

LECTURE 22 : Mon: 10/28

Orlik-Solomon Algebra

$\mathcal{A} = \{H_1, \dots, H_N\}$. hyperplane arr.

$$H_i = \{ \vec{x} \mid \langle \vec{x}, \vec{v}_i \rangle = h_i \}$$

$OS_{\mathcal{A}}$: associative algebra (over \mathbb{C})

anti-commuting generators e_1, \dots, e_N .

relations \forall circuit $\{i_1, \dots, i_k\}$ (i.e. min. set w/ lin dep. vectors \vec{v}_{i_j})

If $H_{i_1} \cap \dots \cap H_{i_k} \neq \emptyset$. (central circuit.)

$$(*) \quad \sum_{j=1}^k (-1)^j e_{i_1} \dots \hat{e}_{i_j} \dots e_{i_k} = 0$$

If $H_{i_1} \cap \dots \cap H_{i_k} = \emptyset$, then

$$(**) \quad e_{i_1} \dots e_{i_k} = 0$$

Note: $(*) \Rightarrow (**)$ (Just multiply $(*)$ by any e_i .)

In the case of generic h_i 's

\Rightarrow No central circuits

\Rightarrow Only has $(**)$ not $(*)$

$\Rightarrow OS_{\mathcal{A}}$: linear basis $e_I := \prod_{i \in I} e_i$ \leftarrow multiplied for i in increasing order

I is any independent subset in $[N]$.

$$e_I \cdot e_J = \begin{cases} \pm e_{I \cup J} & \text{if } I \cap J = \emptyset \text{ \& } I \cup J \text{ is an ind. set} \\ 0 & \text{otherwise} \end{cases}$$

$$\text{Poincaré Poly. } P_{\mathcal{A}}(t) = \sum_{I \text{ ind set}} t^{|\mathcal{I}|}$$

In general, if h_i not generic, basis of $OS_{\mathcal{A}}$ may be some but not all lin. ind. sets

No-Broken-Circuit (NBC) basis of OS_A

Fix a lin. order on the set of hyperplanes in A .

$$1 < 2 < \dots < N$$

For a circuit $C = \{i_1 < \dots < i_k\}$

broken circuit is $C - \{i_1\}$ $i_1 = \min(C)$

If C is a central circuit, then we call $C - \{i_1\}$ the broken central circuit.

Obs: Exactly one broken central circuit in $(**)$

\Rightarrow Allows us to eliminate it & write as linear combo of the other terms.

Thm: The following set of monomials $e_I = \prod_{i \in I} e_i$ forms a lin. basis of OS_A :

(1) I contains no circuits (ie I is an indep. set)

(2) I contains no broken central circuits

Part of Proof:

Can write any monomial in terms of basis:

- If (1) fails, get 0

- For broken central circuit, can write using (*)

\Rightarrow Our set spans OS_A . Showing lin. ind. is harder.

Ex: The braid arrangement

Arnold-Orlik-Solomon algebra

generators e_{ij} (i,j) is an edge of K_n

(Assume $e_{ij} = e_{ji}$) why not $-e_{ji}$?

b/c $e_{ij} = d \log(x_i - x_j) = \frac{d(x_i - x_j)}{x_i - x_j}$ Negative signs in numerator & denominator cancel

"circuits" = "cycles in K_n "

3-circuit relations:



$$i < j < k$$

$$e_{ik} \cdot e_{jk} - e_{ij} \cdot e_{jk} + e_{ij} \cdot e_{ik} = 0$$

Claim: Only these relations are needed.

i.e. rel. from larger cycles can be written in terms of these.

Pick the lexicographical order of edges of K_n
 $i < j < k \Rightarrow ij < ik < jk$

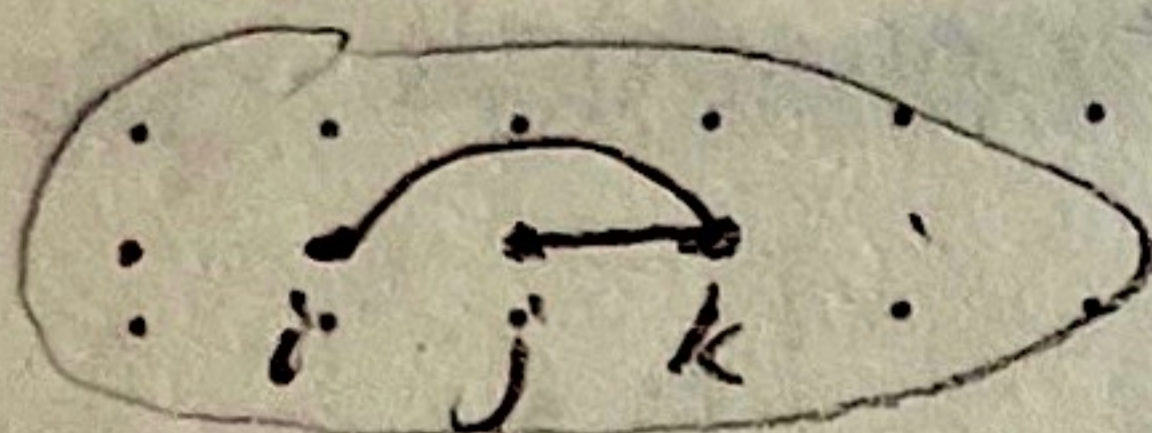
broken 3-circuit $\{ik, jk\}$ for $i < j < k$

