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**On the art of giving the same name  
to different things**

Calgary Math and Philosophy Lectures

...la Mathématique est l'art de donner le même nom à  
des choses différentes.

...mathematics is the art of giving the same name  
to different things.



— Henri Poincaré  
“L'avenir des mathématiques”  
*Science et Méthode*  
Flammarion, Paris, 1908.

# Plan



Equality

=

Isomorphism

$\cong$

Equivalence

$\simeq$

Identification

=



1

Equality  
=

# The traditional view of equality



Reflexivity:  
anything is equal to itself.

$$\forall x, x = x$$

Indiscernibility of Identicals:  
if two things are equal, then they have exactly the same properties.

$$\forall x, y, (x = y) \rightarrow (\forall P, P(x) \leftrightarrow P(y))$$

# Symmetry and Transitivity



Using

- **reflexivity**: anything is equal to itself; and
- **indiscernibility of identicals**: if two things are equal, then they have exactly the same properties.

one can deduce:

**Symmetry**: if  $x = y$  then  $y = x$ .

**Proof**: Assume  $x = y$ . Then  $x$  and  $y$  must have exactly the same properties. In particular, since  $x = x$  we must also have  $y = x$ . □

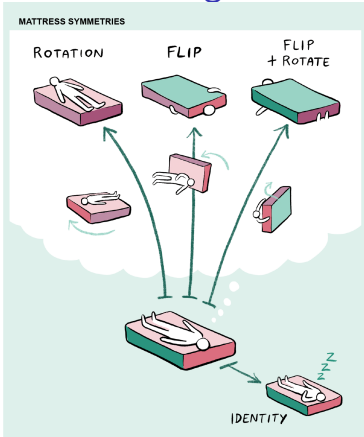
**Transitivity**: if  $x = y$  and  $y = z$  then  $x = z$ .

**Proof**: Assume  $x = y$ . Then  $x$  and  $y$  must have exactly the same properties. In particular, if  $y = z$  then  $x = z$ . □

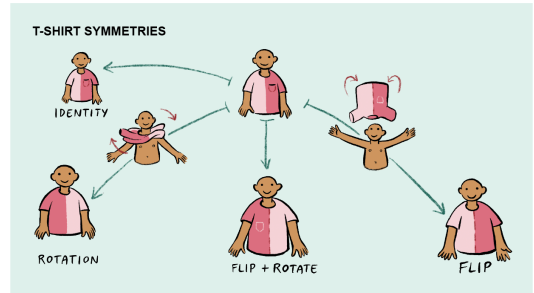
# Different things that deserve the same name



# Different things that deserve the same name



images by Matteo Farinella







2

Isomorphism  
 $\cong$

# Isomorphic = same + shape



Some different things deserve the same name because they have the “same shape.”

*ίσος* “equal” + *μορφή* “shape”

We seek a unifying language to describe what it means for things to have the “same shape” no matter what kind of objects they are.

# Category

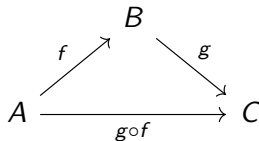
A **category** frames a possible template for a mathematical theory: the theory should have **nouns**, the mathematical objects, and **verbs**, the transformations between them, depicted as arrows. — Barry Mazur

A **category** has

- **objects**:  $A, B, C \dots$  and
- **arrows**:  $A \xrightarrow{f} B, B \xrightarrow{g} C$ , each with a specified source and target

so that

- each pair of **composable arrows** has a **composite arrow**



- and each object has an **reflexivity arrow**  $A \xrightarrow{\text{refl}_A} A$

for which the composition operation is **associative** and **unital**.

# Isomorphism in a category



A **category** has

- **objects:**  $A, B, C \dots$  and
- **arrows:**  $A \xrightarrow{f} B, B \xrightarrow{g} C.$

Objects  $A$  and  $B$  in a category are **isomorphic**

if there exist arrows  $f: A \rightarrow B$  and  $g: B \rightarrow A$

so that  $g \circ f = \text{refl}_A$  and  $f \circ g = \text{refl}_B.$

$$A \cong B$$

# Categorifying arithmetic



Why is  $2 \times (3 + 4) = (2 \times 3) + (2 \times 4)$  ?

What even are 2, 3, and 4 ?

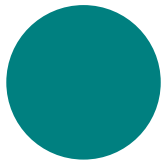
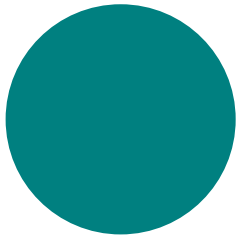
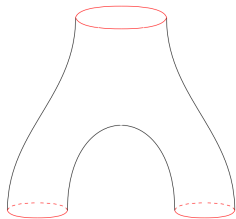
$$A = \{ * \quad * \}, \quad B = \left\{ \begin{array}{c} \# \\ b \\ \natural \end{array} \right\}, \quad C = \left\{ \begin{array}{cc} \spadesuit & \heartsuit \\ \diamondsuit & \clubsuit \end{array} \right\}$$

$$B + C = \left\{ \begin{array}{cccc} \# & b & \spadesuit & \heartsuit \\ & \natural & \diamondsuit & \clubsuit \end{array} \right\}, \quad A \times B = \left\{ \begin{array}{cc} (*, \#) & (*, \#) \\ (*, b) & (*, b) \\ (*, \natural) & (*, \natural) \end{array} \right\}$$

$$A \times (B + C) = \left\{ \begin{array}{cc} (*, \#) & (*, \#) \\ (*, b) & (*, b) \\ (*, \natural) & (*, \natural) \\ (*, \spadesuit) & (*, \spadesuit) \\ (*, \heartsuit) & (*, \heartsuit) \\ (*, \diamondsuit) & (*, \diamondsuit) \\ (*, \clubsuit) & (*, \clubsuit) \end{array} \right\} \cong \left\{ \begin{array}{cccc} (*, \#) & (*, b) & (*, \spadesuit) & (*, \heartsuit) \\ & (*, \natural) & (*, \diamondsuit) & (*, \clubsuit) \\ (*, \#) & (*, b) & (*, \spadesuit) & (*, \heartsuit) \\ & (*, \natural) & (*, \diamondsuit) & (*, \clubsuit) \end{array} \right\}$$

$\parallel$   
 $(A \times B) + (A \times C)$

# Different things that deserve the same name



## Different things that deserve the same name



The *category of finite sets and isomorphisms* is indescribably large

— and very redundant.

The *category of natural numbers and their symmetries* contains the same information, much more efficiently packaged.

There are two standard approaches to *linear algebra*:

- using *matrices* of arbitrary dimension
- using *linear transformations* between *vector spaces*

and the general theory can be developed from either perspective.



3

Equivalence  
 $\approx$



# Equivalence = equal + worth



A 2-category has

- objects:  $A, B, C \dots$
- 1-arrows:  $A \xrightarrow{f} B, B \xrightarrow{h} C$  and

- 2-arrows:  $A \begin{array}{c} \xrightarrow{f} \\ \Downarrow \alpha \\ \xrightarrow{k} \end{array} B$

Objects  $A$  and  $B$  in a 2-category are equivalent

if there exist 1-arrows  $f: A \rightarrow B$  and  $g: B \rightarrow A$

and 2-arrows  $A \begin{array}{c} \xrightarrow{g \circ f} \\ \Downarrow \alpha \\ \xrightarrow{\text{refl}_A} \end{array} A$  and  $B \begin{array}{c} \xrightarrow{f \circ g} \\ \Downarrow \beta \\ \xrightarrow{\text{refl}_B} \end{array} B$

so that  $\alpha: g \circ f \cong \text{refl}_A$  and  $\beta: f \circ g \cong \text{refl}_B$ .

$$A \simeq B$$

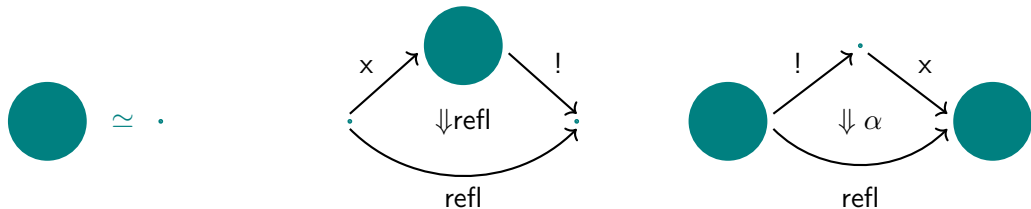
# A contracting homotopy equivalence

Objects  $A$  and  $B$  in a 2-category are **equivalent**

if there exist 1-arrows  $f: A \rightarrow B$  and  $g: B \rightarrow A$

and 2-arrows  $A \begin{array}{c} \xrightarrow{g \circ f} \\ \Downarrow \alpha \\ \xrightarrow{\text{refl}_A} \end{array} A$  and  $B \begin{array}{c} \xrightarrow{f \circ g} \\ \Downarrow \beta \\ \xrightarrow{\text{refl}_B} \end{array} B$

so that  $\alpha: g \circ f \cong \text{refl}_A$  and  $\beta: f \circ g \cong \text{refl}_B$ .



# Problems



- This doesn't stop here! The best notion of sameness for **2-categories** isn't **equivalence** in the sense just defined but in a weaker sense that requires a **3-category**. But then **3-categories** are equivalent in a sense defined using a **4-category**, and so on ...
- Higher category theory no longer provides a single meaning of when one thing is the same as another thing but rather a hierarchy of different meanings depending on how complex the objects are, as governed by what sort of categories they belong to.
- Most seriously, **indiscernibility of identicals** fails for objects that are **isomorphic** or **equivalent** but not **equal**!

Q: Is 3 an element of 17?

For the von Neumann naturals yes, but for the Zermelo naturals no!  
— Paul Benacerraf “What numbers could not be”



4

Identification  
=

# Identity Types



In **type theory** mathematical sentences take the form of **types**  $A$ ,  $B$ ,  $C$ .  
A **term**  $x : A$  in a type then provides a **proof** of the encoded statement.

**Identity types** are governed by the following rules:

- For any type  $A$  and terms  $x, y : A$ , there is a type  $x =_A y$ .
- For any type  $A$  and term  $x : A$ , there is a term  $\text{refl}_x : x =_A x$ .
- For any type  $P(x, y, p)$  defined using terms  $x, y : A$  and  $p : x =_A y$ ,
  - if there is a term  $d(x) : P(x, x, \text{refl}_x)$  for all  $x : A$ ,
  - then there is a term  $J_d(x, y, p) : P(x, y, p)$  for all  $x, y : A, p : x =_A y$ .

**No nonsense:** it's only meaningful to identify things of the same type.

**Reflexivity:** anything is identifiable with itself.

**Indiscernibility of Identicals:** if two things are equal,  
then they have exactly the same properties.

# Univalence



The **univalence axiom** relates the identity types in the **universe of all types**  $\mathcal{U}$  to **equivalences** between types.

“Identity is equivalent to equivalence.”

$$\text{univalence} : (A =_{\mathcal{U}} B) \simeq (A \simeq_{\mathcal{U}} B)$$

“When I decided to check something in the Russian translation of the Boardman and Vogt book *Homotopy Invariant Algebraic Structures on Topological Spaces* I discovered that in this book the term ‘faithful functor’ was translated as ‘univalent functor.’

унивалентный функтор

Since I have tried to read this book in my youth many times there was probably another meaning associated in my mind with the word ‘**univalent**’ — ‘**faithful**’.

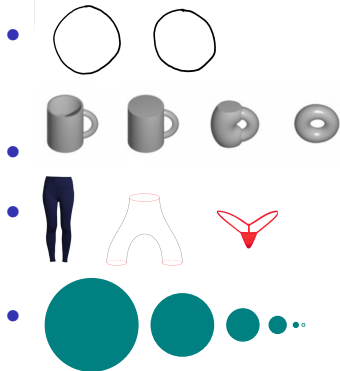
Indeed these foundations seem to be faithful to the way in which I think about mathematical objects in my head.”

— Vladimir Voevodsky, “Univalent Foundations — new type-theoretic foundations of mathematics,” Talk at IHP, Paris on April 22, 2014

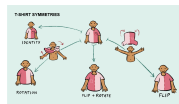
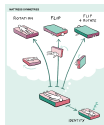
# Consequences of Univalence



The things that deserve the same name:



- $2 \times (3 + 4)$  and  $(2 \times 3) + (2 \times 4)$



- the categories of finite sets and of natural numbers
- abstract and concrete linear algebra

are **terms** belonging to a common **type**.

As a consequence of the **univalence axiom**:

**identifications** — that is, proofs of **identity** —  
recover exactly the notions of sameness previously introduced.

# Hierarchies of complexity of identifications



As a consequence of the **univalence axiom**:

**identifications** — that is, proofs of **identity** —  
recover exactly the notions of sameness previously introduced.

- A type is **contractible** if it has a unique\* term.
- A type is a **proposition** if its identity types are **contractible**.
- A type is a **set** if its identity types are **propositions**.
- $\vdots$   $\vdots$
- A type is an  **$n$ -type** if its identity types are  **$n - 1$ -types**.

\*Unique up to homotopy: a contractible type has a term and all terms are identifiable.

By univalence:  $\mathbb{N}$  is a set, so  $2 \times (3 + 4) = (2 \times 3) + (2 \times 4)$  is a proposition.  
Group is a 1-type, so  $K_4 = K_4$  is a set.  
1-Cat is a 2-type, so  $\mathbf{Vect} = \mathbf{Mat}$  is a 1-type.



# Conclusions

Equality  $\rightsquigarrow$  Isomorphism  $\rightsquigarrow$  Equivalence  $\rightsquigarrow$  Identification

- While the traditional notion of **equality** is too narrow, its defining principles are worth preserving.
- While the categorical notions of **isomorphism** and **equivalence** identify objects that have the “same shape” or have “equal worth,” they require increasingly higher-dimensional data as the objects become more complex.
- The type theoretic concept of **identification** is specified by rules that demand:
  - **no nonsense**: it's only meaningful to identify things of the same type,
  - **reflexivity**: everything is identified with itself, and
  - **indiscernibility of identicals**: if two things are identifiable, they have exactly the same properties.
- In the presence of the **univalence axiom**, identifications specialize to the “correct” notions of sameness for objects of each type.

Thank you!