Universal Imitation Games: Generative AI as **Coalgebras**

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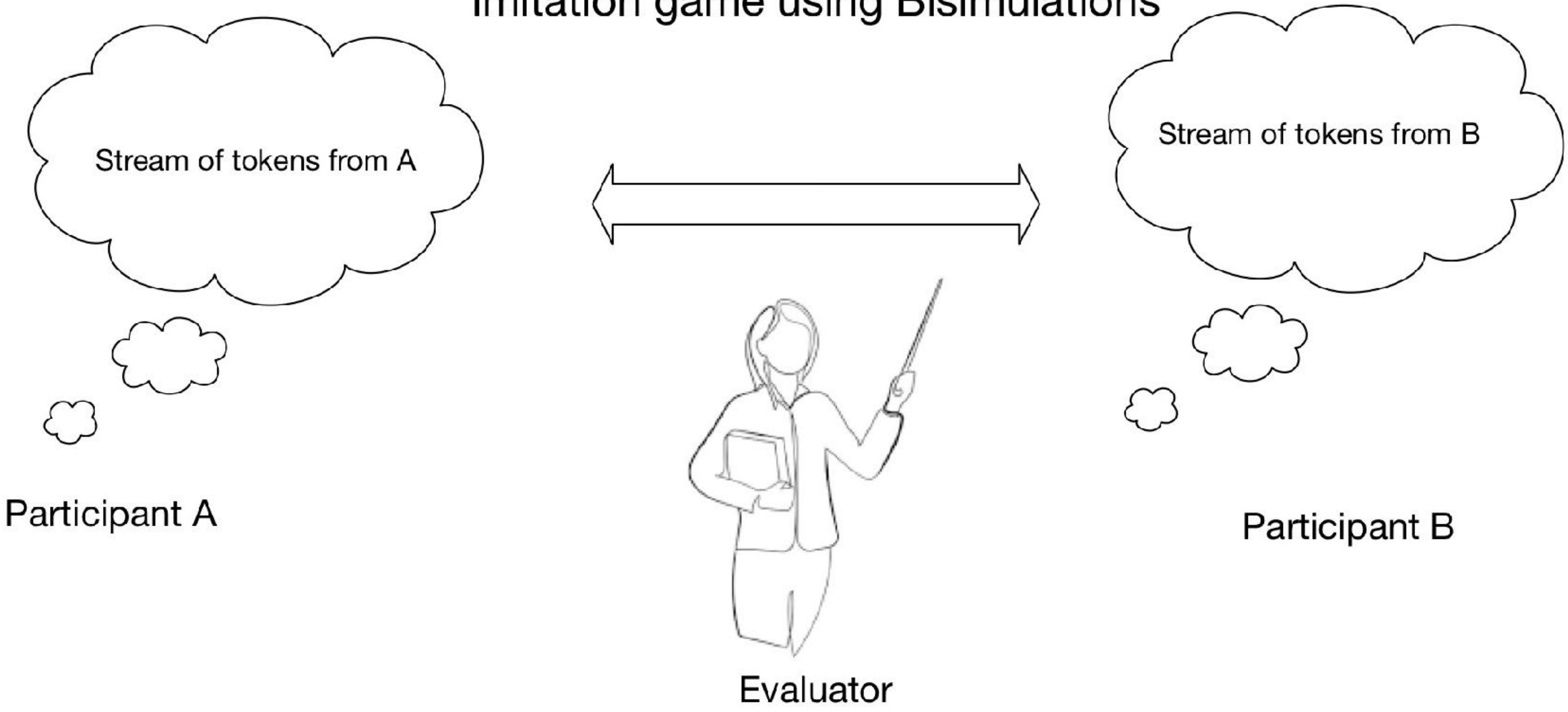
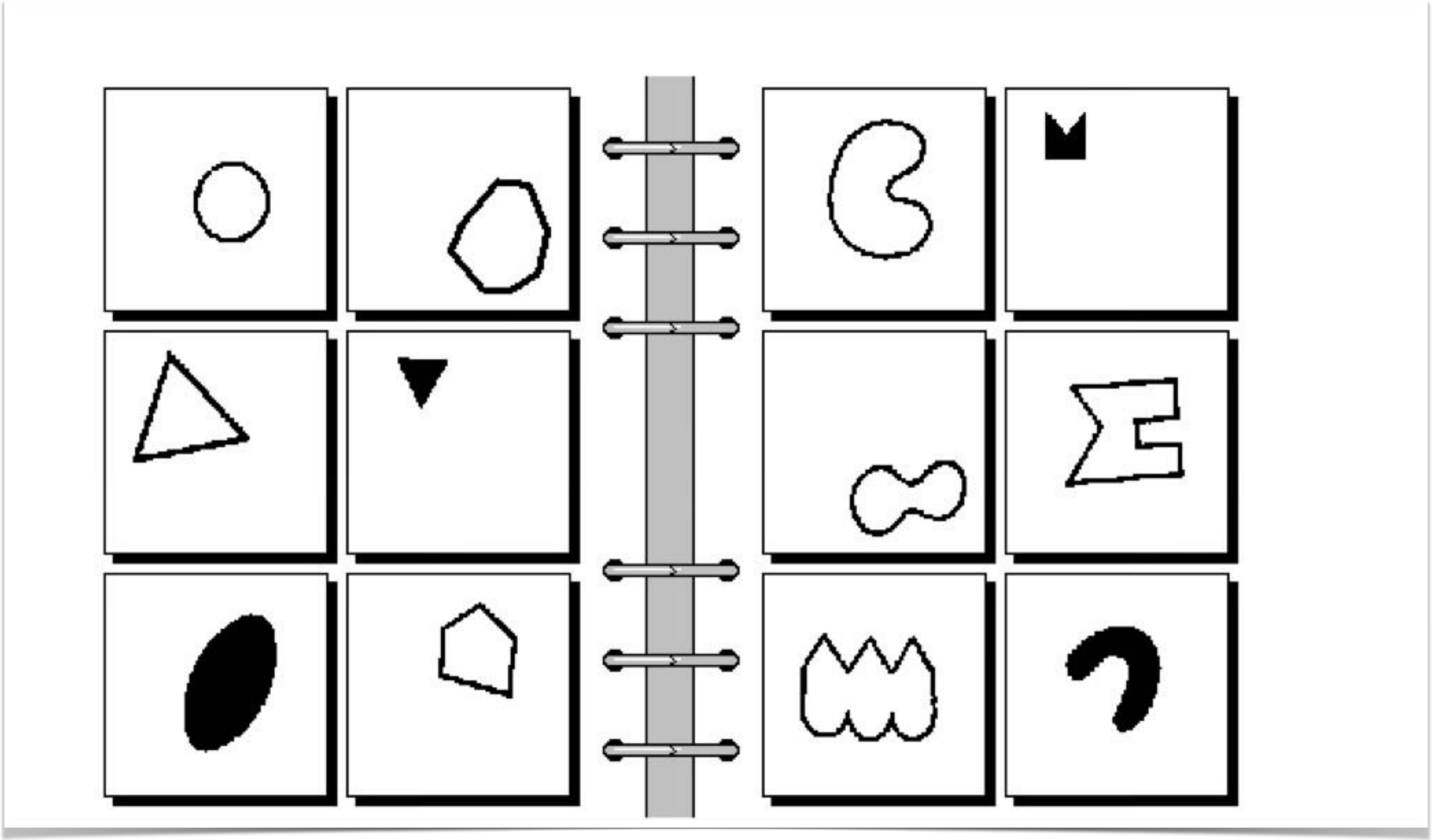
Imitation game using Bisimulations

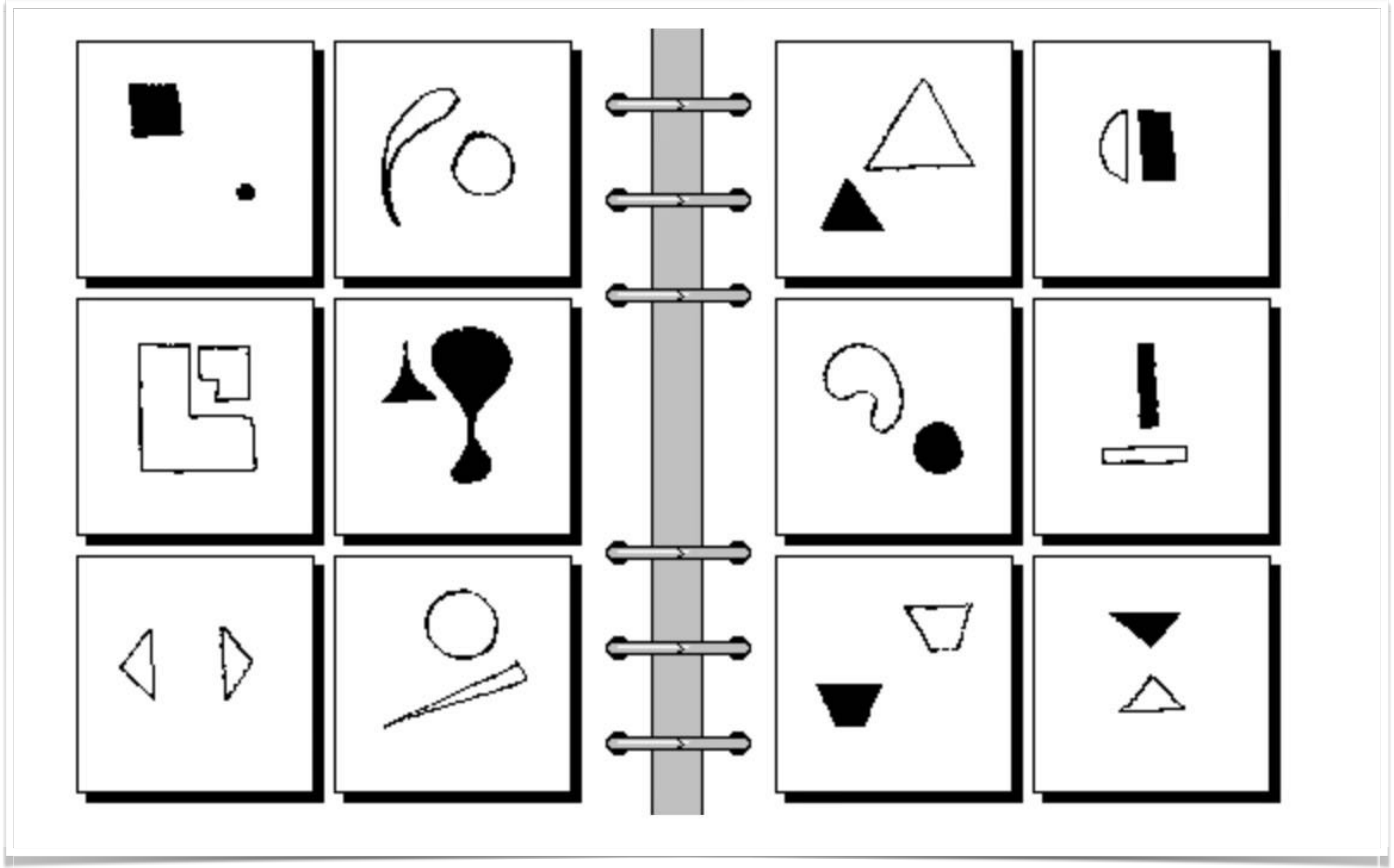


More category theory!

