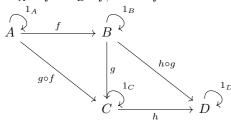
# Category Theory Cheat Sheet

## Category

A category consists of the following,

- Objects: A,B,C,...
- Arrows/Morphisms: f,g,h,...
- For each f there exists, dom(f), cod(f) called domain and codomain of f. We write  $f: A \to B$  to indicate A = dom(f) and B = cod(f).
- Given  $f:A\to B$  and  $g:B\to C$  there exists,  $g\circ f:A\to C$  called the *composite* of f and g.
- For each A, there exists  $1_A: A \to A$  called the *identity arrow* of A.
- Arrows should also satisfy the following,
  - Associativity:  $h \circ (g \circ f) = (h \circ g) \circ f$ , for all  $f : A \to B, g : B \to C, h : C \to D$ .
  - Unit:  $f \circ 1_A = f = 1_B \circ f$ , for all  $f : A \to B$ .



## Functor

A functor  $F:C\to D$  between C and D is a mapping of objects and arrows to arrows, such that

- $F(f:A \rightarrow B) = F(f):F(A) \rightarrow F(B)$
- $F(1_a) = 1_{F(A)}$
- $F(g \circ f) = F(g) \circ F(f)$ .

# Isomorphism

In any category  $\mathbb{C}$ , an arrow  $f:A\to B$  is called an *isomorphism* if there exists an arrow  $g:B\to C$  s.t.  $g\circ f=1_A$  and  $f\circ g=1_B$ . We say,  $g=f^{-1}$ . And that  $A\cong B$ , i.e., A is isomorphic to B.

## Monoid

A set M with binary operation  $\cdot$  is called a *monoid* if it is associative and has an identity  $u \in M$ , i.e., for  $x, y, z \in M$ 

- $x \cdot (y \cdot z) = (x \cdot y) \cdot z$
- $u \cdot x = x = x \cdot u$ .

A monoid with an inverse for each element is called a *group*.

• Cayley's theorem: Every group G is isomorphic to a group of permutations.

### Constructions on categories

• **Product category:** The product of two categories  $\mathbf{C}$  and  $\mathbf{D}$  written as  $\mathbf{C} \times \mathbf{D}$  has objects of the form (C, D) for  $C \in \mathbf{C}$  and  $D \in \mathbf{D}$ , and arrows of the form  $(f,g):(C,D) \to (C',D')$  for  $f:C \to C' \in \mathbf{C}$  and  $g:D \to D' \in \mathbf{D}$ .

Composition and units are defined componentwise, i.e.  $(f', g') \circ (f, g) = (f' \circ f, g' \circ g)$  and  $1_{(C,D)} = (1_C, 1_D)$ .

• Opposite/Dual category: For category C its opposite category  $C^{op}$  has the same objects as C but an arrow  $f: C \to D$  in  $C^{op}$  is an arrow  $f: D \to C$  in C.

For notational simplicity we say  $f^*: D^* \to C^*$  in  $\mathbf{C}^{op}$  for  $f: C \to D$  in  $\mathbf{C}$ . Composition and units are therefore defined as follows,  $f^* \circ g^* = (g \circ f)^*$  and  $(1_{C^*} = 1_C)^*$ 

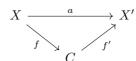
#### Constructions on categories contd.

• Arrow category: For category  $\mathbb{C}$  its arrow category  $\mathbb{C}^{\rightarrow}$  has the arrows of  $\mathbb{C}$  as objects and an arrow g from  $f:A\to B$  to  $f':A'\to B'$  in  $\mathbb{C}^{\rightarrow}$  is the following commutative square

$$\begin{array}{ccc}
A & \xrightarrow{g_1} & A' \\
f \downarrow & & \downarrow f' \\
B & \xrightarrow{g_2} & B'
\end{array}$$

where  $g_1, g_2$  are arrows in  $\mathbb{C}$ , i.e. an arrow is a pair of arrows  $g = (g_1, g_2)$  s.t.  $g_2 \circ f = f' \circ g_1$ . The identity of an object  $f : A \to B$  is the pair  $(1_A, 1_B)$  and composition is componentwise.

• Slice category: For category  $\mathbb{C}$  its slice category over  $C \in \mathbb{C}$  is  $\mathbb{C}/C$  where its objects are all arrows  $f \in \mathbb{C}$  s.t.  $\operatorname{cod}(f) = C$ . An arrow a from  $f: X \to C$  to  $f': X' \to C$  is an arrow  $a: X \to X'$  in  $\mathbb{C}$  s.t.  $f' \circ a = f$ , i.e.



