

# Category Theory by Example

Ivan Murashko, Alexey Radkov, Marat Minshin

October 12, 2019



# Contents

<b>1</b>	<b>Base definitions</b>	<b>13</b>
1.1	Definitions . . . . .	13
1.1.1	Object . . . . .	13
1.1.2	Morphism . . . . .	14
1.1.3	Category . . . . .	17
1.2	<b>Set</b> category example . . . . .	19
1.3	Programming languages examples . . . . .	24
1.3.1	<b>Hask</b> toy category . . . . .	25
1.3.2	<b>Scala</b> toy category . . . . .	26
1.3.3	<b>C++</b> toy category . . . . .	27
1.4	Quantum mechanics examples . . . . .	28
1.5	Categorical approach . . . . .	31
1.5.1	Programming languages . . . . .	32
1.5.2	Physics . . . . .	33
1.5.3	Quantum mechanics . . . . .	36
<b>2</b>	<b>Objects and morphisms</b>	<b>37</b>
2.1	Equality . . . . .	37
2.2	Initial and terminal objects . . . . .	38
2.2.1	Initial object . . . . .	38
2.2.2	Terminal object . . . . .	39
2.2.3	Toy example . . . . .	40
2.3	Product and sum . . . . .	40
2.3.1	Product . . . . .	40
2.3.2	Sum . . . . .	42
2.4	Category as a monoid . . . . .	43
2.5	Exponential . . . . .	44
2.6	Programming language examples. Type algebra . . . . .	45
2.6.1	<b>Hask</b> category . . . . .	45
2.6.2	<b>C++</b> category . . . . .	47
2.6.3	<b>Scala</b> category . . . . .	48

2.7	Quantum mechanics	49
<b>3</b>	<b>Curry-Howard-Lambek correspondence</b>	<b>51</b>
3.1	<b>Proof</b> category	51
3.2	Linear logic and Linear types	53
3.3	Quantum logic and quantum computation	54
<b>4</b>	<b>Functors</b>	<b>55</b>
4.1	Definitions	55
4.2	<b>Cat</b> category	57
4.3	Contravariant functor	58
4.4	Bifunctors	59
<b>5</b>	<b>Natural transformation</b>	<b>61</b>
5.1	Definitions	61
5.2	Category of functors	63
5.3	Operations with natural transformations	65
5.4	Polymorphism and natural transformation	67
5.4.1	<b>Hask</b> category	67
<b>6</b>	<b>Monads</b>	<b>69</b>
6.1	Monoid in <b>Set</b> category	69
6.1.1	Associativity	70
6.1.2	Identity presence	72
6.1.3	Categorical definition for monoid	73
6.1.4	Monoid importance	74
6.2	Monoidal category	75
6.3	Tensor product in Quantum mechanics	76
6.4	Category of endofunctors	77
6.5	Monads in programming languages	79
6.5.1	Haskell	79
6.5.2	C++	80
6.5.3	Scala	80
<b>7</b>	<b>Kleisli category</b>	<b>81</b>
7.1	Partiality and Exception	82
7.1.1	Haskell example	83
7.1.2	C++ example	84
7.2	Non-Determinism	85
7.2.1	Haskell example	85
7.3	Side effects and interactive input/output	85

7.4 Continuation . . . . .	86
<b>8 Limits</b>	<b>87</b>
8.1 Definitions . . . . .	87
8.1.1 Limit . . . . .	88
8.1.2 Colimit . . . . .	91
8.2 Cone as natural transformation . . . . .	92
8.3 Categorical constructions as limits . . . . .	93
8.3.1 Initial and terminal objects . . . . .	93
8.3.2 Product and sum . . . . .	94
8.3.3 Equalizer . . . . .	96
<b>9 Yoneda's lemma</b>	<b>99</b>
9.1 Hom functors . . . . .	99
9.1.1 Covariant Hom functor . . . . .	99
9.1.2 Contravariant Hom functor . . . . .	101
9.1.3 Representable functor . . . . .	104
9.2 Yoneda's lemma . . . . .	105
<b>10 Topos</b>	<b>109</b>
<b>Appendices</b>	<b>111</b>
<b>A Abstract algebra</b>	<b>113</b>
A.1 Groups . . . . .	113
A.2 Rings and Fields . . . . .	114
A.2.1 Rings . . . . .	114
A.2.2 Fields . . . . .	114
A.3 Linear algebra . . . . .	114
<b>Index</b>	<b>117</b>



# Notations

$\alpha \circ \beta$  [Vertical composition](#) of natural transformations (circle dot)

$\alpha \star \beta$  [Horizontal composition](#) of natural transformations (star dot)

$\alpha H$  [Left whiskering](#)

$\alpha, \beta$  [Natural transformation](#) (Greek small letters)

$\alpha : F \rightarrowtail G$  [Natural transformation](#) (arrow with dot)

$\text{cocone}(c, f^{(c)})$  [Cocone](#)

$\text{cone}(c, f^{(c)})$  [Cone](#)

$\text{Hom}_C(-, a)$  [Contravariant Hom functor](#)

$\text{Hom}_C(a, -)$  [Covariant Hom functor](#)

$\text{hom}_C(a, b)$  [Set of morphisms](#) between  $a$  and  $b$  in category  $C$

$\text{hom}(a, b)$  [Set of morphisms](#) between  $a$  and  $b$

$C^{++}$  [C++ category](#)

$C_M$  [Kleisli category](#)

$Cat$  [Cat category](#)

$C$  [Category](#) (bold capital Latin letter)

$C^{op}$  [Opposite category](#)

$FdHilb$  [FdHilb category](#)

$Hask$  [Hask category](#)

$Proof$  [Proof category](#)

**Rel**   **Rel** category

**Scala**   **Scala** category

**Set**   **Set** category

$\text{cod } f$    Codomain

$\Delta \downarrow F$    Category of cones to  $F$

$\Delta_c$    Constant functor

$\text{dom } f$    Domain

$\exists!$    exists exactly one

$\exists$    exists

$\forall$    for all

$[\mathbf{C}, \mathbf{D}]$    **Fun** category

$\mathbf{1}_{\mathbf{C} \Rightarrow \mathbf{C}}$    Identity functor

$\mathbf{1}_{a \rightarrow a}$    Identity morphism

$\mathbf{1}_{F \dot{\rightarrow} F}$    Identity natural transformation

$\text{Im } f$    Image of the function  $f$

$\langle M, \mu, \eta \rangle$    Monad

$\mathcal{H}_n$    finite dimensional Hilbert space

$a \cong b$    there is an Isomorphism between  $a$  and  $b$ . The exact isomorphism does not matter in the case

$a \cong_f b$    there is an Isomorphism  $f$  between  $a$  and  $b$

$a \oplus b$    Sum

$a \times b$    Product

$a, b$    Objects (Latin small letters)

$a^b$    Exponential

$eq(f, g)$    Equalizer



$F \circ G$  [Functor composition](#) (circle dot)

$f \circ g$  [Morphism composition](#) (circle dot)

$F \downarrow \Delta$  [Category of co-cones from  \$F\$](#)

$F, G$  [Functor](#) (capital Latin letter)

$f, g, h$  [Morphism](#) ([Arrow](#)) (Latin small letter)

$F : \mathbf{C} \Rightarrow \mathbf{D}$  [Functor](#) (double arrow)

$f : a \hookrightarrow b$  [Monomorphism](#) (hook arrow)

$f : a \rightarrow b$  [Morphism](#) (simple arrow)

$H\alpha$  [Right whiskering](#)

$P \implies Q$  [Implication](#)

TBD [To Be Defined](#) (later)



# Introduction

You just looked at yet another introduction to Category Theory. The subject mostly consists of a lot of definitions that are related each others and we wrote the book to collect all of them in one place to be easy checked and updated in future when we decide to refresh our knowledge about the field of math. Therefore the book was written mostly for our category theory studying purposes but we will appreciate if somebody else find it useful.

The topics(chapters) cover the base definitions ([Object](#), [Morphism](#) and [Category](#)), [Functor](#), [Natural transformation](#), [Monad](#) and also include important results from the category theory such as Yoneda's lemma (see chapter [9](#)) and Curry-Howard-Lambek correspondence (see chapter [3](#)). The chapter [10](#) gives an introduction to the topos theory i.e. just another view of the [Sets](#).

There are a lot of examples in each chapter. The examples cover different category theory application areas. We assume that the reader is familiar with the corresponding area and the example(s) can be passed if not. I.e. anyone can choose the suitable example(s) for (s)he.

The most important examples are related to the set theory. The set theory and category theory are very close related. Each one can be considered as an alternative view to another one.

There are also a lot of examples from programming languages which include Haskell, Scala, C++. The source files for programming languages examples (Haskell, C++, Scala) can be found on github repositories:

- Haskell: [\[9\]](#)
- Scala: [\[10\]](#)
- C++: [\[8\]](#)

The examples from physics are related to quantum mechanics that is the most known for me. For the examples We were inspired by the Bob Coecke article [\[1\]](#).

There is also additional material related to abstract algebra (see chapter [A](#)) taken from [\[16\]](#). The material describes the different math constructions used in the book.

The text is distributed under **Creative Common Public License** (see the text of the license at the end of the book) i.e. any reader has right to copy, store, modify, distribute or build upon the book until the original authors are pointed in the derivative products. The initial text of the book can be found at [\[17\]](#).

# Chapter 1

## Base definitions

### 1.1 Definitions

#### 1.1.1 Object

**Definition 1.1** (Class). A class is a collection of sets (or sometimes other mathematical objects) that can be unambiguously defined by a property that all its members share.

**Definition 1.2** (Object). In category theory object is considered as something that does not have internal structure (aka point) but has a property that makes different objects belong to the same [Class](#)

**Remark 1.3** (Class of Objects). The [Class](#) of [Objects](#) will be marked as  $\text{ob}(\mathbf{C})$  (see fig. 1.1).



Figure 1.1: Class of objects  $\text{ob}(\mathbf{C}) = \{a, b, c, d\}$

**C**Figure 1.2: Morphism (arrow)  $f : a \rightarrow b$ 

### 1.1.2 Morphism

Morphism is a kind of relation between 2 **Objects**.

**Definition 1.4** (Morphism). A relation between two **Objects**  $a$  and  $b$

$$f : a \rightarrow b$$

is called as *morphism*. Morphism assumes a direction i.e. one **Object** ( $a$ ) is called *source* and another one ( $b$ ) *target*.

The **Set** of all morphisms between objects  $a$  and  $b$  is denoted as  $\text{hom}(a, b)$ .

**Definition 1.5** (Arrow). **Morphisms** are also called as *Arrows* (see fig. 1.2).

The important remark about morphisms is below

**Remark 1.6** (Morphism). The morphism has to be considered as a relation between objects. We will avoid standard (from set theory) notation for morphisms:  $f(a) = b$ . The reason for this is the following. Let  $f_1 : a \rightarrow b$  and  $f_2 : a \rightarrow b$  are two different morphisms. The notation  $f_1(a) = b, f_2(a) = b$  leads to incorrect conclusion that  $f_1 = f_2$ .

For instance if  $a = b = \mathbb{R}$  then two functions  $f_1(x) = x, f_2(x) = -x$  define two different ordering on  $\mathbb{R}$  and as result have not to be considered as the same functions.

**Definition 1.7** (Domain). Given a **Morphism**  $f : a \rightarrow b$ , the **Object**  $a$  is called *domain* and denoted as  $\text{dom } f$ .

**Definition 1.8** (Codomain). Given a **Morphism**  $f : a \rightarrow b$ , the **Object**  $b$  is called *codomain* and denoted as  $\text{cod } f$ .

**Morphisms** have several properties.<sup>1</sup>

**Axiom 1.9** (Composition). *If we have 3 **Objects**  $a, b, c$  and 2 **Morphisms***

$$\begin{aligned} f_{ab} &: a \rightarrow b, \\ f_{bc} &: b \rightarrow c \end{aligned}$$

*then there exists **Morphism** (see fig. 1.3)*

$$f_{ac} : a \rightarrow c$$

*such that*

$$f_{ac} = f_{bc} \circ f_{ab}$$

**Remark 1.10** (Composition). The equation

$$f_{ac} = f_{bc} \circ f_{ab}$$

means that we apply  $f_{ab}$  first and then we apply  $f_{bc}$  to the result of the application i.e. if our objects are sets and  $x \in a$  then

$$f_{ac}(x) = f_{bc}(f_{ab}(x)),$$

where  $f_{ab}(x) \in b, f_{ac}(x) \in c$ .

**Axiom 1.11** (Associativity). *The **Morphism Composition** (Axiom 1.9) should follow associativity property:*

$$f_{ce} \circ (f_{bc} \circ f_{ab}) = (f_{ce} \circ f_{bc}) \circ f_{ab} = f_{ce} \circ f_{bc} \circ f_{ab}.$$

**Definition 1.12** (Identity morphism). For every **Object**  $a$  we define a special **Morphism**  $\mathbf{1}_{a \rightarrow a} : a \rightarrow a$  with the following properties:  $\forall f_{ab} : a \rightarrow b$

$$\mathbf{1}_{a \rightarrow a} \circ f_{ab} = f_{ab} \tag{1.1}$$

and  $\forall f_{ba} : b \rightarrow a$

$$f_{ba} \circ \mathbf{1}_{a \rightarrow a} = f_{ba}. \tag{1.2}$$

This morphism is called as *identity morphism*.

Note that **Identity morphism** is unique, see **Identity is unique** (Theorem 2.3) below.

---

<sup>1</sup>The properties don't have any proof and postulated as axioms



Figure 1.4: Class of morphisms  $\text{hom}(\mathbf{C}) = \{f, g, h\}$ , where  $h = f \circ g$

**Definition 1.13** (Commutative diagram). A commutative diagram is a diagram of **Objects** (also known as vertices) and **Morphisms** (also known as **Arrows** or edges) such that all directed paths in the diagram with the same start and endpoint lead to the same result by composition.

**Example 1.14.** The trivial example of **Commutative diagram** is **Composition** (**Axiom 1.9**) for  $f_{ab} = f_{cb} \circ f_{ac}$ :



Figure 1.3: Commutative diagram for composition  $f_{ab} = f_{cb} \circ f_{ac}$

**Remark 1.15** (Class of Morphisms). The **Class** of **Morphisms** will be marked as  $\text{hom}(\mathbf{C})$  (see fig. 1.4)

**Definition 1.16** (Monomorphism). If  $\forall g_1, g_2$  the equation

$$f \circ g_1 = f \circ g_2$$

leads to

$$g_1 = g_2$$

then  $f$  is called *monomorphism* (see fig. 1.5). The monomorphism between  $a$  and  $b$  is denoted as  $f : a \hookrightarrow b$  (see also **Injection** or “one-to-one” functions).



$$\begin{array}{ccccc} & g_1 & \longrightarrow & & f \\ \bullet & \xrightarrow{\quad} & \bullet & \xrightarrow{\quad} & \bullet \\ c & \xrightarrow{\quad} & a & \xrightarrow{\quad} & b \\ & g_2 & & & \end{array}$$

Figure 1.5: Monomorphism:  $f \circ g_1 = f \circ g_2$  leads to  $g_1 = g_2$ 

**Definition 1.17** (Epimorphism). If  $\forall g_1, g_2$  the equation (see fig. 1.6)

$$g_1 \circ f = g_2 \circ f$$

leads to

$$g_1 = g_2$$

then  $f$  is called *epimorphism* (see also [Surjection](#) or “onto” functions).

$$\begin{array}{ccccc} & f & \longrightarrow & & g_1 \\ \bullet & \xrightarrow{\quad} & \bullet & \xrightarrow{\quad} & \bullet \\ a & \xrightarrow{\quad} & b & \xrightarrow{\quad} & c \\ & & & g_2 & \end{array}$$

Figure 1.6: Epimorphism:  $g_1 \circ f = g_2 \circ f$  leads to  $g_1 = g_2$ 

**Definition 1.18** (Isomorphism). A [Morphism](#)  $f : a \rightarrow b$  is called *isomorphism* if  $\exists g : b \rightarrow a$  such that  $f \circ g = \mathbf{1}_{a \rightarrow a}$  and  $g \circ f = \mathbf{1}_{b \rightarrow b}$ . If there is an isomorphism  $f$  between objects  $a$  and  $b$  then it is denoted as  $a \cong_f b$ .

**Remark 1.19** (Isomorphism). There are can be many different [Isomorphisms](#) between 2 [Objects](#).

If there is an unique isomorphism between 2 objects then the objects can be treated as the same object.

### 1.1.3 Category

**Definition 1.20** (Category). A category  $\mathbf{C}$  consists of

- [Class](#) of [Objects](#)  $\text{ob}(\mathbf{C})$
- [Class](#) of [Morphisms](#)  $\text{hom}(\mathbf{C})$  defined for  $\text{ob}(\mathbf{C})$ , i.e. each morphism  $f_{ab}$  from  $\text{hom}(\mathbf{C})$  has both source  $a$  and target  $b$  from  $\text{ob}(\mathbf{C})$

For any [Object](#)  $a$  there should be unique [Identity morphism](#)  $\mathbf{1}_{a \rightarrow a}$ . Any morphism should satisfy [Composition](#) ([Axiom 1.9](#)) and [Associativity](#) ([Axiom 1.11](#)) axioms (see example in fig. 1.7).



Figure 1.7: Category **C**. It consists of 4 objects  $\text{ob}(\mathbf{C}) = \{a, b, c, d\}$  and 7 morphisms  $\text{hom}(\mathbf{C}) = \{f, g, h = f \circ g, 1_{a \rightarrow a}, 1_{b \rightarrow b}, 1_{c \rightarrow c}, 1_{d \rightarrow d}\}$

**Definition 1.21** (Set of morphisms). The set of morphisms between objects  $a$  and  $b$  in the category **C** will be denoted as  $\text{hom}_{\mathbf{C}}(a, b)$ . The set will be denoted as  $\text{hom}(a, b)$  if the exact category does not matter.

The **Category** can be considered as a way to represent a structured data. **Morphisms** are the ones which form the structure.

**Definition 1.22** (Opposite category). If **C** is a **Category** then opposite (or dual) category  $\mathbf{C}^{op}$  is constructed in the following way: **Objects** are the same, but the **Morphisms** are inverted i.e. if  $f \in \text{hom}(\mathbf{C})$  and  $\text{dom } f = a, \text{cod } f = b$ , then the corresponding morphism  $f^{op} \in \text{hom}(\mathbf{C}^{op})$  has  $\text{dom } f^{op} = b, \text{cod } f^{op} = a$  (see fig. 1.8)

**Remark 1.23.** Composition on  $\mathbf{C}^{op}$  As you can see from fig. 1.8 the **Composition** (**Axiom 1.9**) is reverted for **Opposite category**. If  $f, g, h = f \circ g \in \text{hom}(\mathbf{C})$  then  $f \circ g$  translated into  $g^{op} \circ f^{op}$  in opposite category.

**Definition 1.24** (Small category). A category **C** is called *small* if both  $\text{ob}(\mathbf{C})$  and  $\text{hom}(\mathbf{C})$  are **Sets**

**Definition 1.25** (Locally small category). A category **C** is called *locally small* if  $\text{hom}(\mathbf{C})$  is a **Set**. The set is called **Homset**.

**Definition 1.26** (Homset). The *homset* is the **Set** of morphisms in a **Locally small category**.

**Definition 1.27** (Large category). A category **C** is not **Small category** then it is called *large*. The example of large category is **Set category**



Figure 1.8: Opposite category  $C^{op}$  to the category from fig. 1.7 . It consists of 4 objects  $\text{ob}(\mathbf{C}^{op}) = \text{ob}(\mathbf{C}) = \{a, b, c, d\}$  and 7 morphisms  $\text{hom}(\mathbf{C}^{op}) = \{f^{op}, g^{op}, h^{op} = g^{op} \circ f^{op}, 1_{a \rightarrow a}, 1_{b \rightarrow b}, 1_{c \rightarrow c}, 1_{d \rightarrow d}\}$

**Definition 1.28** (Empty category). The category that does not contain any **Objects** and as result does not contain any **Morphisms** is called *Empty category* [23].

**Definition 1.29** (Trivial category). The category that contains only one **Object** and only one **Morphism** (**Identity morphism**) is called *Trivial category*.

There are several examples of categories below that will also be used later:

- **Set** category example: see section 1.2
- Programming languages (Haskell, C++, Scala) examples: see section 1.3
- Quantum mechanics example: see section 1.4

## 1.2 Set category example

The category of sets is the most important example because it will allow connect our usual knowledge about sets with the category theory.

**Definition 1.30** (Set). *Set* is a collection of distinct objects. The objects are called as the elements of the set.

The set will be denoted by a capital letter in the book, for instance  $A$ . The elements of a set will be denoted by small letters:  $a \in A$ .

**Definition 1.31** (Cartesian product). If  $A$  and  $B$  are two sets then we can define a new set  $A \times B = \{(a, b) | a \in A, b \in B\}$  that is called as the *cartesian product*.

**Definition 1.32** (Binary relation). If  $A$  and  $B$  are 2 **Sets** then a subset of the **Cartesian product**  $A \times B$  is called as *binary relation*  $R$  between the 2 sets, i.e.  $R \subset A \times B$ .

**Definition 1.33** (Function). *Function*  $f$  is a special type of **Binary relation**. I.e. if  $A$  and  $B$  are 2 **Sets** then a subset of  $A \times B$  is called function  $f$  between the 2 sets if  $\forall a \in A \exists! b \in B$  such that  $(a, b) \in f$ . In other words function definition does not allow “multi value”.

**Definition 1.34** (**Set** category). In the *Set category* we consider a **Set** of **Sets** where **Objects** are the **Sets** and **Morphisms** are **Functions** between the sets. The **Identity morphism** is the trivial function such that  $\forall x \in X : 1_{X \rightarrow X}(x) = x$ .

**Remark 1.35** (**Set** category). In general case when we say **Set** category we assume the set of all sets. But the result is inconsistent because famous Russell’s paradox [27] can be applied. To avoid such situations we consider a limitation that is applied on our construction, for instance ZFC [28]. If we apply the limitation we have that set of all sets is not a set itself and as result the **Set** category is a **Large category**

**Definition 1.36** (Singleton). The *singleton* is a **Set** with only one element.

**Example 1.37** (Domain). Given a function  $f : X \rightarrow Y$ , the set  $X$  is the domain. I.e.  $\text{dom } f = X$

**Example 1.38** (Codomain). Given a function  $f : X \rightarrow Y$ , the set  $Y$  is the codomain. I.e.  $\text{cod } f = Y$

**Definition 1.39** (Image). The *image* of a function  $f : X \rightarrow Y$  is a subset of **Codomain**  $Y$  such that for every element in the subset there is an element in **Domain**  $X$  that maps into the subset:

$$\text{Im } f = \{y \in Y | y = f(x) \text{ for some } x \in X\}$$

**Definition 1.40** (Surjection). The function  $f : X \rightarrow Y$  is *surjective* (or “onto”) if  $\forall y \in Y, \exists x \in X$  such that  $f(x) = y$  (see figs. 1.9 and 1.13).

**Example 1.41** (Surjection). An example of a surjective function is shown in fig. 1.9. Note that the function in the figure is not an **Injection**. You

can find an example of a function that is [Surjection](#) as well as [Injection](#) (aka [Bijection](#)) in fig. 1.13.

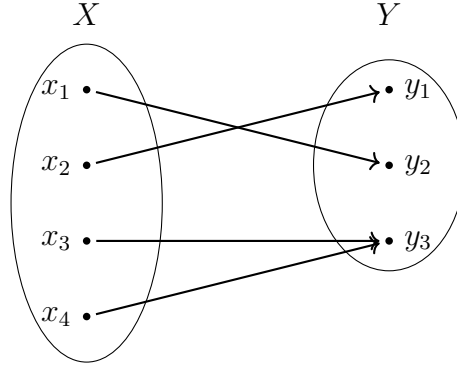


Figure 1.9: A surjective (non-injective) function from domain  $X$  to codomain  $Y$

**Remark 1.42** (Surjection vs Epimorphism). [Surjection](#) and [Epimorphism](#) are related each other. Consider a non-surjective function  $f : X \rightarrow Y' \subset Y$  (see fig. 1.10). One can conclude that there is not an [Epimorphism](#) because  $\exists g_1 : Y' \rightarrow Y'$  and  $g_2 : Y \rightarrow Y$  such that  $g_1 \neq g_2$  because they operates on different [Domains](#) but from other hand  $g_1(y) = g_2(y), \forall y \in Y'$ . For instance we can choose  $g_1 = \mathbf{1}_{Y' \rightarrow Y'}$ ,  $g_2 = \mathbf{1}_{Y \rightarrow Y}$ . As soon as  $Y'$  is [Codomain](#) of  $f$  we always have  $g_1(f(x)) = g_2(f(x)), \forall x \in X$ . I.e.

$$g_1 \circ f = g_2 \circ f,$$

but  $g_1 \neq g_2$ . As result one can say that a [Surjection](#) is an [Epimorphism](#) in the **Set** category. Moreover there is a proof [21] of that fact.

**Definition 1.43** (Injection). The function  $f : X \rightarrow Y$  is injective (or “one-to-one” function) if  $\forall x_1, x_2 \in X$ , such that  $x_1 \neq x_2$  then  $f(x_1) \neq f(x_2)$  (see figs. 1.11 and 1.13).

**Example 1.44** (Injection). An example of an injective function is shown in fig. 1.11. Note that the function in the figure is not a [Surjection](#). You can find an example of a function that is [Surjection](#) as well as [Injection](#) (aka [Bijection](#)) in fig. 1.13.



