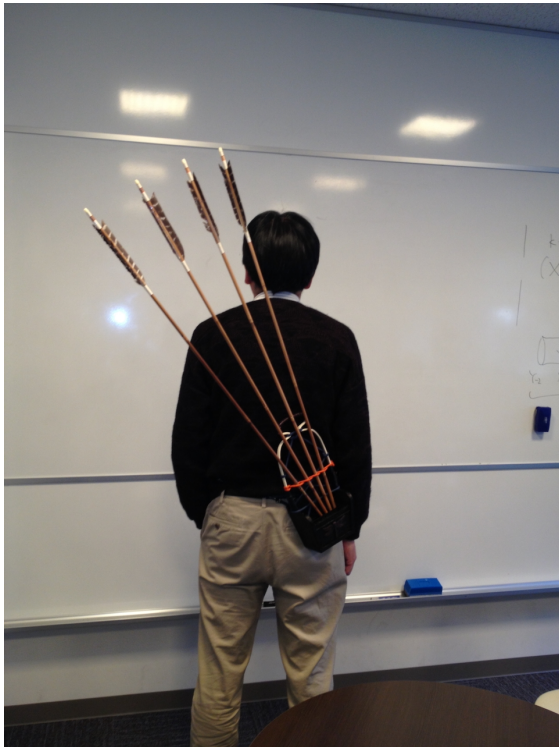


What is a quiver in Mathematics ?



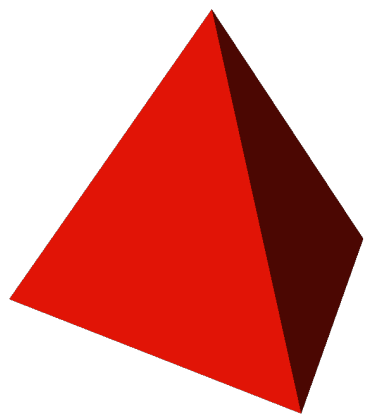
Hiraku Nakajima

Kavli IPMU, the University of Tokyo

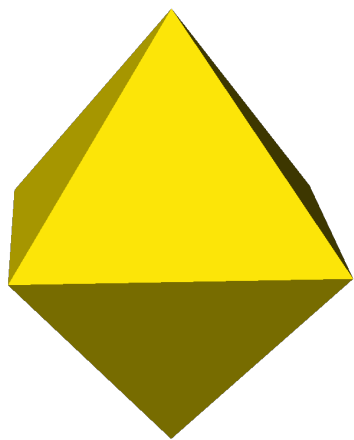
ICIAM Workshop

Vietnam Institute for Advanced Study in Mathematics (VIASM)

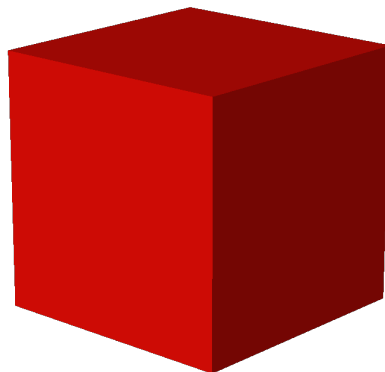
Before going to quiver, let me recall the classification of regular polyhedra.



