

Lenses as bidirectional transformations

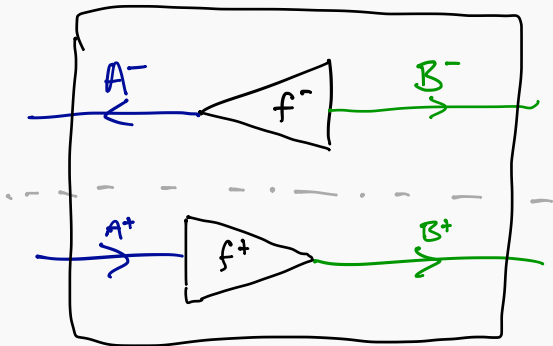
A transformation is a map $f: A \rightarrow B$



Lenses as bidirectional transformations

A bidirectional transformation is a pair of maps:

$$f^+ : A^+ \rightarrow B^+ \quad f^- : B^- \rightarrow A^-$$



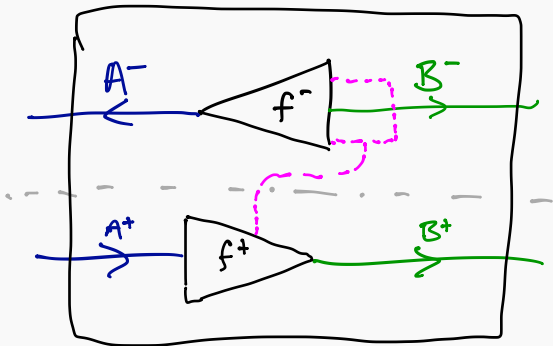
$$\begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \\ B^+ \end{pmatrix}$$

Lenses as bidirectional transformations

When the domain of the backwards map depends on the forwards map, it's a *Lens*

$$f^+ : A^+ \rightarrow B^+$$

$$f^- : F(f^+) / [B^-] \rightarrow A^-$$



$$\begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \\ B^+ \end{pmatrix}$$

The "Lens" Family (highly incomplete list of citations)

Lawful Lenses

- o (Very) Lawful Lenses (Foster-Greenwald-Moore-Pieze-Schmidt)
- o Delta Lenses (Diskin-Xiong-Czarniecki, Clarke)
- o Cofunctors (Aguir, Ahmen-Uustalu, Spivak-Nio)
- o Polymorphic Lenses (O'Connor, Kmett)

Lawful Lenses

- o Functor Lenses (Spivak)
- o Dependent Lenses
- o Monadic Lenses (Pacheco-Hu-Fischer)
- o Simple Lenses

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- o Simple Lenses

Our focus
today

The "Lens" Family — Applications

- Data accessors in functional programming
 - ↳ solving the "view/update" problem
- Database design
- Categorical approaches to
 - ↳ Machine Learning (Fong-Spielke-Tuyereu)
 - ↳ Open games (Ghani-Hedgers-Winschel-Zahn)
 - ↳ (controlled) dynamical systems
(Spivak, Myers, Caprini-Gouranović-Hedgers-Rischel)

The "Lens" Family — Applications

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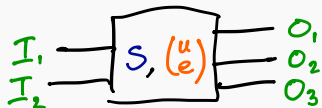
Our main focus today

Doctrines of Systems Theory

A **doctrine** is a theory of what it means to be a theory of systems.

Eg: A system is...	Systems are composed by...	Categorical tool
A diagram or graph	Gluing together features	Cospans + Pushout
A relationship amongst variable quantities	Setting exogenous variables equal	Spans + Pullback
A notion of how things can be (states), and a notion of how things can change, given how they are (dynamics)	Setting parameters of the dynamics according to the exposed variables of other systems	Lenses + Lens Composition

Moore Machines



A **Moore Machine** with input alphabets I_1, \dots, I_n and output alphabets O_1, \dots, O_m is a set S of states and a pair of functions

$$\begin{cases} u : S \times I_1 \times \dots \times I_n \rightarrow S \\ e : S \rightarrow O_1 \times \dots \times O_m \end{cases}$$

The state s outputs symbols $e(s)$ and transitions to state $u(s, \vec{\tau})$ when reading input symbols $\vec{\tau}$.

