### **Towards Modular Mathematics**

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1. Observations

2. Synthetic reasoning

3. Universal Logic

4. Formal framework

5. Uses

## Observations

Some observations, values and desires:

- Assumption: Formalization is good.
- Observation: Everything is a model, and that is a good thing.
- Intuition: A model is a translation, and that simplifies stuff.
- Goal: Modularity; what? why?

Synthetic Reasoning as a successful discipline

#### What is synthetic reasoning? (Theory)

What is meant by "synthetic" reasoning? [...] It deals with space forms in therms of their structure, i.e. the basic geometric and conceptual constructions that can be performed on them. (KockSynthetic1981)

Generally, investigating geometric and quantitative relationships brings along with it understanding of the **logic appropriate for it**. (KockSynthetic1981)

Structure & Logic

§2. Synthetic reasoning [6/35]

#### Example: SDG (1981)

#### Analytic vs. Synthetic: defining derivatives

- Do a bunch of set theory.
- Construct the real numbers  $\mathbb{R}$ .
- Define limits of a function  $\mathbb{R} \to \mathbb{R}$

 $f(x) \xrightarrow{x \to x_0} c \iff$ 

 $\forall \varepsilon > 0 \exists \delta > 0 \forall y \in \mathbb{R}(|x - x_0| < \delta \implies |f(x) - c| < \varepsilon)$ 

- Define continuity of a function  $\mathbb{R} \to \mathbb{R}$ .

 $\forall x_0 \in \mathbb{R}\left(f(x) \xrightarrow{x \to x_0} f(x_0)\right)$ 

- Define differentiability for continuous functions.

$$\forall x \in \mathbb{R} \exists c \in \mathbb{R} \left( \frac{f(x) - f(x+b)}{b} \xrightarrow{b \to 0} c \right)$$

- Do choice-woo to make that into a function.

§2. Synthetic reasoning [7/35]

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  - §2. Synthetic reasoning [7/35]

– Declare signature:  $(R, +, \cdot, 0, 1)$  is a ring.

- Define: 
$$D := \{x : R \mid x^2 = 0\}$$

- Postulate: Every  $f: D \to R$  is of the form

$$f(d) = a + b \cdot d$$

(note that a = f(0))

- Given  $f : R \to R$  and x : R, apply the axiom to  $\lambda d \cdot f(x + d)$ :

$$f(x+d) = f(x) + f'(x) \cdot d$$

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 $f(x+d) = f(x) + f'(x) \cdot d$ Done! Then... Given a space (type) M, a tangent vector at p: M is a curve  $t: D \to M$  with t(0) = p. The tangent bundle is  $M^D$  with projection  $\pi$ , and the tangent space  $T_p M$  is the fiber over p of  $\pi$ , etc.

#### From KockMethods2016,

- Every space M comes equipped with a reflexive symmetric relation  $\sim_M$  (*e.g.*,  $\sim : \prod_{M:\mathcal{U}} \mathcal{M} \times \mathcal{M} \to \mathcal{U}$ ).
- $x \sim_{k+1} y := \exists z . x \sim z \land z \sim_k y.$
- $\mathfrak{M}_k(x) := \{ y : M \mid y \sim_k x \}$

– etc

It is not the intention of SDG to avoid using the wonderful tool of coordinates. [...] The reason we did not start there, is to stress that the "arithmetization" in terms of [a ring] is a *tool*, not the *subject matter*, of geometry. [...] in particular, [geometry] has a life without the ring  $\mathbb{R}$  of real numbers, who sometimes thinks of himself as being the owner and boss of the company. (Kock 2017)

Many ways to synthesize a subject (up to critical discussion)

#### Other subjects can be synthesized

From Bauer (2006),

- A type theory with types 1, sums, products, subsets, etc.
- Assume natural numbers  $\mathbb{N}$ .
- Define monotone binary sequences

$$\mathbb{N}^+ := \{ f : 2^{\mathbb{N}} \mid \forall n : \mathbb{N} \left( f(n) = 1 \to f(s(1)) = 1 \right) \}$$

- Define several types of truth-values:
  - Standard:  $\Omega := \mathcal{P}(1)$
  - Decidable:  $2 := \{p : \Omega \mid p \lor \neg p\}$
  - Classical:  $\Omega_{\neg\neg} := \{p : \Omega \mid \neg \neg p \to p\}$

– etc

#### In synthesis...

In sum:

- Synthetic reasoning involves structure and logic
- There is a rich field of possible "synthetizations" of an area

Issues:

- How can we combine and transform synthetic theories?

