

**Lemma.**  $\mathbf{Pos}_{\mathcal{U}}$  is a monoidal category with the following additional structure:

1. *Tensor product*  $\mathbin{\textcolor{blue}{;}}$ : On objects, the tensor product corresponds to the product of posets. Given two morphisms  $f : X \rightarrow \mathcal{U}Y$  and  $g : Z \rightarrow \mathcal{U}U$ , we have:

$$\begin{aligned} f \mathbin{\textcolor{blue}{;}} g &: X \times Z \rightarrow \mathcal{U}(Y \times U) \\ \langle x, z \rangle &\mapsto f(x) \times g(z). \end{aligned}$$

Note that the Cartesian product of upper sets is an upper set.

2. *Unit*: The unit is the identity poset.
3. *Left unitor*: The left unitor is given by the pair of morphisms

$$\begin{aligned} \mathbf{lu}_{\mathbf{P}} &: \{\bullet\} \mathbin{\textcolor{blue}{;}} X \rightarrow \mathcal{U}X \\ \langle \bullet, x \rangle &\mapsto \uparrow\{x\}, \end{aligned}$$

and

$$\begin{aligned} \mathbf{lu}_{\mathbf{P}}^{-1} &: X \rightarrow \mathcal{U}(\{\bullet\} \mathbin{\textcolor{blue}{;}} X) \\ x &\mapsto \{\bullet\} \times \uparrow\{x\}. \end{aligned}$$

4. *Right unitor*: The right unitor is given by the pair of morphisms

$$\begin{aligned} \mathbf{ru}_{\mathbf{P}} &: X \mathbin{\textcolor{blue}{;}} \{\bullet\} \rightarrow \mathcal{U}X \\ \langle x, \bullet \rangle &\mapsto \uparrow\{x\}, \end{aligned}$$

and

$$\begin{aligned} \mathbf{ru}_{\mathbf{P}}^{-1} &: X \rightarrow \mathcal{U}(X \mathbin{\textcolor{blue}{;}} \{\bullet\}) \\ x &\mapsto \uparrow\{x\} \times \{\bullet\}. \end{aligned}$$

5. *Associator*: The associator is given by the pair of morphisms:

$$\begin{aligned} \mathbf{as}_{XY,Z} &: (X \mathbin{\textcolor{blue}{;}} Y) \mathbin{\textcolor{blue}{;}} Z \rightarrow \mathcal{U}X \times (\mathcal{U}Y \times \mathcal{U}Z) \\ \langle \langle x, y \rangle, z \rangle &\mapsto \uparrow\{x\} \times (\uparrow\{y\} \times \uparrow\{z\}), \end{aligned}$$

and

$$\begin{aligned} \mathbf{as}_{X,YZ} &: X \mathbin{\textcolor{blue}{;}} (Y \mathbin{\textcolor{blue}{;}} Z) \rightarrow (\mathcal{U}X \times \mathcal{U}Y) \times \mathcal{U}Z \\ \langle x, \langle y, z \rangle \rangle &\mapsto (\uparrow\{x\} \times \uparrow\{y\}) \times \uparrow\{z\}. \end{aligned}$$