Figure 1.10: A non-surjective function  $f$  from domain  $X$  to codomain  $Y' \subset Y$ .  $\exists g_1 : Y' \rightarrow Y', g_2 : Y \rightarrow Y$  such that  $g_1(y) = g_2(y), \forall y \in Y'$ , but as soon as  $Y' \neq Y$  we have  $g_1 \neq g_2$ . Using the fact that  $Y'$  is codomain of  $f$  we got  $g_1 \circ f = g_2 \circ f$ . I.e. the function  $f$  is not epimorphism.



Figure 1.11: A injective (non-surjective) function from domain  $X$  to codomain  $Y$

**Remark 1.45** (Injection vs Monomorphism). [Injection](#) and [Monomorphism](#) are related each other. Consider a non-injective function  $f : X \rightarrow Y$  (see fig. 1.12). One can conclude that it is not a [Monomorphism](#) because  $\exists g_1, g_2$  such that  $g_1 \neq g_2$  and  $f(g_1(a_1)) = y_3 = f(g_2(b_1))$ . As result one can say that an [Injection](#) is a [Monomorphism](#) in the **Set** category. Moreover there is a proof [20] of that fact.

**Definition 1.46** (Bijection). The function  $f : X \rightarrow Y$  is bijective (or “one-to-one” correspondence) if it is an [Injection](#) and a [Surjection](#) (see fig. 1.13).

There is a question what is the categorical analog of a single [Set](#). Main characteristic of a category is a structure but the [Set](#) by definition does not



Figure 1.12: A non-injective function  $f$  from domain  $X$  to codomain  $Y$ .  $\exists g_1 : A \rightarrow X, g_2 : B \rightarrow X$  such that  $g_1 \neq g_2$  (as soon as the functions operate on different domains) but  $f \circ g_1 = f \circ g_2$ . I.e. the function  $f$  is not a monomorphism.



Figure 1.13: An injective and surjective function (bijection)

have a structure. Which category does not have any structure? The answer is the [Discrete category](#).

**Definition 1.47** (Discrete category). Discrete category is a [Category](#) where [Morphisms](#) are only [Identity morphisms](#).

### 1.3 Programming languages examples

Functions are the most important constructions in programming languages. They allow to convert elements <sup>2</sup> of one type into elements of another one.

**Definition 1.48** (Pure function). The function is pure if it's execution give the same results independently from the environment.

Categorical view to programming languages assumes types as [Objects](#) and functions as [Morphisms](#). The critical requirements for such consideration is that the functions have to be [Pure functions](#) (without side effects). This requirement mainly is satisfied by functional languages such as Haskell and Scala.

From other side the functional languages use lazy evaluation to improve their performance. The laziness can also make category theory axiom invalid (see [Haskell lazy evaluation](#) ([Remark 1.49](#)) below).

**Remark 1.49** (Haskell lazy evaluation). Each Haskell type has a special value  $\perp$ . The fact that the value and the lazy evaluations are parts of the language, make several category law invalid, for instance [Identity morphism](#) behaviour become invalid in specific cases.

The following code

```
seq undefined True
```

produces *undefined* But the following

```
seq (id.undefined) True
seq (undefined.id) True
```

produces **True** in both cases. As result we have <sup>3</sup>

```
id . undefined /= undefined
undefined . id /= undefined,
```

---

<sup>2</sup> We consider variables as the elements in Scala, C++ and CAF (Constant applicative form) as the elements in Haskell

<sup>3</sup>we cannot compare functions in Haskell, but if we could we can get it



i.e. (1.1) and (1.2) are not satisfied.

In the example we used the **seq** function that has the following signature

```
seq :: a -> b -> b
```

i.e. it takes two arguments and returns the second one. It also evaluates the first argument:

$$\begin{aligned} seq(\perp, b) &= \perp, \\ seq(a, b) &= b. \end{aligned}$$

Strictly speaking neither Haskell (pure functional language) nor C++ can be considered as a category in general. For the first approximation a functional language (Haskell, Scala) can be considered as a category if we avoid to use functions with side effects (mainly for Scala) and use strict, not lazy, evaluations (for both Haskell and Scala). Lets take the fact into consideration and define categories for 3 languages

**Definition 1.50 (Hask category).** The objects in the **Hask** category are Haskell types and morphisms are functions. We use only strict (not lazy) evaluations for functions in the category.

**Definition 1.51 (Scala category).** The objects in the **Scala** category are Scala types and morphisms are functions. We don't define functions that have side effects in the category. I.e. the functions are **Pure functions**. We also use only strict (not lazy) evaluations for functions in the category.

**Definition 1.52 (C++ category).** The objects in the **C++** category are C++ types and morphisms are functions. We don't define functions that have side effects in the category. I.e. the functions are **Pure functions**.

In any case we can construct a simple toy category that can be easy implemented in any language. Particularly we will look into category with 3 **Objects** that are types: **Int**, **Bool**, **String**. There are also several **Morphisms** (functions) between them (see fig. 1.14).

### 1.3.1 Hask toy category

**Example 1.53 (Hask toy category).** Types in Haskell are considered as **Objects**. Functions are considered as **Morphisms**. We are going to implement **Category** from fig. 1.14.

The function **isEven** converts **Int** type into **Bool**.



Figure 1.14: Programming language category example. Objects are types: Int, Bool, String. Morphisms are several functions

```

isEven :: Int -> Bool
isEven x = x `mod` 2 == 0

```

There is also [Identity morphism](#) that is defined as follows

```

id :: a -> a
id x = x

```

If we have an additional function

```

stringLength :: String -> Int
stringLength x = length x

```

then we can create a [Composition](#) ([Axiom 1.9](#))

```

isStringLengthEven :: String -> Bool
isStringLengthEven = isEven . stringLength

```

### 1.3.2 Scala toy category

**Example 1.54** (Scala toy category). We will use the same trick as in [Hask toy category](#) ([Example 1.53](#)) and will assume types in Scala as [Objects](#), functions as [Morphisms](#). We also are going to implement [Category](#) from [fig. 1.14](#).

```
object Category {
  def id[A]: A => A = a => a
  def compose[A, B, C](g: B => C, f: A => B):
    A => C = g compose f

  val isEven = (i: Int) => i % 2 == 0
  val stringLength = (s: String) => s.length
  val isStringLengthEven = (s: String) =>
    compose(isEven, stringLength)(s)
}
```

The usage example is below

```
class CategorySpec extends Properties("Category") {
  import Category._
  import Prop.forAll

  property("composition") = forAll { (s: String) =>
    isStringLengthEven(s) == isEven(stringLength(s))
  }

  property("right id") = forAll { (i: Int) =>
    isEven(i) == compose(isEven, id[Int])(i)
  }

  property("left id") = forAll { (i: Int) =>
    isEven(i) == compose(id[Boolean], isEven)(i)
  }
}
```

### 1.3.3 C++ toy category

**Example 1.55** (C++ toy category). We will use the same trick as in [Hask toy category](#) ([Example 1.53](#)) and will assume types in C++ as [Objects](#), functions as [Morphisms](#). We will implement [Category](#) from [fig. 1.14](#).

Lets define 2 functions as follows:

```
auto isEven = [](int x) {
  return x % 2 == 0;
};

auto stringLength = [](std::string s) {
```

```
    return static_cast<int>(s.size());
};
```

Then we can define composition:

```
// h = g . f
template <typename A, typename B>
auto compose(A g, B f) {
    auto h = [f, g](auto a) {
        auto b = f(a);
        auto c = g(b);
        return c;
    };
    return h;
};
```

The **Identity morphism**:

```
auto id = [](auto x) { return x; };
```

The usage examples are the following:

```
auto isStringLengthEven = compose<>(isEven, stringLength);

auto isStringLengthEvenL = compose<>(id, isStringLengthEven);

auto isStringLengthEvenR = compose<>(isStringLengthEven, id);
```

Such construction will always provides us a category until we use pure function (functions without effects).

## 1.4 Quantum mechanics examples

The most critical property of quantum system is the superposition principle. The **Set category** cannot be used for it because it does not satisfy the principle but a simple modification of the **Set** category does.

**Definition 1.56** (**Rel** category). We will consider a set of sets (same as **Set category**) i.e. **Sets** as **Objects**. Instead of **Functions** we will use **Binary relations** as **Morphisms**.

The **Rel** category is similar to the finite dimensional Hilber space especially because it assumes some kind of superposition. Really consider **Rel**

- the **Rel** category.  $X, Y \in \text{ob}(\mathbf{Rel})$  - 2 sets which consists of different elements. Let  $f : X \rightarrow Y$  - **Morphism**. Each element  $x \in X$  is mapped to a subset  $Y' \subset Y$ . The  $Y'$  can be **Singleton** (in this case no differences with **Set category**) but there can be a situation when  $Y'$  consists of several elements. In the case we will get some kind of superposition that is analogiest to quantum systems.

In the quantum mechanics we say about Hilber spaces that is a **Vector space** under **Field** of complex numbers  $\mathbb{C}$ .

**Definition 1.57** (Hilbert space). The Hilbert space is a complex **Vector space** with an inner product as a complex number ( $\mathbb{C}$ ).

Later we will consider only finite dimensional Hilber spaces. We will denote a Hilbert space of dimensional  $n$  as  $\mathcal{H}_n$ . Obviously  $\mathcal{H}_1 = \mathbb{C}$ .

**Definition 1.58** (Dual space). Each Hilber space  $\mathcal{H}$  has an associated with it dual space  $\mathcal{H}^*$  that consists of linear functionals

**Example 1.59** (Dirac notation). Consider a ket-vector  $|\psi\rangle \in \mathcal{H}$ . Then the corresponding vector from **Dual space** is called bra-vector  $\langle\psi| \in \mathcal{H}^*$ . From the definition of dual space the bra-vector is a linear functional i.e.

$$\langle\psi| : \mathcal{H} \rightarrow \mathbb{C},$$

$\forall |\phi\rangle \in \mathcal{H}$  we have  $\langle\psi|(|\phi\rangle) = (\langle\psi|, |\phi\rangle)$  - inner product that is often written as  $\langle\psi|\phi\rangle$ .

The transformation between 2 **Hilbert spaces** that preserves the structure is called linear map or linear transformations.

**Definition 1.60** (Linear map). The linear map between 2 **Hilbert spaces**  $\mathcal{A}$  and  $\mathcal{B}$  is a mapping  $f : \mathcal{A} \rightarrow \mathcal{B}$  that preserves additions

$$f(a_1 + a_2) = f(a_1) + f(a_2),$$

and scalar multiplications:

$$f(c \cdot a) = c \cdot f(a)$$

where  $a, a_1, a_2 \in \mathcal{A}$  and  $f(a), f(a_1), f(a_2) \in \mathcal{B}$ .

**Remark 1.61** (Linear map). Note that **Linear map** does not preserve inner product. TBD (verify the statement ???)

If we want to combine 2 Hilbert spaces into one we use a notion of direct sum.

	<b>Set</b>	<b>Rel</b>	<b>FdHilb</b>
Object	Set	Set	finite dimensional Hilbert space
Morphism	Function	Binary relation	Linear map
Initial object	empty set	empty set	trivial Hilbert space of dimensional 0
Terminal object	Singleton	Singleton	$\mathbb{C}$
Product	Cartesian product	Cartesian product	Direct sum of Hilbert spaces
Sum	Sum (Example 2.16)	Sum (Example 2.16)	Direct sum of Hilbert spaces

Table 1.1: Relations between **Set**, **Rel** and **FdHilb** categories

**Definition 1.62** (Direct sum of Hilbert spaces). Let  $\mathcal{A}, \mathcal{B}$  are 2 Hilbert spaces. The direct sum  $\mathcal{A} \oplus \mathcal{B}$  is defined as follows

$$\mathcal{A} \oplus \mathcal{B} = \{a \oplus b | a \in \mathcal{A}, b \in \mathcal{B}\}.$$

The inner product is defined as follows

$$\langle a_1 \oplus b_1 | a_2 \oplus b_2 \rangle = \langle a_1 | a_2 \rangle + \langle b_1 | b_2 \rangle.$$

**Definition 1.63** (**FdHilb** category). Most common case in quantum mechanics is the case of quantum states in the finite dimensional Hilbert space. We can consider the set of all finite dimensional Hilbert spaces as a category. The **Objects** in the category are finite dimensional Hilbert spaces and **Morphisms** are Linear maps. The category is denoted as **FdHilb**. It is very similar to **Rel category**. The brief relation is described in the table 1.1.

**Example 1.64** (Rabi oscillations). For our example we consider a 2 level atom with states  $|a\rangle$  - excited and  $|b\rangle$  - ground. As soon as we consider a 2-level system we are in the 2 dimensional Hilbert space i.e. have only one **Object**. Lets call it as  $|\psi\rangle$ . The category in the example will be called as **Rabi**. I.e.  $\text{ob}(\mathbf{Rabi}) = \mathcal{H}_2\{|\psi\rangle\}$ .

The atom interacts with light beam of frequency  $\omega = \omega_{ab}$ . The state of the system is described by the following equation [32]:

$$|\psi\rangle = \cos \frac{\omega_R t}{2} |a\rangle - i \sin \frac{\omega_R t}{2} |b\rangle,$$

where  $\omega_R$  - Rabi frequency [32].

The interaction time  $t$  is fixed and corresponds to  $\omega_R t = \pi$  i.e. the interaction can be described a linear operator  $\hat{L}$ .

There are 4 different states and as result 4 **Morphisms**:

$$\begin{aligned} |\psi\rangle_0 &= |a\rangle, \\ |\psi\rangle_1 &= \hat{L} |\psi\rangle_0 = -i |b\rangle, \\ |\psi\rangle_2 &= \hat{L}^2 |\psi\rangle_0 = -|a\rangle, \\ |\psi\rangle_3 &= \hat{L}^3 |\psi\rangle_0 = i |b\rangle, \end{aligned}$$

Figure 1.15: Rabi oscillations as a category **Rabi**

## 1.5 Categorical approach

There is an interesting relation between sets and categories. In both we consider objects(sets) and relations between them(morphisms/functions).

In the set theory we can get info about functions by looking inside the objects(sets) aka use “microscope” [14]. For instance the definitions for [Injection](#) and [Surjection](#) are given in the terms of internal objects (sets) structure.

Contrary in the category theory we initially don’t have any info about object internal structure but can get it using the relation between the objects i.e. using [Morphisms](#). In other words we can use “telescope” [14] there. For the instance in the remark 1.42 we concluded that [Epimorphism](#) is a categorical definition for [Surjection](#). The same conclusion for relation between [Injection](#) and [Monomorphism](#) was made in remark 1.45.

Many constructions can be defined in the 2 different ways: via local (via “microscope”) or global (via “telescope”) approach. This gives us the following definitions.

**Definition 1.65** (Categorical approach). The description of a system (object) via its relations with other systems (objects) will be called as *categorical approach* in the book. This description is an alternative one to an ordinary system description via its internal structure.

**Definition 1.66** (Non-categorical approach). The opposite to [Categorical approach](#) will be called as *non-categorical approach* in the book. This description is an ordinary system description via its internal structure.

[Categorical approach](#) often uses so called *Universal property* to define different constructions. There is an informal definition of the property below

**Definition 1.67** (Universal property). In category theory we can highlight constructions when they follow an unique pattern. There can be a lot of such constructions. We pick up the best one via a criteria that can vary for different definitions. The criteria that is used to separate a particular categorical construction from a huge amount of similar ones is called *Universal property*.

Typical examples of the universal property application are [Product](#) and [Sum](#) definitions. You can find the definitions later in the book (see section 2.3). The [Universal property](#) seems to be broadly used in different areas. There are several examples of such [Universal property](#) usage (see section 1.5.2) and [Categorical approach](#) (see section 1.5.1) below.

### 1.5.1 Programming languages

There are two basic options possible in programming language. You can use an imperative approach to implement requested functionality or declarative (functional) one. Lets illustrate it on the factorial calculation example.

The factorial can be defined in 2 forms. The first one assumes direct instruction on how to calculate it:

$$n! = \prod_{i=1}^n i, \quad (1.3)$$

another one gives you a formal definition for the function:

$$\begin{aligned} n! &= n \cdot (n-1)!, \\ 0! &= 1 \end{aligned} \quad (1.4)$$

Straightforward approach to resolve the task is demonstrated by C++ language in implementing (1.3):

```
int f(int n) {
    if (n < 0) {
        throw std::invalid_argument(
            "the argument has to be greater or equal 0");
    }
    int res = 1;
    for (int i = 1; i <= n; ++i) {
        res *= i;
    }
    return res;
}
```



The solution requires provide all details about the internal structure of the solution i.e. which variables to be used and how to calculate result using them. Thus the approach can be considered as a variation of [Non-categorical approach](#).

Another case assume that the formal definition of the function is provided without any internal details about the implementation. I.e. the (1.4) is used. A functional language such as Haskell is a good candidate for the implementation:

```
-- Factorial
f 0 = 1
f n = n * f (n - 1)
```

### 1.5.2 Physics

Many physical concepts (may be every one) can be formulated in 2 ways. The first one uses differential equations (aka local approach). The second one uses integral equations (aka global approach). The first case is similar to the “microscope” usage. The second one is the similar to “telescope” approach.

#### Optics

Optics is another good example of [Universal property](#) in physics. In optics it can be reformulated as follows

**Remark 1.68** (Universal property). [Optics] A light beam chooses a path that requires the minimal amount of time to path through it.

Good example of the property is shown in fig. 1.16. When the light traverse from point  $A$  to point  $B$  it does not use the shortest path because a big part of the path will be in water where speed of the light ( $v_2$ ) is smaller than in air ( $v_1$ ):

$$v_2 < v_1$$

Thus if it follows the [Universal property](#) then it should minimize the path in water that leads to well known Snell’s law [31]:

$$\frac{\sin \theta_2}{\sin \theta_1} = \frac{v_2}{v_1} = \frac{n_1}{n_2}.$$

#### Classical mechanics

We will consider a motion of a classical mechanical system there. The system consists of  $n$  particles. Each particle with number  $i \in 1, \dots, n$  has coordinate



Figure 1.16: Optics refraction as an example of Universal property in optics

$q_i \in \mathbb{R}^3$  that changes with time. The set  $q_1(t), \dots, q_n(t)$  defines the trajectory. Equations of classical mechanics, that define the trajectory, can be written in different forms. We will consider Lagrangian form and least action form there. The key point for both is *Lagrangian* that can be written <sup>4</sup> as

$$L = T - U,$$

where  $T$  is kinetic energy and  $U$  is the potential energy. The Lagrangian is the function of particles positions  $\{q_i\}$ , velocities  $\{\dot{q}_i\}$  and time  $t$ . For the case of  $n$  particles we can get the following form of Lagrangian:

$$L = L(q_1, \dots, q_n, \dot{q}_1, \dots, \dot{q}_n, t).$$

The motion equation can be written in the following form:

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_i} \right) = \frac{\partial L}{\partial q_i} \quad (1.5)$$

**Example 1.69** (Newton's second law for a particle). Lets consider a single particle motion on the force field  $F = -\frac{dU}{dx}$ . The kinetic energy is

$$T = \frac{m\dot{x}^2}{2}$$

---

<sup>4</sup>non-relativistic case

and Lagrangian

$$L = T - U = \frac{m\dot{x}^2}{2} - U(x).$$

Thus (1.5) gives us

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$$

or

$$\frac{d}{dt} (m\dot{x}) = m\ddot{x} = -\frac{dU}{dx} = F$$

that is the famous Newton's second law for a particle.

The (1.5) is an example of local approach when the knowledge about local properties (this knowledge leads to the differential equation) gives us the motion equation i.e. the equation has been got using a “microscope” there.

Another way to investigate the motion is the principle of least action. In the principle we consider all possible trajectories of our system between time points  $t_1$  and  $t_2$ . For each trajectory  $\mathbf{q}(t) = q_1(t), \dots, q_n(t), t \in [t_1, t_2]$  we can define the following integral

$$S(\mathbf{q}, t_1, t_2) = \int_{t_1}^{t_2} L(\mathbf{q}(t), \dot{\mathbf{q}}(t), t) dt,$$

that is called as *Action*. The principle of least action states that the trajectory taken by the system between times  $t_1$  and  $t_2$  is the one for which the action is stationary (no change) to first order [30] i.e.

$$\delta S = 0.$$

We can rewrite the principle as follows

$$\begin{aligned} \delta S &= \int_{t_1}^{t_2} \delta L(\mathbf{q}(t), \dot{\mathbf{q}}(t), t) dt = \\ &= \int_{t_1}^{t_2} [L(\mathbf{q} + \delta \mathbf{q}, \dot{\mathbf{q}} + \delta \dot{\mathbf{q}}, t) - L(\mathbf{q}, \dot{\mathbf{q}}, t)] dt = \\ &= \int_{t_1}^{t_2} \left[ \frac{\partial L}{\partial \mathbf{q}} \delta \mathbf{q} + \frac{\partial L}{\partial \dot{\mathbf{q}}} \delta \dot{\mathbf{q}} \right] dt = \int_{t_1}^{t_2} \frac{\partial L}{\partial \mathbf{q}} \delta \mathbf{q} dt + \\ &\quad + \frac{\partial L}{\partial \dot{\mathbf{q}}} \delta \mathbf{q} \Big|_{t_1}^{t_2} - \int_{t_1}^{t_2} \frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\mathbf{q}}} \delta \mathbf{q} \right) dt = \\ &= \int_{t_1}^{t_2} \left[ \frac{\partial L}{\partial \mathbf{q}} - \frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\mathbf{q}}} \right) \right] \delta \mathbf{q} dt = 0, \end{aligned}$$

that leads to (1.5). Therefore the same motion equation can be used using global approach (via integral over all possible trajectories). or in other words the “telescope” was used there.

**Remark 1.70** (Universal property). [Mechanics] The principle of least action can be treated as an universal property that will allow to pick up one object (trajectory there) among the set of the similar objects. The same universal properties will appear during the book in a lot of places.

### 1.5.3 Quantum mechanics

Very interesting example of [Categorical approach](#) is provided us by quantum mechanics via path integrals [3]. The question that is asked is the following. If we have 2 points  $a$  and  $b$ , what’s probability  $P(a, b)$  that a particle moves from  $a$  to  $b$ ? The probability is defined as follows [3]:

$$P(a, b) = |K(a, b)|,$$

where  $K(a, b)$  is a special function defined by all possible paths from  $a$  to  $b$   
 TBD Path integral

# Chapter 2

## Objects and morphisms

### 2.1 Equality

The important question is how can we decide whenever an object/morphism is equal to another object/morphism? The trivial answer is possible if the **Object** is a **Set**. In the case we can say that 2 objects are equal if they contain the equivalent collection of elements. Unfortunately we cannot do the same trick for categorical **Objects** as soon as they don't have any internal structure but can use a **Categorical approach** (see section 1.5) i.e. if we cannot use a “microscope” lets use a “telescope” and define the equality of objects and morphisms of a category **C** in the terms of whole  $\text{hom}(\mathbf{C})$ .

**Definition 2.1** (Objects equality). Two **Objects**  $a$  and  $b$  in **Category C** are equal if there exists an unique **Isomorphism**  $a \cong_f b$ . This also means that there exists an unique isomorphism  $b \cong_g a$ . These two **Morphisms** ( $f$  and  $g$ ) are related each other via the following equations:  $f \circ g = \mathbf{1}_{a \rightarrow a}$  and  $g \circ f = \mathbf{1}_{b \rightarrow b}$ .

Unlike **Functions** between **Sets** we don't have any additional info <sup>1</sup> about **Morphisms** except category theory axioms which the morphisms satisfy [5]. This leads us to the following definition of morphisms equality:

**Definition 2.2** (Morphisms equality). Two **Morphisms**  $f$  and  $g$  in **Category C** are equal if the equality can be derived from the base axioms:

- **Composition** (Axiom 1.9)
- **Associativity** (Axiom 1.11)

---

<sup>1</sup> for instance info about sets internals. i.e. which elements of the sets are connected by the considered functions

- **Identity morphism:** (1.1), (1.2)

or **Commutative diagrams** which postulate the equality.

As an example lets proof the following theorem

**Theorem 2.3** (Identity is unique). *The **Identity morphism** is unique.*

*Proof.* Consider an **Object**  $a$  and it's **Identity morphism**  $\mathbf{1}_{a \rightarrow a}$ . Assume existence of a function  $f : a \rightarrow a$  such that  $f$  is also identity. (1.1), for  $f$  as identity, gives us

$$f \circ \mathbf{1}_{a \rightarrow a} = \mathbf{1}_{a \rightarrow a}.$$

From other side (1.2) for  $\mathbf{1}_{a \rightarrow a}$  satisfied

$$f \circ \mathbf{1}_{a \rightarrow a} = f$$

i.e.

$$f = f \circ \mathbf{1}_{a \rightarrow a} = \mathbf{1}_{a \rightarrow a}$$

or  $f = \mathbf{1}_{a \rightarrow a}$ . □

## 2.2 Initial and terminal objects

### 2.2.1 Initial object

**Definition 2.4** (Initial object). Let  $\mathbf{C}$  is a **Category**, the **Object**  $i \in \text{ob}(\mathbf{C})$  is called *initial object* if  $\forall x \in \text{ob}(\mathbf{C}) \exists! f_x : i \rightarrow x \in \text{hom}(\mathbf{C})$ .

**Example 2.5** (Initial object). **[Set]** Note that there is only one function from empty set to any other sets [19] that makes the empty set as the **Initial object** in **Set category**.

