

Monadic Design for Universal Systems

Nick Rossiter

Visiting Fellow

Computing Science and Digital Technologies
Northumbria University

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Outline of Presentation

- Basic categorical facilities identified for the Universe
 - The Topos (structural data-type)
 - The Monad (process)
- Applying the monad to a topos
 - Alternative Techniques
 - Application
- Discussion

The Topos – Structural Data-type

- Based on Cartesian Closed Category (CCC)
 - Products; Closure at top; Connectivity (exponentials); Internal Logic; Identity; Interchangeability of levels
- If we add:
 - Subobject classifier
 - Internal logic of Heyting (intuitionistic)
 - Reflective subtopos (query closure)
- We get a Topos

Topos: further work identified 2- years ago and **now**

- Data Process
 - Queries **within a topos** – use of subobject classifier, particularly with power objects
 - Examples of Heyting intuitionistic logic
 - **Applying process to a topos**
- Database design
 - Cocartesian approach
 - Pasting of pullbacks
 - Recursive pullbacks
 - Allegories

Progress

Data Process

Queries **within a topos**

ANPA 36: Subobject classifier extended to power-objects for generality

Heyting examples, internal logic

Stalled for while but now restarted

External process on a topos

Today's topic, monads

Database Design

Cocartesian

For normalisation, not now a priority as thought to be categorification below 5NF

Pasting of pullbacks

ANPA 36: Expressed in complex, more realistic design, **satisfies 5NF**

Recursive pullbacks

ANPA 35: Represent different levels of detail

Allegories

ANPA 36: Explored, not useful in natural IS but significant for interoperability

Normalization

- Match in data design between logical and physical world.
- Many stages of normal forms in set-theoretic relational model: 1NF, 2NF, 3NF, BCNF, 4NF, 5NF.
- Only last need concern us here.
- 5NF is also known as Project-Join Normal Form

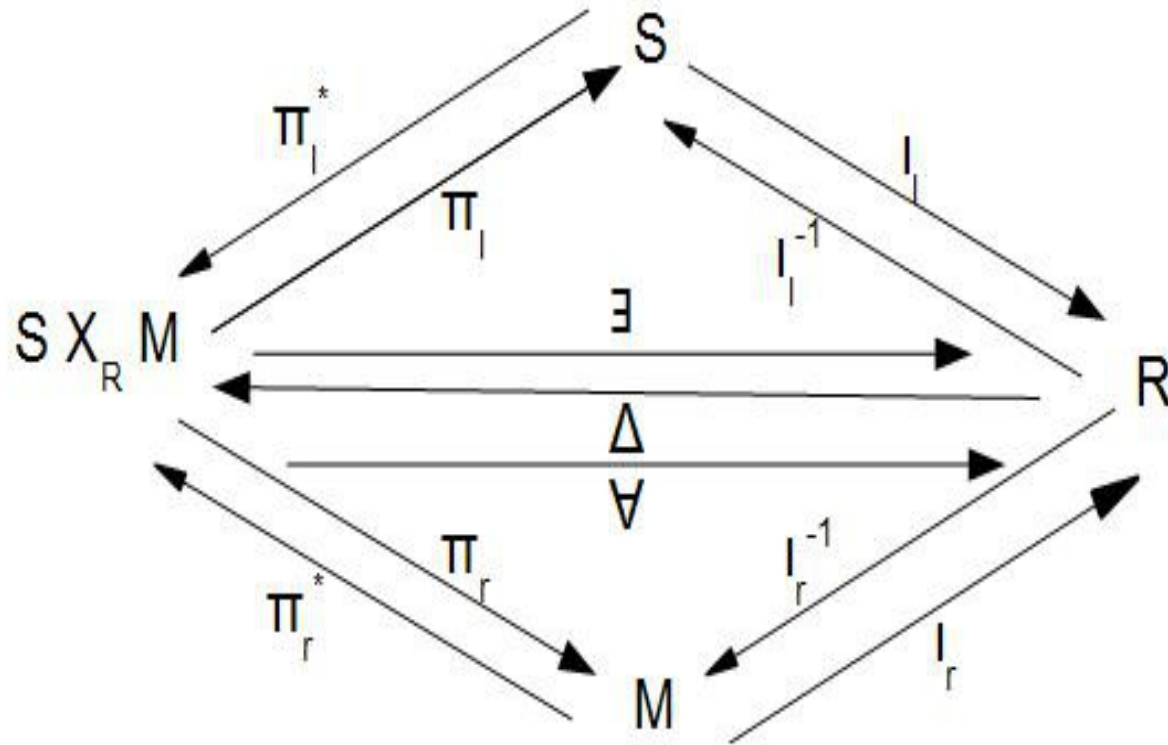
5NF (PJNF) is a Pullback Diagram

- Structure is in 5NF if its projections can be joined to return the original structure.
- Projection is decomposition of a product
- Join is Δ , diagonal from coproduct to product
- Mark Levene & Millist W Vincent evidently consider pullbacks with normalisation
- Simple pullback (two projections, one join) is trivial
- More complex (realistic) examples are handled by pasted pullbacks

Examples

- Student Marks
 - Simple PJ/NF (single pullback)
- Bank Transactions
 - Simple PJ/NF (single pullback)
 - Simple pasted PJ/NF (2 pasted squares, 3 pullbacks)
 - Complex PJ/NF (5 pasted squares, 10 pullbacks)
 - Complex structure (5 pasted squares, not valid pullback)

Pullback - Single Relationship Student Marks



Pullback - Single Relationship Constraints

- $S \times_R M$ (Student X_{Result} Mark)
- Logic of adjointness: $\exists \dashv \Delta \dashv \forall$
 - Δ selects pairs of S and M in a relationship in context of R
 - Such that $\exists \dashv \Delta$ and $\Delta \dashv \forall$
 - Termed by Lawvere as a hyperdoctrine
- Projections π are from product, left and right (dual π^*)
- Inclusions ι are into sum $S+M+R$, left and right (dual ι^{-1})
- S, M, R are categories, with internal pullback structure, giving recursive pullbacks

