

# logic in color

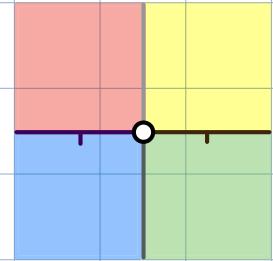
$\sum$

The  
language

$\prod$

Our story so far

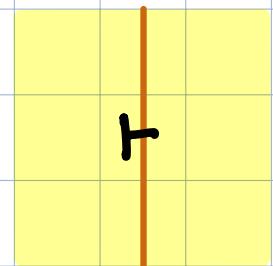
Rel: colors, strings, & beads



[W]: sets + W-matrices

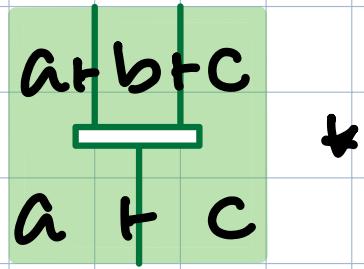
R	a	b
x	●	●
y	●	●

C : monads ~ "cosmic" logic

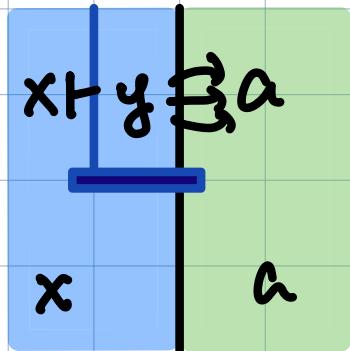


In  $\mathbb{W} := \text{Mod}(\text{Mat } \mathbb{V})$ ,

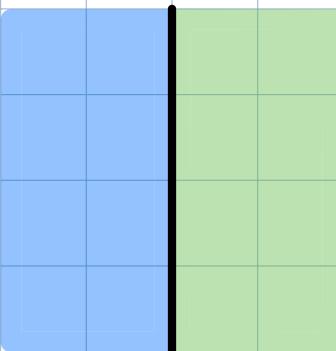
types are "logics",  
( $\mathbb{V}$ -categories)



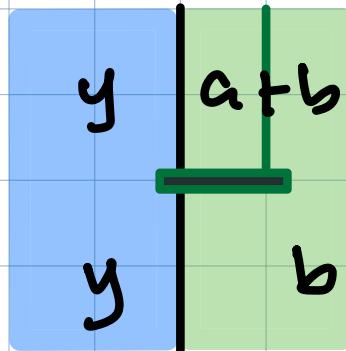
so judgements are "actual"



left action

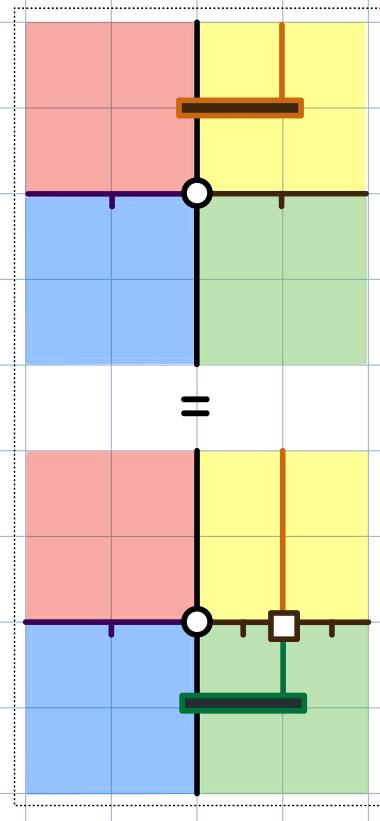
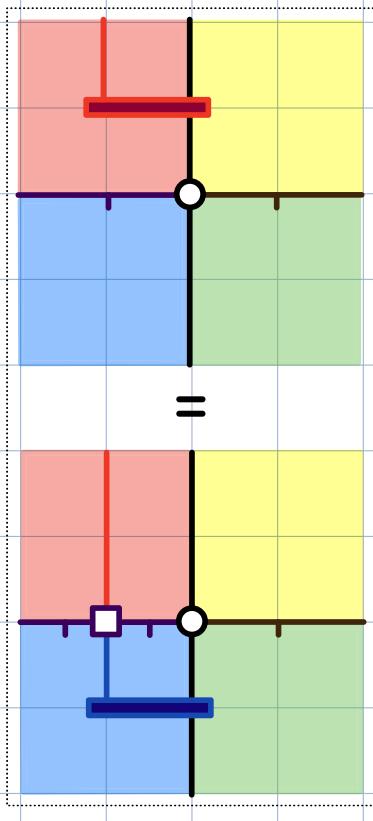


