# Logic, homotopy levels, and equivalences

Michael Shulman

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## Intensional type theory

From now on, we work in a type theory with

- Dependent products
- 2 Inductive type families (including identity types)
- 3 At least one "universe" Type

Basically: the fragment of Coq's type theory that ignores coinductive types and the sort Prop.

# Function extensionality

#### We also assume:

Axiom (Function extensionality)

$$f,g: \prod_{x:A} B(x) \vdash \left(\prod_{x:A} (f(x) = g(x))\right) \longrightarrow (f = g)$$

- Not provable in plain type theory.
- True in set theory: "If two functions are pointwise equal, then they are equal as functions."
- True in homotopy theory: "If two functions are homotopic, they are connected by a path in the space of functions."

### The eta rule

Define  $\eta(f) := (\lambda x. f(x))$ . Then for any a,

$$\eta(f)(a) = (\lambda x. f(x))(a) \rightarrow_{\beta} f(a).$$

Hence, function extensionality implies

$$f = \eta(f)$$

This is a proof of a proposition, i.e. a term in the type  $(f = \eta(f))$ . It would be stronger to assert a computation rule  $f \to_{\eta} \eta(f)$  or  $\eta(f) \to_{\eta} f$ ; the upcoming Coq v8.4 will do the latter.

## **Paths**

We think of terms p: (x = y) as paths  $x \rightsquigarrow y$ .

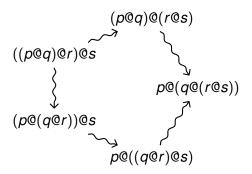
- Reflexivity becomes the constant path refl<sub>x</sub>: x → x.
- Transitivity becomes the concatenation p@q: x → z of paths x → y → z.
- Symmetry becomes reversal of a path !p: y → x.

But now there is more to say.

- Concatenation is associative: (p@q)@r = p@(q@r).
- Better: there is a path  $\alpha_{p,q,r}$ :  $(p@q)@r \rightsquigarrow p@(q@r)$ .

## 2-paths

The "associator"  $\alpha_{p,q,r}$  is coherent:



... or more precisely, there is a path between those two concatenations...

... which then has to be coherent...

## ∞-groupoids

## Definition (Grothendieck, Batanin,...)

An ∞-groupoid is a collection of points, together with paths between points, 2-paths between paths, and so on, with all possible coherent and consistent concatenation operations.

## Theorem (Lusmdaine, Garner-van den Berg)

The tower of identity types of any type A in intensional type theory forms an  $\infty$ -groupoid.

- Basically this means that any reasonable fact about paths and higher paths is true.
- This is a theorem in type theory. (But not completely formalized internally, due to issues with infinity.)
- Separately (later), ∞-groupoids defined in set theory are a model of type theory.

## Some homotopy types

- The circle  $S^1$  has one point  $b cdot S^1$ , and one path (b = b) for every integer.
- The sphere S<sup>2</sup> has one point b: S<sup>2</sup>, the constant path refl<sub>b</sub>: (b = b), and one 2-path (refl<sub>b</sub> = refl<sub>b</sub>) for every integer.
- In the type Type, a path p: (A = B) is an *equivalence* (or bijection). E.g. there are many terms in  $(\mathbb{N} = \mathbb{Z})$ .

BUT: We cannot prove any of this in our current type theory. Later, we'll extend the theory; for now, these are *intended* examples.

# Some non-homotopy types

### "Definition"

An h-set (or just a set) is a type that contains no nontrivial k-paths for any  $k \ge 1$ .

## Examples

- $\mathbb{N}$ ,  $\mathbb{Z}$ , and  $\mathbb{Q}$
- unit and Ø
- A + B,  $A \times B$ ,  $A \to B$ ,  $\sum_{x \in A} B$ , and  $\prod_{x \in A} B$ , as long as A and B are h-sets.
- list(A), if A is an h-set.
- All datatypes arising in everyday programming.
- Any type equivalent to an h-set is an h-set.

# Paths for type constructors

- A path in  $A \times B$  is a path in A and a path in B.
- A path in A + B is a path in A or a path in B.
- Any two paths in unit are the same.
- A path in  $\prod_{x \in A} B$  is a "pointwise path" (using function extensionality).
- A path in  $\sum_{x \in A} B$  is... what?