# Universal Logic *as a conceptual framework*

#### Motivation for UL

#### What logicians have to say:

Logic is often informally described as the study of *sound reasoning*. [...] In an enormous development beginning in the late 19<sup>th</sup> century, it has been found that a wide variety of different principles are needed for sound reasoning in different domains, and a "logic" has come to mean a set of principles for some form of sound reasoning. **But in a subject the essence of which is formalization, it is embarrassing that there is no widely acceptable formal definition of** "a logic". (Mossakowski et al. 2007, my emphasis)

The central questions

#### How to identify, translate, and combine logics?

§3. Universal Logic [13/35]

Example: sketches, a possible framework

Categorical sketches

§3. Universal Logic [14/35]

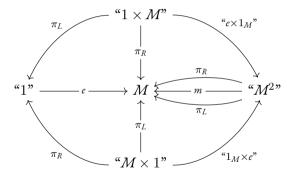
Categorical sketches are given by a diagram (category)  $\mathcal{I}$ , a set of cones  $\mathcal{L}$  and a set of co-cones  $\mathcal{C}$ .

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A model of a sketch  $(\mathcal{I}, \mathcal{L}, \mathcal{C})$  in a category *C* is a functor  $F : \mathcal{I} \to C$  taking cones in  $\mathcal{L}$  to limits and co-cones in  $\mathcal{C}$  to colimits.

#### Example of a sketch

A sketch for unital magmas<sup>1</sup> (nLab 2022) given by the category generated by under some relations...



$$m \circ "e \times 1_M" = \pi_R$$
  

$$m \circ "1 \times e" = \pi_L$$
  

$$e \circ \pi_L = \pi_L \circ "e \times 1_M"$$
  

$$\pi_R \circ "e \times 1_M" = \pi_R$$
  

$$\pi_L = "1_M \times e" \circ \pi_L$$
  

$$e \circ \pi_R = \pi_R \circ "1_M \times e"$$

and cones making the  $\pi$ 's into projections.

§3. Universal Logic [15/35]

<sup>&</sup>lt;sup>1</sup>Types with a binary operation with a unit.

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#### $\operatorname{Mod}(\mathcal{S}, \operatorname{Mod}(\mathcal{T}, C)) \simeq \operatorname{Mod}(\mathcal{S} \otimes \mathcal{T}, C)$

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Models are functors/morphisms

Model-taking is monoidally closed

# An MMT-like theory *as a formal tool*

A theory is a **sequence of declarations**. A declaration is **an identifier** and **an expression** built from previous declarations and constructors.

#### Theories in MMT

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For example:

theory Monoid M: Type  $\cdot: M \to M \to M$  e: Massoc:  $(x, y, z: M) \to x \cdot (y \cdot z) = (x \cdot y) \cdot z$ unit<sub>L</sub>:  $(x: M) \to x = e \cdot x$ unit<sub>R</sub>:  $x \cdot e = x$ 

With constructors  $\rightarrow$ , Type, dependent functions, and application

#### MMT morphisms

A morphism  $\Sigma \to \Gamma$  takes every declared name in  $\Sigma$  to an expression in  $\Gamma$  in such a way as to preserve types under translation.

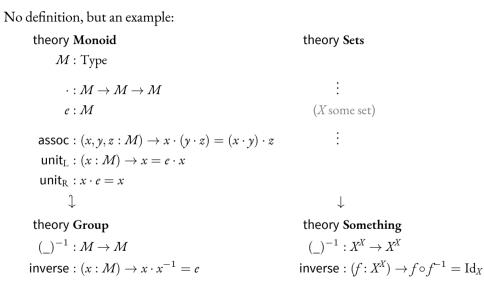
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For example, a morphism  $Monoid \rightarrow Set$ , for a set theory Set

 $X^X$ : Type (X some set) M: Type  $\mapsto$  $\mapsto \quad \lambda f \lambda g \lambda x \ . \ f(g(x)) : X^X \to X^X \to X^X$  $\cdot M \to M \to M$  $\lambda r r \cdot Y^X$ e:M $\mapsto$ assoc :  $x \cdot (y \cdot z) = (x \cdot y) \cdot z$ [...]: [...] (proof of associativity)  $\mapsto$ (x,y,z:M) $\operatorname{unit}_{\mathrm{L}}: (x:M) \to x = e \cdot x$ [...]: [...] (proof of left unitality)  $\mapsto$ [...]: [...] (proof of right unitality) unit<sub>R</sub> :  $x \cdot e = x$  $\mapsto$ 

#### MMT Colimits



§4. Formal framework [20/35]

#### MMT IMPLEMENTS UL?

- Identification: definition, isomorphisms.
- Translation: morphisms.
- Combination: push-forwards, finite colimits in general.

