

Higher Inductive Types

Niels van der Weide, Henning Basold, Herman Geuvers

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Our goal

- ▶ A syntax of higher inductive types.
- ▶ Definitional computation rules for points and paths.
- ▶ Semantical justification (restricted to nonrecursive HITs).

Related Work

- ▶ Lumsdaine and Shulman discuss semantics.
- ▶ Awodey and Sojakova give propositional computation rules.
- ▶ Van Doorn and Kraus describe how to obtain recursive higher inductive types from nonrecursive higher inductive types.
- ▶ Altenkirch, Capriotti, Dijkstra and Forsberg give a syntax, but no rules.

Intuition

- ▶ In HITs we additionally allow path constructors.
- ▶ For example, the circle is defined as

Inductive $S^1 :=$
| base : S^1
| loop : base = base

- ▶ Paths in X correspond with maps $I^1 \rightarrow X$.
- ▶ So, adding paths is adding images of maps $I^1 \rightarrow X$.
- ▶ For higher constructors: replace I^1 by I^n .

More concrete

- ▶ Suppose, we have a type X with points x and y .
- ▶ To add $p : x = y$, we want to do a pushout

$$\begin{array}{ccc} I^0 + I^0 & \xrightarrow{[x,y]} & X \\ [0,1] \downarrow & \lrcorner & \downarrow \iota \\ I^1 & \xrightarrow{p} & X' \end{array}$$

- ▶ Note: UMP of pushout gives an elimination rule. The maps p and ι give the introduction rules.

Elimination Rule

For the elimination rule we get

$$\begin{array}{ccc} I^0 + I^0 & \xrightarrow{[x,y]} & X \\ [0,1] \downarrow & \lrcorner & \downarrow \iota \\ I^1 & \xrightarrow{p} & X' \\ & \searrow q & \swarrow \text{dotted} \\ & & Y \end{array}$$

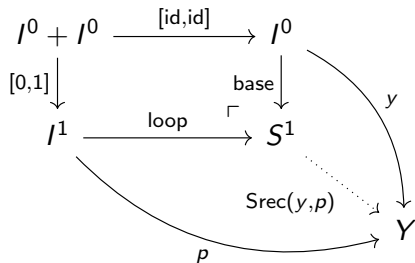
The diagram shows a commutative square with a diagonal arrow. The top-left node is $I^0 + I^0$, the top-right node is X , the bottom-left node is I^1 , and the bottom-right node is X' . A horizontal arrow labeled $[x,y]$ points from $I^0 + I^0$ to X . A vertical arrow labeled $[0,1]$ points from $I^0 + I^0$ down to I^1 . A horizontal arrow labeled p points from I^1 to X' . A vertical arrow labeled ι points from X down to X' . A curved arrow labeled f points from X down and right to Y . A curved arrow labeled q points from I^1 down and right to Y . A dotted arrow points from X' to Y . A right-angle symbol \lrcorner is at the top-right corner of the square formed by $[0,1]$, p , and ι .

Given a path $q : I^1 \rightarrow Y$ and $f : X \rightarrow Y$ such that $q \circ [0, 1] = f \circ [x, y]$, we get $X' \rightarrow Y$.

For S^1

We take $X = I^0$, and then $X' = S^1$.

Then a map $S^1 \rightarrow Y$ corresponds with a point $y : Y$ and a path $p : y = y$.



For S^1

So, for S^1 we get introduction rules:

$$\vdash \text{base} : S^1, \quad \vdash \text{loop} : \text{base} = \text{base}.$$

Furthermore, the elimination rule is

$$\frac{\vdash y : Y(\text{base}) \quad \vdash p : y =_{\text{loop}}^Y y}{\vdash \text{Srec}(y, p) : \prod x : S^1. Y(x)}$$

And we have computation rules

$$\text{Srec}(y, p) \text{ base} \equiv y, \quad \text{apd}(\text{Srec}(y, p), \text{loop}) \equiv p.$$

Higher constructors

We can add higher paths in the same way

Inductive $I^{n+1} :=$

| top : $I^n \rightarrow I^{n+1}$

| bottom : $I^n \rightarrow I^{n+1}$

| middle : $\prod x : I^n. \text{top } x = \text{bottom } x$

For n -constructors of X we add images of maps $I^n \rightarrow X$.

