

This talk: Rough intro to KL conjectures, our grand motivation. Once I explain what they're all about, what kind of questions are involved, etc., then I'll give an overview of the workshop.

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KL Conf about Rep Theory; specifically  $\mathcal{O}_0$  & relatively difficult to work with concretely.  
 No need for advance knowledge: this talk, I'll state some facts & you'll believe them (it won't be bad)  
 • Nick's talk later will explain the basic & justify these facts.  
 • Rest of workshop will ignore  $\mathcal{O}_0$  entirely! Instead, Seigel bundles, an algebraic replacement.  
 Ultimate goal: be able to work w/ SBrin + understand Seigel Cycles ( $\Rightarrow$  KL conjecture) more on this concept later, but it's easier to work with.  
 ↑ develop intuition, makes it easier to learn  $\mathcal{O}_0$ .

§1] Projectives in  $\mathcal{O}_0$  | Fix  $\mathfrak{g}$  a fd. B & s.s. lie  $\rightsquigarrow$  Weyl group  $W$  (Ex: graph  $W=S_n$ )

↪ BGG category  $\mathcal{O}$  some kind of nice (mostly)  $\infty$ -dim'l repns  
 $\cup$   
 $\mathcal{O}_0$  ↪ fixed central character, so most interesting.

Facts: ① For each  $w \in W$  have  $P_w \rightarrow \Delta_w \rightarrow L_w$  ( $\mathcal{O}_0$  is abelian)

indeed	standard	simple
proj.	Verna	

Axiomatization:  $\mathcal{O}_0$  is a highest weight category [CPS]. Won't be so important for this workshop.

Consequence:  $[\mathcal{O}_0] \cong \mathbb{Z}[\mathbb{W}]$  with 3 bases:  $\{[L_w]\}$   $\{[\Delta_w]\}$   $\{[P_w]\}$  ( $\mathcal{O}_0$  has finite horiz dimension)

Big Q: What are the Cob. matrices?  $[P_w] = \sum_{y \in \mathbb{W}} p_{y,w} [dy]$   $p_{y,w} \in \mathbb{Z}$ .

Rephrase: We know how big  $\Delta_w$  is (dimension of weight spaces). So  $p_{y,w}$  tells you how big  $P_w$  is. Finding  $p_{y,w}$  called finding character.

Ex: Weyl Character formula.  $L_1$  is the only fd simple so you can write it easier in life.

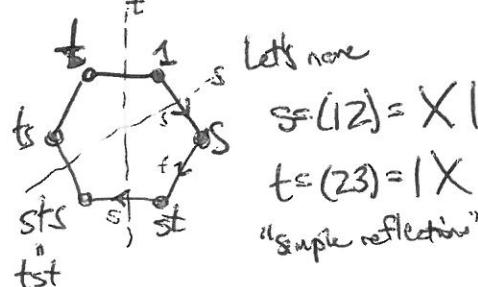
WCF says  $[L_1] = \sum (-1)^{\ell(y)} [dy]$ . But other  $L_w$  are harder!

Some graphical notation to visualize  $[\mathcal{O}_0]$ : encode  $\mathbb{Z}[\mathbb{W}]$  by poset integers on the dual Cox. complex of  $W$ .

Ex:  $W=S_3$

6 elements

arrange in hexagon



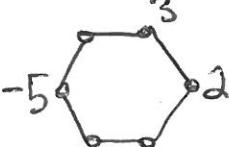
Left mult by simple refl = reflection

Right mult  $\nearrow$  = edge

so label + one edge

This is dual Cox. complex.

↪ later.

So  encodes  $3 + 2s - 5t \in \mathbb{Z}[W]$ , interpreted as  $3[\Delta_1] + 2[\Delta_2] - 5[\Delta_{ts}] \in \mathbb{Z}[\mathcal{G}]$

$$[\mathcal{L}_1] = \begin{array}{c} 1 \\ | \\ 1 \end{array} \begin{array}{c} -1 \\ | \\ 1 \end{array} \begin{array}{c} 1 \\ | \\ -1 \end{array} \begin{array}{c} -1 \\ | \\ 1 \end{array} \begin{array}{c} 1 \\ | \\ -1 \end{array}$$

Finally, (2) • Any indecomposable  $P_w$  has a  $\Delta$ -filtration, i.e. a filt. whose subtients are  $\Delta_y$ .  $\iff p_{y,w} \in \mathbb{Z}_{\geq 0}$ .

- $\Delta_w$  appears exactly once
- $\Delta_y$  appears  $\iff y \leq w$  in Bratteli order.

