

31] (Rex) Path Morphisms

Recall from Alex's lecture: From a path in the expression

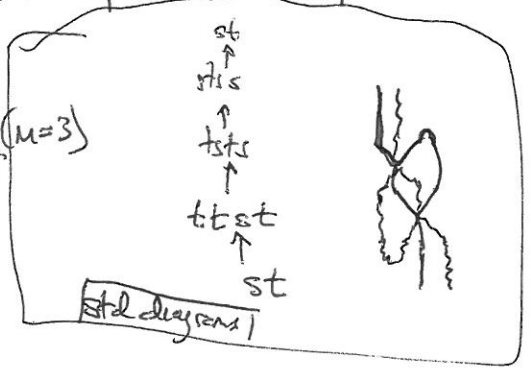
graph of $w \leq w'$, one could construct a morphism in $S\langle w \rangle$:

Every morphism in $S\langle w \rangle$ is an isomorphism. ~~So~~

$\frac{w'}{w}$ is clearly $(n=3)$

Relations \leftrightarrow loops in expression graph

\Rightarrow any two path morphisms are equal

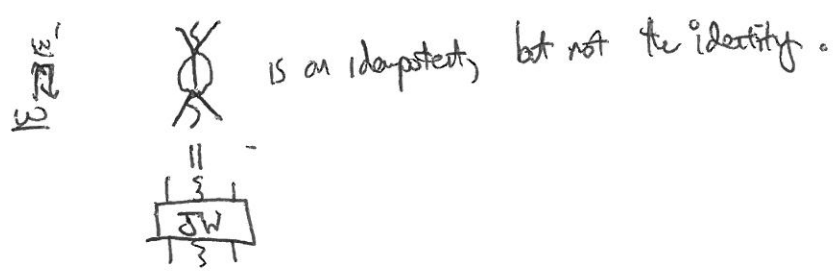


Now consider BSBM instead. Could do the same thing using Serre diagrams. Issues -

1) U is nowhere close to being an isomorphism! We shouldn't use it. Stick to reduced expressions. Example: $\boxed{0} = 0$ diagram above ≈ 0 .

Def: Given a path in the rex graph for $w \leq w'$, the corresponding morphism in BSBM is called the path morphism. Or rex move.

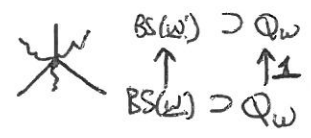
2) $\frac{w'}{w}$ is also not an isomorphism! Projection to a common summand.



So two path morphisms $\frac{w'}{w}$ typically will NOT be equal. NONETHELESS...

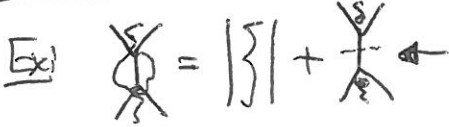
FACT: Two path morphisms $\frac{w'}{w} \mapsto \frac{w'}{w'}$ will be equal MODULO ~~TERMS~~ TERMS. \leftarrow How to think.

(a) Localization: Any $BS(w) \xrightarrow{\pm} \mathbb{Q}w$ after localization.



Def: Lower term \leftrightarrow zero on $\mathbb{Q}w$ after localization.

(b) Factorization: Lower terms (are linear combos of things which) factor through shorter expressions.



Fact \Rightarrow Loc since shorter exp have no $\mathbb{Q}w$ summand.

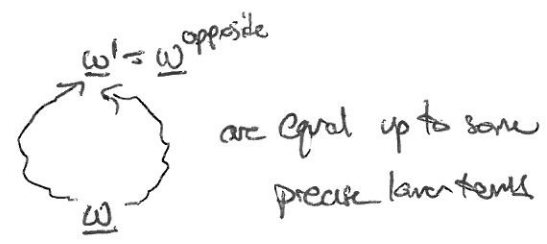
(c) 1-tensor: Lower terms ~~are~~ maps which kill $C_{\text{bst}} = 1 \otimes 1 - 0 \otimes 0 \in BS(w)$

Ex! Above. Exercise: All σ -terms in JW kill C_{bst}

Define LOWER TERMS, (B) Fact \Rightarrow 1-tensor. But 1-tensor obvious, not good enough.

Why is fact true? JW stuff \Rightarrow equal m.l.t. for n loops. But what about Zam? This requires a new relation!

So for each $I \in \mathbb{F}_3$, we will have a relation saying



This will imply Fact. Which we want desperately!!

Examples: $A_1 \times A_2$ A_3 where are these lower terms??



Miracle (unexplained): In types $A_1 \times I_2(m), A_3, B_3$ there is a choice of ω such that the two paths agree on the nose! (Not all choices of ω work!!!)

Possible explanation in type A: higher Braid order. But why?

In type H_3 , lower terms are necessary (and also uncomputed...)

