Contents

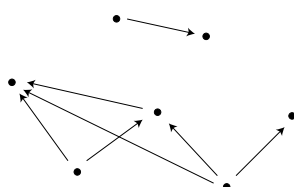# Chapter 1

The Basics

1.1 CATEGORIES

Definition 1. A **category** C is a collection of **objects** ob(C) and **morphisms** mor(C). There are several requirements:

1. Morphisms must compose: $(f,g) \mapsto gf$.

2. Morphism composition is associative.

3. If $A \neq C$ or $B \neq D$, then $\text{Hom}_C(A, B)$ and $\text{Hom}_C(C, D)$ are disjoint sets.

4. Each object has an identity morphism, which is a two-sided identity.

A category is **concrete** if, informally, its objects are underlying sets and its morphisms are functions between them, e.g. **Set**, **Top**, **Grp**. **Abstract** categories don't have this structure, e.g. BG for a group G.

A category is **discrete** if all its morphisms are identities, i.e. all its objects are isolated.

Because of set-theoretical issues, it's useful to denote when a category is "small enough". We say a category is **small** if it has only a set's worth of morphisms. Since

$$\text{identity morphisms} \leftrightarrow \text{objects},$$

small categories also have a set's worth of objects. We can loosen this somewhat: if $\text{Hom}(X, Y)$ is always a set, the category is **locally small**.

Proposition 1. Identity morphisms and morphism inverses are unique.

Definition 2. An **isomorphism** is an invertible morphism.

$$X \underset{f^{-1}}{\overset{f}{\rightleftarrows}} Y$$

Isomorphisms (isos) generalize bijective functions, which are both injective and surjective. Injective functions generalize to monomorphisms (monos), and surjective functions to epimorphisms (epis).

Definition 3. A morphism f is a **monomorphism** if for all parallel (between same objects) morphisms g, h with the proper domains,

$$fg = fh \implies g = h.$$

Similarly, f is an **epimorphism** if

$$gf = hf \implies g = h.$$

There's some fun vocab and symbols to go along with these. Monos are monic and denoted by $\rightarrowtail$, and epis are epic and denoted by $\twoheadrightarrow$. An isomorphism is necessarily both monic and epic, although the converse doesn't hold in general.

Special types of morphisms get their own special names sometimes too. An **endomorphism** is a morphism $X \to X$. An isomorphic endomorphism is called an **automorphism**.

Definition 4. A category S is a **subcategory** of C if

1. $\mathrm{ob}(\mathsf{S})$ is a subcollection of $\mathrm{ob}(\mathsf{C})$; and

2. for all $A, B \in \mathrm{ob}(\mathsf{S})$, $\mathrm{Hom}_{\mathsf{S}}(A, B)$ is a subcollection of $\mathrm{Hom}_{\mathsf{C}}(A, B)$ with identity.

A **full** subcategory doesn't remove any morphisms between the remaining objects, i.e. $\mathrm{Hom}_{\mathsf{S}}(A, B) = \mathrm{Hom}_{\mathsf{C}}(A, B)$.

Definition 5. A **groupoid** is a category whose morphisms are all isomorphisms.

Every category contains a subcategory called the **maximal groupoid**, which is all of the objects along with only the morphisms that are isomorphisms.

Example 1. We can define a **group** as a groupoid that has only one object. The group elements are the morphisms. The properties of a group follow from the properties of categories and the fact that our morphisms are all isomorphisms.

Given a group G, its representation as a single-object category is denoted BG.

1.2 DUALITY

> **Definition 6.** Given a category $\mathbf{C}$, its **opposite** or **dual** category $\mathbf{C}^{\mathrm{op}}$ is the category gotten by "reversing" the morphisms of $\mathbf{C}$. This means
>
> $$\mathrm{ob}(\mathbf{C}^{\mathrm{op}}) = \mathrm{ob}(\mathbf{C}),$$
> $$\mathrm{Hom}_{\mathbf{C}^{\mathrm{op}}}(A, B) = \mathrm{Hom}_{\mathbf{C}}(B, A).$$

My biggest misconception of this at first was that we were actually reversing each morphism, but this is clearly impossible. For example, if we're working in **Set**, we physically can't reverse all the morphisms since not all functions are invertible.

> **Note 1.** We aren't actually changing any of the morphisms. The "reversal" of a morphism is a completely formal process. In fact, we can't even compare f and f^{op} since they live in different categories! At the end of the day, a category's dual has the same information, but the notation is just all reversed.

Note that the identities in a category and its dual are the same. Compositions, on the other hand, are necessarily reversed:

$$f^{\mathrm{op}} g^{\mathrm{op}} \doteq (gf)^{\mathrm{op}}.$$

Duals are important because they make universal quantifications twice as valuable: if a theorem applies "for all categories", then it certainly applies to the opposites of all categories. We can then reinterpret the theorem in the opposite case to get a dual theorem, and to prove it we just reverse all the morphisms in our original proof.
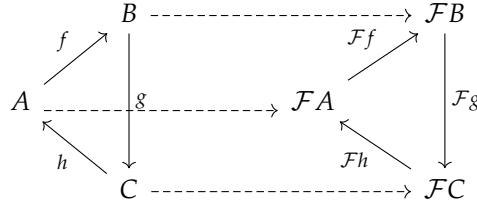
1.3 Functors

Functors are the morphisms associated with categories: they map categories to categories in ways that respect categorical structure.

