### Unfolding FOLDS

#### HoTT/UF Workshop

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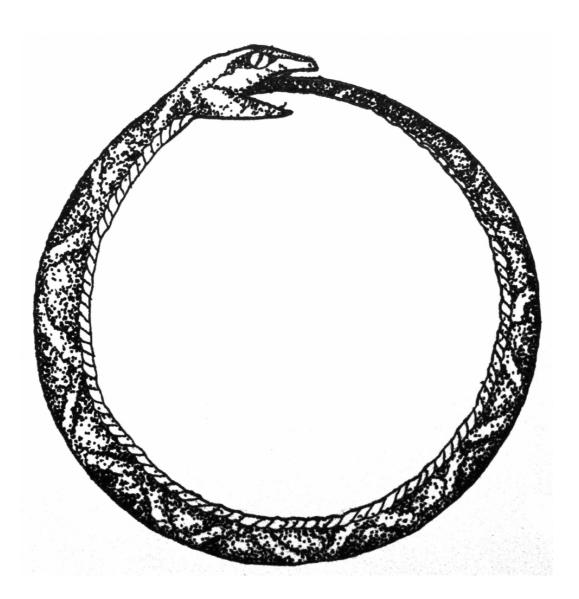


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- Type theory has a rich syntax...
- ...which is why we love it!
- ...and is also what makes everything difficult

- We often encounter the situation where we can define a construct in the metatheory, but not internally
- Challenge: Let's make type theory express its own metatheory
- Bonus Challenge: Let's do so in a way that is well-typed and preserves logical consistency

## Let's make type theory eat itself!



Meta-programming and reflection are already everywhere

Tactic languages in proof assistants:

```
Definition PreShv_to_slice_is_funct : is_functor PreShv_to_slice_data.
Proof.
split; [intros X | intros X Y Z f g];
apply eq_mor_slicecat;
apply (nat_trans_eq has_homsets_HSET);
unfold PreShv_to_slice_ob_nat , PreShv_to_slice_ob_funct_fun;
intro c;
apply funextsec; intro p;
now rewrite tppr.
Defined.
```

Meta-programming and reflection are already everywhere

Generic programming over datatypes:

• Meta-programming and reflection are already everywhere

Reflection of abstract syntax:

```
idNat : Nat -> Nat
idNat = %runElab (do intro `{{x}}
fill (Var `{{x}})
solve)
```

• Meta-programming and reflection are already everywhere

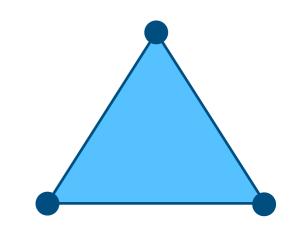
Classical mathematics:

$$\frac{d}{dx}x^n = nx^{n-1}$$

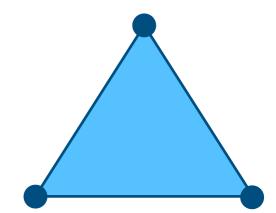
 In many cases, it is an untrusted extension of the theory that can break its good properties

- We define a univalent type theory that can safely manipulate and interpret (some of) its own syntax
- Using this, we propose a novel approach to defining the type of semi-simplicial types
- We also describe a general framework to describe the semantics of reflection in type theory

- A "0-dimensional triangle" is a point
- A "1-dimensional triangle" is a line
- A "2-dimensional triangle" is a triangle
- A "3-dimensional triangle" is a pyramid/ tetrahedron made from 4 triangles, etc...



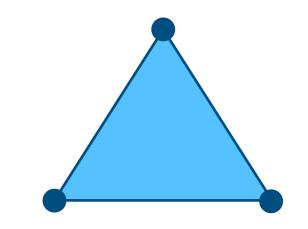
- Consider a type of points T<sub>0</sub>
- For any two terms (i.e. points) x and y in  $T_0$ , there is a type  $T_1 x y$  of lines between x and y
- For any three points x, y and z, and three lines a : T<sub>1</sub> x y, b : T<sub>1</sub> y z and c : T<sub>1</sub> x z, there is a type T<sub>2</sub> a b c of triangles outlined by a, b and c



• etc...

