

# How to **almost** teach Intuitionistic Logic to Discrete Mathematics Students

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<http://angg.twu.net/math-b.html>

<http://www.logicauniversalis.org/wld>

<http://www.logicauniversalis.org/wld-rio-de-janeiro>

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## Discrete Mathematics at PURO/UFF

I teach in a campus that UFF has in Rio das Ostras, in the countryside of the state of Rio de Janeiro...

The entrance of the campus looks like this:



⇐ “PURO”:  
Pólo Universitário  
de Rio das Ostras

## Discrete Mathematics at PURO/UFF (2)

Discrete Mathematics is taught to first-semester Computer Science students there.

Most of these students enter the university with *very little knowledge* of how to use variables, and when they attempt to spell out their ideas in Portuguese, either speaking or writing, they are **too imprecise...**

They ask “can I do xxx yyy?” and if I say “yes” they write weird atrocities in the test, and when I mark them as wrong they blame me (“you said I could do that!”); if I say “no, you can’t do that” then they do other atrocities and blame me, too.

**I don't have time to debug their Portuguese!**

## Discrete Mathematics at PURO/UFF (3)

...so I decided that I would stress mathematical notation — Almost all ideas on the blackboard (whiteboard, actually) would have examples in mathematical notation.

I structured the course of Discrete Mathematics in three layers (presented more or less in parallel):

Layer 1: **Calculating** things

in a system with numbers, truth-values, sets and lists where everything can be calculated in a **finite** number of steps with almost no creativity required.

Layer 2: some infinite objects, like  $\mathbb{N}$  and  $\mathbb{Z}$ , are allowed; we learn how to “calculate”, e.g.,  $\exists k \in \mathbb{Z}. 10k = 23$

Layer 3: we add formal proofs.

## Layer 1: Calculating things

...in a system with numbers, truth-values, sets and lists where everything can be calculated in a **finite** number of steps with almost no creativity required.

Example:

$$\begin{aligned}
 (\forall a \in \{2, 3, 5\}.a^2 < 10) &= (a^2 < 10)[a := 2] \wedge \\
 &\quad (a^2 < 10)[a := 3] \wedge \\
 &\quad (a^2 < 10)[a := 5] \\
 &= (2^2 < 10) \wedge (3^2 < 10) \wedge (4^2 < 10) \\
 &= (4 < 10) \wedge (9 < 10) \wedge (16 < 10) \\
 &= \mathbf{T} \wedge \mathbf{T} \wedge \mathbf{F} \\
 &= \mathbf{F}
 \end{aligned}$$

Note the substitution operator:

$$(a^2 < 10)[a := 3] = (3^2 < 10).$$

## Layer 1: Set Comprehensions

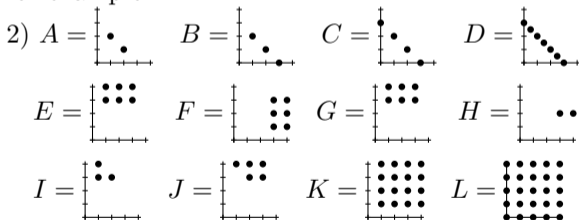
I wrote a lengthy explanation of set comprehensions, using “generators”, “filters” and a “result expression”. The students started by learning how to calculate things like these (note the ‘;’ instead of a ‘|’; these ‘{...;...}’s are calculated from left to right!):

$$\begin{aligned}
 & \underbrace{\{a \in \{1, 2\}}_{\text{gen}}, \underbrace{b \in \{2, 3\}}_{\text{gen}}, \underbrace{a \neq b}_{\text{filt}}; \underbrace{(a, b)}_{\text{expr}} \\
 &= \{(1, 2), (1, 3), (2, 3)\} \\
 &= \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array}
 \end{aligned}$$

...then  $\{a \in \{2, 3, 4\} \mid a^2 < 10\}$   
 and  $\{10a + b \mid a \in \{1, 2\}, b \in \{3, 4\}\}$ .

