towards efficient cubical type theory

Favoria U of Minnesota 2018/10/11

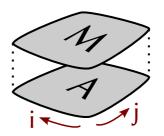
Scientific Study of efficiency

into the cubes

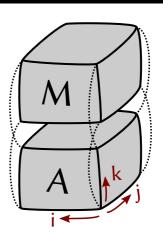
⊢ M : A



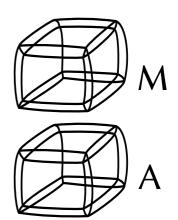
 $i: \mathbb{I}, j: \mathbb{I} \vdash M: A$



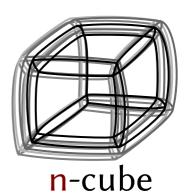
 $i: \mathbb{I}, j: \mathbb{I}, k: \mathbb{I} \vdash M: A$



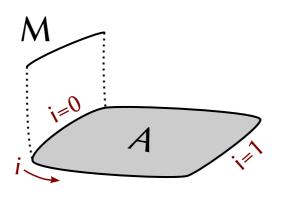
 $i: \mathbb{I}, j: \mathbb{I}, k: \mathbb{I}, I: \mathbb{I} \vdash M: A$



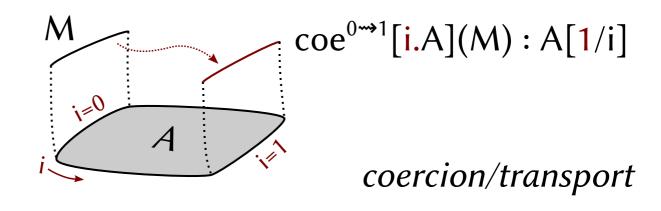
 $i_1 : \mathbb{I}, ..., i_n : \mathbb{I} \vdash M : A$

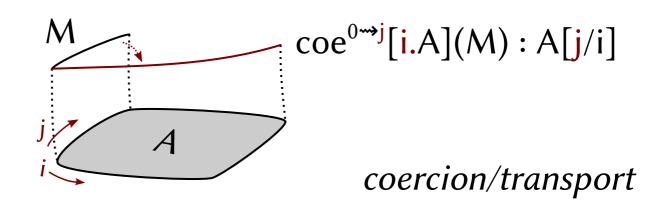


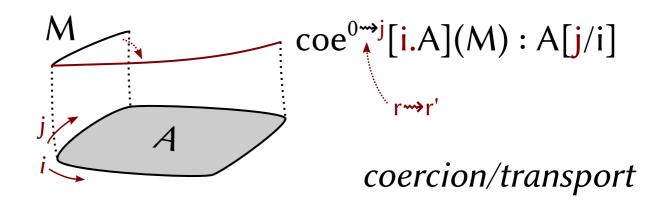
Kan filling/ composition structure

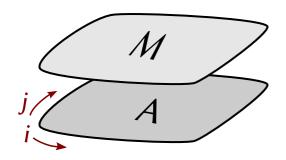


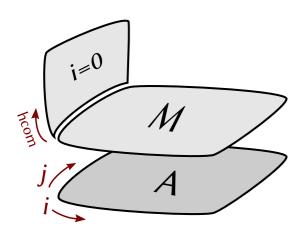
coercion/transport

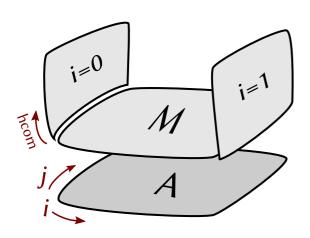


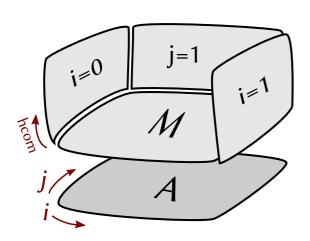


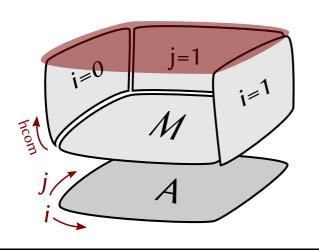






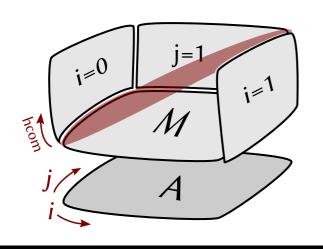




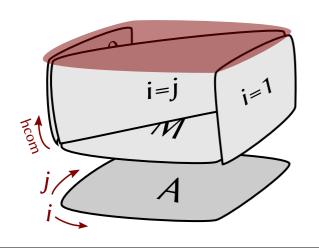


$$hcom^{0 \rightarrow 1}[A](M)$$

[$i=0 \rightarrow ..., i=1 \rightarrow ..., j=1 \rightarrow ...$] : A



hcom^{0 \rightarrow i}[A](M) [i=0 \hookrightarrow ..., i=1 \hookrightarrow ..., j=1 \hookrightarrow ...] : A