 $\Sigma T_0$ : Type,

Σ  $T_1$  : (Π x y :  $T_0$ , Type),



 $\Sigma$  (T<sub>2</sub> : Π (x y z : T<sub>0</sub>) (a : T<sub>1</sub> x y) (b : T<sub>1</sub> y z) (c : T<sub>1</sub> x z), Type),

etc...

- The type of *n*-truncated semi-simplicial types (sst<sub>n</sub>) is given by ΣT<sub>0</sub>, ΣT<sub>1</sub>, ..., T<sub>n</sub>
- It is a known result that type of semi-simplicial types is the homotopy limit of  $\underline{sst_n}$  over  $n:\mathbb{N}$  [ACS15]
- The homotopy limit is constructed with the following syntax where where πn is the obvious projection from sstn+1 to sstn:

$$\sum_{(x:\Pi_{(n:\mathbb{N})}\operatorname{sst}_n)} \prod_{(n:\mathbb{N})} \pi_n x_{n+1} = x_n$$

- Defining the function sst : N → Type picking out the ntruncated semi-simplicial type proves challenging:
  - All the dependencies in the types require proving equalities on terms of arbitrary types...
  - ...which require proving equalities on proofs of equalities of terms of arbitrary types...
  - ...and then proving equalities on proofs of equalities of proofs of equalities of terms of arbitrary types...
  - ...etc...

#### What is FOLDS?

- First Order Logic with Dependent Sorts: FOL where sorts can be indexed by elements of other sorts (i.e. dependent types)
- A FOLDS Signature is a context of dependent sorts (equivalently a Finite Inverse Category)
- Example: Cat

O : Sort A : O × O → Sort I :  $\Pi$  x : O, A x x → Sort

• Note: The type of *n*-truncated semi-simplicial types is such a signature with a sort for each dimension

- TT+I is a type theory that includes:
  - $\Pi$ -types,  $\Sigma$ -types, id-types, N, 1
  - A type Sig of FOLDS signatures
  - An interpretation function I : Sig → Type

- The type Sig of well-formed FOLDS signatures is built using the following:
  - Sig : Type is a list of well-formed contexts Ctx, each representing a sort by its dependencies
  - Ctx : Sig  $\rightarrow$  Type is a list of sorts previously defined in the signature

• **Example:** representing Cat : Sig

Cat := O : ·, A : (c : O, d : O), I : (x : O, i : A x x)

- The type Sig of well-formed FOLDS signatures is built using the following:
  - Sig : Type is a list of well-formed contexts Ctx, each representing a sort by its dependencies
  - Ctx : Sig  $\rightarrow$  Type is a list of sorts previously defined in the signature
  - ...a couple other helper types
- Sig and Ctx are both h-sets (along with the other types)
- Complete definition is a quotient-inductive-inductive type in Agda à la type theory in type theory [AK16]

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• The interpretation function I : Sig  $\rightarrow$  Type is defined as

 $I(\Gamma_0, \Gamma_1, ..., \Gamma_n) \coloneqq \Sigma(T_0: \llbracket \Gamma_0 \rrbracket \rightarrow \mathsf{Type}), \Sigma(T_1: \llbracket \Gamma_1 \rrbracket \rightarrow \mathsf{Type}), ..., \llbracket \Gamma_n \rrbracket \rightarrow \mathsf{Type}$ 

• The interpretation function I : Sig  $\rightarrow$  Type is defined as

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• Example: representing Cat in Sig

Cat = O : ·, A : (c : O, d : O), I : (x : O, i : A x x)

I(Cat) = Σ(O : Type), Σ(A : O × O → Type), (Σ(x : O), A(x, x)) → Type

#### Defining Semi-Simplicial Types

- 1. Define sst' :  $\mathbb{N} \rightarrow Sig$ , picking out the n-truncated semisimplicial type leveraging the strictness of Sig and Ctx
- 2. sst :  $\mathbb{N} \rightarrow \text{Type} \coloneqq I \circ \text{sst'}$