bimodule

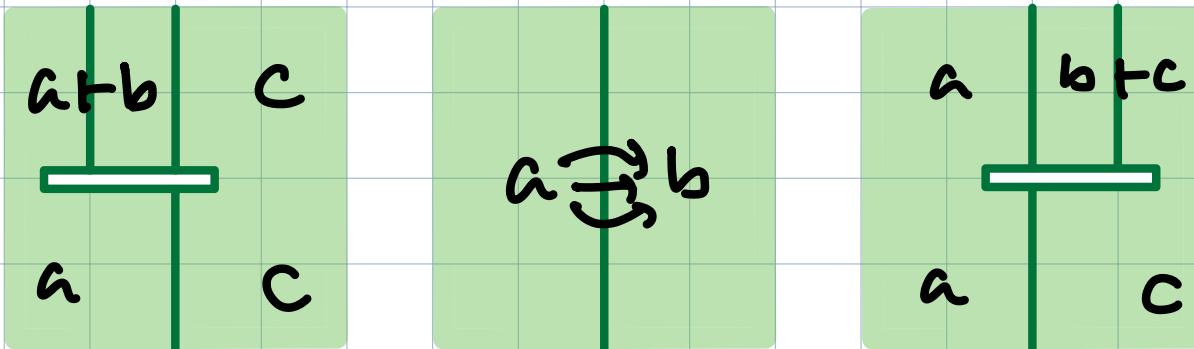


right action

& inferences are "natural".



This is a whole new idea of logic:  
everything is flowing, even  
identity.



This formalizes the idea that  
an object is known  
through its determinations (connections to everything else).

In CT this is called "Yoneda".

There are many equivalent "Yoneda Lemmas",  
but we'll see they all come from  
understanding identity as concrete.

This is wild!

Yet if this is really logic,  
it needs to be a formal language.

It is — in CT it's called "coend calculus",  
but not yet a logical system.

$\tilde{\prod}$  end : "natural" universal ( $\forall$ )

$\tilde{\Sigma}$  coend : "bilinear" existential ( $\exists$ )

In all kinds of generalized logic,  
these constructors are so powerful.

' "All concepts are  $\tilde{\Sigma} \tilde{\prod}$ " — Mac Lane'  
— Michael Scott

$$\left. \begin{array}{l} \frac{d}{dx} \in \text{Lim} \subset \tilde{\prod} \\ \int dx \in \text{colim} \subset \tilde{\Sigma} \end{array} \right\} \text{not just "algebra"}$$

First let's remember :

$\forall \sim$  inference

$\exists \sim$  composition

in Rel

Universal ( $\forall$ ) is the key  
to higher-order reasoning. ("thinking about thinking")

A relation is  
a matrix  
of propositions  
&

an inference is  
a matrix  
of implications,

R	b	b'
a	0	1
a'	1	0...

R+S	b	b'
a	0+1	1+1
a'	1+1	0+0...

yet this data is united in one proposition:

$$\{ A \boxed{\quad} B \} = \text{Tab. } aRb \Rightarrow aSb$$

— this is an object in  $\mathbb{V}$ ! \*

Rel

In  $[B]$  we have the proposition " $R \Rightarrow S$ ";  
in  $[\$]$ , we have the set of inferences

$$\{ \frac{R}{S} \} = \text{Tab. } aRb \rightarrow aSb$$

This is the inference object  $[R \vdash S] : \mathbb{V}$ .

