



# Category Theory in Geometry

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# Categories

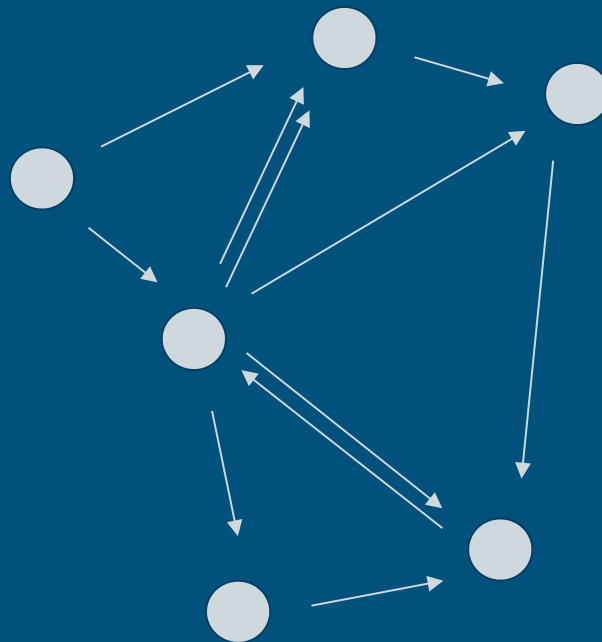
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Category: a collection of **objects** and **morphisms** between objects

- Every object  $c$  has an identity morphism  $I_c$
- For morphisms  $f : c \rightarrow d$  and  $g : d \rightarrow e$ , there is a composite morphism  $gf : c \rightarrow e$

Examples:

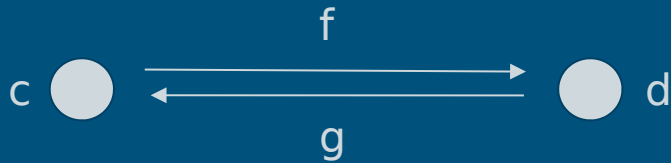
- **Sets & functions**
- **Groups & group homomorphisms**
- **Topological spaces & continuous functions**



# Categories

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An **isomorphism** is a morphism  $f : c \rightarrow d$  with  $g : d \rightarrow c$  so that  $fg = I_d$  and  $gf = I_c$



## Examples

- Set: **bijections**
- Group: **group isomorphisms**
- Top: **homeomorphisms**

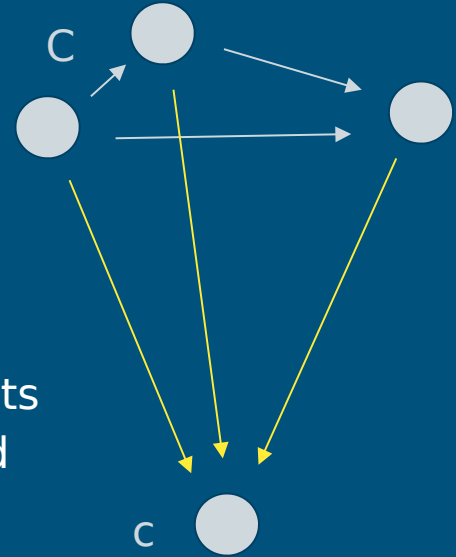
# Functors

**Functor:** a map  $F : C \rightarrow D$  between categories taking objects to objects and morphisms to morphisms

- Preserves identity morphisms
- Preserves function composition

Examples:

- **Forgetful:**  $\text{Group} \rightarrow \text{Set}$  sends groups to sets of elements
- **$C(c, -)$ :**  $C \rightarrow \text{Set}$  sends  $x$  to set of morphisms  $c \rightarrow x$  and morphisms  $x \rightarrow y$  to  $C(c, x) \rightarrow C(c, y)$  by postcomposition
- **Constant:**  $C \rightarrow c$  sends every object in  $C$  to  $c$ , every morphism to the identity on  $c$



# Diagrams

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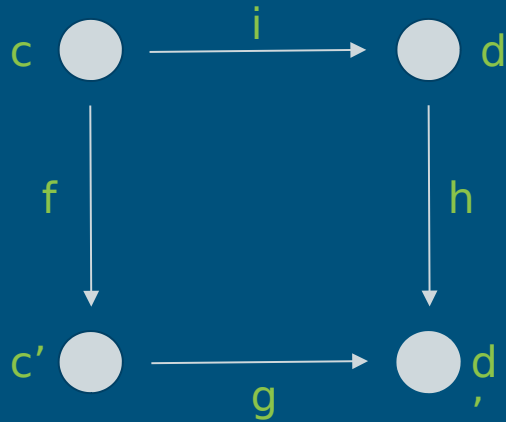


Diagram  $F : J \rightarrow C$ :

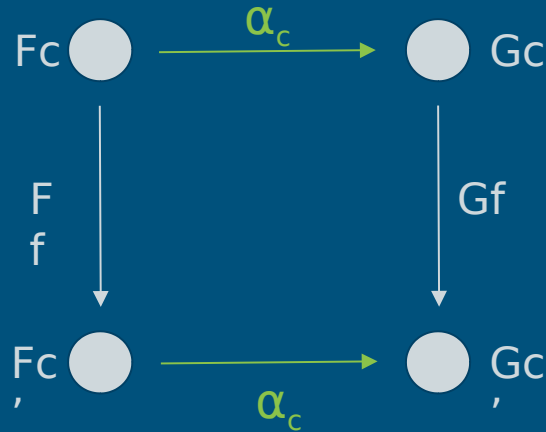
- An indexing category  $J$  of a certain shape
- A functor  $F$  assigning **objects and morphism in  $C$**  to that shape

