

# Geometric Representation Theory

A group equipped with an action by transformation groups is a representation.

Representations can arise as groups of transformations preserving some structure.

Ex: Diffeomorphism group / Differentiable structure

"Every transformation group is the group of something -  $\phi$  - morphisms for some something"

- and this something is essentially unique.

Groups describe symmetries, which are in some sense dual to structure.

Symmetry is a negative description, whereas structure is a more positive description

symmetry	structure
entropy	information
relativity	invariance

It is the job of logic to put some kind of structure on a set. (2)

## "Axiomatic Theory"

Ex. Euclidean geometry  
point, line

Types

"point  $P$  lies on line  $L$ "

Abstract Predicates

Axioms about the predicates

distinct points lie on a unique line

"Model of the theory" is "a concrete realization of abstract types, predicates, & axioms"  
- the Euclidean plane, for example.

"Orbi-simplex" picture of a transformation group  $G \subseteq S!$

We impose some strong conditions for now

- finitary transformation group

(group & set being acted on are both finite)

- complete axiomatic theory

with an axiom stating that the "universe" of the model is bounded by  $N$

(When we remove completeness, we switch from a group to a groupoid.)

So the orbi-simplex picture is

"the orbit space of the action of  $G$  on the simplex whose vertexes are the elements of  $S$ ."

0 - simplex



1 - simplex



2 - simplex



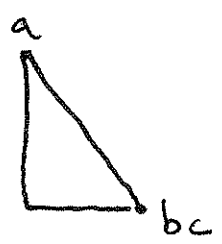
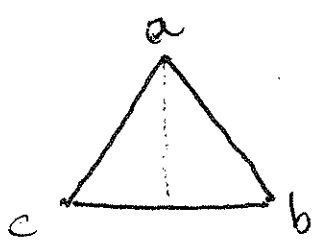
3 - simplex



⋮

Let's look at an example with  $G \subseteq 3!$

$G =$  invertible transformations of  $\{a, b, c\}$  that preserve  $a$



We have introduced a new vertex here which we would like to label.

