# **A Computer-Checked Library of Category Theory Universal Properties of Category Theory in Functional Programming**

### 1 - Background

"Category theory is the mathematics of mathematics. Whatever mathematics does for the world, category theory does for mathematics" - E. Cheng [1]

 Category theory provides a general framework for describing mathematical concepts by focusing on relationships rather than the internal details of the objects (using **universal properties**) **Computer proof assistants** are software tools for formalizing mathematical concepts

## **4** - Implementation

Category consists of

Objects

Morphisms

- Category must satisfy
  - Left unit law: f ld = f
  - **Right unit law:** *Id f* = *f* • Associative law:  $(h \circ q) \circ f = h \circ (q \circ f)$
- Identity morphisms (Id)
- Composition operator (•)

Category was implemented as a structure containing a field for each component and axiom

Implemented universal properties:

- · Initial objects have a unique morphism to every object
- Terminal objects have a unique morphism from every object
- **Binary products** represent the combinations of two objects along with projections
- **Binary coproducts** represent the combinations of two objects along with injections

Each universal property includes a function checking this property, structure representing an object with this property and an example in the Set category

The main goal was to make the library as beginner-friendly as possible so we focused on

- writing **intuitive code**
- including concrete examples
- adding a lot of documentation

## References

[1] E. Cheng, How to bake pi: An edible exploration of the mathematics of mathematics. Basic Books, 2015.

2 - Project G	oals
Goal	
Implement a pedagogical library of category theory in Lean	Ex
Answer the research question: Which parallels can be drawn between the universal properties of category theory and functional programming?	Lack univ

## 5 - Findings

Found parallels between the implemented universal properties and functional programming:

Universal Property	FP Concept		
Initial objects	Empty types	<ul><li>Impossible to</li><li>Exactly one full</li></ul>	define a termin nction from th
	Base cases in recursion	<ul><li>Simplest (and</li><li>Each recursive</li></ul>	often empties e data type has
Terminal objects	Unit types	<ul><li>No point in defining function</li><li>Useful to return a unit type for</li></ul>	
Binary products	Product types	<ul><li>Set of possible values is the types</li><li>Field accessors and argume</li></ul>	
Binary coproducts	Sum types	<ul><li>Set of possible</li><li>Constructors a</li></ul>	e values is the and case hand
All parallels also i	ncluded example	es from <b>Haskell:</b>	Sum t
data	Void	Empty type	data Sha

data () = () **— Unit type** 

## **CSE3000 Research Project**

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## and Motivation

#### **Motivation**

sting category theory libraries are too advanced for beginners

of papers highlighting and exemplifying the connection between iniversal properties of category theory and functional programming

### **Similarities and Insights**

nating function to an empty type e empty type to any type (the empty function)

st) starting points for constructing more complex elements a unique construction/representation

ns from a unit type or functions that perform side-effects

cartesian product of the sets of the possible values of its field

ent extraction in pattern matching are similar to projections

disjoint union of the sets of the possible values of its field types lling in pattern matching are similar to injections





