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Characters and the Great Orthogonality Theorem

We will use this to do polynomial equations and some quantum mechanics.

EXAMPLE: Recall: D_3 , representation $\Gamma(R)$, $\forall R \in G$. Matrices, g of them (g = |G|).

i) 1 (one-dimensional representation).

ii) 1 (E, D, F) and -1 (A,B,C) (one-dimensional representation)

iii) 2×2 matrix representation.

others: 3×3 matrices, obtained from viewing D_3 as the permutation group S_3 .

$$\rightarrow \left(\begin{array}{rrr}1 & 0 & 0\\0 & 0 & 1\\0 & 1 & 0\end{array}\right) \left(\begin{array}{r}1\\2\\3\end{array}\right) = \left(\begin{array}{r}1\\3\\2\end{array}\right)$$

where the numbers refer to the corners of the triangle.

also, later: the regular representation which is g-dimensional.

— Goal: Classify all irreducible representations of any group G. —

Characters: Traces of $\Gamma(R)$ in representation $i: \chi^{(i)}(R) = \text{Tr}(\Gamma^{(i)}(R))$. We had character tables, with "funny" orthogonality properties.

Recall: "Variant of Schur's lemma": If M exists such that for two irreducible representations $\Gamma^{(i)}$ and $\Gamma^{(j)}$ (dimensions l_i and l_j , respectively):

$$M \Gamma^{(i)}(A_k) = \Gamma^{(j)}(A_k) M$$
 for all $A_k \in G$

then either (1) $l_i \neq l_j$ and $M = 0 \Leftrightarrow$ the representations are inequivalent; or (2) $l_i = l_j$ and M = 0 (the representations are inequivalent) or det $M \neq 0$ (the representations are equivalent).

THEOREM: The Great Theorem

Consider all irreducible representations of a group G, $\Gamma^{(i)}$, then

$$\sum_{\forall R \in G} \left(\Gamma^{(i)}(R) \right)_{\mu\nu}^* \left(\Gamma^{(j)}(R) \right)_{\alpha\beta} = \frac{g}{l_i} \delta_{ij} \, \delta_{\mu\alpha} \, \delta_{\nu\beta}$$

Implications of this theorem

1.

$$\sum_i \ (l_i)^2 \leqslant g.$$

g is the number of components of the vectors that are orthogonal; the sum ranges over g terms, where g is the order of the group. $\sum_i (l_i)^2$ are the number of vectors enumerated by i, μ, ν .

We will later prove equality: $\sum_{i} (l_i)^2 = g$. That is the dimensionality theorem.

2. Turn the Great Theorem into a theorem for characters:

$$\chi^{(i)}(R) = \operatorname{Tr}\left(\Gamma^{(i)}(R)\right) = \sum_{\mu=1}^{l_i} \left(\Gamma^{(i)}(R)\right)_{\mu\mu}$$
$$\sum_{\substack{\mu=\nu \\ (\mu=\nu)}} \sum_{\substack{\alpha \\ (\alpha=\beta)}} \text{ on the Great orthogonality theorem implies}$$
$$\sum_{\substack{R}} \left(\chi^{(i)}(R)\right)^* \chi^{(j)}(R) = \frac{g}{l_i} \sum_{\substack{\mu \\ \alpha}} \sum_{\alpha} \delta_{ij} \delta_{\mu\alpha} \delta_{\mu\alpha}$$
$$= \frac{g}{l_i} \delta_{ij} \sum_{\mu\alpha} \delta_{\mu\alpha} \delta_{\mu\alpha} = \frac{g}{l_i} \delta_{ij} \sum_{\substack{\mu=1 \\ \mu=l_i}} \delta_{ij} \sum_{\mu\alpha} \delta_{\mu\alpha} \delta_{\mu\alpha}$$

Note: $\chi^{(i)}(R)$ are the same within each class $(x A x^{-1} = B, \text{ trace cyclic})$. Thus

$$\sum_{\substack{k \\ \text{sum of} \\ \text{classes}}} \chi^{(i)}(\mathcal{C}_k) \, \chi^{(j)}(\mathcal{C}_k) \, N_k = g \, \delta_{ij}$$

where N_k is the number of elements in the class C_k . Conclusion: orthogonality of rows in the character table, and the number of irreducible representations \leq the number of classes. [Consider $\chi^{(i)}(C_k)$ to be the k'th element of vector number i: then the vectors are orthogonal. The number of orthogonal vectors is always less than or equal to the dimension of the vector space.]