- Category of coalgebras:
  - Each object is defined as X —> F(X)
  - F is a functor (e.g., powerset, automata, grammars, Transformers)
- Coinduction in category of coalgebras: new formulation of RL
- Universal constructions
  - Pullback, pushforward, (co)limits

Bongard Problems with Machine Learning (Mahadevan, M.Tech Thesis, IIT Kanpur, 1983)

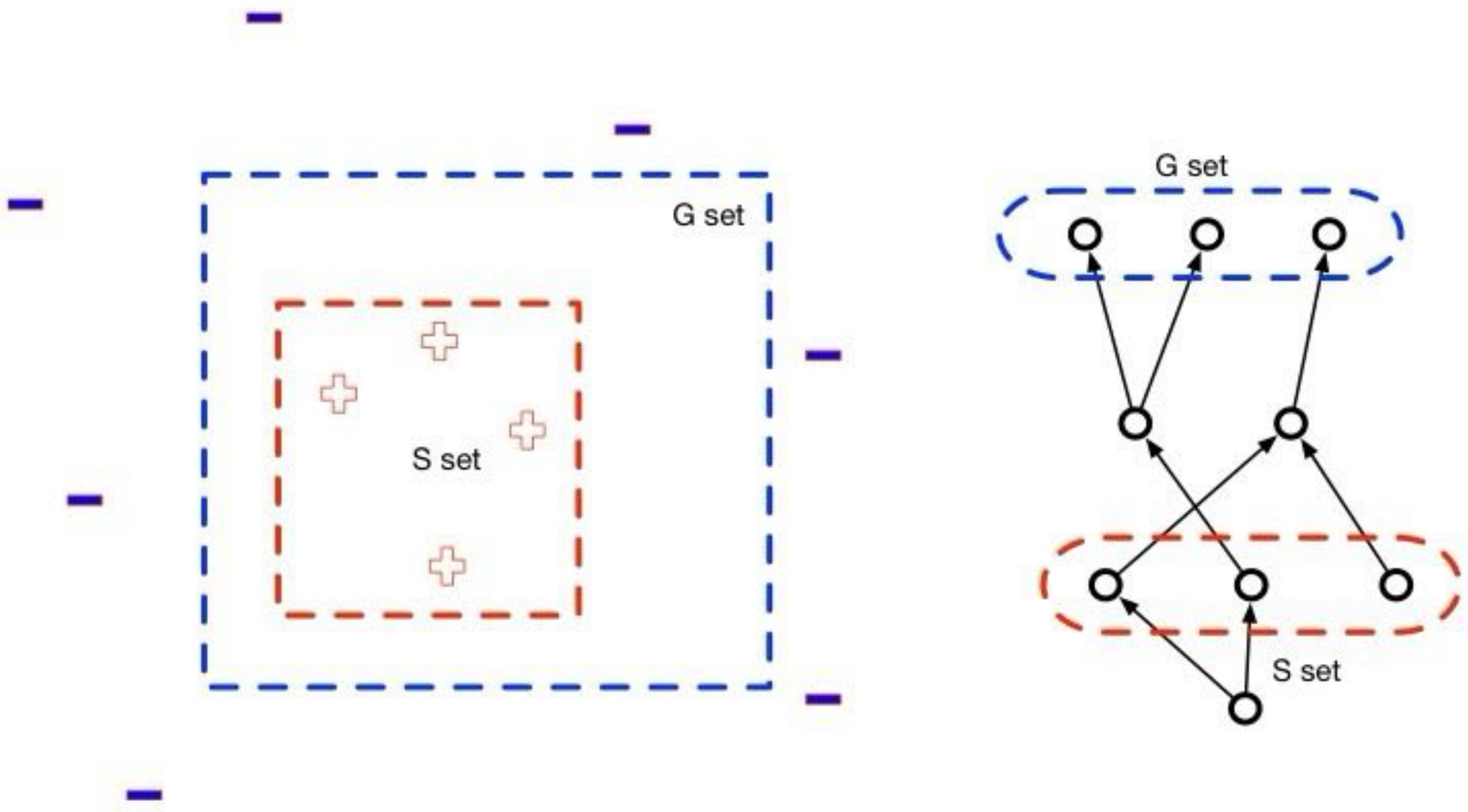




https://www.foundalis.com/res/bps/bpidx.htm

Predict the next element

- **0, 1, 2, 3, 4, …**
- **1, 2, 3, 5, 7, 11, 13, …**
- **0, 0, 0, 0, 0, 0, …**



Version Spaces

(Mitchell, 1975)

Inductive Inference

- Theoretical foundation of ML (Gold, Solomonoff, Valiant, Vapnik, etc.)
- Based on mathematical induction
- Language identification in the limit
- Many results over the past 60+ years!

Inductive Inference: Language Identification in the Limit

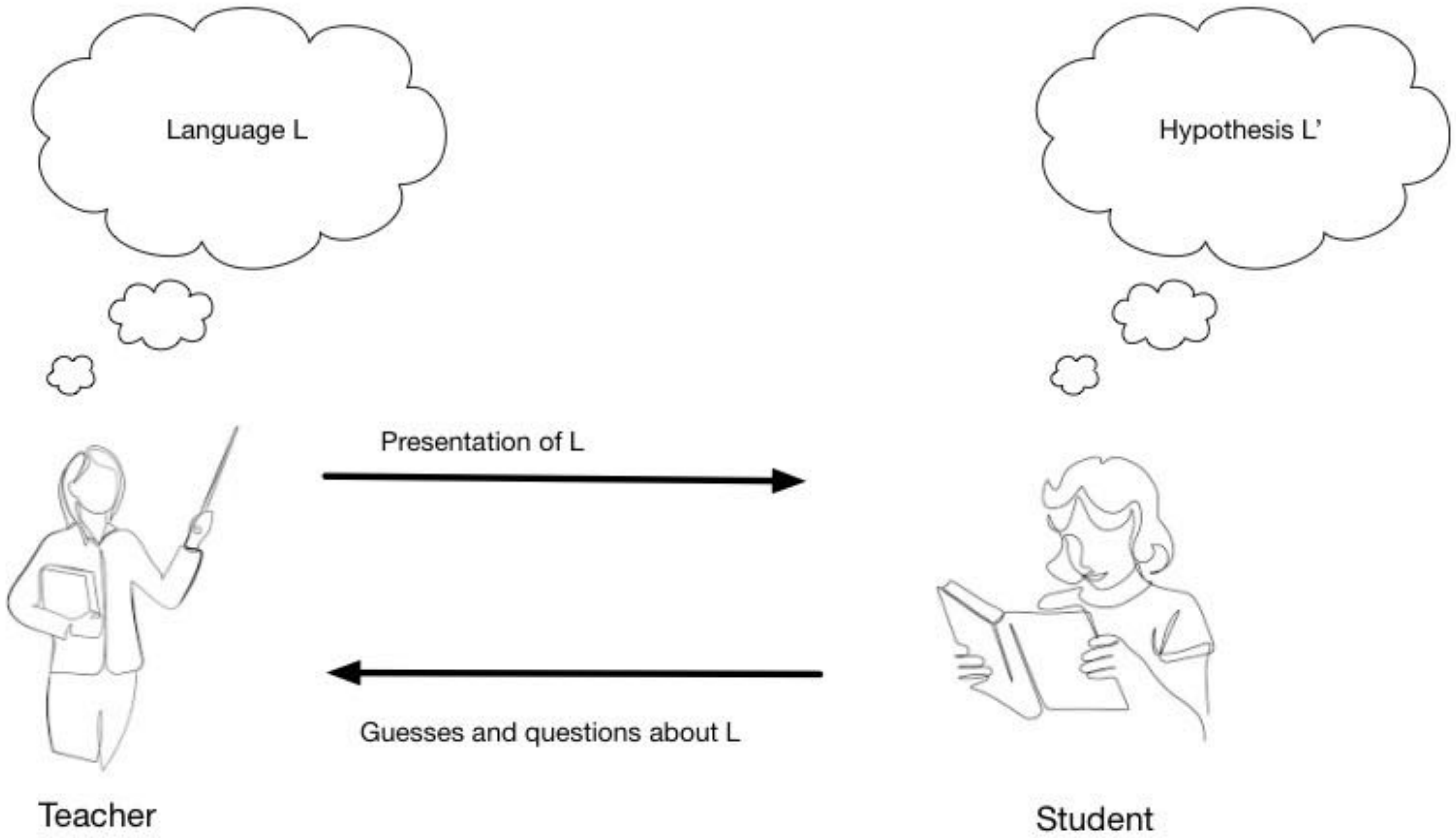


Table 3: Gold's results on language identification in the limit.

