

Less Naive Type Theory

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Plan

- 1 What I want to do
- 2 How do I do this? Problems and challenges
- 3 Main results

How do we teach foundations of mathematics?

Set theory

- provides basic notions;
- unifies the language;
- builds on first principles;
- everyone does it.

Is set theory easy?

It SEEMS easy.

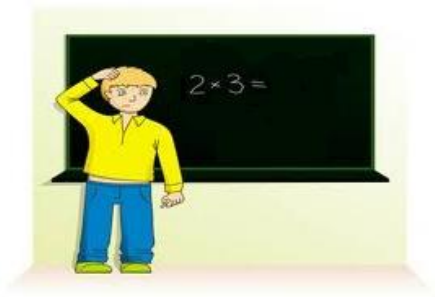
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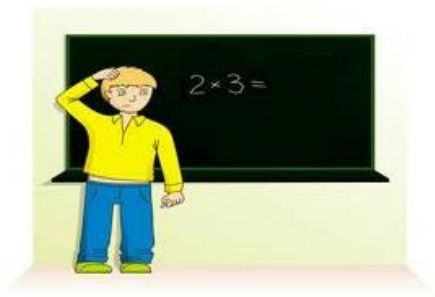
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The confusion



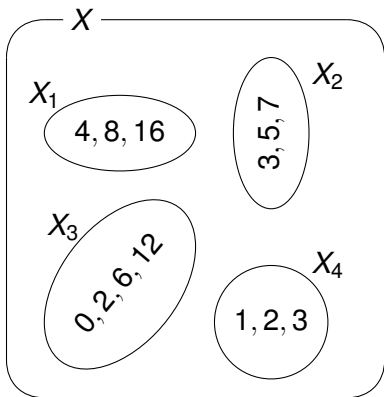
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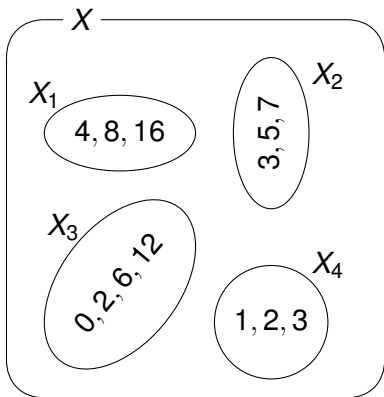
A simple example



$$\begin{array}{l} X \in P(P(\mathbb{N})) \\ X_i \in X \quad X_i \in P(\mathbb{N}) \\ n \in X_i \quad n \in \mathbb{N} \end{array}$$

You need to build a **type system** in your head.

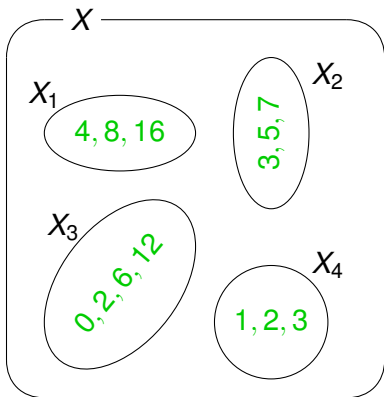
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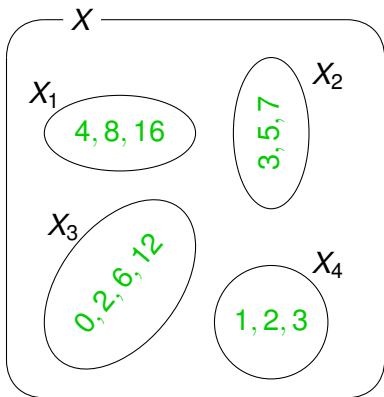
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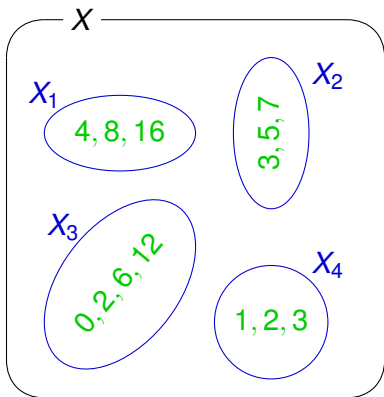
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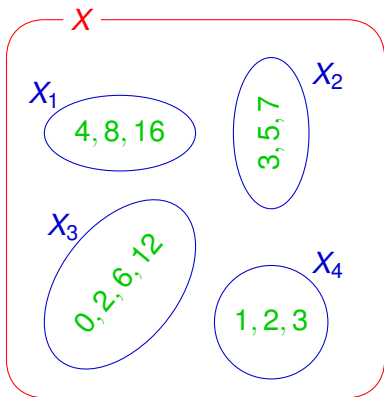
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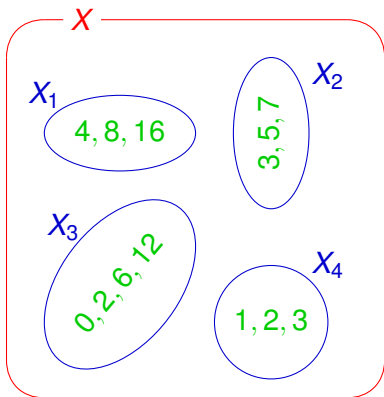
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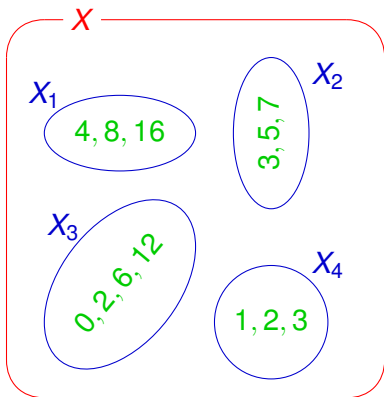
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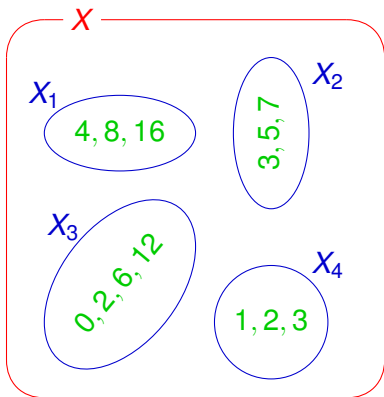


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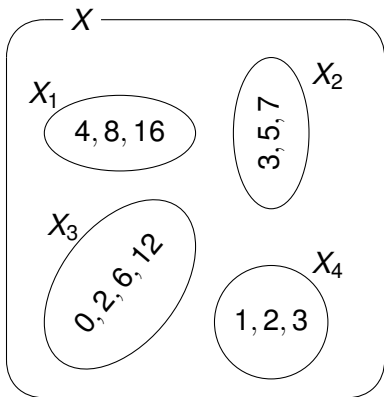


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What I want to do

The goal

Build a type theory which captures this informal type system.

Pure Type Systems (PTSs)

- formalism to talk about type systems
- commonly used
- parametric representation
- useful for comparing type systems

Less Naive Type Theory

Features of the system

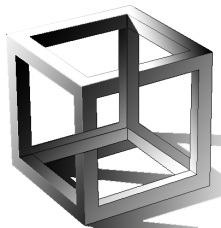
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- dependent types,
- first order logic,
- higher order logic,
- subsets as objects.

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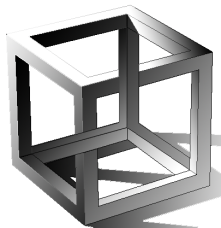
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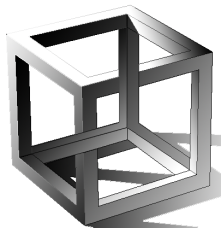
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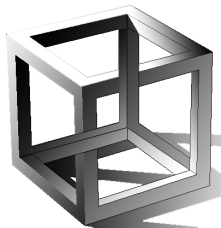
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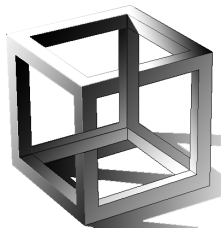
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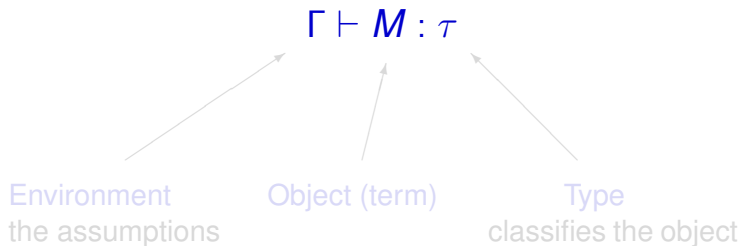
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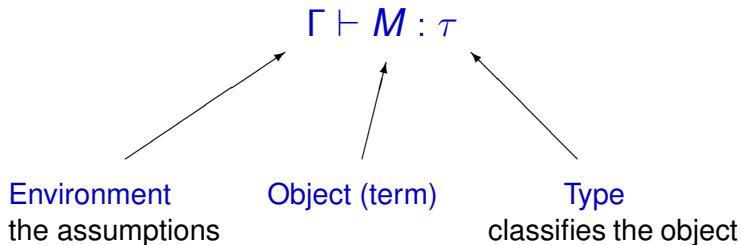
Type assignment systems



Typing rules

Rules telling how to create typing assignments.

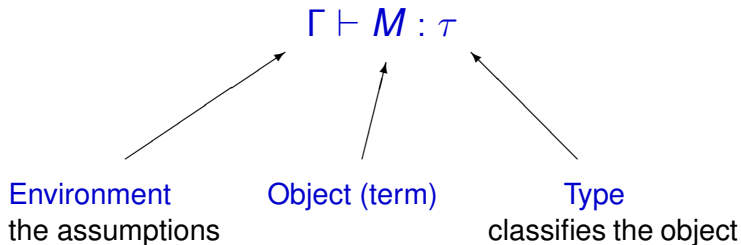
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An example rule

function
from A to B

argument
of type A

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application of a function

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Does it look familiar?

An example rule

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The modus ponens rule

An example rule

proof of $A \rightarrow B$

proof of A

$$\frac{\Gamma \vdash p : A \rightarrow B \quad \Gamma \vdash q : A}{\Gamma \vdash p(q) : B}$$

proof of B

The modus ponens rule

Eureka!

The Curry-Howard isomorphism!

The computations

$$f : \mathbb{N} \rightarrow \mathbb{N}, \quad f = \lambda x : \mathbb{N}. x + 7$$

$$f(5) = (\lambda x : \mathbb{N}. x + 7)(5) \rightarrow 5 + 7 \rightarrow 12$$

reduction

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term which
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The computations

*Lemma*₁ : $A \rightarrow B$, *Lemma*₂ : A

$(\lambda lem_1 : A \rightarrow B \lambda lem_2 : A. lem_1 (lem_2)) Lemma_1 Lemma_2 : B$

Suppose we have *lem*₁ with type $A \rightarrow B$ and *lem*₂ with type A . Then we can apply *lem*₁ to *lem*₂ to obtain a proof of B . Now, note that *Lemma*₁ is a proof of $A \rightarrow B$ and *Lemma*₂ is a proof of A . Thus we have a proof of B .

*Lemma*₁ (*Lemma*₂) : B

To prove B , apply *Lemma*₁ to *Lemma*₂.

The computations

$Lemma_1 : A \rightarrow B, Lemma_2 : A$

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$Lemma_1(Lemma_2) : B$

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Strong normalization

Theorem

Every proof of false is non-normalizing.

Corollary

To prove consistency of a type system it is enough to prove that there are no non-normalizing terms.

Strong normalization property (Termination)

Every reduction sequence terminates = Every term is (strongly) normalizing.

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Main result

Theorem

Less Naive Type Theory is consistent.

Proof

Strong normalization via translation to the Calculus of Constructions.

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Strong normalization via translation to the Calculus of Constructions.

Work in progress

Inductive types

Lets you define objects by induction and prove their properties.

Example

Natural numbers, lists, trees, graphs, . . .

Bad news

Much more complicated than pure type systems.

Technique of the proof

Girard's candidates

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Thank you.

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