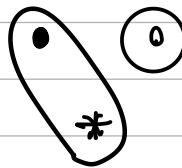


1. Generative Effects

In cat · theory there are these structures that are preserved in a category, and less the structure is preserved more **surprises** occurs when we observe its **operations**

Take a system of 3 points which are connected in



some 'way' → There are total 5 ways of making a system from these 3 points

- * Suppose ϕ is an observation - 'whether • is connected to * or not' which results in true in 2 cases & false in remaining 3.

Now an operation 'JOIN' is defined. (v)



- * Over lap of systems (in mind)
- * Ensure TRANSITIVITY

Now $\phi \left(\begin{array}{c} \bullet \\ \circ \end{array} \bigcup \begin{array}{c} * \\ \circ \end{array} \right) = \phi \left(\begin{array}{c} \bullet \\ \circ \end{array} \bigcup \begin{array}{c} * \\ \circ \end{array} \bigcup \begin{array}{c} \bullet \\ * \end{array} \right) = \text{false}$

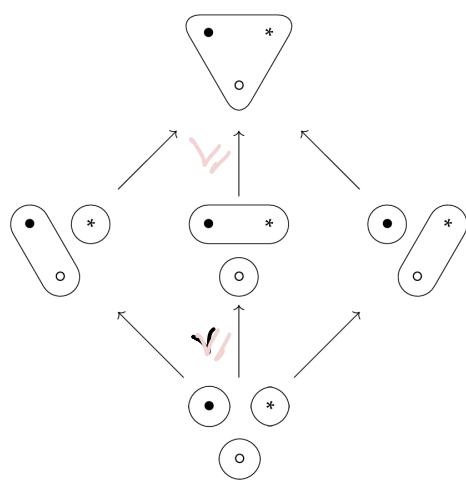
BUT.. $\phi \left(\begin{array}{c} \bullet \\ \circ \end{array} \bigcup \begin{array}{c} * \\ \circ \end{array} \right) \vee \phi \left(\begin{array}{c} \bullet \\ \circ \end{array} \bigcup \begin{array}{c} * \\ \circ \end{array} \bigcup \begin{array}{c} \bullet \\ * \end{array} \right) = \phi \left(\begin{array}{c} \bullet \\ \circ \end{array} \bigcup \begin{array}{c} * \\ \circ \end{array} \bigcup \begin{array}{c} \bullet \\ * \end{array} \bigcup \begin{array}{c} \bullet \\ * \end{array} \right) = \text{true}$

↳ This is an example of generative effect.
↓

'JOIN'ing is not preserved by the observation ϕ

ORDER : Given systems $A \sqsubseteq B$ we say that
 $A \leq B$ if whenever x is connected to y in A , then x is connected to y in B (not necessarily in the other way around)

e.g.



→ order hierarchy known as 'Hasse diagrams'

Note: for any $A \sqsubseteq B$ in this diagram ($\vee \rightarrow \text{join}$)

$$A \leq A \vee B \text{ or } B \leq A \vee B$$

If $A \leq C \sqsubseteq B \leq C$; $A \vee B \leq C$

set $\mathbb{B} = \{\text{true}, \text{false}\}$ has an order false \leq true

use the logic if $A \leq B$ then $A \rightarrow B$ here

false 'con' \rightarrow true , false 'con' \rightarrow false,
 true \rightarrow true but true $\not\rightarrow$ false

so, $f \leq t$, $f \leq f$, $t \leq t$ but $t \not\leq f$

Exercise 1.7.

1. $t \vee f : t \leq t \vee f \wedge f \leq t \vee f \text{ so } t \vee f = t$
2. $f \vee t = t$, 3. $t \vee t = t$, 4. $t \vee f = f$

In our previous observation, ϕ preserves the \leq order \rightarrow { If $A \leq B$
if $\cdot \cdot \cdot *$ is contained in A then
so is in $B.$ }

but, $\phi(A) \vee \phi(B) \leq \phi(A \vee B)$
(exercise 1.7. captures this)
but this was not preserved by the
JOIN operation
($f \vee f = t$)

Disjoint union of 2 sets : $A = \{1, 2\}$

$$B = \{1, 6, 7\}$$

$$A \sqcup B = \{(1, 1), (2, 1), (1, 2), (6, 2), (7, 2)\}$$

contains elements of form $(x, 1) \in (y, 2)$ where $x \in A, y \in B$

PARTITION :

Definition 1.14. If A is a set, a *partition* of A consists of a set P and, for each $p \in P$, a nonempty subset $A_p \subseteq A$, such that

$$A = \bigcup_{p \in P} A_p \quad \text{and} \quad \text{if } p \neq q \text{ then } A_p \cap A_q = \emptyset. \quad (1.15)$$

Book def :

We may denote the partition by $\{A_p\}_{p \in P}$. We refer to P as the set of *part labels* and if $p \in P$ is a part label, we refer to A_p as the p^{th} *part*. The condition (1.15) says that each element $a \in A$ is in exactly one part.

