

# ABSTRACT AND CONCRETE MODELS OF RECURSION

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Marktobersdorf 2007

The abstract is  
concrete.

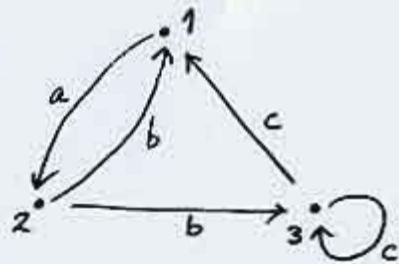
## PLAN

1. Background, aims
2. Category theory
3. Feedback, fixed points
4. Feedback, matrices.

# FINITE AUTOMATA

Traversing a diagram

EXAMPLE



Suppose 1 is initial state  
and 3 is terminal state

Then

$a(ba)^*b(c(ab)^*)^*$

is accepted.

RESULT OF CALCULATION

(WARNING. Traditional matrix  
convention gives words in reverse.)

$$\begin{pmatrix} 0 & b & c \\ a & 0 & 0 \\ 0 & b & c \end{pmatrix}$$

↓

$$\begin{pmatrix} (c^*ba)^* & (c^*ba)^*c^*b & (c^*ba)^*cc^* \\ (ac^*b)^*a & (ac^*b)^* & (ac^*b)^*acc^* \\ ((ba)^*c)^*b(ab)^*a & ((ba)^*c)^*b(ab)^* & ((ba)^*c)^* \end{pmatrix}$$

What is this?

## REGULAR LANGUAGES

$\Sigma$  a finite alphabet

$\Sigma^*$  set of words in  $\Sigma$

A language is a subset of  $\Sigma^*$ .

The regular languages are those generated from

singleton letters  $x, y, z$

by

empty set  $\emptyset$

union  $+$

singleton trivial word  $1$

concatenation  $\cdot$

star  $( )^*$

(where  $a^* = 1 + a + a^2 + \dots$ )

## KLEENE'S THEOREM

Fix a finite alphabet  $\Sigma$

The languages recognized

by a finite automaton

over  $\Sigma$  are exactly

the regular languages.

WHY ???

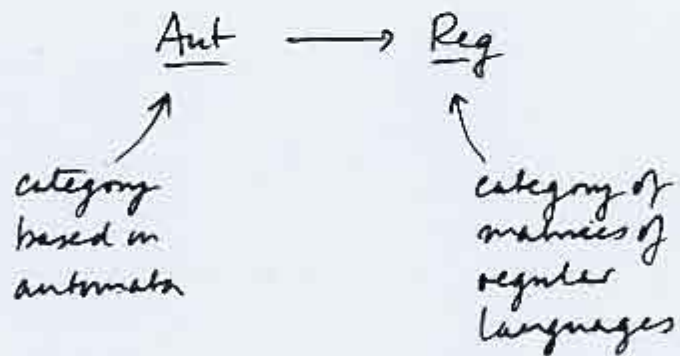
WHY IS IT INTUITIVELY

OBVIOUS?

# THEOREM

which encapsulates the  
characterization direction

There is a traced monoidal  
functor



AIM To explain this!

# ALGEBRA OF REGULAR OPERATIONS

$$\begin{aligned} 0 + a &= a = 0 + a \\ a + (b + c) &= (a + b) + c \\ a + b &= b + a \end{aligned}$$

$$\begin{aligned} 1 \cdot a &= a = 1 \cdot a \\ a \cdot (b \cdot c) &= (a \cdot b) \cdot c \end{aligned}$$

$$\begin{aligned} 0 \cdot a &= 0 = a \cdot 0 \\ (a + b) \cdot c &= a \cdot c + b \cdot c \quad a \cdot (b + c) = a \cdot b + a \cdot c \end{aligned}$$

$$(a \cdot b)^* = 1 + a \cdot (b \cdot a)^* \cdot b$$

$$(a + b)^* = (a^* \cdot b)^* \cdot a^*$$

$$a^{**} = a^*$$

$$(a^n)^* (1 + a + \dots + a^{n-1}) = a^*$$

## CONWAY ALGEBRAS

$$\begin{aligned}0 + a &= a = 0 + a \\ a + (b + c) &= (a + b) + c \\ a + b &= b + a\end{aligned}$$

$$\begin{aligned}1 \cdot a &= a = 1 \cdot a \\ a \cdot (b \cdot c) &= (a \cdot b) \cdot c\end{aligned}$$

$$\begin{aligned}0 \cdot a &= 0 = a \cdot 0 \\ (a + b) \cdot c &= a \cdot c + b \cdot c \quad a \cdot (b + c) = a \cdot b + a \cdot c\end{aligned}$$

$$(a \cdot b)^* = 1 + a \cdot (b \cdot a)^* \cdot b$$

$$(a + b)^* = (a^* \cdot b)^* \cdot a^*$$

CLAIM This should be  
the fundamental concept.

WHY?

## EXERCISES

1. What are the small  
Conway Algebras?

2. Show that

$$a^{**} = a^*$$

and

$$(a^n)^* (1 + a + \dots + a^{n-1}) = a^*$$

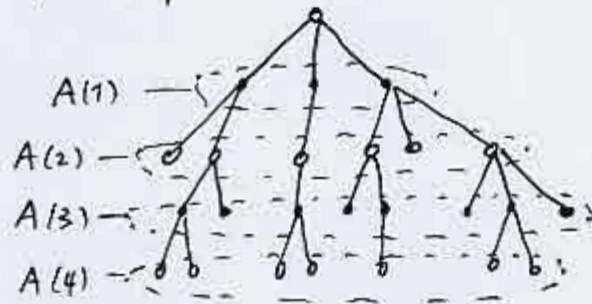
do not follow from the axioms  
for Conway Algebras.

# GAMES

as trees or forests

$$A(1) \leftarrow A(2) \leftarrow A(3) \dots$$

that is,



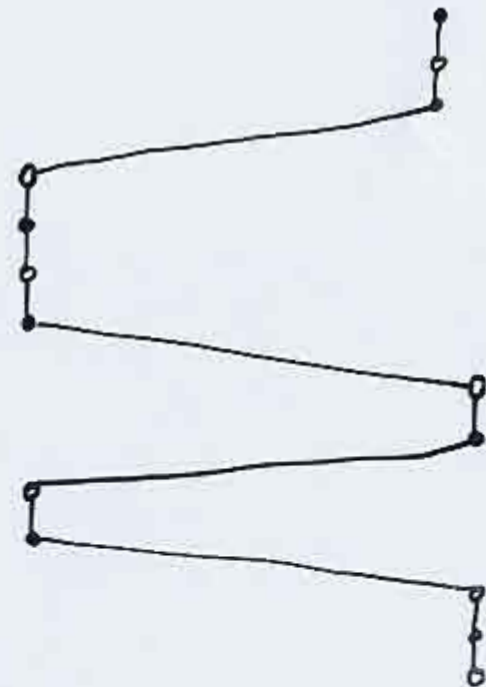
Here the opponent starts and  
player / opponent alternate.

So Opponent plays the odd  
Player plays the even  
stages.

