



16: Products

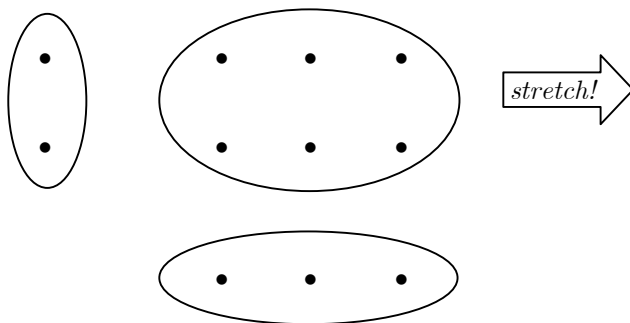
Topics

1. Products of Objects
2. Calculating Products
3. Multiplicative Identity

1. Products of Objects

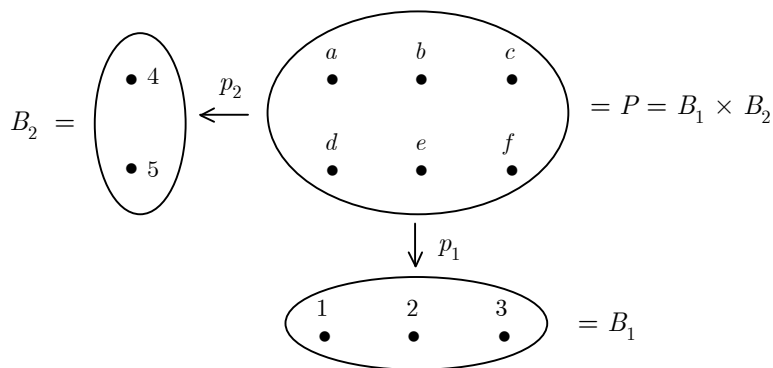
Consider: What does it mean to multiply 2 by 3, when 2 and 3 are represented as sets?

Take the set  and reproduce it 3 times: "stretch" it over the set 



Now consider how elements of the "stretched" set relate to elements of the base sets.

Organize them in the following way:



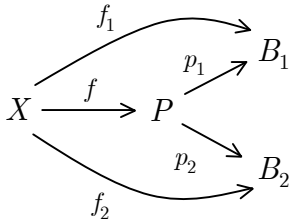
Any element of P , say a , represents a pair of elements, $a = (4, 1)$, taken from the base sets B_1, B_2 .

The "projection" map $p_1 : P \rightarrow B_1$ takes a to 1. $p_1(a) = 1$.

The "projection" map $p_2 : P \rightarrow B_2$ takes a to 4. $p_2(a) = 4$.

The "product" of B_1 and B_2 , then, must be not only the big set P , but *also* these projection maps p_1, p_2 .

Definition. A **product** of two objects B_1, B_2 is an object P together with a pair of maps $p_1 : P \rightarrow B_1$ and $p_2 : P \rightarrow B_2$, such that, for any object X with maps $f_1 : X \rightarrow B_1, f_2 : X \rightarrow B_2$, there is *exactly one* map $f : X \rightarrow P$ for which $f_1 = p_1 \circ f$ and $f_2 = p_2 \circ f$.



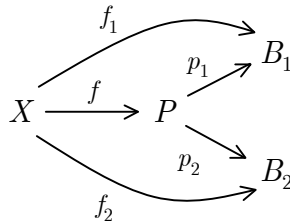
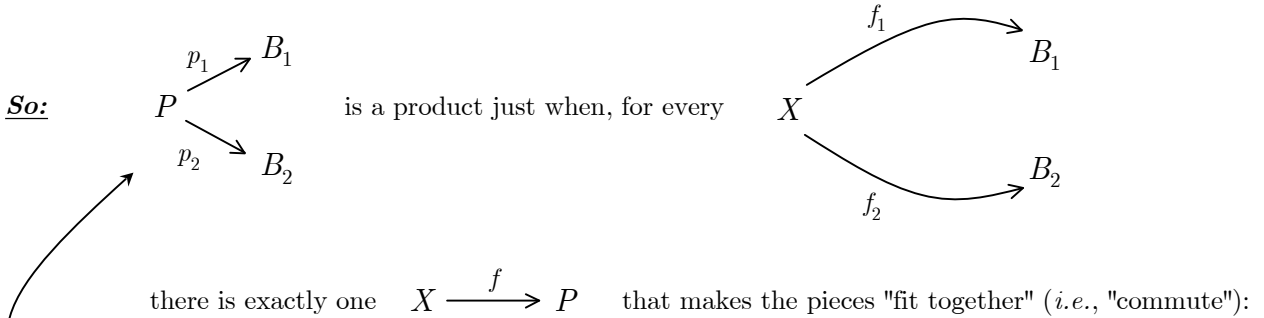
Call $P, "B_1 \times B_2"$