Towards a General Definition

We first need some notation. Let T be a type and let $x_1 : A_1, \dots, x_n : A_n$ be variables. We define $T(x_1, \dots, x_n)$ to be the collection of terms t for which we can prove the judgment

$$x_1 : A_1, \dots, x_n : A_n \vdash t : T.$$

General Definition

Inductive $T (B_1 : \text{TYPE}) \dots (B_\ell : \text{TYPE}) :=$

| $c_1 : H_1(T) \rightarrow T$

...

| $c_k : H_k(T) \rightarrow T$

| $p_1 : \prod x : A_1. \overline{F}_1 = \overline{G}_1$

...

| $p_n : \prod x : A_n. \overline{F}_n = \overline{G}_n$

where

- ▶ Every H_i is polynomial
- ▶ A_i is any type depending on B_1, \dots, B_ℓ
- ▶ \overline{F}_i and \overline{G}_i are terms in $(I^{d_i} \rightarrow T)(x, c_1, \dots, c_k, p_1, \dots, p_{i-1})$ with variables $x : A_i$, $c_j : H_j(T) \rightarrow T$ and $p_j : \overline{F}_j = \overline{G}_j$

Introduction Rules

We get introduction rules for the points

$$\frac{\vdash t : H_i(T)}{\vdash c_i t : T}$$

and the paths

$$\vdash p_i : \prod x : A_i. \overline{F_i} = \overline{G_i}.$$

Elimination Rule (nondependent)

Nondependent goes well.

$$\frac{\begin{array}{l} \vdash z_i : H_i(Y) \rightarrow Y \text{ for } i = 1, \dots, k \\ \vdash q_i : \prod x : A_i. F'_i = G'_i \text{ for } i = 1, \dots, n \end{array}}{\vdash T\text{-elim}(z_1, \dots, z_k, q_1, \dots, q_n) : T \rightarrow Y}$$

where

$$F'_i = F_i[x, z_1, \dots, z_k, q_1, \dots, q_{i-1}]$$

$$G'_i = G_i[x, z_1, \dots, z_k, q_1, \dots, q_{i-1}].$$

Elimination Rule (dependent, work in progress)

Note: p_i gives an equality $p'_i : \overline{F}_i y = \overline{G}_i y$ for $y : I^{d_i}$. The elimination rule is

$$\frac{\begin{array}{l} \vdash z_i : \prod x : H_i(T). \overline{H}_i(Y)(x) \rightarrow Y(c_i x) \text{ for } i = 1, \dots, k \\ \vdash q_i : \prod x : A_i. \prod y : I^{d_i}. F'_i y =_{p'_i x}^Y G'_i y \text{ for } i = 1, \dots, n \end{array}}{\vdash T\text{-elim}(z_1, \dots, z_k, q_1, \dots, q_n) : \prod x : T. Y(x)}$$

where

$$F'_i = F_i[x, z_1, \dots, z_k, q_1, \dots, q_{i-1}]$$

$$G'_i = G_i[x, z_1, \dots, z_k, q_1, \dots, q_{i-1}].$$

Computation Rules (points)

We write $T\text{-elim}' = T\text{-elim}(z_1, \dots, z_k, q_1, \dots, q_n)$. We get a computation rule for the points

$$T\text{-elim}'(c_i t) \equiv (z_i t)(H_i(T\text{-elim}' t)).$$

Computation Rules (paths), work in progress

For $f : \prod x : A. Y(x)$ and $p : I^n \rightarrow A$, We define $\text{apd}(f, p)$ as $f \circ p : \prod x : I^n. Y(f(p x))$. So:

$$\text{apd}(T\text{-elim}', p_i t) : \prod x : I^{d_i+1}. Y(T\text{-elim}'(p_i t x))$$

Note: $q_i t$ gives a path

$$(q_i t)^* : \prod x : I^{d_i+1}. Y(T\text{-elim}'(p_i t x))$$

Then for all we say $t : A_i$

$$\text{apd}(T\text{-elim}', p_i t) \equiv (q_i t)^*.$$

Examples

- ▶ Integers modulo m where m is fixed.

Inductive $\mathbb{N}/m\mathbb{N} :=$

| $0 : \mathbb{N}/m\mathbb{N}$

| $S : \mathbb{N}/m\mathbb{N} \rightarrow \mathbb{N}/m\mathbb{N}$

| $\text{mod} : S^m 0 = 0$

- ▶ Rational numbers. Here \mathbb{Z} is the integers and $\mathbb{Z}_{\neq 0}$ is the nonzero integers.

Inductive $\mathbb{Q} :=$

| $\dot{\cdot} : \mathbb{Z} \times \mathbb{Z}_{\neq 0} \rightarrow \mathbb{Q}$

| $\text{simplify} : \prod x : \mathbb{Z} \prod y : \mathbb{Z}_{\neq 0}. \frac{x}{y} = \frac{x \text{ div } \text{gcd}(x,y)}{y \text{ div } \text{gcd}(x,y)}$

Introduction Rules for $\mathbb{N}/m\mathbb{N}$

We have three introduction rules:

$$\vdash 0 : \mathbb{N}/m\mathbb{N},$$

$$\vdash S : \mathbb{N}/m\mathbb{N} \rightarrow \mathbb{N}/m\mathbb{N},$$

$$\vdash \text{mod} : S^m 0 = 0.$$

Elimination Rule for $\mathbb{N}/m\mathbb{N}$

The elimination rule is

$$\frac{\begin{array}{c} \vdash z : Y(0) \\ \vdash s : \prod n : \mathbb{N}/m\mathbb{N}. Y(n) \rightarrow Y(S n) \quad \vdash q : z =_{\text{mod } s}^Y s^n z \end{array}}{\vdash \mathbb{N}/m\mathbb{N}\text{-elim}(z, s, q) : \prod x : \mathbb{N}/m\mathbb{N}. Y(x)}$$

