

Towards foundations of categorical cybernetics

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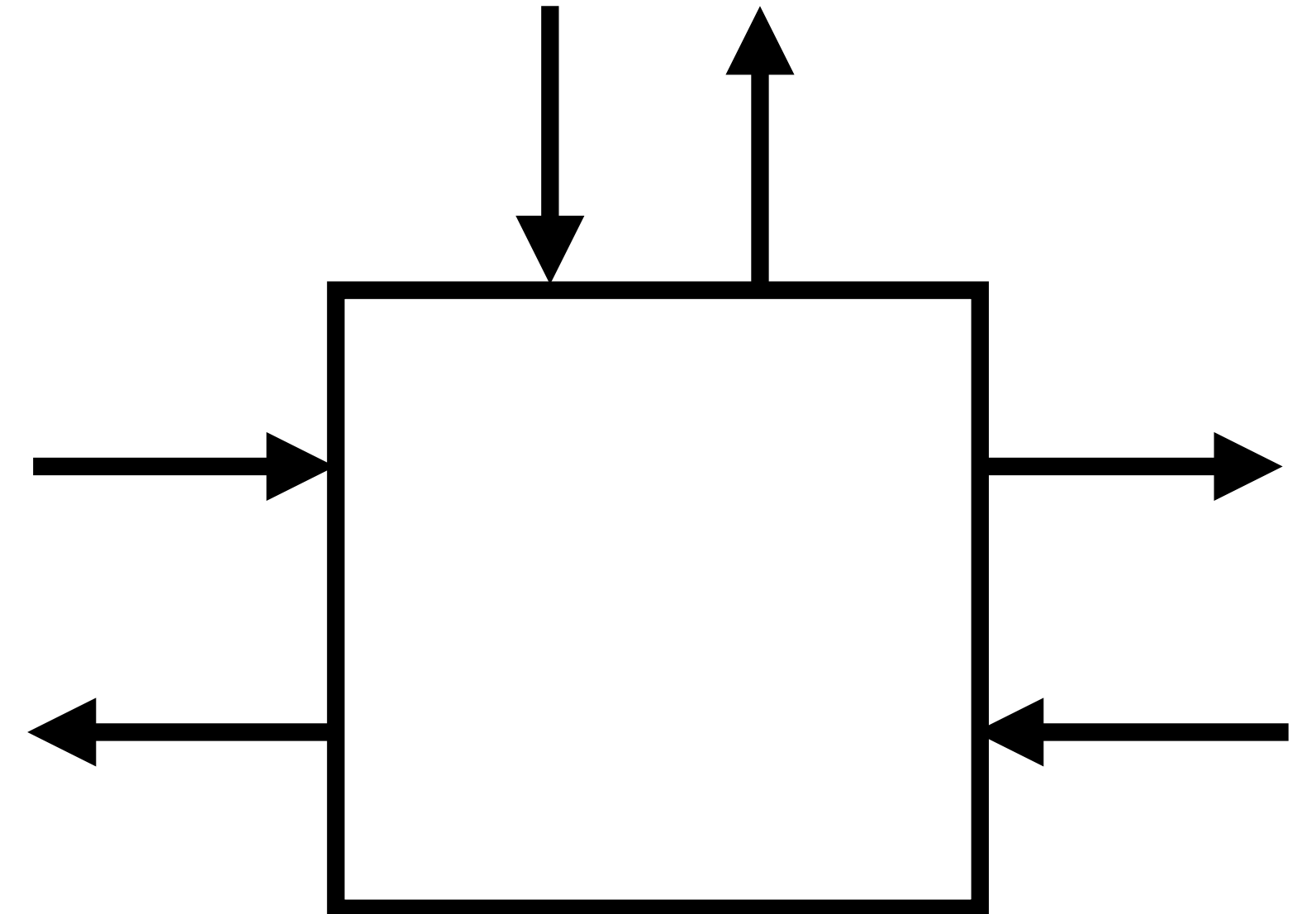
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The goal

A monoidal category of processes that:

- Depend on an external parameter
- Propagate back “responses” to the environment
- Also propagate back “responses” to the parameter’s controller