**Theorem 2.6** (Initial object is unique). *Let  $\mathbf{C}$  is a category and  $i, i' \in \text{ob}(\mathbf{C})$  two **Initial objects** then there exists an unique **Isomorphism**  $u : i \rightarrow i'$  (see **Objects equality**)*

*Proof.* Consider the following **Commutative diagram** (see fig. 2.1). As soon as  $i$  initial object  $\exists! u : i \rightarrow i'$ . From other side  $i'$  is also initial object and therefore  $\exists! u^{-1} : i' \rightarrow i$ . Combining them together via composition we can get  $u^{-1} \circ u : i \rightarrow i$  and  $u \circ u^{-1} : i' \rightarrow i'$ . From the fact that  $i$  is initial object one can get that there exists only one morphism  $\mathbf{1}_{i \rightarrow i} : i \rightarrow i$ . The same is the truth for  $i'$ . Therefore  $u^{-1} \circ u = \mathbf{1}_{i \rightarrow i}$  and  $u \circ u^{-1} = \mathbf{1}_{i' \rightarrow i'}$ . These complete the commutative diagram build and finishes the proof. □



Figure 2.1: Commutative diagram for initial object uniqueness proof



Figure 2.2: Commutative diagram for terminal object uniqueness proof

### 2.2.2 Terminal object

**Definition 2.7** (Terminal object). Let  $\mathbf{C}$  is a [Category](#), the [Object](#)  $t \in \text{ob}(\mathbf{C})$  is called *terminal object* if  $\forall x \in \text{ob}(\mathbf{C}) \exists ! g_x : x \rightarrow t \in \text{hom}(\mathbf{C})$ .

**Example 2.8** (Terminal object). [\[Set\]](#) [Terminal object](#) in [Set category](#) is a set with one element i.e [Singleton](#).

As you can see the initial and terminal objects are opposite each other. I.e. if  $i$  is an [Initial object](#) in  $\mathbf{C}$  then it will be [Terminal object](#) in the [Opposite category](#)  $\mathbf{C}^{\text{op}}$ .

**Theorem 2.9** (Terminal object is unique). *Let  $\mathbf{C}$  is a category and  $t, t' \in \text{ob}(\mathbf{C})$  two [Terminal objects](#) then there exists an unique [Isomorphism](#)  $v : t' \rightarrow t$  (see [Objects equality](#))*

*Proof.* Just got to the [Opposite category](#) and revert [Arrows](#) in fig. 2.1. The result shown on fig. 2.2 and it proofs the theorem statement.  $\square$

### 2.2.3 Toy example

**Example 2.10** (Toy example). In our toy example fig. 1.14 the type String is [Initial object](#) and type Bool is the [Terminal object](#).

## 2.3 Product and sum

### 2.3.1 Product

The pair of 2 objects is defined via the [Universal property](#) in the following way:

**Definition 2.11** (Product). Let we have a category  $\mathbf{C}$  and  $c_1, c_2 \in \text{ob}(\mathbf{C})$  -two [Objects](#) then the product of the objects  $c_1, c_2$  is another object in  $\mathbf{C}$   $c = c_1 \times c_2$  with 2 [Morphisms](#)  $\pi_1, \pi_2$  such that  $c_1 = \pi_1(c), c_2 = \pi_2(c)$  and the following universal property is satisfied:  $\forall c' \in \text{ob}(\mathbf{C})$  and morphisms  $\pi'_1 : c' \rightarrow c_1, \pi'_2 : c' \rightarrow c_2$ , exists unique morphism  $h$  such that the following diagram (see fig. 2.3) commutes, i.e.

$$\begin{aligned}\pi'_1 &= \pi_1 \circ h, \\ \pi'_2 &= \pi_2 \circ h.\end{aligned}\tag{2.1}$$

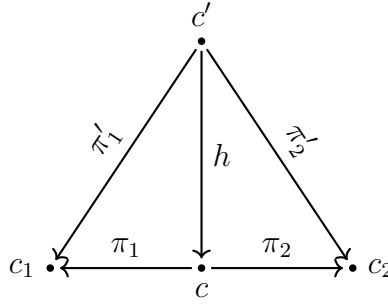


Figure 2.3: Product  $c = c_1 \times c_2$ .  $\forall c, \exists! h \in \text{hom}(\mathbf{C}) : \pi'_1 = \pi_1 \circ h, \pi'_2 = \pi_2 \circ h$ .

In other words  $h$  factorizes  $\pi'_{1,2}$ .

**Example 2.12** (Product). [[Set](#)] [Cartesian product](#):  $C = A \times B = \{(a, b) | a \in A, b \in B\}$  is the [Product](#) of two sets  $A$  and  $B$  in [Set category](#). We have only one option for  $\pi_{1,2}$ :

$$\begin{aligned}\pi_1 &: (a, b) \rightarrow a \in A, \\ \pi_2 &: (a, b) \rightarrow b \in B.\end{aligned}$$



Consider also another candidate:  $C' = A \times A \times B \times B = \{(a_1, a_2, b_1, b_2) | a_{1,2} \in A, b_{1,2} \in B\}$ . There are different options for  $\pi'_1$  and  $\pi'_2$ . Lets choose the following ones:

$$\begin{aligned}\pi'_1 &: (a_1, a_2, b_1, b_2) \rightarrow a_1 \in A, \\ \pi'_2 &: (a_1, a_2, b_1, b_2) \rightarrow b_2 \in B.\end{aligned}$$

We have only one morphism  $h$  that satisfied conditions (2.1):

$$h : (a_1, a_2, b_1, b_2) \rightarrow (a_1, b_2) \in A \times B$$

that is accordingly with the [Product](#) definition for  $C = A \times B$ .

If  $C'$  had been the [Product](#) then it would have satisfied the following factorization conditions:

$$\begin{aligned}\pi_1 &= \pi'_1 \circ h', \\ \pi_2 &= \pi'_2 \circ h',\end{aligned}\tag{2.2}$$

where  $h'$  would have been an unique morphism. From other side there are a lot of morphisms  $h'$  which factorize  $\pi_{1,2}$  accordingly (2.2):

$$h' : (a, b) \rightarrow (a, \bar{a}, \bar{b}, b),$$

where  $\bar{a}$  can be replaced with any element from  $A$  and  $\bar{b}$  can be replaced with any element of  $B$ . Therefore  $C'$  can not be considered as the [Product](#) of  $A$  and  $B$ .

The [Product](#) of objects will provide also a definition for product of morphisms

**Definition 2.13** (Product of morphisms). Let  $\mathbf{C}$  is a category and  $a, a' \in \text{ob}(\mathbf{C})$  and  $b, b' \in \text{ob}(\mathbf{C})$  are 2 pairs of [Objects](#) that admit definition 2.11. Consider 2 morphisms that connects the objects:  $f : a \rightarrow b, f' : a' \rightarrow b'$  then we can create a new unique morphism that connects the products:  $f \times f' : a \times a' \rightarrow b \times b'$  and makes the diagram commute (see fig. 2.4).



Figure 2.4: Product of morphisms.

### 2.3.2 Sum

If we invert [Arrows](#) in [Product](#) we will get another object definition that is called sum

**Definition 2.14** (Sum). Let we have a category  $\mathbf{C}$  and  $c_1, c_2 \in \text{ob}(\mathbf{C})$  -two [Objects](#) then the sum of the objects  $c_1, c_2$  is another object in  $\mathbf{C}$   $c = c_1 \oplus c_2$  with 2 [Morphisms](#)  $i_1, i_2$  such that  $c = i_1(c_1), c = i_2(c_2)$  and the following [Universal property](#) is satisfied:  $\forall c' \in \text{ob}(\mathbf{C})$  and morphisms  $i'_1 : c_1 \rightarrow c', i'_2 : c_2 \rightarrow c'$ , exists unique morphism  $h$  such that the following diagram (see fig. 2.5) commutes, i.e.  $i'_1 = h \circ i_1, i'_2 = h \circ i_2$ .

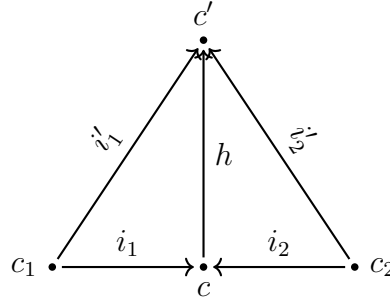


Figure 2.5: Sum  $c = c_1 \oplus c_2$ .  $\forall c, \exists! h \in \text{hom}(\mathbf{C}) : i'_1 = h \circ i_1, i'_2 = h \circ i_2$ .

In other words  $h$  factorizes  $i'_{1,2}$ .

The categorical sum is also called as *coproduct*.

**Definition 2.15** (Disjoint union). Let  $\{A_i : i \in I\}$  be a family of sets indexed by  $I$ . The *disjoint union* [24] of this family is the set

$$\sqcup_{i \in I} A_i = \cup_{i \in I} \{(x, i) : x \in A_i\}.$$

The elements of the disjoint union are ordered pairs  $(x, i)$ . Here  $i$  serves as an auxiliary index that indicates which  $A_i$  the element  $x$  came from.

**Example 2.16** (Sum). [Set] [Disjoint union](#) is the [Sum](#) of two sets  $A$  and  $B$  in [Set category](#).

**Remark 2.17** (Sum sign). In the book we will use  $\oplus$  as the sign for the categorical [Sum](#). The [Disjoint union](#) sign  $\sqcup$  is also used <sup>2</sup> as the sign for categorical sum [29].

---

<sup>2</sup>but not in the book

## 2.4 Category as a monoid

Consider the following definition from abstract algebra

**Definition 2.18** (Monoid). The set of elements  $M$  with defined binary operation  $\circ$  we will call as a monoid if the following conditions are satisfied.

1. Closure:  $\forall a, b \in M: a \circ b \in M$
2. Associativity:  $\forall a, b, c \in M: a \circ (b \circ c) = (a \circ b) \circ c$
3. Identity element:  $\exists e \in M$  such that  $\forall a \in M: e \circ a = a \circ e = a$

**Example 2.19** (Monoid). [Monoid](#) concept is widely spread in math. Especially integer numbers form a monoid under summation operation. They also form another monoid under multiplication operation. The element  $\mathbf{0}$  is used as identity in summation and  $\mathbf{1}$  is used as the identity in multiplication.

**Remark 2.20** (Monoid). The given definition of monoid is based on its internal structure i. e. there is a [Non-categorical approach](#). In section 6.1.3 we will continue the [Monoid](#) concept investigation and will give a [Categorical approach](#) of the concept. You can also find there some notes about the concept importance in different areas such as programming languages and math (see section 6.1.4).

We can consider 2 [Monoids](#). The first one has [Product](#) as the binary operation and [Terminal object](#) as the identity element. As result we just got an analog of multiplication in the category theory. This is why the terminal object is often denoted as  $\mathbf{1}$  and the operation is called as the product.

Another one is additional [Monoid](#) that has [Initial object](#) as the identity element and the [Sum](#) as the binary operation. The initial object in that case is often denoted as  $\mathbf{0}$ . I.e. we can see a direct connection with addition in algebra.

If we do such consideration then we can make a step forward and look at the distributive law that sum and multiplication satisfy.

**Definition 2.21** (Distributive category). A category  $\mathbf{C}$  is *distributive* if [26] it has finite [Products](#) and [Sums](#) such that  $\forall a, b, c \in \text{ob}(\mathbf{C})$ :

$$(a \times b) \oplus (a \times c) \cong a \times (b \oplus c)$$

and

$$a \times \mathbf{0} \cong \mathbf{0}$$

where  $\mathbf{0}$  is the [Initial object](#).

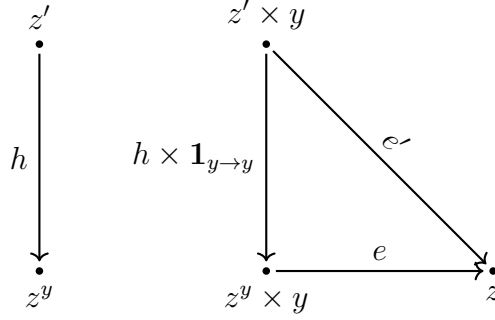


Figure 2.6: Exponential object

**Example 2.22** (Distributive category). **Set category** is an example [26] of **Distributive category**

From other hand not all categories which have both product and sum are distributive. One of such example is a category of all groups [26] **Grp** where groups are considered as objects and group homomorphisms as morphisms.

## 2.5 Exponential

We are going to talk about functions (aka morphisms) as **Objects**.

**Example 2.23** (Homset). Consider 2 sets  $A$  and  $B$  the set of functions between the 2 sets form a new set that is called as **Homset** and denoted as  $A \rightarrow B$ . Thus if  $A, B \in \text{ob}(\mathbf{Set})$  then the **Homset** will also  $A \rightarrow B \in \text{ob}(\mathbf{Set})$ .

The construction of **Homset** is applied to the **Set category** but not to an arbitrary category because the **Homset** is a **Set** and therefore the object in the **Set category**. I.e. if  $\mathbf{C}$  is a category and  $a, b \in \text{ob}(\mathbf{C})$  then the **Homset**  $a \rightarrow b \in \text{ob}(\mathbf{Set})$  but we now want to construct something like to the **Homset** but that is an object in  $\mathbf{C}$ . This will be called as the function object. We will use the universal construction (**Universal property**) for the object definition.

**Definition 2.24** (Exponential). Let  $\mathbf{C}$  is a category and  $z, y \in \text{ob}(\mathbf{C})$ . We also assume that  $\mathbf{C}$  allows all **Products** with  $y$ , i.e.  $\forall z' \in \text{ob}(\mathbf{C}), \exists z' \times y$ . An object  $z^y$  together with a **Morphism**  $e : z^y \times y \rightarrow z$  is an *exponential object* if  $\forall e' \in \text{hom}(\mathbf{C})$  and  $\forall z' \in \text{ob}(\mathbf{C})$  exists an unique morphism  $h : z' \rightarrow z^y$  such that the **Commutative diagram** shown in fig. 2.6 commutes:

$$e' = e \circ (h \times \mathbf{1}_{y \rightarrow y})$$

**Example 2.25** (Exponential). [**Set**] Lets look at the **Exponential** in **Set**. We want to show that the object corresponds to the function. Really if we

want to define a function  $f : X \rightarrow Y$  then we should look at the [Homset](#)  $F = X \rightarrow Y$ .  $f \in F$  - is an element of the [Homset](#). For the function application we have to take the argument  $x \in X$  and the function we want to apply  $f \in F$ . Then we construct the pair  $(f, x) \in F \times X$ . For the function application we have to call a [Morphism](#)  $e : F \times X \rightarrow Z$ .<sup>3</sup> I.e. the application  $e(f, x)$  gives us  $e(f, x) = y \in Y$  - the function value.

**Definition 2.26** (Cartesian closed category). If a category  $\mathbf{C}$  satisfies the following conditions then it is called *Cartesian closed category*

1. It has [Terminal object](#)
2.  $\forall a, b \in \text{ob}(\mathbf{C})$  exists [Product](#)  $a \times b \in \text{ob}(\mathbf{C})$ .
3.  $\forall a, b \in \text{ob}(\mathbf{C})$  exists [Exponential](#)  $a^b \in \text{ob}(\mathbf{C})$

**Theorem 2.27** (Cartesian closed category). *If  $\mathbf{C}$  is a [Cartesian closed category](#) with finite [Sum](#) then it is a [Distributive category](#).*

*Proof.* TBD □

## 2.6 Programming language examples. Type algebra

### 2.6.1 Hask category

**Example 2.28** (Initial object). [**Hask**] If we avoid lazy evaluations in Haskell (see [Haskell lazy evaluation](#) ([Remark 1.49](#))) then we can find several types as candidates for initial and terminal object in Haskell. [Initial object](#) in **Hask** category is a type without values

```
data Void
```

i.e. you cannot construct a object of the type.

There is only one function from the initial object:

```
absurd :: Void -> a
```

The function is called absurd because it does absurd action. Nobody can proof that it does not exist. For the existence proof the following absurd argument can be used: “Just provide me an object type **Void** and I will provide you the result of evaluation”.

There is no function in opposite direction because it would had been used for the **Void** object creation.

---

<sup>3</sup>e from the word “eval”

**Example 2.29** (Terminal object). [Hask] Terminal object (unit) in **Hask** category keeps only one element

```
data () = ()
```

i.e. you can create only one element of the type. You can use the following function for the creation:

```
unit :: a -> ()
unit _ = ()
```

**Example 2.30** (Product). [Hask] The **Product** in **Hask** category keeps a pair and the constructor defined as follows

```
(,) :: a -> b -> (a, b)
(,) x y = (x, y)
```

There are 2 projectors:

```
fst :: (a, b) -> a
fst (x, _) = x
snd :: (a, b) -> b
snd (_, y) = y
```

**Example 2.31** (Sum). [Hask] The **Sum** in **Hask** category defined as follows

```
data Either a b = Left a | Right b
```

The typical usage is via pattern matching for instance

```
factor :: (a -> c) -> (b -> c) -> Either a b -> c
factor f _ (Left x) = f x
factor _ g (Right y) = g y
```

**Example 2.32** (Distributive category). [Hask] As soon as **Hask** is a **Cartesian closed category** then by theorem 2.27 it is a **Distributive category** i.e. one can conclude that

```
(a, Either b c)
```

is the same to

```
Either (a, b) (a, c)
```

**Example 2.33** (Exponential). [Hask] It's not surprisingly that the **Exponential** in **Hask** is a function object i.e.  $b^a$  can be written as **a -> b**.

**Example 2.34** (Type algebra). example 2.33 gives interesting results with types manipulations. For instance the type  $a^{b+c}$  can be written as

Either  $b \rightarrow c \rightarrow a$

for the function we should have both functions  $b \rightarrow a$  and  $b \rightarrow c$ . I.e. the code is equivalent to the following one

$(b \rightarrow a, c \rightarrow a)$

These transformations correspond to the following simple algebraic equation

$$a^{b+c} = a^b a^c.$$

This is also called as *type algebra*.

### 2.6.2 C++ category

**Example 2.35** (Initial object). [C++] In C++ exists a special type that does not hold any values and as result cannot be created: **void**. You cannot create an object of that type i.e. you will get a compiler error if you try.

**Example 2.36** (Terminal object). [C++] C++ 17 introduced a special type that keeps only one value - **std::monostate**:

```
namespace std {
    struct monostate {};
}
```

**Example 2.37** (Product). [C++] The **Product** in **C++ category** keeps a pair and the constructor defined as follows

```
namespace std {
    template< class A, class B > struct pair {
        A first;
        B second;
    };
}
```

There is a simple usage example

```
std::pair<int, bool> p(0, false);

std::cout << "First projector: " << p.first << std::endl;
std::cout << "Second projector: " << p.second << std::endl;
```

Really any **struct** or **class** can be considered as a product.

**Example 2.38** (Sum). [C++] If we consider **Objects** as types then **Sum** is an object that can be either one or another type. The corresponding C/C++ construction that provides an ability to keep one of two types is **union**.

C++17 suggests **std::variant** as a safe replacement for **union**. The example of the **factor** function is below

```
template <typename A, typename B, typename C, typename D>
auto factor(A f, B g, const std::variant<C, D>& either) {
    try {
        return f(std::get<C>(either));
    }
    catch(...) {
        return g(std::get<D>(either));
    }
};
```

The simple usage as follows:

```
std::variant<std::string, int> var = std::string("abc");
std::cout << "String length:" <<
factor<>(stringLength, id, var) << std::endl;
var = 4;
std::cout << "id(int):" <<
factor<>(stringLength, id, var) << std::endl;
```

TBD

### 2.6.3 Scala category

**Example 2.39** (Initial object). [Scala] We used a same trick as for **Initial object** (Example 2.28) in **Hask category** and define **Initial object** in **Scala category** as a type without values

```
sealed trait Void
```

i.e. you cannot construct a object of the type.

**Example 2.40** (Terminal object). [Scala] We used a same trick as for **Terminal object** (Example 2.29) in **Hask category** and define **Terminal object** in **Scala category** as a type with only one value

```
abstract final class Unit extends AnyVal
```

TBD i.e. you can create only one element of the type.

TBD



## 2.7 Quantum mechanics

**Example 2.41** (Initial object). **[FdHilb]** We will use a Hilber space of dimensional 0 as the **Initial object**. I.e. the set that does not have any states in it.

**Example 2.42** (Terminal object). **[FdHilb]** We will use a Hilber space of dimensional 1 as the **Terminal object**. I.e. the set of complex numbers  $\mathbb{C}$ .

**Example 2.43** (Product). **[FdHilb]** The **Product** in **FdHilb category** is a **Direct sum of Hilber spaces**.

**Example 2.44** (Sum). **[FdHilb]** The **Sum** in **FdHilb category** is a **Direct sum of Hilber spaces**.

TBD



# Chapter 3

## Curry-Howard-Lambek correspondence

There is an interesting correspondence between computer programs and mathematical proofs. Different types of logic correspond to different computational models. This allows to build a theory of computation on the base of math logic. First of all consider a category of proofs

### 3.1 Proof category

**Definition 3.1** (Proposition). *Proposition* is a statement that either true or false.

There are 2 main propositions

**Definition 3.2** (True). A true statement is one that is correct, either in all cases or at least in the sample case [22].

and

**Definition 3.3** (False). A false statement is one that is not correct [22].

**Example 3.4** (Proposition). There is an example of correct (true) proposition

$$\forall n \in \mathbb{R} : n^2 \geq 0$$

There is an example of incorrect (false) proposition

$$\forall n \in \mathbb{C} : n^2 \geq 0,$$

for instance  $i \in \mathbb{C}$  gives  $i^2 = -1$ .

**Definition 3.5** (Implication). An *implication* is a [Proposition](#) of the form  $P \implies Q$  i.e. if  $P$  then  $Q$  [12].

The main logical deduction rule is the following

**Definition 3.6** (Modus ponens). If  $P$  is true and  $P \implies Q$  is true then  $Q$  is also true. The rule is often written as [12]

$$\frac{\begin{array}{c} P \\ P \implies Q \end{array}}{Q}$$

where if statements above the line are true then the statement below the line is also true.

**Definition 3.7** (Proof). *Proof* is a verification [12] of a [Proposition](#) by a chain of logical deduction from a base set of axioms.

Propositions can be combined into new propositions via the following logical operations

**Definition 3.8** (Conjunction). Conjunction or logical AND is the operation with following rules

$a$	$b$	$a \wedge b$
True	True	True
True	False	False
False	True	False
False	False	False

Table 3.1: Conjunction

**Definition 3.9** (Disjunction). Disjunction or logical OR is the operation with following rules

$a$	$b$	$a \vee b$
True	True	True
True	False	True
False	True	True
False	False	False

Table 3.2: Disjunction

Operations in Boolean logic follow the distributive law:

$$a \wedge (b \vee c) = (a \wedge b) \vee (a \wedge c) \quad (3.1)$$

i.e. the operation  $\wedge$  corresponds to multiplication and  $\vee$  to sum. Therefore the **Proof** can be considered as a [Distributive category](#).

**Definition 3.10 (Proof category).** The **Proof** category is a category where [Propositions](#) are [Objects](#) and [Proofs](#) are [Morphisms](#). I.e. proofs are used as connectors between different propositions.

Consider different objects and constructions of the proof (logic) theory from the categorical point of view

**Example 3.11** (Initial object). [**Proof**] The *false* statement can be considered as the initial object because for any other statement exists only one proof from the false statement to that one.

**Example 3.12** (Terminal object). [**Proof**] The *true* statement can be considered as the terminal object

**Example 3.13** (Product). [**Proof**] [Conjunction](#) can be considered as [Product](#) in [Proof category](#).

**Example 3.14** (Sum). [**Proof**] [Disjunction](#) can be considered as [Sum](#) in [Proof category](#).

Thus we can declare the following correspondence (see table 3.3) between logic proofs and [Cartesian closed category](#) and therefore also between programming languages.

<a href="#">Proof category</a>	Programming language	<a href="#">Cartesian closed category</a>
<a href="#">Proposition/Implication</a>	Type	<a href="#">Object</a>
<a href="#">Proof</a>	Function type	<a href="#">Exponential</a>
<a href="#">Conjunction</a>	Product type	<a href="#">Product</a>
<a href="#">Disjunction</a>	Sum type	<a href="#">Sum</a>
<a href="#">True</a>	unit type	<a href="#">Terminal object</a>
<a href="#">False</a>	bottom type	<a href="#">Initial object</a>

Table 3.3: Relation between logic proofs and programming languages

## 3.2 Linear logic and Linear types

Linear logic [2] is one of refinements of classical logic in the logic the [Implication](#) has been modified. In the classical logic the both statements  $P$  and

$Q$  are valid after implication  $P \implies Q$ . But in linear logic we have another situation when the statement  $P$  can be used only once and become invalid after the usage. The situation then a resource can be used only once is useful in different types of computations especially in concurrency. TBD

### 3.3 Quantum logic and quantum computation

Different modifications of logic rules give us new computational models. One of example is the quantum computations. The quantum logic differs from Boolean one in the missing distributive law (3.1). TBD

# Chapter 4

## Functors

### 4.1 Definitions

**Definition 4.1** (Functor). Let  $\mathbf{C}$  and  $\mathbf{D}$  are 2 categories. A mapping  $F : \mathbf{C} \Rightarrow \mathbf{D}$  between the categories is called *functor* if it preserves the internal structure (see fig. 4.1):

- $\forall a_C \in \text{ob}(\mathbf{C}), \exists a_D \in \text{ob}(\mathbf{D})$  such that  $a_D = F(a_C)$
- $\forall f_C \in \text{hom}(\mathbf{C}), \exists f_D \in \text{hom}(\mathbf{D})$  such that  $\text{dom } f_D = F(\text{dom } f_C), \text{cod } f_D = F(\text{cod } f_C)$ . We will use the following notation later:  $f_D = F(f_C)$ .
- $\forall f_C, g_C$  the following equation holds:

$$F(f_C \circ g_C) = F(f_C) \circ F(g_C) = f_D \circ g_D.$$

- $\forall x \in \text{ob}(\mathbf{C}) : F(1_{x \rightarrow x}) = 1_{F(x) \rightarrow F(x)}$ .