Model	Languages	Learnable?
Anomalous text	Recursively enumerable	Yes
	Recursive	Yes
Informant	Primitive Recursive	Yes (not above)
	Context-sensitive	Yes
	Context-free	Yes
	Regular	Yes
	Super-finite	Yes
Text	Finite	Yes (not above)

Table 4: Gold, Information and Control, 1967

From Induction to Coinduction

- **Machine learning has traditionally been modeled as induction**
- **Identification in the limit: Gold, Solomonoff**
- **PAC Learning: Valiant, Vapnik**
- **Algorithmic Information Theory: Chaitin, Kolmogorov**
- **Occam's Razor, Minimum Description Length**

Coinduction: A New Paradigm for ML

- **Generative AI is all about modeling infinite data streams**
  - **Automata, Grammars, Markov processes, LLMs, diffusion models**
- **Infinite data streams define non-well-founded sets**
- **Final coalgebras generalize (greatest) fixed points**
- **Reinforcement learning is an example of coinduction in a coalgebra**
- **Causal inference is also usefully modeled in coalgebras**

The Method of Coalgebra: exercises in coinduction

Jan Rutten

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Fundamental Study

Behavioural differential equations: a coinductive calculus of streams, automata, and power series☆

J.J.M.M. Rutten

CWI, P.O. Box 94079, 1090 GB Amsterdam, The Netherlands

Received 25 October 2000; received in revised form 11 November 2002; accepted 14 November 2002
Communicated by D. Sannella

Abstract

We present a theory of streams (infinite sequences), automata and languages, and formal power series, in terms of the notions of homomorphism and bisimulation, which are the cornerstones of the theory of (universal) coalgebra. This coalgebraic perspective leads to a unified theory, in which the observation that each of the aforementioned sets carries a so-called *final* automaton structure, plays a central role. Finality forms the basis for both definitions and proofs by coinduction, the coalgebraic counterpart of induction. Coinductive definitions take the shape of what we have called behavioural differential equations, after Brzozowski's notion of input derivative. A calculus is developed for coinductive reasoning about all of the afore mentioned structures, closely resembling calculus from classical analysis.

Conductive Inference

- **Based on non-well-founded sets**
- **Uses the category-theoretic framework of universal coalgebras**
- **Coinduction generalizes (greatest) fixed point analysis**
- **Reinforcement learning: metric coinduction in stochastic coalgebras**

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Fundamental Study

Universal coalgebra: a theory of systems

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CWI, P.O. Box 94079, 1090 GB Amsterdam, Netherlands

Communicated by M.W. Mislove

Abstract

In the semantics of programming, finite data types such as finite lists, have traditionally been modelled by initial algebras. Later final *coalgebras* were used in order to deal with *infinite* data types. Coalgebras, which are the dual of algebras, turned out to be suited, moreover, as models for certain types of automata and more generally, for (transition and dynamical) *systems*. An important property of initial algebras is that they satisfy the familiar principle of induction. Such a principle was missing for coalgebras until the work of Aczel (Non-Well-Founded sets, CSLI Leethre Notes, Vol. 14, center for the study of Languages and information, Stanford, 1988) on a theory of non-wellfounded sets, in which he introduced a proof principle nowadays called *coinduction*. It was formulated in terms of *bisimulation*, a notion originally stemming from the world of concurrent programming languages. Using the notion of *coalgebra homomorphism*, the definition of bisimulation on coalgebras can be shown to be formally dual to that of congruence on algebras. Thus, the three basic notions of universal algebra: algebra, homomorphism of algebras, and congruence, turn out to correspond to coalgebra, homomorphism of coalgebras, and bisimulation, respectively. In this paper, the latter are taken as the basic ingredients of a theory called *universal coalgebra*. Some standard results from universal algebra are reformulated (using the aforementioned correspondence) and proved for a large class of coalgebras, leading to a series of results on, e.g., the lattices of subcoalgebras and bisimulations, simple coalgebras and coinduction, and a covariety theorem for coalgebras similar to Birkhoff's variety theorem. © 2000 Elsevier Science B.V. All rights reserved.

MSC: 68Q10; 68Q55

PACS: D.3; F.1; F.3

Keywords: Coalgebra; Algebra; Dynamical system; Transition system; Bisimulation; Universal coalgebra; Universal algebra; Congruence; Homomorphism; Induction; Coinduction; Variety; Covariety

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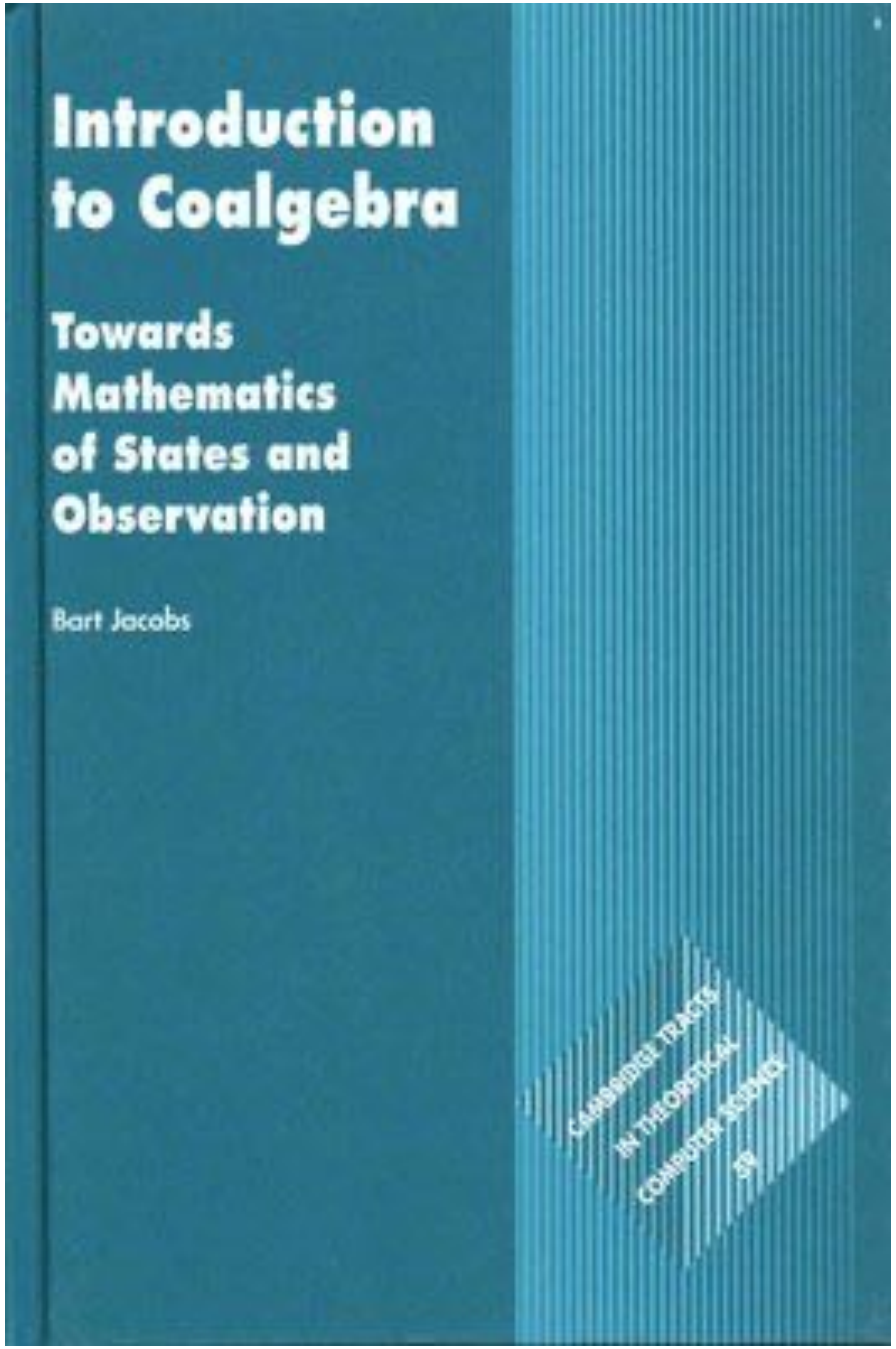
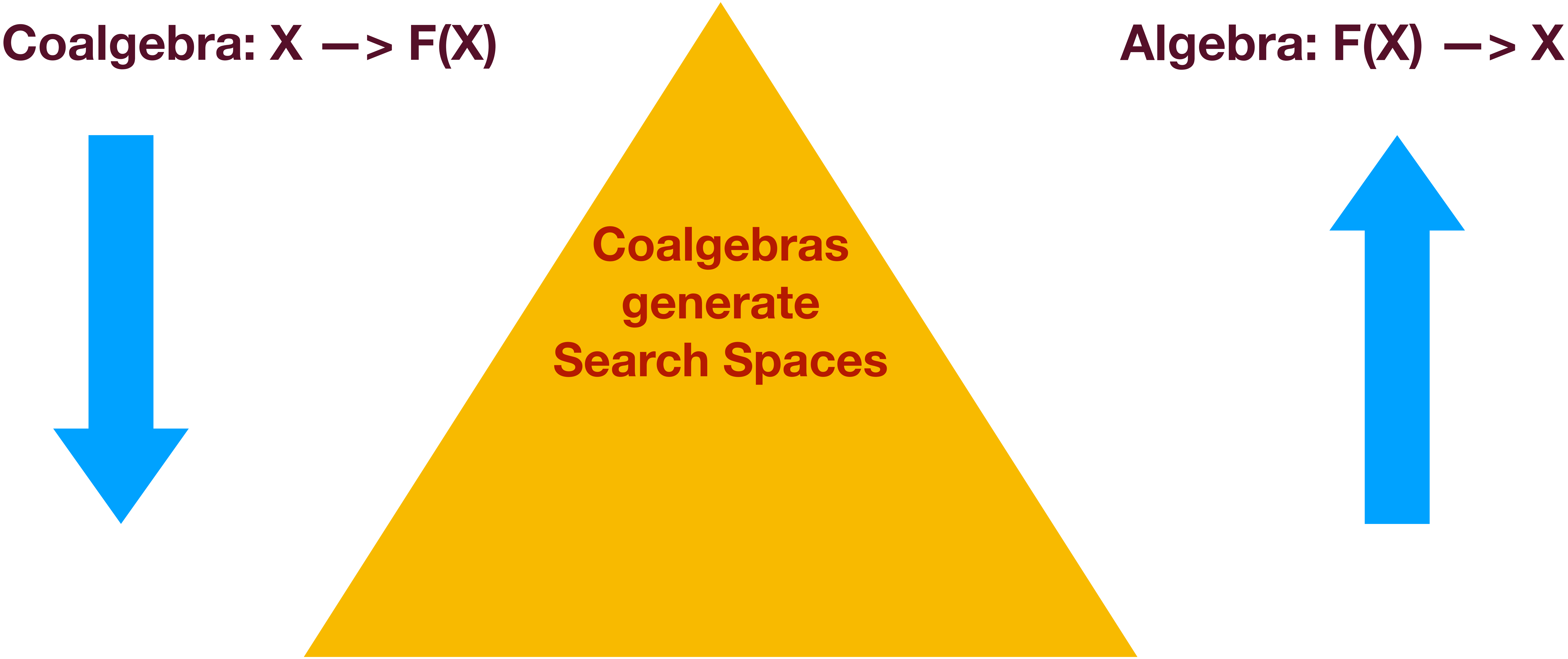