Think of P as consisting of *pairs* of elements (b_1, b_2) , one from B_1 and one from B_2 . The "projection" maps p_1, p_2 take each element of a given pair to its home.

So: P is supposed to have this "internal" pair-structure to its elements.

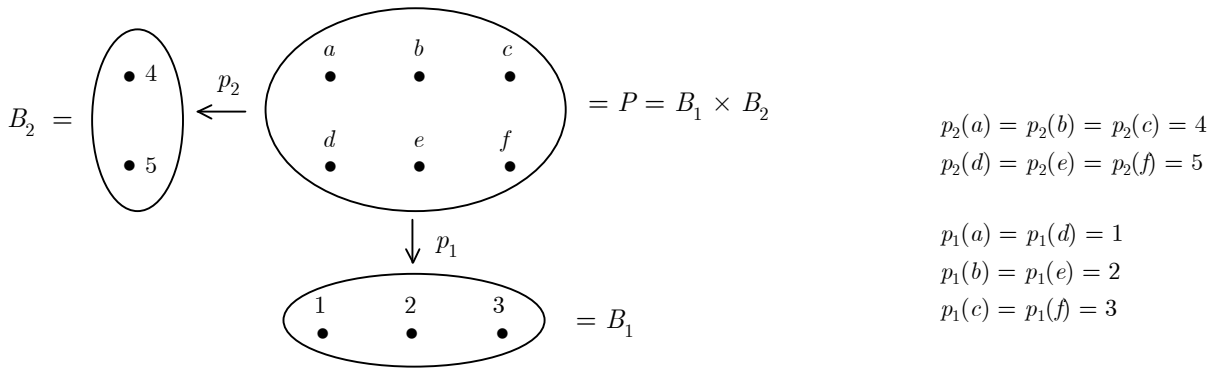
But: We can't directly talk about "internal" elements of an object in category theory! So we need to construct the right external "probe" X that encodes the "internal" pair structure of P .

Require: If some X gets mapped to both B_1 and B_2 , there must be only one way to map it to P ; namely, the way that "respects" the P -pairs.



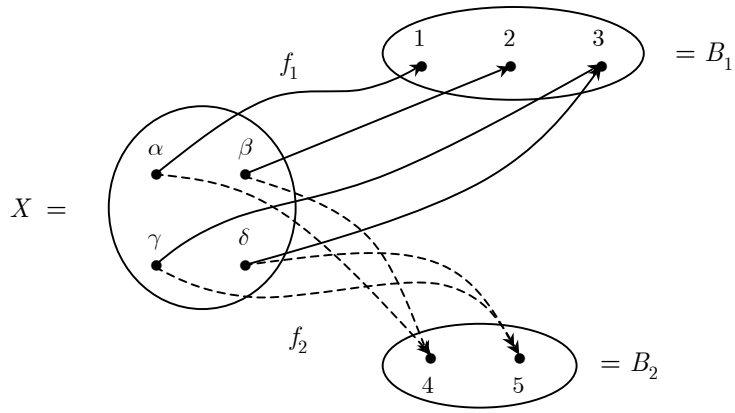
Important Note: A product is not *just* an object P , but P together with two maps p_1, p_2 and two other objects B_1, B_2 . A product is a kinda triangler-shaped figure.

Example 1: A product in \mathcal{S} .



Is this a product? For any other set X with maps $f_1 : X \rightarrow B_1, f_2 : X \rightarrow B_2$, there is exactly one map $f : X \rightarrow P$ such that $f_1 = p_1 \circ f$ and $f_2 = p_2 \circ f$?

