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**Basic Category
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This book is a textbook in basic category theory, written specifically to be read by researchers and students in computing science. We expound the constructions we feel are basic to category theory in the context of examples

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and applications to
computing science.

Some categorical ideas
and constructions

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Category Theory for Computing Science Michael Barr Charles

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mathematics that is becoming an increasingly important tool in theoretical computer science, especially in programming language semantics, domain theory, and concurrency, where it is already a standard language of discourse.

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assumes you're
familiar with proof-
writing, set theory,
functional
programming, and
denotational
semantics. In return,
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wastes none of your
time. I found this
refreshing, but
unexpected. I'll give a
brief overview of the
contents of the book
before discussing

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them.

**Book Review: Basic
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...

Category theory formalizes mathematical structure and its concepts in terms of a labeled directed graph called a category, whose nodes are called objects, and whose labelled directed edges are called arrows. A

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category has two basic properties: the ability to compose the arrows associatively, and the existence of an identity arrow for each object.

The language of category theory has been used to formalize concepts of other high-level abstractions such as sets, rings, and groups. Informally, cate

**Category theory -
Wikipedia**

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condition' are common in category theory. The phrase means that there is one and only one such-and-such satisfying the condition. To prove the existence part, we have to show that there is at least one. To prove the uniqueness part, we have to show that there is at most one; in other words, any two such-and-suches satisfying the condition are equal.

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The basic parts of a computer are as follows – Input Unit – Devices like keyboard and mouse that are used to input data and instructions to the computer are called input unit. Output Unit – Devices like printer and visual display unit that are used to provide information to the user in desired

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format are called
output unit.

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- Introduction -

Tutorialspoint

After defining
categories and
introducing the most
basic categories, Pierce
describes and defines
the most basic ideas in
category theory:
subcategories,
commutative
diagrams,
monomorphisms,

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epimorphisms,
isomorphisms,
initial/terminal objects,
products, coproducts,
universal

constructions,

equalizers, pullbacks,

pushouts, limits, cones,

colimits, cocones,

exponentiation, and

closed Cartesian

categories.

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