Coalgebra: X —> F(X)
Algebra: F(X) —> X
Coalgebras
generate
Search Spaces

Final Coalgebras

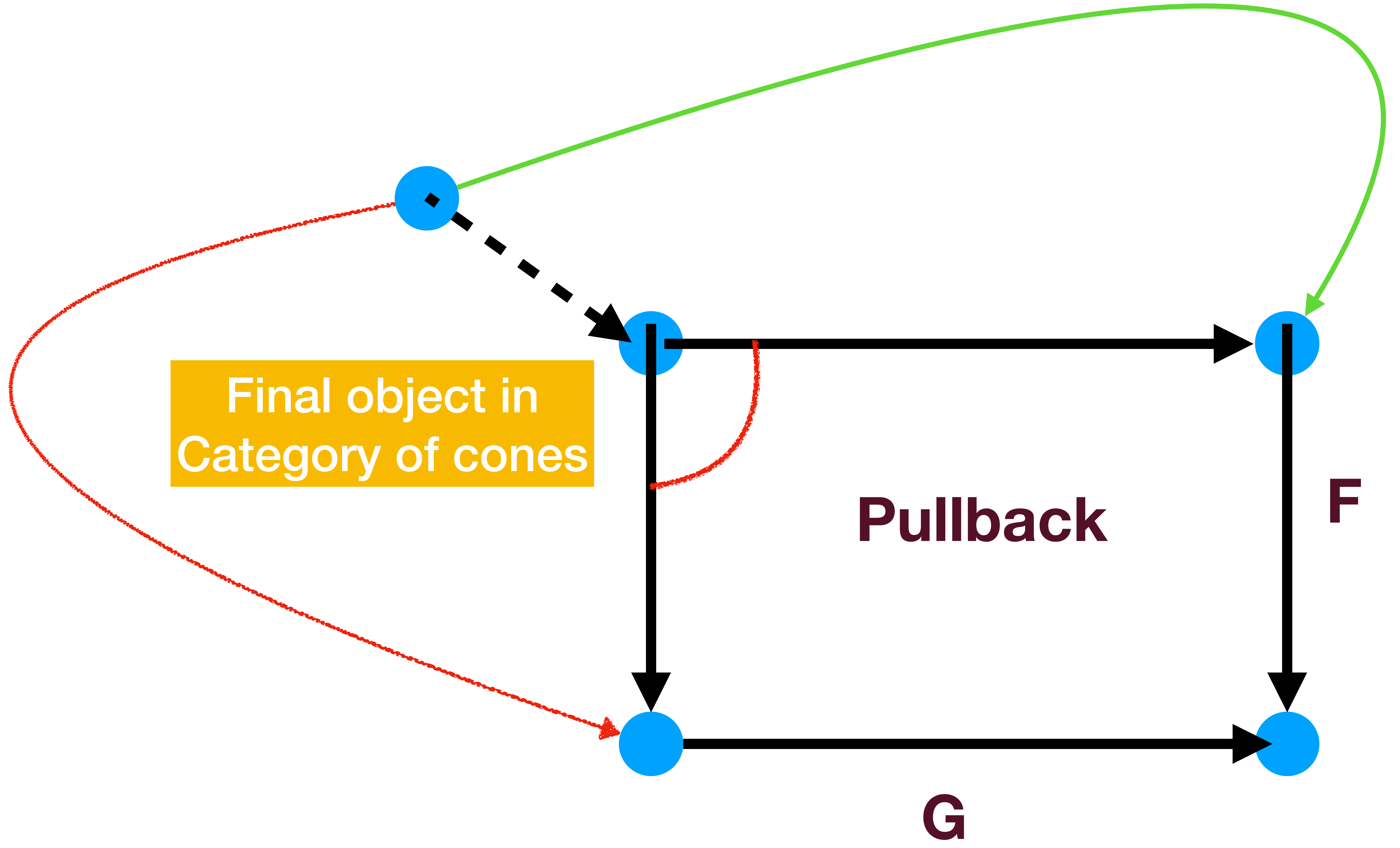
- **In a category of coalgebras, where each object is X -> F(X), a final coalgebra is an isomorphism X ~ F(X)**
- **Final coalgebra theorem (Aczel, Mendler): for a wide class of endofunctors, final coalgebras exist (weak pullbacks)**
- **RL is essentially coinduction in a coalgebra**

$$V^{\pi} = R^{\pi} + \gamma P^{\pi} V^{\pi} = T^{\pi}(V)$$

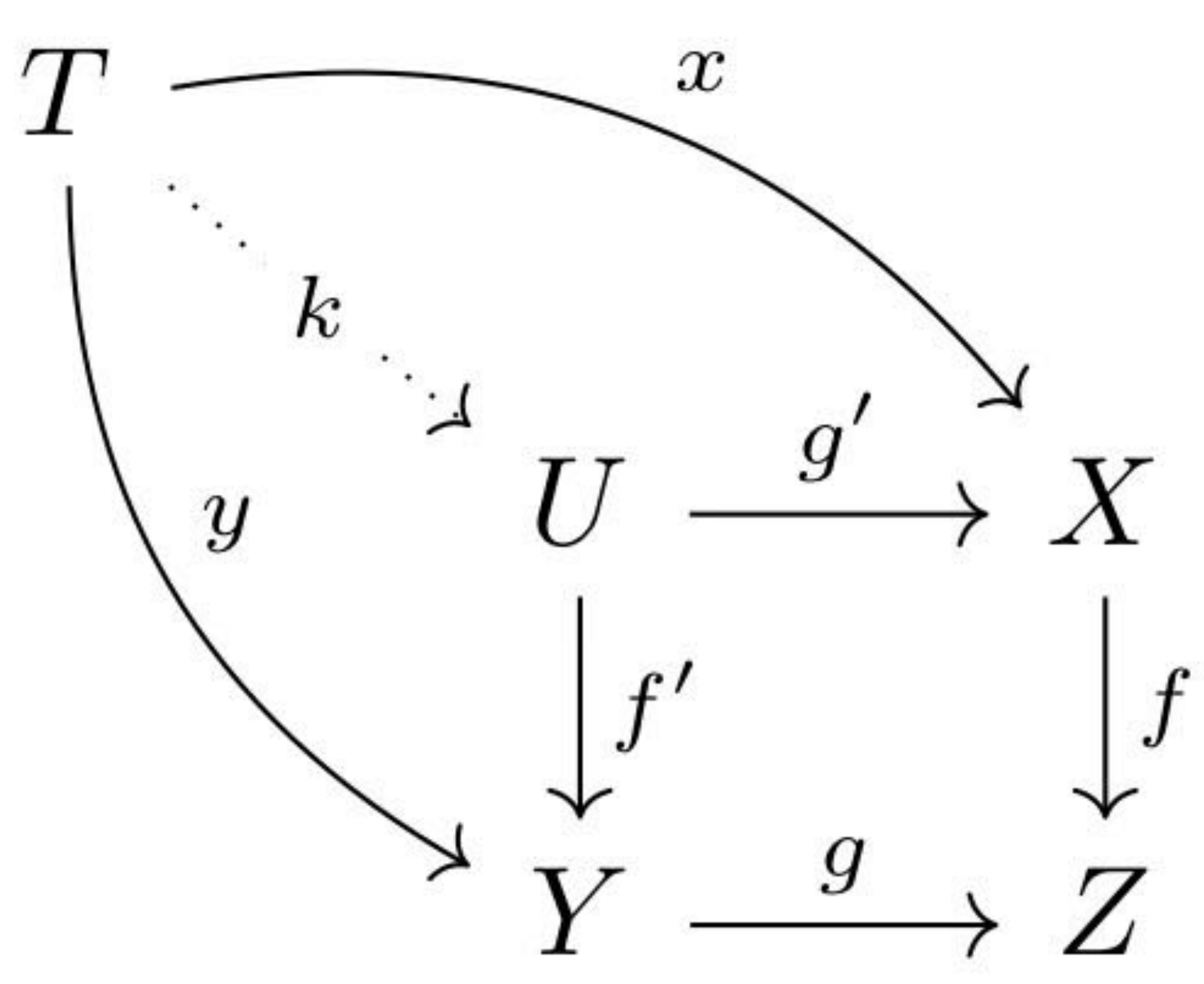
Categorical Version Spaces

- The G set and S set can be generalized using universal constructions
- Limit: The terminal object in a category of cones
- Colimit: The initial object in a category of cocones
- In any complete and cocomplete category, we can design a categorical version spaces using limits and colimits
- UMAP is a special case of the categorical version spaces framework