Figure 4.1: Functor  $F : \mathbf{C} \Rightarrow \mathbf{D}$  definition

**Remark 4.2** (Functor). When we say that functor preserve internal structure we assume that the functor is not just mapping between [Objects](#) but also between [Morphisms](#).

Thus functor is something that allows map one category into another. The initial category can be considered as a pattern thus the mapping is some kind of searching of the pattern inside another category.

Programming languages can be considered as a good platform for the functor examples. The functor can be defined in Haskell as follows <sup>1</sup>

**Example 4.3** (Functor). [Hask]

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

In Scala it can be defined in the same way

**Example 4.4** (Functor). [Scala]

```
trait Functor[F[_]] {
  def fmap[A, B](f: A => B): F[A] => F[B]
```

In C++ the definition differs

**Example 4.5** (Functor). [C++] In C++ templates can be considered as type constructors in Haskell and therefore can convert one type for another. For instance the list of strings can be got with the following construction:

```
using StringList = std::list<std::string>;
StringList a = {"1", "2", "3"};
```

i.e. we have [Objects](#) mapping out of the box. Therefore we need to define fmap operation for [Morphisms](#) mapping to complete the [Functor](#) definition. It can be declared as follows

```
template < template< class ...> class F, class A, class B>
F<B> fmap(std::function<B(A)>, F<A>);
```

The template specialization for the `std::list` can be written as follows

```
// file: functor.h
template <class A, class B>
std::list<B> fmap(std::function<B(A)> f, std::list<A> a) {
  std::list<B> res;
  std::transform(a.begin(), a.end(), back_inserter(res), f);
  return res;
}
```

---

<sup>1</sup>the real definition is quite different from the current one



The simple usage example is the following

```
StringList a = {"1", "2", "3"};
std::function<int(std::string)> f = [](std::string s) {
    return 2 * atoi(s.c_str());
};
auto res = fmap<>(f, a);
```

**Definition 4.6** (Endofunctor). Let  $\mathbf{C}$  is a [Category](#). The [Functor](#)  $E : \mathbf{C} \Rightarrow \mathbf{C}$  i.e. the functor from a category to the same category is called *endofunctor*.

**Definition 4.7** (Identity functor). Let  $\mathbf{C}$  is a [Category](#). The [Functor](#)  $1_{\mathbf{C} \Rightarrow \mathbf{C}} : \mathbf{C} \Rightarrow \mathbf{C}$  is called *identity functor* if for every object  $a \in \text{ob}(\mathbf{C})$

$$1_{\mathbf{C} \Rightarrow \mathbf{C}}(a) = a$$

and for every [Morphism](#)  $f \in \text{hom}(\mathbf{C})$

$$1_{\mathbf{C} \Rightarrow \mathbf{C}}(f) = f$$

**Remark 4.8** (Identity functor). First of all notice that [Identity functor](#) is an [Endofunctor](#).

There is difference between identity functor and [Identity morphism](#) because the first one has deal with both [Objects](#) and [Morphisms](#) while the second one with the objects only.

**Definition 4.9** (Functor composition). If we have 3 categories  $\mathbf{C}, \mathbf{D}, \mathbf{E}$  and 2 functors between them:  $F : \mathbf{C} \Rightarrow \mathbf{D}$  and  $G : \mathbf{D} \Rightarrow \mathbf{E}$  then we can construct a new functor  $H : \mathbf{C} \Rightarrow \mathbf{E}$  that is called *functor composition* and denoted as  $H = G \circ F$ . TBD

## 4.2 Cat category

The [Functor composition](#) is associative by definition. Therefore [Identity functor](#) with the associative composition allow us to define a category where other categories are considered as objects and functors as morphisms:

**Definition 4.10** ([Cat](#) category). The category of small categories (see [Small category](#)) denoted as  $\mathbf{Cat}$  is the [Category](#) where objects are small categories and morphisms are [Functors](#) between them.

We can construct an extension of Cartesian product as follows

**Definition 4.11** (Category Product). If we have 2 categories  $\mathbf{C}$  and  $\mathbf{D}$  then we can construct a new category  $\mathbf{C} \times \mathbf{D}$  with the following components:

- **Objects** are the pairs  $(c, d)$  where  $c \in \text{ob}(\mathbf{C})$  and  $d \in \text{ob}(\mathbf{D})$
- **Morphisms** are the pair  $(f, g)$  where  $f \in \text{hom}(\mathbf{C})$  and  $g \in \text{hom}(\mathbf{D})$
- **Composition** (Axiom 1.9) is defined as follows  $(f_1, g_1) \circ (f_2, g_2) = (f_1 \circ f_2, g_1 \circ g_2)$
- Identity is defined as follows:  $\mathbf{1}_{\mathbf{C} \times \mathbf{D} \rightarrow \mathbf{C} \times \mathbf{D}} = (\mathbf{1}_{\mathbf{C} \rightarrow \mathbf{C}}, \mathbf{1}_{\mathbf{D} \rightarrow \mathbf{D}})$

**Definition 4.12** (Constant functor). Let consider a trivial functor  $\Delta_c$  from Category  $\mathbf{A}$  to category  $\mathbf{C}$  such that  $\forall a \in \text{ob}(\mathbf{A}) : \Delta_c a = c$  -fixed object in  $\mathbf{C}$  and  $\forall f \in \text{hom}(\mathbf{A}) : \Delta_c f = \mathbf{1}_{c \rightarrow c}$ . The trivial functor is called *constant functor*.

**Example 4.13** (Initial object).  $[\mathbf{Cat}]$  Empty category is the Initial object in  $\mathbf{Cat}$  category [23].

**Example 4.14** (Terminal object).  $[\mathbf{Cat}]$  Trivial category is the Terminal object in  $\mathbf{Cat}$  category.

The good example can be found in  $\mathbf{Hask}$  category.

**Example 4.15** (Constant functor).  $[\mathbf{Hask}]$

```
data Const c a = Const c
fmap :: (a -> b) -> Const c a -> Const c b
fmap f (Const c a) = Const c
```

### 4.3 Contravariant functor

Ordinary functor preserves the direction of morphisms and often called as **Covariant functor**. The functor that reverses the direction of morphisms is called as **Contravariant functor**.

**Definition 4.16** (Covariant functor). If we have categories  $\mathbf{C}$  and  $\mathbf{D}$  then the ordinary **Functor**  $\mathbf{C} \Rightarrow \mathbf{D}$  is called *covariant functor*.

**Definition 4.17** (Contravariant functor). If we have categories  $\mathbf{C}$  and  $\mathbf{D}$  then the **Functor**  $\mathbf{C}^{\text{op}} \Rightarrow \mathbf{D}$  is called *contravariant functor*.

**Example 4.18** (Contravariant functor).  $[\mathbf{Hask}]$  Function mapping inside a functor is made via **fmap** (see example 4.3) but sometimes the function that has to be mapped is  $\mathbf{a} \rightarrow \mathbf{b}$  but the result mapping has an inverse order:  $\mathbf{f} \mathbf{b} \rightarrow \mathbf{f} \mathbf{a}$ . In the case the contravariant functor can help

```
class Contravariant f where
  contramap :: (a -> b) -> f b -> f a
```

The contravariant functor should follow the following laws

```
contramap id = id
contramap f . contramap g = contramap (g . f)
```

Consider the following task. We have a predicate for **Int** type that returns **True** if the number is greater than **10** otherwise it returns **False**:

```
newtype Predicate a = Predicate { runPredicate :: a -> Bool}

intgt10 :: Predicate Int
intgt10 = Predicate ( \i -> i > 10 )
```

Now we want to create a predicate that accepts a string and verify if length greater than 10 or not. I.e. we want to have something of the following type:

```
strgt10 :: Predicate String
```

In the case the **Contravariant functor** helps.

```
instance Contravariant Predicate where
  contramap f (Predicate p) = Predicate ( p . f )

strgt10 :: Predicate [Char]
strgt10 = contramap length intgt10
```

## 4.4 Bifunctors

**Definition 4.19** (Bifunctor). Bifunctor is a **Functor** whose **Domain** is a **Category Product**. I.e. if  $\mathbf{C}_1, \mathbf{C}_2, \mathbf{D}$  are 3 categories then the **Functor**  $F : \mathbf{C}_1 \times \mathbf{C}_2 \Rightarrow \mathbf{D}$  is called *bifunctor*.

**Example 4.20** (Bifunctor). **[Set]** Lets  $A, B, C$  and  $D$  are sets and  $f : A \rightarrow C, g : B \rightarrow D$  are two **Functions**. Then the **Cartesian product** with **Product of morphisms** form a **Bifunctor**  $\times$ .

**Example 4.21** (Maybe as a bifunctor). **[Hask]** Lets show how the **Maybe** a type can be constructed from different **Functors** and as result show that the **Maybe a** is also a **Functor**.

```

data Maybe a = Nothing | Just a
-- This is equivalent to
data Maybe a = Either () (Identity a)
-- Either is a bifunctor and () == Const () a
-- Thus Maybe is a composition of 2 functors

```

**Definition 4.22** (Profunctor). If we have a category  $\mathbf{C}$  then the [Bifunctor](#)  $\mathbf{C}^{\text{op}} \times \mathbf{C} \Rightarrow \mathbf{C}$  is called *profunctor*.

**Example 4.23** (Profunctor). [\[Hask\]](#) TBD

```

class Profunctor p where
  dimap :: (a' -> a) -> ( b -> b' ) -> p a b -> p a' b'
  -- p a b == a -> b
  dimap f g h = g . h . f

```

# Chapter 5

## Natural transformation

Natural transformation is the most important part of the category theory. It provides a possibility to compare **Functors** via a standard tool.

### 5.1 Definitions

The natural transformation is not an easy concept compare other ones and requires some additional preparations before we can give the formal definition.

Consider 2 categories  $\mathbf{C}, \mathbf{D}$  and 2 **Functors**  $F : \mathbf{C} \Rightarrow \mathbf{D}$  and  $G : \mathbf{C} \Rightarrow \mathbf{D}$ . If we have an **Object**  $a \in \text{ob}(\mathbf{C})$  then it will be translated by different functors into different objects of category  $\mathbf{D}$ :  $a_F = F(a), a_G = G(a) \in \text{ob}(\mathbf{D})$  (see fig. 5.1). There are 2 options possible

1. There is not any **Morphism** that connects  $a_F$  and  $a_G$ .
2.  $\exists \alpha_a \in \text{hom}(a_F, a_G) \subset \text{hom}(\mathbf{D})$ .



Figure 5.1: Natural transformation: object mapping



Figure 5.2: Natural transformation: morphisms mapping



Figure 5.3: Natural transformation: commutative diagram

We can of course to create an artificial morphism that connects the objects but if we use *natural* morphisms <sup>1</sup> then we can get a special characteristic of the considered functors and categories. For instance if we have such morphisms then we can say that the considered functors are related each other. Opposite example if there are no such morphisms then the functors can be considered as unrelated each other.

The functor is not just the object mapping but also the morphisms mapping. If we have 2 objects  $a$  and  $b$  in the category  $\mathbf{C}$  then we potentially can have a morphism  $f \in \text{hom}_{\mathbf{C}}(a, b)$ . In this case the morphism is mapped by the functors  $F$  and  $G$  into 2 morphisms  $f_F$  and  $f_G$  in the category  $\mathbf{D}$ . As result we have 4 morphisms:  $\alpha_a, \alpha_b, f_F, f_G \in \text{hom}(\mathbf{D})$ . It is natural to impose additional conditions on the morphisms especially that they form a [Commutative diagram](#) (see fig. 5.3):

$$f_f \circ \alpha_b = \alpha_a \circ f_G.$$

<sup>1</sup>the word natural means that already existent morphisms from category  $\mathbf{D}$  are used

**Definition 5.1** (Natural transformation). Let  $F$  and  $G$  are 2 **Functors** from category  $\mathbf{C}$  to the category  $\mathbf{D}$ . The *natural transformation* is a set of **Morphisms**  $\alpha \subset \text{hom}(\mathbf{D})$  which satisfy the following conditions:

- For every **Object**  $a \in \text{ob}(\mathbf{C})$   $\exists \alpha_a \in \text{hom}(a_F, a_G)$ <sup>2</sup> - **Morphism** in category  $\mathbf{D}$ . The morphism  $\alpha_a$  is called the component of the natural transformation.
- For every morphism  $f \in \text{hom}(\mathbf{C})$  that connects 2 objects  $a$  and  $b$ , i.e.  $f \in \text{hom}_{\mathbf{C}}(a, b)$  the corresponding components of the natural transformation  $\alpha_a, \alpha_b \in \alpha$  should satisfy the following conditions

$$f_G \circ \alpha_a = \alpha_b \circ f_F, \quad (5.1)$$

where  $f_F = F(f), f_G = G(f)$ . In other words the morphisms form a **Commutative diagram** shown on the fig. 5.3.

We use the following notation (arrow with a dot) for the natural transformation between functors  $F$  and  $G$ :  $\alpha : F \rightarrowtail G$ .

**Definition 5.2** (Natural isomorphism). The **Natural transformation**  $\alpha : F \rightarrowtail G$  is called *natural isomorphism* if all morphisms  $\alpha \subset \text{hom}(\mathbf{D})$  are **Isomorphisms** in  $\mathbf{D}$

## 5.2 Category of functors

The functors can be considered as objects in a special category **Fun**. The morphisms in the category are **Natural transformations**.

To define a category we need to define composition operation that satisfied **Composition** (Axiom 1.9), identity morphism and verify **Associativity** (Axiom 1.11).

For the composition consider 2 **Natural transformations**  $\alpha, \beta$  and consider how they act on an object  $a \in \text{ob}(\mathbf{C})$  (see fig. 5.4). We always can construct the composition  $\beta_a \circ \alpha_a$  i.e. we can define the composition of natural transformations  $\alpha, \beta$  as  $\beta \circ \alpha = \{\beta_a \circ \alpha_a | a \in \text{ob}(\mathbf{C})\}$ .

The natural transformation is not just object mapping but also morphism mapping. We will require that all morphisms shown on fig. 5.5 commute. The composition defined in such way is called **Vertical composition**.

---

<sup>2</sup>  $a_F = F(a), a_G = G(a)$



Figure 5.4: Natural transformation vertical composition: object mapping

Figure 5.5: Natural transformation vertical composition: morphism mapping  
- commutative diagram



**Definition 5.3** (Vertical composition). Let  $F, G, H$  are functors between categories  $\mathbf{C}$  and  $\mathbf{D}$ . Also we have  $\alpha : F \rightrightarrows G, \beta : G \rightrightarrows H$  - natural transformations. We can compose the  $\alpha$  and  $\beta$  as follows

$$\alpha \circ \beta : F \rightrightarrows H.$$

This composition is called *vertical composition*.

**Definition 5.4** (**Fun** category). Let  $\mathbf{C}$  and  $\mathbf{D}$  are 2 categories. The category that contains functors  $F : \mathbf{C} \Rightarrow \mathbf{D}$  as objects and **Natural transformation** as morphisms is called as *functor category*. The morphism composition is the **Vertical composition** in the category. The *functor category* between categories  $\mathbf{C}$  and  $\mathbf{D}$  is denoted as  $[\mathbf{C}, \mathbf{D}]$ .

Uniqueness of **Natural transformation** is the same to uniqueness of morphisms in the target category as soon as the natural transformation is a set of **Morphisms** in it. This fact leads to the following examples for initial and terminal objects in **Fun** category.

**Example 5.5** (Terminal object). **[Fun]** Let  $[\mathbf{C}, \mathbf{D}]$  is the functor category between  $\mathbf{C}$  and  $\mathbf{D}$ . If  $t \in \text{ob}(\mathbf{D})$  is the **Terminal object** in the category  $\mathbf{D}$  then the **Constant functor**  $\Delta_t$  is the **Terminal object** in the category  $[\mathbf{C}, \mathbf{D}]$  [7].

**Example 5.6** (Initial object). **[Fun]** Let  $[\mathbf{C}, \mathbf{D}]$  is the functor category between  $\mathbf{C}$  and  $\mathbf{D}$ . If  $i \in \text{ob}(\mathbf{D})$  is the **Initial object** in the category  $\mathbf{D}$  then the **Constant functor**  $\Delta_i$  is the **Initial object** in the category  $[\mathbf{C}, \mathbf{D}]$  [7].

## 5.3 Operations with natural transformations

**Vertical composition** is not the unique way to compose 2 functors. Another option is also possible.

**Definition 5.7** (Horizontal composition). If we have 2 pairs of functors. The first one  $F, G : \mathbf{C} \rightarrow \mathbf{D}$  and another one  $J, K : \mathbf{D} \Rightarrow \mathbf{E}$ . We also have a natural transformation between each pair:  $\alpha : F \rightrightarrows G$  for the first one and  $\beta : J \rightrightarrows K$  for the second one. We can create a new transformation

$$\alpha \star \beta : F \circ J \rightrightarrows G \circ K$$

that is called *horizontal composition*. Note that we use a special symbol  $\star$  for the composition.

**Remark 5.8** (Bifunctor in the category of functors). If we have the same pair of functors as in definition 5.7 then we can consider the functors as **Objects** of 3 categories:  $\mathcal{A} = [\mathbf{C}, \mathbf{D}]$ ,  $\mathcal{B} = [\mathbf{D}, \mathbf{E}]$  and  $\mathcal{C} = [\mathbf{C}, \mathbf{E}]$

We can construct a **Bifunctor**  $\otimes : \mathcal{A} \times \mathcal{B} \Rightarrow \mathcal{C}$  where for each pair of objects  $F \in \text{ob}(\mathcal{A})$ ,  $J \in \text{ob}(\mathcal{B})$  we get another object from  $\mathcal{C}$ . We used the ordinary functor's composition as the operation for objects mapping. I.e.

$$\otimes : F \times G \rightarrow F \circ G \in \text{ob}(\mathcal{C}).$$

The bifunctor is not just a map for objects. There is also a map between morphisms. Thus if we have 2 **Morphisms**:  $\alpha : F \rightarrow G$  and  $\beta : J \rightarrow K$  then we can construct the following mapping

$$\otimes : \alpha \times \beta \rightarrow \alpha \star \beta \in \text{hom}(\mathcal{C}).$$

As result we just introduced mapping  $\otimes$  as a **Bifunctor** in the category of functors.

**Definition 5.9** (Left whiskering). If we have 3 categories  $\mathbf{B}, \mathbf{C}, \mathbf{D}$ , **Functors**  $F, G : \mathbf{C} \Rightarrow \mathbf{D}$ ,  $H : \mathbf{B} \rightarrow \mathbf{C}$  and **Natural transformation**  $\alpha : F \rightrightarrows G$  then we can construct a new natural transformations:

$$\alpha H : F \circ H \rightrightarrows G \circ H$$

that is called *left whiskering* of functor and natural transformation [18].

**Definition 5.10** (Right whiskering). If we have 3 categories  $\mathbf{C}, \mathbf{D}, \mathbf{E}$ , **Functors**  $F, G : \mathbf{C} \Rightarrow \mathbf{D}$ ,  $H : \mathbf{D} \rightarrow \mathbf{E}$  and **Natural transformation**  $\alpha : F \rightrightarrows G$  then we can construct a new natural transformations:

$$H\alpha : H \circ F \rightrightarrows H \circ G$$

that is called *right whiskering* of functor and natural transformation [18].

**Definition 5.11** (Identity natural transformation). If  $F : \mathbf{C} \Rightarrow \mathbf{D}$  is a **Functor** then we can define *identity natural transformation*  $\mathbf{1}_{F \rightrightarrows F}$  that maps any **Object**  $a \in \text{ob}(\mathbf{C})$  into **Identity morphism**  $\mathbf{1}_{F(a) \rightarrow F(a)} \in \text{hom}(\mathbf{D})$ .

**Remark 5.12** (Whiskering). With **Identity natural transformation** we can redefine **Left whiskering** and **Right whiskering** via **Horizontal composition** as follows.

For left whiskering:

$$\alpha H = \alpha \star \mathbf{1}_{H \rightrightarrows H} \tag{5.2}$$

For right whiskering:

$$H\alpha = \mathbf{1}_{H \rightrightarrows H} \star \alpha \tag{5.3}$$

## 5.4 Polymorphism and natural transformation

Polymorphism plays a certain role in programming languages. Category theory provides several facts about polymorphic functions which are very important.

**Definition 5.13** (Parametrically polymorphic function). Polymorphism is *parametric* if all function instances behave uniformly i.e. have the same realization. The functions which satisfy the parametric polymorphism requirements are parametrically polymorphic.

**Definition 5.14** (Ad-hoc polymorphism). Polymorphism is *ad-hoc* if the function instances can behave differently dependently on the type they are being instantiated with.

**Theorem 5.15** (Reynolds). *Parametrically polymorphic functions are Natural transformations*

*Proof.* TBD

□

### 5.4.1 Hask category

In Haskell most of functions are [Parametrically polymorphic functions](#)<sup>3</sup>.

**Example 5.16** (Parametrically polymorphic function). **[Hask]** Consider the following function

```
safeHead :: [a] -> Maybe a
safeHead [] = Nothing
safeHead (x:xs) = Just x
```

The function is parametrically polymorphic and by [Reynolds](#) ([Theorem 5.15](#)) is [Natural transformation](#) (see [fig. 5.6](#)).

Therefore from the definition of the natural transformation ([5.1](#)) we have **fmap f . safeHead = safeHead . fmap f**. I.e. it does not matter if we initially apply **fmap f** and then **safeHead** to the result or initially **safeHead** and then **fmap f**.

The statement can be verified directly. For empty list we have

```
fmap f . safeHead []
-- equivalent to
fmap f Nothing
-- equivalent to
Nothing
```

---

<sup>3</sup>really in the run-time the functions are not [Parametrically polymorphic functions](#)

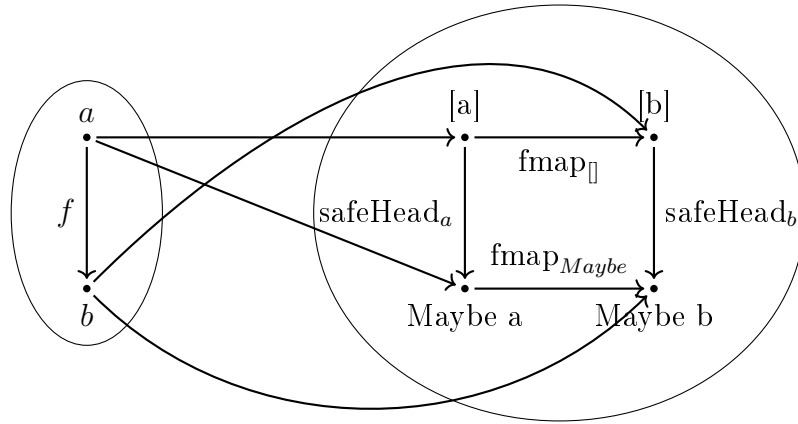


Figure 5.6: Haskell parametric polymorphism as a natural transformation

from other side

```
safeHead . fmap f []
-- equivalent to
safeHead []
-- equivalent to
Nothing
```

For a non empty list we have

```
fmap f . safeHead (x:xs)
-- equivalent to
fmap f (Just x)
-- equivalent to
Just (f x)
```

from other side

```
safeHead . fmap f (x:xs)
-- equivalent to
safeHead (f x: fmap f xs )
-- equivalent to
Just ( f x )
```

Using the fact that **fmap f** is an expensive operation if it is applied to the list we can conclude that the second approach is more productive. Such transformation allows compiler to optimize the code. <sup>4</sup>

<sup>4</sup>It is not directly applied to Haskell because it has lazy evaluation that can perform optimization before that one

# Chapter 6

## Monads

Monads are very important for pure functional programming languages such as Haskell. We will start with [Monoid](#) consideration, continue with the formal mathematical definition for monad and will finish with programming languages examples later.

### 6.1 Monoid in Set category

In the section [2.4](#) we considered definition and importance of [Monoid](#) concept. The definition was given in the terms of internal structure i.e. the ordinary and not [Categorical approach](#) was used. Now we are going to consider [Monoid](#) in the terms of [Set](#) theory but will try to give the definition that is based rather on morphisms than on internal set structure i.e. we will use [Categorical approach](#). Let  $M$  is a set and by the monoid definition (definition [2.18](#))  $\forall m_1, m_2 \in M$  we can define a new element of the set  $\mu(m_1, m_2) \in M$ . Later we will use the following notation for the  $\mu$ :

$$\mu(m_1, m_2) \equiv m_1 \cdot m_2.$$

If the  $(M, \cdot)$  is monoid then the following 2 conditions have to be satisfied. The first one (associativity) declares that  $\forall m_1, m_2, m_3 \in M$

$$m_1 \cdot (m_2 \cdot m_3) = (m_1 \cdot m_2) \cdot m_3. \quad (6.1)$$

The second one (identity presence) says that  $\exists e \in M$  such that  $\forall m \in M$ :

$$m \cdot e = e \cdot m = m. \quad (6.2)$$

### 6.1.1 Associativity

Lets consider (6.1) in details. We can define  $\mu$  as a [Morphism](#) in the following way

$$\mu : M \times M \rightarrow M,$$

where  $M \times M$  is the [Product](#) ([Example 2.12](#)) in the [Set](#) category. I.e.  $M \times M, M \in \text{ob}(\mathbf{Set})$  and  $\mu \in \text{hom}(\mathbf{Set})$ . Consider other objects of  $\mathbf{Set}$ :  $A = M \times (M \times M)$  and  $A' = (M \times M) \times M$ . They are not the same but there is a trivial [Isomorphism](#) between them  $A \cong_{\alpha} A'$ , where the isomorphism  $\alpha$  defined as

$$\alpha(x, (y, z)) = ((x, y), z).$$

Consider the action of [Product of morphisms](#)  $\mathbf{1}_{M \rightarrow M} \times \mu$  on  $A$ :

$$[\mathbf{1}_{M \rightarrow M} \times \mu](x, (y, z)) = (\mathbf{1}_{M \rightarrow M}(x), \mu(y, z)) = (x, y \cdot z) \in M \times M$$

i.e.  $\mathbf{1}_{M \rightarrow M} \times \mu : M \times (M \times M) \rightarrow M \times M$ . If we act  $\mu$  on the result then we can obtain:

$$\begin{aligned} \mu([\mathbf{1}_{M \rightarrow M} \times \mu](x, (y, z))) &= \\ &= \mu(\mathbf{1}_{M \rightarrow M}(x), \mu(y, z)) = \\ &= \mu(x, y \cdot z) = x \cdot (y \cdot z) \in M, \end{aligned}$$

i.e.  $\mu \circ [\mathbf{1}_{M \rightarrow M} \times \mu] : M \times (M \times M) \rightarrow M$ .