Recursive Pullbacks

A node of a pullback may itself be a pullback

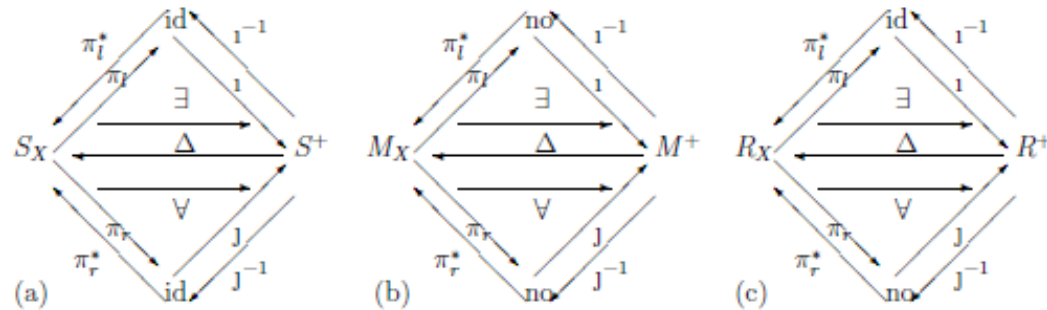
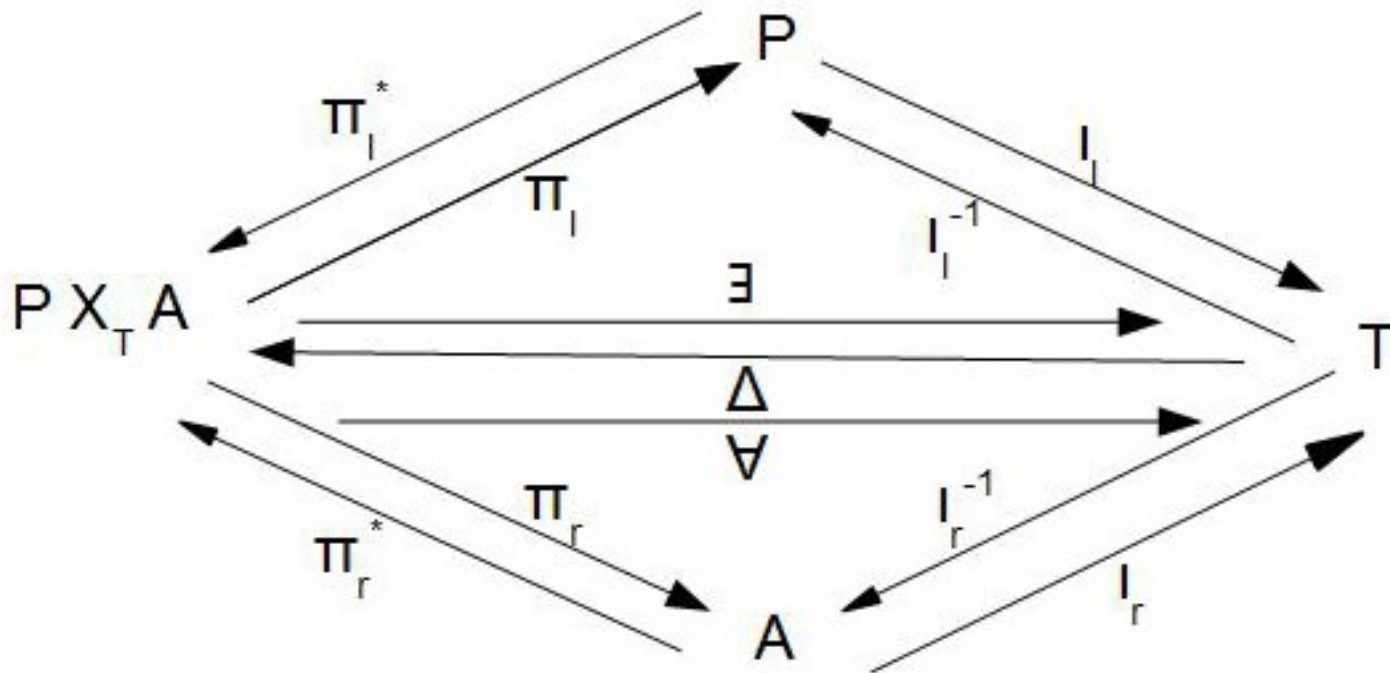


Figure 13: Internal Structure of Categories: a) The Pullback in \mathbf{S} . S_X is $\text{id} \times_{S^+} \text{id}$, S^+ is name +_{id} address. b) The Pullback in \mathbf{M} . M_X is $\text{no} \times_{M^+} \text{no}$, M^+ is title +_{no} grade, c) The Pullback in \mathbf{R} . R_X is $\text{id} \times_{R^+} \text{no}$, R^+ is mark +_{id+no} decision.

Each node in the pullback for Student over Marks in context of Result is itself a pullback, giving a recursive structure

Pullback - Single Relationship: Bank Transactions by Account and Procedure

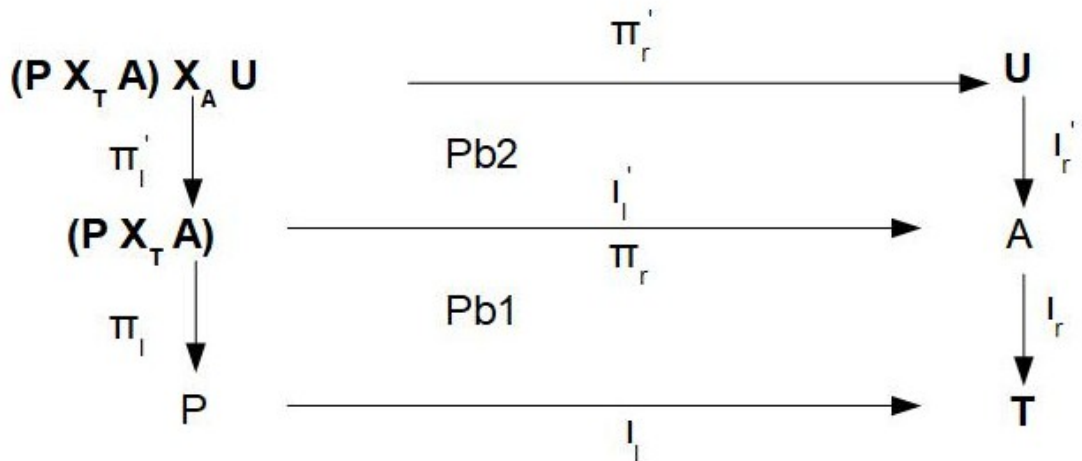


Pullback - Single Relationship Details

- $P \times_T A$ (Procedure $X_{\text{Transaction}}$ Account)
 - Procedure is type of transaction: e.g. standing order, direct debit, ATM cash withdrawal
 - Account can belong to many users
 - Transaction is item for transfer of funds according to ACID requirements
- P, A, T are categories, with internal pullback structure, giving recursive pullbacks