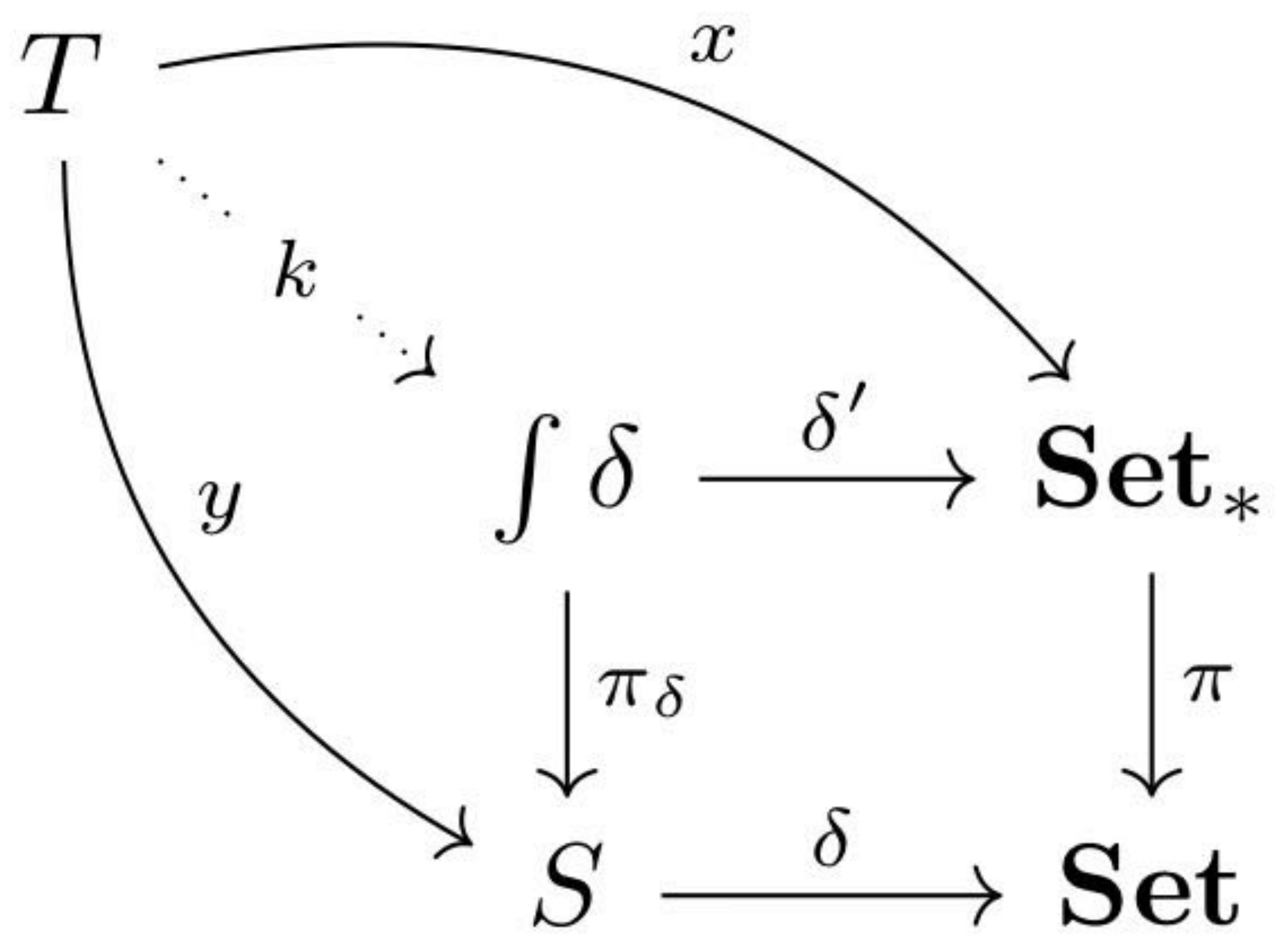
Universal Constructions



<u>Limits</u>: Products, Meets, Greatest Lower Bound, Kernels, Equalizers



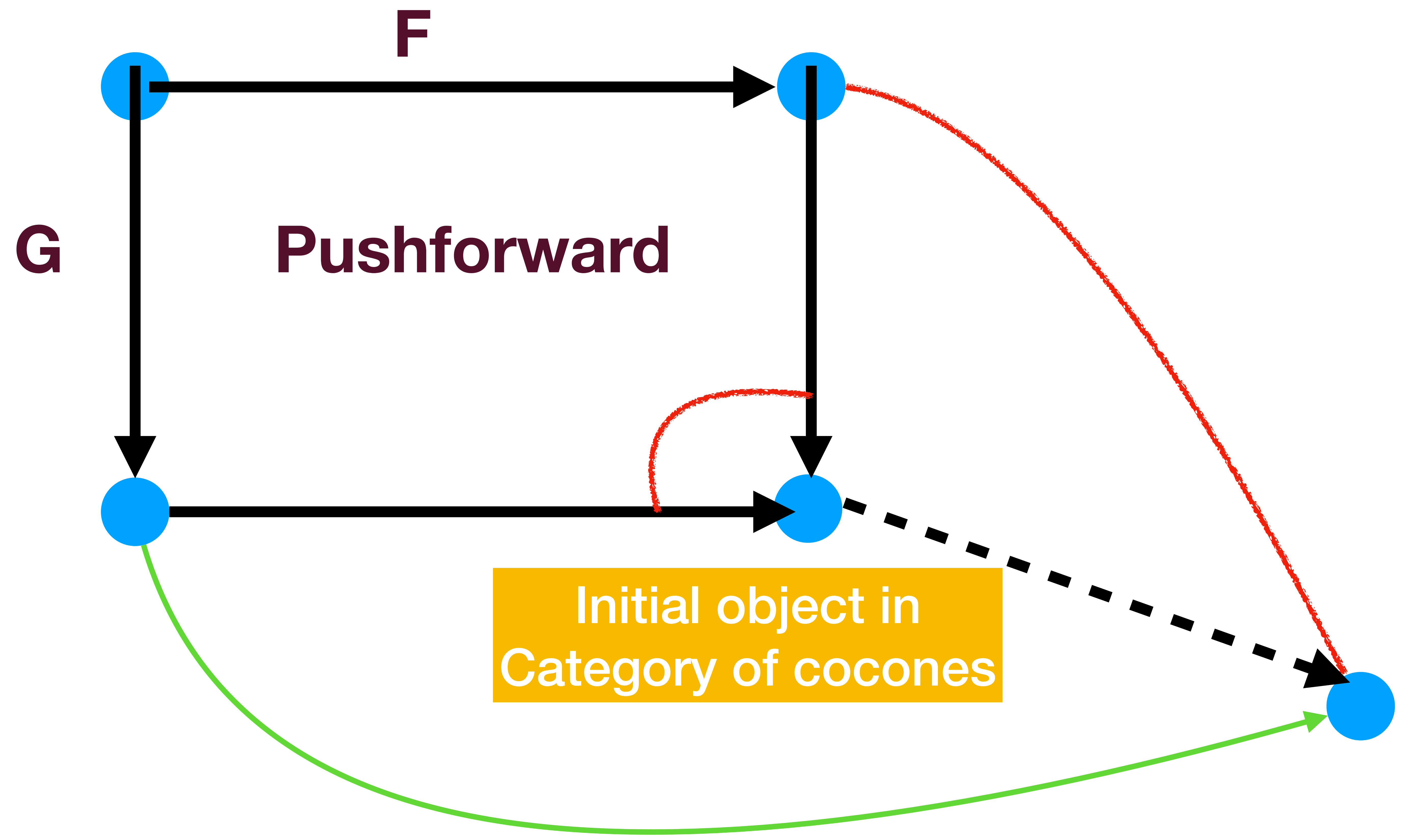
Pullback

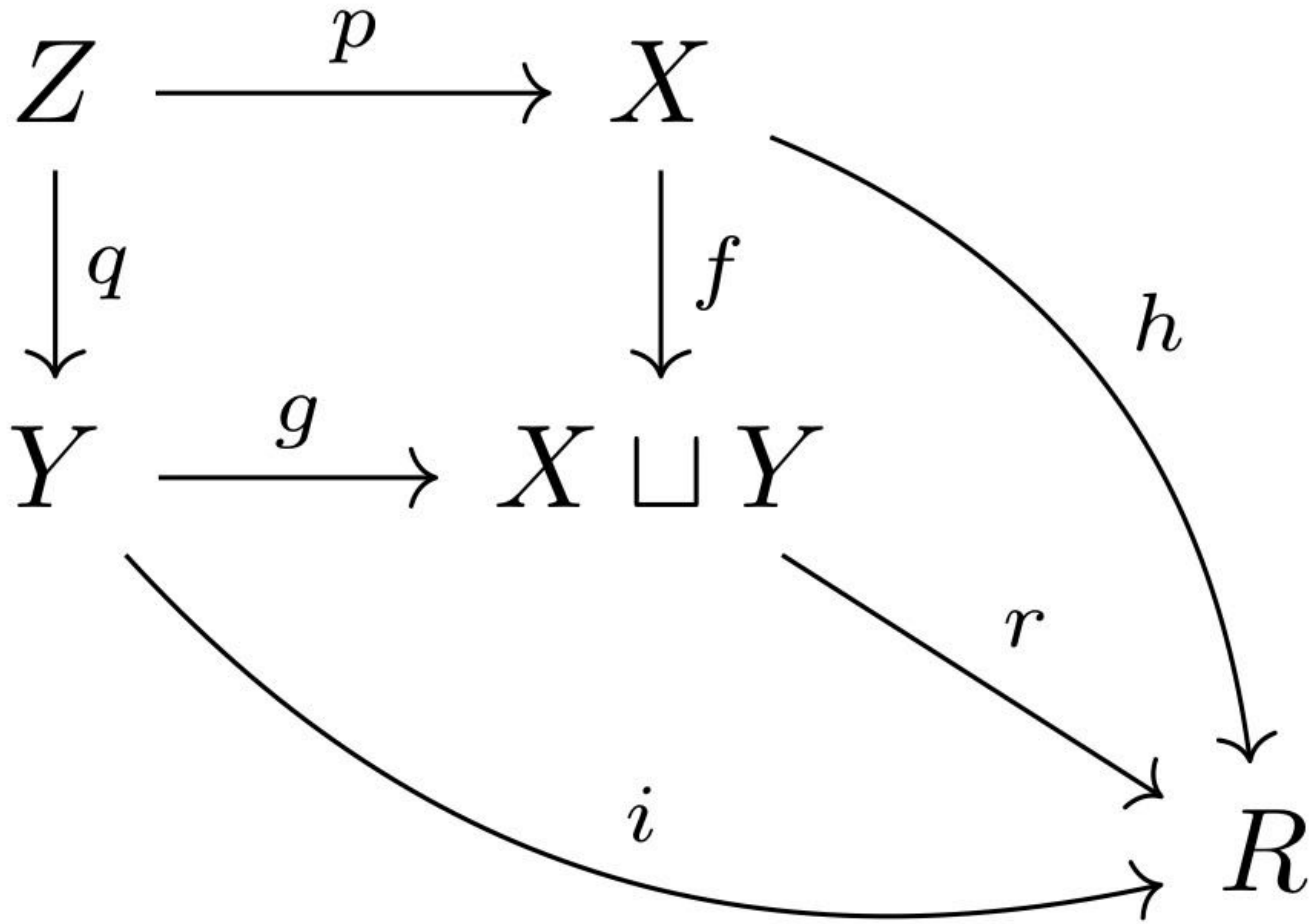


Category of Elements

