

Language and substrates: Dependent type theory and topological spaces

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Grant FA9550-23-1-0376. Thanks to Fred Leve, Tristan Nguyen, & Doug Riecken



Outline

1 Introduction

- Working language
- Formal effects in material contexts

2 Basic category theory

3 A monad for dependent type theory

4 Comonads as generalized categories and spaces

5 Conclusion

Working language for three funders

This is the second year of a grant that's funded by three AFOSR programs:

- Fred Leve: Dynamics and Control
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Originating question: What is *working language*? How does language *work*?

- Language works in the sense of basic physics: it directs energy.
- If I say “pass the salt,” 10^{25} atoms move through space.
- This involves compositional planning and high-precision control.
- Getting it set up in the first place requires (evolution and) learning.
- DNA is working language: ATCG symbols code for chemistry.
- Computer programming languages do a lot of work in the world.

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Wanted: a minimally-assumptive mathematical framework to set up WL.

- Framing all this in strong/weak/gravity/EM forces, where's language?
- Want the structure and dynamics of language to be front and center.
- Can we relate matter and pattern using math rather than physics?

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This isn't a CT audience, so I'll try to keep the talk self-contained.

Formal effects in material contexts

Aristotle had four notions of cause: material, formal, efficient, and final.

- My take: the two most fundamental are **material** and **formal**.
- **Matter** = the uncopiable stuff: Banana A $\neq$ Banana B, share nothing.
- **Form** = the copiable “pattern”: Banana A $\cong$ Banana B, same.
- If an **aspect** of this **matter resonates** in my brain-matter, it's **copied**.

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Working language: **form** somehow attaches to—**resonates** in—**matter**.

- The **program runs** the **computer**. The **control loop runs** the **robot**.
- The math “applies” to the world. Control theory works!
- Language works: a **described effect** is obtained in a **material context**.

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In CT circles, **effects** and **contexts** are words for *monad* and *comonad*.

- Last year: the free **monad m** is a module over the cofree **comonad c**...
- $\dots m_p \otimes c_q \rightarrow m_{p \otimes q}$, and this grounds “**pattern runs on matter**”.
- This year: further ground **form as monadic** and **material as comonadic**.

Plan

The plan for the remainder of this talk is:

- Recall basic category theory: cat'y, functor, transform, (co)monad.
- More on monads and progress toward dependent type theory
- More on comonads as generalized categories and spaces

Joint work with Corinthia Aberlé, Kevin Carlson, and Aaron D. Fairbanks.



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1 Introduction

2 Basic category theory

- The big three
- The category of sets
- Monads and comonads

3 A monad for dependent type theory

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Categories, functors, and natural transformations

The big 3 of category theory are: category, functor, natural transformation.

- **Category** = relational fabric. **Functor** = mapping. **NT**=trajectory.
- Example: $(\mathbb{N}, \leq)$, $(- \times 2): (\mathbb{N}, \leq) \rightarrow (\mathbb{N}, \leq)$, $(- \times 2) \leq (- \times 3)$.

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A **category** $\mathcal{C}$ is a relational “fabric”, like a space.

- It's got a set $\text{Ob}(\mathcal{C})$, *objects* $\approx$ “points”.
- For each $c, c' \in \text{Ob}(\mathcal{C})$, a set $\text{Mor}(c, c')$, *morphisms* $f: c \rightarrow c'$.
- Identities id_c and compositions $f \circ g$ that are unital and assoc.

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A **functor** $F: \mathcal{C} \rightarrow \mathcal{D}$ between categories is a “non-tearing” map.

- It sends each $c \in \text{Ob}(\mathcal{C})$ to some $F(c) \in \text{Ob}(\mathcal{D})$.
- It sends each morphism $f: c \rightarrow c'$ to some $F(f): F(c) \rightarrow F(c')$.
- It preserves identities and composition, i.e. $F(f_1 \circ f_2) = F(f_1) \circ F(f_2)$.

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A **natural transformation** $\mathcal{C} \begin{matrix} \xrightarrow{F} \\ \Downarrow \alpha \\ \xrightarrow{G} \end{matrix} \mathcal{D}$ is a $\mathcal{D}$ -trajectory param'd by $\mathcal{C}$.

- For each $c \in \text{Ob}(\mathcal{C})$, a morphism $\alpha_c: F(c) \rightarrow G(c)$ in $\mathcal{D}$.
- For each $f: c \rightarrow c'$ in $\mathcal{C}$, an equation $\alpha_{c'} \circ F(f) = G(f) \circ \alpha_c$.

Set, its endofunctors, and its monoidal structures

The big 4 would be the above, plus **Set**, the category of sets.

