Philosophy of Mathematics

PHIL375/MATH375 (AO1)

Introduces problems in the philosophy of mathematics. Topics may include the nature of mathematical objects, the status of the infinite in mathematics, the relationship between mathematics and natural science/physical reality.

OUTCOMES	Improve philosophical skills (RUBRIC) with training on philosophy of mathematics.	
	L Earns 1.5 units.	
PREREQUISITES	PHIL203, PHIL304A, PHIL370, MATH122, or MATH360.	
INSTRUCTION	Monday & Wednesday 2:30-3:50 _{PM} A COR B111 FACE-TO-FACE	
INSTRUCTOR	Professor Mike Raven (<u>raven@uvic.ca</u> • <u>raven.site</u>) <u> <u> </u> <u> </u></u>	
LMS	bright.uvic.ca/d2l/home/372055 (Consult for updates and current course documents.)	
TEXTS	 REQUIRED • Frege, <i>The Foundations of Arithmetic</i> trans. Austin (Wiley-Blackwell) REQUIRED • Shapiro, <i>Thinking about Mathematics</i> (Oxford) 	

EVALUATION

GRADES	Completing all essential work () completes the course. Omitting essential work earns a failing N course grade. <u>Grades</u> earned are assessed for craftsmanship (<u>RUBRIC</u>).			
WORK	► INTEGRITY	Integrity in Practice	DUE: LMS; ►INT on SCHEDULE	
	▶ PROBLEM SETS [1/2]	3 short essay assignments	DUE: LMS; ▶PS on SCHEDULE	
	\triangleright CHECKPOINTS [$^{1}/_{3}$]	Best 15 of 22 submissions	DUE: in class; ✓ on SCHEDULE	
	▷ ENGAGEMENT [¹ / ₆]	Weekly forum contribution: ≥ 6 post	s and ≥ 6 replies for the term.	
GRACE	A grace point delays	the due date of an essential work by	7 1 day. Each student begins	

GRACE POINTS A **grace point** delays the due date of an essential work by 1 day. Each student begins with 5 grace points. These may be used in any combination without justification, but cannot be reused or traded. To use, state the number used when submitting your work.

LATENESS Submissions are penalized 5% per day past the due date. Submissions received after 5 days past the original due date become pass(50)/fail(49) and are not entitled to feedback.

POLICIES

RESPECT	Enrolling binds you to a <u>social contract</u> with your instructor and classmates. Create a <u>respectful, inclusive, and productive learning environment</u> . Don't bully or distract others. Use devices only for class purposes. No guests without instructor's permission.
PREPARE	Know course documents. Read texts before class. Budget time for email replies.
ENGAGE	Class attendance is expected. Use office hours and tutorials.
INTEGRITY	Know UVic's <u>academic integrity</u> policies. <u>GenAI</u> is prohibited (unless explicitly allowed).
PLANS	<u>Academic concessions</u> must be by official request. <u>Accommodation of religious</u> <u>observance</u> must be in advance. Inform instructor of <u>CAL</u> plans (these are not blanket extensions and do not replace grace points, concessions, or other accommodations).
PRIVACY	Classes are not recorded/streamed. No unauthorized recording/streaming.
COPYRIGHT	Course content/materials are protected by copyright law.
INFO	Information for all studentsstudent conductnon-academic student misconductequity and human rightssexualized violencediscrimination and harassment
RESOURCES	Learn Anywhere Student Wellness IACE Ombudsperson

<u>SCHED</u>ULE

Required texts (•) *must* be read *before* each class. **Optional texts** (°) are also most usefully read *before* each class. Dates are tentative; consult LMS for updates. See <u>www.uvic.ca/calendar/dates/</u> for important dates (last add/drop dates).

		HISTORY • Shapiro, <i>Thinking About Mathematics</i> , ch. 3-4
SEP 4	(• Introduction
SEP 9	√ 01	• Euclid, <i>Elements</i> , Book 1: Definitions, Postulates, Common Notions, Propositions 1-4,18,32,47
SEP 11	√ 02	• Kant, Prolegomena to Any Future Metaphysics, pp. 15-22,32-38
SEP 16	√ 03	• Mill, A System of Logic, Ratiocinative and Inductive, Book II, Chapter VI, §§1-3
		• Shapiro, <i>Thinking About Mathematics</i> , ch. 5 §§1-2
SEP 18	√ 04	• Frege, The Foundations of Arithmetic, Introduction, §§1-28
SEP 23	√ 05	• Frege, The Foundations of Arithmetic, §§45-46,55-69
SEP 25	√06	• Frege, The Foundations of Arithmetic, §§68-83
		Heck, "Frege's Theorem: An Introduction", §§1-3
SEP 30	►INT	NO CLASS
ост 2	√ 07	• Frege, <i>The Foundations of Arithmetic</i> , §§56,66-68 • Russell & Frege, "Letters"
	►PS1	• Russell, The Philosophy of Logical Atomism, pp. 100-105
		 Heck, "Frege's Theorem: An Introduction", §4
ост 7	√ 08	• Russell, Introduction to Mathematical Philosophy, ch. 1-3
ост 9	√09	• Russell, Introduction to Mathematical Philosophy, ch. 7
ост 14	NO C	LASS
		Charing Thisking About Mathematics 1 acres
ост 16	√ 10	• Shapiro, <i>Thinking About Mathematics</i> , ch. 6 §§1-4
ост 10	 ✓ 10 ✓ 11 	 Hilbert, "On the Infinite" Frege, <i>Grundgesetze der Arithmetik</i>, Volume II, §§87-93
00121	• 11	 Boolos, "Gödel's Second Incompleteness Theorem Explained in Words of One Syllable", p.1
		• boolos, Goders Second incompleteness medicin Explained in words of One Synaple, p.
		• Shapiro, <i>Thinking About Mathematics</i> , ch. 7 §§1-3
ост 23	√ 12	• Brouwer, "Intuitionism and Formalism"
ост 28	√ 13	
	<i>(</i>	• Shapiro, <i>Thinking About Mathematics</i> , ch. 8 §§1,3
ост 30	√ 14	Gödel, "Russell's Mathematical Logic", pp. 447-449,454-459
	(1-	Gödel, "What is Cantor's Continuum Hypothesis?", §§1-2, pp. 483-485
NOV 4	√15 ▶PS2	• <u>Benacerraf, "Mathematical Truth"</u>
		• Field, <i>Realism, Mathematics, and Modality</i> , §4.B
NOV 6	√ 16	• <u>Maddy, "Perception and Mathematical Intuition"</u> , §3
NOV 11 NOV 13	NO C	
NOV 15	NOC	LASS
		• Shapiro, <i>Thinking About Mathematics</i> , ch. 5 §4
NOV 18	√ 17	wright, "On the Philosophical Significance of Frege's Theorem", ها
		Heck, "Frege's Theorem: An Introduction", §5-6
NOV 20	√ 18	
	(4-	FICTIONALISM • Shapiro, <i>Thinking About Mathematics</i> , ch. 8 §2 & ch. 9 §§1,3
NOV 25	√ 19	• Field, <i>Realism, Mathematics, and Modality,</i> §§1-3
NOV 27	√ 20	• Field, <i>Science Without Numbers,</i> ch. 2
		• Shapiro, <i>Thinking About Mathematics</i> , ch. 10 §§1-3
DEC 2	√21	Benacerraf, "What Numbers Could Not Be", (skip the "digression" in 51-52)
		 Field, <i>Realism, Mathematics, and Modality</i>, §4.A
DEC 4	√22	1010, 1000000, 11000000, 3701
DEC 9	►PS3	