The Para construction

Let \mathcal{C} be a symmetric monoidal category

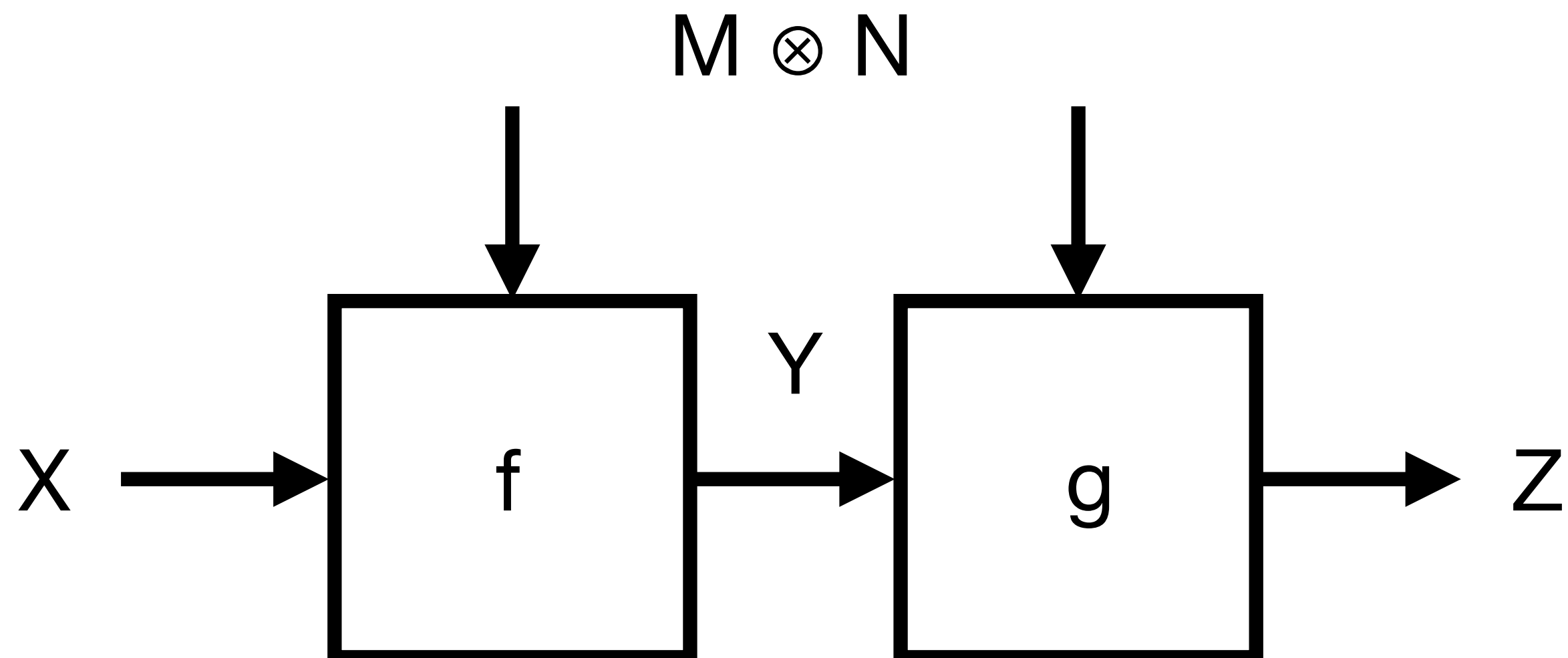
$\text{Para}(\mathcal{C})$ is a symmetric monoidal bicategory where:

- Objects = objects of \mathcal{C}
- Morphisms $X \rightarrow Y = \text{pairs } (M \in \mathcal{C}, f : M \otimes X \rightarrow Y)$
- 2-cells $(M, f) \rightarrow (N, g) = \text{“reparameterisations” } h : M \rightarrow N$

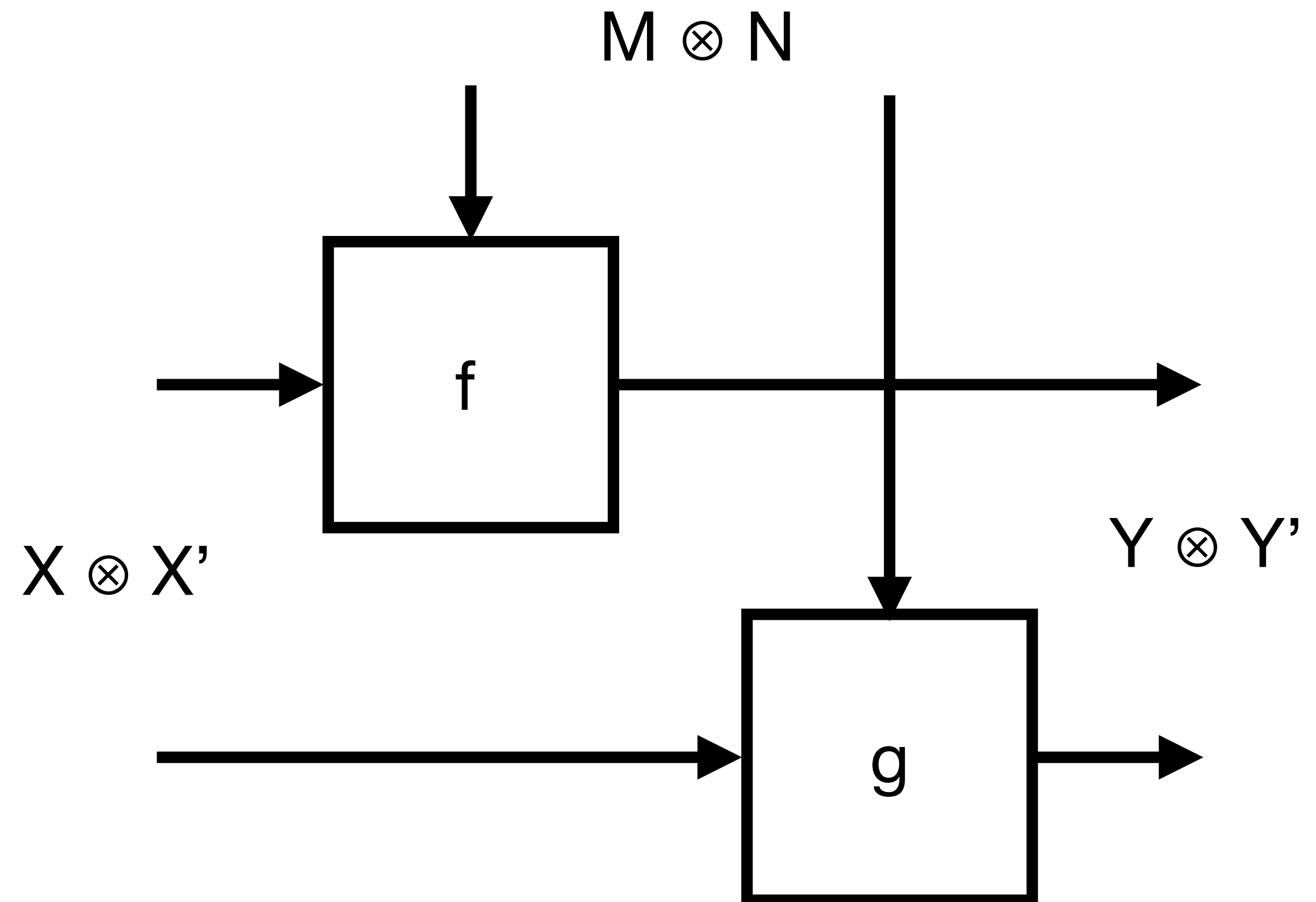
(Nb. This generalises from monoidal categories to actegories)