3.  $\sum_{(x:\Pi_{(n:\mathbb{N})}\operatorname{sst}_n)}\prod_{(n:\mathbb{N})}\pi_n x_{n+1} = x_n$ 

#### How is this Reflection?

- Sig is a datatype representing the abstract syntax of the types corresponding to well-formed FOLDS signatures
- I is the interpretation function decoding terms of Sig into the types they represent
- Note: we only decode representations of terms, and never encode actual terms

# So, what does this theory even mean?

- (Informal) Definition: A *universe* (à la Tarski) consists of a type U along with a decode function el : U → Type
- Our type Sig with interpretation function I is such a universe!

- (incomplete) Definition: Fix a category C. A category with families (CwF) is a model of type theory with contexts given by C described by the following data:
- A presheaf Ty : C<sup>op</sup> → Set, where Ty(Γ) is the set of all well-formed types in context Γ
- A presheaf Tm : ∫Ty<sup>op</sup> → Set, where Tm(Γ, A) is the set of all well-typed terms of type A in context Γ
  - **Ty** is the category of elements of **Ty**, consisting of pairs of contexts and well-formed types in that context

- Definition: Fix a CwF with presheaves Ty : C<sup>op</sup> → Set, and Tm : ∫Ty<sup>op</sup> → Set. A *universe* is given by
  - A presheaf U :  $\mathbb{C}^{op} \rightarrow \mathbf{Set}$ ,
  - A decoding natural transformation el :  $U \rightarrow Ty$ ,
  - Types U<sub>Γ</sub> ∈ Ty(Γ) for every Γ ∈ C where Tm(Γ, U<sub>Γ</sub>) = U(Γ) and the action of morphisms on the U<sub>Γ</sub> is given by U
- Definition appears as 2-level CwF derived from a universe in Paolo's thesis [Cap17]

# So, what does this theory even mean?

...we've also defined a 2-level type theory.

- While this notion of a universe can express adding a second universe with a strict equality on its codes of types, it doesn't provide a way to model strictness on (representations of) terms
- Captures Sig, but not the other types used to build Sig/ their strictness

#### From Universes to Reflection: (Idealized) Semantics

- Definition: A type theory with reflection is given by
  - a category with families (Ty, Tm) with universe (U, el)
  - a presheaf R :  $\int U^{op} \rightarrow Set$
  - a natural transformation i :  $el[R] \rightarrow Tm$ 
    - Here el[-] denotes the functor
       (∫U<sup>op</sup> → Set) → (∫Ty<sup>op</sup> → Set) induced by el
  - elements A<sub>Γ</sub> ∈ Ty(Γ) for every Γ ∈ C and A ∈ U(Γ) such that Tm(Γ, A<sub>Γ</sub>) = R(Γ, A)

#### From Universes to Reflection: (Idealized) Semantics

- Haven't yet worked out if/how TT+I is a model of a type theory with reflection
- Part of what makes Sig powerful is it has an inductor. Not (yet) generalized in semantics I've proposed
  - The presence of an inductor is often assumed when one thinks of reflection of abstract syntax in general
- Can this be used to model more extensive (and safe!) reflection of abstract syntax in (univalent) type theory?

#### Connection to 2-Level Type Theory

- 2-Level Type Theory begins with MLTT+Axiom-K, and adds a second univalent universe that decodes into MLTT
  - MLTT+Axiom-K has two equality types: the strict one with axiom-K, and the one used to decode the equality of the univalent universe
- We begin with HoTT and add a second strict universe that decodes into HoTT
  - We have a single univalent equality type

#### Some Future Work

- Finish defining TT+I, implement it and define the type of semi-simplicial types
- Investigate simpler theories that can define the type of semi-simplicial types and only have one notion of equality
- Investigate whether definition of type theory with reflection makes any sense
  - If so, see what other interesting theories it models

#### Takeaways

- Make a (nonstandard) universe in which difficult problems are easy!
- Safe/consistent reflection in (univalent) type theory is both interesting and possible

#### References

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