

# Prologue: A vocabulary from category theory

24.09.2018

## 0. Motivation for TQFT

- Physics    A. Schwarz (1977)    involving path integral  
              E. Witten (1988)
- Mathematics    M. Atiyah (1989) → simple axiomatic description, inspired by 2d CFT of Segal  
                  V. Turaev  
                  L. Abrams (1996)    2Cob via generators and relations  
                  + many others

TQFT appears in

- quantum Hall effect
- quantum computing
- mirror symmetry
- invariants of 3-mnf.
- 4d topology, Donaldson
- Geometric Langlands Program

Convention: The composition of functions (arrows) is given from left to right:

i.e.  $X \xrightarrow{f} Y \xrightarrow{g} Z$  reads as  $f \circ g: X \rightarrow Z$

Reason: Glueing along the boundary in Cob is more natural.

## 1. Categories and Functors

def: A category  $\mathcal{C}$  consists of:

- a class of objects  $Ob(\mathcal{C})$  containing  $X, Y, Z, \dots$  objects
- a set of morphisms  $\mathcal{C}(X, Y)$  for any two objects  $X, Y$ , called arrows
- there is an associative composition law: for any triple of objects  $X, Y, Z \in Ob(\mathcal{C})$

we define a composition  $X \xrightarrow{f} Y \xrightarrow{g} Z$ , which is associative, i.e.

$$W \xrightarrow{e} X \xrightarrow{f} Y \xrightarrow{g} Z : \quad (e \circ f) \circ g = e \circ (f \circ g)$$

- for each object  $X \in Ob(\mathcal{C})$ , there is an identity arrow  $Id_X \in \mathcal{C}(X, X)$  which acts as a neutral element for the composition, i.e.  $1_X \circ f = f \circ 1_Y = f$  for  $f: X \rightarrow Y$

$\mathcal{C}^{op}$  is the opposite category of  $\mathcal{C}$  with the same objects but reversed arrows.

## Examples:

Type: objects are sets  
+ additional structure,  
the arrows preserve this  
structure  
concrete categories

	Set	Fin Ord	Grp	Ring	Top	Vect $\mathbb{K}$
Objects	all sets	finite ordered sets	groups	rings	top. spaces	vector spaces over $\mathbb{K}$
Morphisms	set functions	order-preserving functions	group homom.	ring homom.	continuous maps	$\mathbb{K}$ -linear maps

## Type: "abstract"

Let  $G$  be a group. (more generally a monoid).

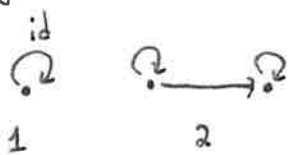
We can associate to  $G$  a category  $BG$  in the following way:

$$\text{Obj}(BG) = \{*\} \quad \text{one single object}$$

$$BG(*, *) = G$$

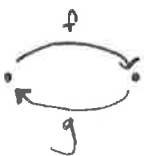
Any  $g \in G$  can be regarded as an arrow  $* \xrightarrow{g} *$ , the neutral element is the identity arrow of  $*$ . The composition is given by multiplication in  $G$ . Any arrow in  $BG$  admits an inverse. Namely, the inverse of  $g$  is given by  $g^{-1}: * \rightarrow *$

## Type: Finite graphs

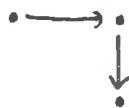


(usually we don't draw the identity arrows)

## Non-examples:



no relation!  
not a finite  
category



no composition!  
not a category

Functors encapsulate the notion of an arrow between categories.

def: A functor between two categories  $\mathcal{C}$  and  $\mathcal{D}$  consists of:

- A map  $\text{Ob}(\mathcal{C}) \rightarrow \text{Ob}(\mathcal{D})$   
 $X \mapsto F(X)$

- For each pair of objects  $X, Y \in \text{Ob}(\mathcal{C})$ , a map  $F_{X,Y}: \mathcal{C}(X,Y) \rightarrow \mathcal{D}(F(X), F(Y))$ ,  
 $f \mapsto F(f)$

preserving the composition law and identity arrows, i.e.  $F(\text{id}_X) = \text{id}_{F(X)}$ ,  $\forall X \in \text{Ob}(\mathcal{C})$   
 and  $F(f' \circ f) = F(f') \circ F(f)$ ,  $\forall f', f$  composable in  $\mathcal{C}$ .

