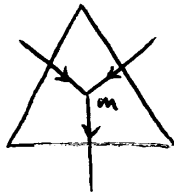


9 November 2004

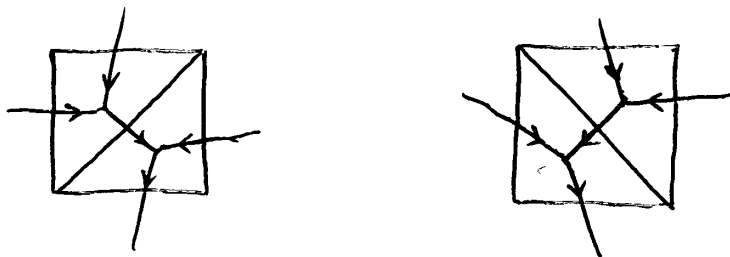
In our quest to build 2d TQFTs, we start with a vector space  $A$  equipped with a binary operation

$$m: A \otimes A \rightarrow A$$

which we draw as



We demand that  $m$  be associative:



to get the 2-2 move.

To deal with triangles like this:



we want an isomorphism  $A \cong A^*$ , to get

$$A \cong A^* \xrightarrow{m^*} A^* \otimes A^* \cong A \otimes A$$

For this, we demanded that a certain God-given pairing

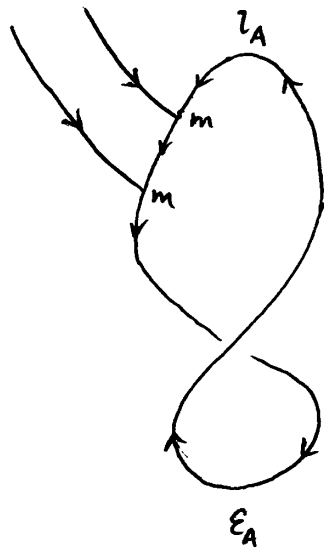
$$g: A \otimes A \rightarrow \mathbb{C}$$

be nondegenerate, i.e. that

$$\#: A \rightarrow A^*$$

$$a \mapsto g(a \otimes -)$$

be an isomorphism. What's this God-given  $g$ ? It's



$$z_A: \mathbb{C} \rightarrow A \otimes A^* \cong \text{End}(A)$$

$$\alpha \mapsto \alpha 1_A$$

$$\varepsilon_A: A^* \otimes A \rightarrow \mathbb{C}$$

$$f \otimes v \mapsto f(v)$$

In fact, to get a 2d TQFT all we need is this: a vector space  $A$  w. bilinear associative product  $m$  s.t.  $g$  is nondegenerate. Such a thing turns out to be a semisimple algebra!

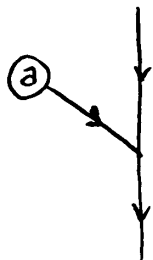
What's the meaning of  $g$ ? We saw that given any linear operator  $T: V \rightarrow V$ ,

$$\text{tr}(T) =$$

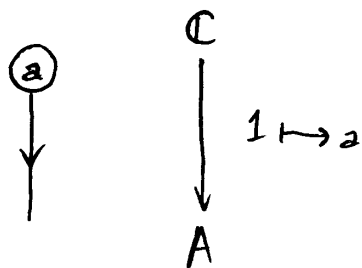
Note: left multiplication by  $a \in A$  defines a linear operator:

$$L_a : A \rightarrow A \\ b \mapsto ab$$

which we draw as



where



is our notation for an element of  $A$ .

So:

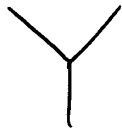
$$g(a \otimes b) = \text{diagram} = \text{tr}(L_b L_a) = \text{tr}(L_a L_b)$$

(This would be called the "Killing form" if  $A$  were a Lie algebra &  $m = [\cdot, \cdot]$ . A Lie algebra is called semisimple if  $g$  is nondegenerate.)

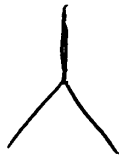
Since we're assuming  $g$  is nondegenerate, we have one isomorphism

$$\#: A \rightarrow A^*$$

which we'll use to identify  $A$  &  $A^*$ . So, we won't draw arrows on our string diagrams anymore! So:



$$m: A \otimes A \rightarrow A$$



$$m^\dagger: A^* \rightarrow A^* \otimes A^*$$

gives

$$m^\dagger: A \rightarrow A \otimes A$$

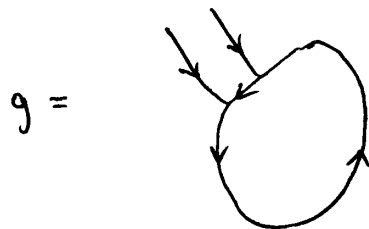
Also, we'll define



:=



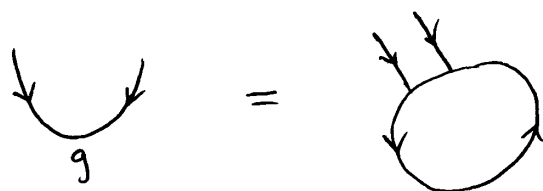
so that we can draw



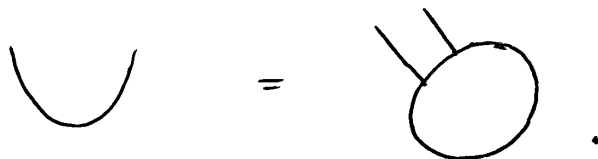
or just



or:



or:

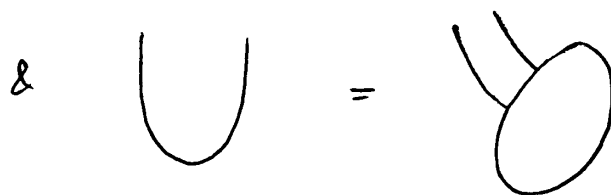
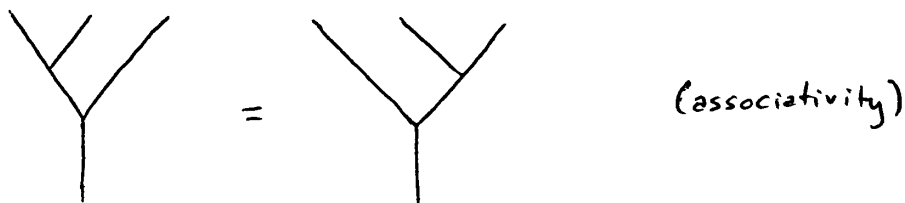


Don't worry - this can be proved to be harmless!

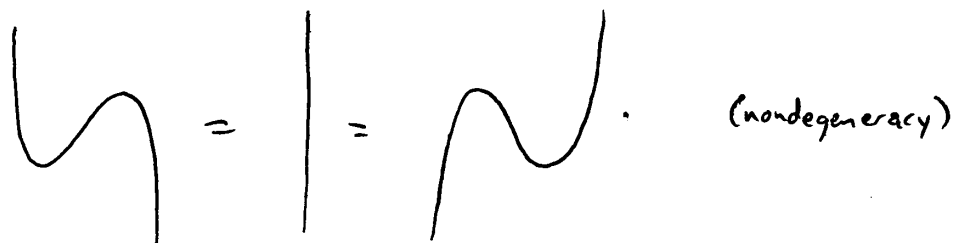
So: we have a vector space  $A$  with



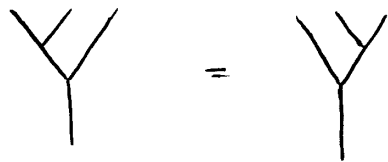
such that:



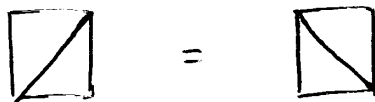
as well as the usual



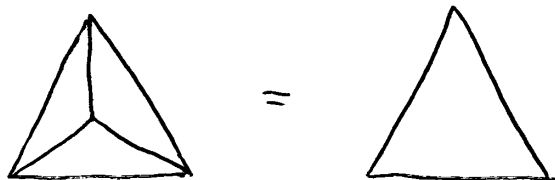
We saw that



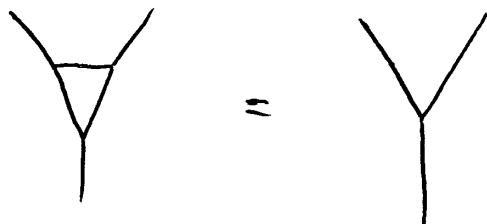
becomes the 2-2 move when we draw its Poincaré dual:



But what about the 1-3 move?

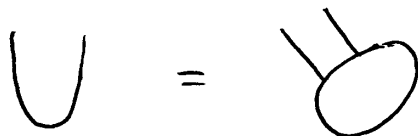


i.e.

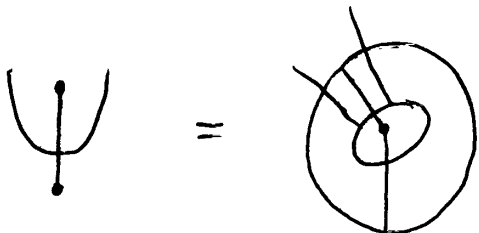


Claim: this follows from the rules we have!

Let's draw the Poincaré dual of



i.e.

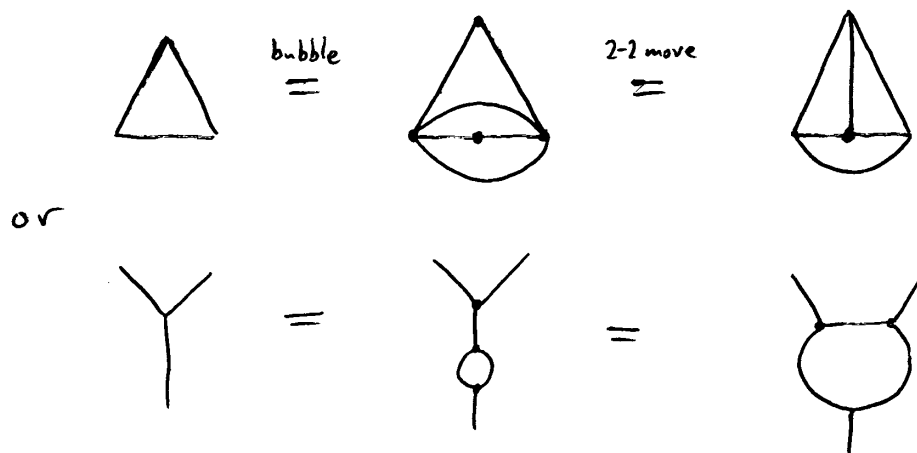


the bubble move, e.g.



Thm: Given the 2-2 move, the 3-1 move is equivalent to the bubble move.

bubble  $\Rightarrow$  3-1



3-1  $\Rightarrow$  bubble

