

Category Theory

From objects and arrows to Algebra

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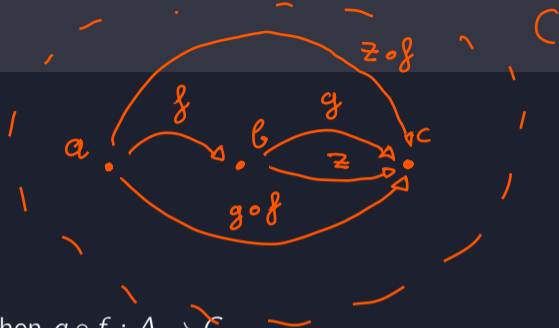
Category

- ▶ Objects
- ▶ Morphisms (Arrows)
- ▶ Composition



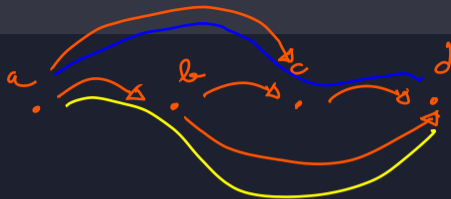
Composition

$$f: a \rightarrow b$$
$$g: b \rightarrow c$$



- ▶ Morphisms can be composed:
- ▶ If $f : A \rightarrow B$ and $g : B \rightarrow C$, then $g \circ f : A \rightarrow C$
- ▶ Composition must satisfy some rules

Composition. Associativity



- ▶ For all $f : A \rightarrow B$, $g : B \rightarrow C$, $h : C \rightarrow D$,

$$\underline{h \circ (g \circ f)} = (h \circ g) \circ f$$

- ▶ Grouping does not change the result

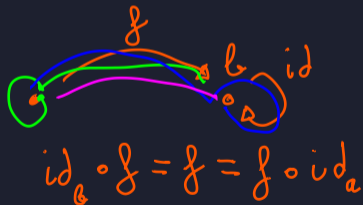
Composition. Identity



- ▶ Every object A has an identity morphism $\text{id}_A : A \rightarrow A$
- ▶ For any $f : A \rightarrow B$,

$$\text{id}_B \circ f = f = f \circ \text{id}_A$$

- ▶ Identity acts as a "do nothing" operation



Category

- ▶ A collection of Objects
- ▶ Between any two objects, A and B a collection of Morphisms $Hom(A, B)$
- ▶ For each object A , an identity morphism $\text{id}_A : A \rightarrow A$.
- ▶ For each triple of objects A, B, C , a **composition law**: If $f : A \rightarrow B$ and $g : B \rightarrow C$, then $g \circ f : A \rightarrow C$.

Associativity: For any $f : A \rightarrow B$, $g : B \rightarrow C$, $h : C \rightarrow D$,

$$h \circ (g \circ f) = (h \circ g) \circ f \leftarrow$$

Identity: For any $f : A \rightarrow B$,

$$\text{id}_B \circ f = f = f \circ \text{id}_A. \leftarrow$$



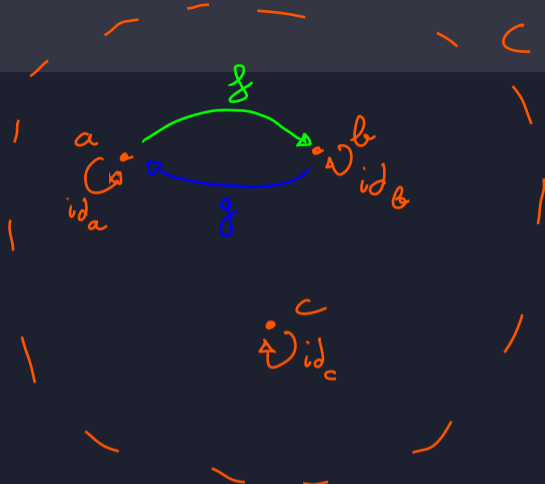
Isomorphisms

$$f \circ g = \text{id}_A$$

$$g \circ f = \text{id}_B$$

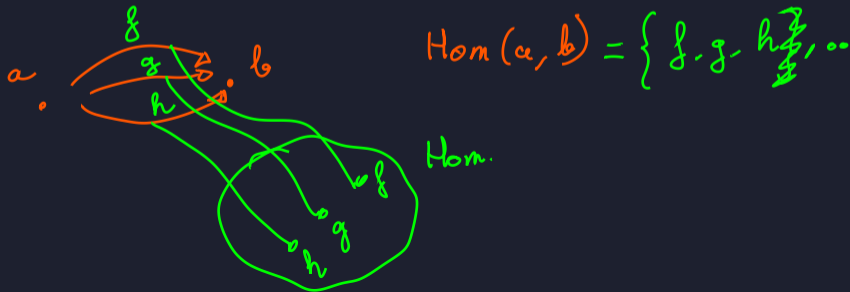


A and B "are alike" in the category.



