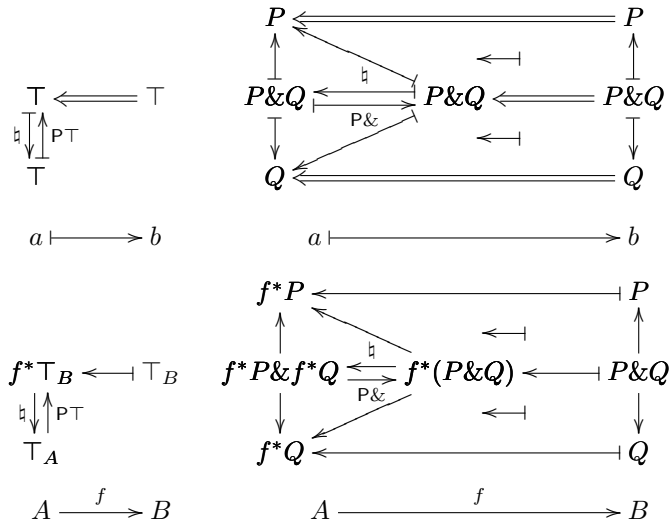


These notes are being changed!!!

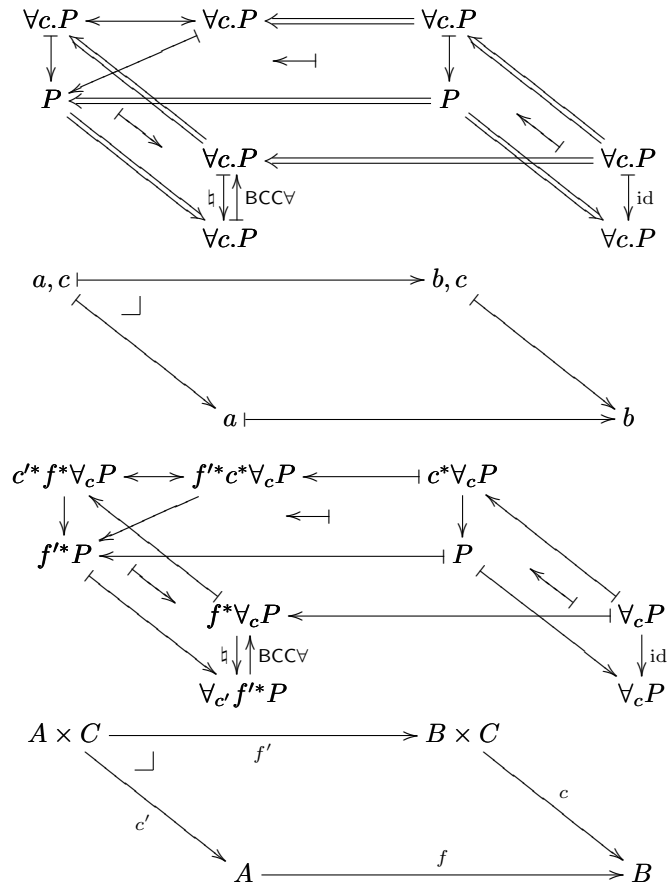
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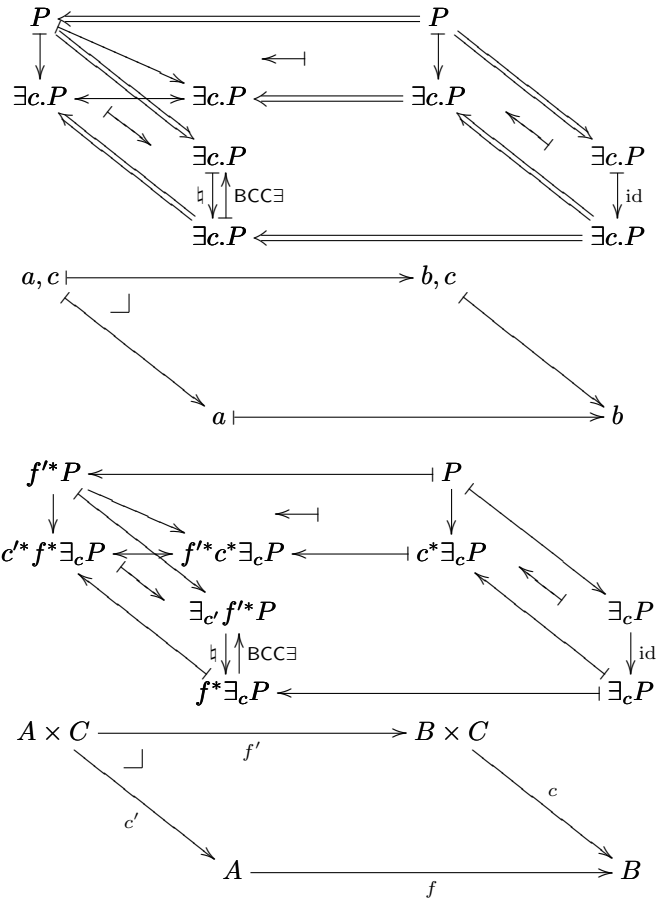
Preservation of 'true' and 'and'



