

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 - ϕ - 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



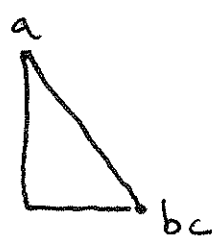
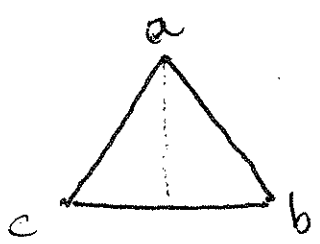
3 - simplex



⋮

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.

We draw the barycentric subdivisions.