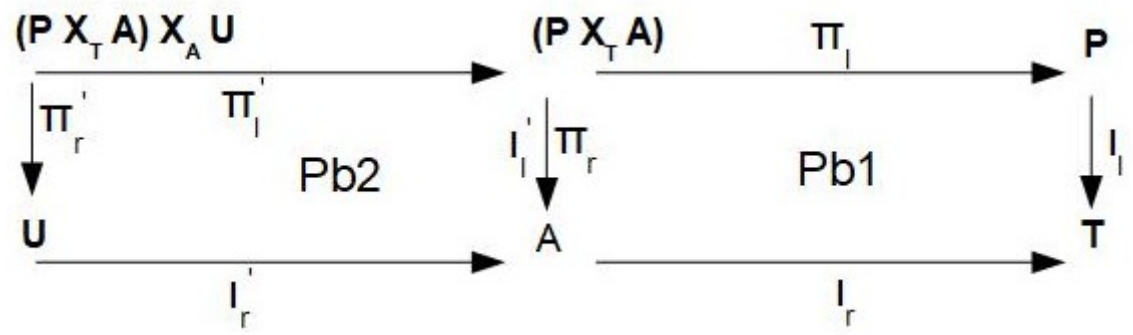
Pullback - Two Pasted Relationships: Bank Transactions by User/Account

Three
Pullbacks
Pb1, Pb2,
Pb2 X Pb1



U is user
A is account
T is transaction

Usually written in horizontal (landscape) form. Vertical layout enables deep nested structures to be represented more readily

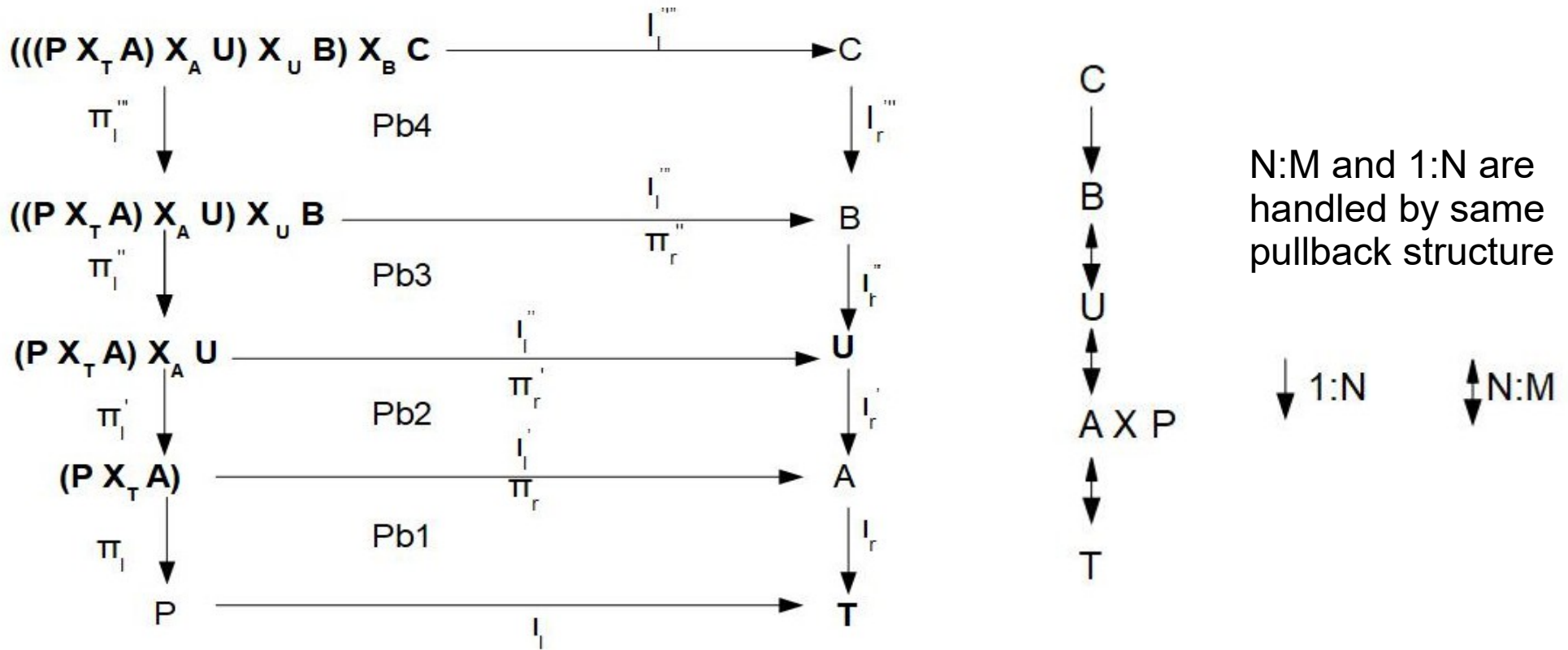


Pasting condition for $Pb2 \times Pb1$: $i_l' = \pi_r$ after Freyd's Pasting Lemma

For our purposes, a pasted pullback is only a valid pullback if all inner and outer diagrams are pullbacks

Pasting is associative (order of evaluation is immaterial) but not commutative (relationship A:B 1:N is not same as A:B N:1)