$$hcom^{0 \rightarrow 1}[A](M)$$

[$i=0 \rightarrow ..., i=1 \rightarrow ..., i=j \rightarrow ...$] : A

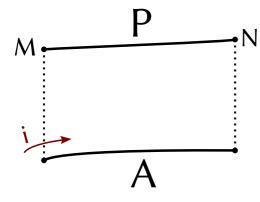
with the power of cubes

univalence and higher indexed inductive types with canonicity.

[CCHM, AFH, ABCFHL, CHM, Cavallo & Harper] see also Coquand's notes

cubicaltt Agda RedPRL redtt yacctt 0 → 1, r=0/1 $\{0,1,\Lambda,V,\neg\}$

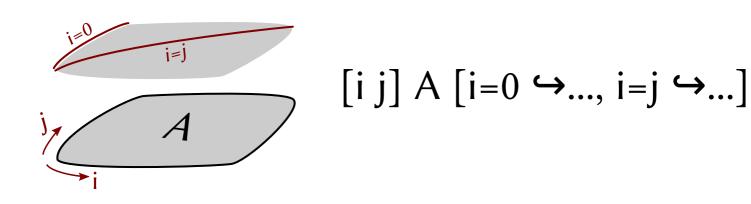
extension types

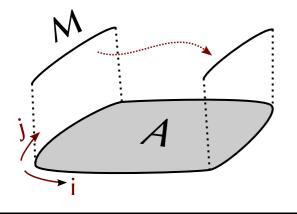


<i>P: Path[i.A](M,N)

$$A \qquad extension types$$

[Shulman & Riehl]

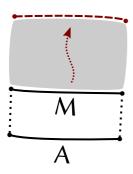




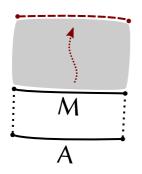
```
coe[i.[j]A[]](<j>M)
= <j> coe[i.A](M)
```

fewer fixers, fewer fixes

empty systems



hcom[A](M)[]

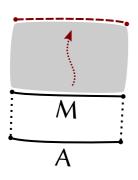


hcom[A](M)[]

= M with regularity

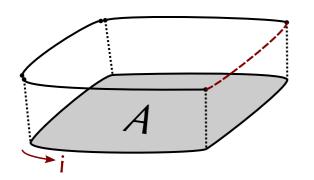
easy to have regularity without univalent Kan universes & HITs

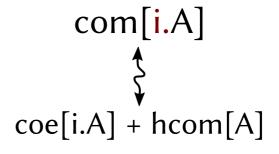
see summary in [Swan] 1808.00920

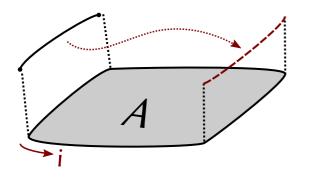


why do we have empty systems?

- the lack of coe (in some variants)
- "∀" operator (in some variants)

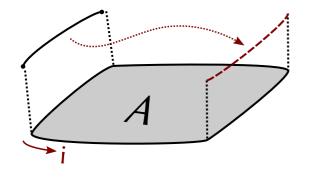






com[i.A](M)[] coercion without coe

coe[i.A] + hcom[A]



separating coe and hcom

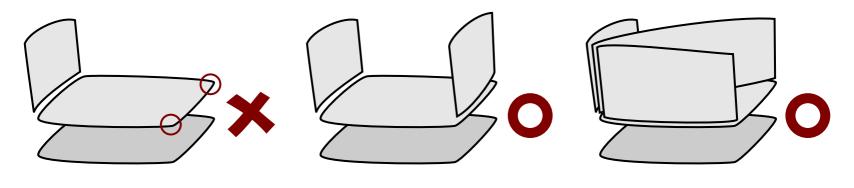
- makes HITs possible and
- kills a major source of empty systems

kill empty systems completely?

