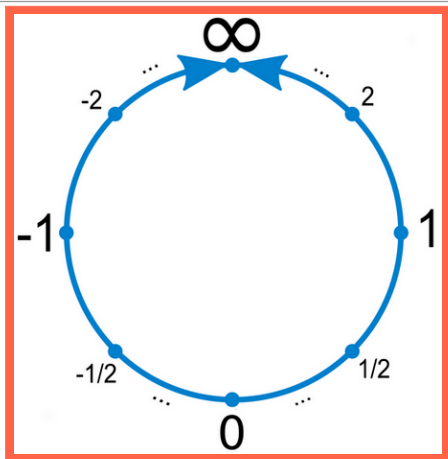


Lie theory - part 19

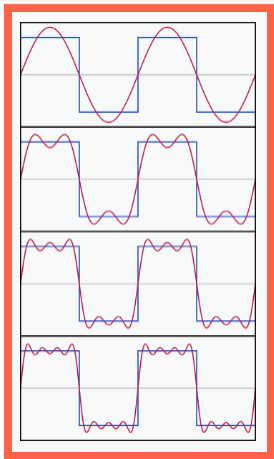
Or: Peter–Weyl in 10 minutes

Fourier analysis wants a new home



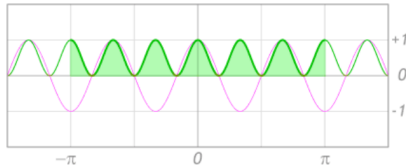
- ▶ **Classical** On \mathbb{R} , Fourier analysis uses the waves $e^{i\xi x}$ to decompose functions
- ▶ **Question** What replaces $e^{i\xi x}$ when the space is a compact group?
- ▶ **Example** For S^1 , the waves are still $z \mapsto z^n$

The new waves are representations



-
- ▶ **Dictionary** A representation $\rho: G \rightarrow GL(V)$ gives functions on G
 - ▶ **Name** Matrix coefficients look like $g \mapsto \langle v^*, \rho(g)v \rangle$
 - ▶ **Example** For S^1 , the matrix coefficients are just the usual waves $z \mapsto z^n$

Orthogonality is the sorting machine

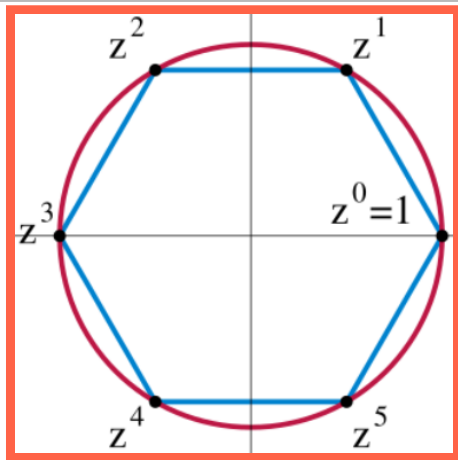


$$\int_{-\pi}^{+\pi} \cos(3x) \cos(3x) dx = \pi$$

Sines and cosines form an orthogonal set, as illustrated [□] above. The integral of sine, cosine and their product is zero (green and red areas are equal, and cancel out) when m, n or the functions are different, and π only if m and n are equal, and the function used is the same. They would form an orthonormal set, if the integral equaled 1 (that is, each function would need to be scaled by $1/\sqrt{\pi}$).

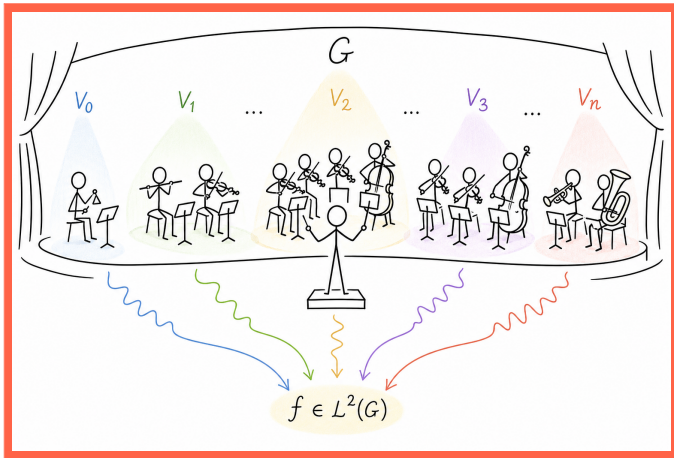
- ▶ **Memory** Last time: compact representations split into simple pieces
- ▶ **Consequence** Different simples are orthogonal under $\int_G f(g) \overline{h(g)} dg$
- ▶ **Example** On S^1 , this says $\int_0^{2\pi} e^{in\xi} \overline{e^{im\xi}} d\xi = 0$ for $n \neq m$

The punchline (Peter–Weyl theorem)



- ▶ **Theorem** Functions on G have Fourier series built from simple reps
- ▶ **Upshot** $L^2(G)$ is built from all simple reps (via matrix coeff.)
- ▶ **Example** On S^1 , the simple reps are $z \mapsto z^n$ so we recover Fourier

Example: $SU(2)$



- ▶ **Simples** $SU(2)$ has simples V_0, V_1, V_2, \dots , one in each dimension $1, 2, 3, \dots$
- ▶ **Waves** Each V_n contributes matrix coefficients $g \mapsto \langle v^*, gv \rangle$
- ▶ **Fourier** Peter-Weyl says these form the Fourier blocks for $L^2(SU(2))$

Thank you for your attention!

Next time: Characters as fingerprints