## Layer 1: Set Comprehensions (2)


The “lengthy explanation of set comprehensions” using “generators”, “filters” and a “result expression”, has:  
 2 pages of explanations,  
 2 pages of exercises (5+19+16+9+16+7 exercises),  
 1 page of answers, all using a graphical notation —  
 for example:







## Propositions

Let  $W = \{0, 1, 2, 3\} \times \{0, 1, 2\} =$   .

(Our “set of worlds”).

A *proposition on A* is a function  $P : A \rightarrow \{\mathbf{F}, \mathbf{T}\}$ .

Let  $P, Q, R$  be these propositions on  $W$ :

$$P = \{ ((x, y), z) \mid (x, y) \in W, z = (x \leq 1 \wedge y \geq 1) \}$$

$$Q = \{ ((x, y), z) \mid (x, y) \in W, z = (1 \leq x \leq 2 \wedge y \geq 1) \}$$

$$R = \{ ((x, y), z) \mid (x, y) \in W, z = (0 \leq x \leq 2 \wedge y \leq 1) \}$$

or:

$$P = P(x, y) = (x \leq 1 \wedge y \geq 1) = \begin{array}{cccc} \mathbf{T} & \mathbf{T} & \mathbf{F} & \mathbf{F} \\ \mathbf{T} & \mathbf{T} & \mathbf{F} & \mathbf{F} \\ \mathbf{F} & \mathbf{F} & \mathbf{F} & \mathbf{F} \end{array}$$

$$Q = Q(x, y) = (1 \leq x \leq 2 \wedge y \geq 1) = \begin{array}{cccc} \mathbf{F} & \mathbf{T} & \mathbf{T} & \mathbf{F} \\ \mathbf{F} & \mathbf{T} & \mathbf{T} & \mathbf{F} \\ \mathbf{F} & \mathbf{F} & \mathbf{F} & \mathbf{F} \end{array}$$

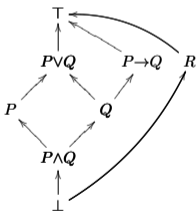
$$R = R(x, y) = (0 \leq x \leq 2 \wedge y \leq 1) = \begin{array}{cccc} \mathbf{F} & \mathbf{F} & \mathbf{F} & \mathbf{F} \\ \mathbf{T} & \mathbf{T} & \mathbf{T} & \mathbf{F} \\ \mathbf{T} & \mathbf{T} & \mathbf{T} & \mathbf{F} \end{array}$$

## Propositions (2)

In a (long) series of exercises the students learned to visualize these and lots of other propositions on  $W$  — actually this set of propositions,

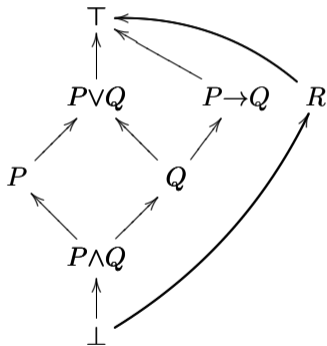
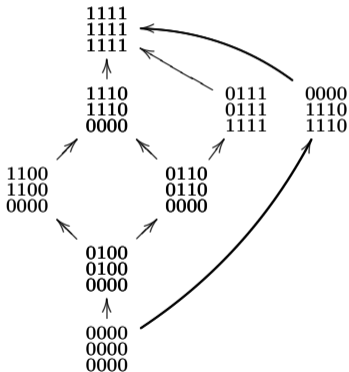
$$\mathcal{S} = \{\top, \perp, P, Q, R, P \wedge Q, P \vee Q, P \rightarrow Q\}$$

and I asked them to draw the Hasse diagram of the partial order on  $\mathcal{S}$ . They got this:



### Propositions (3)

Using '0's and '1's instead of 'F's and 'T's, what they got was:



**Comprehensions**  $\rightarrow$  **contexts**  $\rightarrow$  **sequents**

The part at the left of the ‘;’ in a ‘ $\{\dots;\dots\}$ ’ is called the “context”. For example:

$$\underbrace{\underbrace{\{a \in \{1, 2\}}_{\text{gen}}, \underbrace{b \in \{2, 3\}}_{\text{gen}}, \underbrace{a \neq b}_{\text{filt}}, \underbrace{c \in \{1, \dots, a + b\}}_{\text{gen}}}_{\text{context}}; \underbrace{10a + c}_{\text{expr}}}$$

