## Choice Principles in

# Observational Type Theory 

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## 1. Observational Type Theory

## A Type Theory for Set Truncated Mathematics

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$$

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False

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False Equality

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False
Equality
Accessibility


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$$
\frac{A: \text { Type }_{\ell} \quad R: A \rightarrow A \rightarrow \text { SProp }}{A / R: \text { Type }_{\ell}}
$$

+ canonical projection, elimination rule, computation rule


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- Function extensionality \& Proposition extensionality


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- large elimination of sub-singletons inductive types
- Quotient types
- Function extensionality \& Proposition extensionality
- Excluded middle \& Choice (Hilbert's $\epsilon$ operator)


## Mathematics vs Type Theory

Unfortunately, these combined features break some important properties of type theory:

Large elimination of Accessibility + definitional proof irrelevance makes type-checking undecidable and breaks subject reduction.

The computation rule for Lean's quotients in SProp + definitional proof irrelevance makes type-checking undecidable and breaks subject reduction.

The computation rule for Lean's J + computation in impredicative types makes type-checking undecidable. [Abel and Coquand 2019]

## Observational Type Theory

Observational Type Theory [Altenkirch, McBride, Swierstra 2007] is an internal language for types equipped with a proof-irrelevant equality relation (proof-irrelevant setoids).

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The central notion in OTT is the observational equality

$$
\begin{array}{cl}
\text { A: Type } & \text { B: Type } \\
\hline & a: A \\
a_{A} \sim_{B} b: \text { SProp } & b: B \\
\hline
\end{array}
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This heterogeneous, proof-irrelevant relation replaces the usual Martin-Löf identity type.

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- an equality between two pairs is a pair of equalities

$$
t_{A \times B} \sim_{C \times D} u \equiv\left(f s t t_{A} \sim{ }_{C} f s t u\right) \wedge\left(\text { snd } t_{B} \sim_{D} \text { snd } u\right)
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- an equality between two functions is a family of pointwise equality
$f_{\Pi A B \sim \Pi C D} g \equiv \Pi(x: A)(y: C) \cdot x_{A} \sim_{C} y \rightarrow f x_{B[x]} \sim_{D[y]} g y$


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$f_{\Pi A B} \sim_{\Pi C D} g \equiv \Pi(x: A)(y: C) \cdot x_{A} \sim_{C} y \rightarrow f x_{B[x]} \sim_{D[y]} g y$
- an equality across two incompatible types is false

$$
t_{\Pi A B} \sim_{\mathbb{N}} u \equiv \perp
$$

## Observational Type Theory

Most of the properties of equality are postulated as proof irrelevant axioms.

- reflexivity
- symmetry
- transitivity
- function congruence
- etc...


## Observational Type Theory

To eliminate the observational equality, OTT provides a typecasting operator

$$
\begin{array}{cl}
\text { A: Type }_{\ell} & B: \text { Type }_{\ell} \quad e: A \sim B \quad t: A \\
\hline \operatorname{cast}(A, B, e, t): B
\end{array}
$$

The cast operator computes by case analysis on $A$ and $B$.

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- casting between two product types is a component-wise cast
$\operatorname{cast}(A \times B, C \times D, e, t) \equiv\left\langle\operatorname{cast}\left(A, C, e_{1}, f s t t\right) ; \operatorname{cast}\left(B, D, e_{2}, s n d t\right)\right\rangle$


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- casting between two function types is a back-and-forth cast

$$
\operatorname{cast}(A \rightarrow B, C \rightarrow D, e, f) \equiv \lambda x \cdot \operatorname{cast}\left(B, D, e_{2}, f \operatorname{cast}\left(C, A, e_{1}, x\right)\right)
$$

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The cast operator computes by case analysis on A and B .

On top of these computation rules, we add the rule cast-refl

$$
\operatorname{cast}(A, A, e, t) \equiv t
$$

## Observational Type Theory

We can define the usual $J$ eliminator from cast and proof irrelevance.

$$
\begin{aligned}
& \text { A: Type } \quad x: A \quad P: \Pi(z: A) \cdot x_{A} \sim_{A} z \rightarrow \text { Type } \\
& t: P x r e f l \quad y: A \quad e: x_{A} \sim_{A} y \\
& \text { ?: Pye }
\end{aligned}
$$