Check for a simple case:



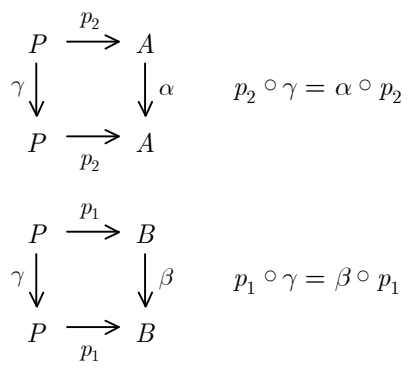
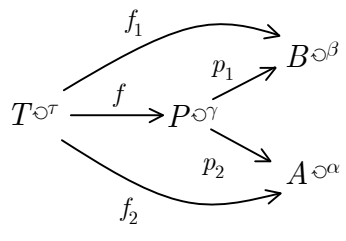
Does this entail there is exactly one $f : X \rightarrow P$ such that $f_1 = p_1 \circ f$ and $f_2 = p_2 \circ f$?

Check:

- | | |
|--|---|
| 1. Require $f_1(x) = p_1(f(x))$ for all x in X . | 2. Require $f_2(x) = p_2(f(x))$ for all x in X . |
| $f_1(\alpha) = 1 = p_1(f(x)) \Rightarrow f(\alpha) = a$ or d . | $f_2(\alpha) = 4 = p_2(f(x)) \Rightarrow f(\alpha) = a$ or b or c . |
| $f_1(\beta) = 2 = p_1(f(x)) \Rightarrow f(\beta) = b$ or e . | $f_2(\beta) = 4 = p_2(f(x)) \Rightarrow f(\beta) = a$ or b or c . |
| $f_1(\gamma) = 3 = p_1(f(x)) \Rightarrow f(\gamma) = c$ or f . | $f_2(\gamma) = 5 = p_2(f(x)) \Rightarrow f(\gamma) = d$ or e or f . |
| $f_1(\delta) = 3 = p_1(f(x)) \Rightarrow f(\delta) = c$ or f . | $f_2(\delta) = 5 = p_2(f(x)) \Rightarrow f(\delta) = d$ or e or f . |

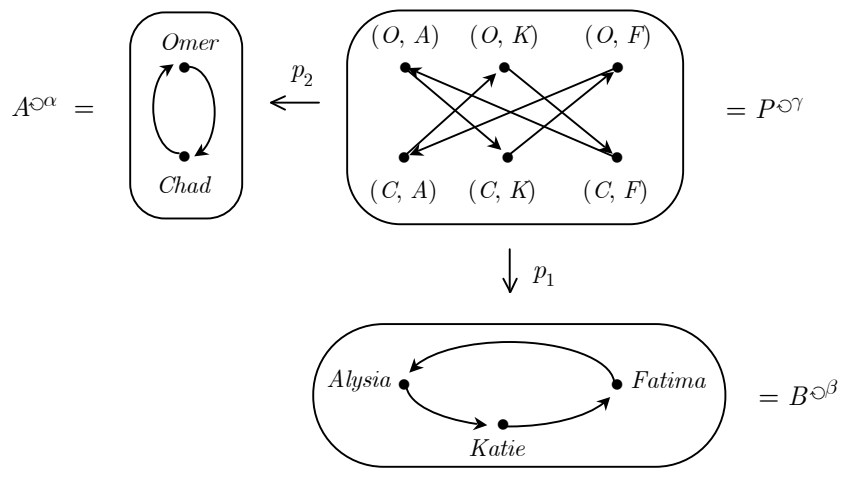
So: $f(\alpha) = a$
 $f(\beta) = b$
 $f(\gamma) = f$
 $f(\delta) = f$ } Only one such $f!$ (The unique f that "respects" the pairs in P .)

How about products in \mathcal{S}° ?



$P^{\circ\gamma}$ consists of pairs (a, b) , a in A and b in B , such that $\gamma(a, b) = (\alpha(a), \beta(b))!$

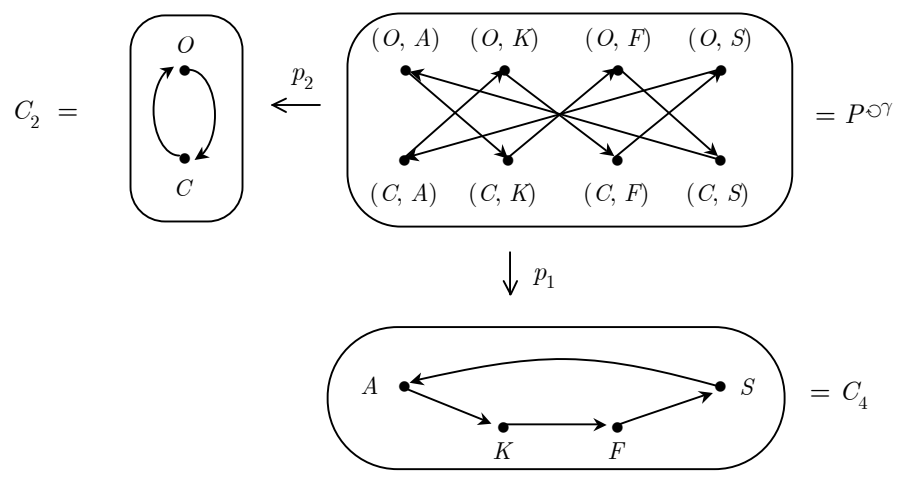
Example 2.



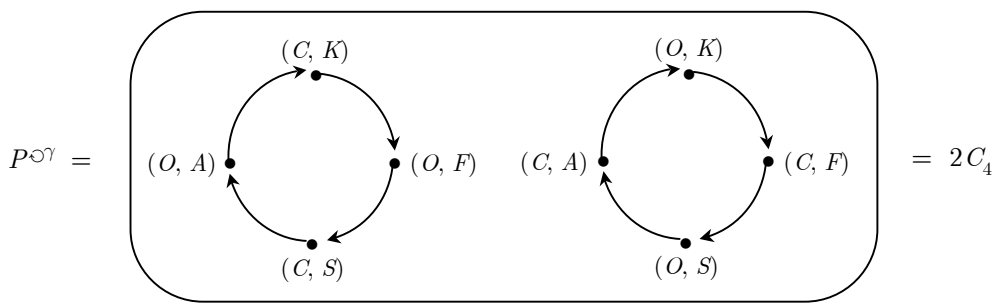
- $\gamma(O, A) = (\alpha(O), \beta(A)) = (C, K)$
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So: $C_2 \times C_3 = C_6!$

Example 3. How about $C_2 \times C_4$?



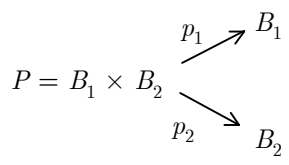
Note that P^{\circlearrowright} can be re-arranged into:



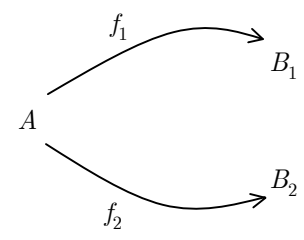
So: $C_2 \times C_4 = 2C_4$

2. Calculating Products

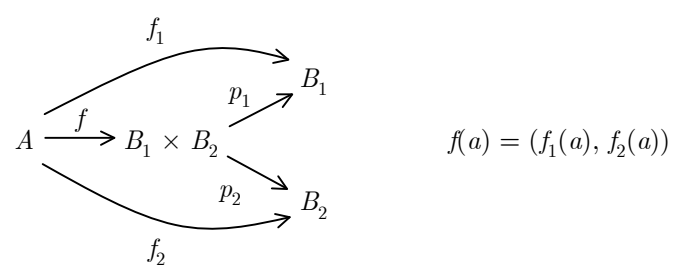
Again:



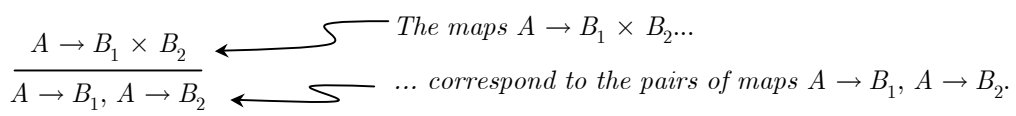
is a product just when, for every



there is exactly one $A \xrightarrow{f} B_1 \times B_2$ such that $f_1 = p_1 \circ f$ and $f_2 = p_2 \circ f$.