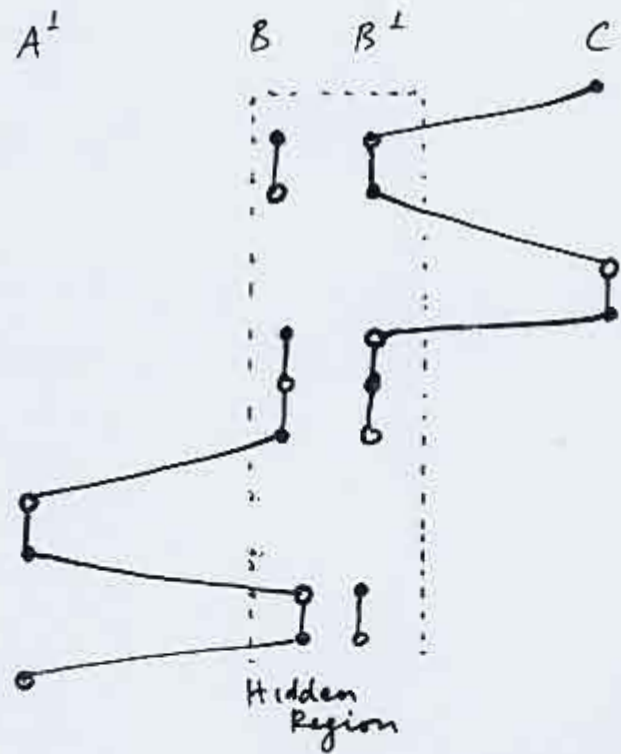
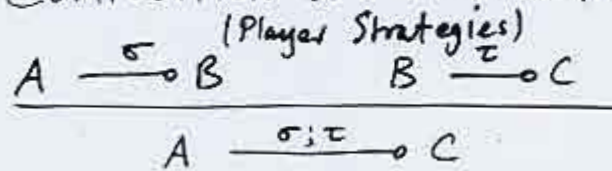
# LINEAR FUNCTION SPACE

$$A \longrightarrow B$$

$$A^1 \qquad B$$

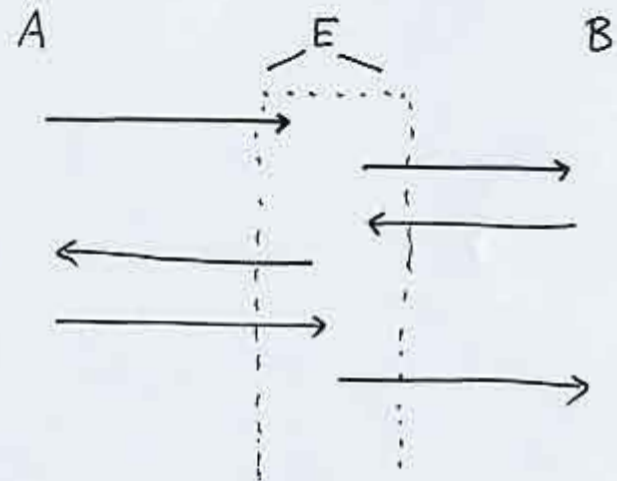


# COMPOSITION OF STRATEGIES



# SECURITY

The shape of an attack



The attack  
hidden from  
 $A$  and  $B$

Parlovic : Category of cord processes  
cf papers of Durgin, Mitchell, Parlovic

## HISTORY-FREE STRATEGIES

$A_-$  opponent tokens in A

$A_+$  player tokens in A

Strategy is partial function

$$A_- \rightarrow A_+$$

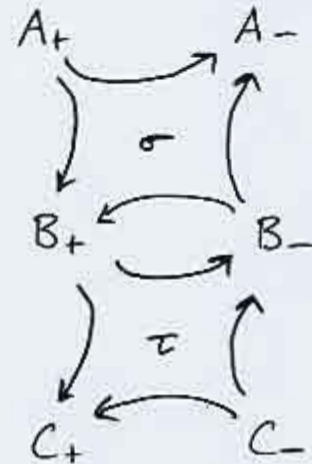
with good properties

So strategy in  $A \rightarrow B$

is partial function

$$A_+ + B_- \rightarrow A_- + B_+$$

## HISTORY-FREE COMPOSITION



$$A_+ + B_- \xrightarrow{\sigma} A_- + B_+$$

$$B_+ + C_- \xrightarrow{\tau} B_- + C_+$$



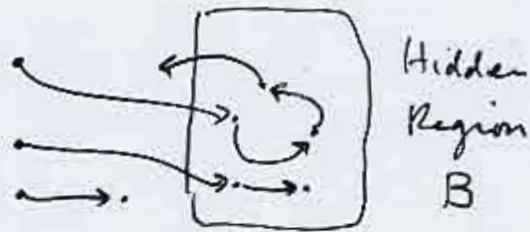
## CONTRASTS

Automaton



follow all runs of a token through a diagram

Composition



each point goes to a visible point, iterating within the hidden region until it becomes visible

## RANGE OF MODELS

Automata

Flow diagrams

Circuits

Interactive systems

Action structures

Proofs

Diagrammatic methods pervade computer science. Is there a unifying point of view?

# CATEGORIES

In the style of dependent type theory

A category consists of

- a collection of objects  $ob C$
- for each pair  $a, b$  of objects

a collection  $C(a, b)$  of arrows (maps/morphisms)

- for each object  $a$  an identity arrow  $1_a = a \in C(a, a)$

- for every  $a, b, c$  objects

a composition map

$$C(b, c) \times C(a, b) \rightarrow C(a, c); g, f \mapsto g \circ f$$

satisfying identity and associativity axioms

$$1 \circ f = f = f \circ 1 \quad h \circ (g \circ f) = (h \circ g) \circ f$$

Write  $f: a \rightarrow b$  for  $f \in C(a, b)$ .

# USUAL EXAMPLES 1

Big examples

Categories of sets      Sets  
                                 Boolean Valued Models  
                                 Toposes

Categories of algebras      Groups  
                                 Rings  
                                  $a \text{ monad} \rightarrow T\text{-Algebras}$

Categories of spaces      Top  
                                 Simplicial sets  
                                 Schemes

Categories for CS      Scott domains  
                                 Stable domains  
                                 Games

The category of (small) categories.

## USUAL EXAMPLES 2

Small examples

Preorders are categories with at most map between any two objects.

Monoids are categories with just one object.

Groupoids are categories in which all maps are invertible.

Groups are one-object groupoids.

## OTHER EXAMPLES

Very small examples

- 0 the category with no objects and so no maps
- 1 the category with one object and just the identity map

With one object and two maps we have

$$\mathbb{Z}_2 \langle e \rangle \quad e^2 = e \quad \mathbb{Z}_2 \langle s \rangle \quad s^2 = 1$$

(The two 2-element monoids.)

With two objects in addition to disjoint sums of monoids we have

$$\begin{array}{ccc} 0 & \xrightarrow{a} & 1 \\ \bar{0} & & \bar{1} \end{array}$$

$$\begin{array}{ccc} 0 & \xrightarrow{a} & 1 \\ \bar{0} & \xleftarrow{\bar{a}} & \bar{1} \end{array}$$

a poset  $\begin{array}{c} \cdot 1 \\ \vee \\ \cdot 0 \end{array}$

$$\bar{a} \cdot a = 1_0 \quad a \cdot \bar{a} = 1_1$$

## FUNCTORS

Structure preserving maps  
of categories:

A functor  $F: C \rightarrow D$

consists of  $F: \text{ob } C \rightarrow \text{ob } D$

indexed families of maps

$$F: C(a, b) \rightarrow D(Fa, Fb)$$

such that

$$F(1_a) = 1_{Fa}$$

and whenever  $f: a \rightarrow b, g: b \rightarrow c$

$$F(g \circ f) = Fg \circ Ff$$

(Type theory good here!)

The category of (small) categories.

## NATURAL TRANSFORMATIONS

Suppose  $F, G: C \rightarrow D$  functors.