Prop: The corresponding NBC basis consists of monomials

$$e_F = \prod_{\substack{(ij) \text{ edges} \\ \text{of } F}} e_{ij} \quad \text{w/ } n \text{ edges}$$

s.t. F is a forest in K_n and F contains no pair of edges ik & jk for $i < j < k$

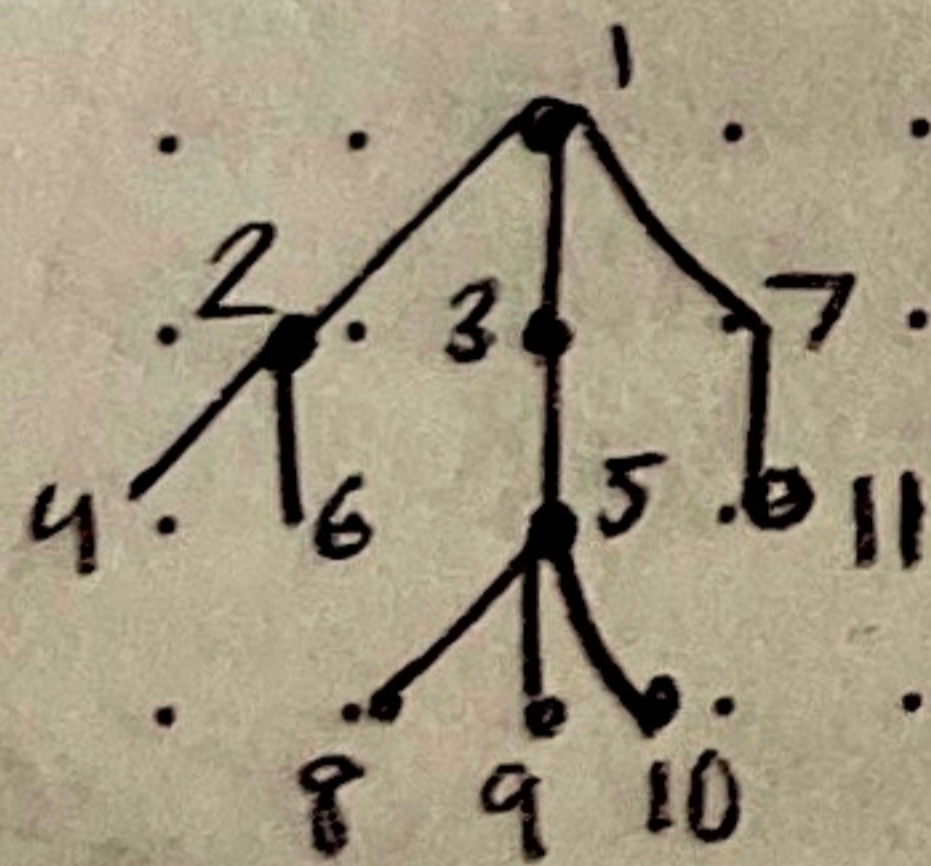
Forbidden pattern



Def: An increasing tree T is a labelled tree s.t. if we direct all edges away from min. vertex of T , then \forall directed edges $i \rightarrow j$ we have $i < j$

\rightarrow This pattern is equivalent to having incr. tree!

Ex 1: An incr. tree



n	1	2	3	4
incr. trees	1	2	6	24
# incr. trees	1	2	6	24

Lemma: # incr. trees on n verts = $(n-1)!$

Proof: Any time you add new vertex, can add to any of the n previous verts in any way.

Def: An increasing forest is a forest F s.t. every conn. comp. of F is an incr. tree.