Also: Form the matrix

$$Q = \left(\begin{array}{ccc} \chi^{(1)}(\mathcal{C}_1) & \chi^{(1)}(\mathcal{C}_2) & \cdots \\ \chi^{(2)}(\mathcal{C}_1) & \ddots & \\ \vdots & & \end{array}\right)$$

and consider

$$Q' = \frac{1}{g} \begin{pmatrix} \chi^{(1)}(C_1)^* N_1 & \chi^{(2)}(C_1)^* N_1 & \cdots \\ \chi^{(1)}(C_2)^* N_2 & \ddots & \end{pmatrix}$$

$$\Rightarrow \quad (Q Q')_{ij} = \sum_k \frac{\chi^{(i)}(C_k)^* \chi^{(j)}(C_k) N_k}{g} = \delta_{ij}$$

$$\Rightarrow Q' = Q^{-1}$$

$$\Rightarrow (Q'Q)_{ij} = \delta_{ij}$$

$$\Rightarrow \sum_i \chi^{(i)*}(C_k) \chi^{(i)}(C_l) = \frac{g}{N_k} \delta_{kl}$$

i.e. orthogonality of the columns of the character table.

So: the number of classes equals the number of irreducible representations.

EXAMPLE: D_3 : g = 6, number of classes: 3. [This means that the number of irreducible representations is 3, which we can insert into the dimensionality theorem stated above.]

$$\Rightarrow \sum_{i=1}^3 (l_i)^2 = 6.$$

Only one way of doing that: $l_1 = 1, l_2 = 1, l_3 = 2$.

Summary: Rules for construction of character tables.

i) number of irreducible representations = number of classes.

ii)
$$\sum_i (l_i)^2 = g$$

- iii) orthogonality of character columns.
- iv) orthogonality of character rows.
- v) another rule (not proved yet):

$$\left(N_{j}\chi^{(i)}(\mathcal{C}_{j})\right)\left(N_{k}\chi^{(i)}(\mathcal{C}_{k})\right) = l_{i}\sum_{l} c_{jkl} N_{l}\chi^{(i)}(\mathcal{C}_{l})$$

where c_{jkl} are called *class multiplication constants*.

EXERCISE: Reconstruct the D_3 character table from properties i) to iv) above, and check v). \square Furthermore: Decomposition of reducible representations.

EXAMPLE: 3×3 representation of D_3

$$S\left(\begin{array}{ccc} 3\times3 \end{array}\right)S^{-1} \stackrel{?}{=} \left(\begin{array}{c|c} 1\times1 & 0 \\ \hline 0 & 2\times2 \\ 0 & \end{array}\right)$$

For any representation $\Gamma(R)$ with characters $\chi(R)$ we have

$$\chi(R) = \sum_{i} a_{i} \chi^{(i)}(R) \quad \forall R.$$

But then

$$a_i = \frac{1}{g} \sum_k N_k \chi^{(i)*}(\mathcal{C}_k) \chi(\mathcal{C}_k)$$

(Exercise!)

DEFINITION: Apply this to the *regular representation*:

EXAMPLE: Write the multiplication table of D_3 as

 \Rightarrow the g-dimensional representation is

 $\prec\!\!\!\!\prec\!\!\!\!\prec$

This is a g-dimensional representation.

Properties: $\chi^{\text{reg}}(E) = l^{\text{reg}} = g, \chi^{\text{reg}}(R)|_{R \neq E} = 0$. This implies a theorem:

THEOREM: The celebrated theorem

 $a_i = l_i$, where the a_i are the expansion coefficients of the χ^{reg} .

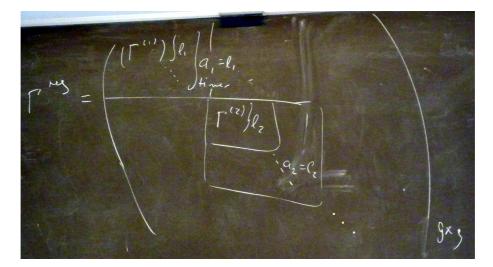
Proof.

$$a_{j} = \frac{1}{g} \sum_{R} \chi^{j*}(R) \chi^{\text{reg}}(R) = \frac{1}{g} \chi^{(j)*}(E) \cdot \chi^{\text{reg}}(E) = l_{j}.$$

THEOREM: The dimensionality theorem

$$g = \sum_i \ (l_i)^2$$

Proof.



$$\Rightarrow g = \sum_{i} (l_i)^2$$

EXERCISE: For D_3 , decompose the 3×3 representation of S_3 given previously. EXERCISE: Find all irreducible representations of any finite group of prime order.

prime order \Rightarrow cyclic \Rightarrow abelian \Rightarrow each element is its own class! \Rightarrow there are g classes \Rightarrow

each representation is one-dimensional: $\sum_i \ (l_i)^2 = g.$

$$\exp\left(2\pi\,\mathrm{i}\,\frac{n}{g}\right),\,n=0,\ldots,g-1.$$

Basic Galois theory

⋘

 \diamond

Consider an *n*:th order polynomial equation in $z \in \mathbb{C}$ with roots $z_i, i = 1, ..., n$.

$$(z - z_1)(z - z_2)\cdots(z - z_n) = 0.$$
$$z^n - I_1 z^{n-1} + I_2 z^{n-2} + \cdots + (-1)^n I_n = 0$$

where

$$\begin{cases} I_1 = z_1 + z_2 + \dots + z_n \\ I_2 = \sum_{i < j} z_i z_j = z_1 z_2 + z_1 z_3 + \dots + z_2 z_3 + \dots \\ \vdots \\ I_n = z_1 z_2 \cdots z_n \end{cases}$$

These I's are all invariant under permutations of the z_i 's, i.e. under the Galois group S_n .