A natural transformation

$$\alpha: F \rightarrow G$$

consists of a family of maps

$$(\alpha_a: Fa \rightarrow Ga)_{a \in \text{ob } C}$$

in  $D$  such that for all

$f: a \rightarrow b$  we have  $Gf \circ \alpha_a = \alpha_b \circ Ff$

Homotopy

$$\begin{array}{ccc} Fa & \xrightarrow{\alpha_a} & Ga \\ Ff \downarrow & & \downarrow Gf \\ Fb & \xrightarrow{\alpha_b} & Gb \end{array}$$

The diagram  
commutes.

## CLOSED STRUCTURE

For (small) categories  $C, D$   
we have a category  $[C, D]$   
of functors (objects of  $[C, D]$ )  
and natural transformations  
(arrows)

The category of (small)  
categories is cartesian closed  
(i.e. a model of typed  $\lambda$ -calculus)

$$\text{Cat}(E, [C, D]) \cong \text{Cat}(E \times C, D)$$

↑  
natural isomorphism

## FREE CATEGORIES (over graphs)

$G = \left( \begin{array}{c} E \\ \downarrow \\ \downarrow \\ \downarrow \end{array} \right)$  a directed graph



The category  $C_G$  generated by  
 $G$  has

as objects  $V$  the vertices  
as maps  $a \rightarrow b$  the paths

$$a = x_n \xrightarrow{e_{n-1}} x_{n-1} \rightarrow \dots \rightarrow x_1 \xrightarrow{e_0} x_0 = b$$

between  $a$  and  $b$  (read backwards)

Identities are empty/null strings

Composition is concatenation ←

## TOY EXAMPLES (of free categories)

From  $\bullet$  we get  $1$

From  $\rightarrow$  we get  $\mathbb{N}$ , the  
natural numbers as a monoid.

From the infinite

$$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow \dots$$

we get  $\mathbb{N}$  as a poset.

## FINITE AUTOMATA (again)

A directed graph with  
labelling is a directed graph  $G$   
with a graph map to the graph

$$\Sigma = \begin{matrix} & \rightarrow & \\ \circ & \text{a} & \circ \\ & \rightarrow & \end{matrix} b \dots$$

with edges given by  $\Sigma$ .

So we get

$$C_G \longrightarrow C_\Sigma = \Sigma^*$$

and the regular languages  
can be read off as the images  
of the  $C_G(x,y)$

## CATEGORIES WITH STRUCTURE

'Up to isomorphism'

are suppressed as far  
as possible.

Coherence theorems show

this is safe  
(when it is !)

## MONOIDAL CATEGORIES

(Monoids in Cat)

Categories  $M$  with

$$1 \xrightarrow{I} M$$

$$M \times M \xrightarrow{\otimes} M$$

satisfying the monoid laws

$$I \otimes a = a = a \otimes I$$

$$a \otimes (b \otimes c) = (a \otimes b) \otimes c$$

as functors i.e. for  
objects and for arrows.

## FREE MONOIDAL CATEGORY

Take  $C$  a category. The free monoidal category  $M(C)$  has

- objects finite strings  $a_1 \dots a_n$   
of objects of  $C$
- arrows finite strings  $a_1 \dots a_n$   
 $\begin{array}{ccc} f_1 \downarrow & \dots & \downarrow f_n \\ b_1 & \dots & b_n \end{array}$   
of arrows of  $C$
- identities strings of identities
- composition elementwise
- identity object  $I$  empty string
- tensor product  $\otimes$  concatenation

## FREE MONOIDAL CATEGORY ON 1


This is the category with

- objects natural numbers
- arrows just identities  
(so identity and composition easy)  
[i.e.  $\mathbb{N}$  as discrete category]
- identity object  $I$   $0$
- tensor product  $\otimes$   $+$




# MONOIDS BY DIAGRAMS

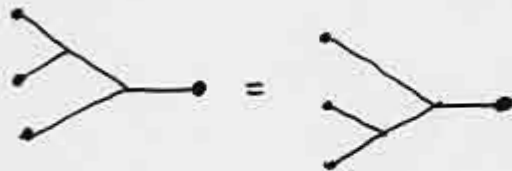
Monoid •

Identity map 

Identity element 

Multiplication 

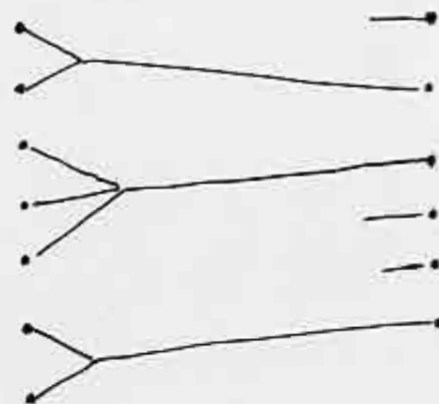
Axioms



Makes sense on a monoidal category!

# FREE MONOIDAL CATEGORY ON A MONOID

Has objects and arrows looking like



with pictorial structure.

(AUGMENTED)

## SIMPLICIAL CATEGORY

objects finite ordinals

maps order preserving

$\Delta_+$

The unique maps in

$\Delta_+(0,1)$   $\Delta_+(2,1)$

give the monoid  
structure

## SYMMETRIC

## MONOIDAL CATEGORIES

are equipped with  
a symmetry

$$S_{a,b} : a \otimes b \rightarrow b \otimes a$$

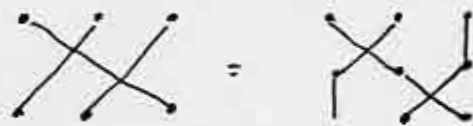
with  $S^2 = 1$

and

coherence condition

$$\begin{array}{ccc} a \otimes b \otimes c & \xrightarrow{S_{a,b} \otimes c} & b \otimes c \otimes a \\ & \searrow S_{a,b} \otimes c & \nearrow b \otimes S_{a,c} \\ & b \otimes a \otimes c & \end{array}$$

commuting

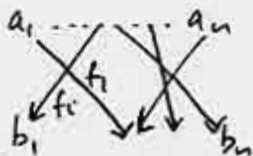


## FREE SYMMETRIC MONOIDAL CATEGORY

Take  $C$  a category. The free symmetric monoidal category  $\Sigma(C)$  has

objects finite strings  $a_1 \dots a_n$   
of objects of  $C$

arrows permutations +  
finite strings  $a_1 \dots a_n$   
of arrows of  $C$



identities strings of identities  
composition elementwise + composition  
of permutations

identity object  $I$  empty string  
tensor product concatenation  
of diagrams  
symmetry relevant permutation

## FREE SYMMETRIC MONOIDAL CATEGORY ON 1

$\Sigma(1)$  is the category with  
objects natural numbers

arrows  $\Sigma(1)(n, m) = \begin{cases} S_n & n=m \\ \emptyset & \text{ov.} \end{cases}$

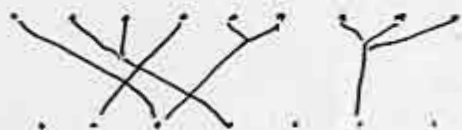
so it is the disjoint sum of  
the symmetric groups

identity object  $I$   $0$

tensor product  $\otimes$  + with  
evident extension  
to arrows

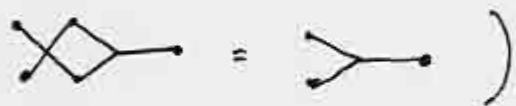
$\mathcal{P}$  category of finite  
permutations