# Natural Transformations

**Natural transformation**  $F \Rightarrow G$  of functors  $F, G : C \rightarrow D$ :

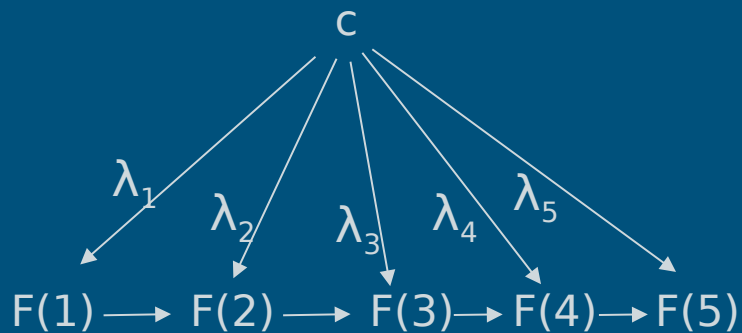
- A collection of morphisms called **components**  $\alpha_c : Fc \rightarrow Gc$
- For all  $f : c \rightarrow c'$ , the diagram commutes

If the components are isomorphisms, we have a **natural isomorphism**  $F \cong G$



# Cones

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**Cone** over a diagram  $F : J \rightarrow C$ :

- A natural transformation between the **constant functor**  $c : J \rightarrow c$  and the **diagram**  $F : J \rightarrow C$
- The components  $\lambda_j$  are called legs

# Universal Properties

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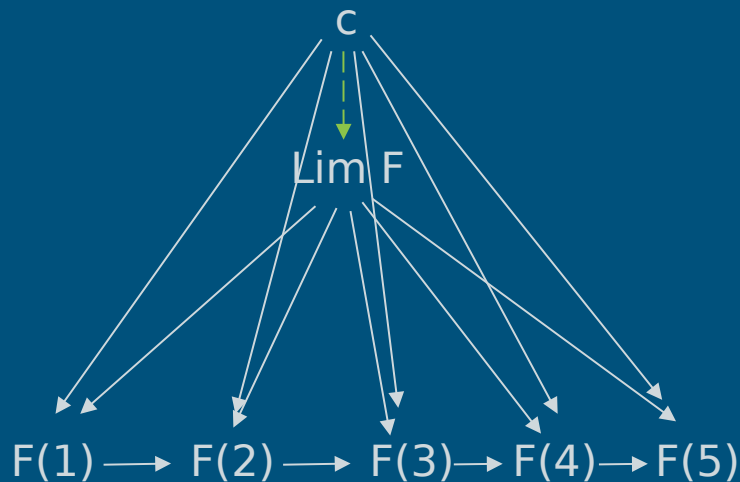
A functor  $F : C \rightarrow \text{Set}$  is **representable** if there is an object  $c$  in  $C$  so that  $C(c, -) \cong F$

- Recall  $C(c, -)$  takes an object  $c'$  to the set of morphisms  $c \rightarrow c'$

The functor  $F$  encodes a **universal property** of  $c$



# Limits



A **limit** is a universal cone:

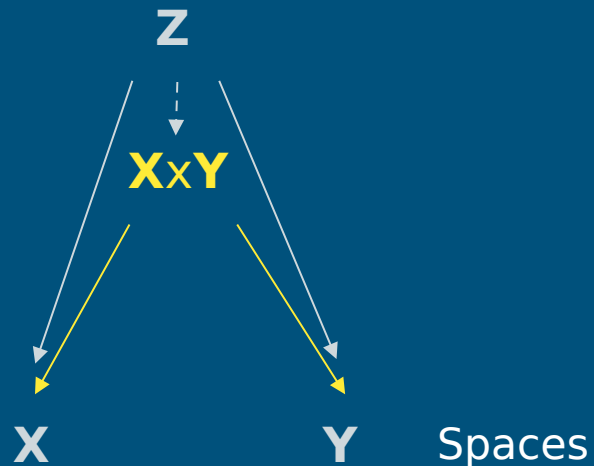
- There is a natural isomorphism  $C(-, \text{lim } F) \cong \text{Cone}(-, F)$
- Morphisms  $c \rightarrow \text{Lim } F$  are in bijection with cones with summit  $c$  over  $F$

# Limits in Geometry

Product



Diagram shape



Product of spaces

# Limits in Geometry

## Pullback

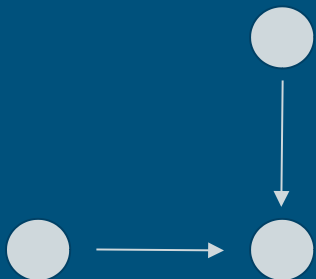
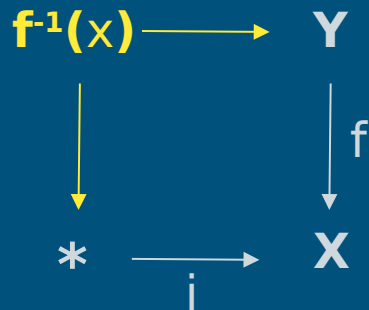


Diagram shape



Spaces

Fiber of  $x=i(*)$

# Conclusion

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Category Theory is everywhere

- Mathematical objects and their functions belong to **categories**
- Maps between different types of objects/functions are **functors**
- Universal properties such as **limits** describe constructions like products and fibers

# Reference

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“Category Theory in Context” by Emily Riehl