If  $g: C \to D$  is any arrow then there exists a composition functor  $g_*: \mathbf{C}/C \to \mathbf{C}/D$  defined as  $g_*(f) = g \circ f$ . Therefore the slice category of  $\mathbf{C}$  with any of its objects is a functor from  $\mathbf{C} \to \mathbf{Cat}$ . This is called the *forgetful* functor as the base object is "forgetten".

## Free monoid

For a set A a word over A is any finite sequence of its elements. The Kleene closure of A is defined to be the set of all words over A. Define the binary operation of concatenation on A\*. Since it is associative, A along with \* with the empty word "—" is a monoid called the **free monoid** on the set A.

Universal mapping property (UMP) of free monoid: Let M(A) be the free monoid on a set A. There is a function  $i:A\to |M(A)|$ , and given any monoid N and any function  $f:A\to |N|$ , there is a unique monoid homomorphism  $\overline{f}:M(A)\to N$  s.t.  $|\overline{f}|\circ i=f$ .

$$M(A)$$
  $|M(A)| \xrightarrow{|\overline{f}|} |N$ 
 $\downarrow \overline{f}$   $\downarrow f$ 
 $\downarrow A$ 

A\* has the UMP of the free monoid on A.

# Free category

A directed graph G "generates" a free category  $\mathbf{C}(G)$  whose objects are the vertices of the graph and its arrows are paths. Composition of arrows is defined as concatenation of paths.

**UMP of C**(G) There is a graphic homomorphism  $i: G \to |\mathbf{C}(G)|$ , and given any category  $\mathbf{D}$  and any graph homomorphism  $h: G \to |\mathbf{D}|$ , there is a unique functor  $\overline{h}: \mathbf{C}(G) \to \mathbf{D}$  with  $\overline{h} \circ i = h$ .

$$\mathbf{C}(G) \qquad |\mathbf{C}(G)| \xrightarrow{|\overline{h}|} |\mathbf{D}|$$

$$\downarrow_{\overline{h}} \qquad \downarrow_{\overline{h}} \qquad \downarrow_{\overline{G}}$$

## Small categories

A category is called small if it has a small set of objects and arrows. (i.e., not classes). It is called large otherwise.

A category  $\mathbf{C}$  is *locally small* if for all objects  $X,Y \in \mathbf{C}$ , the collection  $\operatorname{Hom}_{\mathbf{C}}(X,Y) = \{ f \in \mathbf{C}_1 \mid f : X \to Y \}$  is a small set.

## Types of morphisms

**Monomoprhism:** In any category  $\mathbb{C}$ , an arrow  $f:A\to B$  is called a monomorphism (monic), if for any  $g,h,:C\to A,fg=fh\implies g=h.$ 

$$C \xrightarrow{g \atop h} A \xrightarrow{f} B$$

**Epimorphism:** In any category **C**, an arrow  $f: A \to B$  is called an epimorphism (epic), if for any  $i, j: B \to D$  if  $i = jf \implies i = j$ .

$$A \xrightarrow{f} B \xrightarrow{j} D$$

- We say,  $f:A\rightarrowtail B$  if f is a monomorphism and  $f:A\twoheadrightarrow B$  if f is an epimorphism.
- Every isomorphism is both a monomorphism and an epimorphism. The converse need not be true.
- A **split** mono (epi) is an arrow  $m:A\to B$  with a left (right) inverse r. The inverse arrow r is called the *retraction*, m is called a *section* of r and A is called a *retract* of B.

#### Initial and terminal objects

An object  $0 \in \mathbf{C}$  is *initial* if for any object  $C \in \mathbf{C} \exists !$  morphism  $0 \to C$ . An object  $1 \in \mathbf{C}$  is *terminal* if for any object  $C \in \mathbf{C} \exists !$  morphism  $C \to 1$ . Initial and terminal objects are unique up to isomorphism.

#### Generalized elements

For an object  $A \in \mathbf{C}$  arbitrary arrows  $x: X \to A$  are called the *generalized* elements of A with stage of definition given by X.

## Product of objects

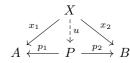
In any category C, a product diagram for the objects A,B consists of an object P and arrows

$$A \stackrel{p_1}{\longleftarrow} P \stackrel{p_2}{\longrightarrow} B$$

satisfying the following UMP. Given any diagram of the form

$$A \xleftarrow{x_1} X \xrightarrow{x_2} B$$

there exists a unique arrow  $u: X \to P$ , making the following diagram commute



The product P is unique up to isomorphism.

## Categories with products

A category which has a product for every pair of objects is said to have  $\it binary$   $\it products.$ 

A category is said to have *all finite products*, if it has a terminal object and all binary products.

A category has all small products if every set of objects has a product.

#### Covariant representable functor

The functor  $\operatorname{Hom}(A, -) : \mathbf{C} \to \mathbf{Sets}$  is called a covariant representable functor (for some object  $A \in \mathbf{C}$ ).