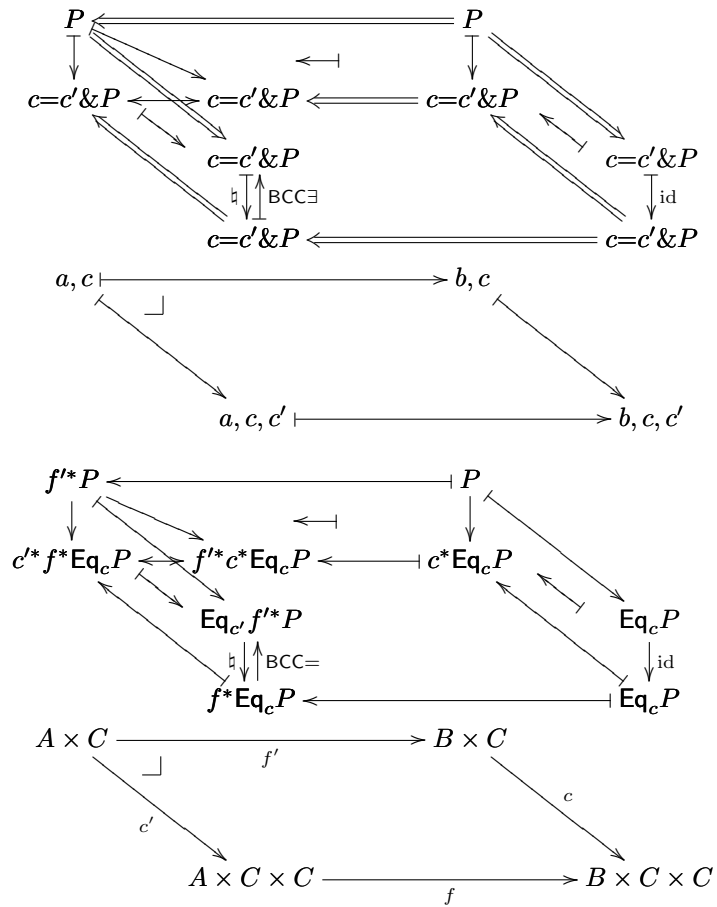
BCC for 'forall'



BCC for 'exists'



BCC for equality



Frobenius for 'exists'

$$\begin{array}{ccccc}
 P & \xrightarrow{\quad} & \exists c.P & & \\
 \uparrow & & & & \uparrow \\
 P \& Q & \xrightarrow{\quad} & \exists c.(P \& Q) & \xrightarrow{\quad} & (\exists c.P) \& Q & \xrightarrow{\quad} & \exists c.P \\
 \downarrow & \dashv\vdash & \downarrow & \dashv\vdash & \downarrow & \dashv\vdash & \downarrow & \dashv\vdash & \downarrow \\
 Q & \xleftarrow{\quad} & Q & & Q & & Q & & Q \\
 & & & & & & & & \\
 b, c & \vdash & & \xrightarrow{\quad} & b & & & &
 \end{array}$$

$$\begin{array}{ccccc}
 P & \vdash & \xrightarrow{\quad} & \exists c.P & & \\
 \uparrow & & \dashv\vdash & & \uparrow & \\
 P \& c^*Q & \vdash & \xrightarrow{\quad} & \exists c.(P \& c^*Q) & \xrightarrow{\quad} & (\exists c.P) \& Q & \xrightarrow{\quad} & \exists c.P \\
 \downarrow & \dashv\vdash & \downarrow & \dashv\vdash & \downarrow & \dashv\vdash & \downarrow & \dashv\vdash & \downarrow \\
 c^*Q & \xleftarrow{\quad} & Q & & Q & & Q & & Q \\
 & & & & & & & & \\
 B \times C & \xrightarrow{\quad c \quad} & B & & & & & &
 \end{array}$$