## The joys of modular mathematics

Grp pt : Type  $\cdot: \mathsf{pt} \to \mathsf{pt} \to \mathsf{pt}$ e : pt  $()^{-1}: pt \rightarrow pt$ assoc :  $(x, y, z : pt) \rightarrow x \cdot (y \cdot z) = (x \cdot y) \cdot z$  $neutral_L : (x : pt) \rightarrow e \cdot x = x$  $neutral_R : (x : pt) \rightarrow x = x \cdot e$ inverse :  $(x : pt) \rightarrow x \cdot x^{-1} = e$ 

Top\* pt : Type open :  $\mathcal{P}(\mathcal{P}(\mathsf{pt}))$ base : pt  $open_{\top} : open(full_{pt})$  $open_{\perp} : open(empty_{pt})$  $open_{11}: (a:Type) \rightarrow$  $(u: a \to \mathcal{P}(\mathsf{pt})) \to$  $((i:a) \rightarrow \operatorname{open}(u_i)) \rightarrow$ open  $\left(\bigcup u_i\right)$ 

 $\operatorname{open}_{\cap} : (u, v : \mathcal{P}(\mathsf{pt})) \to \operatorname{open}(u) \to \operatorname{open}(v) \to \operatorname{open}(u \cap v)$ 

§5. Uses [23/35]

#### $\pi_1$ : categories

Cat  
obj : Type  
arr : obj 
$$\rightarrow$$
 obj  $\rightarrow$  Type  
Id :  $(x : obj) \rightarrow arr x x$   
 $\circ : (x, y, z : obj) \rightarrow arr y z \rightarrow arr x y \rightarrow arr x z$   
assoc :  $(x, y, z, w : obj) \rightarrow (f : arr x y) \rightarrow (g : arr y z) \rightarrow (h : arr z w) \rightarrow f \circ (g \circ h) = (f \circ g) \circ h$   
Id<sub>L</sub> :  $(x, y : obj) \rightarrow (f : arr x y) \rightarrow Id_x \circ f = f$   
Id<sub>R</sub> :  $(x, y : obj) \rightarrow (f : arr x y) \rightarrow f \circ Id_y = f$ 

#### Collectivization

Given a theory  $(a_i : E_i)_i$ , and given name *C*, its collectivization is

$$(a_i: E_i)_i \mapsto C: \text{Type}, (a_i: (c:C) \to \varphi(E_i))$$

where

$$arphi(b) := b(c)$$
  $b$  is an identifier  
 $arphi(K(F_j; (x_{jk})_k)_j) := K(arphi(F_j); (x_{jk})_k)_j$ 

#### Collectivization

#### For example, for $\mathcal{C}(Grp)$ we have

Grp  $\mathcal{C}(Grp)$ Grp : Type pt : Type  $pt:(g:Grp) \to Type$  $\cdot: (g: \operatorname{Grp}) \to \operatorname{pt}_{g} \to \operatorname{pt}_{g} \to \operatorname{pt}_{g}$  $\cdot: \mathsf{pt} \to \mathsf{pt} \to \mathsf{pt}$ e : pt  $e:(q:Grp)\to pt_q$  $()^{-1}$ : pt  $\rightarrow$  pt  $()^{-1}: (g: \operatorname{Grp}) \to \operatorname{pt}_{g} \to \operatorname{pt}_{g}$ assoc :  $(x, y, z : pt) \rightarrow x \cdot (y \cdot z) = (x \cdot y) \cdot z$ assoc :  $(g: \operatorname{Grp} \to (x, y, z: \operatorname{pt}_{g}) \to x \cdot_{g} (y \cdot_{g} z) = (x \cdot_{g} y) \cdot_{g} z$ neutral<sub>L</sub> :  $(x : pt) \rightarrow e \cdot x = x$  $neutral_L : (g : Grp) \rightarrow (x : pt_g) \rightarrow e_g \cdot_g x = x$  $neutral_R : (g : Grp) \rightarrow (x : pt_g) \rightarrow x = x \cdot_g e_g$ neutral<sub>R</sub> :  $(x : pt) \rightarrow x = x \cdot e$ inverse :  $(x : pt) \rightarrow x \cdot x^{-1} = e$ inverse :  $(g: \operatorname{Grp}) \to (x: \operatorname{pt}_{g}) \to x \cdot_{g} x^{-1_{g}} = e_{g}$ 

#### $Categories \ in \ MMT$

Define the category of groups by interpreting Cat in C(Grp) (syn. by implementing the Cat interface in C(Grp).