Examples:

Type: forgetful functors  
 "forget" the structure

$$\begin{aligned} \text{Vect}_K &\rightarrow \text{Set} \\ \text{Top} &\rightarrow \text{Set} \\ \text{Grp} &\rightarrow \text{Set} \\ \text{FinOrd} &\rightarrow \text{Set} \\ \text{Ring} &\rightarrow \text{Set} \end{aligned}$$

Type: free functors

①  $F: \text{Sets} \rightarrow \text{Grp}$   
 $S \mapsto F(S)$  free group on  $S$   
 $f: S \rightarrow S' \mapsto F(f) \in \text{Grp}(F(S), F(S'))$   
 grp. hom.

② If  $K$  is a field,  $F: \text{Sets} \rightarrow \text{Vect}_K$  assigns to  $S$  the  $K$ -v. space generated by  $S$

$F(S) = \{ f: S \rightarrow K \mid \{ s \in S : f(s) \neq 0 \} \text{ is finite} \}$  has the structure of a vector space.

One can think of  $v \in F(S)$  as  $\sum_{s \in S} v(s) \cdot s \leftarrow$  formal lin. combinations

Addition:  $(f+g)(s) = f(s) + g(s)$

Scalar multiplication:  $(\lambda f)(s) = \lambda \cdot f(s)$  ← mult. in  $K$

"Fancy" examples:

① Euclid\* category with objects pointed Euclidean spaces  $(\mathbb{R}^n, a)$  and arrows are differentiable functions  $f: \mathbb{R}^n \rightarrow \mathbb{R}^m$  s.t.  $f(a) = b$ .

We have a functor  $D: \text{Euclid}_* \rightarrow \text{Mat}(\mathbb{R})$  defined as follows:

Obj:  $(\mathbb{R}^n, a) \rightarrow D(\mathbb{R}^n, a) = n$ , the dimension

Mor:  $f: (\mathbb{R}^n, a) \rightarrow (\mathbb{R}^m, b) \mapsto \left\{ \frac{\partial f_i}{\partial x_j} \Big|_a \right\} =: J_a(f) \leftarrow \text{jacobian evaluated in } a$

$D$  preserves the composition, since the chain rule holds true.

②  $G$  group

Consider a functor  $F: BG \rightarrow \text{Set}$

A set  $S := F(*) \overset{\text{obj. of } BG}{\curvearrowright}$

For any element  $g \in G$  we have  $F(g): S \rightarrow S$  s.t.  $F(e) = \text{id}_S$  and  $F(gg') = F(g) \circ F(g')$ .

We have a function  $G \times S \rightarrow S$   
 $(g, s) \mapsto F(g)(s) = g \cdot s$  s.t.  $(g'g) \cdot s = g' \cdot (g \cdot s) \quad \forall s \in S \text{ and } \forall g, g' \in G$

This is the definition of a left  $G$ -set.

For  $F: BG \rightarrow \text{Vect}_K$  we get the definition of a  $G$ -representation.

def: A contravariant functor is a functor  $\mathcal{C}^{\text{op}} \rightarrow \mathcal{D}$ , which reverses the directions of all arrows.

Examples:

$F: \text{Vect}^{\text{op}} \rightarrow \text{Vect}$

$V \mapsto V^*$

$F: \text{Top}^{\text{op}} \rightarrow \text{Ring}$

$X \mapsto C(X) \leftarrow \text{ring of all cont. functions } X \rightarrow \mathbb{R}$

$X \xrightarrow{f} Y \mapsto C(Y) \rightarrow C(X)$  given by sending  $Y \rightarrow \mathbb{R}$  to the composite  $X \rightarrow Y \rightarrow \mathbb{R}$

There always exists the identity functor  $\text{Id}_{\mathcal{C}}: \mathcal{C} \rightarrow \mathcal{C}$ .