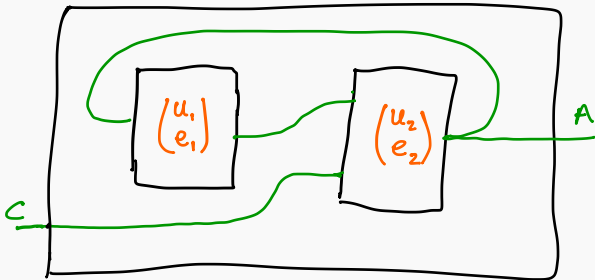
Wiring together Moore machines



$$\begin{cases} u_1 : S_1 \times A \rightarrow S_1 \\ e_1 : S_1 \rightarrow B \end{cases}$$



$$\begin{cases} u_2 : S_2 \times B \times C \rightarrow S_2 \\ e_2 : S_2 \rightarrow A \end{cases}$$



$$\begin{cases} ((s_1, s_2), c) \mapsto (u_1(s_1, e_2(s_2)), u_2(s_2, (e_1(s_1), c))) \\ (s_1, s_2) \mapsto e_2(s_2) \end{cases}$$

Moore Machines as Lenses

1

Def: A (simple) lens

$$\begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \\ B^+ \end{pmatrix}$$

is a pair of functions

$$\begin{cases} f^- : A^+ \times B^- \longrightarrow A^- \\ f^+ : A^+ \longrightarrow B^+ \end{cases}$$

So, a Moore Machine is a lens

$$\begin{pmatrix} u \\ e \end{pmatrix} : \begin{pmatrix} S \\ S \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} I_1 \times \dots \times I_n \\ O_1 \times \dots \times O_m \end{pmatrix}$$

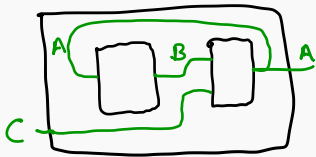
Def: A (simple) lens

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is a pair of functions

$$\begin{cases} f^- : A^+ \times B^- \rightarrow A^- \\ f^+ : A^+ \rightarrow B^+ \end{cases}$$

A wiring diagram is also a lens:



$$\begin{pmatrix} w^- \\ w^+ \end{pmatrix} : \begin{pmatrix} A \times B \times C \\ B \times A \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} C \\ A \end{pmatrix}$$

$$\begin{cases} w^-(b, a, c) = (a, b, c) \\ w^+(b, a) = a \end{cases}$$

Examples of Lenses

A

- Data access and update:

... sometimes "put_x"

$$\begin{pmatrix} \text{set}_x \\ \text{get}_x \end{pmatrix} : \begin{pmatrix} \mathbb{R}^3 \\ \mathbb{R}^3 \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} \mathbb{R} \\ \mathbb{R} \end{pmatrix} \quad \begin{cases} \text{set}_x : \mathbb{R}^3 \times \mathbb{R} \longrightarrow \mathbb{R}^3 \\ \text{get}_x : \mathbb{R}^3 \longrightarrow \mathbb{R} \end{cases}$$

$$\text{get}_x(x, y, z) := x, \quad \text{set}_x((x, y, z), x') := (x', y, z)$$

This is an example of a (very) lawful lens

- (get set) $\text{get}_x(\text{set}_x((x, y, z), x')) = x'$
- (set get) $\text{set}_x((x, y, z), \text{get}_x(x, y, z)) = (x, y, z)$
- (set set) $\text{set}_x(\text{set}_x((x, y, z), x'), x'') = \text{set}_x((x, y, z), x'')$

Lens Composition:

2

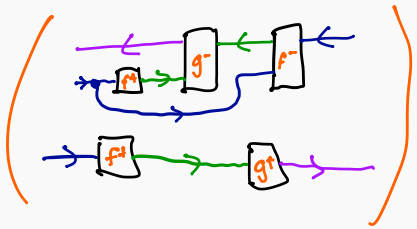
Given

$$\begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \\ B^+ \end{pmatrix} \text{ and } \begin{pmatrix} g^- \\ g^+ \end{pmatrix} : \begin{pmatrix} B^- \\ B^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} C^- \\ C^+ \end{pmatrix}$$

