



Cubical Synthetic Homotopy Theory

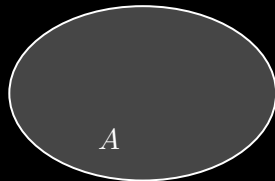
Anders Mörtberg and Loïc Pujet

January 20, 2020

Synthetic reasoning about spaces through dependent type theory

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- $A : \text{Type}$

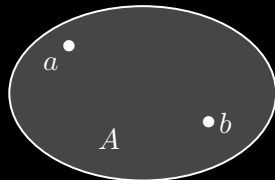


Types are spaces

Homotopy Type Theory

Synthetic reasoning about spaces through dependent type theory

- $A : \text{Type}$
- $a, b : A$

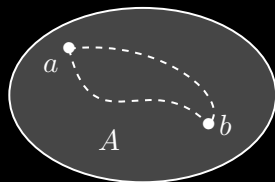


Terms are points

Homotopy Type Theory

Synthetic reasoning about spaces through dependent type theory

- $A : \text{Type}$
- $a, b : A$
- $e, f : a \equiv_A b$

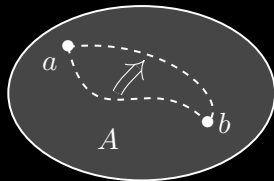


(Propositional) equality proofs are paths

Homotopy Type Theory

Synthetic reasoning about spaces through dependent type theory

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- $a, b : A$
- $e, f : a \equiv_A b$
- $h : e \equiv_{a \equiv b} f$

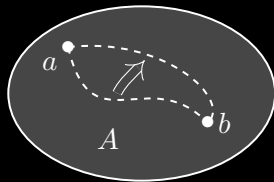


Equalities between equalities are homotopies

Homotopy Type Theory

Synthetic reasoning about spaces through dependent type theory

- $A : \text{Type}$
- $a, b : A$
- $e, f : a \equiv_A b$
- $h : e \equiv_{a=b} f$



And so on...

relies on

relies on

Univalence Axiom

$$(A \equiv B) \simeq (A \simeq B)$$

“Equalities between types are
equivalences”

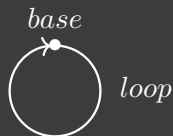
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Univalence Axiom

$$(A \equiv B) \simeq (A \simeq B)$$

“Equalities between types are equivalences”

Higher Inductive Types



data S^1 : Type where
base : S^1
loop : *base* \equiv *base*

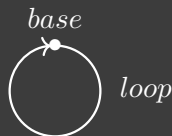
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Higher Inductive Types



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Which do not have nice computational content in HoTT.

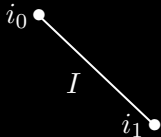
Take the topological intuitions **seriously**

Cubical Type Theory

Take the topological intuitions **seriously**

Interval type I with
two endpoints

$i_0, i_1 : I$

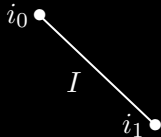


Cubical Type Theory

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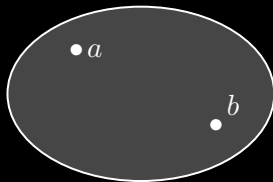
$$i_0, i_1 : I$$



A proof of $a \equiv_A b$ is a function

$$e : I \rightarrow A$$

$$e \ i_0 = a \quad e \ i_1 = b$$



Cubical Type Theory

Take the topological intuitions **seriously**

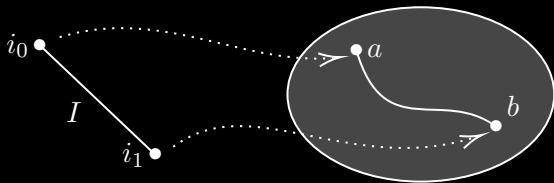
Interval type I with
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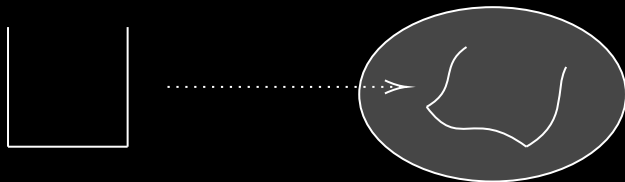
Cubical Type Theory