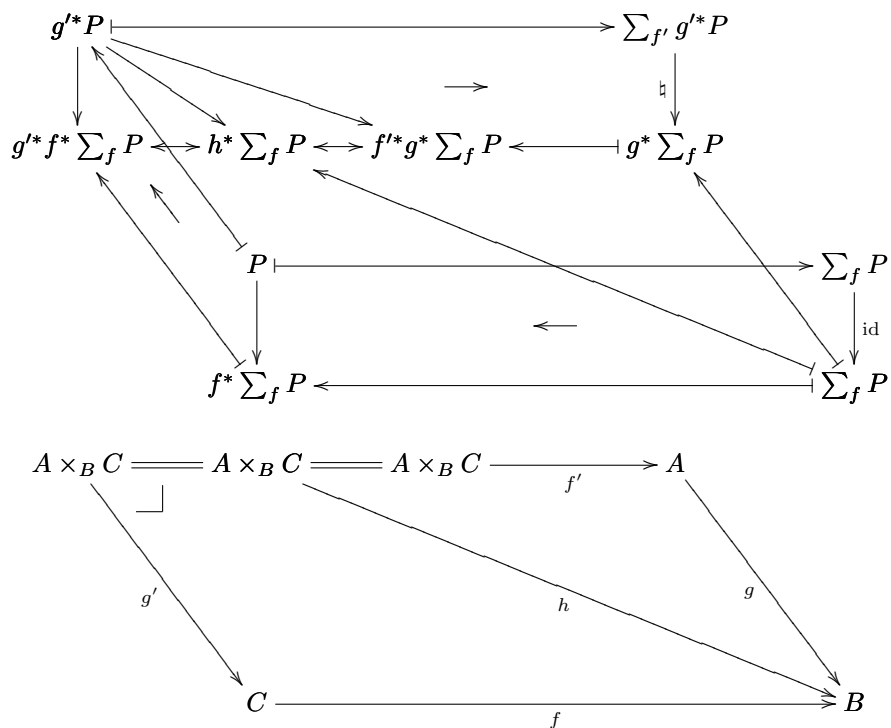
BCC, categorically

This is how the Beck-Chevalley condition (for dependent sums; there is also a variation for dependent products, that we will see soon) is usually stated:

“If the square formed by f, g, f', g' in the base category in the diagram below is a pullback, and if P is an object over C , then the natural map from $\sum_{f'} g'^* P$ to $g^* \sum_f P$ is an isomorphism.”

The upper part of the diagram below shows how to build the map $\natural : \sum_{f'} g'^* P \rightarrow g^* \sum_f P$.

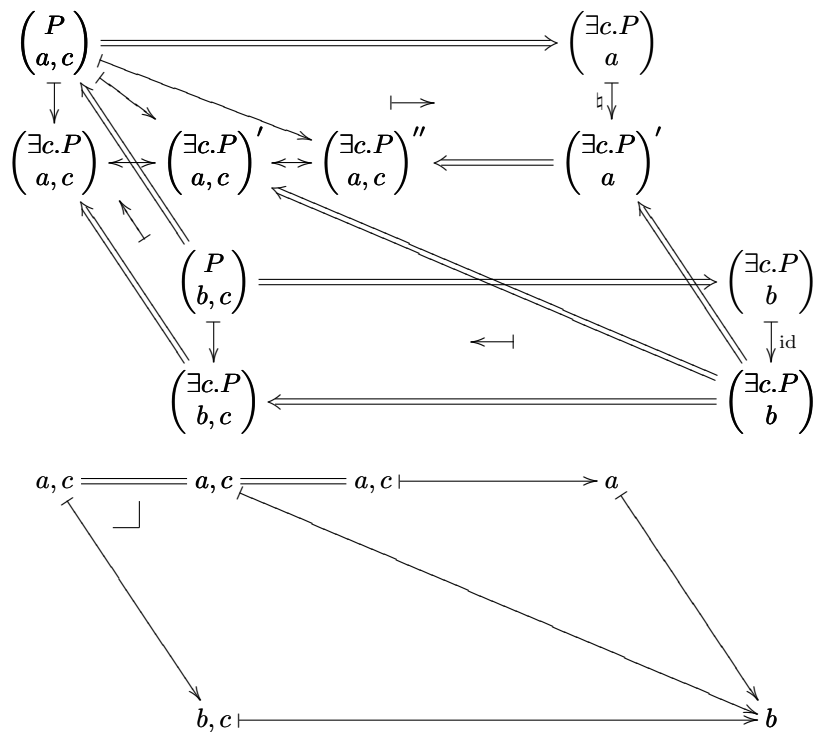
But what does that *mean*?