Computation Rules for $\mathbb{N}/m\mathbb{N}$

The computation rules are

$$\mathbb{N}/m\mathbb{N}\text{-elim}(z, s, q) 0 \equiv z,$$

$$\mathbb{N}/m\mathbb{N}\text{-elim}(z, s, q) (S n) \equiv s (\mathbb{N}/m\mathbb{N}\text{-elim}(z, s, q) n),$$

$$\text{apd}(\mathbb{N}/m\mathbb{N}\text{-elim}(z, s, q), \text{mod}) \equiv q.$$

Another Example

► Consider

Inductive Cyl :=

| $a : \text{Cyl}$

| $b : \text{Cyl}$

| $l : a = a$

| $r : b = b$

| $s : \text{lrec}(a, a, l) = \text{lrec}(b, b, r)$

Note: we cannot give s with the type $l = r$. This shows the advantage of working with maps $l^n \rightarrow \text{Cyl}$.

How to do the semantics?

- ▶ The paths are added via pushouts.
- ▶ We need interpretations of interval types I^n .
- ▶ Note: we also need to add paths like

$$\text{ap}(S, \text{mod}) : S 0 = S (S^m 0)$$

- ▶ But we need to guarantee that $\text{ap}(S, \text{refl}) = \text{refl}$.

What about recursive HITs?

For recursive higher inductive types we do not have a justification of a syntax, but a proposal for a possible syntax.

Inductive $T (B_1 : \text{TYPE}) \dots (B_\ell : \text{TYPE}) :=$

| $c_1 : H_1(T) \rightarrow T$

...

| $c_k : H_k(T) \rightarrow T$

| $p_1 : \prod x : A_1(T). \overline{F_1} = \overline{G_1}$

...

| $p_n : \prod x : A_n(T). \overline{F_n} = \overline{G_n}$

- ▶ H_i is polynomial.
- ▶ $\overline{F_i}$ and $\overline{G_i}$ are terms in $(I^{d_i} \rightarrow T)(x, c_1, \dots, c_k, p_1, \dots, p_{i-1})$ with variables $x : A_i(T)$, $c_j : H_j(T) \rightarrow T$ and $p_j : \overline{F_j} = \overline{G_j}$.
- ▶ $A_i(T)$ is any type depending on B_1, \dots, B_ℓ, T , which is polynomial in T

Introduction Rules

The introduction rules for the points are

$$\frac{\vdash t : H_i(T)}{\vdash c_i t : T}$$

and the introduction rules for the paths are

$$\vdash p_i : \prod x : A_i(T). \overline{F}_i = \overline{G}_i$$

Elimination Rule

The elimination rule is

$$\frac{\begin{array}{l} \vdash z_i : H_i(Y) \rightarrow Y \text{ for } i = 1, \dots, k \\ \vdash q_i : \prod x : A_i(Y). F'_i = G'_i \text{ for } i = 1, \dots, n \end{array}}{\vdash T\text{-elim}(z_1, \dots, z_k, q_1, \dots, q_n) : T \rightarrow Y}$$

where

$$F'_i = F_i[x, z_1, \dots, z_k, q_1, \dots, q_{i-1}]$$

$$G'_i = G_i[x, z_1, \dots, z_k, q_1, \dots, q_{i-1}].$$

Computation Rules

We write $T\text{-elim}' = T\text{-elim}(z_1, \dots, z_k, q_1, \dots, q_n)$. The computation rules are for $t : H_i(T)$

$$T\text{-elim}'(c_i t) = z_i(H_i(T\text{-elim}') t)$$

and for all $t : A_i(T)$

$$\text{apd}(T\text{-elim}', p_i t) = q_i(A_i(T\text{-elim}') t)$$

Examples

- ▶ Integers.

Inductive $\mathbb{Z} :=$

| $0 : \mathbb{Z}$

| $S : \mathbb{Z} \rightarrow \mathbb{Z}$

| $P : \mathbb{Z} \rightarrow \mathbb{Z}$

| $\text{inv}_1 : \prod x : \mathbb{Z}. S(P\ x) = x$

| $\text{inv}_2 : \prod x : \mathbb{Z}. P(S\ x) = x$

Something interesting: there are two different paths in $P(S(P\ 0)) = P\ 0$, so by Hedberg \mathbb{Z} does not have decidable equality!

- ▶ Finite sets with elements from A as the free join-semilattice on A .

Conclusion

- ▶ Syntax for higher inductive types.
- ▶ Elimination rule and definitional computation rules.
- ▶ Semantics for **nonrecursive** HITs.

Further Work

- ▶ Extend semantics to recursive higher inductive types.
- ▶ Confluence and strong normalization of computation rules.
- ▶ Dependent HITs.
- ▶ Version in Cubical Type Theory.