

11 Jan 2005

Let's back off from constructing 3d TQFTs & look at:

DIAGRAMS FOR CATEGORIFIED LINEAR ALGEBRA

Given a morphism in Vect, $T: V \rightarrow W$, we can get a matrix of numbers $T_j^i \in \mathbb{C}$ describing it by picking bases

$$e^i \in V \quad f^j \in W$$

We have:

$$T_j^i = f_j(Te^i)$$

where $f_j \in W^*$ lies in the dual basis:

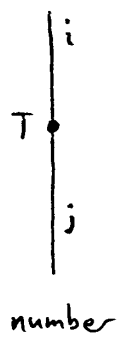
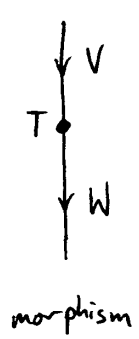
$$W^* = \text{hom}(W, \mathbb{C})$$

$$f_j(f^i) = \delta_j^i = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$$

Conversely, given T_j^i we can get $T: V \rightarrow W$ by

$$Te^i = \sum_j T_j^i f^j$$

In short we have 2 equivalent viewpoints:



$$:= T_j^i \in \mathbb{C}$$

like a transition amplitude in QFT

Now let's categorify this:

Given a morphism in $2Vect$, $T: V \rightarrow W$, we can get a matrix of vector spaces $T_j^i \in Vect$ describing it by picking bases of simple objects $e^i \in V$, $f^j \in W$.

(Note: for simple objects $hom(e^i, e^j) \cong \begin{cases} \mathbb{C} & i=j \\ 0 & i \neq j \end{cases} = \delta^{ij}$)

We have:

$$T_j^i = f_j(Te^i)$$

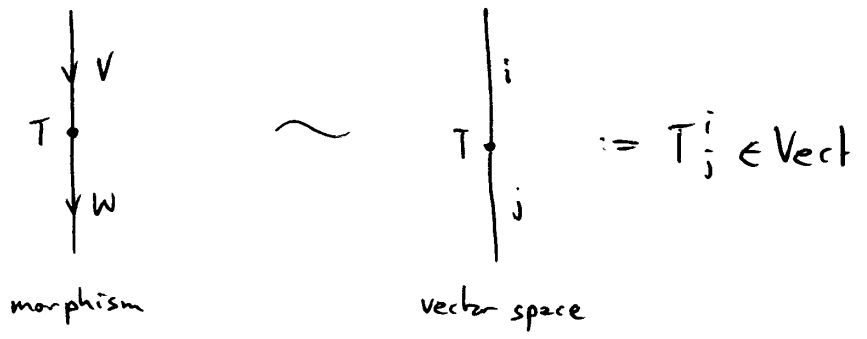
where $f_j \in W^* = hom(W, Vect)$ is the dual basis

$$f_j(f^i) = \delta_j^i = \begin{cases} \mathbb{C} & i=j \\ \{0\} & i \neq j \end{cases}$$

Conversely, given $T_j^i \in Vect$ we can get $T: V \rightarrow W$ by

$$Te^i = \bigoplus_j T_j^i \otimes f^j$$

In short, we have 2 equivalent viewpoints:



Just one difference: in $2Vect$, unlike $Vect$, we can

express $e_j \in V^*$ in terms of $e^j \in V$ as follows

$$e_j(v) \cong \text{hom}(e^j, v) \in \text{Vect}$$

$$e^j = (0, \dots, 0, 1, \dots, 0)$$

$$v = (v_1, \dots, v_j, \dots, v_n)$$

note: $\text{hom}(e^j, v)$ is
the inner product

In particular:

$$e_j(e^k) \cong \text{hom}(e^j, e^k) \cong \delta_j^k = \begin{cases} 1 & j=k \\ 0 & j \neq k \end{cases}$$

In short, a 2-vector space is a bit like a Hilbert space with the "inner product" being $\text{hom}(-, -)$. In fact

$$\text{hom}(-, -) : V^{\text{op}} \otimes V \longrightarrow \text{Vect}$$

gives an equivalence

$$V^{\text{op}} \cong V^*$$

$$v \longmapsto \text{hom}(v, -)$$

In QM,

$$\langle \psi, \phi \rangle = \begin{array}{l} \text{amplitude for the state } \psi \\ \text{to be (measured as) } \phi \end{array}$$