Pullback – x10 Natural Bank Account Transactions



C company, B branch, U user, A account, P procedure, T transaction

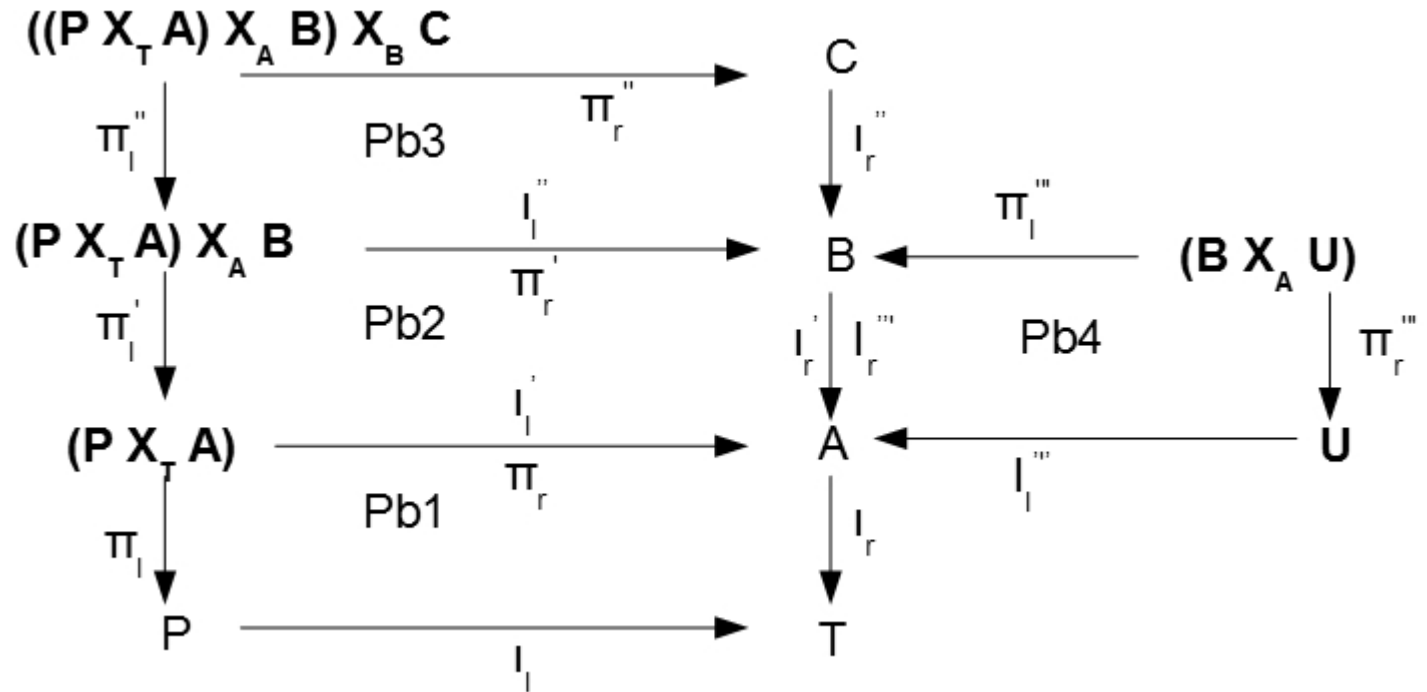
- 10 pullbacks: Pb1, Pb2, Pb3, Pb4
 Pb2 X Pb1, Pb3 X Pb2, Pb4 X Pb3
 Pb3 X Pb2 X Pb1, Pb4 X Pb3 X Pb2
 Pb4 X Pb3 X Pb2 X Pb1

For our purposes, a pasted pullback is only a valid pullback if all inner and outer diagrams are pullbacks

Invalid Pullback

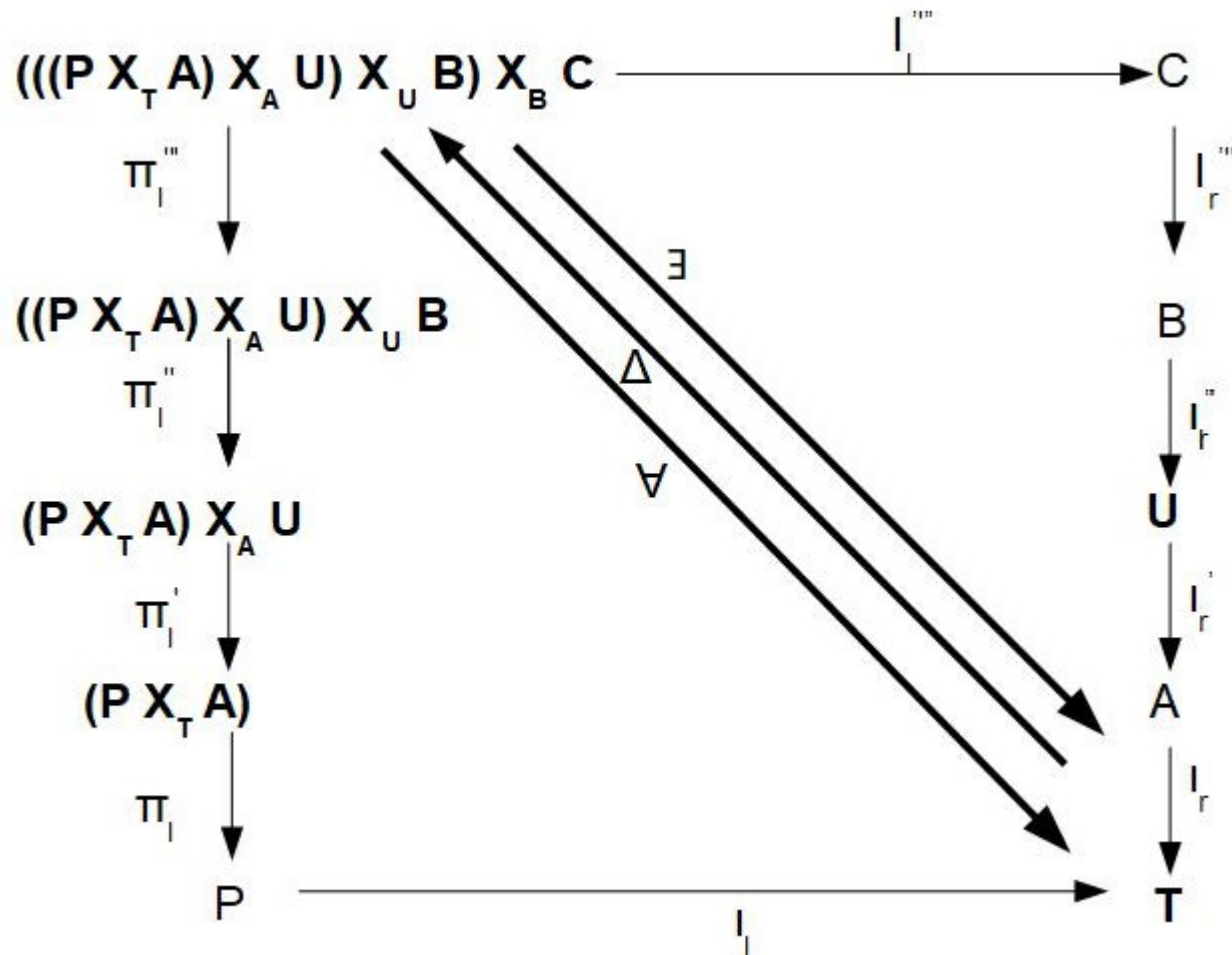
Invalid as
not all squares
are pullbacks