Replace the elimination principle with **composition** and **transport**

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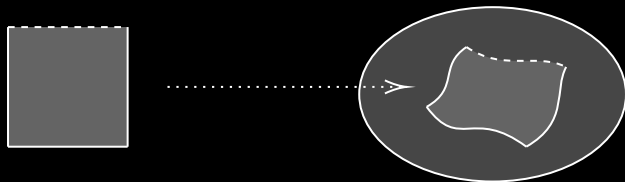
Composition : from three matching paths $I \rightarrow A$ forming an open square, build a map $I \times I \rightarrow A$



Cubical Type Theory

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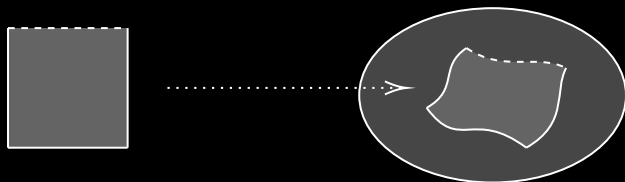
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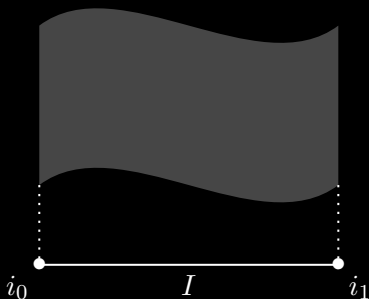


Likewise, from five matching maps $I \times I \rightarrow A$ forming an open cube, build a map $I \times I \times I \rightarrow A$, and so on.

Cubical Type Theory

Replace the elimination principle with **composition** and **transport**

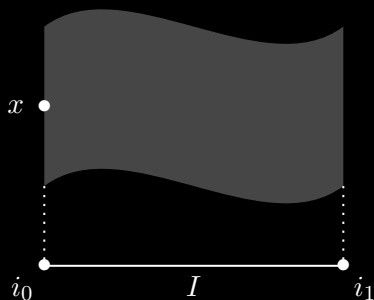
Transport : given a type family $P : I \rightarrow \text{Type}$



Cubical Type Theory

Replace the elimination principle with **composition** and **transport**

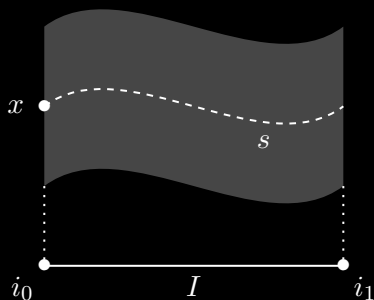
Transport : given a type family $P : I \rightarrow \text{Type}$ and a point $x : P i_0$,



Cubical Type Theory

Replace the elimination principle with **composition** and **transport**

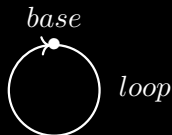
Transport : given a type family $P : I \rightarrow \text{Type}$ and a point $x : P\ i_0$, build a term $s : (i : I) \rightarrow P\ i$.



Satisfies **univalence** without breaking computational properties.
(using *Glue* types)

Cubical Type Theory

Provides computational **higher inductive types**.



$$\begin{aligned} \text{loop } i_0 &= \text{base} \\ \text{loop } i_1 &= \text{base} \end{aligned}$$

data S^1 : Type where
 $\text{base} : S^1$
 $\text{loop} : \text{base} \equiv \text{base}$

definitionally

Higher inductive types have simpler elimination principles.

Suppose we have a family $P : S^1 \rightarrow \mathcal{U}$, and we want to build a term of type $(x : S^1) \rightarrow P x$.

Cubical Type Theory

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HoTT

$$\frac{\Gamma \vdash b : P \text{ base} \quad \Gamma \vdash \ell : \text{transport } P \text{ loop } b \equiv b}{\Gamma \vdash _ : (x : S^1) \rightarrow P x}$$

Cubical Type Theory

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HoTT

$$\frac{\Gamma \vdash b : P \text{ base} \quad \Gamma \vdash \ell : \text{transport } P \text{ loop } b \equiv b}{\Gamma \vdash _ : (x : S^1) \rightarrow P x}$$

CuTT

$$\frac{\Gamma \vdash b : P \text{ base} \quad \Gamma, i \vdash \ell : P (\text{loop } i)}{\Gamma \vdash _ : (x : S^1) \rightarrow P x}$$