## Transporting along paths

Given  $B: A \to \text{Type}$ , x, y: A, and p: (x = y), we have the operation of transporting along p:

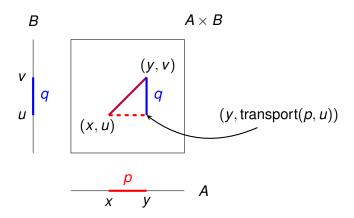
transport(
$$p$$
,  $-$ ):  $B(x) \rightarrow B(y)$ .

A path (x, u) = (y, v) in  $\sum_{x \in A} B(x)$  consists of

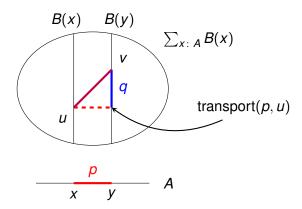
- A path p: (x = y) in A, and
- A path q: (transport(p, u) = v) in B(y).

Note: If *B* is independent of *x*, then transport(p, u) = u.

## Paths in cartesian products



# Paths in dependent sums



## Internalizing logic

Classically, mathematics consists of two distinct activities:

- 1 Defining things, and
- Proving statements about them.

In homotopy type theory, the basic activity is constructing terms belonging to types.

- Defining a type = constructing a term in Type
- 2 Defining a function = constructing a term in  $A \rightarrow B$
- 3 ...
- 4 Stating a theorem = constructing a type that is an h-prop
- 5 Proving a theorem = constructing a term in an h-prop

## H-props

### Definition

An h-proposition (or h-prop) is an h-set that is a *subsingleton* (any two points are equal).

- In classical logic, an h-prop is "either empty or contractible".
- These are the "truth values" for embedding logic in homotopy type theory.

## Constructing h-props

Recall: propositions are built from "proposition constructors":

Types 
$$\longleftrightarrow$$
 Propositions

 $A \times B \longleftrightarrow P \text{ and } Q$ 
 $A + B \longleftrightarrow P \text{ or } Q$ 
 $A \to B \longleftrightarrow P \text{ implies } Q$ 
 $A \to B \longleftrightarrow T \text{ (true)}$ 
 $\emptyset \longleftrightarrow \bot \text{ (false)}$ 
 $\prod_{x \in A} B(x) \longleftrightarrow (\forall x \in A) P(x)$ 
 $\sum_{x \in A} B(x) \longleftrightarrow (\exists x \in A) P(x)$ 

BUT: not all of these type constructors preserve h-props.

# Constructing h-props

### The following are h-props:

- unit and Ø (true and false)
- $A \times B$ , if A and B are h-props (and)
- $A \rightarrow B$ , if A and B are h-props (implies)
- $\prod_{x \in A} B(x)$ , if each B(x) is an h-prop (for all)

#### These are not:

- A + B, even if A and B are h-props (or)
- $\sum_{x \in A} B(x)$ , even if each B(x) is an h-prop (there exists)
- (x = y) for x, y : A, unless A is an h-set.

## **Supports**

In set theory, subsingletons are a reflective subcategory of sets, and even of  $\infty\text{-groupoids}.$ 

### Definition

The support of A, denoted supp(A), is a subsingleton that contains a point precisely when A does.

Eventually, we'll need a type constructor that does this. But let's see how far we can get without it. (This will also tell us how to formulate that type constructor.)

Let's try to internalize "A is an h-prop":

1 for all x, y : A, there exists a path  $x \rightsquigarrow y$ 

$$\prod_{x: A} \prod_{y: A} \operatorname{supp}(x = y)$$

2 for all x, y : A and paths  $p, q : x \rightsquigarrow y$ , there exists a 2-path  $p \rightsquigarrow q$ .

$$\prod_{x:A} \prod_{y:A} \prod_{p:(x=y)} \prod_{q:(x=y)} \operatorname{supp}(p=q)$$

- 3 for all x, y : A, paths  $p, q : x \rightsquigarrow y$ , and 2-paths  $r, s : p \rightsquigarrow q$ , there exists a 3-path  $r \rightsquigarrow s$ .
- 4 ...

$$\prod_{x:A} \prod_{y:A} \operatorname{supp}(x=y)$$

is the h-prop "for all x, y : A there exists a path from x to y"

$$\prod_{x: A} \prod_{y: A} (x = y)$$

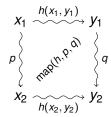
is the type of functions which assign to any pair x, y : A a path from x to y, "varying continuously" with x and y.