So  $[P_{st}]$  has form

$$\begin{array}{c} \geq 1 & \geq 1 \\ | & | \\ 0 & \text{---} \\ | & | \\ \geq 1 & \geq 1 \\ | & | \\ 1 & \end{array}$$

Ex:  $P_1 = \begin{array}{c} 1 \\ | \\ 1 \end{array} = \Delta_1$

at  
Starting  
point

(3)  $\mathcal{G}$  has endofunctors  $\Theta_s$  for each simple refl. wall-crossing functors.

- $\Theta_s$  preserves projectives (not nec. indecomposably)

•  $\Theta_s$  acts on  $[\mathcal{G}]$  by right mult by  $(1+s)$ .

$$\begin{array}{ccccc} P & \xrightarrow{s} & \Theta_s & \xrightarrow{\text{HS}} & P+s \\ & & & & P+s \end{array}$$

Key tool for exploring projectives!

Ex:

$$P_1 = \begin{array}{c} 1 \\ | \\ 1 \end{array}$$

$$\Theta_S P_1 = \begin{array}{c} 1 \\ | \\ 1 \end{array}$$

is it indecomposable?  
no summands  $P_w$  for  $w \neq 1, s$   
says  $P_s$  must appear once  
if  $P_1$  also a summand would be at least 2  $\times$   
 $\Rightarrow \Theta_S P_1 = P_s$  and we found  $P_s$ !  
let's stick to red exp for now.

$$\Theta_t \Theta_S P_1 = \begin{array}{c} 2 \\ | \\ 2 \end{array} = P_s \oplus P_s$$

$$\Theta_t \Theta_S P_1 = \begin{array}{c} 1 & 1 \\ | & | \\ 2 & 2 \end{array} \rightsquigarrow \text{must be } P_{st}!$$

$$\Theta_S \Theta_t \Theta_S P_1 = \begin{array}{c} 1 & 1 & 2 \\ | & | & | \\ 1 & 1 & 2 \end{array} \dots \text{our algorithm fails.}$$

Is it  
 $P_{sts}$ ?  
 $P_{sts} \oplus P_{ts}$ ?  
 $P_{sts} \oplus P_s$ ?

It turns out to be  
 $P_{sts} \oplus P_s$ .

Subtracting, get

$$P_{sts} = \begin{array}{c} 1 & 1 \\ | & | \\ 1 & 1 \end{array}$$

Observe condition -

Vernon's Thm:  $p_{y,w} = 1$  if  $y \leq w$ . OOPS! Wrong in sl4.

Character considerations:  $w = s_1 s_2 \dots s_d$  a reduced expression Lecture 1 (3)

then  $P_w = \Theta_{s_d} \dots \Theta_{s_1} P_1$  w/mult. 1. All other summands are  $P_y, y \neq w$ .

Similarly,  $\Theta_s P_w = P_{ws} \oplus \bigoplus_{y > w} P_y^{m(ws,y)}$ . If you could find  $m(ws,y)$  then you could inductively find  $[P_{ws}]$ .

(4) For  $P, Q$  projective,  $\dim \text{Hom}(P, Q) = ([P], [Q])$  dot product in  $\mathbb{Z}[W]$

Ex:  $\dim \text{Hom}(P_S, \Theta_{s_1 s_2} P_S) = 4 = \dim \text{Hom}(\Theta_{s_2} P_S, P_S)$  symmetric.

But I told you  $m(s_1 s_2 s_1) = 1$  so somewhere is a 1D subspace giving the inclusion/projection of the summand. How to find it? How to know it was 1D??

KL Conf designed to answer these questions, via some simple algebraic combinatorics !!!

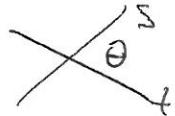
§21 KL basic Now we work in more generality - Coxeter groups.

Def: A Coxeter group is a group w/ a presentation

$$W = \langle S \in S \mid s^2 = 1, \underbrace{sts \dots}_{\text{braid}} = tsts \dots \rangle \quad \text{for some } m_{st} \in \{2, 3, \dots, \infty\}$$

braid, given quad,  $\Leftrightarrow (st)^{m_{st}} = 1$ .

Think:  $S$  is reflection across hyperplane,  $st$  = rotation by  $2\theta$ ,  $m_{st}$  braid angle.



$$m_{st} = 2, \theta = 90^\circ, st \text{ commute.}$$

Chart:

Coxeter Groups  $\supseteq$  finite Cox Gps  $\supseteq$  Weyl Gps (intersection)

$\curvearrowright$  Crystallographic Cox Gps  $\supseteq$  Affine Weyl Gps  
 $m_{st} \in \{2, 3, 4, 6, \infty\}$

These have associated KM Lie algebras,

Geometric Constructions,

etc.