For instance
Pb4 X Pb2 is not
a pullback



Adjointness Holds for all Pullbacks

$\exists \dashv \Delta \dashv \forall$ for this outer pullback and all other 9 inner pullbacks



Pasting Pullbacks – Discussion 1

- All diagrams commute
- All diagrams, inner or outer, are pullbacks
 - In pure maths, the condition is relaxed a little
 - Not appropriate for applied
- Structure is recursive
 - A pullback node may be a pullback structure in its own right
 - No limit to recursion

Pasting Pullbacks – Discussion 2

- Meets all Information System requirements as in 5NF (Project-Join)
 - Pullback is project-join through Π and Δ
 - Not categorification of set-theoretic approach
 - 5NF was a belated move by set-theoretic adherents to find a viable approach, which happened to follow category theory principles
- Pasting condition appears to be:
 - $i_l' = \pi_r$ (left-inclusion of outer square = right-projection of inner square)
 - Discussed further later

Pasting Pullbacks – Discussion 3

- Pasted structure
 - is a Cartesian Closed Category (CCC) with products, terminal object and exponentials
 - is a topos as a CCC with subobject classifier and internal Heyting Logic
- The subobject classifier provides an internal query language

The Pasting Condition 1

- $\iota_l' = \pi_r$ (left-inclusion of outer square = right-projection of inner square
 - Looks rather set theoretic
- But any pullback can be represented as an equalizer (ncatlab)

Equalizer for Pullback

$$P X_T A \longrightarrow P X A \begin{array}{c} \xrightarrow{\quad \lrcorner \pi_l \quad} \\ \xrightarrow{\quad \lrcorner \pi_r \quad} \end{array} T$$

Maps relation onto product onto context via 2 paths through pullback

The Pasting Condition 2

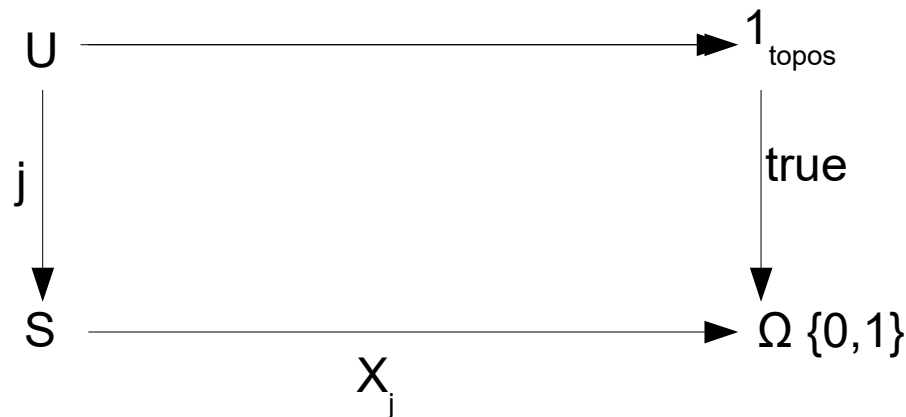
Similarly for a pasted pullback, the equaliser is

$$\begin{array}{ccc}
 (P \times_T A) \times_A U & \longrightarrow & (P \times_T A) \times U \\
 & & \begin{array}{c} \xrightarrow{\quad | \pi_l \pi_l' \quad} \\ \xrightarrow{\quad \quad \quad} \\ \xrightarrow{\quad | \pi_r \pi_r' \quad} \end{array} A
 \end{array}$$

Equals in sets is undefined as context is not defined

Equaliser in categories, as a limit, is fully defined up to natural isomorphism

Subobject Classifier – Searching within a Topos - Boolean example



Simple database query in category theory style

$\Omega \{0,1\}$ is subobject classifier; subobjects classified as either 0 or 1
 X_j characteristic function is query mapping from object S to $\{0,1\}$, false or true
 1_{topos} is terminal object of topos (handle on topos)

j is mapping from subtopos U (result of query) to object S

Diagram is actually a pullback of *true* along X_j .

U is $1_{\text{topos}} \times_{\Omega\{0,1\}} S$

U is the identity of the subtopos, giving query closure

External Process

- Metaphysics (Whitehead)
- Transaction (universe, information system)
- Activity
 - Can be very complex but the whole is viewed as atomic – binary outcome – succeed or fail
 - Before and after states must be consistent in terms of rules
 - Intermediate results are not revealed to others
 - Results persist after end

Transaction is standard way of defining a Process

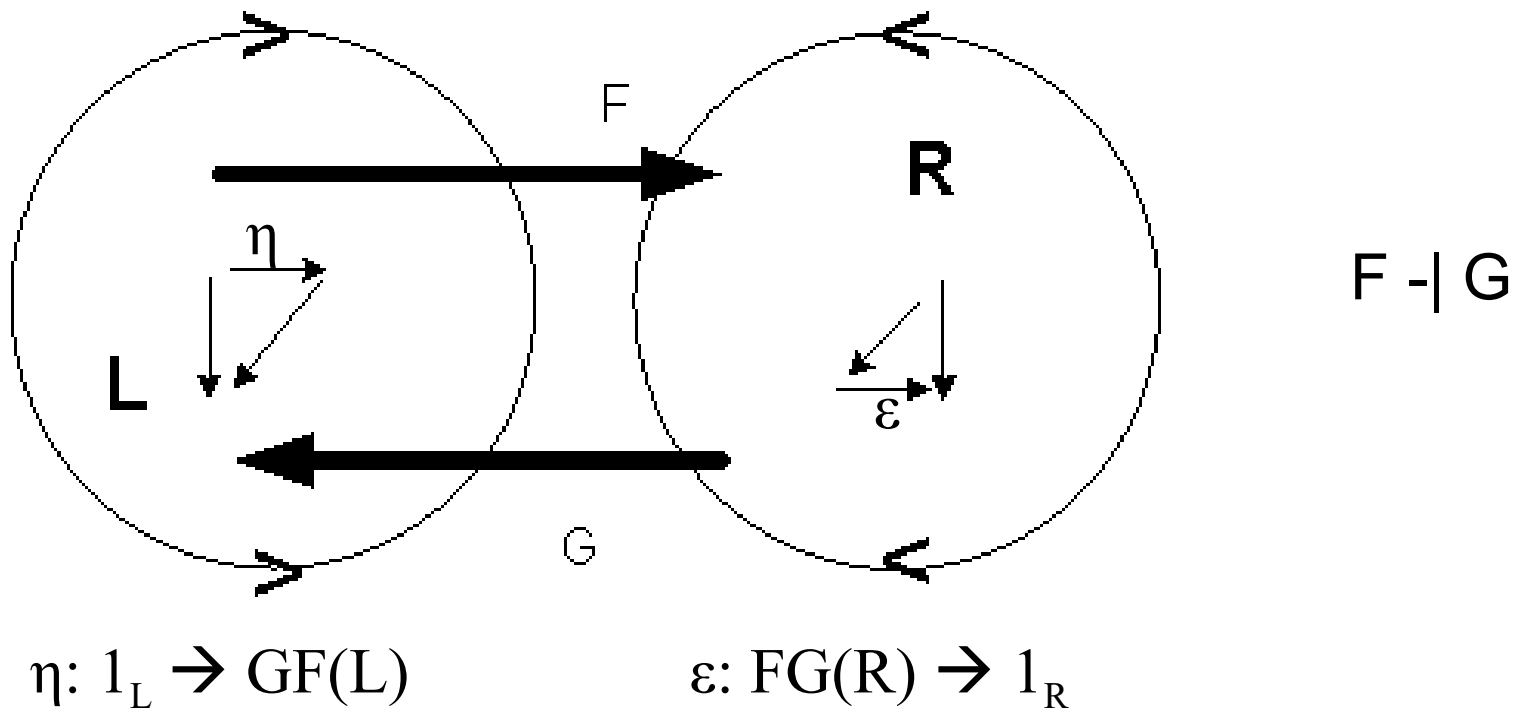
- Principles of ACID
 - Atomicity, Consistency, Isolation, Durability
- Logical technique for controlling the physical world
 - e.g. banking transaction
- Requires three cycles of adjointness between initial and target state
- First two for atomicity, consistency and isolation
 - First makes changes; second reviews changes
- Third for durability