Picturing morphisms of Para

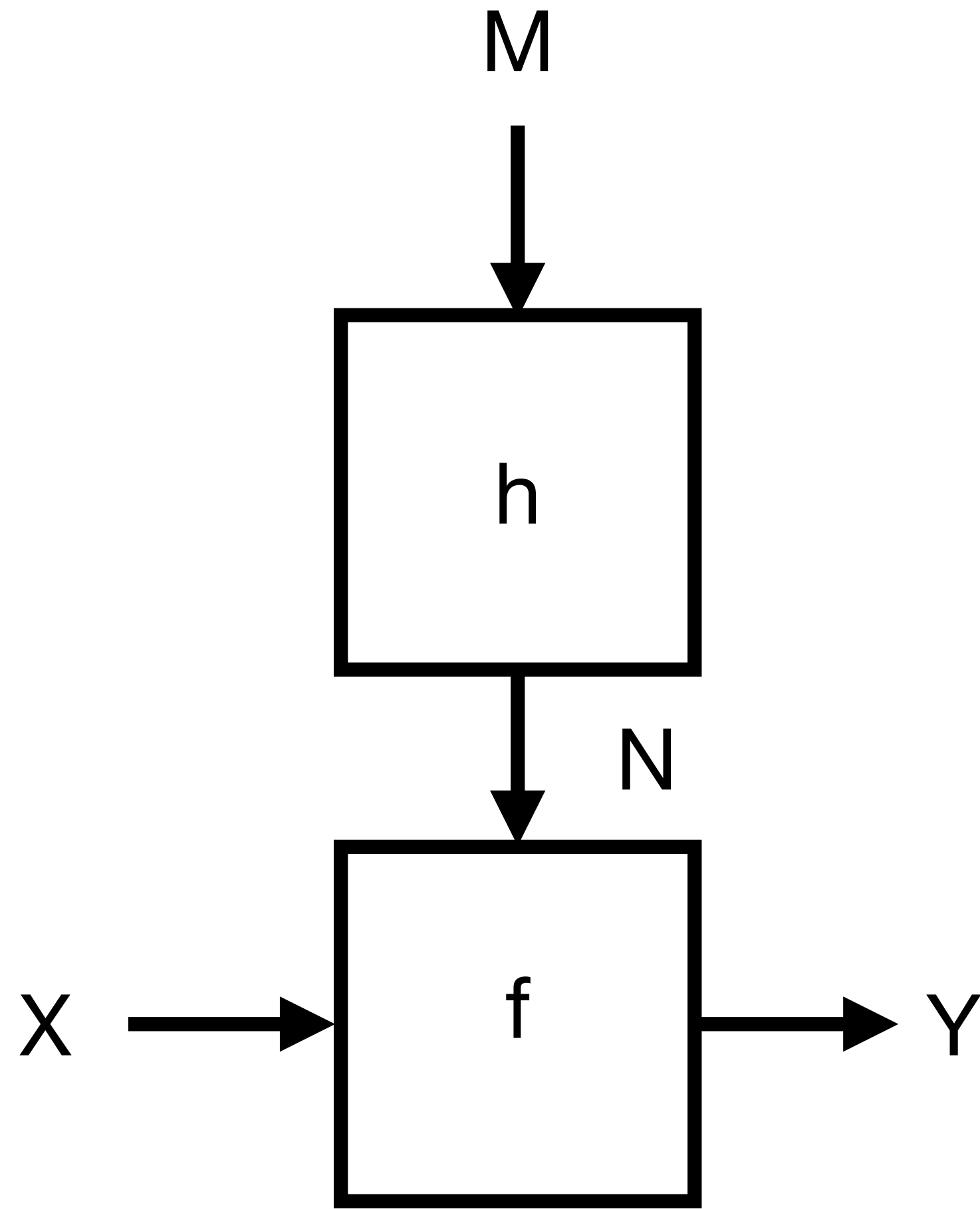
Sequential composition



Parallel composition

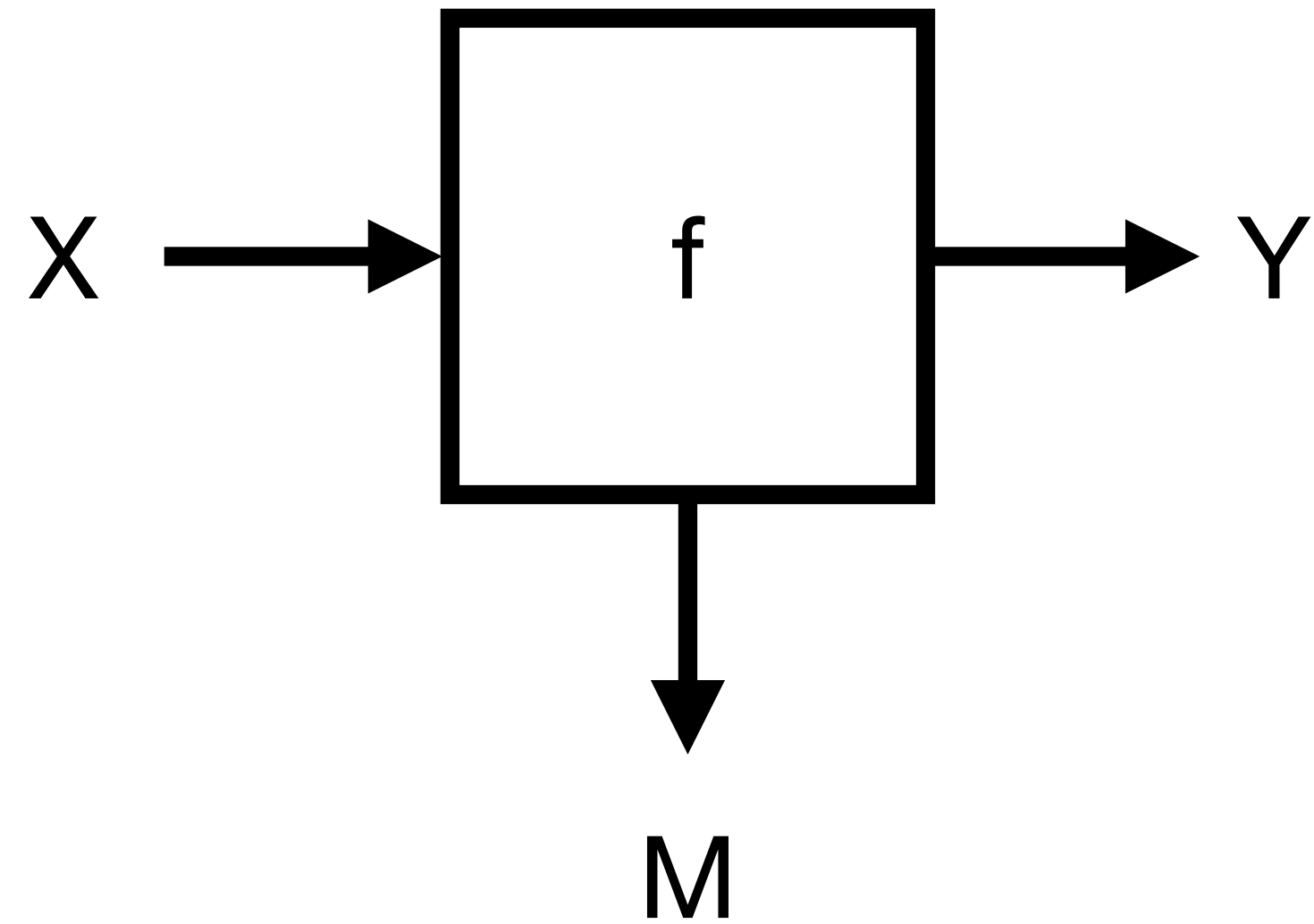


Reparameterisation



hom-categories of $\text{Para}(\mathcal{C})$ are fibred over \mathcal{C}

CoPara



