overrightarrow{y.N_i^\varepsilon})}{\begin{array}{c}\mathsf{if}_{a.A}(\mathsf{hcom}^{x_1,\ldots,x_n}_{\mathsf{bool}}(r \rightsquigarrow r', M; \overrightarrow{y.N_i^\varepsilon});\, T, F) \\ \longmapsto \\ \mathsf{com}^{x_1,\ldots,x_n}_{z.A[H/a]}(r \rightsquigarrow r', \mathsf{if}_{a.A}(M;\, T, F); \overrightarrow{y.\mathsf{if}_{a.A}(N_i^\varepsilon;\, T, F)})\end{array}}$$

$$\frac{}{\mathsf{coe}^{r \rightsquigarrow r'}_{x.\mathsf{bool}}(M) \longmapsto M}$$

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Guarantees canonicity for closed points in bool: all evaluate to either true or false.

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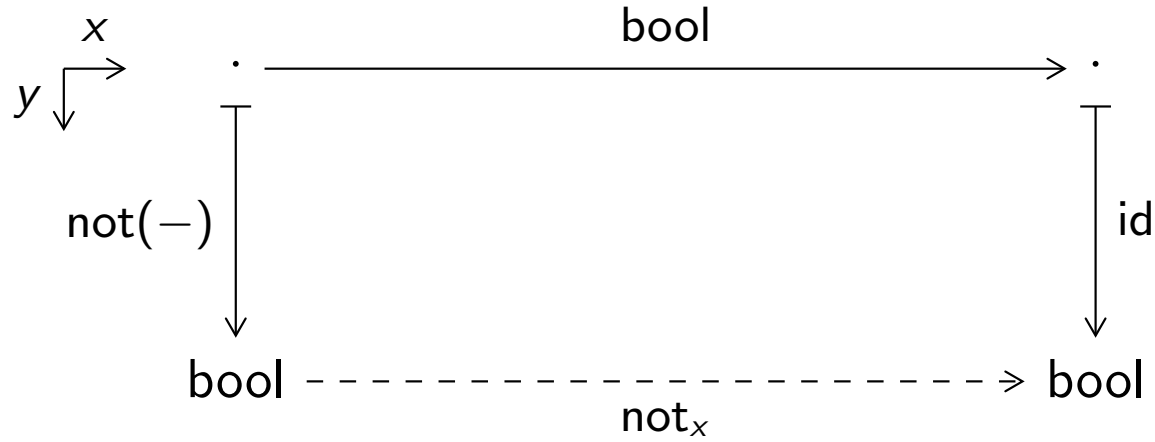
The term $\mathrm{notel}_x(M) \in \mathrm{not}_x\ [\Psi, x]$ is a use of gluing [CCHM16]:



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Dependent function and product types (Pi's and Sigma's) with full universal properties.

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Validates expected formal rules.

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But why limit attention to these formal theories?

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- Richer notions of computation: partiality, non-determinism, recursive types, exceptions, state, ... [Constable, et al.]

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Computation model induces dynamics of explicitly typed languages.

Ongoing and Future Work

Full account of univalence for all types.

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Implementation in Sterling's RedPRL (`redprl.org`).

- NuPRL-like refinement rules.
- Richer notion of tactics.
- Name generation is primitive (cf continuity principle).

References

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