The *set of possible values* for this context is:

$$\underbrace{\underbrace{\{a \in \{1, 2\}}_{\text{gen}}, \underbrace{b \in \{2, 3\}}_{\text{gen}}, \underbrace{a \neq b}_{\text{filt}}, \underbrace{c \in \{1, \dots, a + b\}}_{\text{gen}}}_{\text{context}}; \underbrace{(a, b, c)}_{\text{expr}}}$$

## Comprehensions $\rightarrow$ contexts $\rightarrow$ sequents

This is surprisingly similar to contexts in sequents!

$$\underbrace{a \in \mathbb{Z}}_{\text{gen}}, \underbrace{b \in \{1, 2, 3\}}_{\text{gen}}, \underbrace{\text{prime}(4a + b)}_{\text{filt}} \vdash b = 3$$

$\underbrace{\hspace{15em}}_{\text{context}}$

The sequent above can be seen as a (false!) proposition.

We used this in the course to debug proofs.

Our formal proofs were written as series of numbered lines, each line starting by either “Suppose” or “Then”.

Each “Then” line had an associated sequent — its context was made of all the open “Suppose”s.

For each “Then” line in a valid proof its associated sequent had to be a true proposition.

**Part 2: a course  
about  $\lambda$ -Calculus,  
Logic and Categories,  
with almost no prerequisites**

See: <http://angg.twu.net/math-b.html#lclt>

## **$\lambda$ -Calculus, Logics and Translations**

In the semesters 2016.1, 2016.2, 2017.1, 2017.2, and 2018.1 I gave a hands-on seminar course (an “optativa” in Portuguese) called “ $\lambda$ -Calculus, Logics and Translations” — “LCLT” from here on.

*It was all based on exercises.*

I organized it to be as beginner-friendly as possible, and I expected it to have some Psychology students at least in the first classes, but they never came (even though they said they would)...

## Evaluating expressions

It started as this. Suppose that we forget all the algebra we know; we only know how to calculate expressions step-by-step by adding, subtracting, or multiplying two *numbers*.

Then there are several paths from any initial expression to its final result, and we can draw that as a directed graph where each arrow  $\alpha \rightarrow \beta$  means a “one-step reduction”...

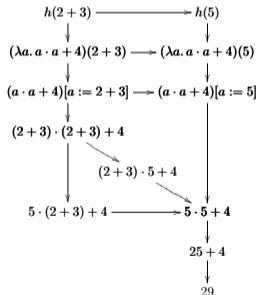
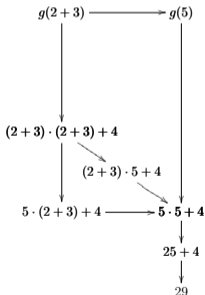
Example:

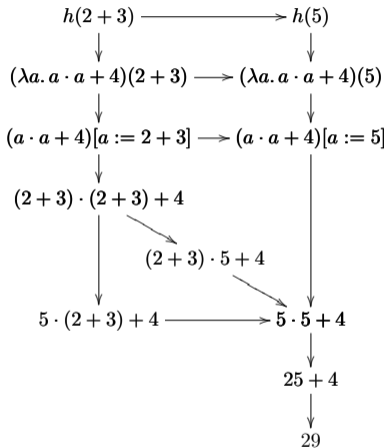
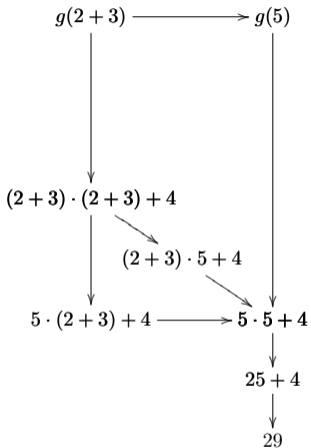
$$\begin{array}{ccccc} 2 \cdot 3 + 4 \cdot 5 & \longrightarrow & 2 \cdot 3 + 20 & & \\ \downarrow & & \downarrow & & \\ 6 + 4 \cdot 5 & \longrightarrow & 6 + 20 & \longrightarrow & 26 \end{array}$$



