The aim of the seminar series this semester is to understand how to organise mathematical knowledge using topoi (a kind of category) and adjoint functors. Let us begin with the big picture.

Concrete		Abstract
←		$\longrightarrow$
Structured sets	~~~> Theories ~~	Z Categories of theories
(ℤ, +), (ℤ[エ],+),	Abelian gwups	Ab
	(operations, laws)	
		there is some
$(\mathbb{Z},+,\cdot),(\mathbb{R},+,\cdot),\ldots$	Ring	relation between Rng
		since every ring is also an abelian group

We are used to the process () above of abstraction, which allows us to deal simultaneously with many examples using concepts like "abelian group". These concepts are how we organise mathematical knowledge. As we all know, the development of mathematical logic in the 20th century allowed w. to view the theorems about abelian groups and their proofs, as <u>mathematical</u> <u>objects</u> in their own night. This is important, because we know how to reason reliably about mathematical objects and how to <u>automate</u> (to some degree) this reasoning. This seminar senies is about the next step, marked (2) above.

QUESTION

Our theories, theorems and poors are organised in lecture notes, books and brains, but is this hierarchical system of knowledge itself a mathematical object? And if so, what kind of object is if ?

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Our aim is to approach this question from the point of view of Lawvere, who emphasised the deepvole of adjoint functors in foundations, many aspects of which are realized concretely in the theory of topoc (plural of topos). We illustrate the general idea with an example :

• Every ring is an abelian group, so there should be a morphism

 $Ab \xrightarrow{\langle} Rng$  (but in which direction?)

But what is the "correct" notion of a <u>morphism of theories</u>? Clearly if we ave to make mathematical knowledge a mathematical object, we must have a good answer to this question!

• Topos theory gives a beautiful answer, at least for so-called "geometric" theories (includes Ab, Rng). Fint, we construct from a theory a category

 $Ab \longrightarrow B(Ab)$ 

called the <u>classifying topos</u>. Then we define

$$Hom(Rng, Ab) := Hom(\beta(Rng), \beta(Ab))$$

(geometric) function and nortural transformations

We will give a brief introduction to category theory in talks # 2, # 3, but for the moments: a category has objects X, Y, Z,... morphisms f: X → Y,... and composition (g: Y → 2, f: X → Y) → go f: X → Z. A functor
 F: C → D between categories sends objects X to objects F(X), morphisms to morphisms and preserves composition.

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• Why does topos theory give the "right" answer for the notion of morphisms of theories, and what is it good for ? In my view the main reason to buy the topos theoretic answer is:

Theorem (Universal property of classifying topoi) For any cocomplete topos & and geometric theory T there is an equivalence of categories

 $\underline{Hom}(\mathcal{E},\mathcal{P}(\mathsf{T})) \cong \{ \text{models of } \mathcal{T} \text{ in } \mathcal{E} \}$ 

what is a topos?

<u>Def</u> (Vague) A topos is a "universe of mathematical discourse".

Def Atopos is a category with

finite limits and colimits
exponentials
a subobject classifier

 $Hom(X \times Y, Z) \cong Hom(X, Z^{Y})$  $Sub(X) \cong Hom(X, \mathcal{L})$ 

Examples (1) <u>Sets</u> (2) Sh(X) X topological space (3) simplicial sets (or <u>sets</u><sup>bop</sup> any small C) (4) category of types/terms in a HOL

What is a theory? It is a set of axioms (i.e. formulas) in a first-order language ( 1.e. there are sorts, constants, function and relation symbols, variables and formulas built from relations R(t), equalities t=t' and the connectives  $\land,\lor, \Rightarrow, \neg, \forall, \exists$ ). I will not explain "geometric" today. (e.g. the has  $x: A \times A \rightarrow A, -: A \rightarrow A, O:A$ )



<u>Summany</u> The logical relation between theories Ab, Rug is promoted to a geometric morphism (adjoint pair of functors) between topoc'.

Ab	B(Ab)	
л , ,	↑ f	
· 1 · ·		
Rng	$\beta(\mathcal{R}ng)$	
-		

<u>Our aim</u>, more precisely stated, is to uncleastand how to organise mathematical knowledge using the 2-category of classifying topoi and geometric morphisms (that is, this is the "arena" in which we propose to look for the mathematical objects which formalize our informal hierarchical system of mathematical knowledge). This has various aspects:

- logical ( the B(T) are "syntactic")
- · categorical
- · computational (via Cumy-Howard, as I will now explain)
- · "geometric" (B(T) is a category of sheaver on a Gwthendreck site)

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Now, why should a computer scientist care about this?

Because programs are mathematical objects, which we want to reason about (perhaps to verify our software is safe) in an automated way (so that our ability to verify software scales with our capacity to create it, for example using machine learning methods)



From a programming language (PL) point of view, the problem of finding mathematical objects to formalise "hierarchical systems of month. knowledge" is the problem of finding a principled PL approach to "hierarchical systems of libraries of programs and equational knowledge" since under Cumy-Howard we can (perhaps) make the analogy

lugic		<u>categonies</u>	<u>c</u>	omputation	
Theory	$\sim$	classifying topos	$\sim$	li bvary	

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Upshot Every theorem about abelian gwaps gives a theorem about rings, via f.