Morphisms $X \rightarrow Y = \text{pairs } (M \in \mathcal{C}, f : X \rightarrow M \otimes Y)$

$$\text{CoPara}(\mathcal{C})^{\text{op}} = \text{Para}(\mathcal{C}^{\text{op}})$$

Optics = CoPara + Para

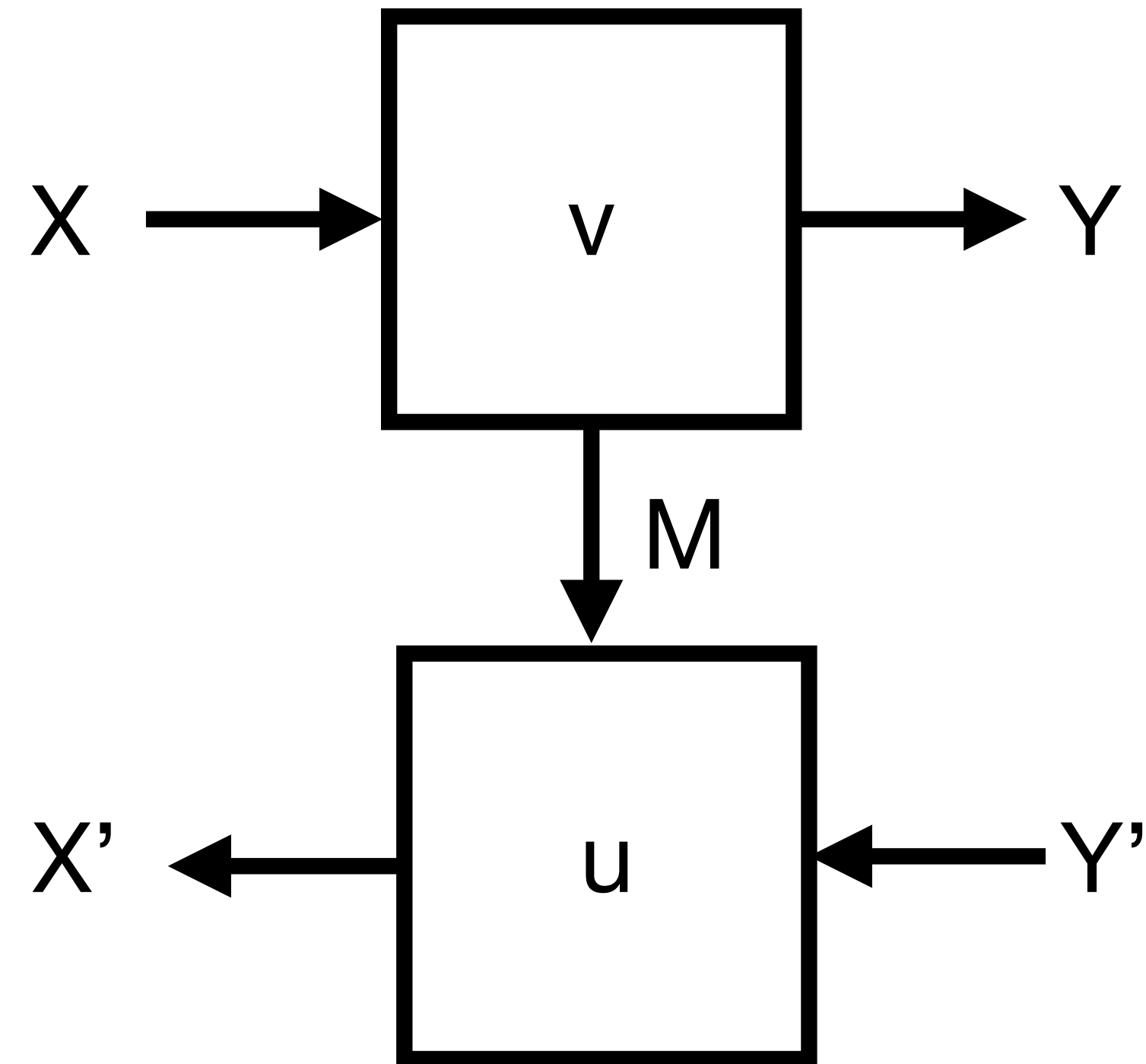
$\text{Optic}(\mathcal{C})$ is a monoidal category where:

- Objects = pairs of objects of \mathcal{C}
- Morphisms $(X, X') \rightarrow (Y, Y') =$ equivalence classes of triples

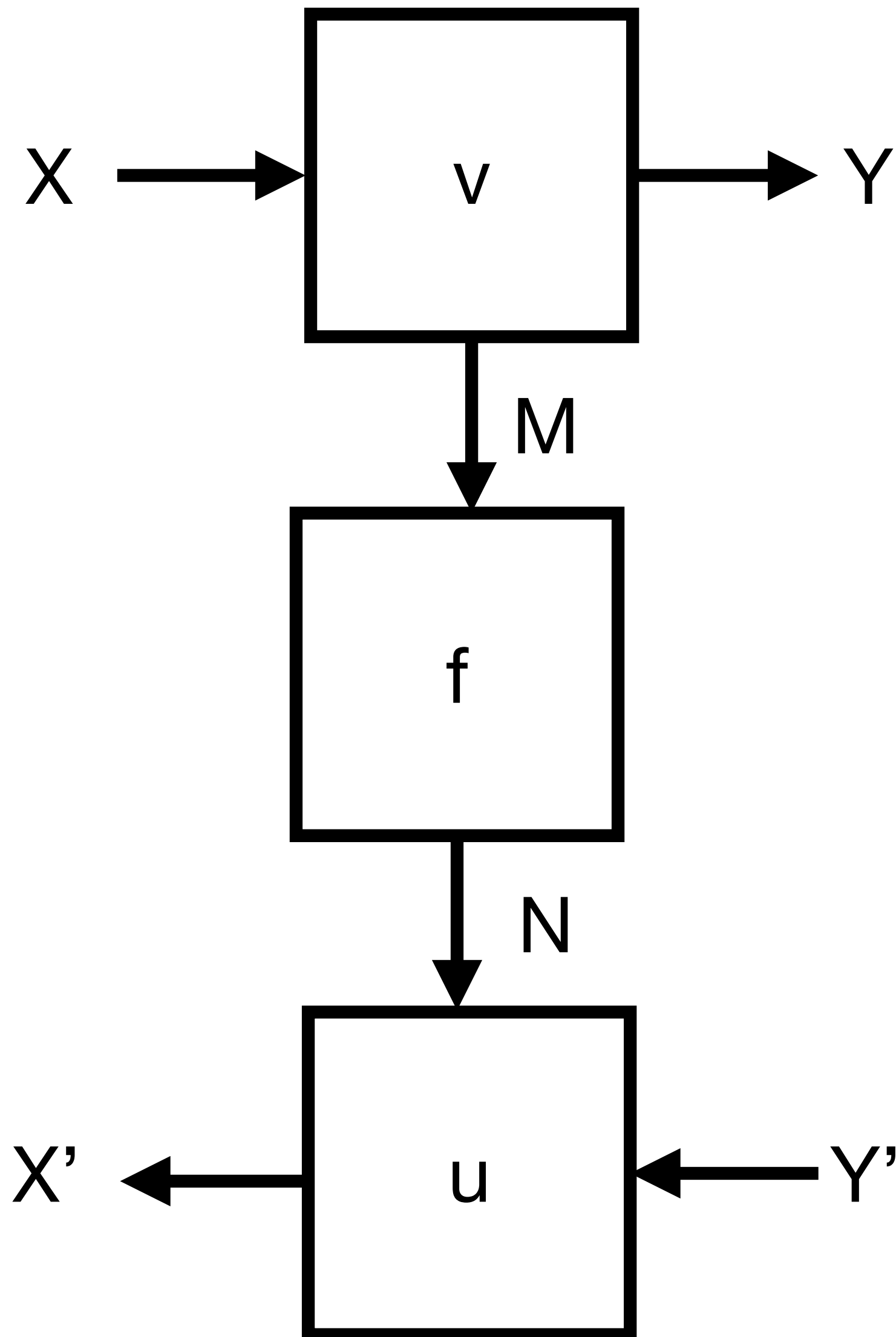
$$M \in \mathcal{C}$$

