

# Introduction to Homotopy Type Theory

## Lecture 4: Higher inductive types and synthetic homotopy theory

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<https://tinyurl.com/hott-ohrid>

# Outline

1. Higher inductive types
2. Synthetic homotopy theory

## Types with higher-dimensional structure

The idea with HoTT is to be able to manipulate equalities between equalities, and higher dimensional object.

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Sometimes we have to work quite hard to do so, e.g. proving that a construction is coherent.

However, do you actually know of a higher-dimensional type?

Okay, the universe has multiple parallel paths because of the Univalence Axiom, but what about a small type?

## All standard types are sets

Theorem ([Coquand, Danielsson 2013])

*All basic small types such as  $\mathbf{0}$ ,  $\mathbf{1}$ ,  $\mathbf{2}$  and  $\mathbb{N}$  are sets, and all constructions on small types preserve being a set, i.e. if  $A : \text{Set}$  and  $B(a) : \text{Set}$  for all  $a : A$ , then*

$$(\Sigma A B), (\Pi A B), (x =_A y), (W A B) : \text{Set}$$

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Mismatch with homotopical models: there are plenty of small spaces (e.g. the circle, the torus, ...) with non-trivial path spaces!

## Higher inductive types: inductively generating paths

This, together with viewing types as coming with their path spaces, suggests that we should be allowed to inductively generate not only points, but also paths, and paths between paths, and . . .

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Together with the Univalence Axiom, **Higher Inductive Types** is the main addition of HoTT.

Not used in UniMath — for ease of semantics, and philosophical reasons.

## An Inductive Type: binary trees

The type  $\text{BTree}_A$  of binary trees is given by the constructors

$\text{leaf} : \text{BTree}_A$

$\text{node} : A \rightarrow \text{BTree}_A \rightarrow \text{BTree}_A \rightarrow \text{BTree}_A$

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An inductive definition, meaning that we intend  $\text{BTree}_A$  to be the **smallest** type closed under the constructors.

# Functions out of binary trees

## Functions out of binary trees

To define  $f : (\prod x : \text{BTree}_A) P(x)$  for  $P : \text{BTree}_A \rightarrow \mathcal{U}$ , we need to make  $P(x)$  into a “ $\text{BTree}_A$ -algebra” by giving

$$\text{leaf}' : P(\text{leaf})$$

$$\text{node}' : (\prod a : A)(\prod l' : P(l))(\prod r' : P(r))(P(\text{node } a \mid r))$$

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The function will satisfy the equations

$$f \text{ leaf} \equiv \text{leaf}' : P(\text{leaf})$$

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We will often write the function in such pattern matching style directly.

# The depth of a binary tree

Choose  $P(x) := \mathbb{N}$ . Define  $\text{depth} : \text{BTree}_A \rightarrow \mathbb{N}$  by

$$\text{depth leaf} := \{?_0 : \mathbb{N}\}$$

$$\text{depth (node } a / r) := \{?_1 : \mathbb{N}\}$$

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Choose  $P(x) := \mathbb{N}$ . Define  $\text{depth} : \text{BTree}_A \rightarrow \mathbb{N}$  by

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## Important aspects of inductive types

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- ▶ Functions out of the type defined by specifying its values on all constructors
- ▶ Formally: formation, introduction, elimination and computation rules.

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- ▶ Formally: formation, introduction, elimination and computation rules.