Universal Constructions

<u>Colimits</u>: Coproducts, Joins, Least upper Bounds, Coequalizers



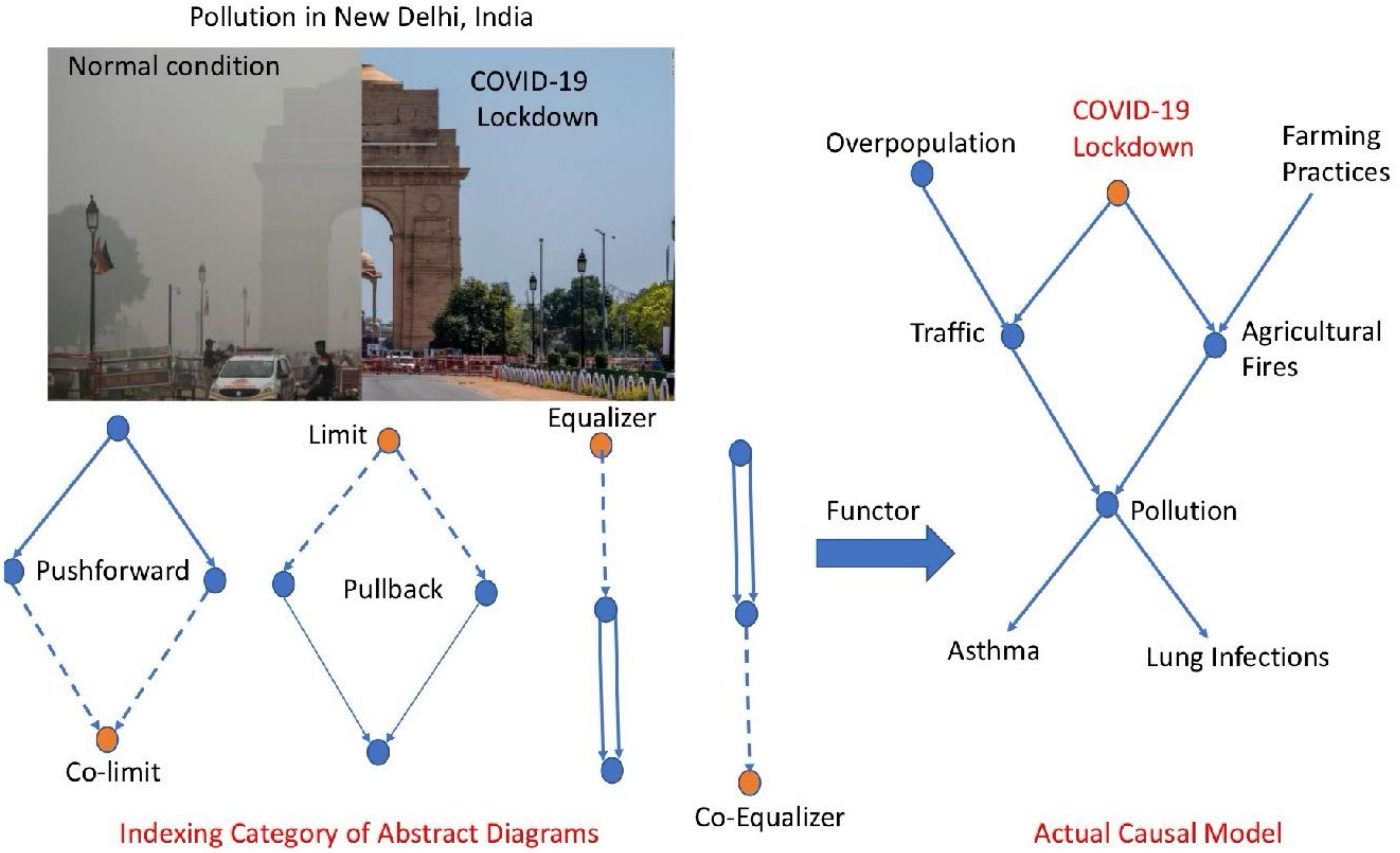


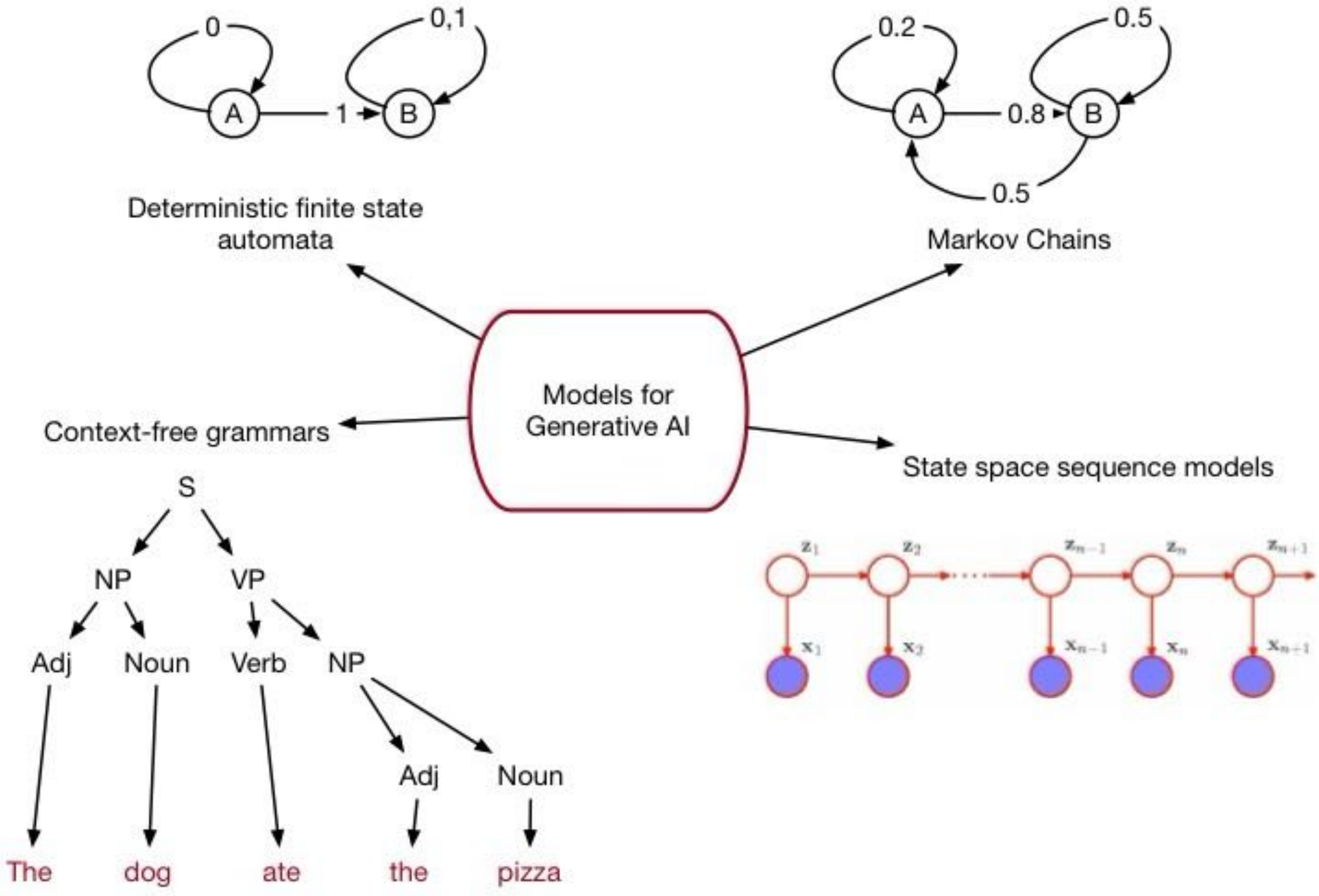
Colimits in UMAP

Merge datasets

Universal Causality

[Mahadevan, Entropy, 2023]