Synthetic homotopy theory

A good chunk of homotopy theory has been formalized with HoTT

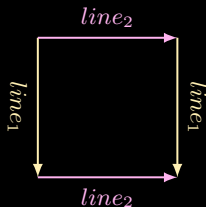
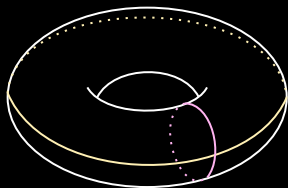
- The torus is the product of two circles
- The sphere is the suspension of the circle
- The 3×3 lemma for pushouts
- The fundamental group of the circle is \mathbb{Z}
- The van Kampen theorem
- The Blakers-Massey theorem
- The Freudenthal suspension theorem
- The Hopf Fibration
- Cohomology and Eilenberg-Mac Lane spaces
- etc...

Synthetic homotopy theory

A good chunk of homotopy theory has been formalized with **CuTT**

- **The torus is the product of two circles**
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Case study: the torus



```
data T2 : Type where
  point : T2
  line1 : point ≡ point
  line2 : point ≡ point
  square : PathP (λ i → line1 i ≡ line1 i) line2 line2
```

A. Vezzosi, A. Mörtberg, A. Abel (2019).

Cubical Agda: A dependently typed Programming Language with Univalence and Higher Inductive Types

Case study: the torus

We want to prove $T^2 \equiv S^1 \times S^1$.

Case study: the torus

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$$f : T^2 \rightarrow S^1 \times S^1$$

$$g : S^1 \times S^1 \rightarrow T^2$$

$$s : f \circ g \equiv id$$

$$r : g \circ f \equiv id$$

Case study: the torus

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$$f : T^2 \rightarrow S^1 \times S^1$$

$$f x = ?$$

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$$f : T^2 \rightarrow S^1 \times S^1$$

$$f \text{ point} = ?$$

$$f (\text{line}_1 i) = ?$$

$$f (\text{line}_2 j) = ?$$

$$f (\text{square } i j) = ?$$

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$$f : T^2 \rightarrow S^1 \times S^1$$

$$f \text{ (point)} = (\text{base}, \text{base})$$

$$f \text{ (line}_1 \text{ } i) = ?$$

$$f \text{ (line}_2 \text{ } j) = ?$$

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$$f \text{ (line}_2 \text{ } j) = ?$$

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$$f \text{ (square } i \text{ } j) = ?$$

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$$g : S^1 \times S^1 \rightarrow T^2$$

$$g x = ?$$

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$$g(x, y) = ?$$

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$$g(\mathit{base}, \mathit{base}) = ?$$

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$$g(\text{loop } i, \text{loop } j) = \text{square } i j$$

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$$s : f \circ g \equiv id$$

$$r : g \circ f \equiv id$$

$$s : (x : S^1 \times S^1) \rightarrow f (g x) \equiv x$$

$$s (base, base) = refl$$

$$s (loop i, base) = refl$$

$$s (base, loop j) = refl$$

$$s (loop i, loop j) = refl$$

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We want to prove $T^2 \simeq S^1 \times S^1$.

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$$r : (x : T^2) \rightarrow g (f x) \equiv x$$

$$r \text{ point} = refl$$

$$r (\text{line}_1 i) = refl$$

$$r (\text{line}_2 j) = refl$$

$$r (\text{square } i j) = refl$$

Case study: the torus

The proofs of this theorem in pure HoTT are about 150 lines.

Some comparison

	Coq	Lean	Agda	Cubical
$\mathbb{T} = \mathbb{S}^1 \times \mathbb{S}^1$	150	-	150	25
$\Omega(\mathbb{S}^1) = \mathbb{Z}$	160	80	90	50
3×3 lemma	-	-	3000	200
Join assoc	-	230	210, 320	240

Conclusion

HoTT

- Inductive equality
- J rule
- Unwieldy HITs
- Univalence as an axiom

CuTT

- Interval type
- Composition and transport
- Pattern-matching for HITs
- Fully computational

- Easier treatment of synthetic homotopy theory, especially with HITs
- New, topology-oriented ways to construct proofs and spaces
- The Cubical-Agda library is catching up on most HoTT milestones
- We can compute the Brunerie number... in theory