We can compose functors  $F: \mathcal{C} \rightarrow \mathcal{D}$  and  $G: \mathcal{D} \rightarrow \mathcal{E}$  to get a functor  $F \circ G: \mathcal{C} \rightarrow \mathcal{E}$ ,

thus we can define a functor category  $[\mathcal{C}, \mathcal{D}]$ .

def: A functor is an isomorphism of categories, if there is a functor in the other direction, s.t. the two compositions are both equal to the identity functors.

$$F: \mathcal{C} \rightarrow \mathcal{D} \text{ and } G: \mathcal{D} \rightarrow \mathcal{C} \text{ s.t. } F \circ G = \text{id}_{\mathcal{D}} \text{ and } G \circ F = \text{id}_{\mathcal{C}}.$$

def: A functor  $F: \mathcal{C} \rightarrow \mathcal{D}$  is called:

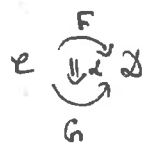
- faithful, if for each pair of objects  $X, Y \in \text{Ob}(\mathcal{C})$  the map  $F_{X,Y}: \mathcal{C}(X,Y) \rightarrow \mathcal{D}(F(X), F(Y))$  is injective;
- full, if the maps  $F_{X,Y}: \mathcal{C}(X,Y) \rightarrow \mathcal{D}(F(X), F(Y))$  are all surjective;
- essentially surjective, if every object in  $\mathcal{D}$  is isomorphic to an image under  $F$  of an object of  $\mathcal{C}$ .

(Isomorphism in cat. theory means that for an arrow  $f: X \rightarrow Y \exists$  a morphism  $g: Y \rightarrow X$  s.t.  $g \circ f = \text{id}_X$  and  $f \circ g = \text{id}_Y$ )

## 2. Natural transformations

"morphisms between functors"

def:  $\mathcal{C}$  and  $\mathcal{D}$  two categories



a nat. transformation  $\alpha: F \Rightarrow G$  is the data of:

- For each object  $X \in \text{Ob}(\mathcal{C})$  and  $\alpha_X: F(X) \rightarrow G(X)$  in  $\mathcal{D}$ , these maps must be natural; i.e. for  $f: X \rightarrow Y$  in  $\mathcal{C}$ , this diagram must commute:

$$\begin{array}{ccc} F(X) & \xrightarrow{\alpha_X} & G(X) \\ F(f) \downarrow & & \downarrow G(f) \\ F(Y) & \xrightarrow{\alpha_Y} & G(Y) \end{array}$$

We have identity nat. transformation  $\alpha: F \Rightarrow F$ ,  $\circ$  is associative. The nat. transformations are the morphisms in the functor categories.

def: A functor  $F$  is an equivalence, if it is faithful, full and essentially surjective.

$\Downarrow$  equivalently

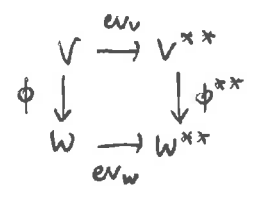
$F \circ G: \mathcal{C} \rightarrow \mathcal{C}$  is a nat. isomorphism to  $\text{Id}_{\mathcal{C}}$  and  $G \circ F: \mathcal{D} \rightarrow \mathcal{D}$  is a nat. isomorphism to  $\text{Id}_{\mathcal{D}}$ .

↙  
an isomorphism  
in  $[\mathcal{C}, \mathcal{C}]$

Examples:

①  $(-)^{**}: \text{Vect}_K \rightarrow \text{Vect}_K$  of any dimension  
 $V \mapsto (V^*)^*$   
 $f \mapsto (f^*)^*$

$\exists$  a lin. map  $d_V: V \rightarrow V^{**}$   $\xrightarrow{\text{ev}_V}$   
 $V \mapsto d_V(v): V^* \rightarrow K$   
 $v \mapsto v(v)$



$\alpha = \{d_V\}_{V \in \text{Vect}_K}$  family of arrows

$\alpha: \mathbb{1}_{\text{Vect}_K} \Rightarrow (-)^{**}$  nat. transf.

$$f: X \rightarrow Y \mapsto F(f): F(X) \rightarrow F(Y)$$

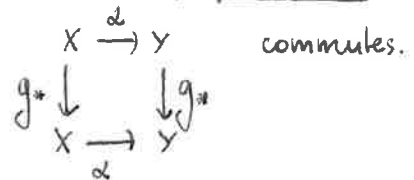
②  $\alpha: \mathbb{1}_{\text{Vect}_K} \xrightarrow{\text{f.d.}} (-)^*$ , because  $\text{Id}_{\text{Vect}_K}$  is covariant and  $(-)^*$  is contravariant.

③  $G$  a group

$X: BG \rightarrow \mathcal{C}$  functor corresponding to an object  $X \in \mathcal{C}$  equipped with a left action of  $G$

$X, Y: BG \rightarrow \mathcal{C}$

Because  $BG$  has only one object, the data of  $\alpha: X \Rightarrow Y$  consists of a single morphism  $\alpha: X \rightarrow Y$  in  $\mathcal{C}$  that is  $G$ -equivariant, meaning that for each  $g \in G$ , the diagram



3. Universal objects (or abstract structures in categories)

def. Let  $\mathcal{C}$  be a category. An object  $I \in \text{Ob}(\mathcal{C})$  is called initial, if  $\forall X \in \text{Ob}(\mathcal{C}) \exists! f \in \mathcal{C}(I, X)$ .

Dually, take an object  $T \in \text{Ob}(\mathcal{C})$ , s.t.  $\forall X \in \text{Ob}(\mathcal{C})$ , there is precisely one arrow  $X \rightarrow T$ .

RMK: Initial and terminal objects are unique up to an isomorphism (if they exist).

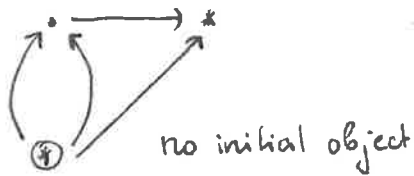
The terminal object in  $\mathcal{C}$  is just an initial object in  $\mathcal{C}^{op}$ .

category of all small categories

Examples:

	Set	Cat	Grp	Ring	$\text{Vect}_K$
initial object	$\emptyset$	0 (empty cat)	$\{e\}$	$\mathbb{Z}$	$\{0\}$
terminal object	$\{x\}$	1	$\{e\}$	$\{x\}$	$\{0\}$

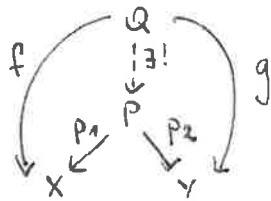
Non-example: BG does not have an initial or terminal object, unless G is trivial.



def:  $\mathcal{C}$  is a category,  $X$  and  $Y$  are two objects. A categorical product of  $X$  and  $Y$  is an object  $P$  together with two arrows  $P_1: P \rightarrow X$  called projections, with the following

$$P_2: P \rightarrow Y$$

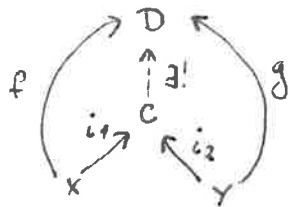
universal property: for every other object  $Q$  equipped with arrows  $X \leftarrow Q \rightarrow Y$  there is a unique arrow  $Q \rightarrow P$  which makes the diagram commute:



Rmk: If the product exists, it is unique up to a unique isomorphism.

Examples: Set, Vect $_{\mathbb{K}}$ , Top, Cat have the cartesian product  
 nCob has no cat. product

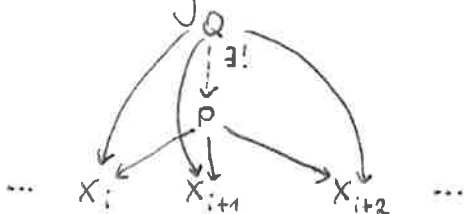
def: A coproduct of  $X$  and  $Y$  is an object  $C$  with two arrows  $X \rightarrow C \leftarrow Y$ , which makes the diagram commute:



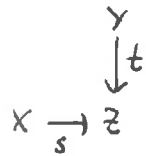
Examples: In Set, Top, Cat we have  $\amalg$  (disjoint union) as a coproduct.

For Vect $_{\mathbb{K}}$  it is  $\oplus$  (direct sum).

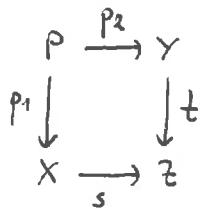
In a similar way we can define the n-ary products:



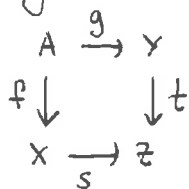
def: Let  $\mathcal{C}$  be a category. Consider the following diagram:



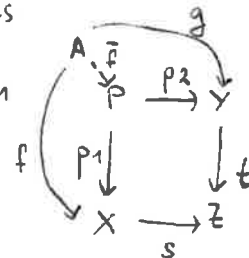
A pullback (or fibre product)  $P$  for this diagram is an object in  $\mathcal{C}$  together with arrows  $p_1: P \rightarrow X$  and  $p_2: P \rightarrow Y$  s.t. the following diagram is commutative:



and such that the following universal property holds: for any object  $A \in \mathcal{C}$  and any  $f: A \rightarrow X, g: A \rightarrow Y$  s.t. the following diagram commutes



