Categories for the working programmers

Live-Code Notebooks exploring monoidal programming languages

- Monads
  - Transformations η , μ
- Simplex Category Δ
  - ΔSys: String and Term Rewriting for Simplex Category
- EditDistance[ ]
  - EditDistace algorithm and NNG
  - EditDistance[ ] Categorification

Monads

Monad categories and algebras defined by actual group theoretic examples of Action groups and η, μ Natural Transformations naturally defined and finally programmed.

Transformations η , μ

https://www.wolframcloud.com/obj/ccn2/Published/Monad_Part1.nb

Simplex Category Δ

Δ is a category defined with finite ordered integers set as objects and non-decreasing maps as morphisms.

ΔSys: String and Term Rewriting for Simplex Category

https://www.wolframcloud.com/obj/ccn2/Published/term_Rewrite_morph_v2.nb

EditDistance[ ]

Textual Metric Distance Function and its Categorifications

EditDistance[ ]

EditDistace algorithm and NNG

https://www.wolframcloud.com/obj/ccn2/Published/edit_distance_note1.nb?_embed=iframe

EditDistance[ ] Categorification

https://www.wolframcloud.com/obj/ccn2/Published/edit_distance_note2.nb?_embed=iframe