For  $A'$  we have the following one:

$$\mu \circ [\mu \times \mathbf{1}_{M \rightarrow M}]((x, y), z) = \mu(x \cdot y, z) = (x \cdot y) \cdot z.$$

Monoid associativity requires

$$x \cdot (y \cdot z) = (x \cdot y) \cdot z$$

i.e. the morphisms are shown in [fig. 6.1](#) commute:

$$\mu \circ [\mu \times \mathbf{1}_{M \rightarrow M}] = \mu \circ [\mathbf{1}_{M \rightarrow M} \times \mu] \circ \alpha. \quad (6.3)$$

Very often the isomorphism  $\alpha$  is omitted i.e.

$$M \times (M \times M) = (M \times M) \times M = M^3$$

and the morphism equality (6.3) is written as follow

$$\mu \circ [\mu \times \mathbf{1}_{M \rightarrow M}] = \mu \circ [\mathbf{1}_{M \rightarrow M} \times \mu].$$

The corresponding commutative diagram is shown in [fig. 6.2](#).



Figure 6.1: Commutative diagram for  $\mu \circ [\mu \times \mathbf{1}_{M \rightarrow M}] = \mu \circ [\mathbf{1}_{M \rightarrow M} \times \mu] \circ \alpha$ .

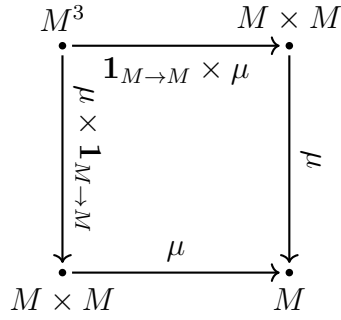


Figure 6.2: Commutative diagram for  $\mu \circ [\mu \times \mathbf{1}_{M \rightarrow M}] = \mu \circ [\mathbf{1}_{M \rightarrow M} \times \mu]$



Figure 6.3: Commutative diagram for  $\mu \circ (\eta \times \mathbf{1}_{M \rightarrow M}) \circ \lambda = \mu \circ (\mathbf{1}_{M \rightarrow M} \times \mu) \circ \rho = \mathbf{1}_{M \rightarrow M}$ .

### 6.1.2 Identity presence

For (6.2) consider a morphism  $\eta$  from [Singleton](#)<sup>1</sup>  $I = \{0\}$  to the special element  $e \in M$  such that  $\forall m \in M : e \cdot m = m \cdot e = m$ . I.e.  $\eta : I \rightarrow M$  and  $e = \eta(0)$ . Consider 2 sets  $B = I \times M$  and  $B' = M \times I$ . We have 2 [Isomorphisms](#):  $B \cong_\lambda M$  and  $B' \cong_\rho M$  such that

$$\lambda(m) = (0, m) \in B = I \times M$$

and

$$\rho(m) = (m, 0) \in B' = M \times I.$$

If we apply the products (see [Product of morphisms](#))  $\eta \times \mathbf{1}_{M \rightarrow M}$  and  $\mathbf{1}_{M \rightarrow M} \times \eta$  on  $B$  and  $B'$  respectively then we get

$$\begin{aligned} [\eta \times \mathbf{1}_{M \rightarrow M}](0, m) &= (e, m), \\ [\mathbf{1}_{M \rightarrow M} \times \eta](m, 0) &= (m, e). \end{aligned}$$

After the application of  $\mu$  on the result we obtain

$$\begin{aligned} \mu([\eta \times \mathbf{1}_{M \rightarrow M}](0, m)) &= \mu(e, m) = e \cdot m, \\ \mu([\mathbf{1}_{M \rightarrow M} \times \eta](m, 0)) &= \mu(m, e) = m \cdot e. \end{aligned}$$

The (6.2) leads to the following equation for morphisms

$$\mu \circ (\eta \times \mathbf{1}_{M \rightarrow M}) \circ \rho = \mu \circ (\mathbf{1}_{M \rightarrow M} \times \mu) \circ \lambda = \mathbf{1}_{M \rightarrow M}$$

or the commutative diagram shown on fig. 6.3.

<sup>1</sup> It also is called [11, p. 2] as a one point set



### 6.1.3 Categorical definition for monoid

Before given a formal definition lets look at the operations were used for the construction. The first one is the product of 2 objects:

$$M \times M.$$

We also have 2 pairs of morphisms:

$$\begin{aligned}\mu : M \times M &\rightarrow M, \\ \mathbf{1}_{M \rightarrow M} : M &\rightarrow M.\end{aligned}$$

and

$$\begin{aligned}\eta : I &\rightarrow M, \\ \mathbf{1}_{M \rightarrow M} : M &\rightarrow M.\end{aligned}$$

The pairs can be combined into one using [Product of morphisms](#) as follows:

$$\begin{aligned}\mu \times \mathbf{1}_{M \rightarrow M} : (M \times M) \times M &\rightarrow M \times M, \\ \mathbf{1}_{M \rightarrow M} \times \mu : M \times (M \times M) &\rightarrow M \times M\end{aligned}$$

and

$$\begin{aligned}\eta \times \mathbf{1}_{M \rightarrow M} : I \times M &\rightarrow M \times M, \\ \mathbf{1}_{M \rightarrow M} \times \eta : M \times I &\rightarrow M \times M.\end{aligned}$$

The same structure <sup>2</sup> is used by [Functor](#) and especially by [Bifunctor](#) ([Example 4.20](#)).

Now we are ready to provide the monoid definition in the terms of morphisms.

**Definition 6.1** (Monoid). Consider [Set](#) category  $\mathbf{C}$  with a [Singleton](#)  $t \in \text{ob}(\mathbf{C})$ . The [Cartesian product](#) with [Product of morphisms](#) forms a [Bifunctor](#)  $\times$  (see [example 4.20](#)). The object  $m \in \text{ob}(\mathbf{C})$  is called *monoid* if the following conditions satisfied:

1. there is a [Morphism](#)  $\mu : m \times m \rightarrow m$  in the category
2. there is another morphism  $\eta : t \rightarrow m$  in the category

---

<sup>2</sup>not only objects mapping but also morphisms mapping

3. the morphisms satisfy the following conditions:

$$\mu \circ (\mu \times \mathbf{1}_{M \rightarrow M}) = \mu \circ (\mathbf{1}_{M \rightarrow M} \times \mu) \circ \alpha, \quad (6.4)$$

$$\mu \circ (\eta \times \mathbf{1}_{M \rightarrow M}) \circ \lambda = \mu \circ (\mathbf{1}_{M \rightarrow M} \times \mu) \circ \rho = \mathbf{1}_{M \rightarrow M} \quad (6.5)$$

where  $\alpha$  (associator) is an [Isomorphism](#) between  $m \times (m \times m)$  and  $(m \times m) \times m$ .  $\lambda, \rho$  are other isomorphisms:

$$m \cong_{\lambda} t \times m$$

and

$$m \cong_{\rho} m \times t$$

### 6.1.4 Monoid importance

Why is the concept of [Monoid](#) so important? In pure math it provides the build blocks for important concepts such as [Group](#), [Ring](#), [Field](#) [16]. In programming languages it gives more simple and robust concept for software design [4].

We can notice that monoid definition (see definition 2.18) has the same requirements as morphisms in category theory. Moreover the monoid can be viewed as a [Category](#) (see section 2.4).

Monoid provides a closed collection of objects such that if you combine them you will get an object of the same type. This allows to create constructions which are more easy in maintenance. For instance there are 2 possible options to combine objects of type  $A$  in software architecture [4, 13]:

1. **Conventional architecture** assumes that a combination of several objects of type  $A$  will produce a “network” of the objects  $A$  i.e. new type  $B$
2. **Haskell architecture** assumes that a combination of several objects of type  $A$  will produce a new object of the same type  $A$

You can see that in the first case any modification of the base type  $A$  will require changes in the upper-layer class  $B$ . This produce very complex structure of types if objects of type  $B$  will be combined into new type  $C$  etc.

You will not get the problems in the second case because you will be always in a closed collection of objects with the same type  $A$ .

## 6.2 Monoidal category

As we saw in the categorical definition for monoid (see definition 6.1) the category  $\mathbf{C}$  should satisfy several conditions to have an object as monoid. Lets formalise the conditions.

**Definition 6.2** (Monoidal category). A category  $\mathbf{C}$  is called *monoidal category* if it is equipped with a **Monoid** structure i.e. there are

- **Bifunctor**  $\otimes : \mathbf{C} \times \mathbf{C} \Rightarrow \mathbf{C}$  called *monoidal product*
- an **Object**  $e$  called unit object or identity object

The elements should satisfy (up to **Isomorphism**) several conditions. The first one: associativity:

$$a \otimes (b \otimes c) \cong_{\alpha} (a \otimes b) \otimes c,$$

where  $\alpha$  is called associator. The second condition says that  $e$  can be treated as left and right identity:

$$\begin{aligned} a &\cong_{\lambda} e \otimes a, \\ a &\cong_{\rho} a \otimes e, \end{aligned}$$

where  $\lambda, \rho$  are called as left and right unitors respectively.

In the **Set category** we have  $\times$  as the monoidal product (see example 4.20). There is also a morphism  $\eta$  from terminal object  $t$  to  $e$  [6] (see definition 6.1).

**Definition 6.3** (Strict monoidal category). A **Monoidal category**  $\mathbf{C}$  is said to be *strict* if the associator, left and right unitors are all identity morphisms i.e.

$$\alpha = \lambda = \rho = \mathbf{1}_{C \rightarrow C}.$$

**Remark 6.4** (Monoidal product). The monoidal product is a binary operation that specifies the exact monoidal structure. Often it is called as *tensor product* but we will avoid the naming because it is not always the same as the **Tensor product** introduced for **Hilbert spaces**. We also note that the monoidal product is a **Bifunctor**.

### 6.3 Tensor product in Quantum mechanics

**Definition 6.5** (Tensor product). Let  $m, n \in \mathbf{FdHilb}$ . The *tensor product*  $m \otimes n$  is another finite dimensional Hilbert space equipped with a bilinear form

$$\phi : m \times n \rightarrow m \otimes n$$

such that  $\forall a \in \mathbf{FdHilb}$  and for any bilinear

$$f : m \times n \rightarrow a$$

exists only one morphism  $\tilde{f} : m \otimes n \rightarrow a$  such that

$$f = \tilde{f} \circ \phi$$

i.e. the diagram on the fig. 6.4 commutes



Figure 6.4: Commutative diagram for tensor product definition.

**Remark 6.6** (Tensor product). Using the fact that Linear maps are Morphisms in  $\mathbf{FdHilb}$  we can conclude that Tensor product is a Bifunctor.

The tensor product in quantum mechanics is used for representing a system that consists of multiple systems. For instance if we have an interaction between an 2 level atom ( $a$  is excited state  $b$  as a ground state) and one mode light then the atom has its own Hilbert space  $\mathcal{H}_{at}$  with  $|a\rangle$  and  $|b\rangle$  as basis vectors. Light also has its own Hilbert space  $\mathcal{H}_f$  with Fock state  $\{|n\rangle\}$  as the basis.<sup>3</sup> The result system that describes both atom and light is represented as the tensor product  $\mathcal{H}_{at} \otimes \mathcal{H}_f$ .

**Remark 6.7** (Hilbert-Schmidt correspondence). The morphisms of  $\mathbf{FdHilb}$  category have a connection with Tensor product. Consider the so called

---

<sup>3</sup> Really the  $\mathcal{H}_f$  is infinite dimensional Hilbert space and seems to be out of our assumption about  $\mathbf{FdHilb}$  category as a collection of finite dimensional Hilbert spaces only.

Hilbert-Schmidt correspondence for finite dimensional Hilbert spaces i.e. for given  $\mathcal{A}$  and  $\mathcal{B}$  there is a natural isomorphism between the tensor product and [Linear maps](#) (aka morphisms) between  $\mathcal{A}$  and  $\mathcal{B}$ :

$$\mathcal{A}^* \otimes \mathcal{B} \cong \text{hom}(\mathcal{A}, \mathcal{B})$$

where  $\mathcal{A}^*$  - [Dual space](#).

## 6.4 Category of endofunctors

The [Fun category](#) is an example of a category. We can apply additional limitation and consider only [Endofunctors](#) i.e. we will look at the category  $[\mathbf{C}, \mathbf{C}]$  - the category of functors from category  $\mathbf{C}$  to the same category. One of the most popular math definition of a monad is the following: “All told, a monad in  $\mathbf{X}$  is just a monoid in the category of endofunctors of  $\mathbf{X}$ ” [11, p. 138]. Later we will give an explanation for that one.

We start with the formal definition of category of endofunctors and a tensor product in the category

**Definition 6.8** (Category of endofunctors). Let  $\mathbf{C}$  is a category, then the category  $[\mathbf{C}, \mathbf{C}]$  of functors from category  $\mathbf{C}$  to the same category is called the category of endofunctors. The monoidal product in the category is the functor composition.

**Definition 6.9** (Monad). The monad  $M$  is an [Endofunctor](#) with 2 [Natural transformations](#):

$$\mu : M \circ M \rightarrowtail M \tag{6.6}$$

and

$$\eta : \mathbf{1}_{\mathbf{C} \Rightarrow \mathbf{C}} \rightarrowtail M, \tag{6.7}$$

where  $\mathbf{1}_{\mathbf{C} \Rightarrow \mathbf{C}}$  is [Identity functor](#).

The  $\eta, \mu$  should satisfy the following conditions:

$$\begin{aligned} \mu \circ M\mu &= \mu \circ \mu M, \\ \mu \circ M\eta &= \mu \circ \eta M = \mathbf{1}_{M \rightarrowtail M}, \end{aligned} \tag{6.8}$$

where  $M\mu, M\eta$  - [Right whiskerings](#),  $\mu M, \eta M$  - [Left whiskerings](#),  $\mathbf{1}_{M \rightarrowtail M}$  - [Identity natural transformation](#) for  $M$ . [Vertical composition](#) is used in the equations.

The monad will be denoted later as  $\langle M, \mu, \eta \rangle$ .

**Remark 6.10** (Monad term). The word monad is a concatenation of 2 words: **monoid** and **triad** [11, p. 138]. The first one points to the fact that the object looks like a monoid. The second one says that it is a set of 3 objects (**Endofunctor** and 2 **Natural transformations**) aka triad.

Lets look at the requirements (6.8) more closely. Notice that the functor composition is associative:

$$M \circ (M \circ M) = (M \circ M) \circ M = M^3.$$

Secondly all rewrite it with (5.2) and (5.3) as follows

$$\begin{aligned} \mu \circ (\mathbf{1}_{M \rightarrow M} \star \mu) &= \mu \circ (\mu \star \mathbf{1}_{M \rightarrow M}), \\ \mu \circ (\mathbf{1}_{M \rightarrow M} \star \eta) &= \mu \circ (\eta \star \mathbf{1}_{M \rightarrow M}) = \mathbf{1}_{M \rightarrow M}. \end{aligned} \quad (6.9)$$

Thus we can notice that the pair of operations (composition  $\circ$  and **Horizontal composition**  $\star$ ) forms the bifunctor (see **Bifunctor in the category of functors** (Remark 5.8) ).

The morphism  $\mathbf{1}_{M \rightarrow M} \star \mu$  acts on  $M \circ (M \circ M)$  as

$$\mathbf{1}_{M \rightarrow M} \star \mu : M \circ (M \circ M) \rightarrow M \circ (M \otimes M)$$

thus

$$\mu \circ (\mathbf{1}_{M \rightarrow M} \star \mu) : M \circ (M \circ M) \rightarrow M \otimes (M \otimes M).$$

Similarly

$$\mu \circ (\mu \star \mathbf{1}_{M \rightarrow M}) : (M \circ M) \circ M \rightarrow (M \otimes M) \otimes M.$$

I.e. the both morphisms start at the same object  $M^3$  and finish also at the same point. The equality

$$\mu \circ (\mathbf{1}_{M \rightarrow M} \star \mu) = \mu \circ (\mu \star \mathbf{1}_{M \rightarrow M}) \quad (6.10)$$

is similar to the conditions on the fig. 6.2 and can be written as fig. 6.5. Thus if we compare (6.10) and (6.4) then we can say that they are same if we replace  $\star$  sign with  $\times$  one. I.e. in the case we can say that the monad looks like a **Monoid**.

For the identity element consider the same trick: replace in (6.5) tensor product  $\times$  with **Horizontal composition**  $\star$  and morphisms  $\mathbf{1}_{M \rightarrow M}, \rho, \lambda$  with identity natural transformation  $\mathbf{1}_{M \rightarrow M}$ . Thus the equation

$$\mu \circ (\eta \times \mathbf{1}_{M \rightarrow M}) \circ \lambda = \mu \circ (\mathbf{1}_{M \rightarrow M} \times \mu) \circ \rho = \mathbf{1}_{M \rightarrow M}$$

will be replaced with

$$\mu \circ (\eta \star \mathbf{1}_{M \rightarrow M}) = \mu \circ (\mathbf{1}_{M \rightarrow M} \star \mu) = \mathbf{1}_{M \rightarrow M}$$

that is the exact we want to get (see second equation of (6.9)).



Figure 6.5: Monad as monoid in the category of endofunctors.

## 6.5 Monads in programming languages

There are several examples of [Monad](#) implementation in different programming languages:

### 6.5.1 Haskell

**Example 6.11** (Monad). [\[Hask\]](#) In Haskell monad can be defined from [Functor](#) ([Example 4.3](#)) as follows <sup>4</sup>

```
class Functor m => Monad m where
  return :: a -> m a
  (>>=)  :: m a -> (a -> m b) -> m b
```

To show how this one can be get we can start from a definition that is similar to the math definition:

```
class Functor m => Monad m where
  return :: a -> m a
  join   :: m (m a) -> m a
```

where **return** can be treated as  $\eta$  ([6.7](#)) and **join** as  $\mu$  ([6.6](#)). In the case the bind operator  $\gg=$  can be implemented as follows

```
(>>=) :: m a -> (a -> m b) -> m b
ma >>= f = join ( fmap f ma )
```

---

<sup>4</sup>real definition is quite different from the presented one

### 6.5.2 C++

The monad in C++ use the functor definition from [Functor](#) ([Example 4.5](#))

```
// from functor.h
template < template< class ...> class M, class A, class B>
M<B> fmap(std::function<B(A)>, M<A>);

// file: monad.h
template < template< class ...> class M, class A>
M<A> pure(A);

template < template< class ...> class M, class A>
M<A> join(M< M<A> >);
```

where **pure** can be treated as  $\eta$  ([6.7](#)) and **join** as  $\mu$  ([6.6](#)). In the case the bind operator can be implemented as follows

```
template < template< class ...> class M, class A, class B>
M<B> bind(std::function< M<B> (A) > f, M<A> a) {
    return join( fmap<>(f, a) );
};
```

### 6.5.3 Scala

**Example 6.12** (Monad). **[Scala]** The monad concept in Scala is more close to formal math definition for [Monad](#). It can be defined as follows <sup>5</sup>

```
trait M[A] {
    def flatMap[B](f: A => M[B]): M[B]
}

def unit[A](x: A): M[A]
```

I.e. **flatMap** can be considered as  $\mu$  and **unit** as  $\eta$ .

TBD

---

<sup>5</sup>real definition is quite different from the presented one



# Chapter 7

## Kleisli category

**Definition 7.1** (Kleisli category). Let  $\mathbf{C}$  is a category,  $M$  is an [Endofunctor](#) and  $\langle M, \mu, \eta \rangle$  is a [Monad](#). Then we can construct a new category  $\mathbf{C}_M$  as follows:

$$\begin{aligned}\text{ob}(\mathbf{C}_M) &= \text{ob}(\mathbf{C}), \\ \text{hom}_{\mathbf{C}_M}(a, b) &= \text{hom}_{\mathbf{C}}(a, M(b))\end{aligned}$$

i.e. objects of categories  $\mathbf{C}$  and  $\mathbf{C}_M$  are the same but morphisms from  $\mathbf{C}_M$  form a subset of morphisms  $\mathbf{C}$ :  $\text{hom}(\mathbf{C}_M) \subset \text{hom}(\mathbf{C})$ . The category is called as *Kleisli category*.

The identity morphism in the Kleisli category is the [Natural transformation](#)  $\eta$  (6.7) defined by the monad  $\langle M, \mu, \eta \rangle$ :

$$\mathbf{1}_{C_M \rightarrow C_M} = \eta$$

**Remark 7.2** (Kleisli category composition). [Kleisli category](#) has a non trivial composition rules. If we have 2 [Morphisms](#) from  $\text{hom}(\mathbf{C}_M)$ :

$$f_M : a \rightarrow b$$

and

$$g_M : b \rightarrow c.$$

The morphisms have correspondent ones in  $\mathbf{C}$ :

$$f : a \rightarrow M(b)$$

and

$$g : b \rightarrow M(c).$$

The composition  $g_M \circ f_M$  gives a new morphism

$$h_M = g_M \circ f_M : a \rightarrow c.$$

The corresponding one from  $\mathbf{C}$  is

$$h : a \rightarrow M(c).$$

It has to be pointed that the compositions in  $\mathbf{C}$  and  $\mathbf{C}_M$  are not the same:

$$g_M \circ f_M \neq g \circ f.$$

[Kleisli category](#) widely spread in programming especially it provides good description for different types of computations, for instance [15, 14]

- **Partiality** i.e. then a function not defined for each input, for instance the following expression is undefined (or partially defined) for  $x = 0$ :  
 $f(x) = \frac{1}{x}$
- **Non-Determinism** i.e. then multiply output are possible
- **Side-effects** i.e. then a function communicates with an environment
- **Exception** i.e. when some input is incorrect and can produce an abnormal result. Therefore it is the same as **Partiality** and will be considered below as the same type of computation.
- **Continuation** i.e. when we need to save the current state of the computation and be able to restore it on demand later
- **Interactive input** i.e. a function that reads data from an input device (keyboard, mouse, etc.)
- **Interactive output** i.e. a function that writes data to an output device (monitor etc.)

## 7.1 Partiality and Exception

Partial functions and exceptions can be processed via monad be called as Maybe. There will be implementations in different languages below. And the usage example for the following function implementation

$$h(x) = \frac{1}{2\sqrt{x}}.$$

The function is a composition of 3 functions:

$$\begin{aligned} f_1(x) &= \sqrt{x}, \\ f_2(x) &= 2 \cdot x, \\ f_3(x) &= \frac{1}{x} \end{aligned} \tag{7.1}$$

and as result the goal can be implemented as the following composition:

$$h = f_3 \circ f_2 \circ f_1. \tag{7.2}$$

$f_2$  is a [Pure function](#) and defined  $\forall x \in \mathbb{R}$ . The functions  $f_1, f_3$  are partially defined.

### 7.1.1 Haskell example

**Example 7.3** (Maybe monad). [\[Hask\]](#) The Maybe monad can be implemented as follows

```
instance Monad Maybe where
  return = Just
  join Just( Just x) = Just x
  join _ = Nothing
```

Our functions (7.1) can be implemented as follows

```
f1 :: (Ord a, Floating a) => a -> Maybe a
f1 x = if x >= 0 then Just(sqrt x) else Nothing

f2 :: Num a => a -> Maybe a
f2 x = Just (2*x)

f3 :: (Eq a, Fractional a) => a -> Maybe a
f3 x = if x /= 0 then Just(1/x) else Nothing
```

The  $h$  (7.2) is the composition via bind operator:

```
h :: (Ord a, Floating a) => a -> Maybe a
h x = (return x) >>= f1 >>= f2 >>= f3
```

The usage example is the following:

```

*Main> h 4
Just 0.25
*Main> h 1
Just 0.5
*Main> h 0
Nothing
*Main> h (-1)
Nothing

```

### 7.1.2 C++ example

**Example 7.4** (Maybe monad). [C++] The Maybe monad can be implemented as follows

```

template <class A> using Maybe = std::optional<A>;

template < class A, class B>
Maybe<B> fmap(std::function<B(A)> f, Maybe<A> a) {
    if (a) {
        return f(a.value());
    }
    return {};
}

template < class A>
Maybe<A> pure(A a) {
    return a;
}

template < class A>
Maybe<A> join(Maybe< Maybe<A> > a){
    if (a) {
        return a.value();
    }
    return {};
}

```

Our functions (7.1) can be implemented as follows

```

std::function<Maybe<float>(float)> f1 =
    [] (float x) {
        if (x >= 0) {

```

```

        return Maybe<float>(sqrt(x));
    }
    return Maybe<float>();
};

std::function<Maybe<float>(float)> f2 = [](float x) { return 2 * x; };

std::function<Maybe<float>(float)> f3 =
    [](float x) {
        if (x != 0) {
            return Maybe<float>(1 / x);
        }
        return Maybe<float>();
    };
}

```

The  $h$  (7.2) is the composition via bind operator:

```

auto h(float x) {
    Maybe<float> a = pure(x);
    return bind(f3, bind(f2, bind(f1, a)));
};

```

## 7.2 Non-Determinism

The situation when a function returns several values is not applicable for **Set** category but can appear for **Rel** category. From other hand the non standard situation is required for practical applications and as result has to be modeled in programming languages. The **List** monad is used for it.