Transaction in Category Theory

- In earlier work (ANPA 2010) we used adjointness to represent a transaction
 - Employing multiple cycles to capture ACID
- The aim now is to abstract this work using the monad, which we earlier described as the way forward
- The monad is an extension of the monoid to multiple levels
 - Monoid: $M \times M \rightarrow M$, $1 \rightarrow M$ (binary multiplication, unit)

Multiple 'Cycles' to represent adjointness

- Three 'cycles' GFGFGF:
 - Assessing unit η in L and counit ε in R to ensure overall consistency
 - 'Cycles' are performed simultaneously (a snap, not each cycle in turn)



Promising Technique - Monad

- The monad is used in pure mathematics for representing process
 - Has 3 'cycles' of iteration to give consistency
- The monad is also used in functional programming to formulate the process in an abstract data-type
 - In the Haskell language the monad is a first-class construction
 - Haskell B. Curry transformed functions through currying in the λ -calculus
 - The Blockchain transaction system for Bitcoin and more recently other finance houses uses monads via Haskell
 - Reason quoted is it's a simple and clean technique

Monad/Comonad Overview

- Functionality:
 - Monad
 - $T^3 \rightarrow T^2 \rightarrow T$ (multiplication)
 - 3 'cycles' of T , looking back
 - Comonad (dual of monad)
 - $S \rightarrow S^2 \rightarrow S^3$ (comultiplication)
 - 3 'cycles' of S , looking forward
- Objects:
 - An endofunctor on a category X

Using the Monad Approach

- A monad is a 4-cell $\langle 1, 2, 3, 4 \rangle$
 - 1 is a category X
 - 2 is an endofunctor ($T: X \rightarrow X$, functor with same source and target)
 - 3 is the unit of adjunction $\eta: 1_x \rightarrow T$ (change, looking forward)
 - 4 is the multiplication $\mu: T X T \rightarrow T$ (change, looking back)
- A monad is therefore $\langle X, T, \eta, \mu \rangle$

The Monad as a 'triple'

- A monad is sometimes called a triple as by Barr & Wells. Term disliked by some as too set theoretic, e.g. Mac Lane
- Why a triple when 4 terms above?
- $\langle X, T, \eta, \mu \rangle$ is reduced to
 - $\langle T, \eta, \mu \rangle$ as category X is implicit in T
- True to the spirit of category theory a monad works over 3 levels, as 3 levels gives naturality
- So the laws we are going to see involve T (endofunctor performed once), T^2 (performed twice) and T^3 (performed 3 times)
- Note this multiple performance matches our transaction approach, outlined earlier with GF performed 3 times

