The Fundamental Groupoid

Riley Shahar

Objects

x y

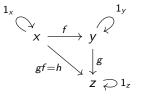
Z



- Objects
- Morphisms



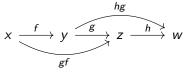
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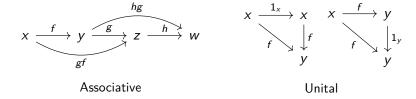
Category Axioms

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Associative

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► Set: Sets and Functions

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► Grp: Groups and Homomorphisms

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► Top: Spaces and Continuous Functions

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Take a group G. Make a category \mathbb{G} :

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- ▶ Morphisms: For each $x \in G$, there is a morphism x.
- Composition: Composition is the group multiplication.
- ▶ Identities: The identity 1_* is the morphism e.

Moral: not all categories have structured sets for objects and structure-preserving functions for morphisms.

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Definition

A morphism $f: x \to y$ is an *isomorphism* when there exists an *inverse morphism* $g: y \to x$ such that

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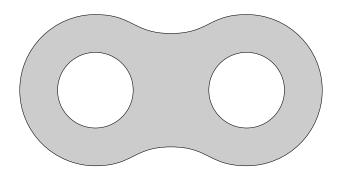
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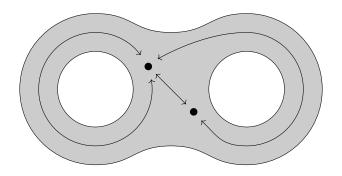
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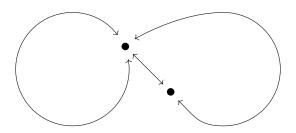
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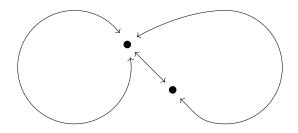
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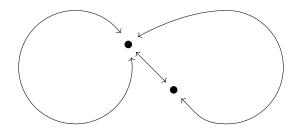




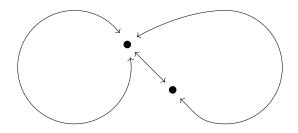




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If you relax the requirement that paths in the fundamental group are loops, you get the fundamental groupoid.