Their composite

$$\begin{pmatrix} g^- \\ g^+ \end{pmatrix} \circ \begin{pmatrix} f^- \\ f^+ \end{pmatrix} = \left(\begin{array}{l} (a^+, c^+) \mapsto f^-(a^+, g^-(f^+(a^+), c^+)) \\ a^+ \mapsto g^+(f^+(a^+)) \end{array} \right)$$

in string diagrams



Monoidal Product of Lenses

3

Given

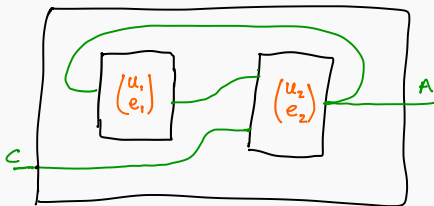
$$\begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \\ B^+ \end{pmatrix} \text{ and } \begin{pmatrix} g^- \\ g^+ \end{pmatrix} : \begin{pmatrix} C^- \\ C^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} D^- \\ D^+ \end{pmatrix}$$

Their product is

$$\begin{pmatrix} f^- \\ f^+ \end{pmatrix} \otimes \begin{pmatrix} g^- \\ g^+ \end{pmatrix} : \begin{pmatrix} A^- \times C^- \\ A^+ \times C^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \times D^- \\ B^+ \times D^+ \end{pmatrix}$$

$$= \left(\begin{array}{l} ((a^+, c^+), (b^-, d^-)) \mapsto (f^-(a^+, b^-), g^-(c^+, d^-)) \\ (a^+, c^+) \mapsto (f^+(a^+), g^+(c^+)) \end{array} \right)$$

The composite system



$$\begin{cases} (s_1, s_2, c) \mapsto (u_1(s_1, e_2(s_2)), u_2(s_2, (e_1(s_1), c))) \\ (s_1, s_2) \mapsto e_2(s_2) \end{cases}$$

is

$$\begin{pmatrix} w^- \\ w^+ \end{pmatrix} \circ \left(\begin{pmatrix} u_1 \\ e_1 \end{pmatrix} \otimes \begin{pmatrix} u_2 \\ e_2 \end{pmatrix} \right)$$

where

$$\begin{pmatrix} w^- \\ w^+ \end{pmatrix} : \begin{pmatrix} A \times B \times C \\ B \times A \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} C \\ A \end{pmatrix}$$

$$\begin{cases} w^-(b, a, c) = (a, b, c) \\ w^+(b, a) = a \end{cases}$$

Categories of Lenses:

4

The construction of the category of lenses only used the cartesian product, so...

Thm: For any category \mathcal{C} with finite products, we have a symmetric monoidal category

$Lens_{\mathcal{C}}$ of lenses in \mathcal{C} ,

\hookrightarrow objects $\begin{pmatrix} A^- \\ A^+ \end{pmatrix}$, morphism $\begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \rightleftarrows \begin{pmatrix} B^- \\ B^+ \end{pmatrix}$

For a product-preserving functor $F: \mathcal{C} \rightarrow \mathcal{D}$,

get $\begin{pmatrix} F \\ F \end{pmatrix} : Lens_{\mathcal{C}} \rightarrow Lens_{\mathcal{D}}$

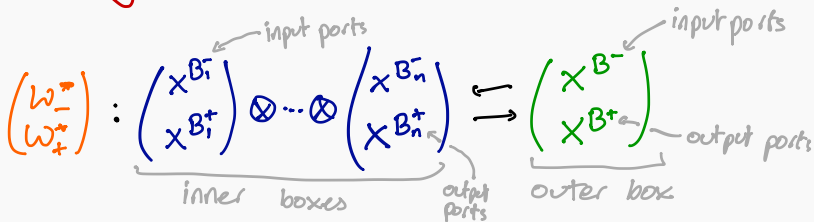
Wiring diagrams as free lenses

Thm: The free cartesian category on an object X , "Arity"
has objects: X^F for finite sets F ,

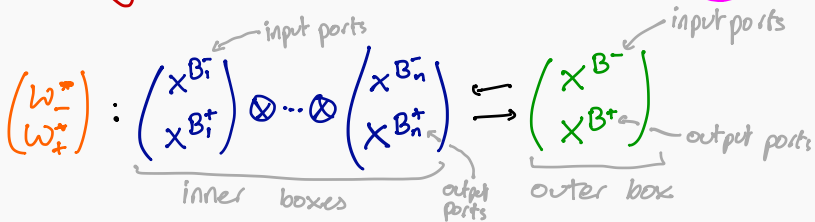
morphisms: $f^+ : X^F \rightarrow X^{F'}$ for $f : F' \rightarrow F$

ie $\text{Arity} \cong \text{Fin}^{\text{op}}$.

Def: A wiring diagram is a lens in Arity.



Def: A wiring diagram is a lens in Arity. 5



That is:

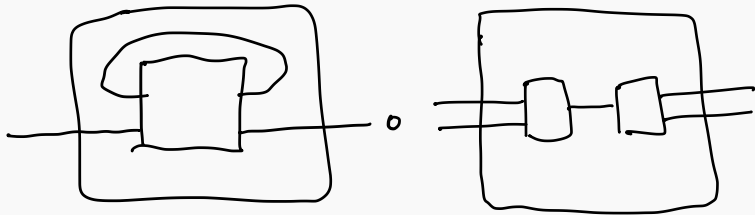
$$\begin{cases} w_{-} : B_1^{-} + \dots + B_n^{-} \longrightarrow B_1^{+} + \dots + B_n^{+} + B^{-} \\ w_{+} : B^{+} \longrightarrow B_1^{+} + \dots + B_n^{+} \end{cases}$$

ie.

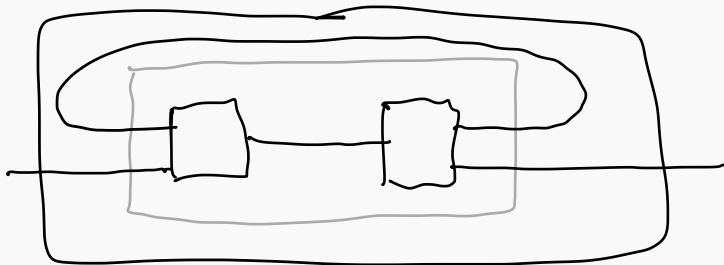
- ① every outer output b^{+} comes from exactly one inner output $w_{+}(b^{+})$.
- ② every inner input b_i^{-} comes from either an inner output or an outer input $w_{-}(b_i^{-})$

Composition of wiring diagrams is by nesting:

6



||



The universal property of \mathbf{Anity} says that for any $C \in \mathcal{C}$
there is a unique cartesian functor $X \mapsto C : \mathbf{Anity} \rightarrow \mathcal{C}$

This gives us $\begin{pmatrix} X \mapsto C \\ X \mapsto C \end{pmatrix} : \mathbf{Lens}_{\mathbf{Anity}} \rightarrow \mathbf{Lens}_{\mathcal{C}}$
which interprets every wiring diagram as a \mathbf{Lens} in \mathcal{C} !

The Parameter-Setting Doctrine of Systems

A system consists of

- a notion of how things may be (state)

- a notion of how things change, given how they are (dynamics)

A system exposes variables of state, and the dynamics may depend on parameters that can be set by the exposed variables of other systems.

E.g.:

- A **Moose Machine** with input alphabet I and output alphabet O is a set S of states and a pair of maps

$$\begin{cases} u : S \times I \rightarrow S \\ e : S \rightarrow O \end{cases}$$

The state s outputs symbol $e(s)$ and transitions to state $u(s, i)$ when reading input symbol i .

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E.g.:

- A Markov Decision Process with action menu A and outputs O is a set S of states and a pair of maps

$$\begin{cases} u : S \times A \rightarrow \mathcal{D}(\mathbb{R} \times S) \\ e : S \rightarrow O \end{cases}$$

If $u(s, a) = \sum_{(r, s')} P_{(r, s')} (r, s')$, then $P_{(r, s')}$ is the probability that action a causes the transition $s \rightsquigarrow s'$ with reward r .

The Parameter-Setting Doctrine of Systems

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A system exposes variables of state, and the dynamics may depend on parameters that can be set by the exposed variables of other systems.

E.g.:

- A system of ODEs $\left\{ \frac{ds}{dt} = u(s, p) \right\}$ with k parameters p is a manifold S of states and a pair of maps

$$\left\{ \begin{array}{ccccc} TS & \xleftarrow{u} & e^* I & \xrightarrow{\quad} & I \\ \pi \downarrow & & \downarrow & \lrcorner & \downarrow \pi \\ S & = & S & \xrightarrow{e} & O \end{array} \right.$$

Moore Machines

$$\begin{cases} u: S \times I \rightarrow S \\ e: S \rightarrow O \end{cases}$$

Simple

Markov Decision Processes

$$\begin{cases} u: S \times I \rightarrow D(\mathbb{R} \times S) \\ e: S \rightarrow O \end{cases}$$