### 7.2.1 Haskell example

**Example 7.5** (List monad). [Hask]

```

instance Monad [] where
    return x = [x]
    join = concat

```

## 7.3 Side effects and interactive input/output

TBD

## 7.4 Continuation

TBD

# Chapter 8

## Limits

### 8.1 Definitions



Figure 8.1: Diagram of shape  $F : \mathbf{I} \Rightarrow \mathbf{C}$ . Objects  $a_{i,j}^{(I)} \in \text{ob}(\mathbf{I})$  are mapped to  $a_{i,j}^{(C)} \in \text{ob}(\mathbf{C})$ . Morphisms  $g_{ij}^{(I)} \in \text{hom}(\mathbf{I})$  are mapped to  $g_{ij}^{(C)} \in \text{hom}(\mathbf{C})$

**Definition 8.1** (Diagram of shape). Let  $\mathbf{I}$  and  $\mathbf{C}$  are 2 categories. The *diagram of shape  $\mathbf{I}$  in  $\mathbf{C}$*  is a **Functor** (see fig. 8.1)

$$F : \mathbf{I} \Rightarrow \mathbf{C}$$

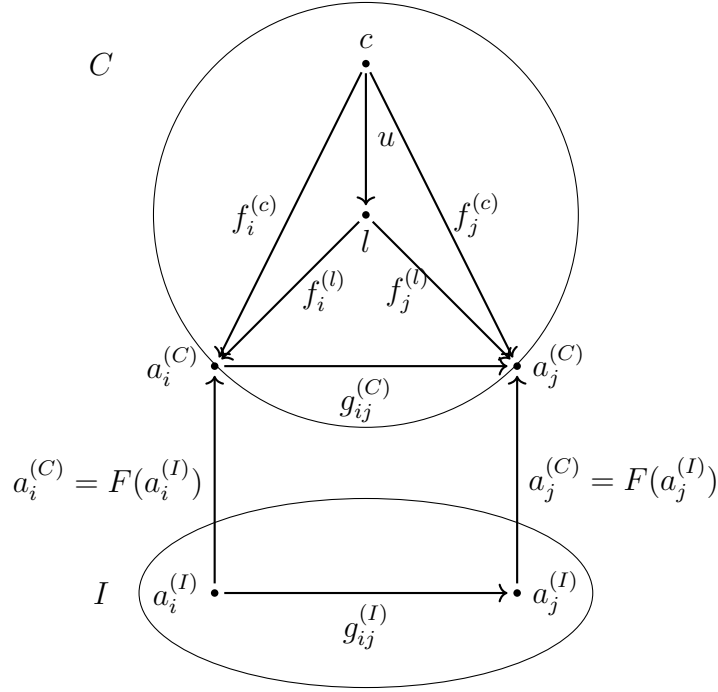
**Definition 8.2** (Index category). Category  $\mathbf{I}$  in the definition 8.1 is called *Index category*.

## 8.1.1 Limit

Figure 8.2: Cone  $\text{cone}(c, f^{(c)})$ 

**Definition 8.3** (Cone). Let  $F$  is a [Diagram of shape  \$\mathbf{I}\$](#)  in  $\mathbf{C}$ . A *cone* to  $F$  is an object  $d \in \text{ob}(\mathbf{C})$  with [Morphisms](#)  $f^c = \left\{ f_i^c : c \rightarrow a_i^{(C)} \right\}$ , where  $a_i^{(C)} = F(a_i^{(I)})$  indexed by objects from  $\mathbf{I}$  (see fig. 8.2). The cone is denoted as  $\text{cone}(c, f^{(c)})$ .



Figure 8.3: Limit cone( $l, f^{(l)}$ )

**Definition 8.4** (Limit). *Limit* of [Diagram of shape](#)  $F : \mathbf{I} \Rightarrow \mathbf{C}$  is a [Cone](#)  $\text{cone}(l, f^{(l)})$  to  $F$  such that for any other cone( $c, f^{(c)}$ ) to  $F$  exists an unique morphism  $u : c \rightarrow l$  such that  $\forall a_i^{(I)} \in \text{ob}(\mathbf{I})$   $f_i^{(l)} \circ u = f_i^{(c)}$  i.e. diagram shown on [fig. 8.3](#) commutes.

If we have 2 objects from  $\mathbf{C}$  ( $c_1, c_2 \in \text{ob}(\mathbf{C})$ ) then we can have a lot of morphisms between the objects which form a set:  $\text{hom}_{\mathbf{C}}(c_1, c_2)$ . There is a subset of  $\text{hom}_{\mathbf{C}}(c_1, c_2)$  that can be called as cone's morphisms.

**Definition 8.5** (Morphisms of cones). Let  $c_1, c_2 \in \text{ob}(\mathbf{C})$  are 2 objects from category  $\mathbf{C}$  and  $\text{cone}(c_1, f^{(c_1)}), \text{cone}(c_2, f^{(c_2)})$  are 2 [Cones](#). The morphism  $m \in \text{hom}_{\mathbf{C}}(c_1, c_2)$  is called as morphism of cones if  $\forall i$

$$f_i^{(c_1)} = f_i^{(c_2)} \circ m,$$

i.e. the morphisms in [fig. 8.4](#) commute.

**Definition 8.6** (Category of cones to  $F$ ). Let  $F$  is a [Diagram of shape](#)  $\mathbf{I}$  in  $\mathbf{C}$ .

TBD

The category of [Cones](#) is denoted as  $\Delta \downarrow F$  [25]

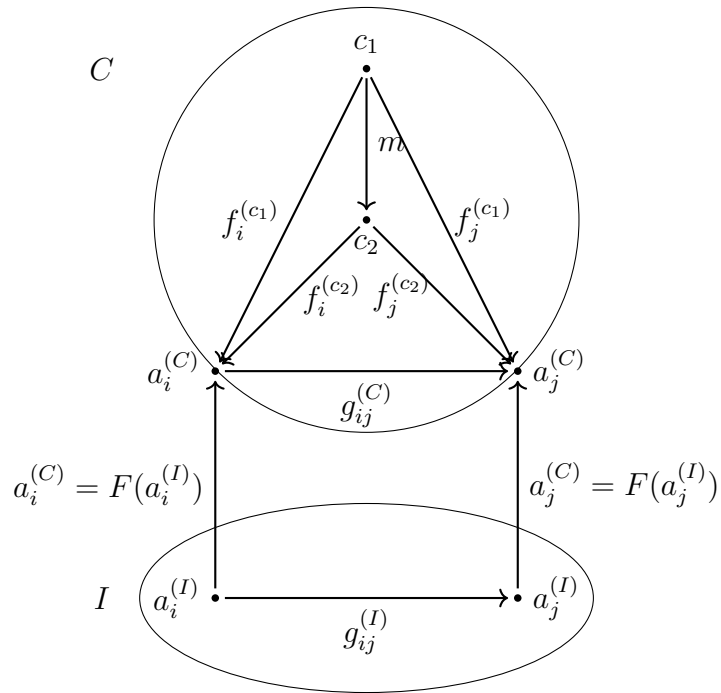
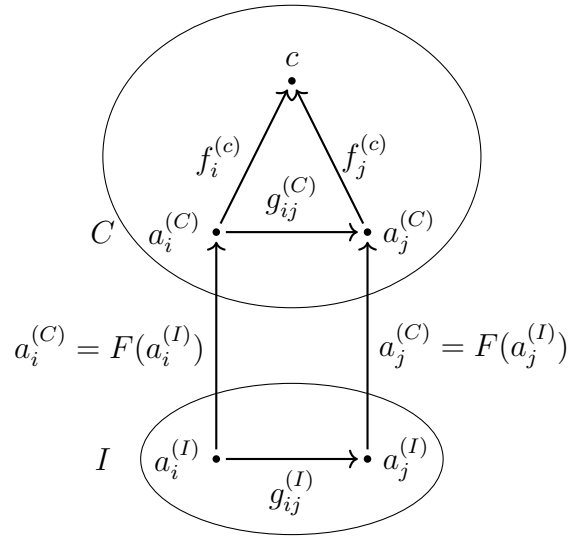


Figure 8.4: Morphism  $m$  between 2 cones  $\text{cone}(c_1, f^{(c_1)})$  and  $\text{cone}(c_2, f^{(c_2)})$

**Remark 8.7** (Category of cones to  $F$ ). Let  $F$  is a [Diagram of shape  \$\mathbf{I}\$  in  \$\mathbf{C}\$](#)  and  $\Delta \downarrow F$  is the [Category of cones to  \$F\$](#) . Then [Limit](#) is [Terminal object](#) in the category.

## 8.1.2 Colimit

Figure 8.5: Co-cone  $\text{cocone}(c, f^{(c)})$ 

**Definition 8.8** (Cocone). Let  $F$  is a [Diagram of shape  \$\mathbf{I}\$](#)  in  $\mathbf{C}$ . A *co-cone* to  $F$  is an object  $d \in \text{ob}(\mathbf{C})$  with [Morphisms](#)  $f^c = \left\{ f_i^c : a_i^{(C)} \rightarrow c \right\}$ , where  $a_i^{(C)} = F(a_i^{(I)})$  indexed by objects from  $\mathbf{I}$  (see fig. 8.5). The co-cone is denoted as  $\text{cocone}(c, f^{(c)})$ .

Figure 8.6: Co-Limit cocone( $l, f^{(l)}$ )

**Definition 8.9** (Colimit). *Co-Limit* of [Diagram of shape](#)  $F : \mathbf{I} \Rightarrow \mathbf{C}$  is a [Cocone](#)  $\text{cocone}(l, f^{(l)})$  to  $F$  such that for any other cocone  $(c, f^{(c)})$  to  $F$  exists an unique morphism  $u : l \rightarrow c$  such that  $\forall a_i^{(I)} \in \text{ob}(\mathbf{I}) \ u \circ f_i^{(c)} = f_i^{(l)}$  i.e. diagram shown on fig. 8.6 commutes.

**Definition 8.10** (Category of co-cones from  $F$ ). Let  $F$  is a [Diagram of shape](#)  $\mathbf{I}$  in  $\mathbf{C}$ .

TBD

The category of [Cocones](#) is denoted as  $F \downarrow \Delta$  [25]

**Remark 8.11** (Category of co-cones). Let  $F$  is a [Diagram of shape](#)  $\mathbf{I}$  in  $\mathbf{C}$  and  $F \downarrow \Delta$  is the [Category of co-cones from](#)  $F$ . Then [Colimit](#) is [Initial object](#) in the category.

## 8.2 Cone as natural transformation

The [Cone](#) can be considered as a [Natural transformation](#). There are 2 functors between categories  $\mathbf{I}$  and  $\mathbf{C}$ . The first one is the [Diagram of shape](#)  $F : \mathbf{I} \Rightarrow \mathbf{C}$ . The second one is the [Constant functor](#):  $\Delta_c : \mathbf{I} \Rightarrow \mathbf{C}$ . The [Natural transformation](#)  $\Delta_c \rightrightarrows F$ , by the definition, is the set of [Morphisms](#)

from  $\mathbf{C}$  with additional relations that are same as conditions defined for the  $\mathbf{Cone}(c, f^{(c)})$ . Therefore we can consider the  $\mathbf{Cone}$  as a  $\mathbf{Natural transformation}$ .

### 8.3 Categorical constructions as limits

Different choice for category  $\mathbf{I}$  gives different types of limits. There are several examples of such constructions below

The empty category will give us the terminal object. The  $\mathbf{Discrete category}$  with 2 elements produces  $\mathbf{Product}$  as the  $\mathbf{Limit}$ .

#### 8.3.1 Initial and terminal objects

If we choose  $\mathbf{Empty category}$  as the  $\mathbf{Index category}$  (see fig. 8.7) then we can get  $\mathbf{Terminal object}$  as  $\mathbf{Limit}$  and  $\mathbf{Initial object}$  as  $\mathbf{Colimit}$ .



Figure 8.7: Index category  $I$  for initial and terminal objects. The category is empty

**Example 8.12** (Limit). [Terminal object] Lets choose  $\mathbf{Empty category}$  as the  $\mathbf{Index category I}$ .



Figure 8.8: Terminal object  $t$  as a limit

The **Cone** consists from the apex  $c$  only (see fig. 8.8). The **Limit** will be **Terminal object** in the category  $\mathbf{C}$ .

**Example 8.13** (Colimit). [Initial object] Lets choose **Empty category** as the **Index category**  $\mathbf{I}$ .



Figure 8.9: Initial object  $i$  as a colimit

The **Cocone** consists from the apex  $c$  only (see fig. 8.9). The **Colimit** will be **Initial object** in the category  $\mathbf{C}$ .

### 8.3.2 Product and sum

If choose **Discrete category** with 2 objects as the **Index category** (see fig. 8.10) then we can get **Product** as **Limit** and **Sum** as **Colimit**.



Figure 8.10: Index category  $I$  for product and sum. It consists of 2 objects  $a^{(I)}, b^{(I)}$  and 2 trivial (identity) morphisms  $\mathbf{1}_{a^{(I)} \rightarrow a^{(I)}}, \mathbf{1}_{b^{(I)} \rightarrow b^{(I)}}$

**Example 8.14** (Limit). [Product] Lets choose **Discrete category** with 2 objects as the **Index category**  $\mathbf{I}$ .

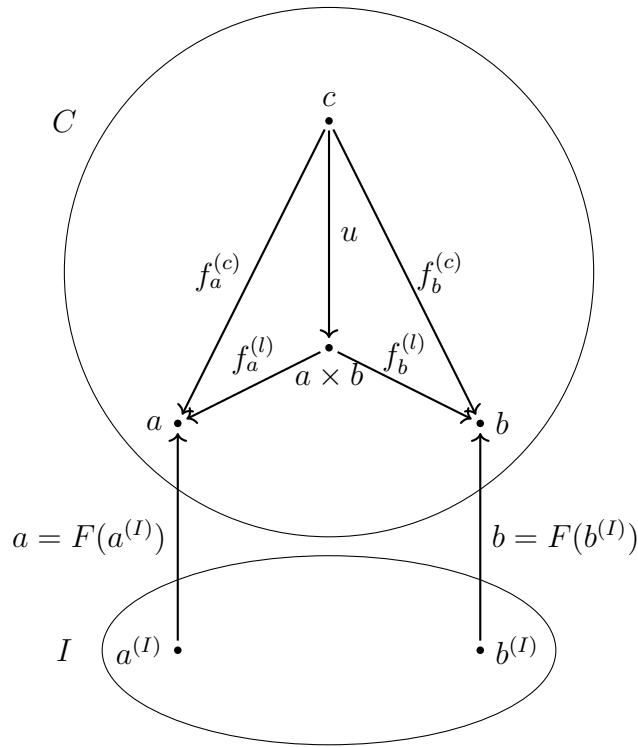


Figure 8.11: Product as a limit

The [Diagram of shape  \$F\$](#)  gives us the mapping into 2 objects in the category  $\mathbf{C}$  (see fig. 8.11). The [Limit](#) of the [Diagram of shape](#) is the [Product](#) of the 2 objects in the category  $\mathbf{C}$ .

**Example 8.15** (Colimit). [Sum] Lets choose [Discrete category](#) with 2 objects as the [Index category  \$\mathbf{I}\$](#) .



Figure 8.12: Sum as a colimit

The [Diagram of shape  \$F\$](#)  gives us the mapping into 2 objects in the category  $\mathbf{C}$  (see fig. 8.12). The [Colimit](#) of the [Diagram of shape](#) is the [Sum](#) of the 2 objects in the category  $\mathbf{C}$ .

### 8.3.3 Equalizer

If choose a [Category](#) with 2 objects as the [Index category](#) (see fig. 8.13) and 2 [Morphisms](#) connecting one object with another then we can get equalizer as [Limit](#).



Figure 8.13: Index category  $I$  for equalizer. It consists of 2 objects  $a^{(I)}, b^{(I)}$ , 2 trivial (identity) morphisms  $\mathbf{1}_{a^{(I)} \rightarrow a^{(I)}}, \mathbf{1}_{b^{(I)} \rightarrow b^{(I)}}$  and 2 additional morphisms  $f^{(I)}, g^{(I)} \in \text{hom}_{\mathbf{I}}(a^{(I)}, b^{(I)})$



**Definition 8.16** (Equalizer). Lets choose a [Category](#) with 2 objects  $a^{(I)}, b^{(I)}$  and 2 additional morphisms  $f^{(I)}, g^{(I)} \in \text{hom}_{\mathbf{I}}(a^{(I)}, b^{(I)})$  as the [Index category](#)  $\mathbf{I}$  (see fig. 8.13).



Figure 8.14: Equalizer

The [Diagram of shape](#)  $F$  gives us the mapping into 2 objects and 2 morphisms in the category  $\mathbf{C}$ . The [Limit](#) of the [Diagram of shape](#) (see fig. 8.14) is the *equalizer*. The equalizer is denoted as  $eq(f, g)$ .

The meaning of the [Equalizer](#) can be described in the [Set category](#)

**Example 8.17** (Equalizer). [**Set**] In the [Set category](#) equalizer determines a solution for the following equation

$$f(x) = g(x)$$

We consider a

TBD



# Chapter 9

## Yoneda's lemma

Yoneda lemma is a fact about so called Hom functors. We will start with the definition and examples for both [Covariant Hom functor](#) and [Contravariant Hom functor](#). The definition and examples for Yoneda lemma will be provided after that. In the chapter we will assume that the category  $\mathbf{C}$  to be a [Locally small category](#).

### 9.1 Hom functors

We are going to define the Hom functors. There are 2 hom functors: [Covariant functor](#) and [Contravariant functor](#). For the [Covariant Hom functor](#) we pick up an object  $a$  from  $\mathbf{C}$  and consider the collection of morphisms from  $a$  to an arbitrary object  $x$  from the category. The collection is a [Set](#) as soon as  $\mathbf{C}$  is a [Locally small category](#). Therefore we can associate a set (object from [Set category](#)) with the object  $x$  from the category  $\mathbf{C}$ .

The same approach is used for [Contravariant Hom functor](#). But in the case we consider set of morphisms from an arbitrary object  $x$  to the picked object  $a$  i.e. we revert [Arrows](#) in the case.

#### 9.1.1 Covariant Hom functor

**Definition 9.1** (Covariant Hom functor). Let  $\mathbf{C}$  is a [Locally small category](#) and  $a \in \text{ob}(\mathbf{C})$ . Consider [Functor](#) from  $\mathbf{C}$  to the [Set category](#) defined by the following rules

- $\forall x \in \text{ob}(\mathbf{C})$  define an object in the set category:  $\text{hom}_{\mathbf{C}}(a, x) \in \text{ob}(\mathbf{Set})$
- $\forall f : x \rightarrow y \in \text{hom}(\mathbf{C})$  define a function in the set category  $\text{hom}_{\mathbf{C}}(a, f) : \text{hom}_{\mathbf{C}}(a, x) \rightarrow \text{hom}_{\mathbf{C}}(a, y)$  as follows  $\text{hom}_{\mathbf{C}}(a, f) = \{f \circ g | g \in \text{hom}_{\mathbf{C}}(a, x)\}$ .

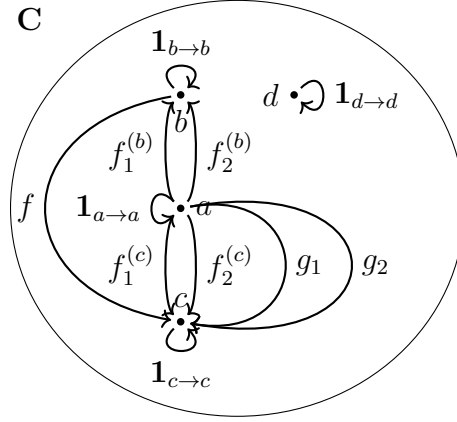


Figure 9.1: Covariant Hom functor  $\text{Hom}_{\mathbf{C}}(a, -)$  example. Category  $\mathbf{C}$

The *covariant Hom functor* is denoted as  $\text{Hom}_{\mathbf{C}}(a, -)$ .

**Example 9.2** (Covariant Hom functor). Consider category  $\mathbf{C}$  in the fig. 9.1. It consists of 4 objects:

$$\text{ob}(\mathbf{C}) = \{a, b, c, d\}.$$

We are going to construct  $\text{Hom}_{\mathbf{C}}(a, -)$  functor and therefore are interested in the following sets of morphisms:

$$\begin{aligned} \text{hom}_{\mathbf{C}}(a, a) &= \{1_{a \rightarrow a}\}, \\ \text{hom}_{\mathbf{C}}(a, b) &= \{f_1^{(b)}, f_2^{(b)}\}, \\ \text{hom}_{\mathbf{C}}(a, c) &= \{f_1^{(c)}, f_2^{(c)}, g_1 = f \circ f_1^{(b)}, g_2 = f \circ f_2^{(b)}\}, \\ \text{hom}_{\mathbf{C}}(a, d) &= \emptyset. \end{aligned}$$

There is also a single [Morphism](#)  $f$  between  $b$  and  $c$ .

The corresponding objects in the [Set category](#) is described in the fig. 9.2:

$$\begin{aligned} a' &= \text{hom}_{\mathbf{C}}(a, a) = \{1_{a \rightarrow a}\}, \\ b' &= \text{hom}_{\mathbf{C}}(a, b) = \{f_1^{(b)}, f_2^{(b)}\}, \\ c' &= \text{hom}_{\mathbf{C}}(a, c) = \{f_1^{(c)}, f_2^{(c)}, g_1, g_2\}, \\ d' &= \text{hom}_{\mathbf{C}}(a, d) = \emptyset. \end{aligned}$$

The  $\text{Hom}_{\mathbf{C}}(a, -)$  does the following mapping between objects:

$$\begin{aligned} a &\Rightarrow \text{hom}_{\mathbf{C}}(a, a) = a', \\ b &\Rightarrow \text{hom}_{\mathbf{C}}(a, b) = b', \\ c &\Rightarrow \text{hom}_{\mathbf{C}}(a, c) = c', \\ d &\Rightarrow \text{hom}_{\mathbf{C}}(a, d) = \emptyset. \end{aligned}$$

Figure 9.2: Covariant Hom functor  $\text{Hom}_{\mathbf{C}}(a, -)$  example. Category **Set**

The functor maps morphisms in addition to objects. There are mapping for trivial **Identity morphisms**:

$$\begin{aligned} 1_{a \rightarrow a} &\Rightarrow 1_{a' \rightarrow a'}, \\ 1_{b \rightarrow b} &\Rightarrow 1_{b' \rightarrow b'}, \\ 1_{c \rightarrow c} &\Rightarrow 1_{c' \rightarrow c'}, \\ 1_{d \rightarrow d} &\Rightarrow 1_{\emptyset \rightarrow \emptyset}, \end{aligned}$$

and for a single non trivial morphism  $f \Rightarrow f'$  that is defined by the following rules:

$$\begin{aligned} f'(f_1^{(b)}) &= g_1, \\ f'(f_2^{(b)}) &= g_2, \end{aligned}$$

i.e. the **Image** of  $f'$  is a subset of  $\text{hom}_{\mathbf{C}}(a, c)$ :

$$\text{Im } f' \subsetneq \text{hom}_{\mathbf{C}}(a, c).$$

### 9.1.2 Contravariant Hom functor

If we revert **Arrows** in the definition 9.1 then we can get a definition for **Contravariant functor** as follows.

**Definition 9.3** (Contravariant Hom functor). Let  $\mathbf{C}$  is a **Locally small category** and  $a \in \text{ob}(\mathbf{C})$ . Consider **Functor** from  $\mathbf{C}$  to the **Set category** defined by the following rules

- $\forall x \in \text{ob}(\mathbf{C})$  define an object in the set category:  $\text{hom}_{\mathbf{C}}(x, a) \in \text{ob}(\mathbf{Set})$



Figure 9.3: Contravariant Hom functor  $\text{Hom}_D(-, a)$  example. Category **D**

- $\forall h : x \rightarrow y \in \text{hom}(\mathbf{C})$  define a function in the set category  $\text{hom}_{\mathbf{C}}(h, a) : \text{hom}_{\mathbf{C}}(y, a) \rightarrow \text{hom}_{\mathbf{C}}(x, a)$  as follows  $\text{hom}_{\mathbf{C}}(h, a) = \{g \circ h \mid g \in \text{hom}_{\mathbf{C}}(y, a)\}$ .

The *contravariant Hom functor* is denoted as  $\text{Hom}_C(-, a)$ .