In category theory

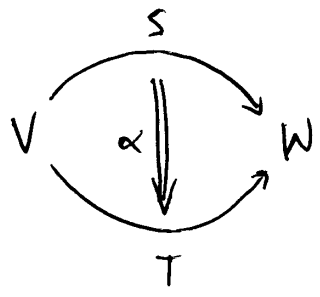
$$\text{hom}(x, y) = \begin{array}{l} \text{set of ways to get} \\ \text{from } x \text{ to } y \end{array}$$

& in 2Vect

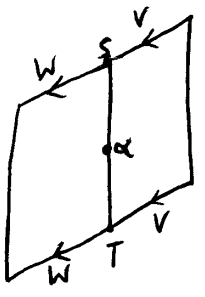
$$\text{hom}(x, y) = \begin{array}{l} \text{vector space of ways to} \\ \text{go from } x \text{ to } y \end{array}$$

But more exciting is the fact that 2Vect has 2-morphisms...

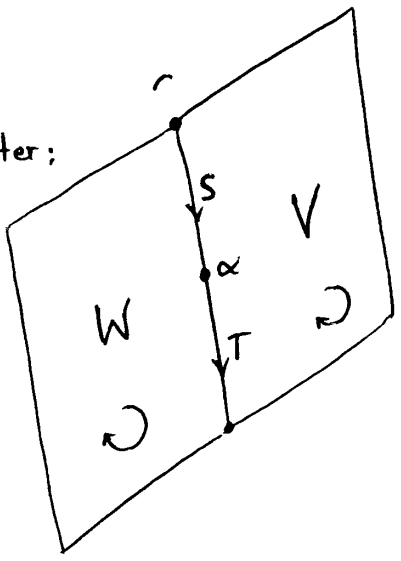
2-morphisms in 2Vect are natural transformations:



There should be 2 equivalent viewpoints: an "abstract" viewpoint (α is a natural transformation) and a "concrete" one (in terms of matrices). The abstract one is easy: just apply Poincare duality to $\circlearrowleft \downarrow \circlearrowright$ and relate it to get a "2d Feynman diagram."



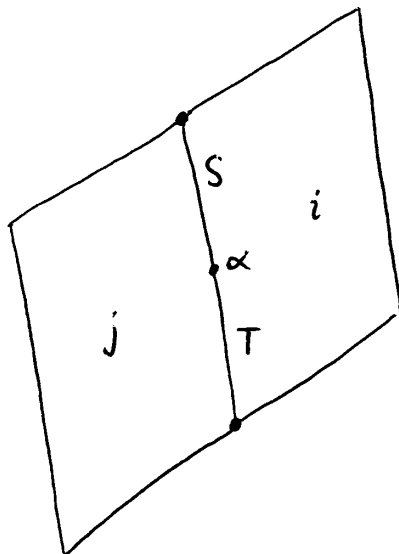
or better;



To turn this "abstract" picture into one involving matrices, first pick bases $e^i \in V$, $f^j \in W$. This gives matrices of vector spaces S_j^i , T_j^i ; α should give a matrix of operators between these, say

$$\alpha_j^i : S_j^i \rightarrow T_j^i$$

We could draw this as:



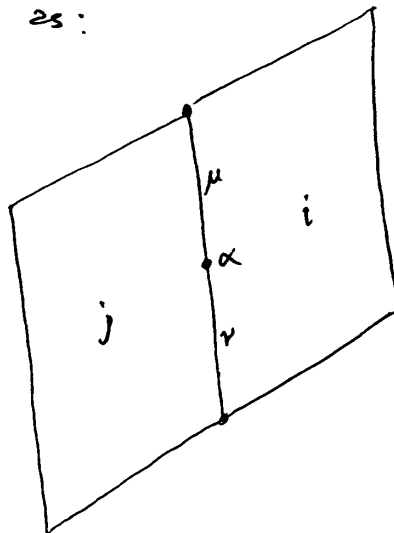
- i.e. replace V & W by labels for bases of them.
 But we can go further & describe the operator α_j^i as a matrix in terms of bases for the vector spaces S_j^i & T_j^i . Pick bases:

$$E^\mu \in S_j^i \quad F^\nu \in T_j^i$$

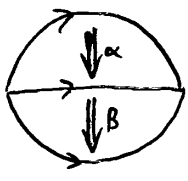
where μ, ν range over sets depending on i, j . Then α_j^i can be described using a matrix:

$$(\alpha_j^i)^\mu_\nu = F_\nu(\alpha_j^i(E^\mu)) \in \mathbb{C}$$

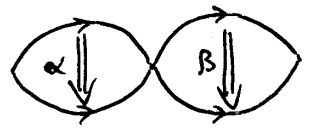
which we can draw as:



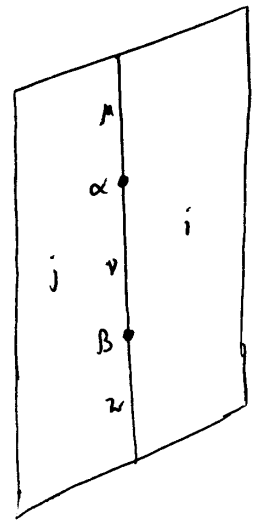
We can vertically:



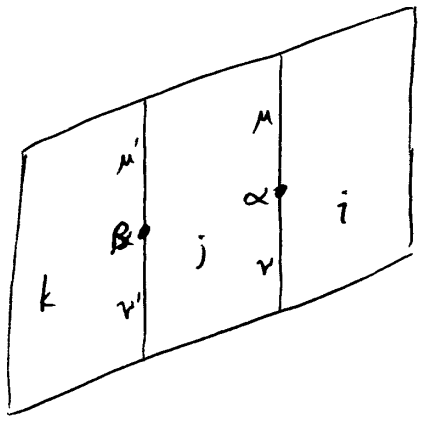
& horizontally



compose natural transformations as follows:



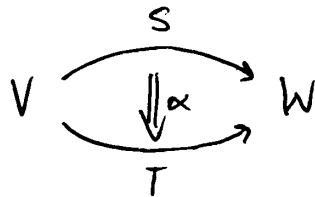
$$:= \sum_v (\alpha_j^i)_v^M (\beta_j^i)_z^v$$



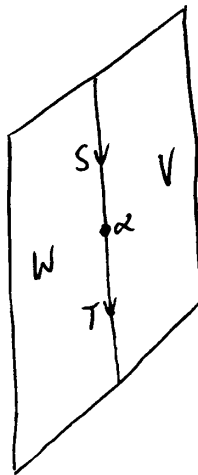
$$:= \sum_j (\alpha_j^i)_v^M (\beta_k^j)_{v'}^{M'}$$

DIAGRAMS FOR CATEGORIFIED LINEAR ALGEBRA (cont.)

In the highbrow description, a 2-morphism in 2Vect is a natural transformation between exact functors:



or as a "spin foam" picture:



From this we get a matrix of linear operators α_j^i if we pick bases $e^i \in V$, $f^j \in W$. S & T give matrices of vector spaces:

$$S_j^i = \text{hom}(f^j, S e^i)$$

$$T_j^i = \text{hom}(f^j, T e^i)$$

The natural transformation α gives for each object $e^i \in V$, a morphism

$$\alpha_{e^i} : S(e^i) \rightarrow T(e^i)$$

and composition with this gives the linear operator

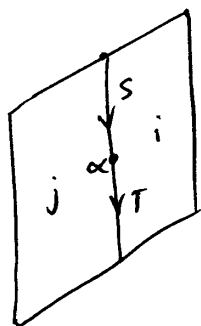
$$\alpha_j^i : \text{hom}(f^j, S e^i) \rightarrow \text{hom}(f^j, T e^i)$$

i.e.

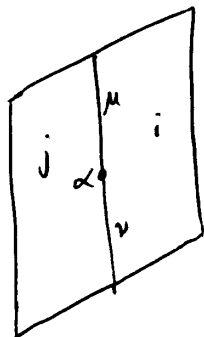
$$\alpha_j^i : S_j^i \rightarrow T_j^i$$

— the middlebrow description of α as a matrix of operators.

