

# Geometric Methods in Representation Theory

Alistair Savage

Mathematics and Statistics  
University of Ottawa

April 12, 2007

# Overview

## Representation Theory (Algebra)

- Important area of mathematics and physics
- Lots known but still a very active area



Geometric Representation Theory

## Geometry

- Ubiquitous in mathematics and physics
- Ancient field
- Active area of research

# Groups

## Group

Set with an operation that has an identity and inverses.

## Examples

Set	Operation	Identity	Inverse of $a$
Integers	Addition	0	$-a$
$\mathbb{R} - \{0\}$	Multiplication	1	$1/a$
$GL_n$	Matrix mult	$I_n$	$a^{-1}$

**Note:**  $GL_n$  -  $n \times n$  invertible matrices

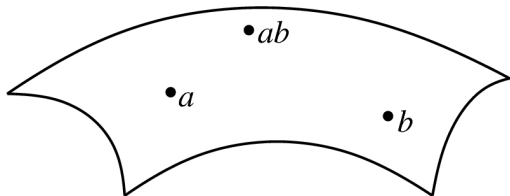
# Lie Groups



Sophus Lie  
(1842-1899)

## Lie Group

- “Continuous” group
- Group which is also a smooth manifold (curve, surface, etc.)
- Can be considered a geometric object



# Examples

## Lie Groups in Geometry

- Euclidean space  $\mathbb{R}^n$  with vector addition
- $GL_n$ :  $n \times n$  invertible matrices with matrix multiplication
- $SO_n$ : rotations of  $n$ -dimensional space

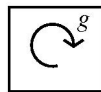
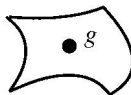
## Lie Groups in Physics

- Lorentz group & Poincaré group: symmetries of spacetime used in special relativity
- Heisenberg group: used in quantum mechanics
- Gauge group of the standard model in particle physics

# Representations of Lie Groups

## Representation of a Lie group

Vector space on which a Lie group acts naturally.

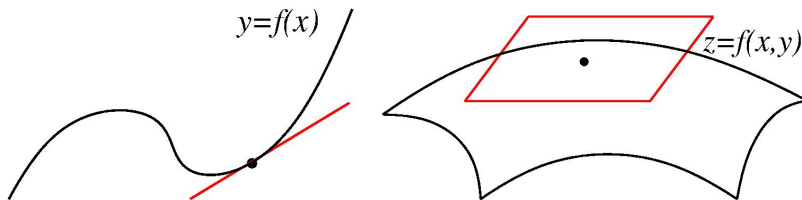


## Examples

- $SO_n$  rotates  $n$ -dimensional space
- Lorentz group and Poincaré group both act on *Minkowski spacetime*
- Heisenberg group acts on state space of one-dimensional quantum mechanical systems
- Gauge group acts on spaces involved in the description of fundamental particles

# Tangent Spaces

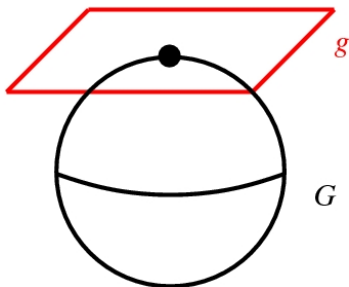
Recall tangent lines and spaces from calculus:



Allows us to consider **linear** spaces

# Lie Algebras

Tangent space to the **identity** element of a Lie group  $G$



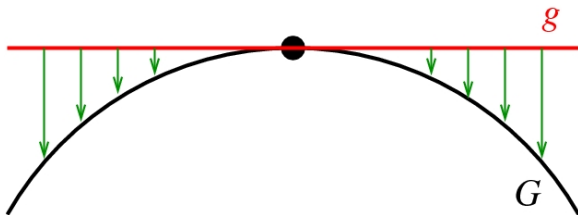
This is called the **Lie algebra** (denoted  $\mathfrak{g}$ ) of  $G$



# Exponential Map

## Exponential Map

Identifies the Lie algebra  $\mathfrak{g}$  (tangent space) with the Lie group  $G$



Lie algebra **encodes** information about the group operation

# Exponential Map: Example

## Example

**Group:**  $GL_n$  - the  $n \times n$  invertible matrices

**Lie algebra:**  $\mathfrak{gl}_n$  - all  $n \times n$  matrices

**Exponential map:** If  $M$  is an  $n \times n$  matrix,

$$e^M = 1 + M + \frac{1}{2!}M^2 + \frac{1}{3!}M^3 + \dots$$

is an  $n \times n$  invertible matrix.

# Exponential Map: Dictionary

## Dictionary

Exponential map allows us to translate:

Representations of  
Lie groups

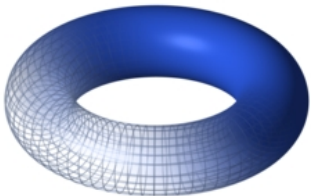


Representations of  
Lie algebras

# Homology

## Homology

Procedure for assigning algebraic objects (e.g. vector spaces) to geometric objects (e.g. curves, surfaces)



{line, plane, line}

# Homology

## Uses

Yields a way of distinguishing spaces:

Different algebraic objects  
(e.g. vector spaces)  $\implies$  Different geometric objects



Poincaré  
(1854-1912)

## Poincaré Conjecture

- Basic idea: Special case (3D sphere) of

Same algebraic objects  $\stackrel{?}{\implies}$  Same geometric objects

- Proved by Grigori Perelman in 2002-2003
- Awarded the Fields medal (declined)

# Geometric Representation Theory

## Representations (Algebra)

Lie group or Lie algebra acting on a vector space

## Homology (Geometry)

Method for assigning vector spaces to geometric objects

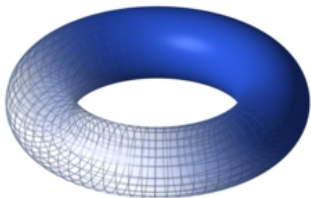
## Geometric Representation Theory

Combine these two ideas!

# Geometric Representation Theory

## Geometric Representation Theory

Construct representations by natural Lie algebra actions on homology of geometric objects

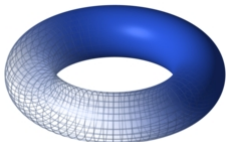
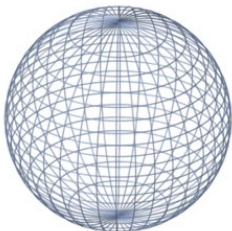


Vector spaces



Lie algebra

# Geometric Objects Involved



## Mathematics

- Grassmannians
- Flag varieties
- Quiver varieties
- Hyper-Kähler manifolds

## Physics

- Spaces appearing in gauge theory
- Moduli spaces of Yang-Mills instantons on gravitational instantons



# Conclusion: Interplay Has Its Advantages

## Geometry $\rightarrow$ Representation Theory

- Prove conjectures (e.g. Kazhdan-Lusztig conjecture)
- Simplify existing proofs (new insights)

## Representation Theory $\rightarrow$ Geometry

- Representation theory *organizes* homology
- Identify new structure

Algebra



Geometry