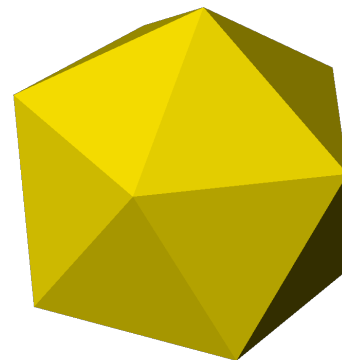
tetrahedron



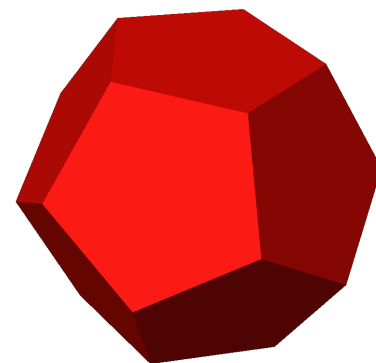
octahedron



hexahedron

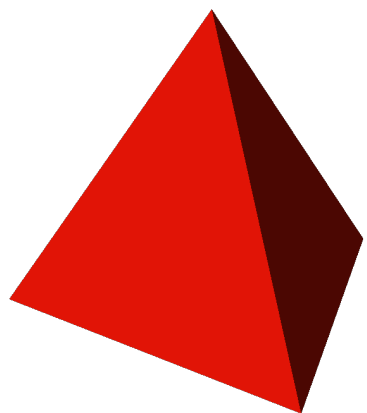


icosahedron

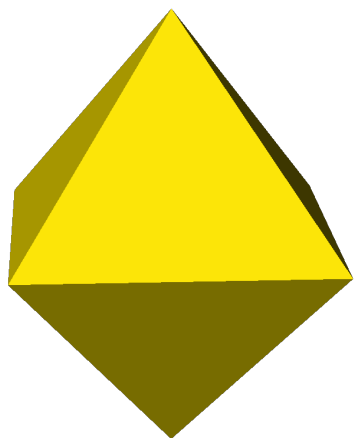


dodecahedron

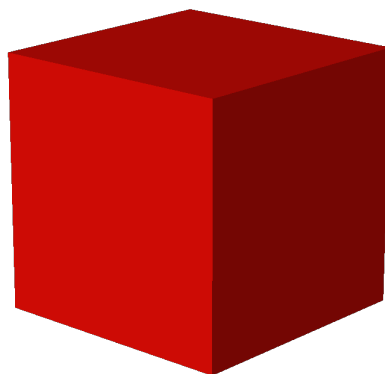
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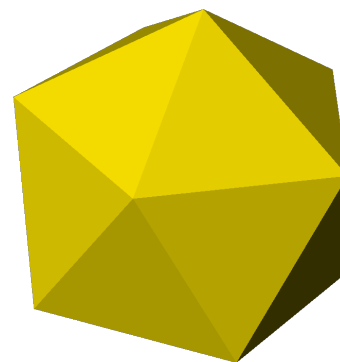
tetrahedron



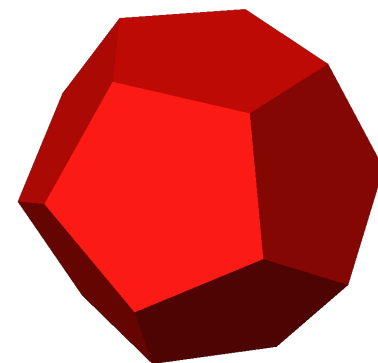
octahedron



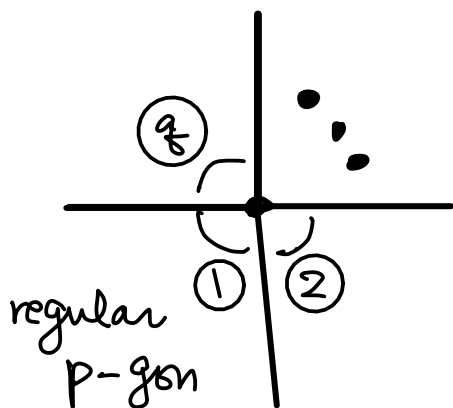
hexahedron



icosahedron



dodecahedron

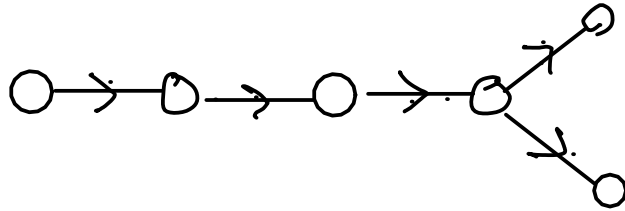


q = # of regular p -gons at each vertex

$$180 \times \frac{p-2}{p} \times q < 360 \iff \frac{1}{p} + \frac{1}{q} > \frac{1}{2}$$

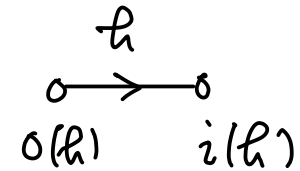
$$\iff (p, q) = (3, 3), (3, 4), (4, 3), (3, 5), (5, 3)$$

Quiver Q : (finite) oriented graph



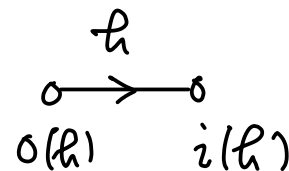
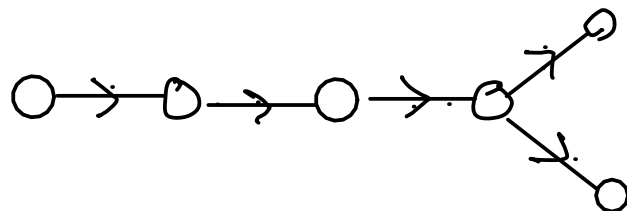
Q_0 = set of vertices

Q_1 = set of oriented edges



Quiver Q : (finite) oriented graph
 k : field (fix)