$$\begin{aligned} \mathbf{Grp} &: \mathbf{Cat} \longrightarrow \mathcal{C}(\mathbf{Grp}) \\ & \text{obj} \longmapsto \mathbf{Grp} \\ & \text{arr } G H \longmapsto \sum_{f:\mathsf{pt}_G \to \mathsf{pt}_H x, y:\mathsf{pt}_G} \prod_{f(x \cdot G y) = f(x) \cdot H} f(y), \ f(e_G) = e_H) \\ & g \circ f \longmapsto \langle \mathsf{fst} \ g \circ \mathsf{fst} \ f, \lambda x \lambda y \ . ? \rangle \\ & \mathrm{Id}_G \longmapsto \langle \mathrm{Id}_{\mathsf{pt}_G}, \lambda x \lambda y \ . \operatorname{Refl} \rangle \\ & \text{assoc} \longmapsto \mathrm{proof} \ \mathrm{that} \circ \mathrm{is} \ \mathrm{associative} \\ & \mathrm{Id}_L \longmapsto \mathrm{proof} \ \mathrm{of} \ \mathrm{left} \ \mathrm{identity} \\ & \mathrm{Id}_R \longmapsto \mathrm{proof} \ \mathrm{of} \ \mathrm{right} \ \mathrm{identity} \end{aligned}$$

Do the same for Top\*

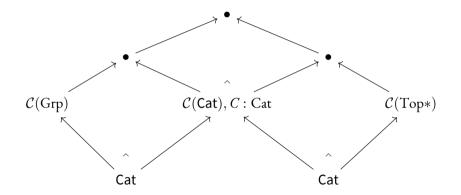
#### To implement $\pi_1$ , at least three options

- 1. Internal functor
- 2. Interpreted functor
- 3. Translation

#### INTERNAL FUNCTOR

§5. Uses [29/35]

#### INTERNAL FUNCTOR



#### INTERNAL FUNCTOR

#### Then,

$$\begin{split} & \operatorname{In}\,\operatorname{Grp}+\operatorname{Top}^* \\ & \operatorname{obj}_{\pi_1}:\operatorname{obj}(\operatorname{Top}^*)\to\operatorname{obj}((\operatorname{Grp})) \\ & \operatorname{obj}_{\pi_1}:=\lambda X\left(\sum_{\gamma:\operatorname{arr}(I,X)}\gamma(0)=\gamma(1)=\operatorname{base}_X\right) \end{split}$$

(Observe that obj(**Top**<sup>\*</sup>) reduces to Top)

$$\begin{split} \pi_1 : \operatorname{Functor}(\mathbf{Top}, \mathbf{Grp}) \\ \pi_1 &:= \langle \operatorname{obj}_{\pi_1}, ?, ? \rangle \end{split}$$

#### Interpreted functor

§5. Uses [31/35]

#### INTERPRETED FUNCTOR

Functor over  $\mathcal{C}(Cat)$ src : Cat tgt : Cat  $fobj: obj(src) \rightarrow obj(tgt)$  $map: (x, y: obj_{src}) \rightarrow arr_{src}(x, y) \rightarrow arr_{trg}(fobj(x), fobj(y))$ coherence :  $(x, y, z : obj_{src})$  $\rightarrow$  (f: arr<sub>src</sub>(x, y))  $\rightarrow (q: \operatorname{arr}_{\operatorname{src}}(\gamma, z))$  $\rightarrow \operatorname{map}(q \circ_{\operatorname{src}} f) = \operatorname{map}(q) \circ_{\operatorname{trg}} \operatorname{map}(f)$ 

#### INTERPRETED FUNCTOR

```
Functor \rightarrow Grp + Top<sup>*</sup>

src \mapsto Top<sup>*</sup>

trg \mapsto Grp

fobj \mapsto \lambda X \cdot \pi_1(X)

map \mapsto \lambda f \cdot [corresponding morphism]

coherence \mapsto [proof of functoriality]
```

 $(\mathbf{Grp} + \mathbf{Top}^*$  is the co-product of Grp and Top<sup>\*</sup> together with the vocabulary from Cat given interpretation under the morphisms **Grp** and **Top**<sup>\*</sup>, respectively. That is realized as a suitable colimit.)

#### Translation

§5. Uses [33/35]

#### Translation

A morphism  $\pi_1$ : Grp  $\rightarrow (\mathcal{C}(\operatorname{Top}^*), X: \operatorname{Top}^*)$ :  $\operatorname{Grp} \to \mathcal{C}(\operatorname{Top}^*), C : \operatorname{Top}$  $\mathsf{pt}\mapsto \prod_{\gamma:X^l}(\gamma(0)=\mathsf{base}_X,\gamma(1)=\mathsf{base}_X)_{\bigwedge}$  $\cdot \mapsto \lambda \gamma, \delta, t \, . \, [\ldots]$  $e \mapsto \llbracket const_{base_{r}} \rrbracket$  $()^{-1} \mapsto [\ldots]$ assoc  $\mapsto$  proof of associativity  $neutral_{L} \mapsto proof of left neutrality$  $neutral_R \mapsto proof of right neutrality$ inverse  $\mapsto$  proof of inverseness

#### Conclusions

- A framework for modular mathematics making possible to
  - ► Do synthetic reasoning
  - ► In the shape of Universal Logic
- Missing: categorical structure and justification to theories

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