$$v : X \rightarrow M \otimes Y$$

$$u : M \otimes Y' \rightarrow X'$$



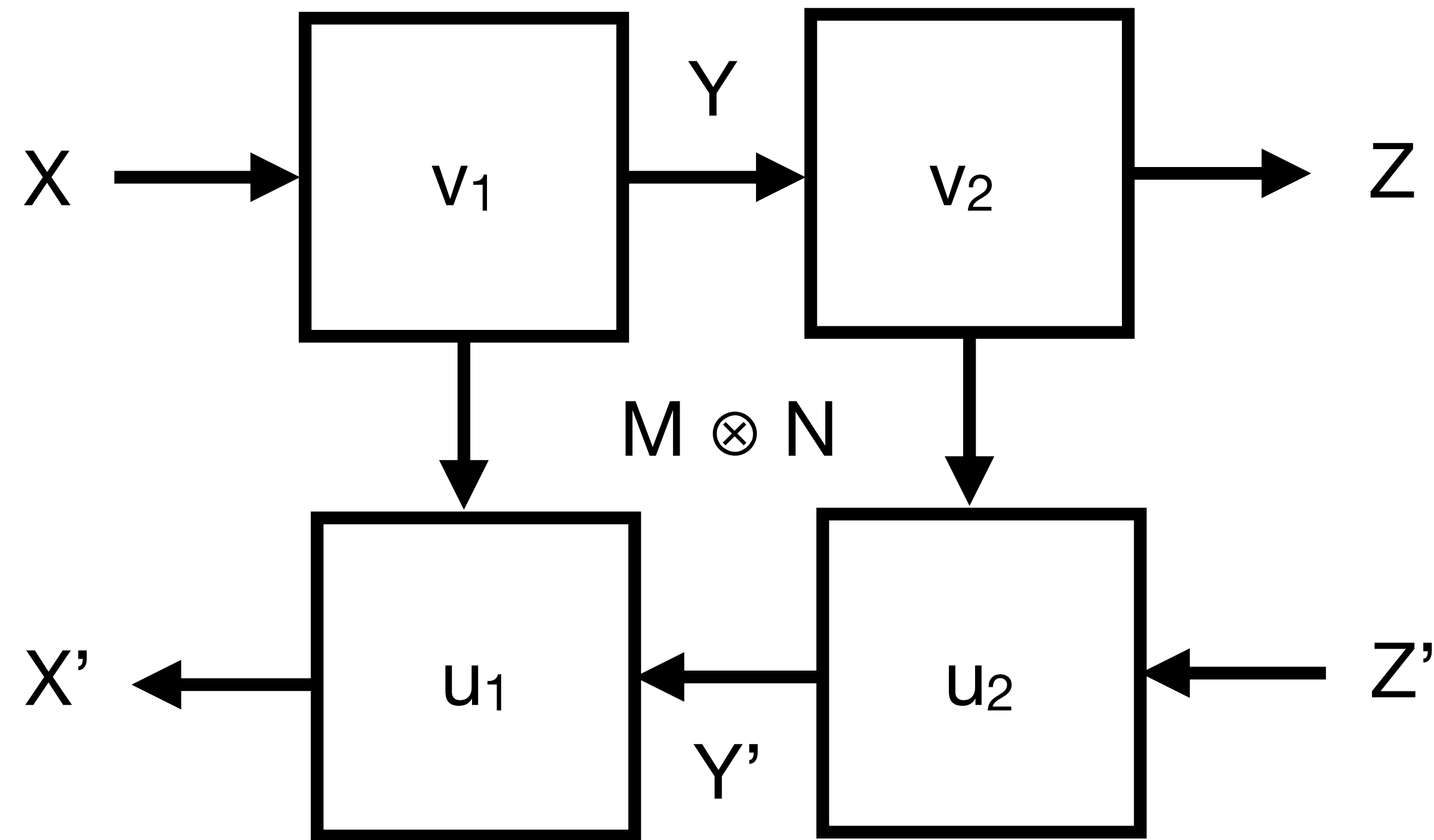
Equivalence of optics



$$(M, v, f^*u) \sim (N, f_*v, u)$$

(It's a coend)