Hom-set

- ▶ For objects A, B in \mathcal{C} , $\mathbf{Hom}(A, B)$ is the set of all morphisms from A to B .
- ▶ Generalizes the idea of "all arrows you can build from A to B ".

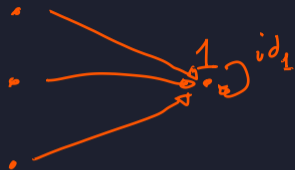


Initial Object



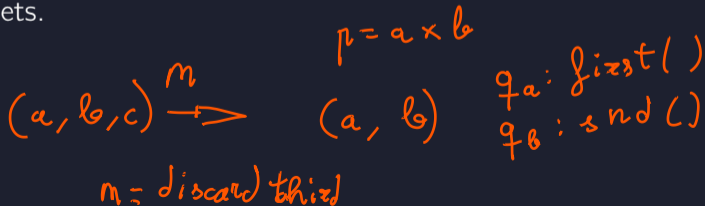
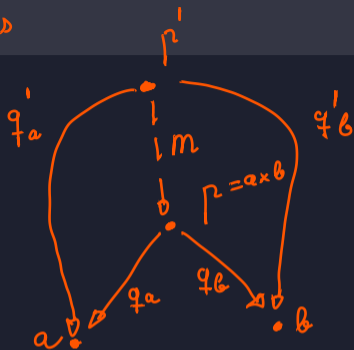
- ▶ An object 0 such that for every object A , there is a unique morphism $0 \rightarrow A$.
- ▶ In **Set**, the empty set \emptyset . *False*
- ▶ Encodes the idea of the "least" or "universal starting point".

Terminal Object



- ▶ An object 1 such that for every object A , there is a unique morphism $A \rightarrow 1$.
- ▶ In **Set**, any singleton set. *True*
- ▶ Encodes the idea of the "greatest" or "universal endpoint".

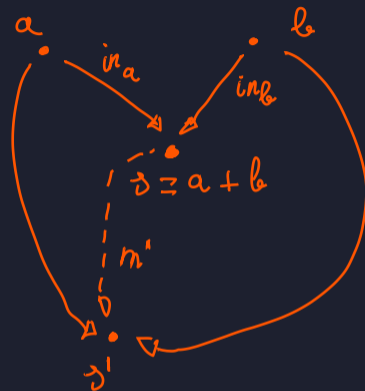
- ▶ Given objects A and B , product $A \times B$ comes with projections $A \times B \rightarrow A$ and $A \times B \rightarrow B$.
- ▶ For any X with morphisms $X \rightarrow A$, $X \rightarrow B$, there is a unique morphism $X \rightarrow A \times B$.
- ▶ In **Set**: Cartesian product of sets.
- ▶ Models "pairing" data.



CoProduct

- ▶ Given objects A and B , coproduct $A + B$ comes with injections $A \rightarrow A + B$ and $B \rightarrow A + B$.
- ▶ For any X with morphisms $A \rightarrow X$, $B \rightarrow X$, there is a unique morphism $A + B \rightarrow X$.
- ▶ In **Set**: disjoint union of sets.
- ▶ Models "either this or that" (sum types).

enum
Either a b



$in_a: a \rightarrow \text{Left}(a)$
 $in_b: b \rightarrow \text{Right}(b)$

Semi-Ring. Algebra of Types

- ▶ Types and their sums/products behave like a semiring:
 - ▶ 0, +: initial object and sum (addition)
 - ▶ 1, ×: terminal object and product (multiplication)
 - ▶ Distributive law: $A \times (B + C) \cong (A \times B) + (A \times C)$

Bool

`bool = 2 = 1 + 1` Unit
 ↓
 ~~enum~~ `() ()`
 Left() Right()

`result = match two {
 true => 2+3
 false => 7+8` ← Rename
 }

`if` □
`else` □

`result = match two {
 Left (-) => { } // 2+3
 Right (-) => { } // 7+8
}`

Maybe/Option

$$\text{Maybe}(a) = 1 + a$$

```
enum Option {  
    Some(T) → a  
    None  
}
```


$$(a \times b + c) \times d = a \times b \times d + c \times d$$

$$\underbrace{(\text{Either}(a, b) \text{ c}, d)}_1 = \text{Either} \underbrace{(a, b, d) (c, d)}_2$$

$$f(1) \rightsquigarrow f(2)$$