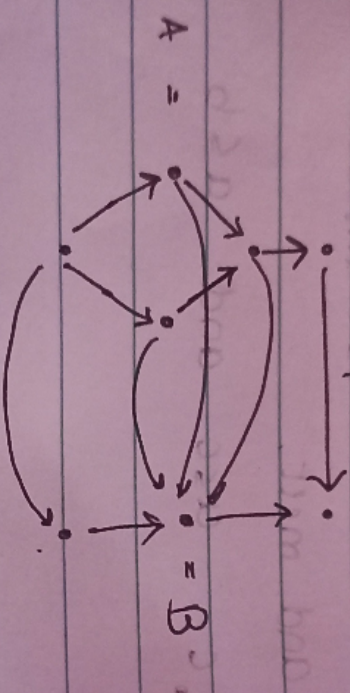


III Monotone Maps:

Def: A monotone map between pre orders (A, \leq_A) and (B, \leq_B) is a function $f: A \rightarrow B$ such that, for all elements $x, y \in A$ if $x \leq_A y \iff$ then $f(x) \leq_B f(y)$

Ex:



i) this map is pre-order (structure) preserving.

ii) For any pre-order (P, \leq_P) , the identity function is monotone.

If (Q, \leq_Q) and (R, \leq_R) are pre-orders and if $f: P \rightarrow Q$ and $g: Q \rightarrow R$ are monotone, then $(f \circ g): P \rightarrow R$ is also monotone.

iii) For a set X , we define $\text{Part}(X)$ as set of partitions on X [that is number of surjection from $X \rightarrow P$ such that $n(X) \geq n(P)$]

Any surjective function $f: X \twoheadrightarrow Y$ induces a monotone map $f^*: \text{Pt}(Y) \rightarrow \text{Pt}(X)$, going backwards.

It is defined by sending a partition (an element of $\text{Pt}(Y)$)

$s: Y \twoheadrightarrow P$ to the composite $f \circ s: X \twoheadrightarrow P$

(mention of dagger preorder in page no. 21)

• Isomorphism of monotone maps:

Let (P, \leq_P) and (Q, \leq_Q) be pre-orders. A monotone function $f: P \rightarrow Q$ is called an isomorphism if there exists a monotone map $g: Q \rightarrow P$ such that $f \circ g = \text{id}_P$ and $g \circ f = \text{id}_Q$. For any $p \in P$ and $q \in Q$, we have

$$p = g(f(p)) \text{ and } q = f(g(q))$$

• Pullback map:

Let P and Q be preorders, and $f: P \rightarrow Q$ be a monotone

map. Then we can define a new monotone map

$f^*: \text{Pt}(Q) \rightarrow \text{Pt}(P)$ sending an upper set $U \subseteq Q$ to

the upper set $f^*(U) \subseteq P$. We call this pullback along

f