## Evaluating expressions (2)

Then I added rules for evaluating  
 a named function  $g(a) = a \cdot a + 4$ ,  
 an unnamed function  $\lambda a. a \cdot a + 4$ , and  
 I defined  $h = \lambda a. a \cdot a + 4 \dots$

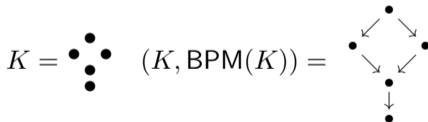
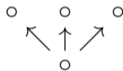
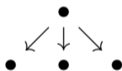




## Directed graphs

Only then I introduced the concept of directed graph, and how DGs are represented formally in Mathematics as pairs of the form (points, arrows)...

And I introduced two ways to convert subsets of  $\mathbb{Z}^2$  to graphs: adding black (or white) pawns moves...



## Wet paint

A *ZSet* is a finite subset of  $\mathbb{Z}^2$ . (Modulo a detail)

A *ZDAG* is a *ZSet* plus its black (or white) pawns moves.

Let  $A$  be a *ZSet*. Let  $B$  be a subset of  $A$ .

We will represent  $B$  as the characteristic function of  $B \subseteq A$ ;  
for example,  $B = \begin{smallmatrix} 0 & 1 \\ & 1 \end{smallmatrix}$ .

Imagine that the '1's are painted with wet black paint, that can flow down through the arrows (black pawns moves). If there is an arrow  $1 \rightarrow 0$  then black paint will flow from the 1 to the 0 and will paint the 0 black.

This is unstable:  $\begin{smallmatrix} 0 & 1 \\ & 0 \end{smallmatrix}$  — it changes when the paint flows.

This is stable:  $\begin{smallmatrix} 0 & 1 \\ 1 & 1 \end{smallmatrix}$  — it doesn't change.

## Stable subsets

I gave the students a ZSet (a finite subset of  $\mathbb{Z}^2$ ),  
 for example,  $H = \begin{matrix} \bullet \\ \bullet \\ \bullet \end{matrix}$ , and I asked them to find all  
 stable subsets of it... Notation:

$\mathcal{P}(H)$  is the set of all subsets of  $H$ ,

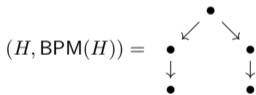
$\mathcal{O}(H)$  is the set of all stable subsets of  $H$ .

We have  $\mathcal{O}(H) =$

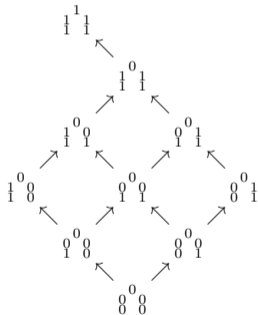
$$\{ \begin{matrix} 0 \\ 0 \end{matrix}, \begin{matrix} 0 \\ 1 \end{matrix}, \begin{matrix} 0 \\ 0 \end{matrix}, \begin{matrix} 0 \\ 1 \end{matrix}, \begin{matrix} 0 \\ 0 \end{matrix}, \begin{matrix} 0 \\ 1 \end{matrix}, \begin{matrix} 0 \\ 1 \end{matrix}, \begin{matrix} 0 \\ 1 \end{matrix}, \begin{matrix} 1 \\ 0 \end{matrix}, \begin{matrix} 1 \\ 0 \end{matrix}, \begin{matrix} 1 \\ 1 \end{matrix}, \begin{matrix} 1 \\ 1 \end{matrix}, \}$$