From the definition of [Contravariant functor](#) follows that we can get it simply reverting [Arrows](#) in the initial category. Lets do it for example 9.2 as follows

**Example 9.4** (Contravariant Hom functor). Consider category **D** in the fig. 9.3. It is similar to the category **C** from example 9.2 and has the same set of objects and morphisms but all morphisms are reverted i.e.  $D = \mathbf{C}^{op}$ . Therefore the category consists of 4 objects:

$$\text{ob}(\mathbf{D}) = \{a, b, c, d\}.$$

We are going to construct  $\text{Hom}_D(-, a)$  functor and therefore are interested in the following sets of morphisms:

$$\begin{aligned} \text{hom}_{\mathbf{D}}(a, a) &= \{1_{a \rightarrow a}\}, \\ \text{hom}_{\mathbf{D}}(b, a) &= \{h_1^{(b)}, h_2^{(b)}\}, \\ \text{hom}_{\mathbf{D}}(c, a) &= \{h_1^{(c)}, h_2^{(c)}, g_1 = h_1^{(b)} \circ h, g_2 = h_2^{(b)} \circ h\}, \\ \text{hom}_{\mathbf{D}}(d, a) &= \emptyset. \end{aligned}$$

There is also a single [Morphism](#)  $h$  between  $c$  and  $b$ .

Figure 9.4: Contravariant Hom functor  $\text{Hom}_D(-, a)$  example. Category **Set**

The corresponding objects in the **Set category** is described in the fig. 9.4:

$$\begin{aligned} a' &= \text{hom}_D(a, a) = \{1_{a \rightarrow a}\}, \\ b' &= \text{hom}_D(b, a) = \{f_1^{(b)}, f_2^{(b)}\}, \\ c' &= \text{hom}_D(c, a) = \{f_1^{(c)}, f_2^{(c)}, g_1, g_2\}, \\ d' &= \text{hom}_D(d, a) = \emptyset. \end{aligned}$$

The  $\text{Hom}_D(-, a)$  does the following mapping between objects:

$$\begin{aligned} a &\Rightarrow \text{hom}_D(a, a) = a', \\ b &\Rightarrow \text{hom}_D(b, a) = b', \\ c &\Rightarrow \text{hom}_D(c, a) = c', \\ d &\Rightarrow \text{hom}_D(d, a) = \emptyset. \end{aligned}$$

The functor maps morphisms in addition to objects. There are mapping for trivial **Identity morphisms**:

$$\begin{aligned} 1_{a \rightarrow a} &\Rightarrow 1_{a' \rightarrow a'}, \\ 1_{b \rightarrow b} &\Rightarrow 1_{b' \rightarrow b'}, \\ 1_{c \rightarrow c} &\Rightarrow 1_{c' \rightarrow c'}, \\ 1_{d \rightarrow d} &\Rightarrow 1_{\emptyset \rightarrow \emptyset}, \end{aligned}$$

and for a single non trivial morphism  $h \Rightarrow h'$  that is defined by the following rules:

$$\begin{aligned} h'(h_1^{(b)}) &= g_1, \\ h'(h_2^{(b)}) &= g_2, \end{aligned}$$

i.e. the **Image** of  $h'$  is a subset of  $\text{hom}_{\mathbf{D}}(c, a)$ :

$$\text{Im } h' \subsetneq \text{hom}_{\mathbf{D}}(c, a).$$

### 9.1.3 Representable functor

**Definition 9.5** (Representable functor). Let  $\mathbf{C}$  is a **Locally small category**. The functor  $F : \mathbf{C} \Rightarrow \mathbf{Set}$  is called *representable* if it is naturally isomorphic (see **Natural isomorphism**) to  $\text{Hom}_{\mathbf{C}}(a, -)$  for some object  $a \in \text{ob}(\mathbf{C})$ .

*Representation* of  $F$  is a pair  $(a, \alpha)$  where

$$\alpha : \text{Hom}_{\mathbf{C}}(a, -) \xrightarrow{\sim} F$$

is a **Natural isomorphism**.

**Example 9.6** (Representable functor). [**Hask**] Consider a **Representable functor**  $F$ . We will mark it as a small letter **f** in the example. <sup>1</sup> **Representable functor** is defined by a pair:  $(a, \alpha)$  where  $a$  is the object from  $\mathbf{C}$  and  $\alpha$  is a **Natural isomorphism**. The first condition for  $a$  can be written as follows in **Hask** category

```
type Rep f :: *
```

where **Rep f** is the type  $a$  that represent our functor  $f$ .

The second condition for **Natural isomorphism** requires 2 **Natural transformations**:

$$\begin{aligned} \text{tabulate} &: \text{Hom}_{\mathbf{C}}(a, -) \xrightarrow{\sim} F, \\ \text{index} &: F \xrightarrow{\sim} \text{Hom}_{\mathbf{C}}(a, -). \end{aligned}$$

In Haskell the 2 functions can be written as follows

```
tabulate :: (Rep f -> x) -> f x
index   :: f x -> Rep f -> x
```

From **Reynolds** (Theorem 5.15) we know that such functions are **Natural transformations** and therefore can be 2 parts of the required **Natural isomorphism**  $\alpha$ . Combining these conditions together we can obtain the following definition for **Representable functor** in **Hask** category

```
class Representable f where
  type Rep f :: *
  tabulate :: (Rep f -> x) -> f x
  index   :: f x -> Rep f -> x
```

---

<sup>1</sup>There is a requirement from Haskell to use small but not capital letter for it.



Consider the following type as a concrete example of the [Representable functor](#)

```
data Pair a = P a a
```

The representation type for **Pair** is **Bool**

```
instance Representable Pair where
  type Rep Pair = Bool

  index :: Pair a -> (Bool -> a)
  index (P x _) False = x
  index (P _ y) True  = y

  tabulate :: (Bool -> a) -> Pair a
  tabulate generate = P (generate False) (generate True)
```

**Remark 9.7** (Functor logarithm). Consider category **C**. [Set of morphisms](#)  $\text{hom}_{\mathbf{C}}(a, x)$  is the same as the [Exponential](#) <sup>2</sup>, i.e.

$$\text{hom}_{\mathbf{C}}(a, x) \cong x^a.$$

Therefore, formally, we can write

$$\text{Hom}_{\mathbf{C}}(a, -) \cong (-)^a.$$

If functor  $F$  is a [Representable functor](#) then

$$F \cong \text{Hom}_{\mathbf{C}}(a, -) \cong (-)^a.$$

Thus we can define the logarithm operation for a [Representable functor](#) as follows

$$\log F = a.$$

## 9.2 Yoneda's lemma

**Lemma 9.8** (Yoneda). *Let **C** is a [Locally small category](#) and  $F$  is a functor from **C** to **Set** i.e.*

$$F \in \text{ob}([\mathbf{C}, \mathbf{Set}])$$

*and also we have*

$$\text{Hom}_{\mathbf{C}}(a, -) \in \text{ob}([\mathbf{C}, \mathbf{Set}]).$$

*Then*

$$\text{hom}_{[\mathbf{C}, \mathbf{Set}]}(\text{Hom}_{\mathbf{C}}(a, -), F) \cong F(a)$$



Figure 9.5: Category  $\mathbf{C}$ . We look at 2 objects  $x$  and  $y$  and a morphism  $f$  between them



Figure 9.6: Commutative diagram for components of natural transformation  $\alpha_x$  and  $\alpha_y$

*Proof.* Lets start with 2 objects  $x, y$  from category  $\mathbf{C}$  and a morphism  $f$  between the 2 objects fig. 9.5.

Functor  $\text{Hom}_{\mathbf{C}}(a, -)$  maps  $x$  into  $\text{hom}_{\mathbf{C}}(a, x)$  and  $y$  into  $\text{hom}_{\mathbf{C}}(a, y)$ . Functor  $F$  maps the 2 objects into  $F(x)$  and  $F(y)$  respectively. There is a [Natural transformation](#)  $\alpha$  between the functors. I.e.  $\alpha \in \text{hom}_{[\mathbf{C}, \mathbf{Set}]}(\text{Hom}_{\mathbf{C}}(a, -), F)$ . We are interested in 2 components of the natural transformations:

$$\alpha_x : \text{hom}_{\mathbf{C}}(a, x) \rightarrow F(x)$$

and

$$\alpha_y : \text{hom}_{\mathbf{C}}(a, y) \rightarrow F(y).$$

The components of natural transformation should satisfy the naturality conditions (5.1) i.e. the commutative diagram fig. 9.6 should commute.

We can replace object  $x$  with  $a$  in  $\text{hom}_{\mathbf{C}}(a, x)$ . The result set  $\text{hom}_{\mathbf{C}}(a, a)$  should contain [Identity morphism](#)  $1_{a \rightarrow a}$ . Lets look how the morphism is mapped by the commutative diagram from fig. 9.6.

---

<sup>2</sup>TBD add the explanation for the fact



Figure 9.7: Mapping for  $\mathbf{1}_{a \rightarrow a}$ . The identity morphism is mapped into  $p \in F(a)$  i.e.  $p = \alpha_a(\mathbf{1}_{a \rightarrow a})$

As we can see in fig. 9.7, morphism  $\alpha_a$  pick up an element  $p$  of the set  $F(a)$ . There is an arbitrary element that is determined by  $\alpha_a$ . All others elements in fig. 9.7 is completely determined by the choice of  $p$ . From definition 9.1 we have

$$\text{hom}_{\mathbf{C}}(a, f) = \{f \circ g \mid g \in \text{hom}_{\mathbf{C}}(a, x)\}$$

i.e. if  $g = \mathbf{1}_{a \rightarrow a}$  then

$$\text{hom}_{\mathbf{C}}(a, f)(\mathbf{1}_{a \rightarrow a}) = f \circ \mathbf{1}_{a \rightarrow a} = f.$$

From other side we have mapping  $F(f) : p \rightarrow q$  where  $q = (F(f))(p)$ . I.e. if we pick an arbitrary object  $y \in \text{ob}(\mathbf{C})$  when we can pick a morphism  $f : a \rightarrow y$ . This leads to the definition for an arbitrary component  $\alpha_y$  of **Natural transformation**  $\alpha$  as soon as only one component  $\alpha_a$  is defined:

$$\alpha_y(f) = (F(f))(p).$$

Therefore from only one element  $p \in F(a)$  we can got the **Natural transformation**  $\alpha \in \text{hom}_{[\mathbf{C}, \text{Set}]}(\text{Hom}_{\mathbf{C}}(a, -), F)$ . We also can go in other direction i.e.  $\alpha_a(\mathbf{1}_{a \rightarrow a})$  will gives as an element  $p$  from the set  $F(a)$ .  $\square$



# Chapter 10

## Topos

Every [Set](#) can be considered from a categorical point of view (see [Categorical approach](#)) i.e. every set can be considered as a category. From other side not every category can be considered as a set. *Toposes* are categories that have all properties required to be a set.

TBD



# Appendices





# Appendix A

## Abstract algebra

### A.1 Groups

**Definition A.1** (Group). Let we have a set of elements  $G$  with a defined binary operation  $\circ$  that satisfied the following properties.

1. Closure:  $\forall a, b \in G: a \circ b \in G$
2. Associativity:  $\forall a, b, c \in G: a \circ (b \circ c) = (a \circ b) \circ c$
3. Identity element:  $\exists e \in G$  such that  $\forall a \in G: e \circ a = a \circ e = a$
4. Inverse element:  $\forall a \in G \exists a^{-1} \in G$  such that  $a \circ a^{-1} = e$

In this case  $(G, \circ)$  is called as group.

Therefore the group is a **Monoid** with inverse element property.

**Example A.2** (Group  $\mathbb{Z}/2\mathbb{Z}$ ). Consider a set of 2 elements:  $G = \{0, 1\}$  with the operation  $\circ$  defined by the table [A.1](#).

The identity element is 0 i.e.  $e = 0$ . Inverse element is the element itself because  $\forall a \in G: a \circ a = 0 = e$ .

**Definition A.3** (Abelian group). Let we have a **Group**  $(G, \circ)$ . The group is called an Abelian or commutative if  $\forall a, b \in G$  it holds  $a \circ b = b \circ a$ .

$\circ$	0	1
0	0	1
1	1	0

Table A.1: Cayley table for  $\mathbb{Z}/2\mathbb{Z}$

## A.2 Rings and Fields

### A.2.1 Rings

**Definition A.4** (Ring). Consider a set  $R$  with 2 binary operations defined. The first one  $\oplus$  (addition) and elements of  $R$  forms an [Abelian group](#) under this operation. The second one is  $\odot$  (multiplication) and the elements of  $R$  forms a [Monoid](#) under the operation. The two binary operations are connected each other via the following distributive law

- Left distributivity:  $\forall a, b, c \in R: a \odot (b \oplus c) = a \odot b \oplus a \odot c$
- Right distributivity:  $\forall a, b, c \in R: (a \oplus b) \odot c = a \odot c \oplus b \odot c$

The identity element for  $(R, \oplus)$  is denoted as 0 (additive identity). The identity element for  $(R, \odot)$  is denoted as 1 (multiplicative identity).

The inverse element to  $a$  in  $(R, \oplus)$  is denoted as  $-a$

In this case  $(R, \oplus, \odot)$  is called as ring.

The [Ring](#) is a generalization of integer numbers conception.

**Example A.5** (Ring of integers  $\mathbb{Z}$ ). The set of integer numbers  $\mathbb{Z}$  forms a [Ring](#) under  $+$  and  $\cdot$  operations i.e. addition  $\oplus$  is  $+$  and multiplication  $\odot$  is  $\cdot$ . Thus for integer numbers we have the following [Ring](#):  $(\mathbb{Z}, +, \cdot)$

### A.2.2 Fields

**Definition A.6** (Field). The ring  $(R, \oplus, \odot)$  is called as a field if  $(R \setminus \{0\}, \odot)$  is an [Abelian group](#).

The inverse element to  $a$  in  $(R \setminus \{0\}, \odot)$  is denoted as  $a^{-1}$

**Example A.7** (Field  $\mathbb{Q}$ ). Note that  $\mathbb{Z}$  is not a field because not for every integer number an inverse exists. But if we consider a set of fractions  $\mathbb{Q} = \{a/b \mid a \in \mathbb{Z}, b \in \mathbb{Z} \setminus \{0\}\}$  when it will be a field.

The inverse element to  $a/b$  in  $(\mathbb{Q} \setminus \{0\}, \cdot)$  will be  $b/a$ .

## A.3 Linear algebra

**Definition A.8** (Vector space). Let  $F$  is a [Field](#). The set  $V$  is called as vector space under  $F$  if the following conditions are satisfied

1. We have a binary operation  $V \times V \rightarrow V$  (addition):  $(x, y) \rightarrow x + y$  with the following properties:

- (a)  $x + y = y + x$
  - (b)  $(x + y) + z = x + (y + z)$
  - (c)  $\exists 0 \in V$  such that  $\forall x \in V : x + 0 = x$
  - (d)  $\forall x \in V \exists -x \in V$  such that  $x + (-x) = x - x = 0$
2. We have a binary operation  $F \times V \rightarrow V$  (scalar multiplication) with the following properties
- (a)  $1_F \cdot x = x$
  - (b)  $\forall a, b \in F, x \in V : a \cdot (b \cdot x) = (ab) \cdot x.$
  - (c)  $\forall a, b \in F, x \in V : (a + b) \cdot x = a \cdot x + b \cdot x$
  - (d)  $\forall a \in F, x, y \in V : a \cdot (x + y) = a \cdot x + a \cdot y$



# Index

- C++** category, [7](#), [47](#)
  - definition, [25](#)
- C++** toy category
  - example, [27](#)
- Cat** category, [7](#)
  - definition, [57](#)
- FdHilb** category, [7](#), [49](#)
  - definition, [30](#)
- Fun** category, [8](#), [65](#), [77](#)
  - definition, [65](#)
- Hask** category, [7](#), [45](#), [46](#), [48](#), [104](#)
  - definition, [25](#)
- Hask** toy category
  - example, [25](#)
- Hask** toy category example, [26](#), [27](#)
- Proof** category, [7](#), [53](#)
  - definition, [53](#)
- Rel** category, [8](#), [30](#), [85](#)
  - definition, [28](#)
- Scala** category, [8](#), [48](#)
  - definition, [25](#)
- Scala** toy category
  - example, [26](#)
- Set** category, [8](#), [18](#), [28](#), [29](#), [38–40](#), [42](#), [44](#), [70](#), [73](#), [75](#), [85](#), [97](#), [99–101](#), [103](#)
  - definition, [20](#)
  - remark, [20](#)
- “one-to-one” correspondence, [22](#)
- “one-to-one” function, [16](#), [21](#)
- “onto” function, [17](#), [20](#)
- Abelian group, [114](#)
  - definition, [113](#)
- Ad-hoc polymorphism
  - definition, [67](#)
- Arrow, [9](#), [16](#), [39](#), [42](#), [99](#), [101](#), [102](#)
  - definition, [14](#)
- Associativity axiom, [17](#), [37](#), [63](#)
  - declaration, [15](#)
- Associator, [75](#)
  - definition, [75](#)
- Bifunctor, [59](#), [60](#), [66](#), [73](#), [75](#), [76](#)
  - Set** example, [59](#)
  - definition, [59](#)
- Bifunctor example, [73](#)
- Bifunctor in the category of functors
  - remark, [66](#)
- Bifunctor in the category of functors remark, [78](#)
- Bijection, [21](#)
  - definition, [22](#)
- Binary relation, [20](#), [28](#), [30](#)
  - definition, [20](#)
- Cartesian closed category, [45](#), [46](#), [53](#)
  - definition, [45](#)
- Cartesian closed category theorem

- declaration, 45
- Cartesian product, 20, 30, 40, 59, 73
  - definition, 20
- Categorical approach, 31, 32, 36, 37, 43, 69, 109
  - definition, 31
- Category, 7, 11, 18, 24–27, 37–39, 57, 58, 74, 96, 97
  - Fun** example, 65
  - Set**, 20
  - definition, 17
  - dual, 18
  - large, 18, 20
  - locally small, 18
  - opposite, 18
  - small, 18
- Category of co-cones
  - remark, 92
- Category of co-cones from  $F$ , 9, 92
  - definition, 92
- Category of cones to  $F$ , 8, 90
  - definition, 89
  - remark, 90
- Category of endofunctors
  - definition, 77
- Category Product, 59
  - definition, 58
- Class, 13, 16, 17
  - definition, 13
- Class of Morphisms
  - remark, 16
- Class of Objects
  - remark, 13
- Cocone, 7, 92, 94
  - definition, 91
- Codomain, 8, 20, 21
  - definition, 14
  - example, 20
- Colimit, 92–94, 96
  - definition, 91
- Initial object example, 94
  - Sum example, 95
- Commutative diagram, 16, 38, 44, 62, 63
  - definition, 16
- Composition
  - opposite category, 18
  - remark, 15
- Composition axiom, 15–18, 26, 37, 58, 63
  - declaration, 15
- Cone, 7, 89, 92–94
  - definition, 88
- Conjunction, 53
  - definition, 52
- Constant functor, 8, 65, 92
  - Hask** example, 58
  - definition, 58
- Contravariant functor, 58, 59, 99, 101, 102
  - Hask** example, 58
  - definition, 58
- Contravariant Hom functor, 7, 99
  - definition, 101
  - example, 102
- coproduct, 42
- Covariant functor, 58, 99
  - definition, 58
- Covariant Hom functor, 7, 99
  - definition, 99
  - example, 100
- Diagram of shape, 88–92, 95–97
  - definition, 87
- Dirac notation
  - example, 29
- Direct sum of Hilber spaces, 30, 49
  - definition, 30
- Discrete category, 24, 93–95
  - definition, 24
- Disjoint union, 42

- definition, 42
- Disjunction, 53
  - definition, 52
- Distributive category, 44–46, 53
  - Hask** example, 46
  - definition, 43
  - example, 44
- Domain, 8, 20, 21, 59
  - definition, 14
  - example, 20
- Dual space, 29, 77
  - definition, 29
- Empty category, 58, 93, 94
  - definition, 19
- Endofunctor, 57, 77, 78, 81
  - definition, 57
- Epimorphism, 21, 31
  - definition, 17
- Equalizer, 8, 97
  - Set** example, 97
  - definition, 97
- Exponential, 8, 44–46, 53, 105
  - Hask** example, 46
  - Set** example, 44
  - definition, 44
- False, 53
  - definition, 51
- Field, 29, 74, 114
  - definition, 114
- Field  $\mathbb{Q}$ 
  - example, 114
- Function, 20, 28, 30, 37, 59
  - definition, 20
- Functor, 9, 11, 56–59, 61, 63, 66, 73, 87, 99, 101
  - C++** example, 56
  - Hask** example, 56
  - Scala** example, 56
  - definition, 55
  - logarithm, 105
  - remark, 56
- Functor composition, 9, 57
  - definition, 57
- Functor example, 79, 80
- Functor logarithm
  - remark, 105
- Group, 74, 113
  - definition, 113
- Group  $\mathbb{Z}/2\mathbb{Z}$ 
  - example, 113
- Haskell lazy evaluation
  - remark, 24
- Haskell lazy evaluation remark, 24, 45
- Hilbert space, 8, 29, 30, 75, 76
  - definition, 29
- Hilbert-Schmidt correspondence
  - remark, 76
- Hom Functor
  - definition, 99
- Homset, 18, 44, 45
  - definition, 18
  - example, 44
- Horizontal composition, 7, 66, 78
  - definition, 65
- Identity functor, 8, 57, 77
  - definition, 57
  - remark, 57
- Identity is unique theorem, 15
  - declaration, 38
- Identity morphism, 8, 15, 17, 19, 20, 24, 26, 28, 38, 57, 66, 101, 103, 106
  - definition, 15
- Identity natural transformation, 8, 66, 77
  - definition, 66
- Image, 8, 101, 104

- definition, 20
- Implication, 9, 53
  - definition, 52
- Index category, 93–97
  - definition, 87
- Initial object, 30, 38–40, 43, 45, 48, 49, 53, 58, 65, 92–94
  - C++** example, 47
  - Cat** example, 58
  - FdHilb** example, 49
  - Fun** example, 65
  - Hask** example, 45
  - Proof** example, 53
  - Scala** example, 48
  - Set** example, 38
  - Colimit example, 94
  - definition, 38
- Initial object example, 48
- Initial object is unique theorem
  - declaration, 38
- Injection, 16, 20–22, 31
  - definition, 21
  - example, 21
- Injection vs Monomorphism
  - remark, 22
- Isomorphism, 8, 17, 37–39, 63, 70, 72, 74, 75
  - definition, 17
  - remark, 17
- Kleisli category, 7, 81, 82
  - definition, 81
- Kleisli category composition
  - remark, 81
- Lagrangian, 34
- Large category, 20
  - definition, 18
- Left unitor, 75
  - definition, 75
- Left whiskering, 7, 66, 77
  - definition, 66
- Limit, 90, 93–97
  - definition, 88
  - Product example, 94
  - Terminal object example, 93
- Linear map, 29, 30, 76, 77
  - definition, 29
  - remark, 29
- List monad
  - Hask** example, 85
- Locally small category, 18, 99, 101, 104, 105
  - definition, 18
- Maybe as a bifunctor
  - Hask** example, 59
- Maybe monad
  - C++** example, 84
  - Hask** example, 83
- Modus ponens
  - definition, 52
- Monad, 8, 11, 79–81
  - Hask** example, 79
  - Scala** example, 80
  - definition, 77
- Monad term
  - remark, 78
- Monoid, 43, 69, 74, 75, 78, 113, 114
  - definition, 43, 73
  - example, 43
  - importance, 74
  - remark, 43
- Monoidal product
  - definition, 75
- Monoidal category, 75
  - definition, 75
- Monoidal product
  - remark, 75
- Monomorphism, 9, 22, 31
  - definition, 16



- Morphism, 9, 11, 14–20, 24–31, 37, 40, 42, 44, 45, 53, 56–58, 61, 63, 65, 66, 70, 73, 76, 81, 88, 91, 92, 96, 100, 102
  - C++** example, 27
  - FdHilb** category, 30
  - Fun** example, 65
  - Hask** example, 25
  - Rel** category, 28
  - Scala** example, 26
  - Set** category, 20
  - definition, 14
  - remark, 14
- Morphisms equality
  - definition, 37
- Morphisms of cones
  - definition, 89
- Natural isomorphism, 104
  - definition, 63
- Natural transformation, 7, 11, 63, 65–67, 77, 78, 81, 92, 93, 104, 106, 107
  - definition, 62
  - Horizontal composition, 65
  - Vertical composition, 65
- Newton’s second law for a particle
  - example, 34
- Non-categorical approach, 33, 43
  - definition, 31
- Object, 8, 11, 13–20, 24–28, 30, 37–42, 44, 48, 53, 56–58, 61, 63, 66, 75
  - C++** example, 27
  - FdHilb** category, 30
  - Fun** example, 65
  - Hask** example, 25
  - Rel** category, 28
  - Scala** example, 26
  - Set** category, 20
  - definition, 13
- Objects equality, 38, 39
  - definition, 37
- Opposite category, 7, 18, 39
  - definition, 18
- Parametric polymorphism, 67
- Parametrically polymorphic
  - function, 67
  - Hask** example, 67
  - definition, 67
- principle of least action, 35
- Product, 8, 30, 32, 40–47, 49, 53, 93–95
  - C++** example, 47
  - FdHilb** example, 49
  - Hask** example, 46
  - Proof** example, 53
  - Set** example, 40
  - definition, 40
  - Limit example, 94
- Product example, 70
- Product of morphisms, 59, 70, 72, 73
  - definition, 41
- Profunctor
  - Hask** example, 60
  - definition, 60
- Proof, 53
  - definition, 52
- Proposition, 52, 53
  - definition, 51
  - example, 51
- Pure function, 24, 25, 83
  - definition, 24
- Rabi oscillations
  - example, 30
- Representable functor, 104, 105
  - Hask** example, 104
  - definition, 104