We consider two different partitions $\{A_p\}_{p \in P}$ and $\{A'_{p'}\}_{p' \in P'}$ of A to be the same if for each $p \in P$ there exists a $p' \in P'$ with $A_p = A'_{p'}$. In other words, if two ways to divide A into parts are exactly the same—the only change is in the labels—then we don't make a distinction between them.

It is basically dividing the elements into groups—no element is common in any 2 groups & together they form the set

* All the diagrams above are partitions of the set $\{0, \bullet, *\}$

SYMBOLS :

→ arbitrary func, \Rightarrow surjective, \gg injective

\cong bijective

$F ; G$ means $G(F(x))$ { first F then G }

EQUIVALENCE RELATION : on A (A is a set)

It is a binary relation & follows reflexivity, symmetry & transitivity.

Prop : "There is a one-to-one correspondence b/w ways to partition A & equivalence relations on A ."



proof : If a, b are in same partition they are related, by doing so we see it follows requirements of equivalence relation we can do the other way around too.

Def :

Given an equivalence relation in A , the quotient A/\sim of A under \sim is "set of parts of corresponding partition"

* Partition on a set A as surjective functions out of A :

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Given a surj. func. from $A \rightarrow P$, "the preimages of each element of P form a partition."

* Preorders :

A equivalence relation where the symmetry condition is loosened.

Infix notation : \leq

We call $(X, \leq) \rightarrow$ a set X equipped with a preorder.

- discrete preorder \Rightarrow simply a collection of points of form $x \leq z \neq y$ if $x \neq y$ neither of $x \leq y$ or $y \leq x$ holds
for any set elements can't be "ordered" \rightarrow automatically follows preorder def.

- Codiscrete preorder \Rightarrow simply the total binary relation $X \times X \Rightarrow x \leq y \wedge y \leq x \forall x, y \in X$

$\mathbb{B} \rightarrow \{\text{false}, \text{true}\}$, Preorder is $\text{false} \leq \text{true}$
(use $\text{false} = 0 \wedge \text{true} = 1$)

* A preorder is a partial order, if we have (poset)

$x \cong y$ implies $x = y$

→ This prop. is called "skeletality"

→ Graph :

Definition 1.36. A graph $G = (V, A, s, t)$ consists of a set V whose elements are called *vertices*, a set A whose elements are called *arrows*, and two functions $s, t: A \rightarrow V$ known as the *source* and *target* functions respectively. Given $a \in A$ with $s(a) = v$ and $t(a) = w$, we say that a is an arrow from v to w .

By a *path* in G we mean any sequence of arrows such that the target of one arrow is the source of the next. This includes sequences of length 1, which are just arrows $a \in A$ in G , and sequences of length 0, which just start and end at the same vertex v , without traversing any arrows.

* total order : If $\stackrel{?}{=} x, y$ either $x \leq y$ or $y \leq x$
 (A codiscrete preorder has 'and' instead of 'or')

Eg : (\mathbb{N}, \leq)

⇒ Partition from preorder : all the complete loops in a preorder form a part & incomplete ones are parts with single elements

Eg :



* Preorder of Power sets : $(P(X), \subseteq)$

⇒ Ordering of Partitions by 'fineness' :

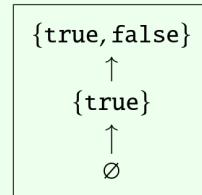
the coarsest partition is, one part (all in one)
 finest partition is, everything is in its own partition

formally, A partition P is finer than Q if for every part $p \in P$ there is a part $q \in Q$ such that $A_p \subseteq A_q$ (recall what A_p s are)

Upper sets :

Example 1.54 (Upper sets). Given a preorder (P, \leq) , an *upper set* in P is a subset U of P satisfying the condition that if $p \in U$ and $p \leq q$, then $q \in U$. "If p is an element then so is anything bigger." Write $U(P)$ for the set of upper sets in P . We can give the set U an order by letting $U \leq V$ if U is contained in V .

For example, if (\mathbb{B}, \leq) is the booleans (Example 1.34), then its preorder of uppersets $U(\mathbb{B})$ is



The subset $\{\text{false}\} \subseteq \mathbb{B}$ is not an upper set, because $\text{false} \leq \text{true}$ and $\text{true} \notin \{\text{false}\}$.