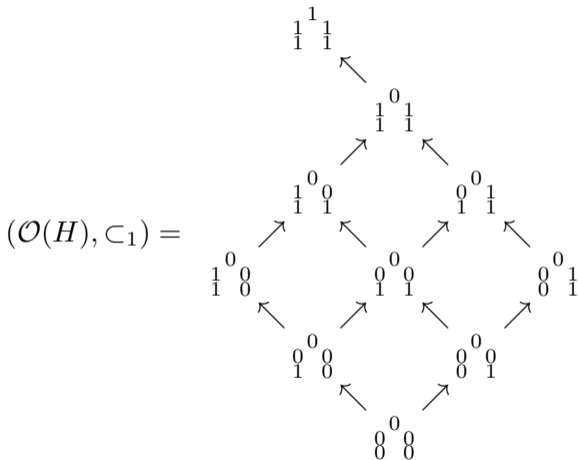
## Stable subsets: partial order

Then I asked them to draw the partial order on  $\mathcal{O}(H)$ , with  $\begin{smallmatrix} 1 \\ | \\ 1 \end{smallmatrix}$  at the top, and an arrow  $\alpha \rightarrow \beta$  when  $\beta$  is  $\alpha$  with one '0' changed to a '1'...



$(\mathcal{O}(H), \subset_1) =$





## Order topologies

In standard terms,  $\mathcal{O}(W)$  is the *order topology* on  $W$ .  
 More generally, let  $(P, A)$  be a directed graph;  $A \subseteq P \times P$ .  
 Each arrow  $p \rightarrow q$  in  $A$ , i.e.,  $(p, q) \in A$ , can be seen as a **condition** on open sets: if an open set contains  $p$  then it **has to** contain  $q$ .

$$(P, A) = (\{1, 2, 3\}, \left\{ \begin{array}{l} (1,3) \\ (2,3) \end{array} \right\})$$

$$\Rightarrow \mathcal{O}_A(P) = \{U \subseteq P \mid (1 \in U \rightarrow 3 \in U \wedge 2 \in U \rightarrow 3 \in U)\}$$

Notation:

If  $W$  is a ZSet,

$$\mathcal{O}(W) = \mathcal{O}_{\text{BPM}(W)}(W)$$

The “set of stable subsets of  $W$ ” is a **topology**.

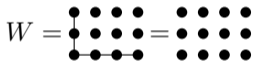


## Topologies are Heyting Algebras

Topologies are Heyting Algebras  $\Rightarrow$

We can interpret Intuitionistic Propositional Logic (“IPL”) on topologies:  $\top, \perp, \wedge, \vee, \rightarrow, \neg, \leftrightarrow$ .

Remember — from the big exercise for MD students — that when our set of worlds  $W$  is



then we can represent **propositions** by the **set of worlds** in which they're true,

and we use characteristic functions to draw them...

$$P = \begin{array}{cccc} 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array} \quad Q = \begin{array}{cccc} 0 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array} \quad P \wedge Q = \begin{array}{cccc} 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array}$$

## Propositional Logic on a topology

How do we interpret **Intuitionistic** Propositional Logic on a topology? Conjunction and disjunction are easy...

If  $P = \begin{smallmatrix} 0 & 0 \\ 1 & 1 \end{smallmatrix}$  and  $Q = \begin{smallmatrix} 0 & 1 \\ 0 & 1 \end{smallmatrix}$  then

$P \wedge Q = \begin{smallmatrix} 0 & 0 \\ 0 & 1 \end{smallmatrix}$  and

$P \vee Q = \begin{smallmatrix} 0 & 0 \\ 1 & 1 \end{smallmatrix} \dots$

But  $P \rightarrow Q$  is problematic...

**IPL on a topology (2)**

$$\begin{aligned}
 P \rightarrow Q &= \neg \underbrace{P}_{\begin{smallmatrix} 0 & 0 \\ 1 & 1 \end{smallmatrix}} \vee \underbrace{Q}_{\begin{smallmatrix} 0 & 1 \\ 0 & 1 \end{smallmatrix}} = \underbrace{\begin{smallmatrix} 1 & 1 \\ 0 & 0 \end{smallmatrix}}_{\begin{smallmatrix} 1 & 1 \\ 0 & 1 \end{smallmatrix}}, \text{ not stable/open!}
 \end{aligned}$$

The fix is totally artificial.

We distinguish modal operations (easy)

from intuitionistic operations (hard — use interior).