The rest don't.

Now  $\mathbb{Z}[W]$  has presentation

$$\mathbb{Z}\langle S \rangle / \begin{matrix} (s+1)(s-1)=0 \\ \text{braid} \end{matrix}$$

Def: The Hecke alg of  $W$  is the  $\mathbb{Z}[v, v^{-1}]$ -alg with presentation

$$H_W = \mathbb{Z}[v^\pm] \langle H_S, S \rangle / \begin{matrix} (H_S + v)(H_S - v^{-1}) = 0 \\ \text{braid} \end{matrix}$$

$$H_W/v = \mathbb{Z}[W]$$

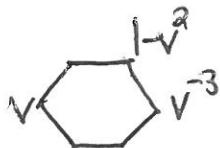
Choose red exp. for  $w \in W$ ,  $w \in S_2 - S_d$ . Let  $H_w = H_{S_d} \dots H_{S_2}$ .

Lecture 1

(4)

Matsuoka Lemma: Two reduced exps for  $w$  are related by braid relns  $\Rightarrow H_w$  is well-defined, indep of choice.

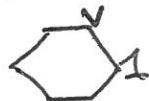
$\{H_w\}$  is a basis for  $H_W$ , standard basis.  $H_I$  = identity.

Ex1  is  $(1-v^2)H_I + v^{-3}H_S + vH_{ts}$ .

Now the question:  $\exists!$  involution  $H_w \rightarrow H_w$  for which  
bar involution  $b \mapsto \bar{b}$   $\bar{v} = v^{-1}$   
 $\bar{H}_S = H_S^{-1} = H_S + (v - v^{-1})$   
 $\bar{ab} = \bar{a}\bar{b}$

Hard to compute.

Exercise  $H_S = H_S + V$  is bar-invariant = self-dual, so mult by  $H_S$  preserves self-dual elements.



( $v \neq 1$ , get  $H_S$ )

Analogous to before, find by self-dual directly if hard, so build inductively.

Right mult by  $H_S$ :

$$\begin{array}{ccc} p \xrightarrow{\circ} & \longmapsto & vp \xrightarrow{\circ} p \\ q \xrightarrow{\circ} & \longmapsto & v^2 \xrightarrow{\circ} v^{-1}q \end{array}$$

Thm (K-L):  $\exists!$  basis  $\{H_w\}$  of  $H_W$  over  $\mathbb{Z}[V^\pm]$  st.

$H_w$  is self-dual

$H_w = H_w + \sum_{g \in w} \text{hygthy}$   
with  $\text{hygthy} \in \mathbb{Z}[V]$

Ex  $H_{st} = \begin{matrix} v\sqrt{v} & & & \\ & \diagdown & \diagup & \\ & & v\sqrt{v} & \\ & \diagup & \diagdown & \\ 0 & & v\sqrt{v} & \\ & \diagup & \diagdown & \\ 0 & & v\sqrt{v} & \end{matrix}$

By Q: Find them.

Exercise: Uniqueness.

Inductive construction/algorithm:  $H_I = H_I$

$$1 \cdot H_S = H_S$$



✓ notation okay.

$$1 \cdot H_S H_I = \begin{matrix} v & & & \\ & \diagdown & \diagup & \\ & & v^2 & \\ & \diagup & \diagdown & \\ 1 & & v & \\ & \diagup & \diagdown & \\ 1 & & v & \end{matrix} = H_{st}$$

$$1 \cdot H_S H_I H_S = \begin{matrix} v^2 & & & \\ & \diagdown & \diagup & \\ & & v^4 v^3 & \\ & \diagup & \diagdown & \\ 1 & & v^2 & \\ & \diagup & \diagdown & \\ 1 & & v & \end{matrix}$$

must subtract self-dual,  
so subtract  $H_S$

$$\text{get } \begin{matrix} v^2 & & & \\ & \diagdown & \diagup & \\ & & v^3 & \\ & \diagup & \diagdown & \\ 1 & & v & \\ & \diagup & \diagdown & \\ 1 & & v & \end{matrix} = H_{str}$$

This is the same as our  $\mathcal{O}_0$  calc, except the extra data (poly vs integer) tells you exactly how to complete the algorithm, what to subtract. Lecture 1 (5)

$2 \mapsto 1 + v^2$  it's the constant term. A true algorithm.