Definition 7. A **(covariant) functor** $\mathcal{F} : \mathbf{C} \to \mathbf{D}$ satisfies:

- If $A \in \mathbf{C}$, then $\mathcal{F}A \in \mathbf{D}$.

- If $f : A \to B$, then $\mathcal{F}f : \mathcal{F}A \to \mathcal{F}B$.
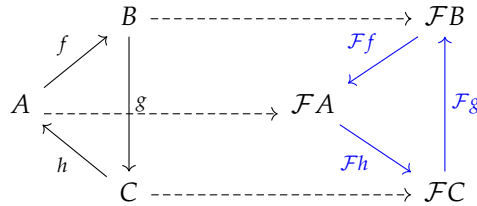
These are subject to the functoriality axioms:

- $\mathcal{F}(fg) = \mathcal{F}f \cdot \mathcal{F}g$ for all f, g.

- $\mathcal{F}1_A = 1_{\mathcal{F}A}$ for all A.

Definition 8. A **contravariant functor** is the same but with the morphisms $\mathcal{F}f$ reversed. We an represent this by a standard functor but with a different domain:

$$\mathcal{F} : \mathbf{C}^{\mathrm{op}} \to \mathbf{D}.$$

Example 2. Some fun functors :)

1. Forgetful functors.

2. **Top** $\to$ **Htpy** is the identity on objects (topological spaces) and sends morphisms (continuous functions) to their homotopy class.

3. π_1 is a functor **Top**$_*$ $\to$ **Grp**.

Proposition 2. Functors preserve isos and split monos/epis.

Definition 9. A functor $\mathcal{F} : \mathsf{C} \to \mathsf{D}$ is **faithful** if for all objects A, B of C, the map

$$\text{Hom}(A, B) \to \text{Hom}(\mathcal{F}A, \mathcal{F}B)$$
$$f \mapsto \mathcal{F}f$$

is one-to-one. $\mathcal{F}$ is **full** if this map is onto.

Note that the fixed A and B above are important. The injective/surjective conditions don't apply to arbitrary morphisms in C since they might connect different objects.
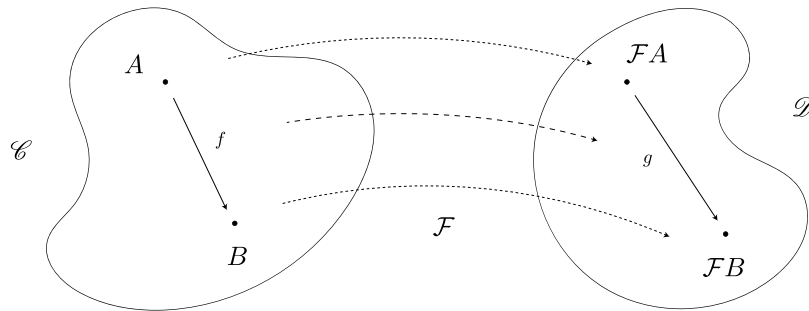

Figure 1.1: For all A, B, and g, a faithful functor sends at *most* one solid arrow in C to g. A full functor sends at *least* one solid arrow in C to g.

Example 3. The inclusion functor from S to C is always faithful, and it's full if and only if S is a full subcategory.

1.4   Natural Transformations

Natural transformations change one functor into another in a way that respects the underlying structure of the categories involved.
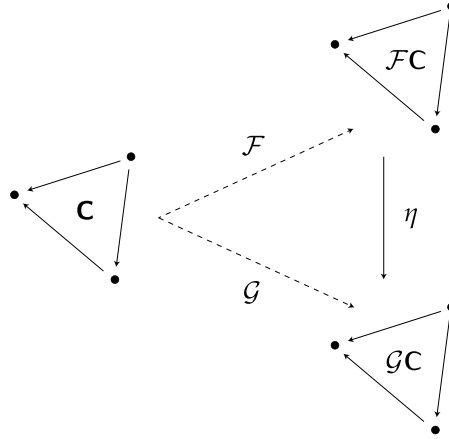
Definition 10. Suppose $\mathcal{F}, \mathcal{G} : \mathbf{C} \to \mathbf{D}$ are functors. Then a **natural transformation** $\alpha : \mathcal{F} \Rightarrow \mathcal{G}$ is a family of **components**

$$\{\eta_X : \mathcal{F}X \to \mathcal{G}X\}_X$$

such that the following diagram commutes for any $f : X \to Y$ in $\mathbf{C}$.

$$
\begin{array}{ccc}
\mathcal{F}X & \xrightarrow{\eta_X} & \mathcal{G}X \\
{\scriptstyle \mathcal{F}f} \downarrow & & \downarrow {\scriptstyle \mathcal{G}f} \\
\mathcal{F}Y & \xrightarrow{\eta_Y} & \mathcal{G}Y
\end{array}
$$

If every η_X is an isomorphism, then η is a **natural isomorphism** and we write $\eta : \mathcal{F} \cong \mathcal{G}$.