$\exists! \bar{f}: A \rightarrow P$  s.t. the diagram

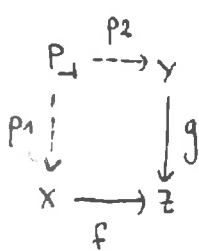


commutes, i.e.

we have that  $f = \bar{f} \circ p_1$   
and  $g = \bar{f} \circ p_2$

Example:

Consider the following diagram in  $\text{Set}$ , take the set  $P$ , defined as  $P := \{(x, y) \in X \times Y \mid f(x) = g(y)\}$



$$p_1: P \rightarrow X \\ (x, y) \mapsto x$$

$$p_2: P \rightarrow Y \\ (x, y) \mapsto y$$

Reversing all the arrows in the definition of a pullback gives the definition of a pushout.



#### 4. Monoidal categories and more

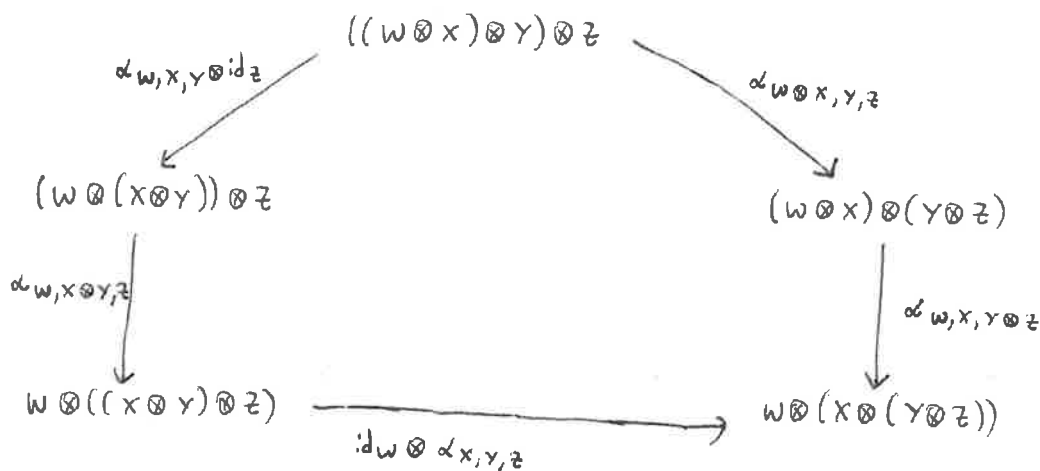
def: A monoidal category is a quintuple  $(\mathcal{C}, \otimes, \alpha, 1, \iota)$  where  $\mathcal{C}$  is a category,  $\otimes: \mathcal{C} \times \mathcal{C} \rightarrow \mathcal{C}$  is a bifunctor, called tensor product bifunctor;

$\alpha: (- \otimes -) \otimes - \xrightarrow{\sim} - \otimes (- \otimes -)$  nat. isomorphism with components  $\alpha_{x,y,z}: (x \otimes y) \otimes z \xrightarrow{\sim} x \otimes (y \otimes z)$

for  $x, y, z \in \text{Ob}(\mathcal{C})$ , called associativity isomorphism;

$1 \in \mathcal{C}$  unit object and  $\iota: 1 \otimes 1 \xrightarrow{\sim} 1$  isomorphism, s.t. the following two axioms are satisfied:

① The pentagon axiom:



is commutative for all objects  $W, X, Y, Z$  in  $\mathcal{C}$ .

② The functors  $L_1: X \mapsto 1 \otimes X$  and  $R_1: X \mapsto X \otimes 1$  are autoequivalences of  $\mathcal{C}$ .

def: A strict monoidal category is a triple  $(\mathcal{C}, \otimes, 1)$ , where for each triple of objects  $X, Y, Z \in \text{Ob}(\mathcal{C})$  we have  $(X \otimes Y) \otimes Z = X \otimes (Y \otimes Z)$  and  $X \otimes 1 = 1 \otimes X = X$ .

Remark: Most of the categories that we know are not strict. But we can always "strictify" them.