Our spin foam notation for this is:



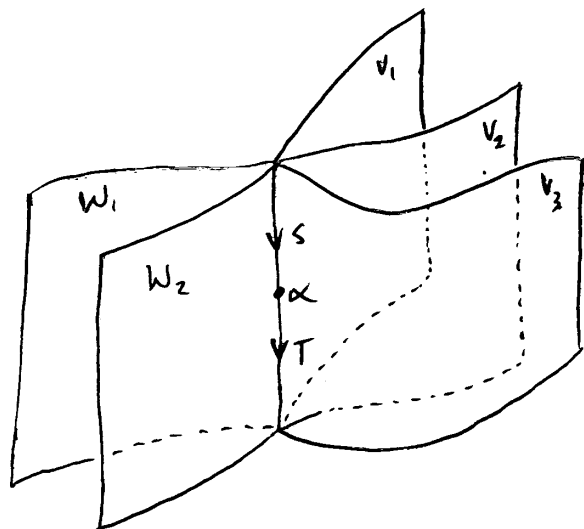
For a truly lowbrow description of α , pick bases $E^M \in S_j^i$ & $F^N \in T_j^i$ & write α as a matrix of matrices w.r.t. the bases. Pictorially:



This whole story should continue for 3-vector spaces, 4-vector spaces, etc... giving us higher-dimensional "membrane" pictures of higher dimensional linear algebra — possibly important in higher-dim TQFTs, M-theory, etc...

All this stuff applies to fancier situations:

$$V_1 \otimes \dots \otimes V_n \begin{array}{c} \xrightarrow{S} \\ \downarrow \alpha \\ \xrightarrow{T} \end{array} W_1 \otimes \dots \otimes W_m$$



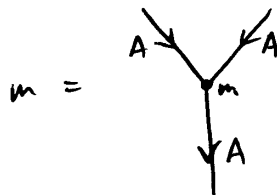
Now let's return to our more motivating example:
Suppose A is a "2-algebra" — i.e., a 2-vector space with multiplication

$$m: A \otimes A \longrightarrow A$$

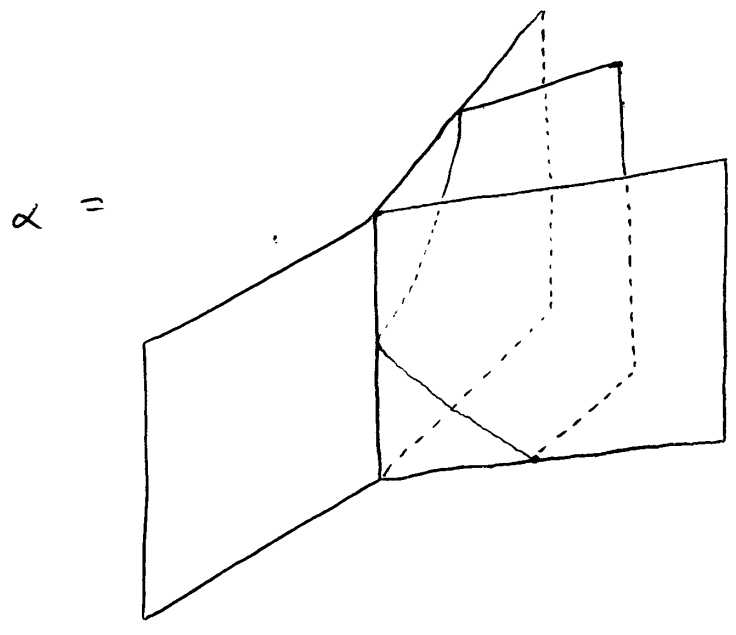
making A into a monoidal category, with associator:

$$\alpha: (m \otimes 1)m \xrightarrow{\sim} (1 \otimes m)m$$

or pictorially:



$$(m \otimes 1)_m = \begin{array}{c} \diagup \quad \diagdown \\ m \quad m \\ \downarrow \\ m \end{array} \qquad (1 \otimes m)_m = \begin{array}{c} \diagup \quad \diagdown \\ \quad m \\ \downarrow \\ m \end{array}$$



Let's turn this into a matrix of matrices (or "tensor of tensors").
 First pick a basis e^i of A , & write

$$m_k^{ij} = \text{hom}(e^k, m(e^i, e^j))$$

or, using the usual notation $m(e^i, e^j) = e^i \otimes e^j$,

$$m_k^{ij} = \text{hom}(e^k, e^i \otimes e^j).$$

Then $(m \otimes 1)_m$ becomes:

$$\begin{array}{c} i \quad j \quad k \\ \diagdown \quad \diagup \\ m \quad m \\ \downarrow \\ l \end{array} = \bigoplus_p m_p^{ij} \otimes m_l^{pk}$$

and $(1 \otimes m)_m$ becomes:

$$\begin{array}{c} i \quad j \quad k \\ \diagdown \quad \diagup \\ m \quad m \\ \downarrow \\ l \end{array} = \bigoplus_q m_l^{iq} \otimes m_q^{jk}$$