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x: A \\
t: P x r e f l \\
\operatorname{cast}\left(P \times r e f l, P y e, J_{\text {SProp }}(\lambda z e . P \times r e f l \sim P z e, r e f l, y, e), t\right): P y e
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& \operatorname{cast}\left(P \times r e f l, P \text { y e, } J_{\text {SProp }}(\lambda z e . P x r e f l \sim P z e, r e f l, y, e), t\right): P y e
\end{aligned}
$$

Thanks to the rule cast-refl, this J eliminator satisfies the usual computation rule.
$\rightarrow$ OTT is a superset of MLTT

## Observational Type Theory

From these primitives, one obtains a theory that supports

- function and proposition extensionality
- definitional UIP
- impredicativity of SProp
- quotient types and their computation rule


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From these primitives, one obtains a theory that supports

- function and proposition extensionality
- definitional UIP
- impredicativity of SProp
- quotient types and their computation rule

Plus, OTT is type-theoretically well-behaved!

- consistency
- normalization
- subject reduction
- decidable conversion and type-checking
[Pujet and Tabareau 2023]


## Coming soon to a proof assistant near you!

```
Set Observational Inductives.
Variable A B C : Set.
Variable obseq_list : list A ~ list B.
Variable a : A.
Eval lazy in (cast (list A) (list B) obseq_list (cons A a (nil A))).
U:--- *goals* All (1,0) (Coq Goals)
    = cons B (cast A B (obseq_cons_0 A B obseq_list) a) (nil B)
    : list B
U:%%- *response* All (1,0) (Coq Response)
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```

$$
\operatorname{cast}(\text { list } A, \text { list } B, e,[a]) \equiv\left[\operatorname{cast}\left(A, B, e^{\prime}, a\right)\right]
$$

(Implementation largely based on the work of Gilbert, Leray, Tabareau, Winterhalter)
2. Principles of Choice

## Quotients in OTT

The rule for the formation of quotients ask for a SProp-valued relation

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$$

Thus, if you have a relation $R: A \rightarrow A \rightarrow$ Type, you need to quotient by the truncated relation $\|R\|$, where truncation is defined as an inductive type:

$$
\begin{aligned}
& \text { Inductive }\left\|_{-}\right\| \text {(A : Type) : SProp := } \\
& \left.\right|_{-} \mid: A \rightarrow\|A\|
\end{aligned}
$$

## Quotients in OTT

Now, if you prove $\pi x \sim \pi y$ in the quotient type $A /\|R\|$, you can obtain a proof of $\|R \times y\|$, but unfortunately not a proof of $R x y$.
"Quotients are not effective" [Sterling, Angiuli and Gratzer 2019]

In other words: once you transform a type into a proposition, it is really difficult to get back into the world of types.

## Escaping truncation

Define a choice principle for A to be a function $\|A\| \rightarrow A$.

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To connect this to the usual definition of choice, note that if you define

$$
\exists(x: A) \cdot B:=\|\Sigma(x: A) \cdot B\|
$$

Then a choice principle allows you to realise the familiar statement

$$
\Pi(x: A) \exists(y: B) \cdot R x y \rightarrow \exists(f: A \rightarrow B) \Pi(x: A) \cdot R x(f x)
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Unfortunately, choice principles are uncommon in OTT: they basically exist for decidable types only

## Choice Principles

Compare the situation with other type theories:
In Lean, the full axiom of choice taken as a postulate, thus you get a choice principle for all types.

Combined with extensionality principles, the full axiom of choice implies excluded middle, and is thus highly non-constructive.

## Choice Principles

Compare the situation with other type theories:
In HoTT/CubicalTT, the role of propositions is played by hProps, and propositional truncation is defined as a HIT.

The eliminator of propositional truncation provides unique choice: if all inhabitants of $P$ are equal, then you have a choice principle for $P$.

This is a sweet spot for constructive mathematics:

- quotients by hProp-valued equivalence relations are effective
- functions are identified with functional graphs


## Choice Principles

Compare the situation with other type theories:
In Coq, you can implement some weaker choice principles using large elimination of the accessibility predicate.