Mac Lane Strictness Thm: Any monoidal category is monoidally equivalent to a strict one.

Examples:

$(\text{Set}, \times, \{x\})$

$(\text{Set}, \sqcup, \emptyset)$

$(\text{Vect}_K, \otimes, K)$

$(2\text{Cob}, \sqcup, \emptyset) \rightarrow$  to be defined later, is strict

$(\text{Cat}, \times, 1)$

# Monoidal functors

def: Let  $(\mathcal{C}, \otimes, 1, \alpha, \iota)$  and  $(\mathcal{C}', \otimes', 1', \alpha', \iota')$  be two monoidal categories. A monoidal functor from  $\mathcal{C}$  to  $\mathcal{C}'$  is a pair  $(F, \gamma)$ , where  $F: \mathcal{C} \rightarrow \mathcal{C}'$  is a functor, and:

$\gamma_{x,y}: F(x) \otimes' F(y) \xrightarrow{\sim} F(x \otimes y)$  is a natural isomorphism s.t.  $F(1) \cong 1'$  and the

diagram commutes:

$$\begin{array}{ccc}
 (F(x) \otimes' F(y)) \otimes' F(z) & \xrightarrow{\alpha'_{F(x), F(y), F(z)}} & F(x) \otimes' (F(y) \otimes' F(z)) \\
 \downarrow \gamma_{x,y} \otimes' \text{id}_{F(z)} & & \downarrow \text{id}_{F(x)} \otimes' \gamma_{y,z} \\
 F(x \otimes y) \otimes' F(z) & & F(x) \otimes' F(y \otimes z) \\
 \downarrow \gamma_{x \otimes y, z} & & \downarrow \gamma_{x, y \otimes z} \\
 F((x \otimes y) \otimes z) & \xrightarrow{F(\alpha_{x,y,z})} & F(x \otimes (y \otimes z)) \quad \forall x, y, z \in \mathcal{C}.
 \end{array}$$

Similarly to strict monoidal categories, there exist strict monoidal functors.

def: Let  $(\mathcal{C}, \otimes, 1)$  and  $(\mathcal{C}', \otimes', 1')$  be strict monoidal categories. A strict monoidal functor between  $\mathcal{C}$  and  $\mathcal{C}'$  is a functor  $F: \mathcal{C} \rightarrow \mathcal{C}'$  s.t.  $F(x) \otimes' F(y) = F(x \otimes y)$  and  $F(1) = 1'$ .

def: A symmetric monoidal category is a monoidal category  $\mathcal{C}$  with a natural isomorphism  $\sigma_{x,y}: x \otimes y \xrightarrow{\sim} y \otimes x$  between two functors  $\mathcal{C} \otimes \mathcal{C} \rightarrow \mathcal{C}$  s.t.  $\sigma_{x,y} \circ \sigma_{y,x} = \text{id}_{x \otimes y}$  and the two hexagon axioms are satisfied:

$$\begin{array}{ccc}
 (x \otimes y) \otimes z & \xrightarrow{\alpha_{x,y,z}} & x \otimes (y \otimes z) \\
 \downarrow \sigma_{x,y} \otimes \text{id}_z & & \downarrow \sigma_{x,y \otimes z} \\
 (y \otimes x) \otimes z & & (y \otimes z) \otimes x \\
 \downarrow \alpha_{y,x,z} & & \downarrow \alpha_{y,z,x} \\
 y \otimes (x \otimes z) & \xrightarrow{\text{id}_y \otimes \sigma_{x,z}} & y \otimes (z \otimes x)
 \end{array}$$

(II) similar to (I).

Example: •  $\text{Vect}_{\mathbb{K}}$  is a symmetric monoidal category with symmetry  $\sigma: v \otimes w \xrightarrow{\sim} w \otimes v$  given by swapping the elements of  $v$  and  $w$ , i.e. for  $v \in V$  and  $w \in W$  we have  $v \otimes w \mapsto w \otimes v$ .

• TQFT is a symmetric monoidal functor.

$\text{TQFT}: 2\text{Cob} \rightarrow \text{Vect}_{\mathbb{K}}$

$2\text{Cob}$  is a symm. mon. category  $\rightarrow$  to be defined in the further talks

## 5. Presentation via generators and relations

Motivation: group theory

Let  $G$  be a finite group. A generating set  $S$  is a subset  $S \subset G$  s.t. each element of  $G$  can be written as a product of elements in  $S$  and their inverses.