Monadic

Systems of ODEs

$$\begin{cases} TS \xleftarrow{u} e^* I \xrightarrow{\quad} I \\ \pi \downarrow \quad \quad \downarrow \quad \quad \downarrow \pi \\ S = S \xrightarrow{e} O \end{cases}$$

dependent

are all *Lenses* of different kinds

$$\begin{pmatrix} u \\ e \end{pmatrix} : \begin{pmatrix} TS \\ S \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} I \\ O \end{pmatrix}$$

Lenses as Spans



We can rearrange the data of a lens as follows

$$\begin{aligned} & \begin{pmatrix} f^- \\ f^+ \end{pmatrix} : \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \begin{matrix} \longleftarrow \\ \longrightarrow \end{matrix} \begin{pmatrix} B^- \\ B^+ \end{pmatrix} \\ & \begin{cases} f^- : A^+ \times B^- \rightarrow A^- \\ f^+ : A^+ \longrightarrow B^+ \end{cases} \quad \begin{cases} \begin{matrix} A^+ \times A^- & \xleftarrow{(A^+, f^-)} & A^+ \times B^- & \longrightarrow & B^+ \times B^- \\ \downarrow & & \downarrow & \lrcorner & \downarrow \\ A^+ & \xlongequal{\quad} & A^+ & \xrightarrow{f^+} & B^+ \end{matrix} \end{cases} \end{aligned}$$

The right hand side is a $A \leftarrow \bullet \rightarrow B$ **Span** in the category \mathcal{E}^{\downarrow} of arrows in \mathcal{E} , whose

- ① left leg is **vertical** — the bottom is iso
- ② right leg is **cartesian** — a pullback

This gives us a more general way to think of lenses...

Indexed Categories and the Grothendieck Construction

Def: An **indexed category** is a **pseudofunctor** $F: \mathcal{C}^{\text{op}} \rightarrow \text{Cat}$.

- For every $c \in \mathcal{C}$, a category $F(c)$
- For every $f: c' \rightarrow c$, a functor $F(f): F(c) \rightarrow F(c')$
- Natural isomorphisms

$$\eta_c: \text{id}_{F(c)} \xrightarrow{\sim} F(\text{id}_c)$$

$$\mu_c: F(f) \circ F(g) \xrightarrow{\sim} F(g \circ f)$$

Satisfying unit and associativity laws (like those of a lax monoidal functor).

Indexed Categories and the Grothendieck Construction

Def: An **indexed category** is a **pseudofunctor** $F: \mathcal{C}^{\text{op}} \rightarrow \text{Cat}$.

- For every $C \in \mathcal{C}$, a category $F(C)$
- For every $f: C' \rightarrow C$, a functor $F(f): F(C) \rightarrow F(C')$
- Natural isomorphisms
 $\eta_C: \text{id}_{F(C)} \xrightarrow{\sim} F(\text{id}_C)$, $\mu_C: F(f) \circ F(g) \xrightarrow{\sim} F(g \circ f)$

Def: The **Grothendieck Construction** $\int^{C \in \mathcal{C}} F(C)$ of an indexed cat

has \circ objects $\begin{pmatrix} F \\ C \end{pmatrix}$ with $C \in \mathcal{C}$ and $F \in F(C)$

\circ maps $\begin{pmatrix} \bar{f} \\ f \end{pmatrix}: \begin{pmatrix} F \\ C \end{pmatrix} \rightarrow \begin{pmatrix} F' \\ C' \end{pmatrix}$ are pairs $\begin{cases} \bar{f}: F \rightarrow F'(f) \\ f: C \rightarrow C' \end{cases}$

\circ Composition is by

$$\begin{pmatrix} \bar{g} \\ g \end{pmatrix} \circ \begin{pmatrix} \bar{f} \\ f \end{pmatrix} = \left(\begin{array}{c} F \xrightarrow{\bar{f}} F(f)(F') \xrightarrow{F(f)(\bar{g})} F(f)(F(g)(F'')) \xrightarrow{\mu} F(g \circ f)(F'') \\ C \xrightarrow{f} C' \xrightarrow{g} C'' \end{array} \right)$$

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Def: The **Grothendieck Construction** $\int_{\mathcal{C}}^{c:c} F(c)$ of an indexed cat

has \circ objects $\begin{pmatrix} F \\ \mathcal{C} \end{pmatrix}$ with $\mathcal{C} \in \mathcal{C}$ and $F \in F(\mathcal{C})$