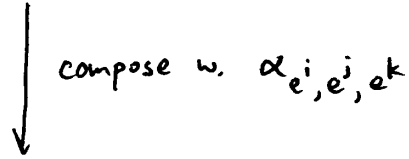
α should give a linear operator from the first to the second. α starts out life as a natural transformation, giving

$$\alpha_{e^i, e^j, e^k} : (e^i \otimes e^j) \otimes e^k \xrightarrow{\sim} e^i \otimes (e^j \otimes e^k)$$

$$\bigoplus_p m_p^{ij} \otimes m_p^{pk} = \bigoplus_p \text{hom}(e^p, e^i \otimes e^j) \otimes \text{hom}(e^l, e^p \otimes e^k)$$

\parallel

$$\text{hom}(e^l, (e^i \otimes e^j) \otimes e^k)$$



$$\text{hom}(e^l, e^i \otimes (e^j \otimes e^k))$$

\parallel

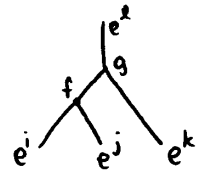
$$\bigoplus_q m_q^{iq} \otimes m_q^{jk} = \text{hom}(e^l, e^i \otimes e^j) \otimes \text{hom}(e^l, e^j \otimes e^k)$$

The first isomorphism comes from this map:

$$\text{hom}(e^p, e^i \otimes e^j) \otimes \text{hom}(e^l, e^p \otimes e^k)$$



$$\text{hom}(e^l, (e^i \otimes e^j) \otimes e^k)$$



& in fact:

$$\text{hom}(e^l, (e^i \otimes e^j) \otimes e^k)$$

$$\| \quad e^i \otimes e^j = \bigoplus_p m_p^{ij} \otimes e^p$$

$$\bigoplus_p \text{hom}(e^l, m_p^{ij} \otimes e^p \otimes e^k)$$

$$\| \quad$$

$$\bigoplus_p m_p^{ij} \otimes \text{hom}(e^l, e^p \otimes e^k)$$

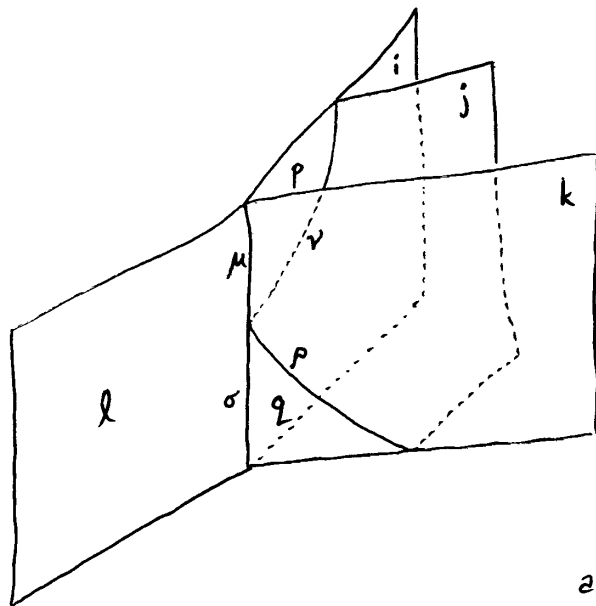
$$\| \quad$$

det of m_p^{ij}

$$\bigoplus \text{hom}(e^l, e^i \otimes e^j) \otimes \text{hom}(e^p, e^i \otimes e^j)$$

The second iso. is the same sort of thing.

So: we get a matrix of linear operators, & then a matrix of matrices:



6 planes:

i, j, k, l, p, q

meeting along 4 edges:

μ, ν, σ, ρ

For example, μ labels
a basis of the v.s. m_μ^{pk}

This picture with 6 planes, meeting 3 at a time along 4 edges, is secretly the Poincaré dual 2-skeleton of a tetrahedron...

The tetrahedron has 6 edges, 3 surrounding each of the 4 triangular faces:

