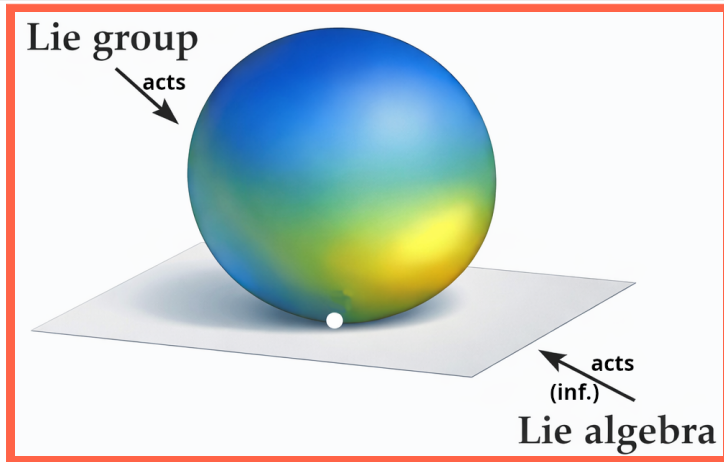


Lie theory - part 16

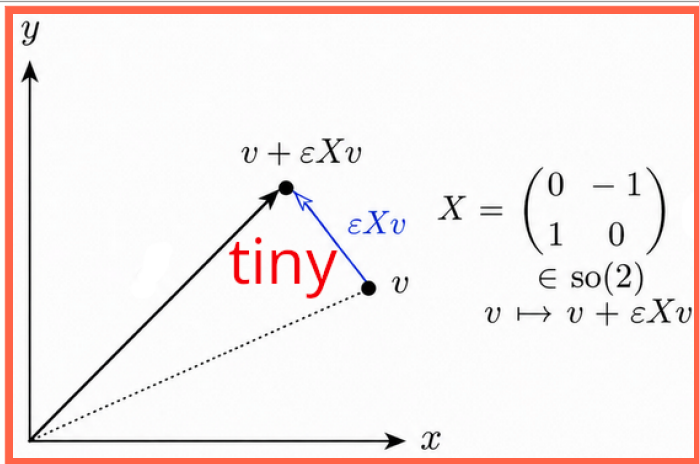
Or: Representations of Lie algebras

Why Lie algebra representations?



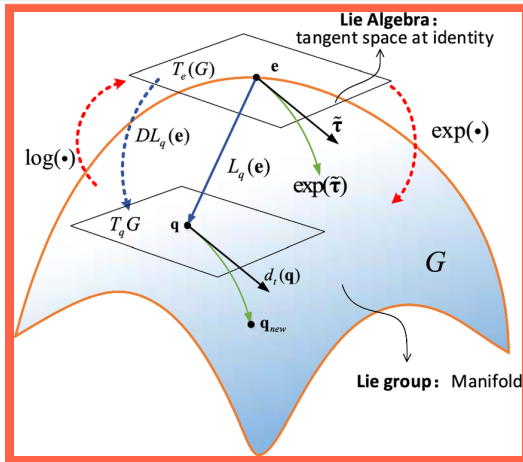
- ▶ **Local symmetry** Near id, a Lie group is controlled by tangent directions
- ▶ **Linear motion** A group action on V has infinitesimal operators on V
- ▶ **Main idea** Lie algebra reps are the derivatives of Lie group reps

What is the data?



- ▶ **Assignment** A vector $X \in \mathfrak{g}$ gives a linear map $\rho(X): V \rightarrow V$
- ▶ **Compatibility** The bracket is respected: $\rho([X, Y]) = [\rho(X), \rho(Y)]$
- ▶ **Dictionary** The whole bracket is translated into commutators of matrices

From group reps to algebra reps



- ▶ **Start** Begin with a smooth group representation $\Pi: G \rightarrow GL(V)$
- ▶ **Differentiate** Set $\rho(X) = \left. \frac{d}{dt} \right|_0 \Pi(\exp(tX))$
- ▶ **Meaning** Curves in G become first-order linear operators on V

Examples before definitions bite



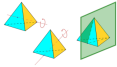


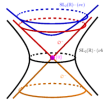

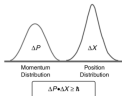
Weyl ~1923. The SL_2 (dual) Weyl modules $\Delta(v-1)$.

$$\begin{array}{cccccccc}
 \Delta(1-1) & & & & & & & x^0 y^0 \\
 \Delta(2-1) & & & & & x^1 y^0 & x^0 y^1 & \\
 \Delta(3-1) & & & & x^2 y^0 & x^1 y^1 & x^0 y^2 & \\
 \Delta(4-1) & & & x^3 y^0 & x^2 y^1 & x^1 y^2 & x^0 y^3 & \\
 \Delta(5-1) & & x^4 y^0 & x^3 y^1 & x^2 y^2 & x^1 y^3 & x^0 y^4 & \\
 \Delta(6-1) & x^5 y^0 & x^4 y^1 & x^3 y^2 & x^2 y^3 & x^1 y^4 & x^0 y^5 & \\
 \Delta(7-1) & x^6 y^0 & x^5 y^1 & x^4 y^2 & x^3 y^3 & x^2 y^4 & x^1 y^5 & x^0 y^6
 \end{array}$$

$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \mapsto$ matrix whose rows are expansions of $(aX + cY)^{v-i}(bX + dY)^{i-1}$.

- ▶ **Matrix action** \mathfrak{gl}_n acts on \mathbb{C}^n by $X \cdot v = Xv$ (defining rep)
- ▶ **Rotations** \mathfrak{so}_n gives infinitesimal rotations of Euclidean space
- ▶ **The lab** \mathfrak{sl}_2 is the toy model where much of the story can be seen

Big picture bridge

Abstract vs. real life		
	Abstract	Incarnation
Numbers	3	 or  or...
Finite groups	$S_4 = \langle s, t, u \mid \text{some relations} \rangle$	 or  or...
Lie groups	$SL_2 = \left\{ \begin{pmatrix} a & b \\ c & d \end{pmatrix} \mid ad - bc = 1 \right\}$	 or  or...
More (Lie algebras, algebras, categories...)	$W = \langle X, Y \mid XY = YX + 1 \rangle$	 or  or...

- ▶ **Easier world** Lie algebras are linear spaces, so their reps are often easier
- ▶ **Subtle** Not every infinitesimal story automatically integrates back to the group
- ▶ **Still useful** Lie algebra reps = local symmetry, even without a global group action

Thank you for your attention!

Next time: Simple vs reducible