Q_0 = set of vertices
 Q_1 = set of oriented edges



Def. A **representation** of a quiver Q is

- a collection of vector spaces V_i ($i \in Q_0$)
- a collection of linear maps $A_h : V_{o(h)} \rightarrow V_{i(h)}$ ($h \in Q_1$)

Def. A **homomorphism** from $\{(V_i, A_h)\}$ to $\{(V'_i, A'_h)\}$ is

- a collection of linear maps $P_i : V_i \rightarrow V'_i$ such that

$$\begin{array}{ccc} V_{o(h)} & \xrightarrow{A_h} & V_{i(h)} \\ P_{o(h)} \downarrow & & \downarrow P_{i(h)} \\ V'_{o(h)} & \xrightarrow{A'_h} & V'_{i(h)} \end{array} \quad \text{commutes.}$$

Example

$$(1) 0 \rightarrow 0 \quad V_1 \xrightarrow{A} V_2 \quad (2) \bigoplus V \hookrightarrow A \quad (3) 0 \rightrightarrows 0 \quad V_1 \xrightleftharpoons[B]{A} V_2$$

Problem Classify **ALL** representations **up to** isomorphisms

Example (1) Classify A up to $A \sim PAQ^{-1}$ (P, Q : invertible matrices)

Ans: $A \sim \begin{bmatrix} \overbrace{1 \dots 1}^{\text{rank } A} & & \\ & 1 & \\ 0 & & 0 \end{bmatrix}$

Example (2): Classify A up to $A \sim PAP^{-1}$ (P : invertible matrices)

Ans: $A \sim \begin{bmatrix} \lambda_1 & & & \\ & \ddots & & \\ & & \lambda_1 & \\ & & & \ddots \\ & & & & \lambda_2 & \\ & & & & & \ddots \\ & & & & & & \lambda_2 \\ & & & & & & & \ddots \end{bmatrix}$

Jordan normal form

assumption: over algebraically closed field

It is better to look at "building blocks"

Def — A **direct sum** representation : $V_i \oplus V_i'$ and $\begin{bmatrix} A_i & 0 \\ 0 & A_i' \end{bmatrix}$

— An **indecomposable** representation \Leftrightarrow not isomorphic to a direct sum

Return back to Examples

(2) $V \hookrightarrow A$ indecomposable

$$A \sim \begin{bmatrix} x & 1 & & 0 \\ & \ddots & \ddots & \\ 0 & & & x \end{bmatrix}$$

Jordan cell

(1) $V_1 \xrightarrow{A} V_2$ indecomposable

$$A \sim \begin{array}{l} \mathbb{R} \xrightarrow{1} \mathbb{R} \\ \text{or } \mathbb{R} \xrightarrow{0} 0 \\ \text{or } 0 \xrightarrow{0} \mathbb{R} \end{array}$$

3 types

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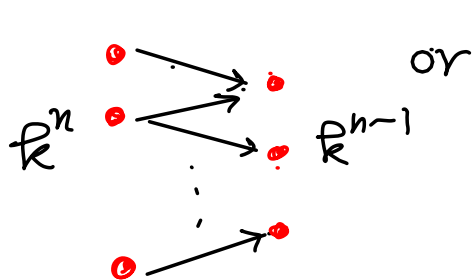
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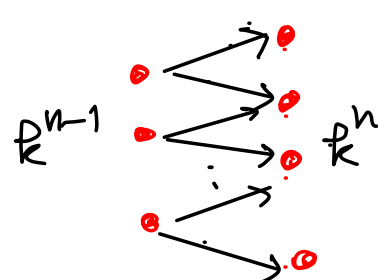
$$A \sim \begin{array}{l} \mathbb{K} \xrightarrow{1} \mathbb{K} \\ \text{or } \mathbb{K} \xrightarrow{0} 0 \\ \text{or } 0 \xrightarrow{0} \mathbb{K} \end{array}$$

3 types

(3) (Kronecker)



or



or

$$\mathbb{K}^n \xrightarrow{\begin{bmatrix} x_1 & 1 & 0 \\ & \ddots & \\ 0 & & x_1 \end{bmatrix}} \mathbb{K}^n$$

(x_1, x_2)

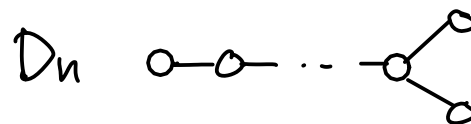
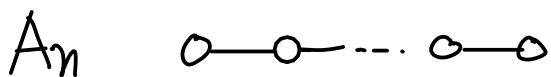
$\sim (\lambda x_1, \lambda x_2)$

$[x_1, x_2] \in \mathbb{P}^1(\mathbb{K})$

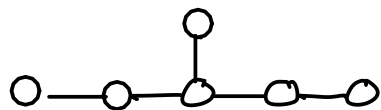
Theorem (Gabriel)