restrict shapes of hcom to cofibrations that are, equivalently,

- [geometry] covering every point; or
- [syntax] true under all closed substitutions; or
- [topos] in $\{ \varphi \in Cof \mid \neg \neg \llbracket \varphi \rrbracket \}$

thanks to Christian Sattler for the topos formulation



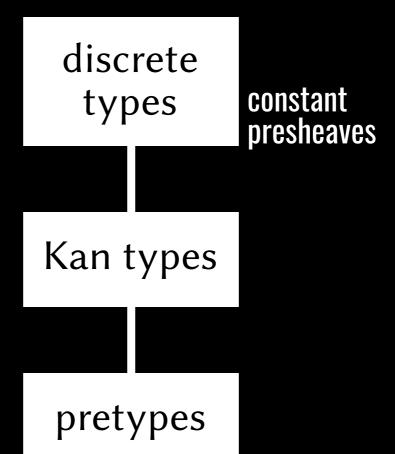
- variants based on cartesian cubes: CHTT [AFH,CH], RedPRL, redtt, ...
- variants based on de morgan cubes: maybe? ask Andrea Vezzosi

difficulty: still need to handle arbitrary cofibrations (due to "∀") open: generality? is the extra complexity worth it?



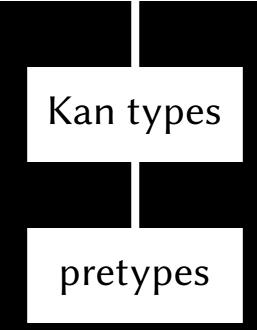
Kan types

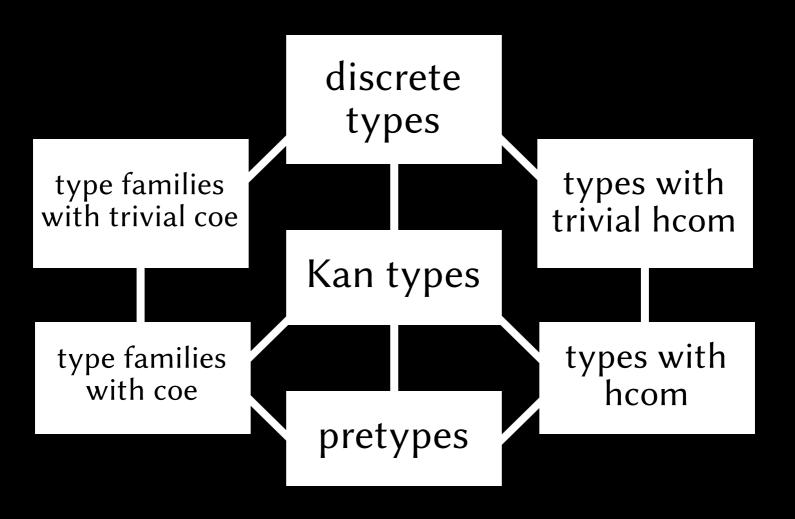
pretypes



discrete types

the *entire* "ETT", including equality types, can be embedded while coexisting with other cubical features





more can be added; ask Evan Cavallo about trivial coe/hcom

kinds

automatic association of structure or properties with (families of) types (cf. the [LOPS] style)

needs a meet semilattice; better if it is Heyting

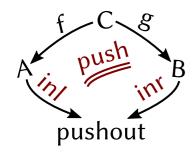
kinds

if $A: U_{k_1}, A: U_{k_2}, ..., A: U_{k_n}$, then $A: U_{k^*}$? $meet_i(k_i) \le k^*$

what's missing from $A: U_k$ to reach $A: U_{k^*}$? $k \rightarrow k^*$

kinds +

higher inductive types



data pushout where

| inl (a : A)

| inr (b : B)

push (i : \mathbb{I}) (c : C) [i=0 \hookrightarrow inl (f c), i=1 \hookrightarrow inr (g c)]

```
coe(inl(a)) = inl(coe(a))
coe(inr(b)) = inr(coe(b))
```

```
coe(inl(a)) = inl(coe(a))

coe(inr(b)) = inr(coe(b))

coe(push<sub>i</sub>(c)) ≠ push<sub>i</sub>(coe(c))
```

```
coe(inl(a)) = inl(coe(a))
coe(inr(b)) = inr(coe(b))
coe(push_i(c)) \neq push_i(coe(c))
i=0
i=0
inl(f(coe(c)))
inl(f(coe(f(c))))
```

```
coe(inl(a)) = inl(coe(a)) naive coercion is fine coe(inr(b)) = inr(coe(b)) when f and g are "clean" (ex: joins) or when A and B are discrete (ex: suspensions)
```

ask Evan Cavallo about cleanliness

what's next?

- make great proof *assistants*
- optimize Kan operations of universes
- recover regularity as much as possible
- finish all the meta-theorems