FREE SYMMETRIC MONOIDAL  
CATEGORY ON A COMMUTATIVE  
MONOID



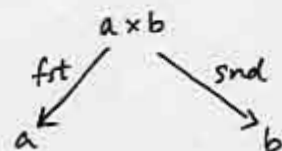
The picture 'shows' that  
this is the category  $\mathbb{F}$  of finite  
sets (cardinals) and all maps

(N.B. Commutative monoid says



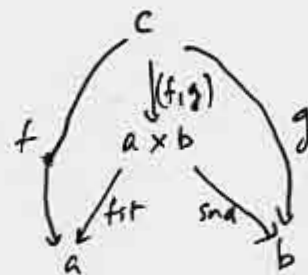
CATEGORY WITH PRODUCTS

For each  $a, b$  there is a  
(choice of) product diagram



such that (universal property)  
composition with  $\text{fst}, \text{snd}$   
gives a bijection

$$C(c, a \times b) \cong C(c, a) \times C(c, b)$$



## CATEGORY WITH PRODUCTS CTD

There is a terminal object  $1$   
such that (universal property)

for every  $a$  there is a unique

$$a \rightarrow 1$$

i.e.  $C(c, 1) \cong 1$  one element  
set

—

A terminal object and binary  
products  $\sim$  finite products

Then every object has a  
unique comonoid structure

$$a \rightarrow 1$$

$$a \rightarrow a \times a$$

## FREE CATEGORY WITH COPRODUCTS

Take  $C$  a category. The free category  
with coproducts has

objects finite strings  $a_1, \dots, a_n$   
of objects of  $C$

arrows functions  $a_1, \dots, a_n$   
 $\phi: n \rightarrow m$

and arrows  $b_1, \dots, b_m$

$$a_i \rightarrow b_{\phi(i)}$$

of  $C$ .

identities strings of identities  
composition composition of functions  
and in  $C$

symmetric monoidal structure  
as before

monoid structure

$$\text{from } 0 \rightarrow 1$$

$$2 \rightarrow 1$$

## FREE CATEGORY WITH COPRODUCTS ON 1

This by construction is  
the category  $\mathbb{F}$  again

WHY?

(There is a categorical  
explanation.)

## EXERCISES

1. What is the free category  
with products?
2. Characterize the category  
of finite sets and partial functions

Biproducts are products and coproducts  
( $\simeq$  direct sums  $\oplus$ )

3. (Hard?) What is the free  
category with biproducts
4. Characterize the category of  
finite sets and relations.

## PRODUCT OF MAPS

Given

$$a \xrightarrow{f} c \quad b \xrightarrow{g} d$$

in a category with finite products

want  $a \times b \xrightarrow{f \times g} c \times d$

So sufficient to give  $\begin{array}{ccc} a \times b & \longrightarrow & c \\ a \times b & \longrightarrow & d \end{array}$

$$\begin{array}{ccccc} a & \xleftarrow{\text{fst}} & a \times b & \xrightarrow{\text{snd}} & b \\ f \downarrow & & \downarrow & & \downarrow g \\ c & \xleftarrow{\text{fst}} & c \times d & \xrightarrow{\text{snd}} & d \end{array}$$

Thus  $f \times g$  is the unique map such that

$$\text{fst} \circ (f \times g) = f \circ \text{fst}$$

$$\text{snd} \circ (f \times g) = g \circ \text{snd}$$

## FUNCTORIORITY

We can check

$$1_a \times 1_b = 1_{a \times b}$$

$$\text{and for } \begin{array}{ccc} f: a \longrightarrow c & h: c \longrightarrow c' \\ g: b \longrightarrow d & k: d \longrightarrow d' \end{array}$$

$$(h \times k) \circ (f \times g) = h \circ f \times k \circ g$$

which together say that

$\times$  is functorial

(And diagram before says that  $\text{fst}$ ,  $\text{snd}$  are natural transformations.)

Profs exercises in the universal property.

## JUSTIFICATION BY COMPUTATION

Define  $f \times g$  by

$$f \times g (z) = \text{let } z \text{ be } (x, y) \text{ in } (f(x), g(y))$$

Then

$$\text{let } z \text{ be } (x, y) \text{ in } (x, y) = z \quad (\eta\text{-rule})$$

$$\text{let } (\text{let } z \text{ be } (x, y) \text{ in } (f(x), g(y))) \text{ be } (x', y') \text{ in } (h(x'), k(y'))$$

$$= \text{let } z \text{ be } (x, y) \text{ in } (h(f(x)), k(g(y)))$$

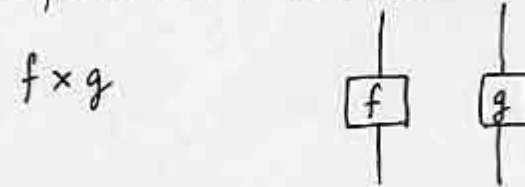
## CLARIFICATION

A product gives a symmetric monoidal structure on a category

(In the coherent isomorphism sense.)

## DIAGRAMS FOR PRODUCTS

As primitives we take



(The exact geometry does not matter as  $f \times g = (1 \times g) \circ (f \times 1)$  etc.)

$$\Delta: a \rightarrow a \times a$$

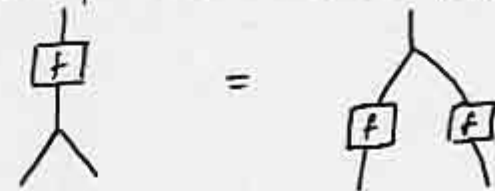
$$(\Delta = (1, 1))$$



$$t: a \rightarrow 1$$



Basic computational tool  $\Delta \circ f = (f \times f) \circ \Delta$





# DIAGRAMS IN SYMMETRIC MONOIDAL CATEGORIES

A map

$$f: a \otimes b \rightarrow c \otimes d$$

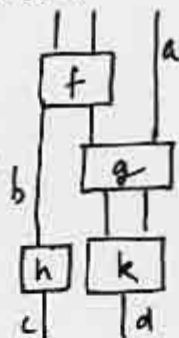
is drawn:



Typical composition

represents

$$(h \otimes k) \circ (b \otimes g) \circ (f \otimes a)$$



but with a

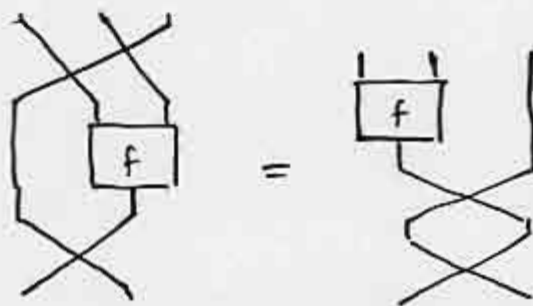
little change in

$$(c \otimes k) \circ (h \otimes g) \circ (f \otimes a) \text{ or } (h \otimes d) \circ (b \otimes k \circ g) \circ (f \otimes a)$$

all equal!

# REASONING WITH DIAGRAMS

A matter of geometry



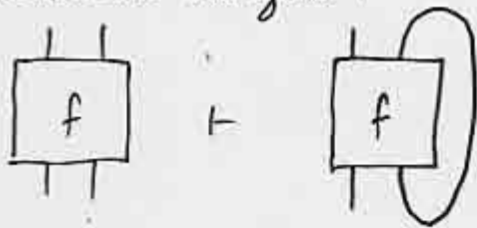
(Naturality of  $\sigma$ .)

## TRALED MONOIDAL CATEGORIES

These are symmetric monoidal categories equipped with an operation

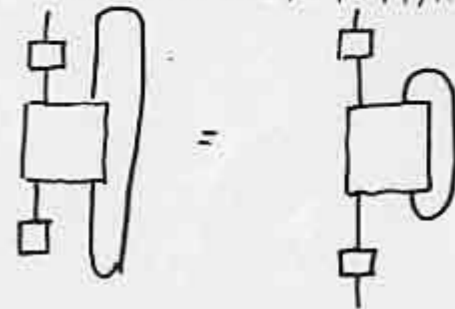
$$\frac{A \otimes U \xrightarrow{f} B \otimes U}{A \xrightarrow{\text{tr}_U(f)} B}$$

which we represent by a feedback diagram

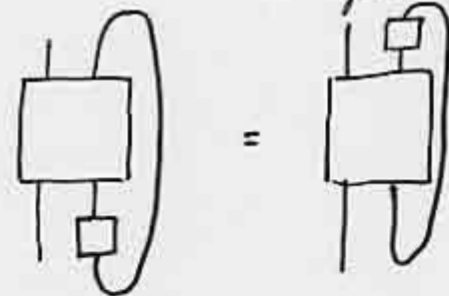


satisfying natural axioms

## NATURALITY AXIOMS



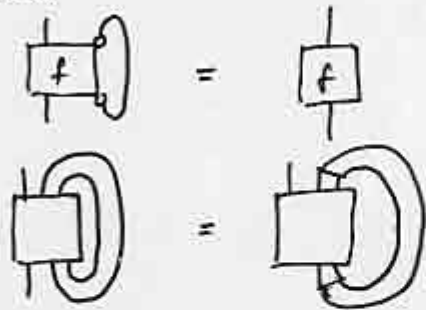
(The domain and codomain naturality are hidden in the geometry.)



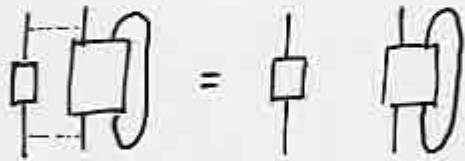
(This is the main tool.)

# OTHER AXIOMS

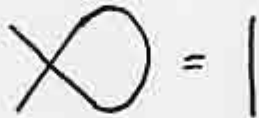
Action



Independence

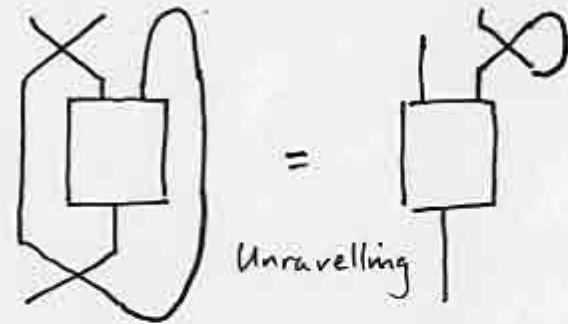


Symmetry



(All hidden in the geometry.)

# DIAGRAMS WITH TRACE

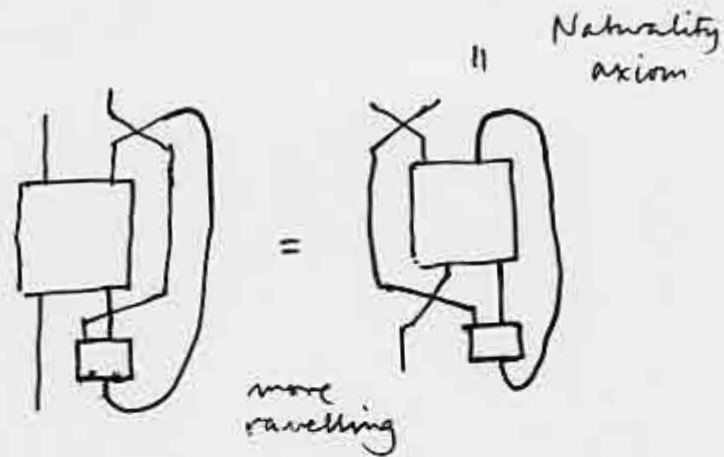
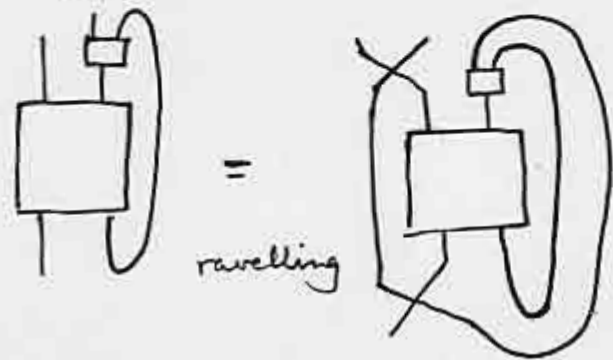


Unravelling

Symmetry  
axiom



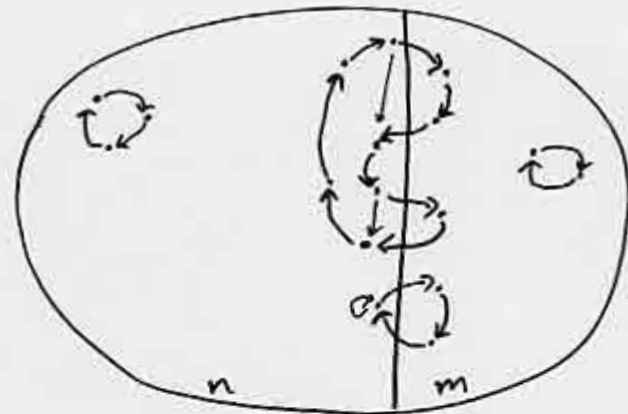
## STRENGTHENED NATURALITY



## UNEXPECTED EXAMPLE

The category  $\mathcal{P}$  of finite cardinals and permutations has a trace.

Given  $f: n+m \rightarrow n+m$   
we obtain  $\text{tr}_m f: n \rightarrow n$   
thus



## COMPACT CLOSED CATEGORIES

These are symmetric monoidal categories in which every object  $A$  is equipped with a dual  $A^*$  with  $I \xrightarrow{\eta} A^* \otimes A$

$$A \otimes A^* \xrightarrow{\varepsilon} I$$

such that

$$A \xrightarrow{A\eta} A \otimes A^* \otimes A \xrightarrow{\varepsilon A} A$$

$$A^* \xrightarrow{\eta A^*} A^* \otimes A \otimes A^* \xrightarrow{A\varepsilon} A^* \quad \text{are identities}$$

(triangle identities)

Examples

Finite dimensional  
vector spaces

Rel, sets and relations  
with  $\times$  as tensor product

Conway games

## CANONICAL TRACE

Given  $f: A \otimes U \rightarrow B \otimes U$  in a compact closed category, define  $\text{tr}_U f: A \rightarrow B$  by

$$A \xrightarrow{A\eta} A \otimes U^* \otimes U \xrightarrow{A\varepsilon} A \otimes U^* \otimes U \xrightarrow{f \otimes U} B \otimes U^* \otimes U \xrightarrow{B\varepsilon} B$$

This is always a trace.

(And this trace is always unique.)

This gives examples and every traced monoidal category embeds as such in a compact closed category.

## CONSTRUCTION OF INTEGERS

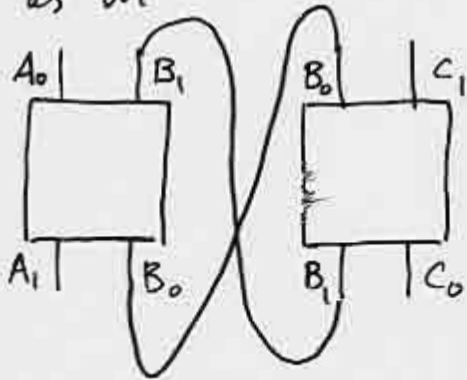
If  $\mathcal{C}$  a traced monoidal category,  
then  $\text{Int}(\mathcal{C})$  is defined as follows.

Objects pairs  $(A_0, A_1)$  of objects of  $\mathcal{C}$

Maps  $(A_0, A_1) \rightarrow (B_0, B_1)$  are

maps  $A_0 \otimes B_1 \rightarrow A_1 \otimes B_0$

Composition is given by trace  
as in



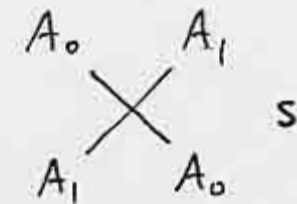
## STRUCTURE IN $\text{INT}(\mathcal{C})$

$I$   $(I, I)$

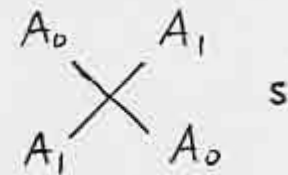
$\otimes$   $(A_0, A_1) \otimes (B_0, B_1)$   
 $= (A_0 \otimes B_0, A_1 \otimes B_1)$

Duals  $(A_0, A_1)^* = (A_1, A_0)$

$\eta$   $(I, I) \rightarrow (A_0, A_1)^* \otimes (A_0, A_1)$



$\varepsilon$   $(A_0, A_1) \otimes (A_0, A_1)^* \rightarrow (I, I)$



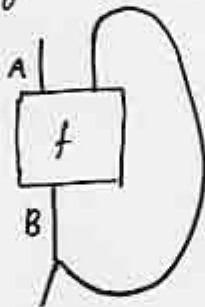
Symmetry axiom  
 $\sim$  Triangle identities

## TRACED CATEGORIES WITH PRODUCTS 1

Define an operation

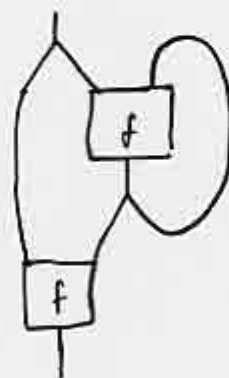
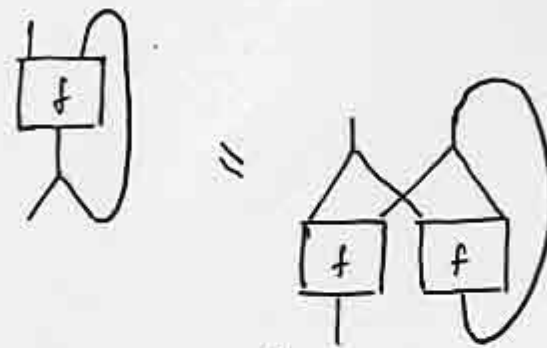
$$\frac{A \times B \xrightarrow{f} B}{A \xrightarrow{\mu_b f} B}$$

by the diagram



Algebraic notation  $\mu_b. f(a, b)$   
is justified by naturality in  $A$

## TRACED CATEGORIES WITH PRODUCTS 2

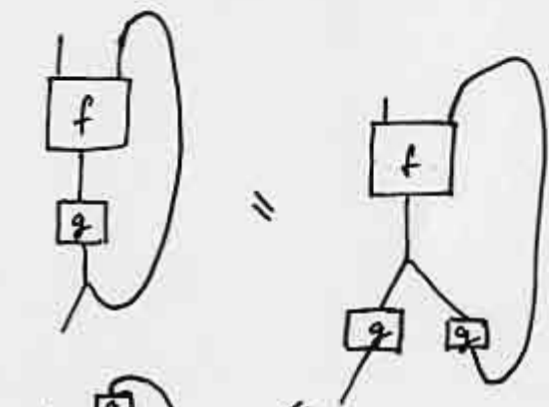


This gives

$$\begin{aligned} \mu_b. f(a, b) &= f(a, \mu_b. f(a, b)) \end{aligned}$$

so  $\mu_b. f(a, b)$  is a  
fixed point of  
 $f: A \times B \rightarrow B$   
parameterized in  $A$ .

TRACED CATEGORIES WITH PRODUCTS 3

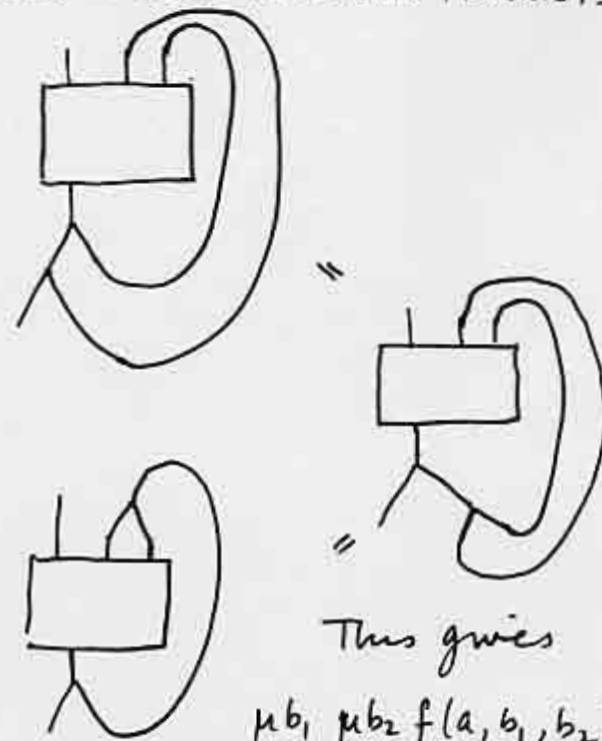


This gives  
 $\mu b. g(f(a, b))$

$$= g(\mu c. f(a, g(c)))$$

The main naturality property  
of fixed points.

TRACED CATEGORIES WITH PRODUCTS 4



This gives

$$\mu b_1, \mu b_2 f(a, b_1, b_2)$$

$$= \mu b f(a, b, b)$$

A diagonal property of fixed  
points.



## TRACED CATEGORIES WITH PRODUCTS 5

From a trace on a category with products we obtain a fixed point operator

$$\frac{A \times B \xrightarrow{f} B}{A \xrightarrow{\mu_b f} B}$$

natural in  $A$  and satisfying

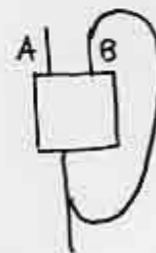
$$\mu_b. g(f(a, b)) = g(\mu_c. f(a, g(c)))$$

$$\mu_{b_1} \mu_{b_2} f(a, b_1, b_2) = \mu_b f(a, b, b)$$

(The Bekić property for simultaneous fixed points follows.)

## CATEGORIES WITH FIXED POINTS 1

We represent the fixed point operator in diagrams thus:



Define an operation

$$\frac{A \times B \xrightarrow{f} C \times B}{A \xrightarrow{\text{tr}f} C}$$

by the diagram



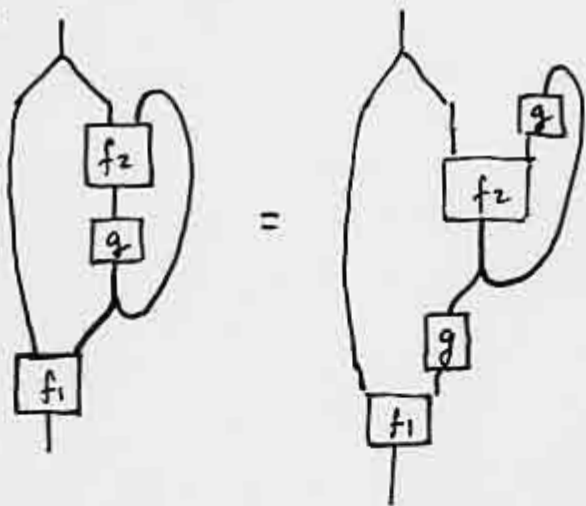
where

$$f_1 = \text{fst} \circ f$$

$$f_2 = \text{snd} \circ f$$

## CATEGORIES WITH FIXED POINTS 2

Naturality in the output  $C$  is obvious and that in  $A$  is easy (naturality of  $\Delta$ ).  
The main naturality for trace is



by an axiom for fixed points

## CATEGORIES WITH FIXED POINTS 3

The action axiom

$$\text{tr}_B \text{tr}_C (h) = \text{tr}_{B \times C} (h)$$

follows from the diagonal axiom for fixed points (essentially via Beck's)

Other axioms straightforward so we get a trace on the category with products.

## THEOREM

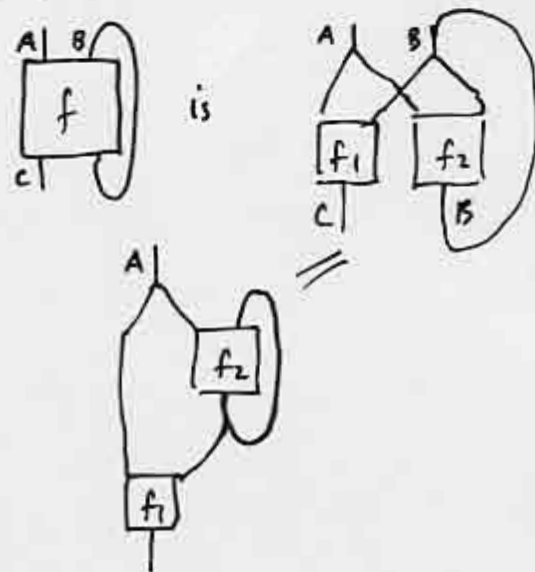
Traces on a category with products correspond exactly to fixed point operators satisfying the basic axioms.

Consequence. Categories of domains are traced categories with products.

(The fixed points have stronger properties but ...)

## PROOF

In one direction



In the other

direction  
diagram for  
fixed point property

## BIPRODUCTS

A category with finite biproducts has

- (i) a zero object  $0$  (i.e. initial and terminal)
- (ii) a choice for each  $A, B$  of a diagram



which is both product and coproduct and with a good property.

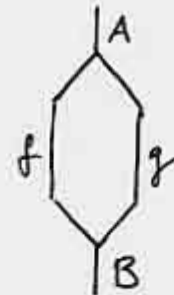
## ENRICHMENT 1

In a category with biproducts we have unique maps

$$A \rightarrow 0 \rightarrow B$$

and so there is a unique map  $0$  in each  $\mathcal{C}(A, B)$  factoring through  $0$ .

We can add  $f, g : A \rightarrow B$  by



addition is associative and commutative with  $0$  as zero.

## ENRICHMENT 2

In a category  $\mathcal{C}$  with biproducts each  $\mathcal{C}(A, B)$  is a commutative monoid (written additively).

Moreover

$\mathcal{C}(B, C) \times \mathcal{C}(A, B) \rightarrow \mathcal{C}(A, C)$   
is bilinear. So  $\mathcal{C}$  is enriched in commutative monoids.

In particular each  $\mathcal{C}(A, A)$  is a rig (ring without negatives).

## ENRICHMENT 3

In  $\mathcal{C}$  with biproducts maps

$$A \oplus B \rightarrow C \oplus D$$

are given by matrices  $\begin{pmatrix} u & v \\ s & t \end{pmatrix}$   
with  $u \in \mathcal{C}(A, C)$   $v \in \mathcal{C}(B, C)$   
 $s \in \mathcal{C}(A, D)$   $t \in \mathcal{C}(B, D)$

and composition of maps

$$A \oplus B \rightarrow C \oplus D \rightarrow C' \oplus D'$$

is given by the evident matrix multiplication.

This extends from  $2 \times 2$  to  $m \times n$  matrices.

## ENRICHMENT 4

Suppose  $\mathcal{C}$  is a category with biproducts 'generated by a single object': that is the objects are  $0, 1, 2, \dots$  with  $n \oplus m = n + m$ .

Then we know that the 'maps' in  $\mathcal{C}(n, m)$  correspond to  $m \times n$ -matrices with entries in the rig  $\mathcal{C}(1, 1)$ .

## TRACED CATEGORIES WITH BIPRODUCTS 1

A map  $A \oplus B \rightarrow C \oplus B$  is given by a matrix

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

with  $d$  'square' i.e. from a rig.

Then  $\text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} : A \rightarrow C$ .

Easy naturalities

$$\begin{aligned} \text{tr} \begin{pmatrix} ar & b \\ cr & d \end{pmatrix} &= \text{tr} \left( \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} r & 0 \\ 0 & 1 \end{pmatrix} \right) \\ &= \text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} r \end{aligned}$$

$$\begin{aligned} \text{tr} \begin{pmatrix} sa & sb \\ c & d \end{pmatrix} &= \text{tr} \left( \begin{pmatrix} s & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} a & b \\ c & d \end{pmatrix} \right) \\ &= s \text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} \end{aligned}$$

## TRACED CATEGORIES WITH BIPRODUCTS 2

The strong naturality

$$\begin{aligned}\text{tr} \left( \begin{array}{cc} a & b \\ ec & ed \end{array} \right) &= \text{tr} \left( \begin{pmatrix} 1 & 0 \\ 0 & e \end{pmatrix} \begin{pmatrix} a & b \\ c & d \end{pmatrix} \right) \\ &= \text{tr} \left( \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & e \end{pmatrix} \right) \\ &= \text{tr} \left( \begin{array}{cc} a & be \\ c & de \end{array} \right)\end{aligned}$$

Independence

$$\text{tr} \left( \begin{array}{c|cc} u & 0 & 0 \\ \hline 0 & a & b \\ 0 & c & d \end{array} \right) = \left( \begin{array}{c|c} u & 0 \\ \hline 0 & \text{tr} \left( \begin{array}{cc} a & b \\ c & d \end{array} \right) \end{array} \right)$$

## TRACED CATEGORIES WITH BIPRODUCTS 3

By work on products we know that  $\text{tr}$  is definable in terms of  $\text{fix}$  where that in its turn is now given by

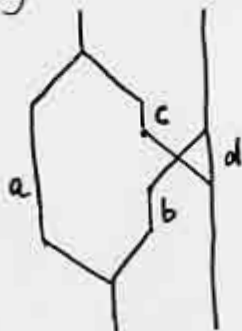
$$\text{fix}(a \ b) = \text{tr} \left( \begin{array}{cc} a & b \\ a & b \end{array} \right)$$

And the product formula gives

$$\begin{aligned}\text{tr} \left( \begin{array}{cc} a & b \\ c & d \end{array} \right) &= (a \ b) \begin{pmatrix} 1 & 0 \\ 0 & \text{fix}(c, d) \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ &= a + b \text{fix}(c, d) \\ &= a + b \text{tr} \left( \begin{array}{cc} c & d \\ c & d \end{array} \right)\end{aligned}$$

## TRACED CATEGORIES WITH BIPRODUCTS 4

Geometrically the map  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$  factorizes



that is,

$$\begin{pmatrix} 1 & b & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} a & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & d \end{pmatrix} \begin{pmatrix} 1 & 0 \\ c & 0 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

So we have

$$\text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = a + b \text{tr} \begin{pmatrix} 0 & 1 \\ 1 & d \end{pmatrix} c$$

## TRACED CATEGORIES WITH BIPRODUCTS 5

For simplicity now analyze the basic case where the category is generated under  $\oplus$ s by a ~~single~~ object 1. We look at the rig  $R = \mathcal{L}(1,1)$ .