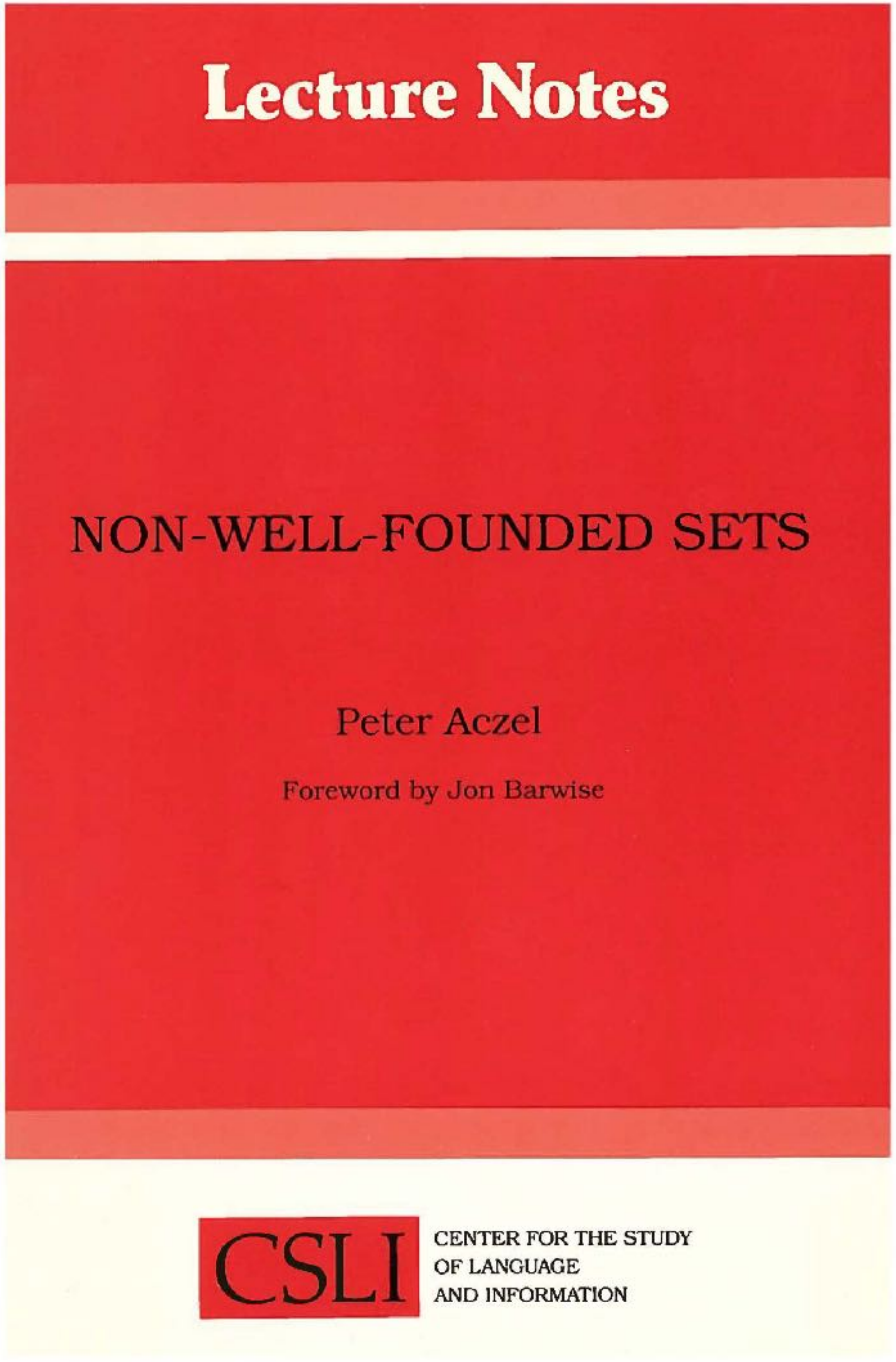


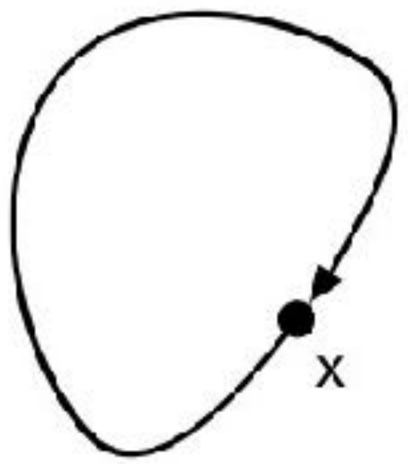
Examples of

Universal coalgebras

Universal algebra	Universal coalgebra
(Σ-)algebra	coalgebra=system
algebra homomorphism	system homomorphism
substitutive relation	bisimulation relation
congruence	bisimulation equivalence
subalgebra	subsystem
minimal algebra (no proper subalgebras) $\Longleftrightarrow$ induction proof principle	minimal system (no proper subsystems)
simple algebra (no proper quotients)	simple system (no proper quotients) $\Longleftrightarrow$ coinduction proof principle
initial algebra (is minimal, plus: induction definition principle)	initial system (often trivial)
final algebra (often trivial)	final system (is simple, plus: coinduction definition principle)
free algebra (used in algebraic specification)	free system (often trivial)
cofree algebra (often trivial)	cofree system (used in coalgebraic specification)
variety (closed under subalgebras, quotients, and products) $\Longleftrightarrow$ definable by a quotient of a free algebra	variety (closed under subsystems, quotients, and products)
covariety (closed under subalgebras, quotients, and coproducts)	covariety (closed under subsystems, quotients, and coproducts) $\Longleftrightarrow$ definable by a subsystem of a cofree system

[Rutten, 2000]





$x = \{x\}$

$x \longrightarrow F(x)$

Non-well-founded sets

- Non-well-founded sets violate the ZFC+ axioms of set theory
- In particular, the axiom of well-foundedness states that there cannot be any infinite membership chains
- Many sets in computer science are not well-founded
- Infinite data structures: lists, trees, recursion, stacks
- Many AI problems involve non-well-founded sets
  - Common knowledge, causality with feedback, natural language

Backpropagation as a coalgebra

- **In the previous talk, we introduced backprop as a functor**
- **Note that backprop can also be modeled as a coalgebra X —> F(X)**
- **This alternative view gives us deeper insight into the convergence of backpropation**
- **It gives us more powerful tools to design new methods in GAIA**

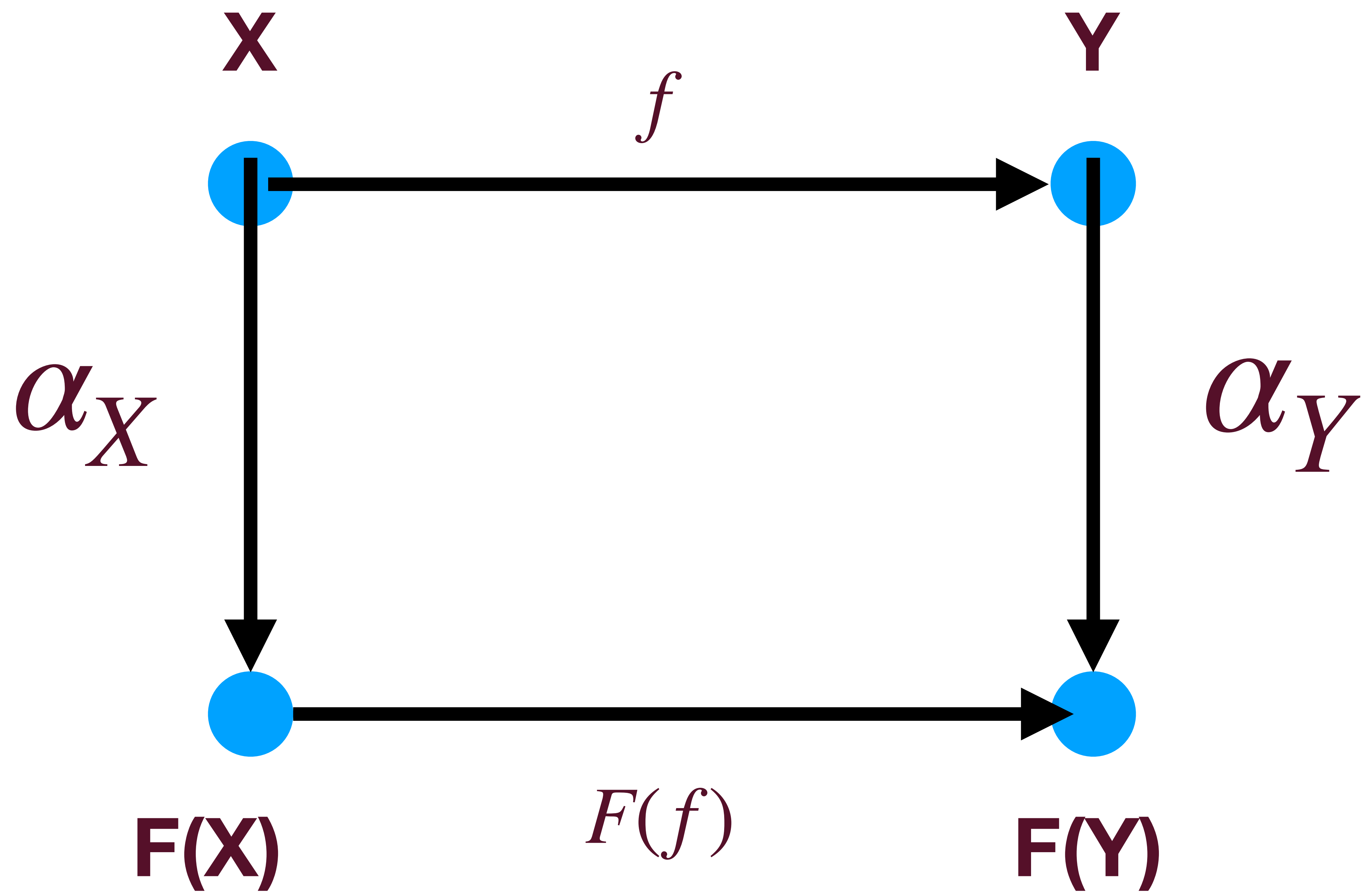
The Powerset Functor

- One of the simplest and most general coalgebras is from the powerset functor
    - X —> Pow(X)
    - X can be any (well-founded, non-well-founded) set

Labeled Transition Systems as Coalgebras

- **Any automata (deterministic or stochastic) is a coalgebra**
  - **Set of states S**
  - **Transition relation** $\rightarrow_S \subseteq S \times A \times S$
  - **Here,** $s \rightarrow^a t$ **is the same as** $(s, a, t) \in \rightarrow_S$
  - **Coalgebra of LTS defined by powerset functor L**
    - $\alpha_S : S \rightarrow L(S), s \mapsto \{(a, s') \mid s \rightarrow^a s'\}$

Homomorphisms of Coalgebras



MDP homomorphisms are a special case of this framework

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Probabilistic systems coalgebraically: A survey

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Markov processes

ABSTRACT

We survey the work on both discrete and continuous-space probabilistic systems as coalgebras, starting with how probabilistic systems are modeled as coalgebras and followed by a discussion of their bisimilarity and behavioral equivalence, mentioning results that follow from the coalgebraic treatment of probabilistic systems. It is interesting to note that, for different reasons, for both discrete and continuous probabilistic systems it may be more convenient to work with behavioral equivalence than with bisimilarity.

1. Introduction

Probabilistic systems are models of systems that involve quantitative information about uncertainty. They have been extensively studied in the past two decades in the area of probabilistic verification and concurrency theory. The models originate in the rich theory of Markov chains and Markov processes (see e.g. [49]) and in the early work on probabilistic automata [63,61].

Discrete probabilistic systems, see e.g. [49,77,30,55,62,67,33,22,70] for an overview, are transition systems on discrete state spaces and come in different flavors: fully probabilistic (Markov chains), labeled (with reactive or generative labels), or combining non-determinism and probability. Probabilities in discrete probabilistic systems appear as labels on transitions between states. For example, in a Markov chain a transition from one state to another is taken with a given probability.

Continuous probabilistic systems, see e.g. [7,23,26,11,21,45] as well as the recent books [59,27,28] that contain most of the research on continuous probabilistic systems, are transition systems modeling probabilistic behavior on continuous state spaces. The basic model is that of a Markov process. Central to continuous probabilistic systems is the notion of a probability measure on a measurable space. Therefore, the state space of a continuous probabilistic system is equipped with a σ-algebra and forms a measurable space. It is no longer the case that the probability of moving from one state to another determines the behavior of the system. Actually, the probability of reaching any single state from a given state may be zero while the probability of reaching a subset of states is nonzero. A Markov process is specified by the probability of moving from any source state to any measurable subset in the σ-algebra, which is intuitively interpreted as the probability of moving from the source state to some state in the subset.