The Comonad

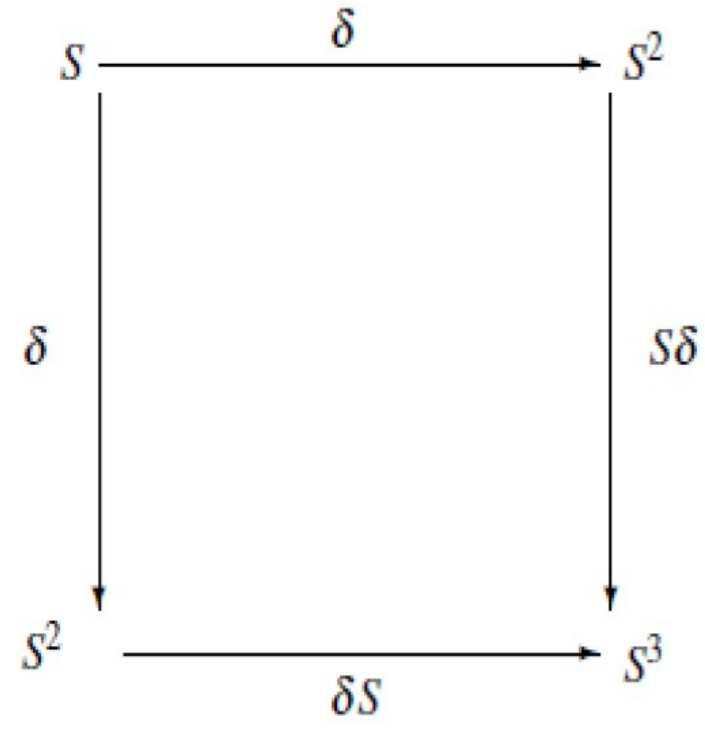
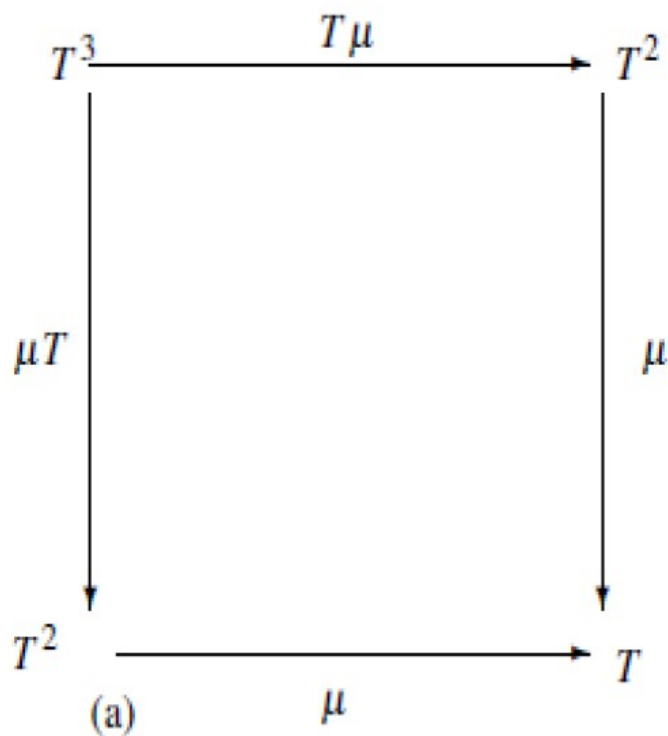
- The dual of the monad
- A comonad is a 4-cell $\langle 1, 2, 3, 4 \rangle$
 - 1 is a category X
 - 2 is an endofunctor ($S: X \rightarrow X$, functor with same source and target, S is dual of T)
 - 3 is the counit of adjunction $\varepsilon: S \rightarrow 1_X$ (change, looking back)
 - 4 is the comultiplication $\delta: S \rightarrow S X S$ (change, looking forward)
- A comonad is therefore $\langle X, S, \varepsilon, \delta \rangle$ or $\langle S, \varepsilon, \delta \rangle$

Laws for the Monad

- Book-keeping
- Associative Law
- Unit Law

Associative Law for Monad

- The laws involve T^3 (3 'cycles') with the Associative law:



a) Associative law for monad $\langle T, \eta, \mu \rangle$; b) Associative law for comonad $\langle S, \varepsilon, \delta \rangle$

Unitary Law for Monads

- The diagram commutes

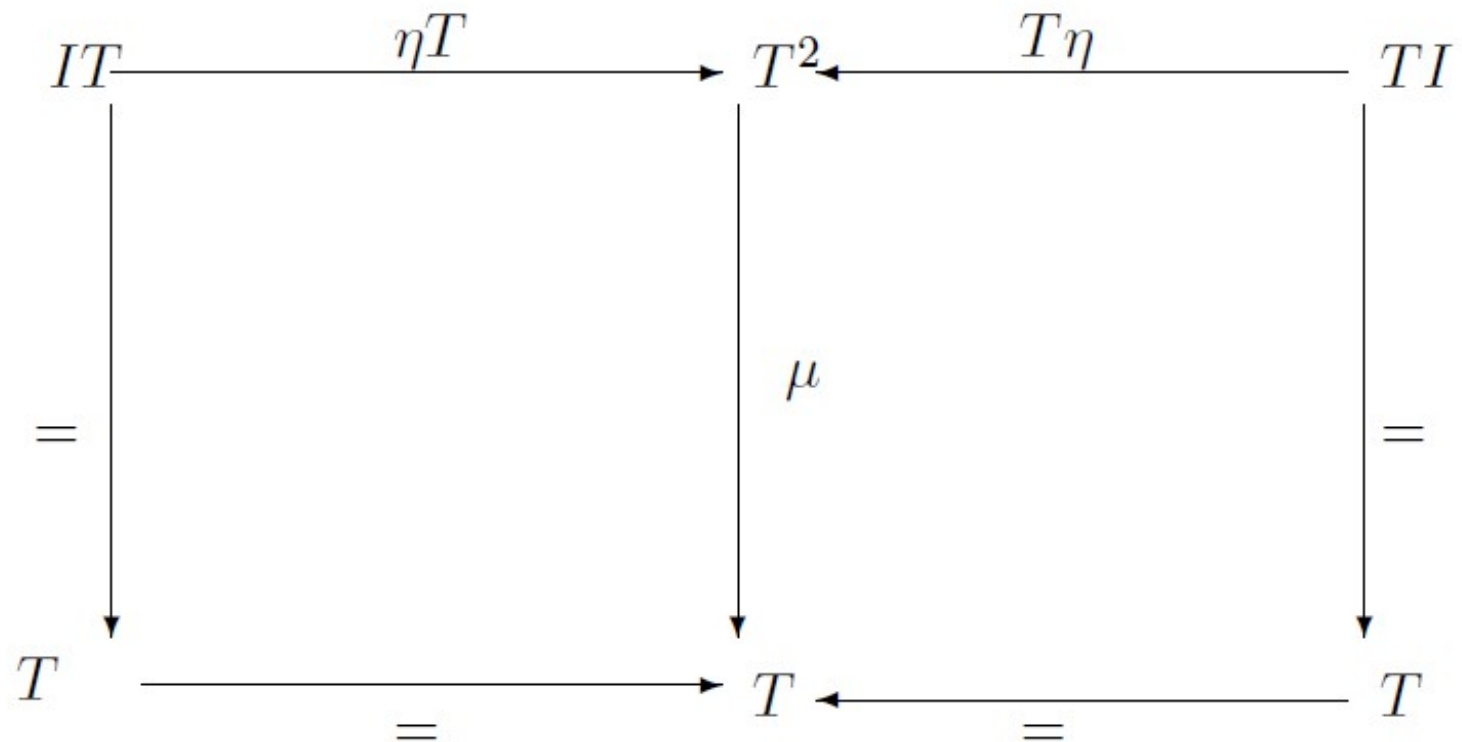


Figure 13: Left and Right Unitary Laws for Monad $T = \langle T, \eta, \mu \rangle$

Monad can be based on an adjunction

- The transaction involves GF, a pair of adjoint functors $F \dashv G$
 - $F: X \rightarrow Y$
 - $G: Y \rightarrow X$
- GF is an endofunctor as category X is both source and target
- So T is GF (for monad)
- And S is FG (for comonad)