BCC in a hyperdoctrine

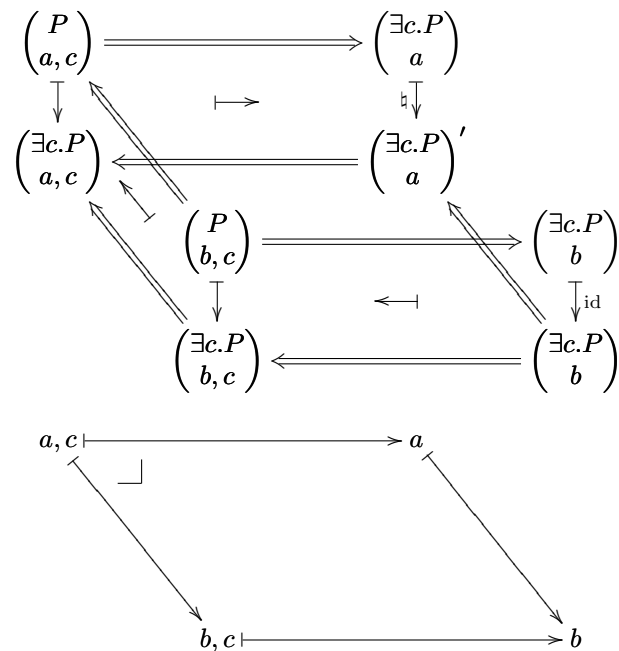
In the case of a hyperdoctrine that means that from an object $\{b, c \parallel P\}$ and a map $a \mapsto b$ there are two ways to build an object that deserves the name “ $\{a \parallel \exists c.P\}$ ” ...

...and without BCC we would know a map between them going in one direction, $\natural : \{a \parallel \exists c.P\} \rightarrow \{a \parallel \exists c.P\}'$, but we wouldn't know that it is an iso.



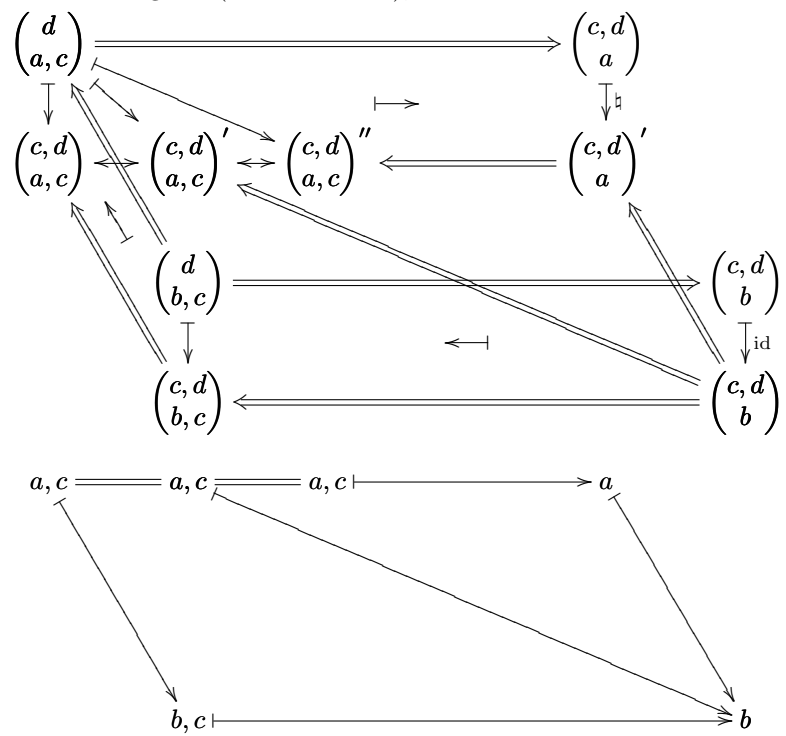
BCC: collapsing isomorphic objects

One trick to make the previous (big) diagram simpler to draw is to draw the objects that are isomorphic and “deserve the same name” — but that may be different — as a single object; these collapsed objects (here just $\{a, c \mid \exists c.P\}$) have more than one functor arrow pointing to them, which indicates that they have more than one construction.



