

Some early ideas about types

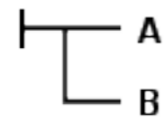
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Gottlob Frege, *Begriffsschrift*, 1879

Propositional Logic

Quantifiers

2-dimensional notation



(lost out vs Peano's linear notation)

Propositional functions:

a proposition viewed as a function applied to arguments.

Objects:

things that propositional functions can be applied to.

Examples:

The sky is blue. - a proposition, can be true or false

Viewing it as a *propositional function*: What is the argument?

sky has_color (blue) -- blue is the argument

$\Phi(A) \equiv$ sky has color A

(sky) has_color blue -- sky is the argument

$\Phi(A) \equiv$ A has color blue

(sky) has_color (blue) -- both sky and blue are argument
(2-arg prop function)

Another example

$x < 3$, a propositional function of one argument, x

Propositional functions are *intentional*:

The application of a propositional function produces a proposition (*statement*) which can be true or false.

Propositional functions may have several arguments

A has_color B

Propositional functions as variables in propositions (almost).

$\Phi(A,B)$

Here Φ represents an *indeterminate propositional function* of two arguments, i.e. a variable ranging over propositional functions, hinting at propositional functions as arguments.

Can propositional functions be "objects" that other propositional functions apply to? e.g. $\Psi(\Phi)$

No. Propositional functions take "objects" as arguments, and propositional functions are not considered "objects".

Later, in **Foundations of Arithmetic** (1893), Frege allowed the "*course of values*" (i.e. extension, or graph) of a propositional function to be treated as an object, and this opened the door for Russell's paradox: A propositional function might be applied to its own extension as an object.

Notation for course of values: $\epsilon\Phi(\epsilon)$

$\implies \wedge x\Phi(x) \implies \wedge x\Phi(x) \ (= \{x \mid \Phi(x)\})$ (Russell)

$=?\implies \wedge x.e(x)$ (Church)

Foreshadowing of types in Frege's treatment of propositional functions:

- * Multi-argument types apply to pairs, triples, etc, suggesting product types
- * First-order pfs apply to "individuals", 2nd order pfs apply to first-order pfs, etc.

Russell's paradox, discovered June, 1901

$$S = \{ x \mid x \notin x \} \quad S \in S \iff S \notin S$$

$$\Psi(\Phi) \text{ iff not } \Phi(|\Phi|). \quad \Psi(|\Psi|) \iff \text{not } \Psi(|\Psi|)$$

where $|\Psi|$ is the extension of Ψ

* Correspondence between Russell and Frege, June 1992.

Bertrand Russell, **Principles of Mathematics**, 1903, Appendix B

Here Russell first proposes types as a potential solution to the paradoxes.

Preface:

"In the case of classes, I must confess, I have failed to perceive any concept fulfilling the conditions requisite for the notion of *class*. And the contradiction discussed in Chapter x. proves that something is amiss, but what it is I have hitherto failed to discover."

Appendix B: toward a *theory of types*

"Every propositional function $\Phi(x)$ — so it is contended — has, in addition to its range of truth, a range of significance, i.e. a range within which x must lie if $\Phi(x)$ is to be a proposition at all, whether true or false. This is the first point in the theory of types; the second point is that ranges of significance form types, i.e. if x belongs to the range of significance of $\Phi(x)$, then there is a class of objects, the type of x , all of which must also belong to the range of significance of $\Phi(x)$, however Φ may be varied; and the range of significance is always either a single type or a sum of several whole types. The second point is less precise than the first, and the case of numbers introduces difficulties; but in what follows its importance and meaning will, I hope, become plainer."

Thus a type is viewed as the ***range of significance*** of a propositional function (not the range of *truth* of a propositional function).

Products: propositional functions over two or three arguments
=> The range consists of pairs, triples, respectively.

Russell developed types further in

“Mathematical logic as based on the theory of types”, 1908.

Claims *impredicativity* is at the root of all the paradoxes
— a kind of self-referential definition.

Russell’s **Vicious Circle Principle**:

“Whatever involves all of a collection must not be one of the collection.”

He avoids impredicativity by defining orders of propositions, where a proposition is of *order* $n+1$ if it contains a universal quantifier over variables ranging over things of order n

This was called *ramification* (or *ramified types*) when used in conjunction with a *simple type theory* in **Principia Mathematica** (1910-1913).

The simple type theory was not defined, but involved

- * products — types consisting of tuples
- * higher “kinds”: 1st order pfs, 2nd order pfs, etc.

