## Category Theory for computer scientists

Nicolas Tabareau INRIA, Nantes

#### The denotational semantics trinity



#### The denotational semantics trinity



## The simply typed $\lambda$ -calculus

variable  $x:A \vdash x:A$ abstraction application weakening contraction exchange

 $\Gamma, x : A \vdash P : B$  $\Gamma \vdash \lambda x.P : A \Rightarrow B$  $\Gamma \vdash P : A \Rightarrow B \qquad \Delta \vdash Q : A$  $\Gamma, \Delta \vdash PQ$  :B  $\Gamma \vdash P : B$  $\Gamma, x : A \vdash P : B$  $\Gamma, x : A, y : A \vdash P : B$  $[\Gamma, z : A \vdash P[x, y \leftarrow z] : B$  $\Gamma, x : A, y : B, \Delta \vdash P : C$  $\Gamma, y : B, x : A, \Delta \vdash P : C$ 

## Intuitionistic minimal logic



### Intuitionistic minimal logic



$$\overline{A \vdash A}$$

$$\frac{\Gamma, A \vdash B}{\Gamma \vdash A \Rightarrow B}$$

$$\overline{\Gamma \vdash A \Rightarrow B} \quad \Delta \vdash A$$

$$\Gamma, \Delta \vdash B$$

$$\frac{\Gamma \vdash B}{\Gamma, A \vdash B}$$

$$\frac{\Gamma, A, A \vdash B}{\Gamma, A \vdash B}$$

$$\frac{\Gamma, A, B, \Delta \vdash C}{\Gamma, B, A, \Delta \vdash C}$$

#### Cut elimination $\Leftrightarrow \beta$ -reduction

## priority to <u>right-hand side</u> in cut-elimination ⇔ call-by-name

## priority to <u>left-hand side</u> in cut-elimination ⇔ call-by-value

# Pierce law $((P \Rightarrow Q) \Rightarrow P) \Rightarrow P$

 $\Leftrightarrow$ 

call-cc (continuation)

### double negation translation (Gödel translation)

 $\Leftrightarrow$ 

continuation passing style translation

#### The denotational semantics trinity



#### The denotational semantics trinity



#### What is a category ?

#### What is a category ?

## Coarsely, a labelled graph whose arrows can be composed



#### What is a category ?

#### together with basic associativity and identity rules



A first example :

## A category with at most one arrow between two objects is

A first example :

## A category with at most one arrow between two objects is

A preorder

A second example :

A category with exactly one object is

A second example :

## A category with exactly one object is

A monoid

#### Lo inevitable

	Objects	Morphisms
Set	sets	functions
Bij	sets	one-to-one function
Vec	vector spaces	linear applications
Ab	abelian groups	group morphisms
ΡΟ	part. order sets	monotonic functions
Dom	Scott domains	continuous function

There are also morphisms between categories

**Functors** 

There are also morphisms between categories

**Functors** 

Relates two categories in a structurepreserving way

#### $U : Mon \rightarrow Set$

### The forgetful functor from the category of monoids to the category of sets.

#### Example 2:

#### U': $Ab \rightarrow Set$

#### The forgetful functor from the category of abelian groups to the category of sets.

Why are categories useful ?

# I. Rephrase many structures with few concepts

#### Why are categories useful ?

# 2. Export abstract theorems to concrete structures

#### First concept: Adjunction

#### F: $A \rightarrow B$ and G: $B \rightarrow A$

$$Fx \rightarrow y \text{ in } \mathbf{B}$$

 $x \rightarrow Gy \text{ in } \mathbf{A}$ 

as many morphisms in a natural way

#### First concept: Adjunction

#### F: $A \rightarrow B$ and G: $B \rightarrow A$

In that case, we say that F is left adjoint to G

#### $U : Mon \rightarrow Set$

#### as a left adjoint

#### what is it?

hint : it describes a canonical way to form a monoid from a set

#### $U : Mon \rightarrow Set$

## Answer: the word construction (or free monoid)

Proof:

 $A^* \rightarrow B$  in **Mon** 

 $A \rightarrow U(B)$  in **Set** 

Take f:  $A \rightarrow B$ , construct the function

$$f^{*}(w_{1}...w_{n}) = f(w_{1})...f(w_{n})$$

#### Example 2:

#### U': $Ab \rightarrow Set$

The left adjoint constructs the free abelian group

#### Back to the point

## What is the categorical structure of the $\lambda$ -calculus ?

I. we need to interpret the "," in the typing judgment I. we need to interpret the "," in the typing judgment

#### This is given by the notion of product ×

2. we need to interpret the empty environment in the typing judgment

2. we need to interpret the empty environment in the typing judgment

## This is given by the notion of terminal object

$$\left(\begin{array}{c} \Gamma, \boldsymbol{x} : A \vdash P : B \\ \overline{\Gamma} \vdash \lambda \boldsymbol{x} . P : A \Rightarrow B \end{array}\right)$$

 $\frac{\Gamma \times A \to B}{\Gamma \to (A \Rightarrow B)}$ 

$$\frac{\Gamma \times A \rightarrow B}{\Gamma \rightarrow (A \Rightarrow B)}$$

This says that  $(A \Rightarrow -)$  is the right adjoint to  $(- \times A)$ 

#### In category terminology, the right adjoint to the cartesian product is called the closure

#### Cartesian closed category

A category with

I. a product x
2. a terminal object
3. a closure ⇒

is a cartesian closed category (CCC)

#### $\lambda$ -calculus and CCC

#### We can interpret the $\lambda$ -calculus in any CCC.

#### The interpretation is correct:

## if M and N are $\beta$ -equivalent then [M] = [N]

#### $\lambda$ -calculus and CCC

identity closure (adjunction) composition projection

diagonal of the product

commutativity

 $x:A \vdash x:A$  $\Gamma, x : A \vdash P : B$  $\Gamma \vdash \lambda x.P : A \Rightarrow B$  $\Gamma \vdash P : A \Rightarrow B \qquad \Delta \vdash Q : A$  $\Gamma, \Delta \vdash PQ$  :B  $\Gamma \vdash P : B$  $\Gamma, x : A \vdash P : B$  $\Gamma, x : A, y : A \vdash P : B$  $[\Gamma, z : A \vdash P[x, y \leftarrow z] : B$  $\Gamma, x : A, y : B, \Delta \vdash P : C$  $\Gamma, y : B, x : A, \Delta \vdash P : C$ 

## Why introducing CCC ?

## Of course, for sets and functions, we don't really need category theory.

### Why introducing CCC ?

But it is sometimes difficult to say that an interpretation gives rise to a model.

## Why introducing CCC ?

- I. Scott domains and continuous functions
- 2. Berry domains and stable functions
- 3. concrete data structures and sequential algorithms
- 4. opponent starting games and sequential strategies

5. ...

## To be continued ...