Poincaré Poly: $P_A(t) = \sum_{\substack{F \subset K_n \\ \text{incr. forest}}} t^{\# \text{ edges in } F} = (n-1)! t^{n-1} + \dots + 1$

$$= \sum_{k=1}^{n-1} c(n,k) t^{n-k}$$

The signless Stirling #'s of the first kind

$=$ # perms $\in S_n$ w/ exactly k cycles

These #'s equal b/c # ways to specify cycle is $(n-1)!$
 $=$ # trees on that many verts

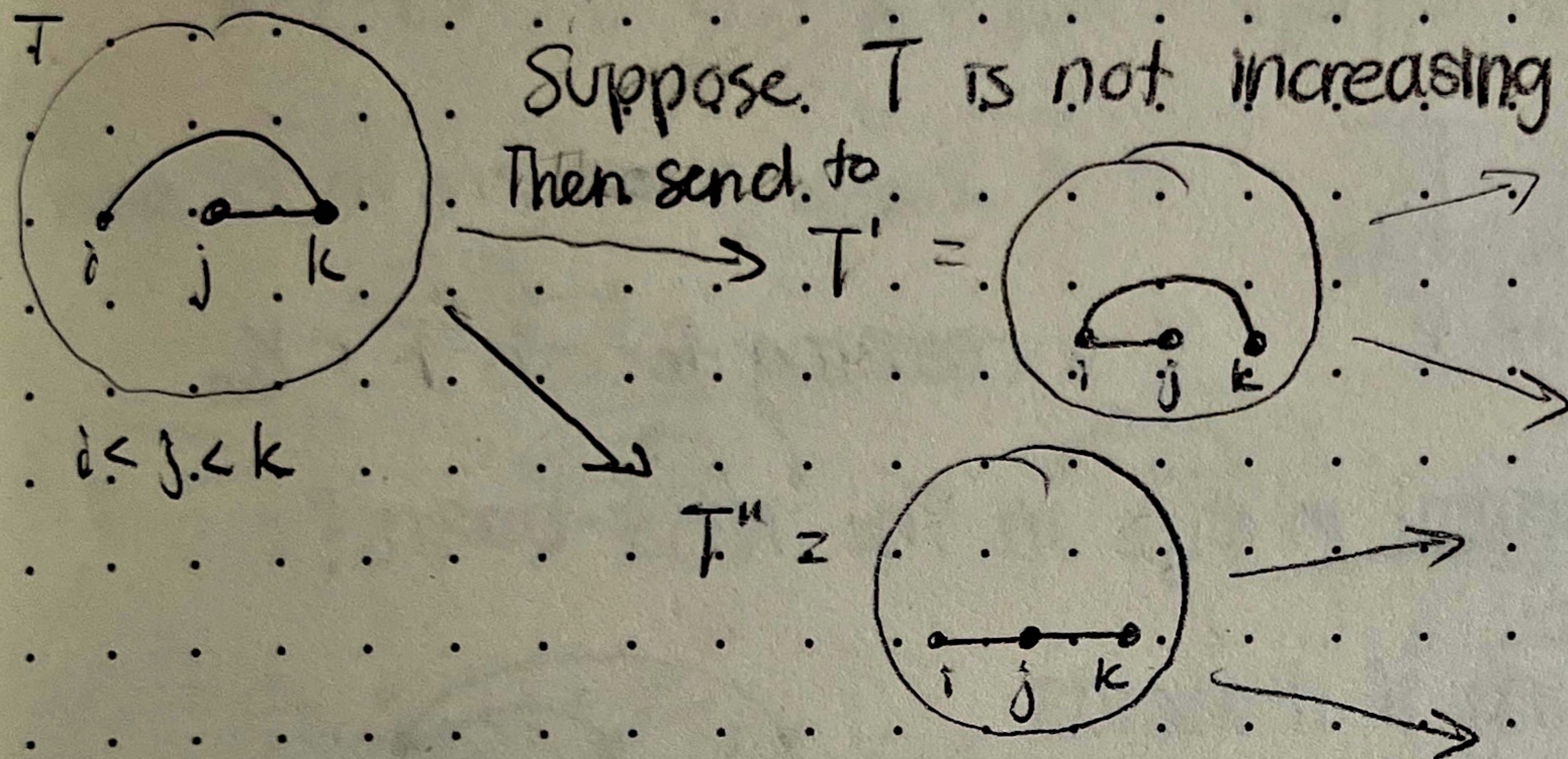
$$\rightarrow = (t+1)(2t+1) \dots ((n-1)t+1)$$

Generating function for $c(n,k)$

How do we write things in terms of basis?

Play a game on forests
(Really a game on trees):

Start w/ tree T .



Keep going on each tree until it is an increasing tree,
at which point stop.

A priori, playing game in different orders could give
different results.

BUT Thm. from 2 pages ago \Rightarrow

Thm: The resulting collection of increasing trees
will always be the same.