**Generalising to Higher Inductive Types:** Allow also paths to be freely generated by constructors.

## Propositional truncation

For a type  $A$ , the propositional truncation  $\|A\|$  is given by the constructors

$$\begin{aligned} | - | &: A \rightarrow \|A\| \\ \text{irr} &: \prod(x, y : \|A\|)(x =_{\|A\|} y) \end{aligned}$$

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The function will satisfy the equations

$$\begin{aligned} f(|a|) &\equiv |a|' : B \\ \text{ap}_f(\text{irr } x y) &\equiv \text{irr}'(f x)(f y) : f x =_B f y \end{aligned}$$

## Set quotients

For  $A : \text{Set}$  and  $R : A \rightarrow A \rightarrow \text{Prop}$ , we define  $A/R : \text{Set}$  by the constructors

$$[-] : A \rightarrow A/R$$

$$\text{squash} : (\prod x, y : A)(R x y \rightarrow [x] =_{A/R} [y])$$

$$\text{set} : (\prod x, y : A/R)(\prod p, q : x =_{A/R} y)(p =_{x=A/R y} q)$$

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**Example:** Define  $R : (\mathbb{N} \times \mathbb{N}) \rightarrow (\mathbb{N} \times \mathbb{N}) \rightarrow \text{Prop}$  by

$$R(x, y)(x', y') := x + y' =_{\mathbb{N}} x' + y$$

and  $\mathbb{Z} \equiv (\mathbb{N} \times \mathbb{N})/R$ .

## Binary trees without sibling order

The type  $\text{PBTree}_A$  is given by the constructors

$\text{leaf} : \text{PBTree}_A$

$\text{node} : A \rightarrow \text{PBTree}_A \rightarrow \text{PBTree}_A \rightarrow \text{PBTree}_A$

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$d \ \text{leaf} \equiv \{?_0 : \mathbb{N}\}$

$d \ (\text{node } a \ l \ r) \equiv \{?_1 : \mathbb{N}\}$

$\text{ap}_d \ (\text{perm } a \ l \ r) \equiv \{?_2 : d \ (\text{node } a \ l \ r) = d \ (\text{node } a \ r \ l)\}$

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$d \ \text{leaf} : \equiv 0$

$d \ (\text{node } a \ l \ r) : \equiv \{?_1 : \mathbb{N}\}$

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$d \ \text{leaf} \equiv 0$

$d \ (\text{node } a \ l \ r) \equiv 1 + \max(d \ l) (d \ r)$

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$$\text{refl} : P(0) \equiv 0 = 0$$



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Hence  $I \simeq \mathbf{1}$ . But the interval has surprising consequences:

## Theorem ([Shulman, 2011; Hofmann, 1995])

*Assuming the computation rules for the interval implies function extensionality.*

# The circle

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base :  $\mathbb{S}^1$

loop : base = <sub>$\mathbb{S}^1$</sub>  base

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Even though there is only one point in sight, this type is not contractible.

## The sphere

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Alternatively by

north :  $\mathbb{S}^2$

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greenwich : north = south

dateline : north = south

east : greenwich = dateline

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The type  $\mathbb{S}^2$  is believed not to have a finite homotopy level.

# The torus

The type  $\mathbb{T}^2$  is given by the constructors

base :  $\mathbb{T}^2$

vertLoop : base = base

horLoop : base = base

surface : vertLoop  $\cdot$  horLoop = horLoop  $\cdot$  vertLoop

# The torus

The type  $\mathbb{T}^2$  is given by the constructors

$\text{base} : \mathbb{T}^2$

$\text{vertLoop} : \text{base} = \text{base}$

$\text{horLoop} : \text{base} = \text{base}$

$\text{surface} : \text{vertLoop} \cdot \text{horLoop} = \text{horLoop} \cdot \text{vertLoop}$

**Theorem** ([Sojakova 2016])

$\mathbb{T}^2 \simeq \mathbb{S}^1 \times \mathbb{S}^1$ .

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- Cubicaltt** Has builtin support for basic HITs (but not e.g. recursive HITs with parameters).

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Derive results in the model by working in the syntax.

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Perhaps more interest from type theorists than homotopy theorists;  
Jacob Lurie: “No comment”.

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**Loop spaces** of a pointed space  $(A, a)$ :

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Simplest example:  $\pi_1(A, a)$  is the **fundamental group** of  $A$  — group with multiplication given by path concatenation.

# Homotopy groups

A typical goal: try to compute the **homotopy groups** of a space  $A$ .

**Loop spaces** of a pointed space  $(A, a)$ :

$$\Omega^0(A, a) \equiv (A, a)$$

$$\Omega^{n+1}(A, a) \equiv \Omega^n(a =_A a, \text{refl})$$

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Characterising  $\pi_n(A, a)$  is a hard problem, e.g. it is not known even for  $\mathbb{S}^k$  for many  $k$ .

## The fundamental group of the circle

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Idea: Perhaps  $(\text{base} = \text{base}) \simeq \mathbb{Z}$ ?

## Encoding and decoding loops [Licata, Shulman 2013]

We define a function  $\text{encode} : \mathbb{Z} \rightarrow (\text{base} = \text{base})$  by

$$\text{encode}(+n) :\equiv \text{loop}^n$$

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Hence our goal is to define a function

$$\text{decode} : (\prod x : \mathbb{S}^1)(\text{base} = x \rightarrow P(x))$$

for some  $P : \mathbb{S}^1 \rightarrow \mathcal{U}$  such that  $P(\text{base}) = \mathbb{Z}$ .

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Why so complicated? Otherwise we would get stuck proving the roundtrips.

## Generalising the decoding

We define  $P : \mathbb{S}^1 \rightarrow \mathcal{U}$  by

$$P \text{ base} \equiv \mathbb{Z}$$

$$ap_P \text{ loop} \equiv \{\mathbb{Z} = \mathbb{Z}\}$$

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**Exercise:** Prove the roundtrip equations to finish the argument that  $\pi_1(\mathbb{S}^1) \simeq \mathbb{Z}$  (actually  $\Omega^1(\mathbb{S}^1) \simeq \mathbb{Z}!$ ).

## Other results

- ▶  $\pi_{k < n}(\mathbb{S}^n) \simeq \mathbf{0}$  [Brunerie]
- ▶  $\pi_n(\mathbb{S}^n) \simeq \mathbb{Z}$  [Brunerie-Licata 2013]
- ▶  $\pi_4(\mathbb{S}^3) \simeq \mathbb{Z}/n\mathbb{Z}$  where  $n = 2$  (Brunerie's constant) [Brunerie 2016]
- ▶ Blakers-Massey theorem [Favonia, Finster, Licata, Lumsdaine 2016]
- ▶ van Kampen theorem [Favonia, Shulman 2016]
- ▶ ...

## Exercises

1. Define the integers  $\mathbb{Z}$  as a HIT with constructors

$$0 : \mathbb{Z}$$

$$\text{succ} : \mathbb{Z} \rightarrow \mathbb{Z}$$

$$\text{pred} : \mathbb{Z} \rightarrow \mathbb{Z}$$

$$\text{succpred} : (\Pi x : \mathbb{Z})(\text{succ}(\text{pred } x) = x)$$

$$\text{predsucc} : (\Pi x : \mathbb{Z})(\text{pred}(\text{succ } x) = x)$$

$$\text{set} : (\Pi x, y : \mathbb{Z})(\Pi p, q : x = y)(p = q)$$

Formulate how to define functions  $(\Pi x : \mathbb{Z})P(x)$ .

2. Define addition  $+$  :  $\mathbb{Z} \rightarrow \mathbb{Z} \rightarrow \mathbb{Z}$ , and prove it associative.
3. Prove that  $\mathbb{Z}$  has decidable equality by defining a normalisation function  $\mathbb{Z} \simeq \mathbb{N} + \mathbf{1} + \mathbb{N}$  (each summand representing positive, zero, negative numbers, respectively).
4. Show that the set truncation constructor can be replaced by a “coherence” constructor

$$\text{coh} : (\Pi x : \mathbb{Z})(\text{succpred}(\text{succ } x) = \text{ap}_{\text{succ}}(\text{predsucc } x))$$

## Summary

Higher inductive types allow also paths to be inductively generated.

Can be used to construct down-to-earth types such as quotients, and also truly higher-dimensional types for synthetic homotopy theory.

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# Thank you!

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