3-cell descriptors with adjoints

- The 3-cell monad $\langle T, \eta, \mu \rangle$
 - is written $\langle GF, \eta, G\varepsilon F \rangle$ (last up a level for multiplication)
- The 3-cell comonad $\langle S, \varepsilon, \bar{\delta} \rangle$
 - is written $\langle FG, \varepsilon, F\eta G \rangle$ (last up a level for comultiplication)

Terminology

- A monad is often simply addressed by its endofunctor.
 - $\langle T, \eta, \mu \rangle$ is called the monad T
- Similarly for the comonad
 - $\langle S, \varepsilon, \delta \rangle$ is called the comonad S
- It's a synecdoche

Operating on a Topos

- The operation is simple:
 - $T: E \rightarrow E'$
 - where T is the monad $\langle GF, \eta, G\varepsilon F \rangle$ in E , the topos, with input and output types the same
- The extension (data values) will vary but the intension (definition of type) remains the same
- Closure is achieved as the type is preserved

The T-algebras – Changing the Definition

- More fundamental change to the operand (X or E)
- Produces a new consistent state of adjunction with modified intension
- The T-algebras manipulate the category X , when defined within a monad T
- They were developed in work by Eilenberg & Moore published in 1965

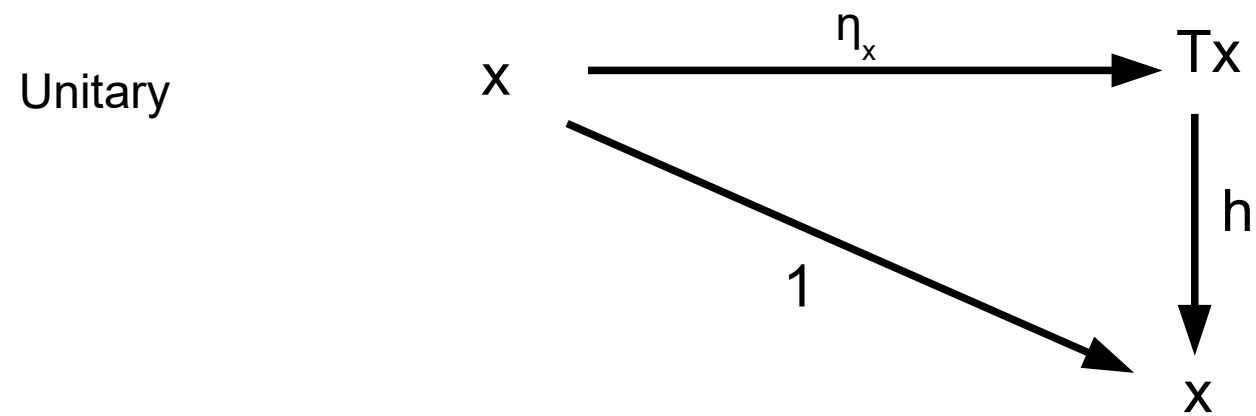
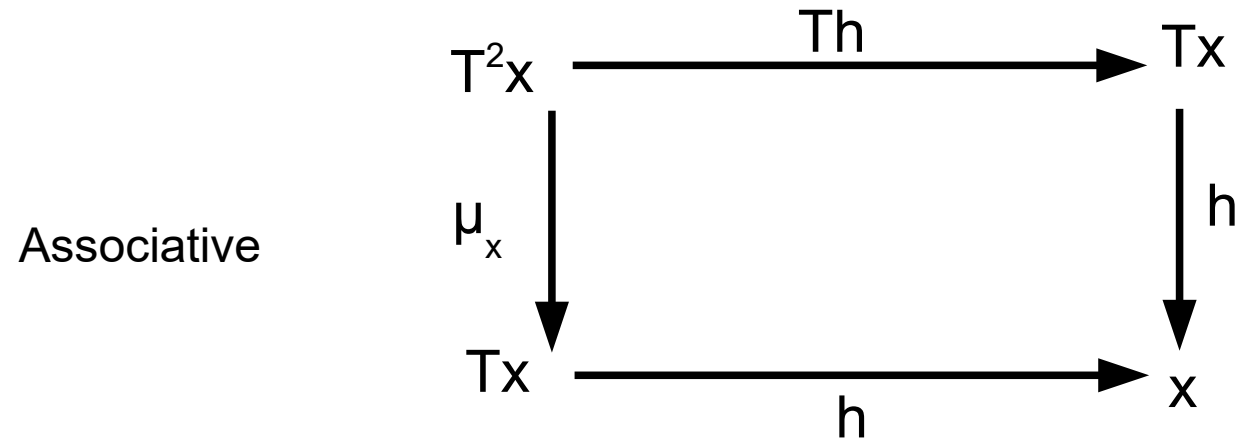
T-algebra defined

- For a category X , not necessarily a topos, in the monad $\langle X, T, \eta, \mu \rangle$, the effect is to obtain:
 - $\langle G^T F^T, \eta^T, G^T \varepsilon^T F^T \rangle: X \rightarrow X^T$
- That is a new monad adjunction $F^T \dashv G^T$ is defined to accommodate the changed category X^T
- For a topos E , this is equivalent to a change to E^T
 - $\langle G^T F^T, \eta^T, G^T \varepsilon^T F^T \rangle: E \rightarrow E^T$

The T-algebra

- For a monad $\langle T, \eta, \mu \rangle$ in X
- A T-algebra is:
 - $\langle x, h \rangle$
- Where x is an object in X
- And $h: Tx \rightarrow x$ is the structure map of the algebra
- Such that the following diagrams commute

T-algebra: Associative/Unitary Laws



Both diagrams must commute for T to be a monad

Other Monadic features

- Kleisli Category of a Monad
 - Transforms a monad into a form more suitable for implementation in a functional language
 - Used in Haskell rather than the pure mathematics form of Mac Lane
- Beck's Theorem
 - Provides rules on which categorial transformations in the T-algebra $X \rightarrow X^T$ are valid.
 - Sometimes called PTT (Precise Tripleability Theorem)

Cartesian Monads

- If underlying categories are pullbacks
 - AND T preserves pullbacks
 - AND μ and η are Cartesian
- Then the monad is Cartesian
 - Facilitates its use in transformations where a Cartesian type is expected

Summary of Progress

- Topos has been established as data-type of choice
- Monad shows potential for processing the topos and for transforming the topos
- Areas for attention:
 - Intension/extension in topos, including pullbacks, subobject classifier and operations by the monad
 - Exploring usefulness of additional work on monads including those mentioned here: T-algebra, Kleisli, Beck and Cartesian monad