- The objects of **Set** are sets (in some mathematical universe of sets).
- A morphism $f: S \rightarrow T$ is a function, and composition is as usual.
- For any $N \in \mathbb{N}$, let $N := \{ '1', \dots, 'N' \}$ denote a set with N elements.
- Disjoint union $A + B$, Cartesian product $A \times B$, and exponential B^A .

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Let's think about functors $F: \mathbf{Set} \rightarrow \mathbf{Set}$, "*endofunctors on Set*."

- F needs to send each set to a set and function to a function.
- How about $X \mapsto X^2$? Or $X \mapsto X + 1$? Or $X \mapsto 7$? Or $X \mapsto 2^X$?
- Endofunctors can be composed: $(F \circ G): \mathbf{Set} \rightarrow \mathbf{Set}$.

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Another category we'll be interested in today: topological spaces, i.e.: ...

- ...a set T and $\mathbf{Op}_T \subseteq 2^T$ closed under arbitrary union, finite inters'n.
- These $(T, \mathbf{Op}_T)$ are the objects. Morphisms are "continuous maps".
- We previously said categories were like spaces; in what sense? Soon....

Monoidal structures, monoids, and comonoids

A *monoidal structure* $(I, \odot)$ on $\mathcal{C}$ lets you combine things.

- Functors $I : 1 \rightarrow \mathcal{C}$ and $\odot : \mathcal{C} \times \mathcal{C} \rightarrow \mathcal{C}$ with $I \odot c \cong c \cong c \odot I$, etc.
- For example **Set** has $(1, \times)$ and infinitely-many others.
- Combine objects $A \times B$ or morphisms: given $A \xrightarrow{f} A'$ and $B \xrightarrow{g} B'$, get $(f \times g) : (A \times B) \rightarrow (A' \times B')$.

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Given a cat'y $\mathcal{C}$ with a mon'l structure $(I, \odot)$, we can define (co)monoids.

- A *monoid* (m, η, μ) consists of an object $m \in \text{Ob}(\mathcal{C})$,...
- ...and maps $I \xrightarrow{\eta} m$, $m \otimes m \xrightarrow{\mu} m$, satisfying unitality and associativity.

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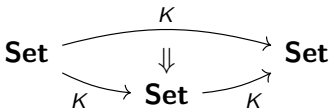
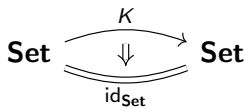
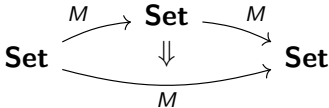
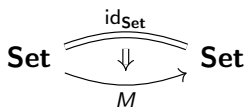
For any category $\mathcal{C}$, the cat'y $\text{End}(\mathcal{C})$ of endofunctors on $\mathcal{C}$ is monoidal.

- Objects in $\text{End}(\mathcal{C})$ are functors $F : \mathcal{C} \rightarrow \mathcal{C}$.
- Morphisms $\alpha : F \Rightarrow G$ are natural transformations.
- Monoidal unit is identity $\text{id}_{\mathcal{C}}$; monoidal product is composition $F \circ G$.

Monads and comonads

A *(co)monad* is: a (co)monoid in the monoidal category of endofunctors.

- You can see that small steps add up fast in CT.
- **Monad** is: a functor $M: \mathcal{C} \rightarrow \mathcal{C}$ and NTs $\text{id}_{\mathcal{C}} \Rightarrow M$ and $M \circ M \Rightarrow M$.
- **Comonad** is: a functor $K: \mathcal{C} \rightarrow \mathcal{C}$ and NTs $K \Rightarrow \text{id}_{\mathcal{C}}$ and $K \Rightarrow K \circ K$.
- We'll be using $\mathcal{C} = \mathbf{Set}$ all day.



- Each must satisfy the respective (co)unitality and (co)associativity.

More on monads and comonads

In CT PL theory, monads are used for *effects*. Given $x \in X$ and $X \rightarrow M(Y)$,

- M = “state monad” uses & updates some memory state to get a $y \in Y$.
- M = “list monad” produces $N : \mathbb{N}$; needs $n < N$ to get a $y \in Y$.
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In CT PL th’y, comonads are used for *contexts*. A function $K(X) \rightarrow Y \dots$

- ...can’t operate on just $x \in X$. It needs the “context”.
- K = “stream comonad”: give me a whole stream $x : X^{\mathbb{N}}$ to get a $y \in Y$.
- $K = \sum_{T:\mathbb{N}} y^{\mathbb{N} \leq T}$: give me a time step T and history $x_{\leq T}$ to get $y \in Y$.

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Last year: free monad $\mathfrak{m}$ as “program” and cofree comonad $\mathfrak{c}$ as “machine”.

- The **program** affects the **machine** context: $\mathfrak{m}_p \otimes \mathfrak{c}_{[p,y]} \rightarrow y$

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This year: more on **monad as formal language**, **comonad as mat’l substrate**.

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- Monads as universal algebra
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Algebraic theories

Monads in PL are effects, but they're older in math: algebraic theories.

- Semigroups, monoids, grps, rings, $\mathbb{R}$ -vect. spcs, cpt Hausdorff spcs...
- Each of these caty's is M -**alg** for some monad $M: \mathbf{Set} \rightarrow \mathbf{Set}$
- An M -algebra is a set X and an action $M(X) \rightarrow X$, usual axioms.
- For example, $\mathbb{Z}[-]: \mathbf{Set} \rightarrow \mathbf{Set}$ is the monad for commutative rings.
 - $\mathbb{Z}[x, y]$ = "polynomials in variables x, y ", e.g. $x^4 + 3xy - 7$.
 - For any comm. ring R there's an "evaluation" function $\mathbb{Z}[R] \rightarrow R$
 - E.g. for any $r, s \in R$, evaluate formal $r^4 + 3rs - 7$ to an elt. of R .
 - And any X with action $\mathbb{Z}[X] \rightarrow X$ defines a commutative ring.
- Any map between monads lets you forget or freely add structure.

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One way to *define* an algebraic theory is as a monad on **Set**.

- And replacing **Set** with other things just boosts the generality.
- For example 2-monads on **Cat** include "monoidal categories", etc.

A monad for dependent type theory

Dependent type theory is the formal language of mathematics.

- You can encode any math statement and any proof:
 - Prime number th'm, Gödel incompleteness, Kepler, Poincare, ...
 - Idea: “some $N : \mathbb{N}$ and for each $n < N$, some n -dim mfd X .”
 - Later types can depend on values of previous types.
- You can write any computer program in this DTT. Very expressive.

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The main symbols of this language are $1, \Sigma, \Pi$: one, sum, and product.

- Think $1 = \text{“done”}$, $\Sigma_A = \text{“some } a : A \text{ and”}$, and $\Pi_A = \text{“per } a : A,$ ”.
- $\sum_{N:\mathbb{N}} \prod_{n < N} \sum_{X:\mathbf{Mfd}_n} 1$: some N and per $n < N$, some X and done.
- Laws: $\sum_{i:1} A \cong A \cong \sum_{a:A} 1$, $\prod_{i:1} A \cong A$, $\prod_{a:A} 1 \cong 1, \dots$
- $\dots \sum_{a:A} \sum_{b:B_a} C_{a,b} \cong \sum_{(a,b):\sum_{a:A} B_a} C_{a,b}$, $\prod_{a:A} \sum_{b:B_a} C_{a,b} \cong \sum_{\bar{b}:\prod_{a:A} B_a} \prod_{a:A} C_{a,\bar{b}(a)}$.

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We can encode all the laws using a monad and a self-distributive law.

- Joint work with CB Aberlé. Pick any set-theoretic *universe* $\mathbb{U}$.
- Take $u := \sum_{A:\mathbb{U}} y^{[A]}$. This is a monad $1: \text{id} \Rightarrow u$ and $\Sigma: u \circ u \Rightarrow u$
- A self-distributive law $u \circ u \Rightarrow u \circ u$ defines Π and all the laws.

A monad for dependent type theory

Dependent type theory is the formal language of mathematics.

- You can encode any math statement and any proof:
 - Prime number th'm, Gödel incompleteness, Kepler, Poincare, ...
 - Idea: “some $N : \mathbb{N}$ and for each $n < N$, some n -dim mfd X .”
 - Later types can depend on values of previous types.
- You can write any computer program in this DTT. Very expressive.

The main symbols of this language are $1, \Sigma, \Pi$: one, sum, and product.

- Think $1 = \text{“done”}$, $\Sigma_A = \text{“some } a : A \text{ and”}$, and $\Pi_A = \text{“per } a : A,$ ”.
- $\sum_{N:\mathbb{N}} \prod_{n < N} \sum_{X:\mathbf{Mfd}_n} 1$: some N and per $n < N$, some X and done.
- Laws: $\sum_{i:1} A \cong A \cong \sum_{a:A} 1$, $\prod_{i:1} A \cong A$, $\prod_{a:A} 1 \cong 1, \dots$
- $\dots \sum_{a:A} \sum_{b:B_a} C_{a,b} \cong \sum_{(a,b):\sum_{a:A} B_a} C_{a,b}$, $\prod_{a:A} \sum_{b:B_a} C_{a,b} \cong \sum_{\bar{b}:\prod_{a:A} B_a} \prod_{a:A} C_{a,\bar{b}(a)}$.

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This “self-distributivity” structure is a very concise description of DTT. 10 / 14

Outline

- 1 Introduction
- 2 Basic category theory
- 3 A monad for dependent type theory
- 4 **Comonads as generalized categories and spaces**
 - Categories as comonads on **Set**
 - How general are comonads on **Set**?
 - Topological intuition for comonads on **Set**
- 5 Conclusion

Categories as comonads on Set

A comonad c on set is a pretty simple-to-state thing:

- It's a comonoid (c, ϵ, δ) in the category **Fun(Set, Set)**, i.e....
 - For each set X , you give me a set $c(X)$.
 - For each fn. $f: X \rightarrow Y$, you give me a fn. $c(f): c(X) \rightarrow c(Y)$.
 - It preserves identity and composition $c(f \circ g) = c(f) \circ c(g)$.
 - For each X , you give me fns $c(X) \xrightarrow{\epsilon_X} X$ and $c(X) \xrightarrow{\delta_X} c(c(X))$
- But what does all this structure do? Why should anyone care?

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It turns out that every category $\mathcal{C}$ can be described as one.

- For each $C \in \text{Ob } \mathcal{C}$, let $\mathcal{C}[C] := \sum_{C' \in \text{Ob } \mathcal{C}} \text{Hom}(C, C')$, “maps out”.
- Let $c(X) := \sum_{C \in \text{Ob } \mathcal{C}} X^{\mathcal{C}[C]}$. “Polynomial comonad.”
- There's an equivalence of categories between **Cat** and...
- ...polynomial comonads on **Set** with “continuous” maps between them
- Functors $\mathcal{C} \rightarrow \mathbf{Set}$ are exactly c -coalgebras $X \rightarrow c(X)$.

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How general are comonads on **Set**, if we drop the “polynomial” restriction?

How general are comonads on $\mathbf{Set}$?

It turns out that comonads on $\mathbf{Set}$ are very general, including all

- “Grothendieck toposes equipped with a separating set of points”.
 - This is a corollary of a result of Garner.
 - E.g. the cat’y $\mathbf{Top}$ of topological spaces T embeds fully faithfully.
 - And we’ve seen that the category $\mathbf{Cat}$ of categories $\mathcal{C}$ does too.
 - Just like $\mathcal{C}$ -coalg is $\mathcal{C}$ -set, T -coalg will be sheaves on T .
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Next up, intuition, but here let’s just explain the case of topological spaces.

- Let $(T, \mathbf{Op}_T)$ be a top’l space. Define a functor $c_T: \mathbf{Set} \rightarrow \mathbf{Set}$ by

$$c_T(X) := \sum_{t: T} \operatorname{colim}_{U \in \mathbf{Op}_T} X^U.$$

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- Counit $c_T(X) \rightarrow X$, evaluate any such function at the point t .
- A coalg. $X \xrightarrow{h} c_T(X)$ is equiv’y a T -sheaf $\mathcal{O}$ with X the set of $\mathcal{O}$ -stalks
 - To each $x : X$, assigns $h(x) = (t, f)$ with $t \in T$ and $f \in \mathcal{O}_t$ a germ.

Topological intuition for comonads on Set

Intuition: comonads generalize “points and neighborhood systems”.

- In a space $(T, \mathbf{Op}_T)$, each point t has nbhd sys: open sets $t \in U \subseteq U'$.
- In a cat'y $\mathcal{C}$, each object has one nbhd: all maps out .
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How does it work formally? Let $c: \mathbf{Set} \rightarrow \mathbf{Set}$ be an arbitrary comonad.

- Points: $c(1): \mathbf{Set}$. Each $C \in c(1)$ assigned a connected cat'y n_C .
- Now the comonad can be written $\sum_{C: c(1)} \text{colim}_{U: n_C(C)} y^U$.
- A c -coalgebra $h: X \rightarrow c(X)$ puts every element $x \in X$ at a point $C, \dots$
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- Thus we can think of h as a “sheaf” and X as its set of all “stalks”.

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Example: how a partitioned set $(X, \sim)$ gives a coalgebra $h: X \rightarrow \mathbb{P}_*(X)$?

- Each x is assigned a pointed subset of X ; namely $\{x' \mid x \sim x'\}$.
- The counit $\epsilon_X: \mathbb{P}_*(X) \rightarrow X$ sends $(U, x) \mapsto x$.
- The comult $\delta_X: \mathbb{P}_*(X) \rightarrow \mathbb{P}_*(\mathbb{P}_*(X))$ sends it to $(\{(U, x') \mid x' \in U\}, (U, x))$.
- So a “sheaf” h on the one-point “space” $\mathbb{P}_*$ is a partitioned set...
- ... and its “sections” are parts.

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Language and substrate are mathematically dual, long "before" physics.

Thanks! Comments and questions welcome...