For a category with products a covariant representable functor preserves products.

#### Duality

If any statement about categories holds for all categories then so does the dual statement.

## Coproducts

A diagram  $A \xrightarrow{q_1} Q \xleftarrow{q_2} B$  is a coproduct of A and B if for any Z and  $A \xrightarrow{z_1} Z \xleftarrow{z_2} B$  there is a unique  $u: Q \to Z$  making the diagram commute.

$$A \xrightarrow[q_1]{z_1} Z \\ \downarrow u \\ \downarrow u$$

## Equalizers

In some category  $\mathbf{C}$  given the following diagram

$$A \xrightarrow{f} B$$

We say an equalizer of f, g consists of an object E and an arrow  $e: E \to A$ universal such that

$$f \circ e = g \circ e$$

i.e., for any  $z: Z \to A$  with  $f \circ z = q \circ z$ , there exists a unique  $u: Z \to E$  with

$$E \xrightarrow{e} A \xrightarrow{f} B$$

$$\downarrow u \downarrow z \downarrow Z$$

$$Z$$

• Equalizers are monic.

#### Coequalizers -

In some category  $\mathbf{C}$  given the following diagram

$$A \xrightarrow{f} E$$

We say a coequalizer of f, g consists of an object Q and an arrow  $q: B \to Q$ universal such that

$$q \circ f = q \circ g$$

i.e., for any  $z: B \to Z$  with  $z \circ f = z \circ g$ , there exists a unique  $u: Q \to Z$  with  $u \circ q = z$ 

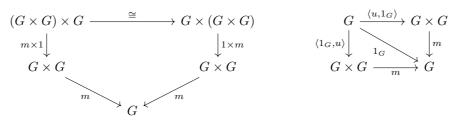
• Coequalizers are epic.

## Groups in a category

A group  $(Group(\mathbf{C}))$  can be defined over a category  $\mathbf{C}$ .

$$G \times G \xrightarrow{m} G \xleftarrow{i} G$$

Where the arrows obey the following, m is associative, u is a unit, and i is an inverse for m, i.e. the following diagrams commute



$$\begin{array}{cccc} G \times G \xleftarrow{\langle 1_G, 1_G \rangle} G \xrightarrow{\langle 1_G, 1_G \rangle} G \times G \\ \downarrow 1_G \times i \downarrow & \downarrow u \downarrow & \downarrow i \times 1_G \\ G \times G \xrightarrow{m} G \xleftarrow{m} G \times G \end{array}$$

• A homomorphism  $h: G \to H$  of groups in a category **C** is an arrow such that, h preserves m, u, i, i.e. the following diagrams commute.

$$G \xrightarrow{h} H$$

$$\downarrow u$$

$$\downarrow u$$

$$\downarrow u$$

$$\downarrow u$$

$$\begin{array}{ccc} G & \stackrel{h}{\longrightarrow} & H \\ \downarrow i & & \downarrow i \\ G & \stackrel{h}{\longrightarrow} & H \end{array}$$

• The objects in the category of groups (i.e. Group(Grp)) are abelian groups.

## Congruence

A congruence on a category is a equivalence relation on arrows  $(f \sim g)$  s.t.

- $f \sim g \implies \operatorname{dom}(f) = \operatorname{dom}(f)$  and  $\operatorname{cod}(f) = \operatorname{cod}(g)$ .
- $f \sim g \implies bfa \sim bga$

Let  $C_0, C_1$  denote the class of objects and arrows for a category C. Then a congruence category  $\mathbb{C}^{\sim}$  is defined as follows,

- $({\bf C}^{\sim})_0 = {\bf C}_0$
- $(\mathbf{C}^{\sim})_1 = \{\langle f, g \rangle | f \sim g\}$
- $\tilde{1}_C = \langle 1_C, 1_C \rangle$
- $\langle f', g' \rangle \circ \langle f, g \rangle = \langle f'f, g'g \rangle$

$$\mathbf{C}^{\sim} \xrightarrow{p_1} \mathbf{C}$$

We define the quotient category of the congruence as the coequalizer, i.e,

$$\mathbf{C}^{\sim} \xrightarrow{p_1 \atop p_2} \mathbf{C} \xrightarrow{\pi} \mathbf{C}/\sim$$

# Finitely presented category

Consider the free category C(G) on a finite graph G. And the finite set of relations  $\sum$  to be relations of the form  $(g_1 \circ \cdots \circ g_n) = (g'_1 \circ \cdots \circ g'_m)$  for  $g_i \in G$ and  $dom(g_n) = dom(g'_m)$  and  $cod(g_1) = cod(g'_1)$ . Let  $\sim_{\Sigma}$  be the smallest congruence  $g \sim g'$  if  $g = g' \in \Sigma$ . We call the quotient by this congruence to be a fintely presented category.