Obs: When we subtract  $H_S$ , we subtract  $vH_1 \dots$  but was already a  $vH_2$  there, so no negative coeffs. Miracles. A priori, no reason that  $h_{y,w}$  needn't have negative coefficients.

Conf (KL): The algorithm works for  $\mathcal{O}_0$  too. I.e.  $p_{yw} = h_{yw}(1)$  ( $\equiv$  mult of  $A_y$  in  $P_w$ )

Where do the polynomials come from, in context of  $\mathcal{O}_0$ ? Actually,  $\mathcal{O}_0$  is secretly graded.

$\exists$  cat.  $\mathcal{O}_0^{\mathbb{Z}}$ , graded (has shift functor  $(n), n \in \mathbb{Z}$ )  
was "lifts" of all  $L_w, D_w, P_w$   
it satisfies  $[\mathcal{O}_0^{\mathbb{Z}}] \cong H_w$

$$\text{Hom}^*(P, Q) = \bigoplus_{n \in \mathbb{Z}} \text{Hom}(P, Q(n))$$

$\cong$  gdsl V.S.

$$[P(\cdot)] = v[P]$$

$\Theta_g \leftrightarrow$  right mult by  $H_S$

$$\text{gdsl } \text{Hom}^*(P, Q) = ([P], [Q]) \leftarrow \text{dot product}$$

Ex:  $(H_S H_t H_S, H_S) = 1 + 2v^2 + v^4$  so our 4d vector space was really graded!  
the 1D subspace was just the degree 0 part!!!

$$[P_w] = \sum p_{yw} [A_w] \quad p_{yw} \in \mathbb{Z}_{\geq 0}[v^{\pm}] \quad \text{encodes graded multiplicity.}$$

Conf (KL):  $[P_w] = H_w \Rightarrow h_{yw} = p_{yw}$  and all coeffs are positive!!

Observations:

- ① Defining  $\mathcal{O}_0^{\mathbb{Z}}$  is pretty nasty + unnatural. Grading is NOT obvious.
- ② KL Conf  $\xrightarrow{\text{explains}}$  positivity miracle. But positivity observed for ALL Coxeter + conjectured groups, and no KL Conf to explain it!

The last step Clearly  $(H_w, H_y) = S_{wy} + v\mathbb{Z}[v]$

$$\begin{array}{c|c} \text{Inductive construction showed} & H_w H_S = H_{ws} + \sum_{y < ws} \mu(w, s, y) H_y \\ & \mu(w, s, y) \in \mathbb{Z} \end{array}$$

$$\text{Want to show } \mu(w, s, y) = m(w, s, y) \quad \Theta_g P_w = P_{ws} \oplus (\bigoplus_{y < ws} P_y)$$

Assuming KL Conf for all  $y < ws$ , get  $\dim \text{Hom}_0(P_y, Q P_w) = \mu(w, s, y) = \dim \text{Hom}_0(\Theta_g P_w, P_y)$

$$\text{Composition gives } \text{Hom}(P_Y, \Theta^*_S P_W) \times \text{Hom}(\Theta_S P_W, P_Y) \rightarrow \text{End}(P_Y) = \mathbb{C} \quad (6)$$

the (local) intersection form.

Key (easy) general fact: rank of form = <sup>multiplicity</sup> # of  $P_Y$  as summand in  $\Theta_S P_W$ .

So  $\mu = m \Leftrightarrow$  intersection form is non-degenerate !!

KL Conf  $\Leftrightarrow$  ALL int forms are nondegenerate.

So to conclude, finding the correct 1Dc4D is "numerical" - once working in graded version, just look in degree 0. The "easy" part of KL

But showing that the intersection form is full rank is hard, and is a question about Computing morphisms.

Known graded dimensions isn't enough... not numerical. Must really be able to compute!

Computing in  $\mathcal{O}_0$  is hard!

That's why we work instead with Sberg Bimodules, an alternate version of  $\text{Proj } \mathcal{O}_0^{\mathbb{Z}}$ .  
(actually, a lift)

Advantages: ① Obviously graded    ② Easy to define    ③ Works for all Coxeter groups.  
④ More recently, have tools to compute w/ morphisms!

Rough outline:

- Learn S-Bim
- Learn how to compute w/ morphisms
- Learn how to prove intersection form (in S-Bim context) are nondegenerate,  
via Lody theory

Can prove this abstractly, w/o needing to be able to compute... but you'd never have done it! Computation  $\Rightarrow$  intuition  $\Rightarrow$  understanding

For this reason, I am a firm believer in exercises. Everything else about H/w  
you will learn via the exercises.