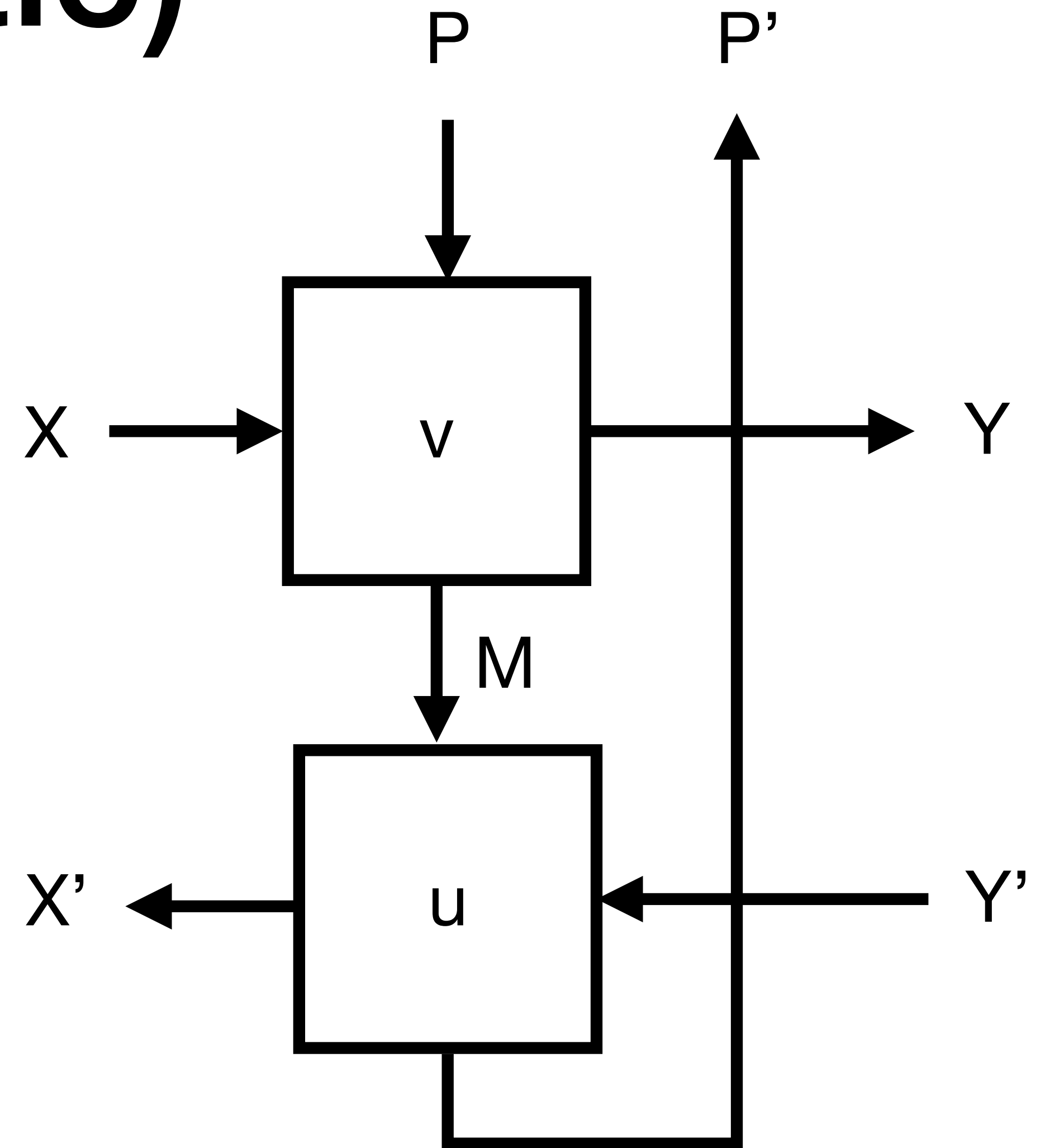
Optic composition



Para(Optic)

Para(Optic(\mathcal{C})) is a monoidal bicategory with:

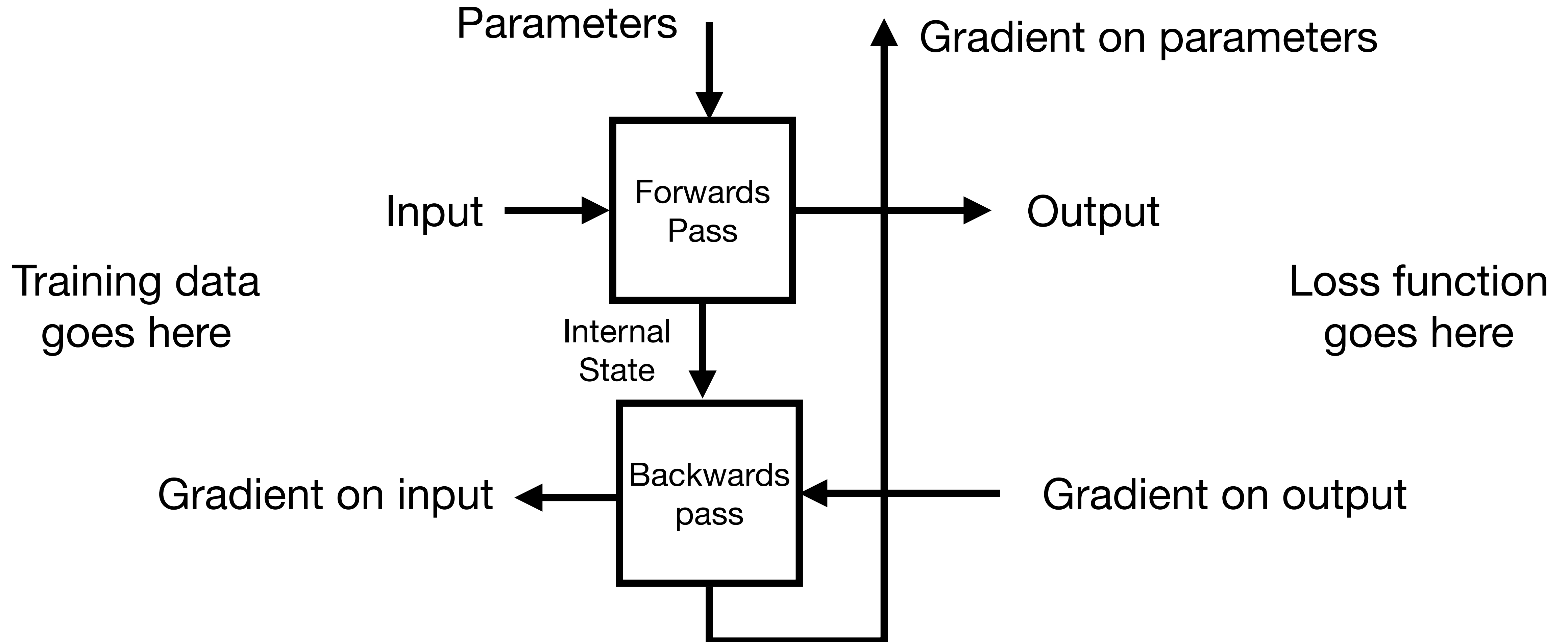
- Objects = pairs of objects of \mathcal{C}
- Morphisms $(X, X') \rightarrow (Y, Y') =$
 $P \in \mathcal{C}, P' \in \mathcal{C}, (P, P') \otimes (X, X') \rightarrow (Y, Y')$