Note: Any function $f(z_i)$ invariant under S_n can be expanded in terms of I's.

$$f^{\mathrm{inv}} = f(I_1, I_2, \dots, I_n)$$

Problem: Find all z_i 's expressed in terms of the *I*'s. You know the *I*'s from the polynomial equation — if you can express the z_i 's in terms of the I's, you have solved the polynomial equation.

Galois theorem A solution $z_i \in \mathbb{C}$ can be found *iff* there is a chain of subgroups in the subgroup diagram of S_n such that each arrow in the chain conects a G and an H such that

i) H is an invariant subgroup of G,

ii) G/H is abelian.

This is *constructive* — i.e. this gives an explicit solution to the equation.

Solve the cubic

Galois group $=S_3$.

Diagram: figure

Is S_3/A_3 abelian? Yes, $S_3/A_3 \sim S_2$.

Also $A_3/I = A_3$ is abelian.

Polynomial equation $(z - r_1)(z - r_2)(r - r_3) = 0$

$$\left\{ \begin{array}{l} I_1 = r_1 + r_2 + r_3 \\ I_2 = r_1 r_2 + r_1 r_3 + r_2 r_3 \\ I_3 = r_1 r_2 r_3 \end{array} \right.$$

These are all invariant under S_3 . Now, start from the last double arrow.

 $A_3/I = A_3$ is abelian, order $(A_3) = 3$.

This implies 3 one-dimensional irreducible representations.

One-dimensional representation can be written from this

$$\begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 1 & \omega & \omega^2 \\ 1 & \omega^2 & \omega \end{pmatrix} \begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix} = \begin{pmatrix} r_1 + r_2 + r_3 \\ r_1 + \omega r_2 + \omega^2 r_3 \\ r_1 + \omega^2 r_2 + \omega r_3 \end{pmatrix}$$

That is

$$\Gamma^{(1)}: \quad v_1 = r_1 + r_2 + r_3$$

 $\Rightarrow I, (123), (132)$ all give back v_1 .

$$\Gamma^{(2)}: \quad v_2 = r_1 + \omega r_2 + \omega^2 r_3$$

Invariant under I and goes to ωv_2 under (123) and to $\omega^2 v_2$ under (132).

Note: Since v_1 is symmetric under S_3 and A_3 it must be expressible in terms of I's.

 $v_1 = I_1.$

...while v_2 and v_3 are not invariant under A_3 .

Next we turn to $S_3/A_3 = S_2$. We need functions invariant under A_3 but not under S_2 . These are $(v_2)^3$ and $(v_3)^3$.

Check S_2 . (12) $\in S_2$.

$$(12)(v_2)^3 = (r_2 + \omega r_1 + \omega^2 r_3)^3 = \underbrace{\omega^3}_{=1} (r_1 + \omega^2 r_2 + \omega r_3)^3 = (v_3)^3$$

Also: $(v_3)^3 \xrightarrow{(12)} (v_2)^3$.

This means that S_2 is the Galois group of a quadratic equation:

$$x \in \mathbb{C}$$
: $(x - (v_2)^3)(x - (v_3)^3) = 0$

Invariant under S_2 :

$$\begin{cases} J_1 = (v_2)^3 + (v_3)^3 \\ J_2 = (v_2)^3 (v_3)^3 \end{cases}$$

These J_i 's are invariant under $S_3 \Rightarrow$ They must be functions of the *I*'s.

$$\begin{cases} J_1 = \sum_{i_1+2i_2+3i_3=3} A_{i_1i_2i_3} I_1^{i_1} I_2^{i_2} I_3^{i_3} \\ J_2 = \sum_{i_1+2i_2+3i_3=6} B_{i_1i_2i_3} I_1^{i_1} I_2^{i_2} I_3^{i_3} \end{cases}$$

 $But\ {\rm of\ course}$

$$\begin{cases} (v_2)^3\\ (v_3)^3 \end{cases} = \frac{1}{2} J_1 \pm \sqrt{J_1^2 - J_2} \\ \Rightarrow \quad \begin{cases} v_2\\ v_3 \end{cases} = \left(\frac{1}{2} J_1 \pm \sqrt{J_1^2 - J_2}\right)^{1/3} \end{cases}$$

Finally, the solution is obtained by inverting the character table:

$$\begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix} = \begin{pmatrix} \text{character} \\ \text{table} \end{pmatrix} \begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix}$$
$$\Rightarrow \begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix} = \frac{1}{3} \begin{pmatrix} 1 & 1 & 1 \\ 1 & \omega^2 & \omega \\ 1 & \omega & \omega^2 \end{pmatrix} \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$$

Home problem: quartic. figure.