Another way to say this:



Upshot: We can determine the product $B_1 \times B_2$ as soon as we've determined the maps $A \rightarrow B_1 \times B_2$, and thus as soon as we've determined the *pairs* of maps $A \rightarrow B_1, A \rightarrow B_2$.

Now: Suppose we let A be the *separating object*.

1. Set case: \mathcal{S}

In \mathcal{S} the separating object is the terminal object, $\mathbf{1}$.

$$\frac{\mathbf{1} \rightarrow B_1 \times B_2}{\mathbf{1} \rightarrow B_1, \mathbf{1} \rightarrow B_2} \quad \begin{array}{l} \leftarrow \text{The points of a set product...} \\ \leftarrow \dots \text{ correspond to pairs of points of its "factors"} \end{array}$$

2. Graph case: $\mathcal{S}^{\downarrow, \downarrow}$

In $\mathcal{S}^{\downarrow, \downarrow}$ the separating objects are the "generic arrow" graph A and the "generic dot" graph D :



Claim: To calculate any product of graphs $B_1 \times B_2$, just need to calculate $A \rightarrow B_1 \times B_2$ and $D \rightarrow B_1 \times B_2$.

Example: Calculate $A \times A = A^2$.

First: Find the dots of A^2

$$\frac{D \rightarrow A^2}{D \rightarrow A, D \rightarrow A} \quad \begin{array}{l} \leftarrow \text{The dots of } A^2\dots \\ \leftarrow \dots \text{ are pairs of dots of } A \end{array}$$

So: A^2 has 4 dots: $(s, t), (s, s), (t, s), (t, t)$

Second: Find the arrows of A^2

$$\frac{A \rightarrow A^2}{A \rightarrow A, A \rightarrow A} \quad \begin{array}{l} \leftarrow \text{The arrows of } A^2\dots \\ \leftarrow \dots \text{ are pairs of arrows of } A \end{array}$$

So: A^2 has 1 arrow: (a, a)

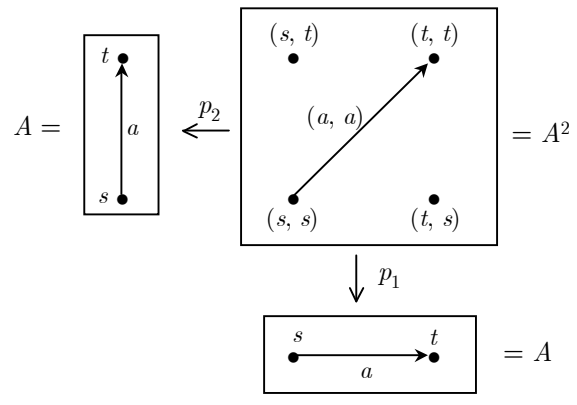
Now: Is it a "regular" arrow or a "loop"? Are its source and target dots distinct or the same?

Recall: A loop arrow is a graph point. *So:* How many *points* are there in A^2 ?

$$\frac{\mathbf{1} \rightarrow A^2}{\mathbf{1} \rightarrow A, \mathbf{1} \rightarrow A} \quad \begin{array}{l} \leftarrow \text{The points (loops) of } A^2\dots \\ \leftarrow \dots \text{ are pairs of points (loops) of } A \end{array}$$

But there *are* no loops in A . So there can be none in A^2 . So the arrow (a, a) in A^2 is not a loop!

So:



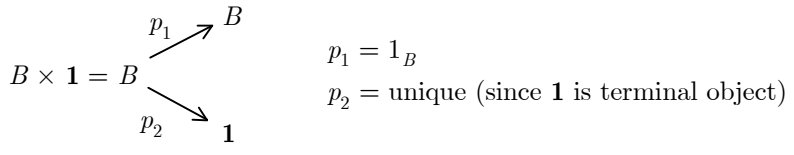
$A^2 = A \text{ "+" } 2D$

 define "+" later!

3. Terminal Object as Multiplicative Identity

Claim: $B \times \mathbf{1} = B$, for any object B and terminal object $\mathbf{1}$.

Proof: First need to determine the appropriate projection maps:



So: Need to demonstrate that B is a product.

Need to show that for any object X , and maps $f: X \rightarrow B, X \rightarrow \mathbf{1}$, there is just one map $x: X \rightarrow B$ such that $1_B \circ x = f$.

