

Martin-Löf's Type Theory

We have:

- Dependent types, encodes FOL up to cut-elimination for logical cuts (for $\wedge, \vee, \Rightarrow, \forall, \exists$)
- System T: allows the definition of complex computations

$$R_T : T \rightarrow (N \rightarrow T \rightarrow T) \rightarrow N \rightarrow T$$

Let us add the induction axiom :

$$R_P : (P \ 0) \rightarrow (\Pi \ x : N . (P \ n) \rightarrow (P \ (S \ n))) \rightarrow \Pi \ n : N . (P \ n)$$

$$(R_P \ p_0 \ p_S \ 0) \triangleright p_0$$

$$(R_P \ p_0 \ p_S \ (S \ n)) \triangleright p_S \ n \ (R_P \ p_0 \ p_S \ n)$$

Subject reduction

$$(R_P \ p_0 \ p_S \ 0) \triangleright p_0$$

$$R_P : (P \ 0) \rightarrow (\Pi \ x : N . (P \ n) \rightarrow (P \ (S \ n))) \rightarrow \Pi \ n : N . (P \ n)$$

Suppose $(R_P \ p_0 \ p_S \ 0) : T$

so $p_0 : (P \ 0)$

so $p_S : (\Pi \ x : N . (P \ n) \rightarrow (P \ (S \ n)))$

so $0 : N$ (it is)

so $T =_{\beta} P \ 0$

so $p_0 : T$

Obviously similar for

$$(R_P \ p_0 \ p_S \ (S \ n)) \triangleright p_S \ n \ (R_P \ p_0 \ p_S \ n)$$

$I_T : T \rightarrow T \rightarrow \text{Type}$ (provided $T : \text{Type}$)

$\text{refl}_T : \Pi x : T . I_T x x$

$L_P : \Pi x : T . \Pi y : T . P x \rightarrow I_P x y \rightarrow P y$

formally:

$$\frac{\Gamma \vdash T : \text{Type}}{\Gamma \vdash I_T : T \rightarrow T \rightarrow \text{Type}}$$

$L_P a b p (\text{refl}_T c) \triangleright p$

$L_P a b p (\text{refl}_T c) : Q$

so : $P : T \rightarrow \text{Type}$, $a : T$, $b : T$, $p : P a$, $Q =_{\beta} P b$

since $(\text{refl}_T c) : I_T c c$, we have $I_T c c =_{\beta} I_T a b$, so $a =_{\beta} b =_{\beta} c$

so by conversion, $p : P b$

A last detail

We want to talk about falsity

$$\frac{\Gamma \text{ wf}}{\Gamma \vdash \perp : \text{Type}}$$

$$\frac{\Gamma \vdash t : \perp \quad \Gamma \vdash T : \text{Type}}{\Gamma \vdash \text{efq}_T(t) : T}$$

Nothing more to be added

Normalization

We can still map normalization to the corresponding system without dependent types. That is System T with product and sum types

N	N
$I_T \ t \ u$	N
$\Sigma \ x:A.B$	$A \times B$
$A+B$	$A+B$
$\Pi \ x:A.B$	$A \rightarrow B$

Closed normal terms

A closed normal term of type ... is of the form(s) ...

N	$0, S(t)$
$I_T t u$	$\text{refl}_T v$
$\Sigma x:A.B$	(a, b)
$A+B$	$i(a), j(b)$
$\Pi x:A.B$	$\lambda x:A'.t$
\perp	none

By normalizing a proof of $\Sigma x:A.B$, we obtain $t:A$ and $p : B[x \setminus t]$

By normalizing a proof of $A+B$, we obtain either $i(A)$ or $j(b)$

From a proof $t : \Pi x:A. \Sigma y:B.C$ we can obtain:

$$f : A \rightarrow B$$

$$f \equiv \lambda x:A . \pi_1(t \ x)$$

$$p : \Pi x:A. C[y \setminus (f \ x)]$$

$$p \equiv \lambda x:A . \pi_2(t \ x)$$

(furthermore f is typable in System T)

There is no term t s.t. $[A:\text{Type}] \vdash t : A + (A \rightarrow \perp)$

There are closed $A:\text{Type}$ with no term t s.t. $[A:\text{Type}] \vdash t : A + (A \rightarrow \perp)$

(and other variants)

Limits of this Type Theory

Suppose we have $[\] \vdash p : \mathbb{I}_N \ 0 \ (S \ 0) \rightarrow \perp$

by erasing type dependencies, we get: $[\] \vdash |p| : N \rightarrow \perp$

and thus a closed term of type \perp (in System T or MLTT)

Hence: $0 \neq 1$ is not provable in MLTT.

Indeed having a discrimination predicate means having "really dependent types":

$$\text{EQZ } 0 \triangleright \top$$

$$\text{EQZ } (S \ _) \triangleright \perp$$

What happens in Coq ?

```
nat_rec :  $\Pi P : \text{nat} \rightarrow \text{Type}. P\ 0 \rightarrow$   
           $(\Pi m : \text{nat}. P\ m \rightarrow P\ (S\ m)) \rightarrow$   
           $\Pi n : \text{nat}. P\ n$ 
```

```
nat_rect :  $\Pi P : \text{nat} \rightarrow \text{Kind}. P\ 0 \rightarrow$   
            $(\Pi m : \text{nat}. P\ m \rightarrow P\ (S\ m)) \rightarrow$   
            $\Pi n : \text{nat}. P\ n$ 
```

We can then define

```
EQZ  $\equiv$  (nat_rect  $\lambda x : \text{nat}. \text{Type}$   
         True  
          $\lambda m : \text{nat}. \lambda X : \text{Type}. \text{False}$ )
```

```
Definition EQZ (n:nat) : Type :=  
  match n with  
  | 0 => True  
  | S _ => False  
end.
```

In Coq, operators like R_T are not primitive, but built by combining:

- pattern-matching
- structural recursion

In Coq: $\text{Type}_1 : \text{Type}_2 : \text{Type}_3 : \dots$

together with pattern-matching (R operators) towards all Type_i

It is interesting to look at the restrictions over eliminations of inductive types to keep the system consistent (but done in 2-7-2 ?)

Martin-Löf's proposal:

An addition type $U : \text{Type}$ (universe)

"constructors" for this type:

$n : U$

$\text{bot} : U$

$\pi : \Pi a : U. (\text{tr } a) \rightarrow U \rightarrow U$

...

with:

$\text{tr} : U \rightarrow \text{Type}$

$\text{tr } n \triangleright \text{nat}$

$\text{tr } \text{bot} \triangleright \perp$

$\text{tr } (\pi a f) \rightarrow \Pi x : \text{tr } a. \text{tr}(f x)$

Type Universes in Martin-Löf style

Martin-Löf's proposal:

An addition type $U : \text{Type}$ (universe)

"constructors" for this type:

$n : U$

$\text{bot} : U$

$\pi : \Pi a : U. (\text{tr } a) \rightarrow U \rightarrow U$

...

with:

$\text{tr} : U \rightarrow \text{Type}$

$\text{tr } n \triangleright \text{nat}$

$\text{tr } \text{bot} \triangleright \perp$

$\text{tr } (\pi a f) \rightarrow \Pi x : \text{tr } a. \text{tr}(f x)$

U is an inductive type which allows to model all types (except U)

tr is defined by pattern-matching + recursion

but tr occurs in the definition of U : so-called inductive-recursive type (this last feature is not available in Coq)

What does a universe hierarchy look like in this setting ?

Which extension would be paradoxical ?

Construct `div2` using only:

- Definition
- `nat_rec` (or `match` with + `Fixpoint`)

```
Definition P2 n :=  
  {p : nat & {n = p + p}} + { n = S (p + p) } .  
  
div2 (n : nat) : P2 n
```