Central claim: Para(Optic) is the right setting for “cybernetic” processes

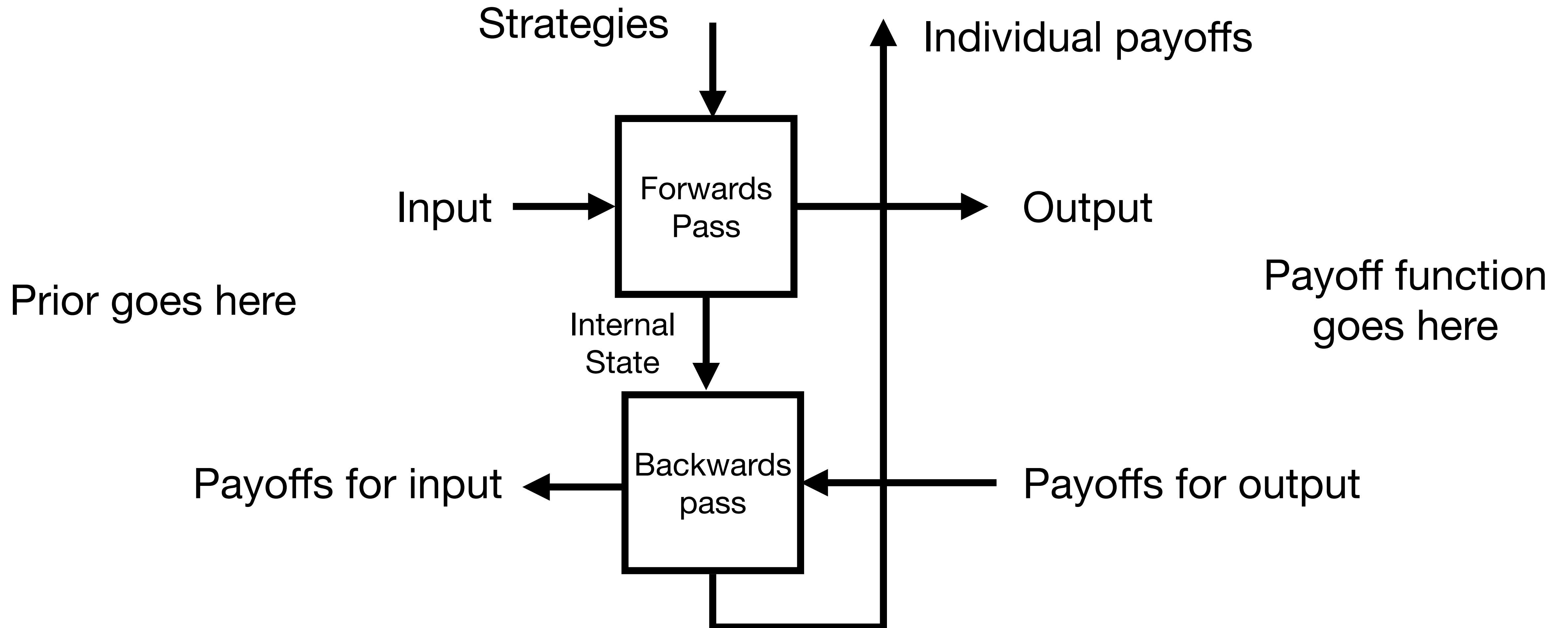
Example: Supervised learning

Gradient descent goes here



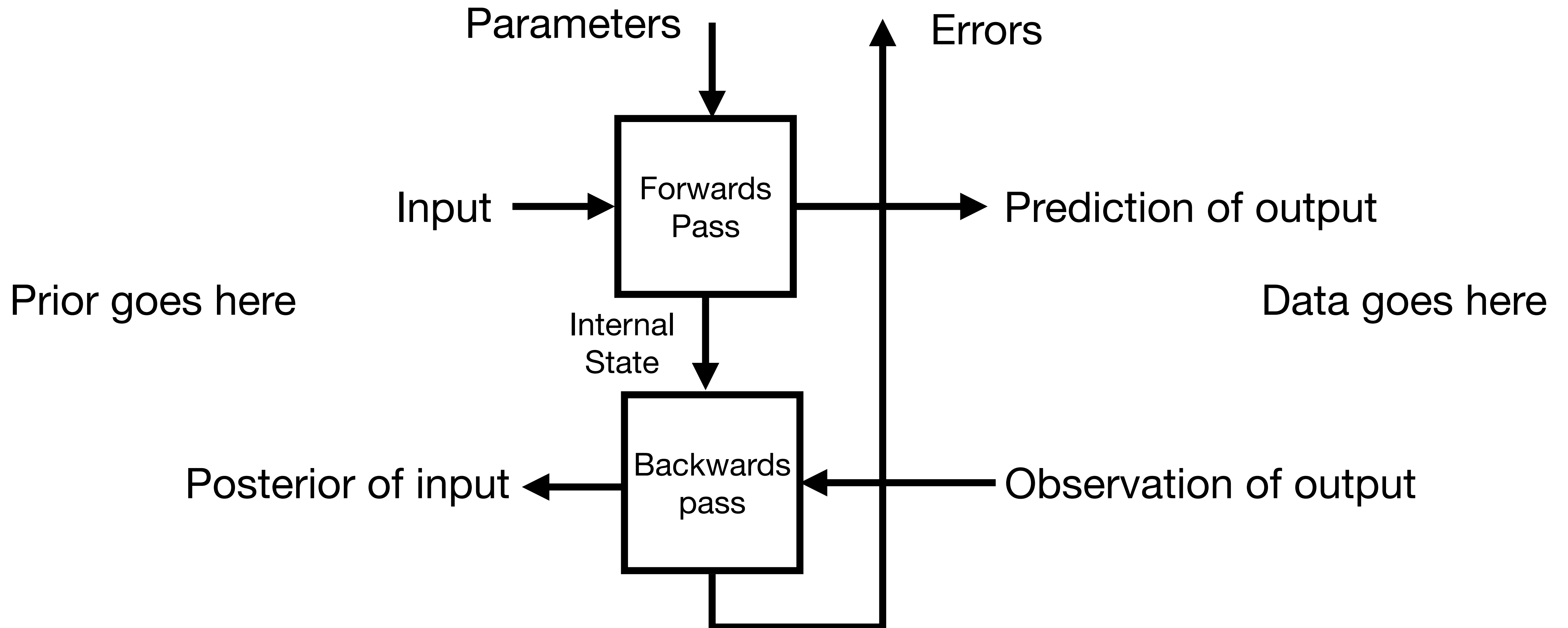
Example: Game theory

Choosing strategies goes here



Example: Variational inference

Optimisation of parameters goes here



Example: Reinforcement learning

Policy optimisation goes here