Such a function implies the former h-prop, but also more. . .

Suppose 
$$h: \prod_{x:A} \prod_{y:A} (x = y)$$
.

What does it mean that h(x, y) "varies continuously" with x, y?

1 It takes paths to paths: for  $p: (x_1 = x_2)$  and  $q: (y_1 = y_2)$ :



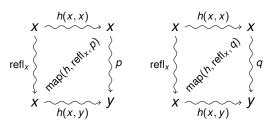
2 It takes 2-paths to 2-paths...

These are all things we expect to exist anyway in an h-prop!

In fact,  $\prod_{x:A} \prod_{y:A} (x = y)$  is also sufficient to make A an h-prop!

## Example

Suppose p, q: (x = y).



$$h(x, x) @ p = h(x, y) = h(x, x) @ q$$
  
 $p = q$ 

Thus, it would be enough to define

$$isProp(A) := supp \left( \prod_{x: A} \prod_{y: A} (x = y) \right).$$

But amazingly,  $\prod_{x \in A} \prod_{y \in A} (x = y)$  is already an h-prop, even though (x = y) is not!

### Definition

$$isProp(A) := \prod_{x: A} \prod_{y: A} (x = y)$$

#### **Theorem**

For any A, we can construct a term in

## Homotopy levels

### "Definition"

A type is *n*-truncated if it has no nontrivial *k*-paths for any k > n.

- Sets are the 0-truncated types.
- S<sup>1</sup> is 1-truncated.
- The type of sets (that is, the type whose points are sets) is 1-truncated.
- The type of n-truncated types is (n + 1)-truncated.
- S<sup>2</sup>, and the type Type of all types, are not n-truncated for any n.

# Negative thinking

### Observations

- A k-path in A is a (k-1)-path in (x=y) for some x, y : A.
- Thus A is n-truncated  $\iff$  (x = y) is (n 1)-truncated for all x, y : A.

We've seen that if A is 0-truncated, then (x = y) is an h-prop. Thus it makes sense to define

### Definition

A type is (-1)-truncated if it is an h-prop.

# Internalizing truncation

By induction, starting with n = (-1):

### Definition

### A type A is

- (−1)-truncated if it is an h-prop, and
- (n+1)-truncated if (x = y) is *n*-truncated for all x, y : A.

# More negative thinking

What can we say about (x = y) if A is an h-prop?

- it is an h-prop.
- it is inhabited.

### Definition

A type is contractible, or (-2)-truncated, if it is an inhabited h-prop.

(After this point, it's "turtles all the way down": (-3)-truncated is the same as (-2)-truncated.)

# Alternative contractibility

Suppose A is contractible; thus we have a: A and

$$h: \mathsf{isProp}(A) := \prod_{x:A} \prod_{y:A} (x = y).$$

Then

$$(a,h(a)): \sum_{x:A} \prod_{y:A} (x=y).$$

Conversely, if

$$(a,k): \sum_{x:A} \prod_{y:A} (x=y)$$

then a: A and

$$\lambda x^A y^A \cdot (!k(x) \otimes k(y)) : isProp(A).$$

# Alternative contractibility

It turns out that

$$isContr(A) := \sum_{x:A} \prod_{y:A} (x = y)$$

is also always an h-prop. So we can start the induction at -2:

### Definition

A type A is

- (−2)-truncated if it is contractible, and
- (n+1)-truncated if (x=y) is *n*-truncated for all x, y : A.

This is what we usually do in practice.

#### Definition

A type has h-level n if it is (n-2)-truncated.

## Homotopy equivalences

### Definition

A function  $f: A \to B$  is a homotopy equivalence if there exists  $g: B \to A$  and homotopies  $g \circ f \sim \operatorname{id}_A$  and  $f \circ g \sim \operatorname{id}_B$ .

$$\mathsf{isEquiv}(f) \coloneqq \mathsf{supp}\left(\sum_{g\colon B o A}\, \Big((g\circ f=\mathsf{id}_A) imes (f\circ g=\mathsf{id}_B)\Big)
ight)$$

This would not be an h-prop without supp. Can we avoid it?

