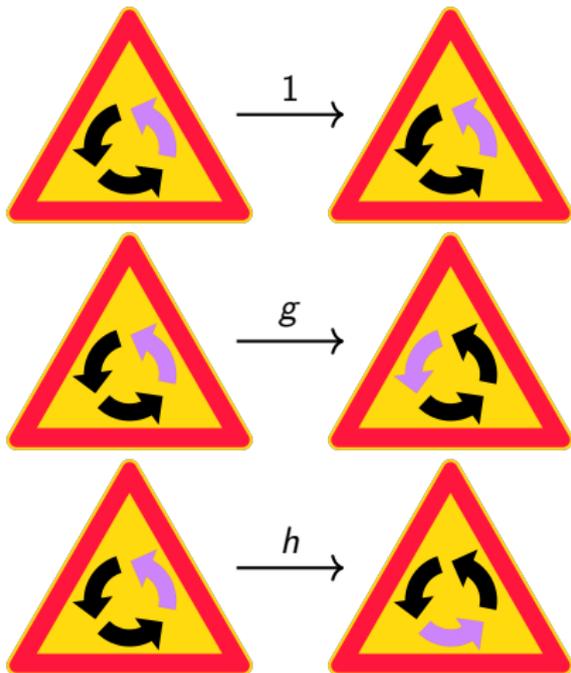


What are...representations?

Or: Matrices are cool!

From nonlinear to linear

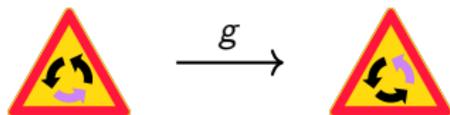
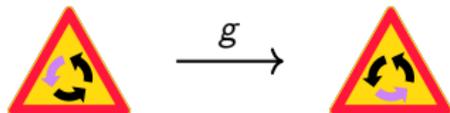
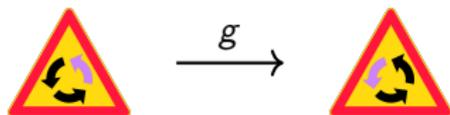
$\mathbb{Z}/3\mathbb{Z}$ acts on



- ▶ A group is a **nonlinear** object; a representation should be a **linear** object
- ▶ Why? Because **“linear=easy”**

Vectors and matrices

$\mathbb{Z}/3\mathbb{Z}$ acts on $\mathbb{C} \left\{ (1, 0, 0) \leftrightarrow \text{triangle 1}, (0, 1, 0) \leftrightarrow \text{triangle 2}, (0, 0, 1) \leftrightarrow \text{triangle 3} \right\}$



$$g \leftrightarrow \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$$

- ▶ A representation replaces geometric objects by vectors
- ▶ A representation replaces actions by matrices

Groups in matrices

\cdot	1	g	h
1	1	g	h
g	g	h	1
h	h	1	g

e.g. $gh = 1$

\cdot	$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$	$\begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}$
$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$	$\begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}$
$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$	$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$	$\begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}$	$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$
$\begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}$	$\begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}$	$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$

e.g. $\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$

- The assignment

$$1 \mapsto \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}, g \mapsto \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}, h \mapsto \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}$$

is a representation of $\mathbb{Z}/3\mathbb{Z}$

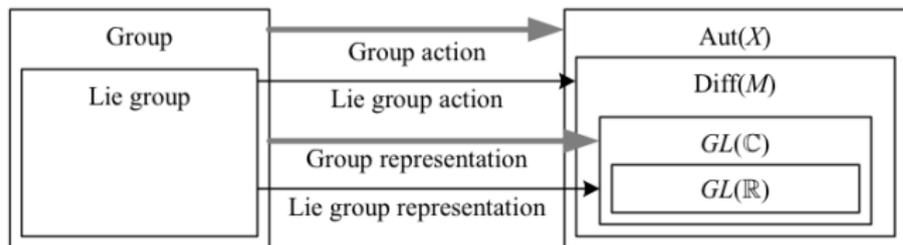
- This transfers questions about $\mathbb{Z}/3\mathbb{Z}$ to linear algebra

For completeness: A formal definition

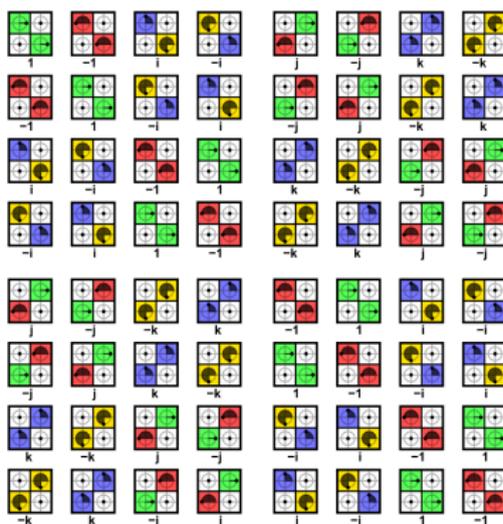
A representation of a group G on a \mathbb{K} -vector space V is a group homomorphism

$$\phi: G \rightarrow \text{Aut}(V) = \text{GL}(V)$$

- ▶ $\phi_g = \phi(g)$ is a matrix!
- ▶ There is always the trivial representation $g \mapsto (1)$
- ▶ The ground field plays a crucial role and G -representation might vary with \mathbb{K}
- ▶ Representations work more generally, e.g. for Lie groups



Efficiency!?



x	e	\bar{e}	i	\bar{i}	j	\bar{j}	k	\bar{k}
e	e	\bar{e}	i	\bar{i}	j	\bar{j}	k	\bar{k}
\bar{e}	\bar{e}	e	\bar{i}	i	\bar{j}	j	\bar{k}	k
i	i	\bar{i}	\bar{e}	e	k	\bar{k}	\bar{j}	j
\bar{i}	\bar{i}	i	e	\bar{e}	\bar{k}	k	j	\bar{j}
j	j	\bar{j}	\bar{k}	k	\bar{e}	e	i	\bar{i}
\bar{j}	\bar{j}	j	k	\bar{k}	e	\bar{e}	\bar{i}	i
k	k	\bar{k}	j	\bar{j}	\bar{i}	i	\bar{e}	e
\bar{k}	\bar{k}	k	\bar{j}	j	i	\bar{i}	e	\bar{e}

► Groups might have very efficient representations

► Example The quaternion group of order 8 can be faithfully represented on \mathbb{C}^2 :

$$\begin{aligned}
 e &\mapsto \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} & i &\mapsto \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix} & j &\mapsto \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} & k &\mapsto \begin{pmatrix} 0 & -i \\ -i & 0 \end{pmatrix} \\
 \bar{e} &\mapsto \begin{pmatrix} -1 & 0 \\ 0 & -1 \end{pmatrix} & \bar{i} &\mapsto \begin{pmatrix} -i & 0 \\ 0 & i \end{pmatrix} & \bar{j} &\mapsto \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix} & \bar{k} &\mapsto \begin{pmatrix} 0 & i \\ i & 0 \end{pmatrix}
 \end{aligned}$$

Thank you for your attention!

I hope that was of some help.