§2] Gen Relatn Reduc:

Thm (E-W): Let D be monoidal cat w/ presentation $I \in \mathbb{F}_1, I \in \mathbb{F}_2, I \in \mathbb{F}_3$

Obj: $S = B_3$



Relatn: 1-color 2-color Zam.

Let $F: D \rightarrow \mathbb{B} \otimes \mathbb{B}im$ be defined as before. Then F is an equiv

So pictorial computation for the wis!

But many crazy pictures can be drawn, and it's not always easy to simplify. Want a Basis for morphism space.

§3] Libedinsky's Light Leaves

Recall $H(\omega) = \sum_{e \in \omega} v^{def(e)} H_{\omega, e}$

$\Rightarrow (H(\omega), H(y)) = \sum_{\substack{e \in \omega \\ f \in y}} \sum_{\substack{c \in \omega \\ d \in y \\ \text{with } \omega \cup y = x}} v^{def(e) + def(f)} = \text{gd rank Hom}^*(BS(\omega), BS(y))$

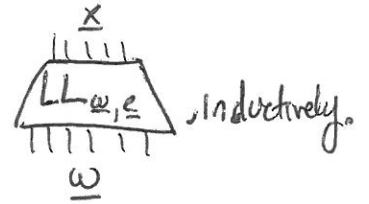
So basis should be parametrized by triples (e, f, x) where Lecture 23 ③

$e \in W \quad f \in Y \quad \omega^e = y^f = x \in W.$

Actually, the basis splits into two "halves", (e, x) and (f, x) Cellular theory, next lecture.

Construction: (ω, e, x) Fix arbitrary rex x for x . We build

Follow the bracket stroll.



Example

$\omega =$	$\begin{matrix} & \\ \text{sts} \end{matrix}$	$\begin{matrix} \cup \\ \\ \text{sts} \end{matrix}$	$\begin{matrix} \cup \\ \\ \text{sts} \end{matrix}$
$e =$	$\begin{matrix} 001 \\ 000 \\ +1+0 \end{matrix}$	$\begin{matrix} 100 \\ 000 \\ 0+1-1 \end{matrix}$	$\begin{matrix} 101 \\ 000 \\ 010 \end{matrix}$

ok so far

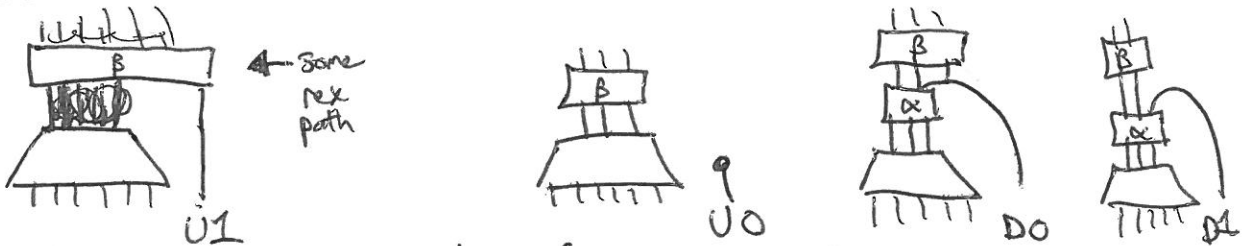
$m=3$
st

$\omega =$	$\begin{matrix} & & & \\ \text{stst} \end{matrix}$	$\begin{matrix} \cup & \cup \\ & \\ \text{ststst} \end{matrix}$
$e =$	$\begin{matrix} 1111 \\ 0000 \end{matrix}$	$\begin{matrix} 11100 \\ 00000 \end{matrix}$

can get nasty.

Which rex ~~move~~ path do you choose?? It matters!!
No canonical choice.

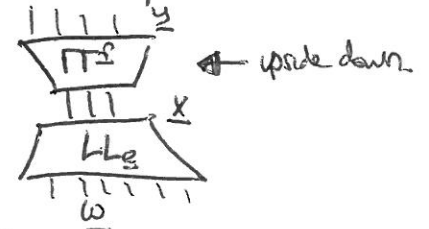
Inductive Formula:



Procedure is well defined up to various choices of rex moves. (and choice of rex for x)

Just choose arbitrarily. But in practice, we call anything constructible in this way by the name "light leaf".

Thm (E-W) / Def: For (ω, e, x) and (y, f, x) let $\lll_{e,f}$ denote double leaf



Then $\{\lll_{e,f}\}$ forms a basis for $\text{Hom}(BS(\omega), BS(Y))$ as a right R-module

Consequence: Let I be an ideal in W for Bruhat order. I.e. $I = SW$ on $\langle W \rangle$.

$\mathcal{D}_I \cong$ morphisms factoring through a rex for $v \in I$. $\mathcal{D}_I = \text{span} \{ \lll_{e,f} \}_{\omega \in I}$

This is an ideal in \mathcal{D} .

When w is understood, $\mathcal{D}_{\langle w \rangle}$ is lower terms.

② Choice of B, B' irrelevant m.t.t., so \lll is canon. modulo \mathcal{D}_x