Answers to Category Theory Questions

Your Name

November 17, 2023

1 Ch-1 Category

1. **Implement, as best as you can, the identity function in your favorite language (or the second favorite, if your favorite language happens to be Haskell).**

   Answer:

   ```
   function id(f) { return f }
   ```

2. **Implement the composition function in your favorite language. It takes two functions as arguments and returns a function that is their composition.**

   Answer:

   ```
   const compose = (funcA, funcB) => x => funcA(funcB(x));
   ```

3. **Write a program that tries to test that your composition function respects identity.**

   Answer:

   ```
   function square(x) { return x ** 2 }
   function sqrt(x) { return x ** (1 / 2) }

   // Test composition and identity
   // ... (your test code here)
   ```

4. **Is the world-wide web a category in any sense? Are links morphisms?**

Answer:

WWW is a category if and only if all sites link to each other and each site links to itself and since it actually doesn't, it's not.

a. Objects - web pages

b. Morphisms - linking two web pages

c. Composition - clicking two links one after the other same as clicking direct link

i) Associativity - since all sites are interlinked routes don't matter

ii) Identity - going from H to A then A to A

5. **Is Facebook a category, with people as objects and friendships as morphisms?**

   Answer:

   Facebook

   a. Objects - people

   b. Morphisms - friendships

   c. Composition - if A is a friend of B and if B is a friend of C does not necessarily entail that A & C ar

   Hence no FB is not a category.

6. **When is a directed graph a category?**

   Answer:

   A directed graph is a category if and only if

   i) each vertice is linked to / has an adjacency to itself.

   ii) all vertices are interconnected with at least a one-way adjacency

2 Ch-2 Types

1. **Define a higher-order function (or a function object) `memoize` in your favorite language. This function takes a pure function `f` as an argument and returns a function that behaves almost exactly like `f`, except that it only calls the original function once for every argument, stores the result internally, and subsequently returns this stored result every time it's called with the same argument.**

   Answer:

```
function memoize(f) { }
```

2. **Try to memoize a function from your standard library that you normally use to produce random numbers. Does it work?**

   Answer:

   ```
   % Your response here
   ```

3. **Most random number generators can be initialized with a seed. Implement a function that takes a seed, calls the random number generator with that seed, and returns the result. Memoize that function. Does it work?**

   Answer:

   ```
   % Your response here
   ```

4. **Which of these C++ functions are pure? Try to memoize them and observe what happens when you call them multiple times: memoized and not.**

   (a) The factorial function from the example in the text.

   (b) `std::getchar()`

   (c) `bool f() { std::cout << "Hello!" << std::endl; return true; }`

   (d) `int f(int x) { static int y = 0; y += x; return y; }`

   Answer:

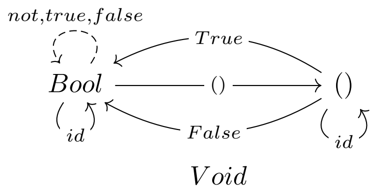
   ```
   % Your response here
   ```

5. **How many different functions are there from Bool to Bool? Can you implement them all?**

   Answer:

$$
\begin{aligned}
&f : \mathrm{Bool} \to \mathrm{Bool} \\
&\mathrm{id} = (\mathrm{T},\mathrm{T}), (\mathrm{F},\mathrm{F}) \\
&\mathrm{not} = (\mathrm{T},\mathrm{F}), (\mathrm{F},\mathrm{T}) \\
&\mathrm{tru} = (\mathrm{T},\mathrm{T}), (\mathrm{F},\mathrm{T}) \\
&\mathrm{fal} = (\mathrm{T},\mathrm{F}), (\mathrm{F},\mathrm{F})
\end{aligned}
$$

6. **Draw a picture of a category whose only objects are the types `Void`, `()` (unit), and `Bool`; with arrows corresponding to all possible functions between these types. Label the arrows with the names of the functions.**

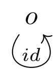


And also counter intuitively, you have single morphisms from *Void* to *Bool* and () called **absurd.** And also id_{Void}.

3 Ch-3 Categories Great and Small

1. **Generate a free category from:**

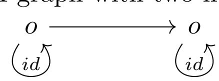
   (a) A graph with one node and no edges.

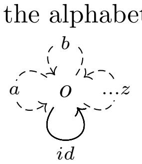
   (b) A graph with one node and one (directed) edge (hint: this edge can be composed with itself).

   (c) A graph with two nodes and a single arrow between them.

   (d) A graph with a single node and 26 arrows marked with the letters of the alphabet: a, b, c ... z.

2. **What kind of order is this?**

   (a) **A set of sets with the inclusion relation: A is included in B if every element of A is also an element of B.**
   Same as saying, $A \subseteq B$. Now,

      i. If $A \subseteq B$ and $B \subseteq C$ then $A \subseteq C$
      ii. If $A \subseteq B$ and $B \subseteq A$ then $A = B$.
      iii. There can exist sets A, B such that $A \nsubseteq B$ and $B \nsubseteq A$.