\mathbb{Q} has *only finitely many* indecomposable representations *up to isom.*

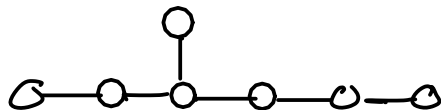
\Leftrightarrow The underlying unoriented graph is one of the followings :



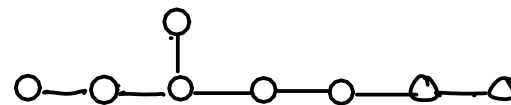
E_6



E_7



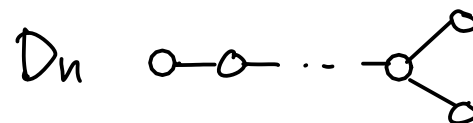
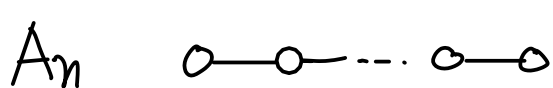
E_8



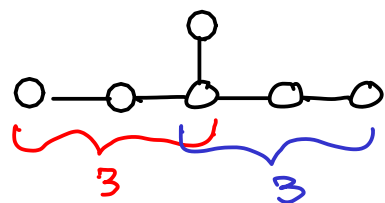
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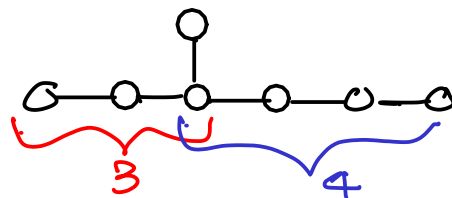
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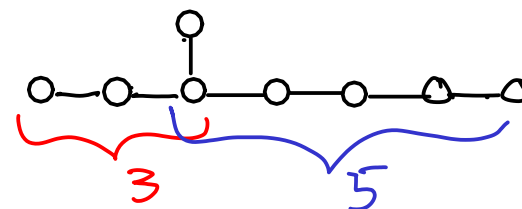
E_6



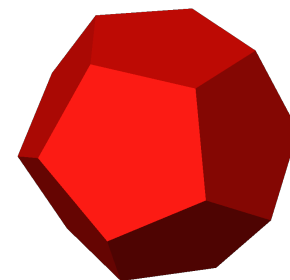
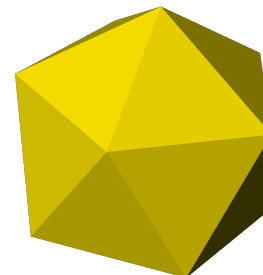
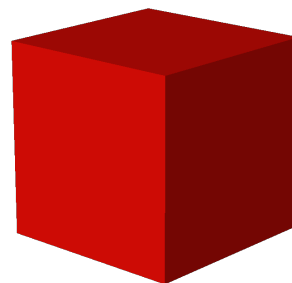
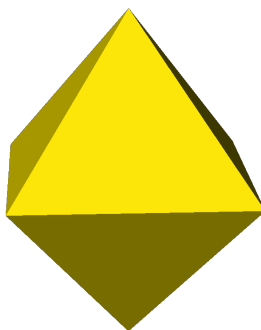
E_7



E_8



Relation to
regular polyhedra



Example (Type A)

Indecomposable
representations

are

$$0 \rightarrow 0 \rightarrow \dots \rightarrow 0 \rightarrow K \rightarrow K \rightarrow \dots \rightarrow K \rightarrow 0 \rightarrow \dots \rightarrow 0$$

(For any orientations of arrows)

Example (Type A)

Indecomposable
representations

are $0 \rightarrow 0 \rightarrow \dots \rightarrow 0 \rightarrow \mathbb{K} \rightarrow \mathbb{K} \rightarrow \dots \rightarrow \mathbb{K} \rightarrow 0 \rightarrow \dots \rightarrow 0$
(For any orientations of arrows)

This result is a **basis** of Persistent homology theory in topological data analysis.

Namely a sequence of topological spaces $\dots \subset X_n \subset X_{n+1} \subset \dots$ gives

$\dots \rightarrow H_i(X_n) \rightarrow H_i(X_{n+1}) \rightarrow \dots$, a representation of type A quiver.

Example (Type A)

Indecomposable
representations

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$\dots \rightarrow H_i(X_n) \rightarrow H_i(X_{n+1}) \rightarrow \dots$, a representation of type A quiver.

What am I doing on quivers?

Not finite type \Rightarrow Consider the **space** of all (well-behaved) representations
as a **geometric object**.
• Relation to Lie algebras.