Remember,  
we compose judgements  
with sum & tensor (-o- in  $\mathcal{V}$ )

$$R \otimes I = \sum_{b:B} - R b \otimes b \otimes I - \\ \exists b:B \quad a R b \wedge b \otimes c$$

Now, look:

we "reify" inferences  
with product & hom ( $\frac{\text{prod}}{\text{r}} \sim \frac{\text{hom}}{\text{a}}$ )

$$R \vdash S = \prod_{a:A, b:B} a R b \rightarrow a S b \\ A \vdash b \quad a R b \rightarrow a S b \\ (\text{Clearly some duality afoot.})$$

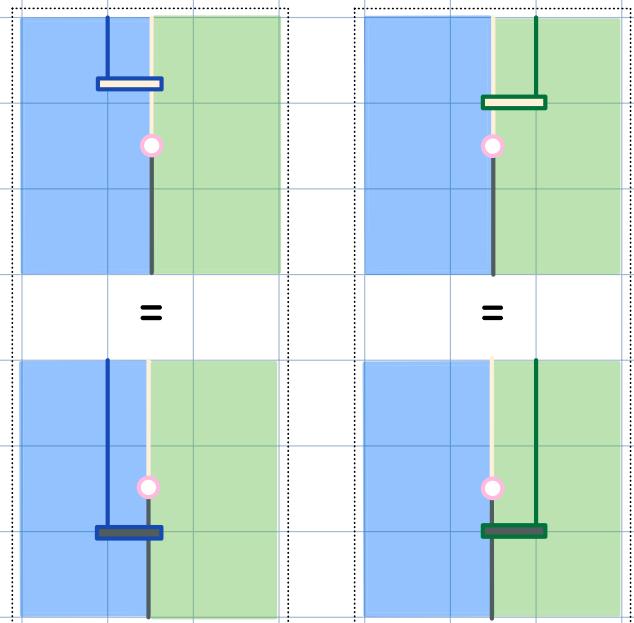
So with  $(\mathcal{V}, \otimes, \Sigma)$  we have  $[\mathcal{V}]$   
& if also  $(", \rightarrow, \prod)$   
then  $[\mathcal{V}]$  supports higher-order logic.

— Now to work in "cosmic" logic,  
we also need

equalisers  $\{a \mid f=g\} \hookrightarrow A$   
& quotients  $A \rightarrow A/\langle u \sim v \rangle$ .

Why?

Inference is conditioned by "naturality":



ie for every

$$\begin{array}{l} \alpha \rightarrow a \\ + b \rightarrow b \end{array}$$

$$\alpha R b \rightarrow a R b \rightarrow a R b$$

$$\begin{array}{ccccccc} \downarrow & \text{"} & \downarrow & \text{"} & \downarrow & \text{"} & \downarrow \\ \alpha S b \rightarrow a S b \rightarrow a S b \end{array}$$

"natural transformation"

So, to specify the "subset" of natural inferences:

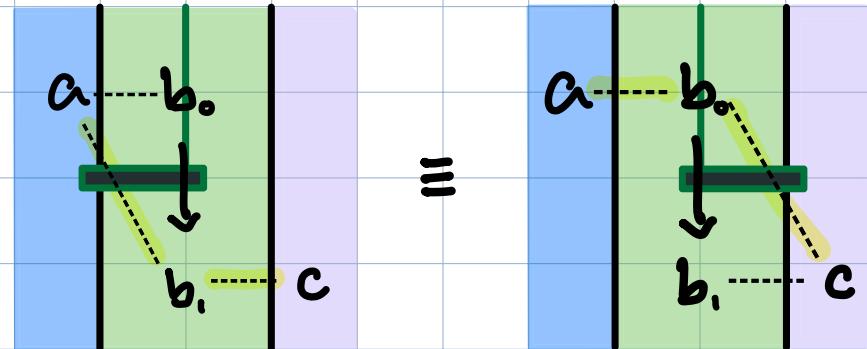
$$\left\{ \begin{array}{l} \tilde{\Pi}_{ab} : a R b \rightarrow a S b \\ \text{"equaliser"} \\ \text{1. } \alpha A \circ R b \circ a \gamma b = \alpha \gamma b \circ \alpha A \circ S b \\ \text{2. } a R \circ B b \circ a \gamma b = a \gamma b \circ a S \circ B b \end{array} \right\}$$

This is the end  $\tilde{\Pi}_{ab} : a R b \rightarrow a S b$ .