### IPL on a topology (3)

$$\neg_M P := \top \setminus P$$

$$P \rightarrow_M Q := \neg_M P \vee Q$$

$$\begin{aligned} P \rightarrow Q &:= P \rightarrow_I Q \\ &:= \text{Int}(P \rightarrow_M Q) \\ &= \text{Int}(\neg_M P \vee Q) \\ &= \text{Int}((\top \setminus P) \vee Q) \end{aligned}$$

$$\begin{aligned} \neg P &:= P \rightarrow \perp \\ &= P \rightarrow_I \perp \\ &= \text{Int}(P \rightarrow_M \perp) \\ &= \text{Int}(\neg_M P \vee \perp) \\ &= \text{Int}(\neg_M P) \\ &= \text{Int}(\top \setminus P) \end{aligned}$$

$$\begin{matrix} 0 & 0 \\ 1 & 1 \end{matrix} \rightarrow \begin{matrix} 0 & 0 \\ 0 & 1 \end{matrix} = \text{Int}\left(\begin{matrix} 1 & 1 \\ 0 & 0 \end{matrix} \vee \begin{matrix} 0 & 0 \\ 0 & 1 \end{matrix}\right) = \text{Int}\left(\begin{matrix} 1 & 1 \\ 0 & 1 \end{matrix}\right) = \begin{matrix} 0 & 0 \\ 0 & 1 \end{matrix}$$

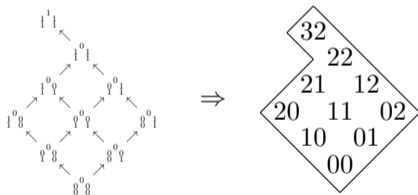
## How do we visualize the intuitionistic ‘ $\rightarrow$ ’?

How do we **visualize** how the intuitionistic implication works?

$\top$  and  $\perp$  are easy: the top and the bottom elements,

$\wedge$  and  $\vee$  are easy: “meet” and “join” in the lattice.

We need a more convenient way to draw our topologies.



Each open set will be written as two digits.

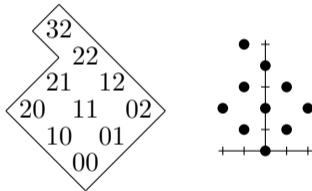
**LR-coordinates**

$(x, y)$  means: start at  $(0, 0)$ , walk  $x$  steps E,  $y$  steps N.

$\langle l, r \rangle$  means: start at  $(0, 0)$ , walk  $l$  steps NW,  $r$  steps NE.

We abbreviate  $\langle l, r \rangle$  as  $lr$ .

Check:



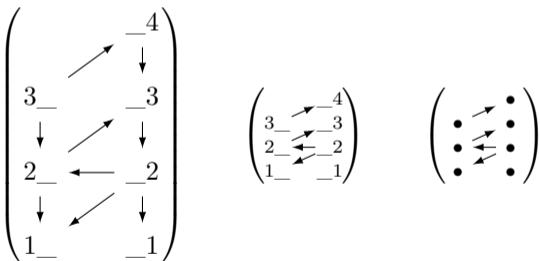
$$20 = \langle 2, 0 \rangle = (0, 0) + 2\overbrace{(-1, 1)} + 0\overbrace{(1, 1)} = (-2, 2)$$

$$32 = \langle 2, 0 \rangle = (0, 0) + 3\overbrace{(-1, 1)} + 2\overbrace{(1, 1)} = (-1, 5)$$

## 2-column graphs

A 2-column graph (“2CG”) has two columns of points, all vertical arrows pointing one step down, and *some* intercolumn arrows.

An example:



## 2-column graphs (2)

The operation 2CG builds a 2-column graph formally from  
 the height of its left column,  
 the height of its right column,  
 the intercolumn arrows going right,  
 the intercolumn arrows going left.

$$\begin{aligned}
 & 2CG(3, 4, \{ \begin{smallmatrix} 3\_ \rightarrow 4\_ \\ 2\_ \rightarrow 3\_ \end{smallmatrix} \}, \{ \begin{smallmatrix} 2\_ \leftarrow 2\_ \\ 1\_ \leftarrow 2\_ \end{smallmatrix} \}) \\
 = & \left( \left\{ \begin{smallmatrix} 3\_ & 2\_ & 1\_ \\ \_4 & \_3 & \_2 & \_1 \end{smallmatrix} \right\}, \left\{ \begin{array}{l} -4 \rightarrow 3, \quad 3\_ \rightarrow 2, \quad 2\_ \rightarrow 1, \\ 3\_ \rightarrow 4, \quad 2\_ \rightarrow 3, \\ 2\_ \leftarrow 2, \quad 1\_ \leftarrow 2 \end{array} \right\} \right) \\
 & \left( \begin{array}{ccc} & & 4 \\ 3\_ & \nearrow & 3 \\ 2\_ & \nearrow & 2 \\ 1\_ & \nearrow & 1 \end{array} \right) \quad \left( \begin{array}{ccc} & & \bullet \\ \bullet & \nearrow & \bullet \\ \bullet & \nearrow & \bullet \\ \bullet & \nearrow & \bullet \end{array} \right)
 \end{aligned}$$



## 2CGs and piles

$$2CG(3, 4, \{ \overset{3}{2} \rightarrow \overset{4}{3} \}, \{ \overset{2}{1} \leftarrow \overset{2}{2} \}) = (\{ \overset{3}{4}, \overset{2}{3}, \overset{1}{2}, \overset{1}{1} \}, \{ \dots \})$$

$$\text{pile}(3, 4) = \{ \overset{3}{4}, \overset{2}{3}, \overset{1}{2}, \overset{1}{1} \} = \begin{pmatrix} & & & 1 \\ 1 & \nearrow & & 1 \\ 1 & \nearrow & \nearrow & 1 \\ 1 & \nearrow & \nearrow & 1 \end{pmatrix}$$

$$\text{pile}(2, 1) = \{ \overset{2}{2}, \overset{1}{1} \} = \begin{pmatrix} & & & 0 \\ 0 & \nearrow & & 0 \\ 1 & \nearrow & \nearrow & 0 \\ 1 & \nearrow & \nearrow & 1 \end{pmatrix}$$

All open sets of a 2CG are piles,

but some piles are not open sets...

for example,  $\text{pile}(2, 1)$  is not open — it has  $\overset{2}{2}$  but not  $\overset{1}{3}$ .

## 2CGs and piles

$$\begin{aligned} \text{Let } (P, A) &= 2\text{CG}(3, 4, \{ \overset{3}{\_} \rightarrow \overset{4}{\_} \}, \{ \overset{2}{\_} \leftarrow \overset{2}{\_} \}) \\ &= \begin{pmatrix} & & & 4 \\ 3 & \nearrow & & 3 \\ 2 & \nearrow & \nearrow & 2 \\ 1 & \nearrow & \nearrow & 1 \end{pmatrix} . \end{aligned}$$

$$\text{Then } \mathcal{O}_A(P) = \begin{array}{c} \begin{array}{c} \text{34} \\ \text{24} \end{array} \\ \begin{array}{c} \text{23} \\ \text{22} \quad \text{13} \\ \text{21} \quad \text{12} \end{array} \\ \begin{array}{c} \text{11} \\ \text{10} \quad \text{01} \\ \text{00} \end{array} \end{array}$$

Can you visualize  $\mathcal{O}(\mathbb{R})$ ? I find that very hard!

## 2CGs and implication

We are using

$$(P, A) = \begin{pmatrix} 3 & \nearrow & -4 \\ 2 & \rightarrow & -3 \\ 1 & \leftarrow & -2 \\ & \nwarrow & -1 \end{pmatrix}, \mathcal{O}_P(A) = \begin{array}{c} \begin{array}{c} 34 \\ 24 \end{array} \\ \begin{array}{c} 23 \\ 22 \quad 13 \\ 21 \quad 12 \end{array} \\ \begin{array}{c} 11 \\ 10 \quad 01 \\ 00 \end{array} \end{array}$$

$$\text{Then } 21 \rightarrow 12 = \begin{pmatrix} & \nearrow & 0 \\ 0 & \rightarrow & 0 \\ 1 & \leftarrow & 0 \\ 1 & \nwarrow & 1 \end{pmatrix} \rightarrow \begin{pmatrix} & \nearrow & 0 \\ 0 & \rightarrow & 0 \\ 0 & \leftarrow & 1 \\ 1 & \nwarrow & 1 \end{pmatrix} = \text{Int}(\dots)\dots$$