- Reynolds theorem, 67, 104
  - declaration, 67
- Right unitor, 75
  - definition, 75
- Right whiskering, 9, 66, 77
  - definition, 66
- Ring, 74, 114
  - definition, 114
- Ring of integers  $\mathbb{Z}$ 
  - example, 114
- Set, 11, 14, 18, 20, 22, 28, 30, 37, 44, 69, 99, 109
  - definition, 19
- Set of morphisms, 7, 105
  - definition, 18
- Singleton, 29, 30, 39, 72, 73
  - definition, 20
- Small category, 18, 57
  - definition, 18
- Strict monoidal category
  - definition, 75
- Sum, 8, 30, 32, 42, 43, 45, 46, 48, 49, 53, 94, 96
  - C++ example, 48
  - FdHilb example, 49
  - Hask example, 46
  - Proof example, 53
  - Set example, 42
  - Colimit example, 95
  - definition, 42
- Sum example, 30
- Sum sign
  - remark, 42
- Surjection, 17, 21, 22, 31
  - definition, 20
  - example, 20
- Surjection vs Epimorphism
  - remark, 21
- Tensor product, 75, 76
  - definition, 76
- remark, 76
- Terminal object, 30, 39, 40, 43, 45, 48, 49, 53, 58, 65, 90, 93, 94
  - C++ example, 47
  - Cat example, 58
  - FdHilb example, 49
  - Fun example, 65
  - Hask example, 46
  - Proof example, 53
  - Scala example, 48
  - Set example, 39
  - definition, 39
  - Limit example, 93
- Terminal object example, 48
- Terminal object is unique theorem
  - declaration, 39
- Toy example
  - example, 40
- Trivial category, 58
  - definition, 19
- True, 53
  - definition, 51
- Type algebra
  - example, 47
- Universal property, 32, 33, 40, 42, 44
  - definition, 31
  - Mechanics remark, 36
  - Optics remark, 33
- Vector space, 29
  - definition, 114
- Vertical composition, 7, 63, 65, 77
  - definition, 65
- Whiskering
  - remark, 66
- Yoneda lemma
  - declaration, 105

# Bibliography

- [1] Coecke, B. Introducing categories to the practicing physicist / Bob Coecke. — 2008. — <https://arxiv.org/abs/0808.1032>.
- [2] Di Cosmo, R. Linear logic. — 2016. — <https://plato.stanford.edu/archives/win2016/entries/logic-linear/>.
- [3] Feynman, R. Quantum Mechanics and Path Integrals / R.P. Feynman, A.R. Hibbs, D.F. Styer. Dover Books on Physics. — Dover Publications, 2010. — <https://books.google.ru/books?id=JkMuDAAAQBAJ>.
- [4] Gonzalez, G. Scalable program architectures. — 2014. — <http://www.haskellforall.com/2014/04/scalable-program-architectures.html>.
- [5] ([https://math.stackexchange.com/users/142355/david\\_myers](https://math.stackexchange.com/users/142355/david_myers)), D. M. How should i think about morphism equality? — Mathematics Stack Exchange. — URL:<https://math.stackexchange.com/q/1346167> (version: 2015-07-01). <https://math.stackexchange.com/q/1346167>.
- [6] ([https://math.stackexchange.com/users/232/qiaochu\\_yuan](https://math.stackexchange.com/users/232/qiaochu_yuan)), Q. Y. Is the identity functor the terminal object of the category of endofunctors on  $\mathcal{C}$ ? — Mathematics Stack Exchange. — URL:<https://math.stackexchange.com/q/6318> (version: 2010-10-08). <https://math.stackexchange.com/q/6318>.
- [7] (<https://math.stackexchange.com/users/455216/enkidu>), E. Terminal and initial objects in the category of functors. — Mathematics Stack Exchange. — URL:<https://math.stackexchange.com/q/3033845> (version: 2018-12-10). <https://math.stackexchange.com/q/3033845>.
- [8] Ivan Murashko Alexey Radkov, M. C++ examples for category theory by example book. — 2018. — <https://github.com/CatTheoryByExample/cpp-examples>.

- [9] Ivan Murashko Alexey Radkov, M. Haskell examples for category theory by example book. — 2018. — <https://github.com/CatTheoryByExample/hs-examples>.
- [10] Ivan Murashko Alexey Radkov, M. Scala examples for category theory by example book. — 2018. — <https://github.com/CatTheoryByExample/scala-examples>.
- [11] Lane, S. Categories for the Working Mathematician / S.M. Lane. Graduate Texts in Mathematics. — Springer New York, 1998. — <https://books.google.ru/books?id=eBvhyc4z8HQC>.
- [12] Leighton, T. What is a proof? — <http://web.mit.edu/neboat/Public/6.042/proofs.pdf>.
- [13] Lex Sheehan. What's the significance of monoids? — 2017. — <https://qr.ae/TWNHIi>.
- [14] Milewski, B. Category Theory for Programmers / B. Milewski. — Bartosz Milewski, 2018. — <https://github.com/hmemcpy/milewski-ctfp-pdf/releases/download/v0.7.0/category-theory-for-programmers.pdf>.
- [15] Moggi, E. Notions of computation and monads / Eugenio Moggi // Inf. Comput. — 1991. — Vol. 93, no. 1. — P. 55–92. — <http://fsl.cs.illinois.edu/pubs/moggi-1991-ic.pdf>.
- [16] Murashko, I. Lectures notes in introduction to galois theory by eka-  
terina amerik. — 2016-2019. — <https://github.com/ivanmurashko/courseragalais>.
- [17] Murashko, I. Category theory by example. — 2018. — <https://github.com/ivanmurashko/articles/tree/master/cattheory>.
- [18] nLab authors. whiskering. — <http://ncatlab.org/nlab/show/whiskering>. — 2018. — sep. — Revision 11.
- [19] ProofWiki. Empty mapping is unique / ProofWiki. — 2018. — [https://proofwiki.org/wiki/Empty\\_Mapping\\_is\\_Unique](https://proofwiki.org/wiki/Empty_Mapping_is_Unique).
- [20] ProofWiki. Injection iff monomorphism in category of sets / ProofWiki. — 2018. — [https://proofwiki.org/wiki/Injection\\_iff\\_Monomorphism\\_in\\_Category\\_of\\_Sets](https://proofwiki.org/wiki/Injection_iff_Monomorphism_in_Category_of_Sets).

- [21] ProofWiki. Surjection iff epimorphism in category of sets / ProofWiki. — 2018. — [https://proofwiki.org/wiki/Surjection\\_iff\\_Epimorphism\\_in\\_Category\\_of\\_Sets](https://proofwiki.org/wiki/Surjection_iff_Epimorphism_in_Category_of_Sets).
- [22] Quist, M. Writing and classifying true, false and open statements in math. — <https://study.com/academy/lesson/writing-and-classifying-true-false-and-open-statements-in-math.html>.
- [23] user84563 (<https://math.stackexchange.com/users/301130/user84563>). Does an(/the?) empty category exist? — Mathematics Stack Exchange. — URL:<https://math.stackexchange.com/q/1997015> (version: 2016-11-03). <https://math.stackexchange.com/q/1997015>.
- [24] Wikipedia. Disjoint union — wikipedia, the free encyclopedia. — 2017. — [Online; accessed 13-April-2017]. [https://en.wikipedia.org/w/index.php?title=Disjoint\\_union&oldid=774047863](https://en.wikipedia.org/w/index.php?title=Disjoint_union&oldid=774047863).
- [25] Wikipedia contributors. Cone (category theory) — Wikipedia, the free encyclopedia. — 2018. — [Online; accessed 10-November-2018]. [https://en.wikipedia.org/w/index.php?title=Cone\\_\(category\\_theory\)&oldid=827711162](https://en.wikipedia.org/w/index.php?title=Cone_(category_theory)&oldid=827711162).
- [26] Wikipedia contributors. Distributive category — Wikipedia, the free encyclopedia. — 2018. — [Online; accessed 14-October-2018]. [https://en.wikipedia.org/w/index.php?title=Distributive\\_category&oldid=851490594](https://en.wikipedia.org/w/index.php?title=Distributive_category&oldid=851490594).
- [27] Wikipedia contributors. Russell's paradox — Wikipedia, the free encyclopedia. — 2018. — [Online; accessed 29-July-2018]. [https://en.wikipedia.org/w/index.php?title=Russell%27s\\_paradox&oldid=852430810](https://en.wikipedia.org/w/index.php?title=Russell%27s_paradox&oldid=852430810).
- [28] Wikipedia contributors. Zermelo–fraenkel set theory — Wikipedia, the free encyclopedia. — 2018. — [Online; accessed 29-July-2018]. [https://en.wikipedia.org/w/index.php?title=Zermelo%E2%80%9393Fraenkel\\_set\\_theory&oldid=852467638](https://en.wikipedia.org/w/index.php?title=Zermelo%E2%80%9393Fraenkel_set_theory&oldid=852467638).
- [29] Wikipedia contributors. Coproduct — Wikipedia, the free encyclopedia. — 2019. — [Online; accessed 5-May-2019]. <https://en.wikipedia.org/w/index.php?title=Coproduct&oldid=893649821>.
- [30] Wikipedia contributors. Principle of least action — Wikipedia, the free encyclopedia. — 2019. — [Online; accessed 30-May-2019].

[https://en.wikipedia.org/w/index.php?title=Principle\\_of\\_least\\_action&oldid=894342906](https://en.wikipedia.org/w/index.php?title=Principle_of_least_action&oldid=894342906).

- [31] Wikipedia contributors. Snell's law — Wikipedia, the free encyclopedia. — [https://en.wikipedia.org/w/index.php?title=Snell%27s\\_law&oldid=908247962](https://en.wikipedia.org/w/index.php?title=Snell%27s_law&oldid=908247962). — 2019. — [Online; accessed 20-August-2019].
- [32] Мурашко И. В. Квантовая оптика / Мурашко И. В. — 2018. — <https://github.com/ivanmurashko/lectures/blob/master/pdfs/qo.pdf>.

# Creative Commons Legal Code

## Attribution-NonCommercial 3.0 Unported

CREATIVE COMMONS CORPORATION IS NOT A LAW FIRM AND DOES NOT PROVIDE LEGAL SERVICES. DISTRIBUTION OF THIS LICENSE DOES NOT CREATE AN ATTORNEY-CLIENT RELATIONSHIP. CREATIVE COMMONS PROVIDES THIS INFORMATION ON AN “AS-IS” BASIS. CREATIVE COMMONS MAKES NO WARRANTIES REGARDING THE INFORMATION PROVIDED, AND DISCLAIMS LIABILITY FOR DAMAGES RESULTING FROM ITS USE.

### *License*

THE WORK (AS DEFINED BELOW) IS PROVIDED UNDER THE TERMS OF THIS CREATIVE COMMONS PUBLIC LICENSE (“CCPL” OR “LICENSE”). THE WORK IS PROTECTED BY COPYRIGHT AND/OR OTHER APPLICABLE LAW. ANY USE OF THE WORK OTHER THAN AS AUTHORIZED UNDER THIS LICENSE OR COPYRIGHT LAW IS PROHIBITED.

BY EXERCISING ANY RIGHTS TO THE WORK PROVIDED HERE, YOU ACCEPT AND AGREE TO BE BOUND BY THE TERMS OF THIS LICENSE. TO THE EXTENT THIS LICENSE MAY BE CONSIDERED TO BE A CONTRACT, THE LICENSOR GRANTS YOU THE RIGHTS CONTAINED HERE IN CONSIDERATION OF YOUR ACCEPTANCE OF SUCH TERMS AND CONDITIONS.

#### **1. Definitions**

- (a) **“Adaptation”** means a work based upon the Work, or upon the Work and other pre-existing works, such as a translation, derivative work, arrangement of music or other alterations of a literary or artistic work, or phonogram or performance and includes cinematographic adaptations or any other form in which the Work may be recast,

transformed, or adapted including in any form recognizably derived from the original, except that a work that constitutes a Collection will not be considered an Adaptation for the purpose of this License. For the avoidance of doubt, where the Work is a musical work, performance or phonogram, the synchronization of the Work in timed-relation with a moving image (“synching”) will be considered an Adaptation for the purpose of this License.

- (b) **“Collection”** means a collection of literary or artistic works, such as encyclopedias and anthologies, or performances, phonograms or broadcasts, or other works or subject matter other than works listed in Section 1(f) below, which, by reason of the selection and arrangement of their contents, constitute intellectual creations, in which the Work is included in its entirety in unmodified form along with one or more other contributions, each constituting separate and independent works in themselves, which together are assembled into a collective whole. A work that constitutes a Collection will not be considered an Adaptation (as defined above) for the purposes of this License.
- (c) **“Distribute”** means to make available to the public the original and copies of the Work or Adaptation, as appropriate, through sale or other transfer of ownership.
- (d) **“Licensor”** means the individual, individuals, entity or entities that offer(s) the Work under the terms of this License.
- (e) **“Original Author”** means, in the case of a literary or artistic work, the individual, individuals, entity or entities who created the Work or if no individual or entity can be identified, the publisher; and in addition
  - (i) in the case of a performance the actors, singers, musicians, dancers, and other persons who act, sing, deliver, declaim, play in, interpret or otherwise perform literary or artistic works or expressions of folklore;
  - (ii) in the case of a phonogram the producer being the person or legal entity who first fixes the sounds of a performance or other sounds; and,
  - (iii) in the case of broadcasts, the organization that transmits the broadcast.
- (f) **“Work”** means the literary and/or artistic work offered under the terms of this License including without limitation any production in the literary, scientific and artistic domain, whatever may be the mode or form of its expression including digital form, such as a book, pamphlet and other writing; a lecture, address, sermon or other work of the same



nature; a dramatic or dramatico-musical work; a choreographic work or entertainment in dumb show; a musical composition with or without words; a cinematographic work to which are assimilated works expressed by a process analogous to cinematography; a work of drawing, painting, architecture, sculpture, engraving or lithography; a photographic work to which are assimilated works expressed by a process analogous to photography; a work of applied art; an illustration, map, plan, sketch or three-dimensional work relative to geography, topography, architecture or science; a performance; a broadcast; a phonogram; a compilation of data to the extent it is protected as a copyrightable work; or a work performed by a variety or circus performer to the extent it is not otherwise considered a literary or artistic work.

- (g) **“You”** means an individual or entity exercising rights under this License who has not previously violated the terms of this License with respect to the Work, or who has received express permission from the Licensor to exercise rights under this License despite a previous violation.
- (h) **“Publicly Perform”** means to perform public recitations of the Work and to communicate to the public those public recitations, by any means or process, including by wire or wireless means or public digital performances; to make available to the public Works in such a way that members of the public may access these Works from a place and at a place individually chosen by them; to perform the Work to the public by any means or process and the communication to the public of the performances of the Work, including by public digital performance; to broadcast and rebroadcast the Work by any means including signs, sounds or images.
- (i) **“Reproduce”** means to make copies of the Work by any means including without limitation by sound or visual recordings and the right of fixation and reproducing fixations of the Work, including storage of a protected performance or phonogram in digital form or other electronic medium.

**2. Fair Dealing Rights.** Nothing in this License is intended to reduce, limit, or restrict any uses free from copyright or rights arising from limitations or exceptions that are provided for in connection with the copyright protection under copyright law or other applicable laws.

**3. License Grant.** Subject to the terms and conditions of this License, Licensor hereby grants You a worldwide, royalty-free, non-exclusive, perpet-

ual (for the duration of the applicable copyright) license to exercise the rights in the Work as stated below:

- (a) to Reproduce the Work, to incorporate the Work into one or more Collections, and to Reproduce the Work as incorporated in the Collections;
- (b) to create and Reproduce Adaptations provided that any such Adaptation, including any translation in any medium, takes reasonable steps to clearly label, demarcate or otherwise identify that changes were made to the original Work. For example, a translation could be marked “The original work was translated from English to Spanish,” or a modification could indicate “The original work has been modified.”;
- (c) to Distribute and Publicly Perform the Work including as incorporated in Collections; and,
- (d) to Distribute and Publicly Perform Adaptations.

The above rights may be exercised in all media and formats whether now known or hereafter devised. The above rights include the right to make such modifications as are technically necessary to exercise the rights in other media and formats. Subject to Section 8(f), all rights not expressly granted by Licensor are hereby reserved, including but not limited to the rights set forth in Section 4(d).

**4. Restrictions.** The license granted in Section 3 above is expressly made subject to and limited by the following restrictions:

- (a) You may Distribute or Publicly Perform the Work only under the terms of this License. You must include a copy of, or the Uniform Resource Identifier (URI) for, this License with every copy of the Work You Distribute or Publicly Perform. You may not offer or impose any terms on the Work that restrict the terms of this License or the ability of the recipient of the Work to exercise the rights granted to that recipient under the terms of the License. You may not sublicense the Work. You must keep intact all notices that refer to this License and to the disclaimer of warranties with every copy of the Work You Distribute or Publicly Perform. When You Distribute or Publicly Perform the Work, You may not impose any effective technological measures on the Work that restrict the ability of a recipient of the Work from You to exercise the rights granted to that recipient under the terms of the License. This Section 4(a) applies to the Work as incorporated in a Collection, but this does not require the Collection apart from the Work itself to be made subject to the terms of this License. If You create a Collection,

upon notice from any Licensor You must, to the extent practicable, remove from the Collection any credit as required by Section 4(c), as requested. If You create an Adaptation, upon notice from any Licensor You must, to the extent practicable, remove from the Adaptation any credit as required by Section 4(c), as requested.

- (b) You may not exercise any of the rights granted to You in Section 3 above in any manner that is primarily intended for or directed toward commercial advantage or private monetary compensation. The exchange of the Work for other copyrighted works by means of digital file-sharing or otherwise shall not be considered to be intended for or directed toward commercial advantage or private monetary compensation, provided there is no payment of any monetary compensation in connection with the exchange of copyrighted works.
- (c) If You Distribute, or Publicly Perform the Work or any Adaptations or Collections, You must, unless a request has been made pursuant to Section 4(a), keep intact all copyright notices for the Work and provide, reasonable to the medium or means You are utilizing: (i) the name of the Original Author (or pseudonym, if applicable) if supplied, and/or if the Original Author and/or Licensor designate another party or parties (e.g., a sponsor institute, publishing entity, journal) for attribution (“Attribution Parties”) in Licensor’s copyright notice, terms of service or by other reasonable means, the name of such party or parties; (ii) the title of the Work if supplied; (iii) to the extent reasonably practicable, the URI, if any, that Licensor specifies to be associated with the Work, unless such URI does not refer to the copyright notice or licensing information for the Work; and, (iv) consistent with Section 3(b), in the case of an Adaptation, a credit identifying the use of the Work in the Adaptation (e.g., “French translation of the Work by Original Author,” or “Screenplay based on original Work by Original Author”). The credit required by this Section 4(c) may be implemented in any reasonable manner; provided, however, that in the case of a Adaptation or Collection, at a minimum such credit will appear, if a credit for all contributing authors of the Adaptation or Collection appears, then as part of these credits and in a manner at least as prominent as the credits for the other contributing authors. For the avoidance of doubt, You may only use the credit required by this Section for the purpose of attribution in the manner set out above and, by exercising Your rights under this License, You may not implicitly or explicitly assert or imply any connection with, sponsorship or endorsement by the Original

Author, Licensor and/or Attribution Parties, as appropriate, of You or Your use of the Work, without the separate, express prior written permission of the Original Author, Licensor and/or Attribution Parties.

(d) For the avoidance of doubt:

- i. **Non-waivable Compulsory License Schemes.** In those jurisdictions in which the right to collect royalties through any statutory or compulsory licensing scheme cannot be waived, the Licensor reserves the exclusive right to collect such royalties for any exercise by You of the rights granted under this License;
- ii. **Waivable Compulsory License Schemes.** In those jurisdictions in which the right to collect royalties through any statutory or compulsory licensing scheme can be waived, the Licensor reserves the exclusive right to collect such royalties for any exercise by You of the rights granted under this License if Your exercise of such rights is for a purpose or use which is otherwise than non-commercial as permitted under Section 4(b) and otherwise waives the right to collect royalties through any statutory or compulsory licensing scheme; and,
- iii. **Voluntary License Schemes.** The Licensor reserves the right to collect royalties, whether individually or, in the event that the Licensor is a member of a collecting society that administers voluntary licensing schemes, via that society, from any exercise by You of the rights granted under this License that is for a purpose or use which is otherwise than noncommercial as permitted under Section 4(c).

(e) Except as otherwise agreed in writing by the Licensor or as may be otherwise permitted by applicable law, if You Reproduce, Distribute or Publicly Perform the Work either by itself or as part of any Adaptations or Collections, You must not distort, mutilate, modify or take other derogatory action in relation to the Work which would be prejudicial to the Original Author's honor or reputation. Licensor agrees that in those jurisdictions (e.g. Japan), in which any exercise of the right granted in Section 3(b) of this License (the right to make Adaptations) would be deemed to be a distortion, mutilation, modification or other derogatory action prejudicial to the Original Author's honor and reputation, the Licensor will waive or not assert, as appropriate, this Section, to the fullest extent permitted by the applicable national law, to enable You

to reasonably exercise Your right under Section 3(b) of this License (right to make Adaptations) but not otherwise.

### **5. Representations, Warranties and Disclaimer**

UNLESS OTHERWISE MUTUALLY AGREED TO BY THE PARTIES IN WRITING, LICENSOR OFFERS THE WORK AS-IS AND MAKES NO REPRESENTATIONS OR WARRANTIES OF ANY KIND CONCERNING THE WORK, EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING, WITHOUT LIMITATION, WARRANTIES OF TITLE, MERCHANTIBILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT, OR THE ABSENCE OF LATENT OR OTHER DEFECTS, ACCURACY, OR THE PRESENCE OF ABSENCE OF ERRORS, WHETHER OR NOT DISCOVERABLE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO SUCH EXCLUSION MAY NOT APPLY TO YOU.

**6. Limitation on Liability.** EXCEPT TO THE EXTENT REQUIRED BY APPLICABLE LAW, IN NO EVENT WILL LICENSOR BE LIABLE TO YOU ON ANY LEGAL THEORY FOR ANY SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE OR EXEMPLARY DAMAGES ARISING OUT OF THIS LICENSE OR THE USE OF THE WORK, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

### **7. Termination**

- (a) This License and the rights granted hereunder will terminate automatically upon any breach by You of the terms of this License. Individuals or entities who have received Adaptations or Collections from You under this License, however, will not have their licenses terminated provided such individuals or entities remain in full compliance with those licenses. Sections 1, 2, 5, 6, 7, and 8 will survive any termination of this License.
- (b) Subject to the above terms and conditions, the license granted here is perpetual (for the duration of the applicable copyright in the Work). Notwithstanding the above, Licensor reserves the right to release the Work under different license terms or to stop distributing the Work at any time; provided, however that any such election will not serve to withdraw this License (or any other license that has been, or is required to be, granted under the terms of this License), and this License will continue in full force and effect unless terminated as stated above.

### **8. Miscellaneous**

- (a) Each time You Distribute or Publicly Perform the Work or a Collection, the Licensor offers to the recipient a license to the Work on the same terms and conditions as the license granted to You under this License.
- (b) Each time You Distribute or Publicly Perform an Adaptation, Licensor offers to the recipient a license to the original Work on the same terms and conditions as the license granted to You under this License.
- (c) If any provision of this License is invalid or unenforceable under applicable law, it shall not affect the validity or enforceability of the remainder of the terms of this License, and without further action by the parties to this agreement, such provision shall be reformed to the minimum extent necessary to make such provision valid and enforceable.
- (d) No term or provision of this License shall be deemed waived and no breach consented to unless such waiver or consent shall be in writing and signed by the party to be charged with such waiver or consent.
- (e) This License constitutes the entire agreement between the parties with respect to the Work licensed here. There are no understandings, agreements or representations with respect to the Work not specified here. Licensor shall not be bound by any additional provisions that may appear in any communication from You. This License may not be modified without the mutual written agreement of the Licensor and You.
- (f) The rights granted under, and the subject matter referenced, in this License were drafted utilizing the terminology of the Berne Convention for the Protection of Literary and Artistic Works (as amended on September 28, 1979), the Rome Convention of 1961, the WIPO Copyright Treaty of 1996, the WIPO Performances and Phonograms Treaty of 1996 and the Universal Copyright Convention (as revised on July 24, 1971). These rights and subject matter take effect in the relevant jurisdiction in which the License terms are sought to be enforced according to the corresponding provisions of the implementation of those treaty provisions in the applicable national law. If the standard suite of rights granted under applicable copyright law includes additional rights not granted under this License, such additional rights are deemed to be included in the License; this License is not intended to restrict the license of any rights under applicable law.

## Creative Commons Notice

Creative Commons is not a party to this License, and makes no warranty whatsoever in connection with the Work. Creative Commons will not be liable to You or any party on any legal theory for any damages whatsoever, including without limitation any general, special, incidental or consequential damages arising in connection to this license. Notwithstanding the foregoing two (2) sentences, if Creative Commons has expressly identified itself as the Licensor hereunder, it shall have all rights and obligations of Licensor.

Except for the limited purpose of indicating to the public that the Work is licensed under the CCPL, Creative Commons does not authorize the use by either party of the trademark “Creative Commons” or any related trademark or logo of Creative Commons without the prior written consent of Creative Commons. Any permitted use will be in compliance with Creative Commons’ then-current trademark usage guidelines, as may be published on its website or otherwise made available upon request from time to time. For the avoidance of doubt, this trademark restriction does not form part of the License.

Creative Commons may be contacted at <https://creativecommons.org/>.