A relation is the equality of two ways of writing a given element in terms of the generators.

Examples:  $\cdot \mathbb{Z}^2 = \langle x, y \mid xy = yx \rangle$

↑ generators
 ↑ relations

• The free group on  $S$  has no relations:  $F(S) = \langle S \mid \emptyset \rangle$

• Cyclic group of order  $n$ :  $C_n = \langle g \mid g^n = 1 \rangle$

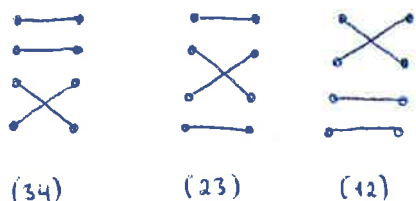
• The symmetric group  $S_k$  on  $k \geq 4$  letters  $\{x_1, \dots, x_k\}$ .

$S_k$  is generated by transpositions  $\tau_i = (x_i, x_{i+1})$  for  $i = 1, \dots, k-1$ , subject to the relations:  $\tau_i^2 = \text{id}$

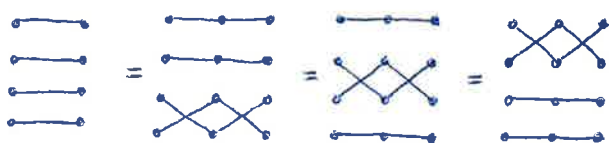
$$\begin{aligned} \tau_i \tau_j &= \tau_j \tau_i \text{ for } j > i+1, \\ \tau_i \tau_j \tau_i &= \tau_j \tau_i \tau_j \text{ for } j = i+1. \end{aligned}$$

We can think of  $S_k$  as the category of invertible maps  $\{x_1, \dots, x_k\} \rightarrow \{x_1, \dots, x_k\}$ .  
In terms of pictures:

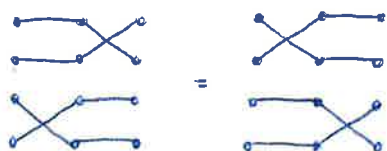
The generators for  $S_4$ :



Relations:



corresponds to  $\tau_i^2 = \text{id}$



corresponds to  $\tau_i \tau_j = \tau_j \tau_i$  for  $j > i+1$



correspond  
to  $\tau_i \tau_j \tau_i = \tau_j \tau_i \tau_j$   
for  $j = i \pm 1$

The same idea can be applied to categories: any group can be viewed as a category with only one object: BG.

def: A generating set for a category  $\mathcal{C}$  is a set  $S$  of arrows s.t. every arrow in  $\mathcal{C}$  can be obtained as a composition of arrows of  $S$ . A relation is the equality of two ways of writing a given arrow in terms of generators.

too many objects

minimal category with some property

Remark: For large categories like  $\text{Vect}_{\mathbb{R}}$  or  $n\text{Cob}$  take a skeleton of the category. This is a full subcategory containing exactly one object of each isomorphism class.

Let  $Z \subset \mathcal{C}$  be a skeleton, the embedding  $Z \hookrightarrow \mathcal{C}$  is an equivalence (full, faithful and essentially surjective).

Example: Consider  $\text{Vect}_{\mathbb{R}}^{\text{fin. dim.}}$ .

Since all vector spaces of dim  $n$  are isomorphic to  $\mathbb{R}^n$ , as skeleton we take the subcategory consisting of vector spaces  $\mathbb{R}^n, n \geq 0$ .

Morphisms of  $\text{Vect}_{\mathbb{R}}^{\text{f.d.}}$  are given by  $(m \times n)$ -matrices.

Every matrix  $M$  of size  $m \times n$  can be written as a product (composition).

$$M = A D B$$

$\begin{matrix} \swarrow & \downarrow & \searrow \\ (m \times m) & & (n \times n) \\ \text{invertible} & & \text{invertible} \end{matrix}$

$$\left( \begin{array}{c|c} \begin{matrix} 1 & & \\ & \ddots & \\ & & 1 \end{matrix} & \\ \hline 0 & 0 \end{array} \right)$$

zero except for an  $(r \times r)$ -minor

Final remark: In this sense we can find some "elementary" cobordisms, which will be the building blocks for  $2\text{Cob}$ .