## 2CGs and implication (2)

$$\begin{aligned}
 \text{Then } 21 \rightarrow 12 &= \begin{pmatrix} & & 0 \\ 0 & \nearrow & 0 \\ 1 & \nearrow & 0 \\ 1 & \nwarrow & 1 \end{pmatrix} \rightarrow \begin{pmatrix} & & 0 \\ 0 & \nearrow & 0 \\ 0 & \nearrow & 1 \\ 1 & \nwarrow & 1 \end{pmatrix} \\
 &= \text{Int} \left( \begin{pmatrix} & & 1 \\ 1 & \nearrow & 1 \\ 0 & \nearrow & 1 \\ 0 & \nwarrow & 0 \end{pmatrix} \vee \begin{pmatrix} & & 0 \\ 0 & \nearrow & 0 \\ 0 & \nearrow & 1 \\ 1 & \nwarrow & 1 \end{pmatrix} \right) \\
 &= \text{Int} \left( \begin{pmatrix} & & 1 \\ 1 & \nearrow & 1 \\ 0 & \nearrow & 1 \\ 1 & \nwarrow & 1 \end{pmatrix} \right) \\
 &= \begin{pmatrix} & & 0 \\ 0 & \nearrow & 1 \\ 0 & \nearrow & 1 \\ 1 & \nwarrow & 1 \end{pmatrix} = 13
 \end{aligned}$$

## 2CGs and implication (3)

$$\text{In } (P, A) = \left( \begin{array}{ccc} & & 4 \\ 3 & \rightarrow & 3 \\ 2 & \rightarrow & 2 \\ 1 & \rightarrow & 1 \end{array} \right), \mathcal{O}_P(A) = \begin{array}{c} \begin{array}{cc} 34 & \\ & 24 \end{array} \\ \begin{array}{ccc} & 23 & \\ 22 & & 13 \\ 21 & 12 & \end{array} \\ \begin{array}{cc} & 11 \\ 10 & 01 \\ & 00 \end{array} \end{array},$$

$$21 \rightarrow 12 = 13.$$

## Back to LCLT

In LCLT I followed a different path.

The students learned first a lot of  $\lambda$ -calculus (it's useful for them, they're from CompSci!) then a bit of Curry-Howard, then topologies, then Heyting Algebras, and we used 2CGs and finite, planar Heyting Algebras (“ZHAs”) to develop a lot of intuition about IPL — we saw several classical tautologies that are falsifiable in ZHAs.

Then we saw Categories and Cartesian Closed Categories (“CCCs”), and how using  $\text{Int}$  to calculate ‘ $\rightarrow$ ’ corresponds to an adjunction.

## **Where do we go from here?**

This is the abstract that I submitted to EBL 2019:

### **Five applications of the “Logic for Children” project to Category Theory**

Category Theory is usually presented in a way that is too abstract, with concrete examples of each given structure being mentioned briefly, if at all. One of the themes of the “Logic for Children” workshop, held in the UNILOG 2018, was a set of tools and techniques for drawing diagrams of categorical concepts in a canonical shape, and for drawing diagrams of particular cases of those concepts in essentially the same shape as the general case; these diagrams for a general and a particular case can be drawn side by side “in parallel” in a way that lets us transfer knowledge from the particular case to the

general, and back.

In this talk we will present briefly five applications of these techniques: 1) a way to visualize planar, finite Heyting Algebras — we call them “ZHAs” — and to develop a feeling for how the logic connectives in a ZHA work; 2) a way to build a topos with a given logic (when that “logic” is a ZHA); 3) a way to represent a closure operator on a ZHA by a “slashing on that ZHA by diagonal cuts with no cuts stopping midway”; 4) a way to extend a slashing on a ZHA  $H$  to a “notion of sheafness” on the associated topos; 5) a way to start from a certain very abstract factorization of geometric morphisms between toposes, described in Peter Johnstone’s “Sketches of an Elephant”, and derive some intuitive meaning for what that factorization “means”: basically, we draw the diagrams, plug



in it some very simple geometric morphisms, and check which ones the factorization classifies as “surjections”, “inclusions”, “closed”, and “dense”.

## A topology that is not planar