\circ maps $\begin{pmatrix} \bar{F} \\ \bar{f} \end{pmatrix} : \begin{pmatrix} F \\ \mathcal{C} \end{pmatrix} \rightarrow \begin{pmatrix} F' \\ \mathcal{C}' \end{pmatrix}$ are pairs $\begin{cases} \bar{F} : F \rightarrow F' \\ \bar{f} : \mathcal{C} \rightarrow \mathcal{C}' \end{cases}$

\circ Composition is by

$$\begin{pmatrix} \bar{g} \\ \bar{g} \end{pmatrix} \circ \begin{pmatrix} \bar{f} \\ \bar{f} \end{pmatrix} = \left(\begin{array}{c} F \xrightarrow{\bar{F}} F(\mathcal{C})(F') \xrightarrow{F(\mathcal{C})(\bar{g})} F(\mathcal{C})(F(g)(F'')) \xrightarrow{\mu} F(g \circ f)(F'') \\ \mathcal{C} \xrightarrow{\bar{f}} \mathcal{C}' \xrightarrow{f} \mathcal{C}'' \end{array} \right)$$

Def: A map $\begin{pmatrix} \bar{f} \\ \bar{f} \end{pmatrix}$ is **vertical** if f is iso and **Cartesian** if \bar{f} is iso.

Thm: Every map $\begin{pmatrix} \bar{f} \\ \bar{f} \end{pmatrix}$ factors uniquely as a vertical followed by a Cartesian map:

$$\begin{pmatrix} \bar{f} \\ \bar{f} \end{pmatrix} = \begin{pmatrix} \text{id}_{F(\mathcal{C})(F')} \\ \bar{f} \end{pmatrix} \circ \begin{pmatrix} \mathcal{C} \circ \bar{f} \\ \text{id} \end{pmatrix}$$

Lenses via the Grothendieck Construction

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Def (Spivak): Let $\mathcal{F}: \mathcal{C}^{\text{op}} \rightarrow \text{Cat}$ be an indexed category. The category of \mathcal{F} -lenses is

$$\text{Lens}_{\mathcal{F}} := \int^{\mathcal{C}^{\text{op}}} \mathcal{F}(C)^{\text{op}}$$

ie objects $\begin{pmatrix} A^- \\ A^+ \end{pmatrix}$ with $A^+ \in \mathcal{C}$ and $A^- \in \mathcal{F}(A^+)$

morphism $\begin{pmatrix} f^- \\ f^+ \end{pmatrix}: \begin{pmatrix} A^- \\ A^+ \end{pmatrix} \rightleftarrows \begin{pmatrix} B^- \\ B^+ \end{pmatrix}$

$$\begin{cases} f^- : \mathcal{F}(f^+)(B^-) \longrightarrow A^- \\ f^+ : A^+ \longrightarrow B^+ \end{cases}$$

with composition

$$\left(\begin{array}{c} \mathcal{F}(g^+ \circ f^+)(C^-) \xrightarrow{\sim} \mathcal{F}(f^+) \mathcal{F}(g^+)(C^-) \xrightarrow{\mathcal{F}(f^+)(g^-)} \mathcal{F}(f^+)(B^-) \xrightarrow{f^-} A^- \\ A^+ \xrightarrow{f^+} B^+ \xrightarrow{g^+} C^+ \end{array} \right)$$

Type of System

Indexed category
 $F: \mathcal{C}^{\text{op}} \rightarrow \text{Cat}$

Moore Machines

$$\begin{cases} u: S \times I \rightarrow S \\ e: S \rightarrow O \end{cases}$$

$$\mathcal{C} \mapsto \left\{ \begin{array}{c} C \times X \rightarrow C \times Y \\ \downarrow \quad \swarrow \\ C \end{array} \right\}$$

Markov Decision Processes

$$\begin{cases} u: S \times I \rightarrow \mathbb{D}(\mathbb{R} \times S) \\ e: S \rightarrow O \end{cases}$$

$$\mathcal{C} \mapsto \text{Birk}(C \times -, \mathbb{D}(\mathbb{R} \times -))$$

Systems of ODEs

$$\begin{array}{ccccc} TS & \xleftarrow{u} & C \times I & \xrightarrow{\quad} & I \\ \pi \downarrow & & \downarrow & \lrcorner & \downarrow \pi \\ S & = & S & \xrightarrow{e} & O \end{array}$$

$$\mathcal{C} \mapsto \left\{ \begin{array}{c} M \rightarrow N \\ \text{Sub}_M \downarrow \quad \swarrow \text{Sub}_N \\ C \end{array} \right\}$$