

Categories = Graphs + Algebra (1)

= The future of (2)

semantic representation

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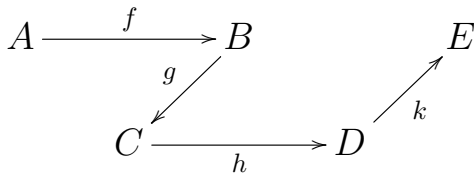
semantic representation

Goals Today: Explain (1)

Justify (2)

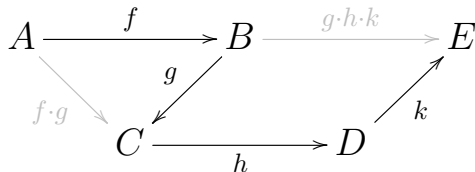
# Composition & Topology

Category = Graph + algebra on edges



## Composition & Topology

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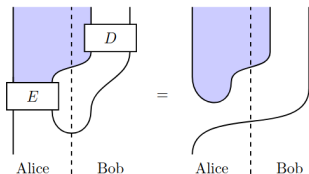
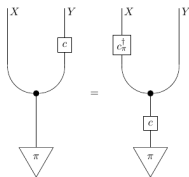
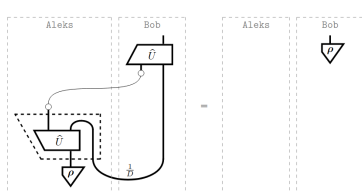
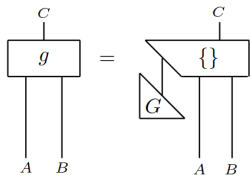


Pithy slogan:

Edges : Graphs :: Paths : Categories

# Composition & Topology

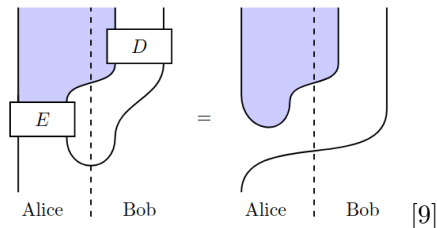
## Monoidal Category $\{=\}$ Algebra on nodes



Diagrams cf. [6, 3, 7, 9]

# What's wrong with graphs?

Algebra supports *equational* reasoning



Graph *relationships* are too restrictive

Homomorphism: Nodes  $\mapsto$  Nodes, Edges  $\mapsto$  Edges

Functor: Nodes  $\mapsto$  Nodes, Edges  $\mapsto$  *Paths*

You're already doing it (without the manual)

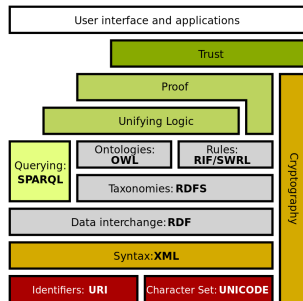
Some categories “in the wild”

- Computer programs
  - Logical proofs
  - Bayesian probabilities
  - Matrices (tensors)
  - Automata & machines
- ! Graphs

Functorial semantics: A model is a mapping

$$\mathbf{Syntax} \xrightarrow{\mathbf{Model}} \mathbf{Semantics}$$

You're already doing it (without the manual)



“Not yet fully realized: Unifying Logic and Proof layers” [4]



Your peers (and competitors) are already doing it

Google nGram for “applied category theory”:



NASA	Temporal logic [8], system architecture [10]
DARPA	Systems of systems [1]
Siemens	Robot planning [5]
More ...	See NIST report [2]

# Thank you I

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# Thank you II

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