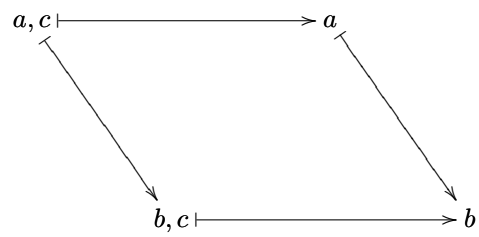
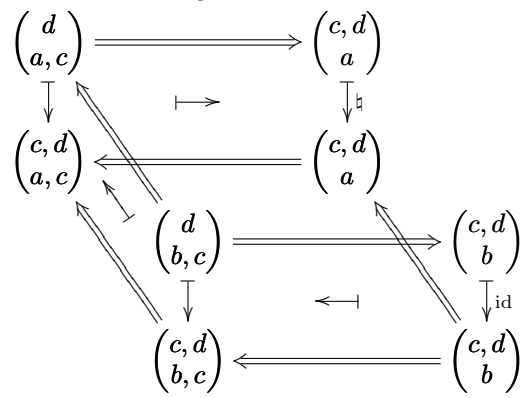
BCC for dependent sums: full diagram

BCC: full diagram (no isos hidden), in $\mathbf{Set}^{\rightarrow}$.



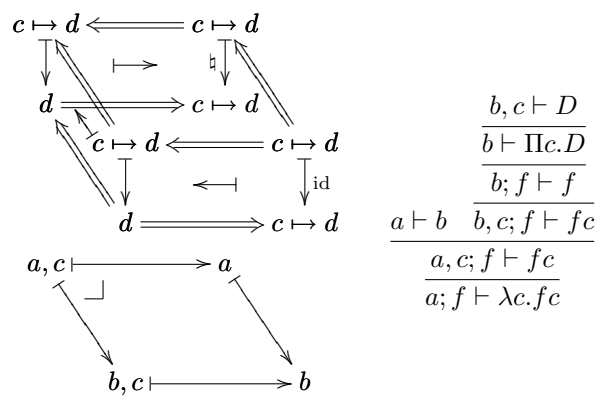
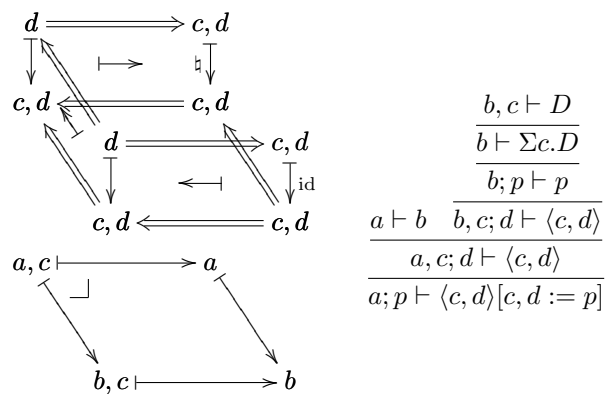
BCC: smaller diagram

BCC: smaller diagram.

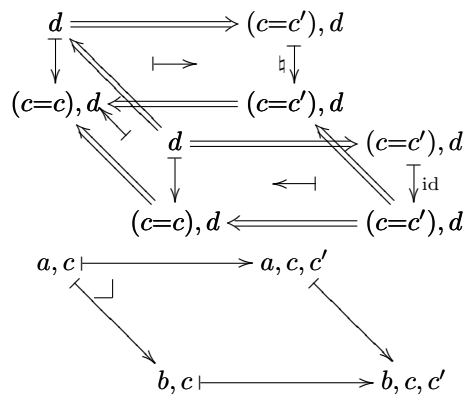


BCC: smaller diagrams

BCC: smaller diagrams.



BCC: trees



$$\frac{\frac{\frac{b, c \vdash D}{b, c, c' \vdash \Sigma(c=c').D}}{b, c, c'; ((c=c'), d) \vdash ((c=c').d)}}{a, c \vdash b, c \quad b, c; d \vdash \langle (c=c), d \rangle} \frac{a, c; d \vdash \langle (c=c), d \rangle}{a, c; ((c=c'), d) \vdash \langle (c=c'), d \rangle}$$