In particular, you can show countable choice for decidable predicates: if $P$ is a decidable predicate on $\mathbb{N}$, then

$$
\exists(n: \mathbb{N}) \cdot P n \quad \longrightarrow \quad \Sigma(n: \mathbb{N}) \cdot P n
$$

This is sufficient to define a lot of recursive functions by showing that their call graph is well-founded. Combined with impredicativity, this is enough to define an evaluator for System F.

## Observational choice

Can we extend OTT with some choice principles?

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Can we extend OTT with some choice principles?
We can not do much when propositions are proof-irrelevant: there is no information to extract from a proof of truncation $\|A\|$, meaning that a choice principle would have to invent an inhabitant of $A$ out of thin air.

## Observational choice

What if we give up proof-irrelevance? Then we could imagine

$$
\begin{aligned}
& \text { choice : }\|A\| \rightarrow \operatorname{isHProp}(A) \rightarrow A \\
& \text { choice }|a|_{-\equiv a}
\end{aligned}
$$

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Problem 2: in an inconsistent context, we can use \|Type\| as a universe which lives inside of Prop, which allows us to build non-terminating terms.

## So, what are our options?

Maybe we can build a version of OTT that is

- Proof-relevant (no definitional UIP)
- Axiom-free
- Careful with the interaction of choice and impredicativity

Losing definitional UIP is a bit disappointing! But that just might be the price we have to pay in exchange for bits of choice.

## 3. Toward a Proof-Relevant OTT

## Relevant Observations

The definition of a relevant observational equality does not change much.

| A:Type ${ }_{\ell}$ | $B:$ Type $_{\ell} \quad a: A$ | $b: B$ |
| :--- | :--- | :--- |
|  | $a_{A \sim}{ }_{B} b:$ Prop |  |

## Relevant Observations

The definition of a relevant observational equality does not change much.

$$
\begin{array}{lll}
A: \text { Type }_{\ell} & B: \text { Type }_{\ell} \quad a: A \quad b: B \\
a_{A \sim}{ }_{B} b: \text { Prop }
\end{array}
$$

It lands in Prop (not SProp), and computes on type constructors:

- On П-types, equality is defined pointwise
- On $\sum$-types, it is the (dependent) equality of both projections
- On Type, it is the equality of codes
- On Prop, it is the logical equivalence
- On incompatible type formers, it is False


## Groupoid Laws

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$$
\frac{e: x_{A} \sim_{A} y \quad f: \text { ПA B }}{\operatorname{cong} f e:(f x)_{B[x]} \sim_{B[y]}(f y)}
$$

But this is in fact equivalent to a proof of $f \sim f$
Thus function congruence is subsumed by reflexivity.

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$$
\frac{e_{1}: x_{A \sim_{A}} y \quad e_{2}: y_{A \sim_{A}} z}{e_{1} \cdot e_{2}: x_{A^{\sim} \sim_{A}} z}
$$

Transitivity can be obtained from congruence of $\lambda(y: A) \cdot x_{A} \sim_{A} y$ and cast.

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$$
\frac{e: x_{A} \sim_{A} y}{e^{-1}: y_{A \sim A} x}
$$

Symmetry can be added with "backward cast", which is no more difficult than cast

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- reflexivity

In the end, reflexivity is the main obstacle (assuming we can do cast)
For this one, we are going to explore an idea from Higher Observational
Type Theory [Altenkirch et al 2023] (itself echoing ideas from Internal
Parametricity (Bernardy et al 2012])

## Reflexivity

The definition of the observational equality coincides with the binary parametricity translation for an inductive-recursive universe.

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The definition of the observational equality coincides with the binary parametricity translation for an inductive-recursive universe.

Given a term in context t

$$
\Gamma \vdash t: C
$$

The binary parametricity translation produces a new term

$$
\llbracket \Gamma \rrbracket \vdash[t]_{\varepsilon}: \llbracket C \rrbracket_{\varepsilon}[t]_{0}[t]_{1}
$$

Where $\llbracket\ulcorner\rrbracket$ duplicates all the variables of $\Gamma$ :

$$
\begin{array}{ll}
\llbracket \cdot \rrbracket & :=\cdot \\
\llbracket \Gamma, x: A \rrbracket & :=\llbracket \Gamma \rrbracket, x_{0}: \llbracket A \rrbracket_{0}, x_{1}: \llbracket A \rrbracket_{1}, x_{0}: \llbracket A \rrbracket_{\varepsilon} x_{0} x_{1}