## Back to bijections

A function  $f: A \rightarrow B$  between sets is a bijection if

- 1 There exists  $g: B \to A$  such that  $g \circ f = id_A$  and  $f \circ g = id_B$ .
- **2** OR: For each  $b \in B$ , the set  $f^{-1}(b)$  is a singleton.
- 3 OR: There exists  $g: B \to A$  such that  $g \circ f = \mathrm{id}_A$  and also  $h: B \to A$  such that  $f \circ h = \mathrm{id}_B$ .

## Better equivalences

#### Definition

The homotopy fiber of  $f: A \rightarrow B$  at b: B is

$$\mathsf{hfiber}(f,b) \coloneqq \sum_{x \colon A} (f(x) = b).$$

## Definition (Voevodsky)

f is an equivalence if each hfiber(f, b) is contractible:

$$isEquiv(f) := \prod_{b \in B} isContr(hfiber(f, b))$$

This is an h-prop.

## H-isomorphisms

## Definition (Joyal)

 $f: A \to B$  is an h-isomorphism if we have  $g: B \to A$  and a homotopy  $g \circ f \sim \mathrm{id}_A$ , and also  $h: B \to A$  and a homotopy  $f \circ h \sim \mathrm{id}_B$ .

$$\mathsf{isHIso}(f) := \left(\sum_{g \colon B \to A} (g \circ f = \mathsf{id}_A)\right) \times \left(\sum_{h \colon B \to A} (f \circ h = \mathsf{id}_B)\right)$$

This is also an h-prop.

## Adjoint equivalences

Given a homotopy equivalence, we can also ask for more coherence from  $r: (g \circ f = id_A)$  and  $s: (f \circ g = id_B)$ .

- (1a) For all b : B, we have u(b) : (r(g(b)) = map(g, s(b))).
- (1b) For all *a*: *A*, we have v(a): (map(f, r(a)) = s(f(a))).
- (2a) For all b : B, we have ... v(g(b) ... map(g, u(b)) ...
- (2b) For all a: A, we have  $\dots u(f(a) \dots map(f, v(a)) \dots$

:

This gives an h-prop if we stop between any (na) and (nb).

#### Definition

f is an adjoint equivalence if we have g, r, s, and u.

$$\mathsf{isAdjEquiv}(f) := \sum_{g \colon B \to A} \sum_{r \colon \dots} \sum_{s \colon \dots} \left( r(g(b)) = \mathsf{map}(g, s(b)) \right)$$

# All equivalences are the same

### **Theorem**

The following are equivalent:

- f is a homotopy equivalence.
- 2 f is a (Voevodsky) equivalence.
- 3 f is a (Joyal) h-isomorphism.
- 4 f is an adjoint equivalence.

The last three are supp-free h-props, so we have equivalences  $isEquiv(f) \simeq isHIso(f) \simeq isAdjEquiv(f)$ 

#### Definition

The type of equivalences between A, B: Type is

$$\mathsf{Equiv}(A,B) := \sum_{f \colon A \to B} \mathsf{isEquiv}(f).$$

### The univalence axiom

For A, B: Type, we have

$$\mathsf{pathToEquiv}_{A,B} \colon (A = B) \to \mathsf{Equiv}(A,B)$$

defined by induction on paths.

Note: (A = B) is a path-type of "Type".

## Axiom (Univalence)

For all A, B, the function pathToEquiv<sub>AB</sub> is an equivalence.

$$\prod_{A: \text{ Type}} \prod_{B: \text{ Type}} \text{ isEquiv(pathToEquiv}_{A,B})$$

In particular, every equivalence yields a path between types.

### Remarks about univalence

- 1 Univalence implies function extensionality (Voevodsky).
- Would like to formulate univalence (and, hence, function extensionality) "computationally". Some progress is being made (Harper-Licata).
- 3 In set-theoretic models, univalence should correspond to "object classifiers" in " $(\infty, 1)$ -toposes" (Rezk, Lurie)
- 4 So far, only a few actual models known (coherence issues).
- 6 Many other uses.