R+S inference object

$\tilde{\Pi}$  is the "natural" universal.

Dually,  
composition quotients inner actions:



This is necessary  
for unitality.

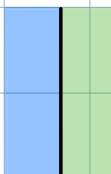
We no longer have  $\boxed{\text{blue}} = \boxed{\text{green}}$ ,  
but we must have at least as:

$$\boxed{\text{blue}} + \boxed{\text{green}} = \boxed{\text{blue}} + \boxed{\text{green}} = \boxed{\text{blue}} + \boxed{\text{green}}$$

The iso  $R \cong A \circ R = \sum_{b:B} A_a \cdot A_b \circ a R -$   
is known as "coYoneda lemma".

So, composition is defined

$$aR \circ bC := \sum_{b:B} aR \circ b \circ bC / \\ \langle aRB \circ b \circ bC, bC \\ \sim aR \circ b \circ bC \rangle$$



This is the coend  $\tilde{\sum}_{b:B} aRb \circ bC$ .

$\tilde{\sum}$  is the "bilinear" existential.

These work just like  $\exists$  &  $\forall$ .

Quantifiers are characterized by a "universal property".

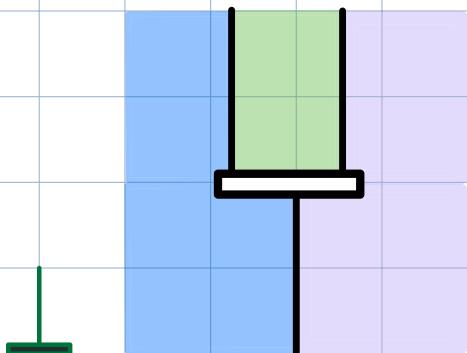
(in CT this is called  
"hom preserves colimits")

$$\frac{\exists x \, P_x}{Q} \sim \forall x \, \frac{P_x}{Q}$$

$$\frac{Q}{\forall y \, R_y} \sim \forall y \, \frac{Q}{R_y}$$

Consider an inference

$$\frac{R \circ U}{Z}$$



$$\frac{\tilde{\sum} b : B. \, a R b \circ b U c}{a Z c}$$

An inference from  $A \xrightarrow{R \circ U} C$   
cannot distinguish the inner actions  
— so it is "natural" in  $B$ .

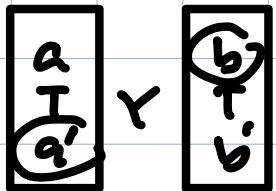
$$\frac{\tilde{\sum} b : B. \, a R b \circ b U c}{a Z c} \sim \tilde{\prod} b : B. \, \frac{a R b \circ b U c}{a Z c}$$

+ similarly for  $X \vdash \tilde{\prod}$ .

More,  $\tilde{\Sigma}$  "bilinearity" provides  
~~extensions~~, adjoints to composition  
 for "internal HOL" — we'll explore next time.

$A \vdash B, C$   
 $A \otimes B \rightarrow C$

Let's end with a bang.



Let  $A, B$  be types. ( $\mathbb{W}$ -categories)

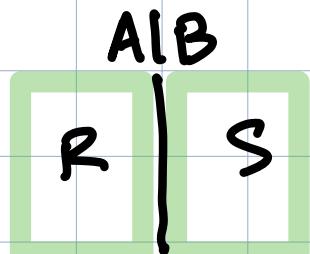
For each  $R, S : A \mid B$   
 there's an object of inferences  $[R \vdash S] : \mathbb{W}$ .

Does that sound familiar?

$$[A \mid B](R \vdash S) = \tilde{\prod} a:A.b:B.aRb \vdash aSb : \mathbb{W}$$

a  $\mathbb{W}$ -matrix!

and?  $[A \mid B] \circ [A \mid B] \rightarrow [A \mid B]$



$[A \mid B]$  is a  $\mathbb{W}$ -category!

(so, the language is its own metalanguage.)

This language is not yet defined  
nor used systematically in CT.

What is possible in cosmic logic?

$$[A|B] \sim [A^o \otimes B + \mathbb{N}]$$

judgements

terms