\end{array}
$$

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We start with

$$
\llbracket P r o p \rrbracket_{\varepsilon} t u:=t \leftrightarrow u
$$

and we unroll the usual translation from there:

$$
\begin{aligned}
& \llbracket \Pi A B \rrbracket_{\varepsilon} f g:= \Pi\left(a_{0}: \llbracket A \rrbracket_{0}\right)\left(a_{1}: \llbracket A \rrbracket_{1}\right)\left(a_{\varepsilon}: \llbracket A \rrbracket_{\varepsilon} a_{0} a_{1}\right) . \\
& \llbracket B \rrbracket_{\varepsilon}\left(f a_{0}\right)\left(g a_{1}\right) \\
& \llbracket \Sigma A B \rrbracket_{\varepsilon} t u:= \Sigma\left(a_{\varepsilon}: \llbracket A \rrbracket_{\varepsilon}(f s t t)(f s t u)\right) . \\
& \llbracket B \rrbracket_{\varepsilon}\left\{a_{0}:=f s t t ; a_{1}:=\text { fst } u\right\}(\text { snd } t)(\text { snd } u)
\end{aligned}
$$

Observe that $\llbracket A \rrbracket_{\varepsilon} t u$ coincides with $t_{A_{0} \sim_{A_{1}}} u$

## Reflexivity

Of course, the parametricity translation also applies to terms.

$$
\llbracket\left\ulcorner\rrbracket \vdash[t]_{\varepsilon}: \llbracket C \rrbracket_{\varepsilon}[t]_{0}[t]_{1}\right.
$$

$\rightarrow \quad[t]_{\varepsilon}$ plays the role of the (heterogeneous) reflexivity proof for $t$.
Of course, $[t]_{\varepsilon}$ is defined in the duplicated context $\llbracket \Gamma \rrbracket$. In order to get a proper homogeneous reflexivity proof, we must substitute $[t]_{\varepsilon}$ with reflexive terms.

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$$
\begin{gathered}
x: A \vdash t: B \\
x: A, x_{e}: x_{A \sim_{A}} x \vdash[t]_{\varepsilon}\left\{x_{0}:=x ; x_{1}:=x ; x_{\varepsilon}:=x_{e}\right\}: t_{B \sim_{B}} t
\end{gathered}
$$

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Of course, the parametricity translation also applies to terms.

$$
\llbracket \Gamma \rrbracket \vdash[t]_{\varepsilon}: \llbracket C \rrbracket_{\varepsilon}[t]_{0}[t]_{1}
$$

$\rightarrow \quad[t]_{\varepsilon}$ plays the role of the (heterogeneous) reflexivity proof for $t$.
Of course, $[t]_{\varepsilon}$ is defined in the duplicated context $\llbracket \Gamma \rrbracket$. In order to get a proper homogeneous reflexivity proof, we must substitute $[t]_{\varepsilon}$ with reflexive terms.

$$
x: A \vdash t: B
$$

$$
x: A, x_{e}: x_{A \sim_{A}} x \vdash[t]_{\varepsilon}\left\{x_{0}:=x ; x_{1}:=x ; x_{\varepsilon}:=x_{e}\right\}: t_{B} \sim_{B} t
$$

Thus, by packing terms with their reflexivity proofs, we can build a model of type theory with a reflexive observational equality.

## Type Casting

Now that we have the groupoid laws, it remains to define the cast operator We define it mutually with a casteq operator (since the computation rule castrefl is not available anymore)

$$
\begin{array}{lll}
A: \text { Type } & B: \text { Type } \quad e: A \sim B & t: A \\
\hline & \operatorname{cast}(A, B, e, t): B \\
& B: \text { Type } & B: \text { Type } \quad e: A \sim B \quad t: A \\
\hline \operatorname{casteq}(A, B, e, t): t_{A} \sim_{B} \operatorname{cast}(A, B, e, t)
\end{array}
$$

Their definition is by induction on the types, following McBride et al.

## Axiom-free OTT

This is sufficient to define a version of OTT without axioms in the propositional layer.
It comes at a price: definitional UIP and computation of cast on refl.
Now, it seems to me that there are two directions to extend this base with choice principles.

## Impredicativity + Acc elimination

It seems easy to add an accessibility predicate in Prop with large elimination.

Is the resulting theory well-behaved? Mixing impredicativity with primitives that compute by induction on the (predicative) universes is scary!
$\longrightarrow$ realisability-like semantics?

## Unique choice

We want to add an operator

$$
\begin{aligned}
& \text { unique : }\left(A: \text { Type }_{\ell}\right) \rightarrow \text { isHProp } A \rightarrow\|A\| \rightarrow A \\
& \text { unique } A H_{A}|a|=a
\end{aligned}
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Problem 1: if the theory is impredicative, this computation rule causes non-termination on open terms

Problem 2: refl (unique $A H_{A} x$ ) is most naturally defined by using $H_{A}$ But refl (unique $A H_{A}|a|$ ) should be convertible to refl a!

## Thank you!