Both discrete and continuous probabilistic systems can be modeled as coalgebras and coalgebra theory has proved a useful and fruitful means to deal with probabilistic systems. In this paper, we give an overview of how to model probabilistic systems as coalgebras and survey coalgebraic results on discrete and continuous probabilistic systems. Having modeled probabilistic systems as coalgebras, there are two types of results where coalgebra meets probabilistic systems: (1) particular problems for probabilistic systems have been solved using coalgebraic techniques, and (2) probabilistic systems appear as popular examples on which generic coalgebraic results are instantiated. The results of the second kind are not to be considered of less importance: sometimes they lead to completely new results not known in the community of probabilistic

Coalg_F	F	name for $X \to FX$/reference
MC	$\mathcal{D}$	Markov chains
DLTS	$(\_ + 1)^A$	deterministic automata
LTS	$\mathcal{P}(A \times \_) \cong \mathcal{P}^A$	non-deterministic automata, LTSs
React	$(\mathcal{D} + 1)^A$	reactive systems [55,30]
Gen	$\mathcal{D}(A \times \_) + 1$	generative systems [30]
Str	$\mathcal{D} + (A \times \_) + 1$	stratified systems [30]
Alt	$\mathcal{D} + \mathcal{P}(A \times \_)$	alternating systems [33]
Var	$\mathcal{D}(A \times \_) + \mathcal{P}(A \times \_)$	Vardi systems [77]
SSeg	$\mathcal{P}(A \times \mathcal{D})$	simple Segala systems [67,66]
Seg	$\mathcal{P}\mathcal{D}(A \times \_)$	Segala systems [67,66]
Bun	$\mathcal{D}\mathcal{P}(A \times \_)$	bundle systems [22]
PZ	$\mathcal{P}\mathcal{D}\mathcal{P}(A \times \_)$	Pnueli–Zuck systems [62]
MG	$\mathcal{P}\mathcal{D}\mathcal{P}(A \times \_ + \_)$	most general systems

Fig. 1. Discrete probabilistic system types.

RL algorithms can be explored for these stochastic coalgebras!

MDP Coalgebras

- **Any (finite) MDP is defined as a tuple M = (S,A,R,P)**
- **Given any action a, it induces a distribution on next states**
- **Any fixed policy defines an induced Markov chain**
- **Markov chains are coalgebras of the distribution functor D**
  - $\alpha_S^M : S \to^M \mathcal{D}(S)$

Long-Term Values in Markov Decision Processes, (Co)Algebraically

Frank M. V. Feys[1], Helle Hvid Hansen[1], and Lawrence S. Moss[2]

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Abstract. This paper studies Markov decision processes (MDPs) from the categorical perspective of coalgebra and algebra. Probabilistic systems, similar to MDPs but without rewards, have been extensively studied, also coalgebraically, from the perspective of program semantics. In this paper, we focus on the role of MDPs as models in optimal planning, where the reward structure is central. The main contributions of this paper are (i) to give a coinductive explanation of policy improvement using a new proof principle, based on Banach's Fixpoint Theorem, that we call contraction coinduction, and (ii) to show that the long-term value function of a policy with respect to discounted sums can be obtained via a generalized notion of corecursive algebra, which is designed to take boundedness into account. We also explore boundedness features of the Kantorovich lifting of the distribution monad to metric spaces.

Keywords: Markov decision process · long-term value · discounted sum · coalgebra · algebra · corecursive algebra · fixpoint · metric space.

This paper can be extended to the RL setting

RL as Metric Coinduction

APPLICATIONS OF METRIC COINDUCTION

DEXTER KOZEN AND NICHOLAS RUOZZI

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Abstract. Metric coinduction is a form of coinduction that can be used to establish properties of objects constructed as a limit of finite approximations. One can prove a coinduction step showing that some property is preserved by one step of the approximation process, then automatically infer by the coinduction principle that the property holds of the limit object. This can often be used to avoid complicated analytic arguments involving limits and convergence, replacing them with simpler algebraic arguments. This paper examines the application of this principle in a variety of areas, including infinite streams, Markov chains, Markov decision processes, and non-well-founded sets. These results point to the usefulness of coinduction as a general proof technique.

1. Introduction

Mathematical induction is firmly entrenched as a fundamental and ubiquitous proof principle for proving properties of inductively defined objects. Mathematics and computer science abound with such objects, and mathematical induction is certainly one of the most important tools, if not the most important, at our disposal.

Perhaps less well entrenched is the notion of coinduction. Despite recent interest, coinduction is still not fully established in our collective mathematical consciousness. A contributing factor is that coinduction is often presented in a relatively restricted form. Coinduction is often considered synonymous with bisimulation and is used to establish equality or other relations on infinite data objects such as streams [20] or recursive types [11].

$$\frac{\exists u\ \varphi(u) \qquad \forall u\ \varphi(u) \Rightarrow \varphi(H(u))}{\varphi(u^*)}$$

Contraction mapping convergence in MDPs

is a special case of metric coinduction

Induction vs Coinduction

- Given the class of all (non)well-founded sets
  - X —> F(X) is the powerset coalgebra
  - F(X) —> X is the powerset algebra
- The initial object in the category of algebras is well-founded sets
- The final object in the category of coalgebras is non-well-founded sets

Final Coalgebras

- A final object in a category is defined as one for which there is a unique morphism into it from any other object
- In the category of coalgebras, the final object is called a final coalgebra
- Example: in the coalgebra of finite state automata, the final coalgebra is the smallest automaton accepting a language
- Example: in the coalgebra of MDPs, the final coalgebra is the smallest MDP that defines the optimal value function

Lambek's Lemma

Definition 83. An F-coalgebra (A, α) is a *fixed point* for F, written as $A \simeq F(A)$ if α is an isomorphism between A and $F(A)$. That is, not only does there exist an arrow $A \to F(A)$ by virtue of the coalgebra α, but there also exists its inverse $\alpha^{-1} : F(A) \to A$ such that

$$\alpha \circ \alpha^{-1} = \mathbf{id}_{F(A)} \text{ and } \alpha^{-1} \circ \alpha = \mathbf{id}_A$$

The following lemma was shown by Lambek, and implies that the transition structure of a final coalgebra is an isomorphism.

Theorem 23. Lambek: A final F-coalgebra is a fixed point of the endofunctor F.

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A general final coalgebra theorem

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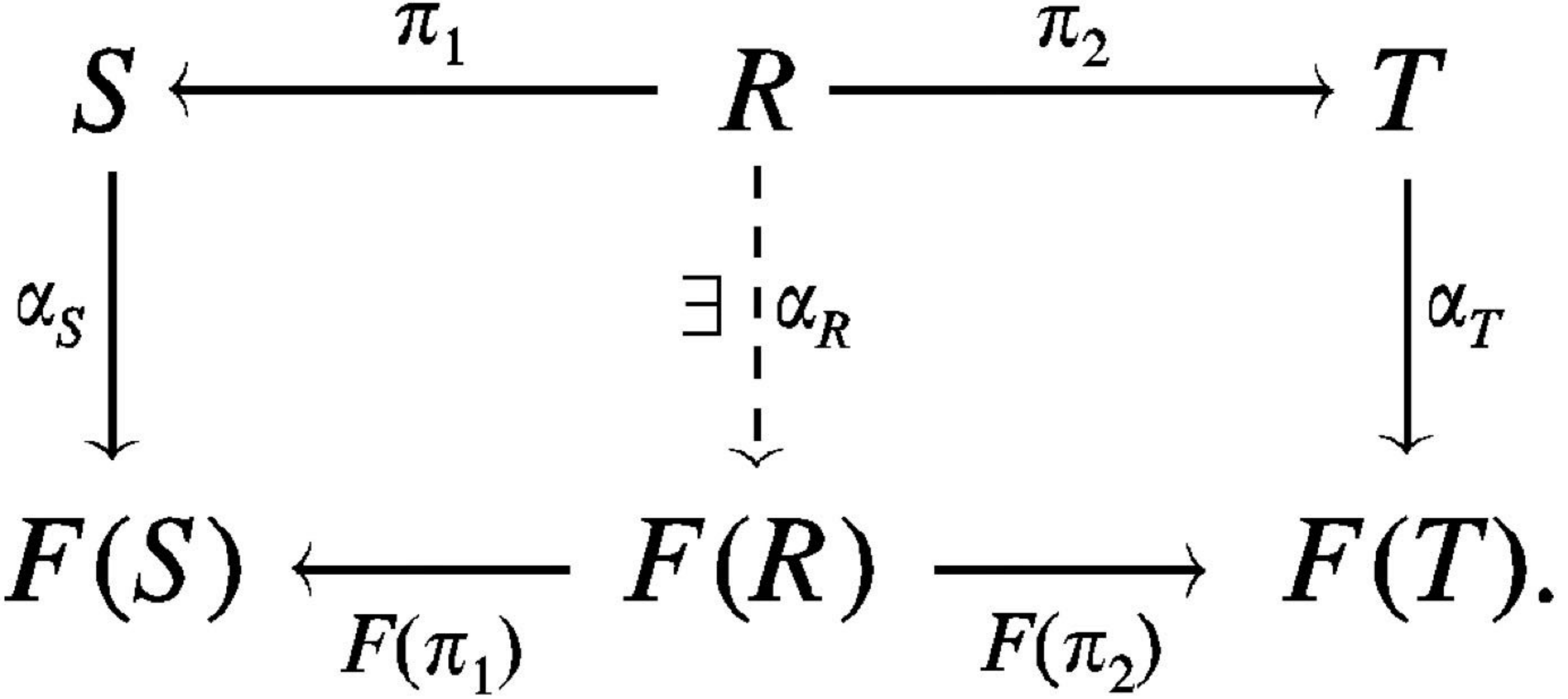
By the Final Coalgebra Theorem of Aczel and Mendler, every endofunctor of the category of sets has a final coalgebra, which, however, may be a proper class. We generalise this to all 'well-behaved' categories $\mathscr{K}$. The role of the category of classes is played by a free cocompletion $\mathscr{K}^{\infty}$ of $\mathscr{K}$ under transfinite colimits, that is, colimits of ordinal-indexed chains. Every endofunctor F of $\mathscr{K}$ has a canonical extension to an endofunctor F^{∞} of $\mathscr{K}^{\infty}$ which is proved to have a final coalgebra (and an initial algebra). Based on this, we prove a general solution theorem: for every endofunctor of a locally presentable category $\mathscr{K}$ all guarded equation-morphisms have unique solutions. The last result does not need the extension $\mathscr{K}^{\infty}$: the solutions are always found within the category $\mathscr{K}$.

Occam's Razor Coalgebraically

- We can now define a coalgebraic version of Occam's Razor
- Given any category of coalgebras, where there is a final coalgebra
- Any other coalgebra must define a unique morphism into the final coalgebra
- If this unique morphism is injective (or a monomorphism), the given coalgebra must be minimal
- States of the final coalgebra define ``behaviors" (see Jacobs book)

Bisimulation for Imitation Games



Summary

- Coalgebras provide a fundamental framework for modeling generative AI
- Each coalgebra is defined by a functor F: X —> F(X)
- Coinduction is the principle of finding a final coalgebra
- Reinforcement learning is the problem of finding final coalgebras in the category of MDP coalgebras