



Triggered by his morphoid theory, comments on classical logic. Why don't you use HoTT?

Other alternatives: cubical – but not easy to explain univalence. However: I realized that there is an intuitive explanation for a limited form of univalence.

Groupoids!



July 3, 2015, Friday TLCA Invited Talk (chair: Peter Dybjer) 9:00: Martin Hofmann. The Groupoid Interpretation of Type Theory, a Personal Retrospective

Sets with Isomorphism are a groupoid. This is a trivial way to construct a univalent universe of sets.

Suggested to Martin to talk about groupoids at TLCA.



There is an even simpler example: Prop with <-> are a setoid. This gives rise to a univalent universe of propositions in Setoids.

Can we move up step by step? 2-groupoids already look very hard. Better check this on a computer, which gets us to another talk... Type Theory eats itself without indigestion joint work with Ambrus Kaposi



Thorsten Altenkirch Functional Programming Laboratory School of Computer Science





Previous work by Chapman and Danielsson. Looking for a more canonical and concise approach.

Main motivation for me verified metatheory.

Template programming: extend your programming language by new constructs. Can be applied to Type Theory. Paper by Jaber, Tabareau & Sozeau demonstrates this idea on presheaf models. Eg add principles of guarded type theory.



STL is easy. Just to demonstrate the idea that we restrict ourselves to typed objects.

Moving to dependent types much harder - so far.



We need to define substitution. Explicit or Implicit. Explicit is usually better. Really should consider terms as a quotient!

Dependent Types

```
data Con : Set
data Ty : Con \rightarrow Set
data Tm : (\Gamma : Con) \rightarrow Ty \Gamma \rightarrow Set
data Tms : Con \rightarrow Con \rightarrow Set
```



For DTP we need to define Con, Ty, Tm mutually.

Also throw in Tms = Substitutions to use explicit substitutions.



Even worse: constructor types mention other constructors.

Inductive – Inductive types. add one constructor at a time. Use dialgebras. Understand this better now.



It is getting worse. Coercion rule shows that we also need to define ~ mutually.

Dependent Types II

```
data Con : Set
data Ty : Con \rightarrow Set
data Tm : (\Gamma : Con) \rightarrow Ty \Gamma \rightarrow Set
data Tms : Con \rightarrow Con \rightarrow Set
data _~Con_ : Con \rightarrow Con \rightarrow Set
data _~Ty_ : Ty \Gamma \rightarrow Ty \Gamma \rightarrow Set
data _~Tm_ : Tm \Gamma \land \rightarrow Tm \Gamma \land \rightarrow Set
data _~Tms_ : Tms \Gamma \land \rightarrow Tms \Gamma \land \rightarrow Set
```

This starts looking a bit ugly!



But it is much worse. We need to say that all families are functorial wrt all their indices.

Can't see the content of too much boilerplate. Maybe we can automatically generate the boilerplate. But better..



I was told not to mention housewives in my talk.

But I couldn't help it.

Higher Inductive Types
 (HITs)
 to the rescue

data S¹ : Set where
 base : S¹
loop : base = base

- HITs which are sets can be useful.
- Quotient Inductive Types (QITs)
- Examples in the HoTT book:
 - Cauchy reals (11.3)
 - Cumulative hierarchy of sets (10.5)



You can lift the constructors to finite trees by sequencing the eliminator.

But there seems to be no general way to do this for infinite trees. The problem boils down to comute function types and equivalence classes. This corresponds to instances of the axiom of choice (not provable in HoTT).

Infinite trees as a QIT

data T : Set where leaf : T node : $(N \rightarrow T) \rightarrow T$ perm : isIso f \rightarrow node g \equiv node (g ° f) isSet : {e0 e1 : u \equiv v} \rightarrow e0 \equiv e1



Here also force this to be a set. Omitted in subsequent examples.

Dependent types as a QIIT

data Con where • : Con _'_ : (Γ : Con) \rightarrow Ty $\Gamma \rightarrow$ Con

data Ty where

data Tms where

 $\begin{array}{cccc} \varepsilon & : \ \mathrm{Tms}\ \Gamma & \bullet \\ \underline{},\underline{} & : \ (\delta \ : \ \mathrm{Tms}\ \Gamma \ \Delta) \ \rightarrow \ \mathrm{Tm}\ \Gamma \ (A \ [\ \delta \] \mathrm{T}) \ \rightarrow \ \mathrm{Tms}\ \Gamma \ (\Delta \ , \ A) \\ \mathrm{id} & : \ \mathrm{Tms}\ \Gamma \ \Gamma \\ \underline{}^{\circ}\underline{} & : \ \mathrm{Tms}\ \Delta \ \Sigma \ \rightarrow \ \mathrm{Tms}\ \Gamma \ \Delta \ \rightarrow \ \mathrm{Tms}\ \Gamma \ \Sigma \\ \pi_1 & : \ \mathrm{Tms}\ \Gamma \ (\Delta \ , \ A) \ \rightarrow \ \mathrm{Tms}\ \Gamma \ \Delta \end{array}$

data Tm where

 $\begin{array}{c} _[\]\texttt{I}\texttt{t} : \texttt{Tm} \ \Delta \ A \ \rightarrow \ (\delta \ : \ \texttt{Tms} \ \Gamma \ \Delta) \ \rightarrow \ \texttt{Tm} \ \Gamma \ (A \ [\ \delta \]\texttt{T}) \\ \pi_2 & : \ (\delta \ : \ \texttt{Tms} \ \Gamma \ (\Delta \ , \ A)) \ \rightarrow \ \texttt{Tm} \ \Gamma \ (A \ [\ \pi_1 \ \delta \]\texttt{T}) \\ \texttt{app} & : \ \texttt{Tm} \ \Gamma \ (\Pi \ A \ B) \ \rightarrow \ \texttt{Tm} \ (\Gamma \ , \ A) \ B \\ \texttt{lam} & : \ \texttt{Tm} \ (\Gamma \ , \ A) \ B \ \rightarrow \ \texttt{Tm} \ \Gamma \ (\Pi \ A \ B) \end{array}$











The logical predicate translation (almost finished)

- Inspired by JP Bernardy et al on parametricity for dependent types
- A syntactic translation assigning to
 - each context, an extended context
 - to every type, a logical predicate
 - to every term, a proof that the term satisfies the logical predicate.
 - requires dependent eliminator

Eg Parametricity and dependent types JP Bernardy; P Jansson R Paterson, ICFP 2010

This doesn't include "internal parametricity" from 2012, joint with Moulin.

The presheaf interpretation (started)

- Fix a category C
- Contexts are interpreted as presheaves
- Types as families of presheaves
- Substitutions are natural transformations
- Terms are global sections

Normalisation by evaluation

- Normal forms are a presheaf over the category of variable substitutions.
- We can generalise NBE from simple types to dependent types.
- However, the normal forms have types which are not normal.

Compare to Categorical reconstruction of a reduction free normalization proof TA, M.Hofmann, T Streicher CTCS 95

Normal forms with normal types?

- Can we define a mutual datatype of normal forms with normal types?
- No equations, no truncation!
- Use this to define semi-simplicial types?



joint work with Frederik Forsberg.



2-level theory

- Start with a strict type theory (with K)
- Introduce a universe with a univalent equality, can only eliminate into the universe.
- Syntax of Type Theory has to be defined in the strict theory
- However we can use the univalent universe to build models.