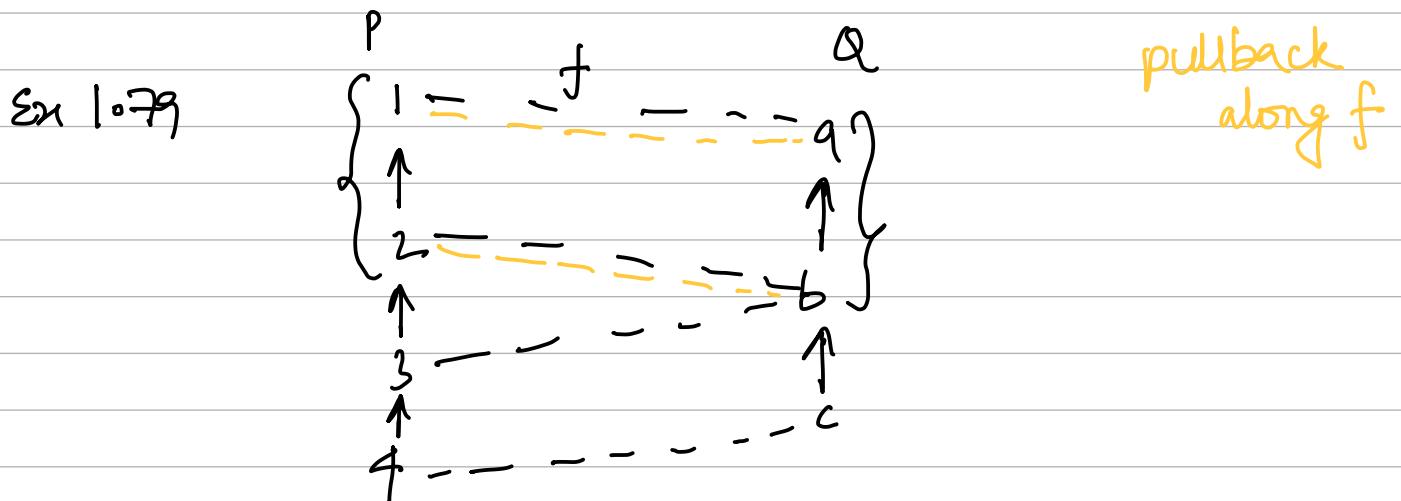
⇒ Monotone map : $(A, \leq_A) \rightarrow (B, \leq_B)$

is a func. $f: A \rightarrow B$ s.t. $\forall x, y \in A$ if $x \leq_A y$

then $f(x) \leq_B f(y)$ (Order is preserved)

* Dagger preorder = equivalence ($x \leq y \wedge y \leq x$)

* An isomorphism in preorders is basically just a "relabeling of the elements"



\rightarrow MEET : Least Upper Bound } universal
 \rightarrow JOIN : Greatest Lower Bound } properties

similar \rightarrow similar to 'DR', 'U'
 to 'AND',
 'n'

* $p = \wedge A \Rightarrow p$ is a meet
 * $q = \vee A \Rightarrow q$ is a join

* A preorder can have no meet or join (DR)
 multiple meets & joins

\Rightarrow We say a monotone map f preserves meets if

$f(a \wedge b) \leq f(a) \wedge f(b)$ & preserves joins if $f(a \vee b) \geq f(a) \vee f(b)$ i.e. if there are no generative effects

\Rightarrow Galois connection: b/w 2 preorders $P \leq Q$ is
 a pair of monotone maps $f: P \rightarrow Q$ & $g: Q \rightarrow P$
 s.t.

$$f(p) \leq q \quad \text{iff} \quad p \leq g(q)$$

then f is left adjoint & g is right adjoint of
 the galois connection

eg: the map $f(\sqrt[3]{x}) : \mathbb{Z} \rightarrow \mathbb{R}$ (sends $x \rightarrow \sqrt[3]{x}$)

$g: \mathbb{R} \rightarrow \mathbb{Z}$ be $\lceil \frac{x}{3} \rceil \rightarrow$ greatest int above $-1/2$

$$\lceil \frac{x}{3} \rceil \leq y \quad \text{iff} \quad x \leq 3y$$

so, f, g form a galois connection

* prop : left adjoints preserve joins & right adjoint preserve meets.

$$g(\wedge A) \cong \wedge g(A)$$

$$\text{&} f(VA) \cong Vf(A)$$

\Rightarrow Closure operator : is a monotone map $P \rightarrow P$
(P is a preorder)

s.t. $\forall p \in P$

$$(a) \quad p \leq j(p)$$

$$(b) \quad j(j(p)) \cong j(p)$$

\Rightarrow Level shifting : We can have preorder of preorders which we called as level shift. (relation of relations & so on)

If $\text{Pos}(S)$ is the set of all preorder relations

if \leq below \leq' , then we say $\leq \subseteq \leq'$

if $a \leq b \Rightarrow a \leq' b \quad \forall a, b \in S$.