On  $R$  we define  $( )^*$  by

$$a^* = \text{tr} \begin{pmatrix} 0 & 1 \\ 1 & a \end{pmatrix}$$

↑  
this really is a  $2 \times 2$  matrix.

So  $\text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = a + bd^*c$   
(for now just for  $2 \times 2$  matrices)



## TRACED CATEGORIES WITH BIPRODUCTS 6

Consider

$$\begin{aligned}
 (ab)^* &= \text{tr} \begin{pmatrix} 0 & 1 \\ 1 & ab \end{pmatrix} \\
 &= 0 + 1 \cdot \text{tr} \begin{pmatrix} 1 & ab \\ 1 & ab \end{pmatrix} \quad \text{fix stuff} \\
 &= \text{tr} \begin{pmatrix} 1 & ab \\ 1 & ab \end{pmatrix} \\
 &= \text{tr} \begin{pmatrix} 1 & a \\ b & ba \end{pmatrix} \quad \text{strong naturality} \\
 &= 1 + a (ba)^* b \quad \text{trace formula}
 \end{aligned}$$

(Again just  $2 \times 2$  matrices.)

## TRACED CATEGORIES WITH BIPRODUCTS 7

Consider

$$\begin{aligned}
 (a+b)^* &= \text{tr} \begin{pmatrix} 1 & a+b \\ 1 & a+b \end{pmatrix} = \text{tr} \begin{pmatrix} 1 & (11) \begin{pmatrix} a \\ b \end{pmatrix} \\ 1 & (11) \begin{pmatrix} a \\ b \end{pmatrix} \end{pmatrix} \\
 &= \text{tr}_2 \begin{pmatrix} 1 & 1 & 1 \\ a & a & a \\ b & b & b \end{pmatrix} \quad \text{strong naturality} \\
 &= \text{tr} \left[ \begin{pmatrix} 1 & 1 \\ a & a \end{pmatrix} + \begin{pmatrix} 1 \\ a \end{pmatrix} b^* (b \ b) \right] \quad \text{action} \\
 &= \text{tr} \begin{pmatrix} 1+b^*b & 1+b^*b \\ a(1+b^*b) & a(1+b^*b) \end{pmatrix} \\
 &= \text{tr} \begin{pmatrix} b^* & b^* \\ ab^* & ab^* \end{pmatrix} \quad \text{previous result} \\
 &= b^* \text{tr} \begin{pmatrix} 1 & 1 \\ ab^* & ab^* \end{pmatrix} \quad \text{naturality} \\
 &= b^* \text{tr} \begin{pmatrix} 1 & ab^* \\ 1 & ab^* \end{pmatrix} \quad \text{strong naturality} \\
 &= b^* (ab^*)^*.
 \end{aligned}$$

## PROPOSITION

Let  $\mathcal{C}$  be traced category with biproducts. Then for every object  $A$  the rig

$$\mathcal{L}(A, A)$$

has the structure of a Conway algebra.

## OBSERVATION

We know  $\text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = a + bd^*c$

when  $d \in \mathcal{L}(A, A)$  (i.e. a  $1 \times 1$ -matrix).

So the traced monoidal category structure on the subcategory of  $A^{\oplus n}$  is determined by the Conway algebra.

## THEOREM

If  $R$  is a Conway algebra then the category  $\text{Mat}(R)$  with  $\text{Mat}(R)(n, m) = m \times n$  matrices in  $R$  is traced monoidal.

The essential fact is that  $M_2(R)$  ( $2 \times 2$ -matrices) is a Conway algebra with

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}^* = \begin{pmatrix} (a^*bd^*c)^* a^* & d^*c \overleftarrow{\quad} \\ \overleftarrow{\quad} b d^* & d^*(ca^*bd^*)^* \end{pmatrix}$$

## CATEGORY OF FINITE AUTOMATA 1

Take as

Objects the standard finite sets  
(cardinals)  $0, 1, 2, 3, \dots$

Arrows in  $A(n, m)$  consist of  
finite automata ( $S$ , etc) plus  
injective maps  $n \rightarrow S$   
 $m \rightarrow S$

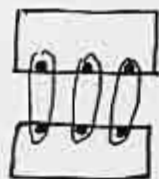
The states in the image of  
 $n \rightarrow S$  are input states  
those in the image of  $m \rightarrow S$   
are output states, and  
the rest internal states.

## CATEGORY OF FINITE AUTOMATA 2

Identities (and symmetries):

Trivial automata (no transitions)

Composition  $A(m, p) \times A(n, m) \rightarrow A(n, p)$   
is by merging the states indexed  
by  $m$



Trace  $A(n+p, m+p) \rightarrow A(n, m)$   
takes the states corresponding  
to the last  $p$  inputs and outputs  
merges them pairwise (if necessary)  
and makes them internal.

## ASIDE

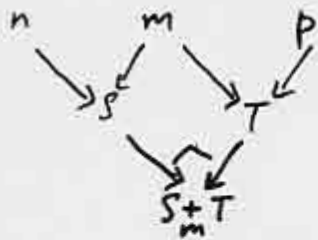
Composition is controlled by the following category.

Objects finite cardinals  $0, 1, 2, \dots$

Maps  $n \rightarrow m$  are injective cospans



Composition is as of cospans



## CATEGORY OF REGULAR LANGUAGES

The category  $\text{Mat}(\text{Reg})$  whose maps are matrices with entries from the Conway algebra  $\text{Reg}$  of regular languages is traced.

But we don't need the big theorem!

$\text{Reg}$  is a Conway subalgebra of  $P(\Sigma)$  and  $\text{Mat}(P(\Sigma))$  is evidently traced. Because traced structure is determined by the Conway algebra,  $\text{Mat}(\text{Reg})$  inherits the structure.

## THEOREM

(as previously advertized)

There is a traced monoidal functor

$$A = \text{Aut} \longrightarrow \text{Mat}(\text{Reg}) = \text{Reg}$$

Description of functor

If  $(S, \text{etc}) : n \rightarrow m$  in  $\text{Aut}$ ,  
it gives an  $|S| \times |S|$  transition  
matrix with entries single  
letters. Take the  $( )^*$  and  
reduce to the  $m \times n$  submatrix.

Routine to check this  
works.

**BUT**

## WARNING

$\text{Aut} \longrightarrow \text{Reg}$   
is not onto.

Example  $\begin{pmatrix} a^* \\ b \end{pmatrix}$

That "gives the reason"  
why simulating regular  
languages by finite  
automata is not trivial.

N.B.  $\text{Aut}$  is not "inductively  
defined" as a category,  
as far as I know.

## CONCLUDING REMARKS

Original aims

Explain

Aut  $\longrightarrow$  Reg

and the connection with the  
characterization direction of  
Kleene's Theorem.

Exercise in style

An abstract approach to  
concrete mathematics.

Abstraction

$\sim$  Precision