   Therefore this is a *partially ordered* set.

   (b) **What kind of order is this? C++ types with the following subtyping relation: $T1$ is a subtype of $T2$ if a pointer to $T1$**

can be passed to a function that expects a pointer to $T2$ without triggering a compilation error.
TODO

3. **Considering that Bool is a set of two values True and False, show that it forms two (set-theoretical) monoids with respect to, respectively, the operator && (AND) and || (OR).**

$$\begin{tikzcd} Bool \arrow[loop left, "AND\ False"] \arrow[loop right, "AND\ True{=}id"] \end{tikzcd}$$

$$\begin{tikzcd} Bool \arrow[loop left, "OR\ False{=}id"] \arrow[loop right, "OR\ True"] \end{tikzcd}$$

In haskell:

```
mempty1 = True
mappend1 = AND
mempty2 = False
mappend2 = OR
```

4. **Represent the Bool monoid with the AND operator as a category. List the morphisms and their rules of composition.**

Morphisms - AND True, AND False

Rule of composition - AND True $\rightarrow$ AND False = AND False

(i.e AND True is id)

5. **Represent addition modulo 3 as a monoid category.**

$$\begin{tikzcd} \{0,1,2\} \arrow[loop left, "id{=}{+}0"] \arrow[loop right, "{+}2"] \arrow[loop below, "{+}1"] \end{tikzcd}$$

4 Ch-4 Kleisli Categories

1. **Construct the Kleisli category for partial functions (define composition and identity).**

```
(>->) :: (a -> Maybe b) -> (b -> Maybe c) -> (a -> Maybe c)
f >-> g = \x -> case  f x of
            Nothing -> Nothing
            Just b  -> g b
kid :: (a -> Maybe a)
kid = Just
```

2. **Implement the embellished function *safe_reciprocal* that returns a valid reciprocal of its argument, if it's different from zero.**

```
safe_reciprocal :: Double -> Maybe Double
safe_reciprocal 0 = Nothing
safe_reciprocal n = Just (1/n)

safe_root :: Double -> Maybe Double
safe_root n | n >= 0    = Just $ sqrt n
            | otherwise = Nothing
```

3. **Compose the functions *safe_root* and *safe_reciprocal* to implement *safe_root_reciprocal* that calculates *sqrt(1/x)* whenever possible.**

```
safe_root_reciprocal :: Double -> Maybe Double
safe_root_reciprocal = safe_root >-> safe_reciprocal
```

5 Ch5 Products & Coproducts

1. **Show that the terminal object is unique up to unique isomorphism.**

2. **What is a product of two objects in a poset? Hint: Use the universal construction.**

3. **What is a coproduct of two objects in a poset?**

4. **Implement the equivalent of Haskell *Either* as a generic type in your favorite language (other than Haskell).**

5. **Show that *Either* is a "better" coproduct than *int* equipped with two injections:**

```
int i(int n) { return n; }
int j(bool b) { return b ? 0: 1; }
```

   Hint: Define a function

```
int m(Either const & e);
```

   that factorizes i and j.

6. **Continuing the previous problem: How would you argue that *int* with the two injections i and j cannot be "better" than *Either* ?**

7. **Still continuing: What about these injections?**

```
int i(int n) {
        if (n < 0) return n;
        return n + 2;
}

int j(bool b) { return b ? 0: 1; }
```

8. **Come up with an inferior candidate for a coproduct of *int* and *bool* that cannot be better than *Either* because it allows multiple acceptable morphisms from it to *Either*.**

6 Ch6 Algebraic Data Types

1. **Show the isomorphism between *Maybe a* and *Either () a*.**

2. **Here's a sum type defined in Haskell:**

```
data Shape = Circle Float | Rect Float Float
```

When we want to define a function like *area* that acts on a *Shape* , we do it by pattern matching on the two constructors:

```
area :: Shape -> Float
area (Circle r) = pi * r * r
area (Rect d h) = d * h
```

Implement *Shape* in C++ or Java as an interface and create two classes: *Circle* and *Rect*. Implement *area* as a virtual function.

3. **Continuing with the previous example: We can easily add a new function *circ* that calculates the circumference of a *Shape*. We can do it without touching the definition of *Shape*:**

```
circ :: Shape -> Float
circ (Circle r) = 2.0 * pi * r
circ (Rect d h) = 2.0 * (d + h)
```

Add *circ* to your Cpp or Java implementation. What parts of the original code did you have to touch?

4. **Continuing further: Add a new shape, *Square* , to *Shape* and make all the necessary updates. What code did you have to touch in Haskell vs. Cpp or Java?**

5. **Show that $a + a = 2 \times a$ holds for types (up to isomorphism). Remember that 2 corresponds to *Bool* , according to our translation table.**