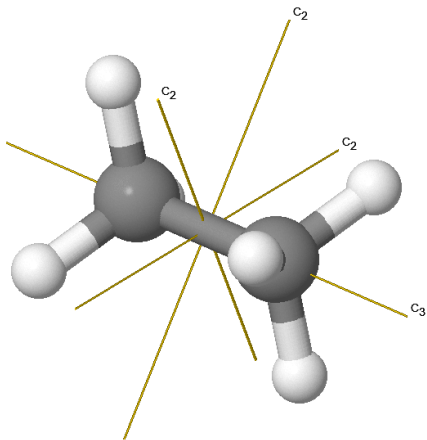
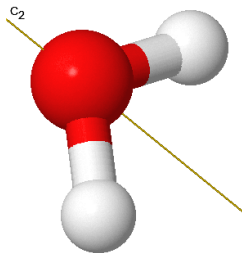


What are...Kronecker coefficients?

Or: Terribly difficult

Symmetry is everywhere

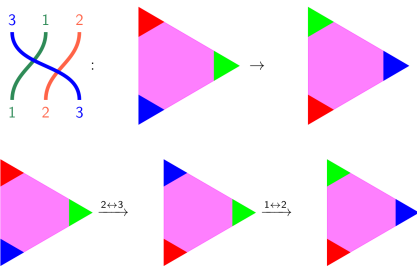


-
- ▶ Symmetry can be mathematically modeled using representations
 - ▶ The elements of the theory are called simples
 - ▶ The study of simples corresponds to the study of the basic symmetries

Symmetry type = groups

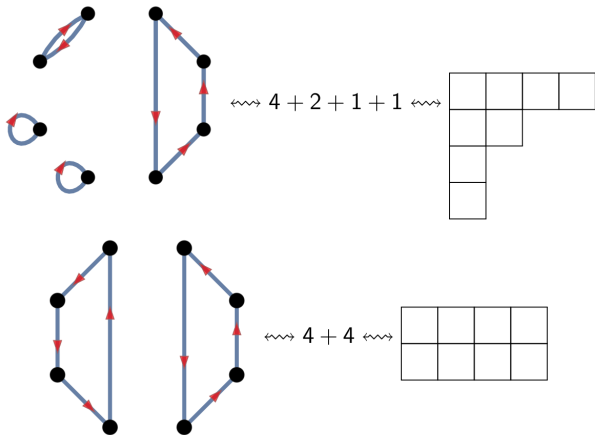


The symmetric group in three letters acts on a triangle via the rule
“green=1, red=2, blue=3, and then permute”:



- ▶ One categorizes symmetries by type which mathematically speaking are **group**
- ▶ **Example** A symmetric group symmetry is some form of shuffle symmetry
- ▶ **Example** A triangle also has a shuffle-type symmetry

They are actually not that difficult!



- ▶ **Task** Classify all the simple = elements shuffle symmetries
- ▶ **Frobenius ~1895** There is a very satisfying answer
- ▶ The simple shuffle symmetries V_λ are indexed by partitions λ and **much more** is known about them (dimensions, characters...)

Enter, the theorem

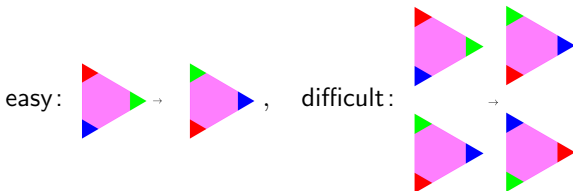
Regarding **products** of shuffle symmetries:

- (i) **Existence (easy)** There exist $g_{\lambda, \mu}^{\kappa} \in \mathbb{N}$ such that

$$V_{\lambda} \otimes V_{\mu} \cong \bigoplus_{\kappa} V_{\kappa}^{\oplus g_{\lambda, \mu}^{\kappa}}$$

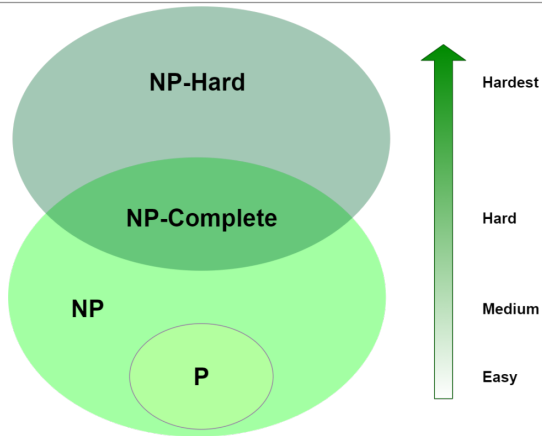
- (ii) Deciding whether $g_{\lambda, \mu}^{\kappa} \neq 0$ is **NP-hard (difficult)**
- (iii) Computing $g_{\lambda, \mu}^{\kappa}$ is **#P-hard (super difficult)**
-

- Note the complexity jump from one factor to two factors



- This is just the tip of the iceberg: product are often very difficult

Terrible, but maybe not



- ▶ A lot of “difficult” problems are actually **easy on large subclasses**
- ▶ **Example** The Hamiltonian path problem is very difficult in general but e.g. easy on 4-connected planar graphs
- ▶ The same happens for the $g_{\lambda, \mu}^{\kappa}$: they are often **easy to compute**

Thank you for your attention!

I hope that was of some help.