Types are not defined, nor is there a notation to express them. Only a of “being of the same type” is defined (incompletely).

1920s: Ramsey and Hilbert and Ackermann

- * The simple theory of types suffices to avoid the paradoxes.
- * Ramsey (1926) gave an explicit definition of simple types
 - 0 is a simple type (ST)
 - t_1, \dots, t_n are ST $\Rightarrow (t_1, \dots, t_n)$ is a ST

These describe the argument types of propositional functions.

E.g. $(0, (0,0))$

= the type of a pf that takes an individual
and a pf with two individual arguments

Meanwhile, in **Set Theory**:

Zermelo 1908 + Fraenkel 1921 \implies ZF axiomatization

Russell's paradox is killed by

* axiom of *comprehension*

$\{x \in A \mid \Phi(x)\}$, not $\{x \mid \Phi(x)\}$

* for extra measure, axiom of *foundation*

\in is well-founded \implies not $s \in s$

NBG (von Neumann, Bernays, Gödel)
axiomatic set theory with sets and classes

1934: Curry: *Functionality* in Combinatory Logic
Curry's type theory for Combinatory Logic

* primitive F combinator for constructing function types

$$Fabf \approx f : a \rightarrow b$$

$$\text{Semantics: } (\forall x)(x \in a \implies f(x) \in b)$$

If x is a type, y a term, xy asserts that y has type x , ($y \in x$)

$$\text{Axiom F: } (\forall x,y,z)(Fxyz \implies (\forall u)(xu \implies y(zu)))$$

Curry's *Functionality* for CL

- * types used as predicates (propositional functions) that can apply to "value" expressions. Distinction between variables representing types and variables representing values is implicit.
- * types are things that can be asserted (proved) to apply to terms
- * combinators (hence terms) can have many types (polymorphism!)
Typing Axioms assign *type schemes* with *universally quantified* type variables (polymorphic types!) to basic combinators:

Axioms for typing primitive combinators, e.g.

$$[\text{FK}] \quad \forall(x, y) Fy(Fxy)K \quad K : \forall(x, y) y \rightarrow (x \rightarrow y)$$

Note: this paper also defines a precursor of the Y combinator, used to show that Russell's paradox is avoided, because of the types.

1940: Church: The Simple Theory of Types

simple theory of types combined with the lambda calculus

still treated as a logical language for reasoning

two primitive types, ι (individuals), \mathbf{o} (propositions, or Bool)
and function types, e.g.

$= : \iota \rightarrow \iota \rightarrow \mathbf{o}$ (a binary relation on individuals)

$\neg : \mathbf{o} \rightarrow \mathbf{o}$

$\forall : (\iota \rightarrow \mathbf{o}) \rightarrow \mathbf{o}$ (universal quantification)

The End

1969: Curry: Modified basic *functionality* in Combinatory Logic

1. types for combinators are called *functional characters*
2. type expressions are called **F-obs**: $F a b = a \rightarrow b$
ranged over by metavariable χ
3. primitive types are called F-simples (e.g. $N = \text{Nat}$)
4. "indeterminate F-simples" = parameters = type variables
5. "F-schemes" are type expressions possibly containing type variables (parameters)
6. typing judgement of form $\vdash \chi X$, where χ is an F-ob and X is a combinator term

χ is a "functional character of X ", i.e. a type (scheme) for X

" X is stratified" = " X is well-typed" = there exists χ s.t. $\vdash \chi X$

Rules: There is a single rule, namely

RULE F:

$$\vdash (F \chi \epsilon) X \ \& \ \vdash \chi Y \implies \vdash \epsilon (XY)$$

This is the usual \rightarrow elimination rule for function application.

Typing rules for primitive (constant) combinators I, K, and S given by the axioms:

$$[FI] \ \vdash \ F \ \alpha \ \alpha \ I \qquad \text{i.e. } I : \alpha \rightarrow \alpha$$

$$[FK] \ \vdash \ F \ \alpha \ (F \ \beta \ \alpha) \ K \qquad \text{i.e. } K : \alpha \rightarrow (\beta \rightarrow \alpha)$$

$$[FS] \ \vdash \ F \ (F \ \alpha \ (F \ \beta \ \gamma)) \ (F \ (F \ \alpha \ \beta) \ (F \ \alpha \ \gamma)) \ S$$

$$\text{i.e. } S : (\alpha \rightarrow (\beta \rightarrow \gamma)) \rightarrow (\alpha \rightarrow \beta) \rightarrow \alpha \rightarrow \gamma$$