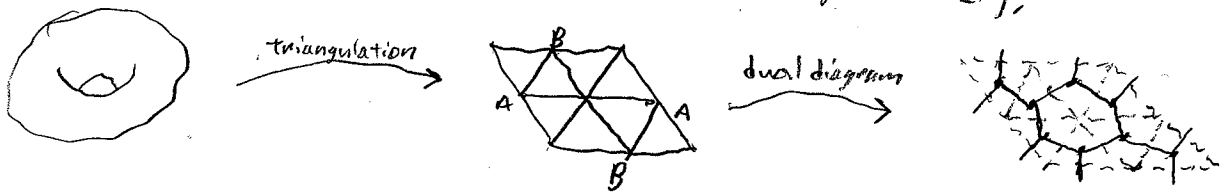


Invariants of 2-manifolds via Triangulation

can describe closed 2-manifolds by a triangulation. However, this description is very combinatorial b/c equivalence isn't nicely local. The solution to this problem is to pass to the dual diagram. Eg,



To recover the triangulation we also need a cyclic ordering of edges at each vertex. In the oriented case this can stay implicit. We'll deal with non-oriented later. Now we have a category.

Objects disjoint unions of pts.

Morphisms 3-valent cyclically ordered graphs with oriented edges.

Since $\begin{matrix} \diagup \\ \diagdown \end{matrix} = \begin{matrix} \diagdown \\ \diagup \end{matrix} \stackrel{\text{def}}{=} \begin{matrix} \diagup \\ \diagdown \end{matrix} \xleftarrow{\text{dual}} \square$ we can instead have arbitrary graphs, Bigons are $\begin{matrix} \diagup \\ \diagdown \end{matrix} \leftrightarrow \begin{matrix} \diagdown \\ \diagup \end{matrix}$, and one-gons are \downarrow

Similar argument to last week gives that $F(\bullet)$ is a symmetric (not necessarily commutative) Frobenius algebra, with $\epsilon(1) = 1$.

Ex semi-simple algebra with $\epsilon = \frac{\text{Tr}}{\dim A}$

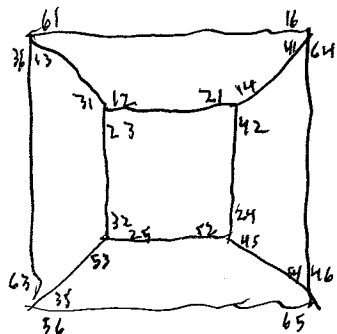
How to compute such an invariant? If our algebra A has a basis s.t. $v_i \cdot v_j = v_k$ for some k , then we can just count labellings. This is called a state sum

Ex Let $A = M_n(\mathbb{K})$, $\epsilon = \frac{\text{Tr}}{n}$,

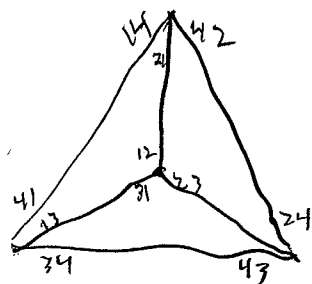
Choose the basis e_{ij} of matrix elements. Write dual diagram in terms of $\begin{matrix} \diagup \\ \diagdown \end{matrix}$ and $\begin{matrix} \diagdown \\ \diagup \end{matrix}$. Each $\begin{matrix} \leftarrow \\ \rightarrow \end{matrix}$ outputs $\sum_{i,j} \frac{e_{ij}}{\sqrt{n}} \otimes \frac{e_{ji}}{\sqrt{n}}$. Each $\begin{matrix} \diagup \\ \diagdown \end{matrix}$ gives $\frac{n}{\sqrt{n}^3}$ if the cyclic product is 1 and 0 else.

So the value of the state sum is the number of ways of writing labels ij at each end of each edge such that edges look like $\overset{i}{\parallel} \overset{j}{\parallel}$ vertices like $\overset{i}{\parallel} \overset{j}{\parallel} \overset{k}{\parallel}$, and then multiply this number by $\left(\frac{1}{\sqrt{n}}\right)^{\#V}$.

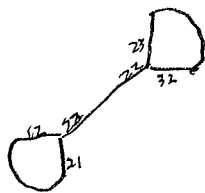
So:



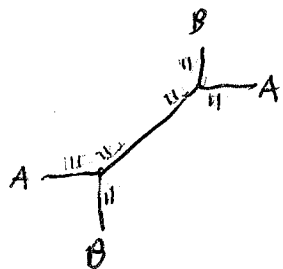
$$\rightarrow n^6 \cdot \left(\frac{1}{\sqrt{n}}\right)^8 = n^2$$



$$\rightarrow n^4 \cdot \left(\frac{1}{\sqrt{n}}\right)^4 = n^2$$



$$\rightarrow n^3 \cdot \left(\frac{1}{\sqrt{n}}\right)^2 = n^2$$



$$\rightarrow n \cdot \left(\frac{1}{\sqrt{n}}\right)^2 = 1$$

Observe all such labellings come from a labelling of the faces. When looking at a corner look left for j and right for i . Therefore,

$$F(M) = n^{\#F} \cdot \left(\frac{1}{\sqrt{n}}\right)^{\#V} = n^{\#F - \frac{1}{2}\#V} = n^{-\chi} \text{ is an invariant.}$$

Ex Let $A = \mathbb{C}[G]$ and $\varepsilon = \frac{1}{\#G} \text{Tr}$.




Here let's think about the original triangulation instead. The state sum becomes label each oriented edge with some $g \in G$. Every oriented path around a Δ is 1 , and take $\# \text{states} \cdot \left(\frac{1}{\sqrt{\#G}}\right)^{\# \text{Faces}}$.

To count the states pick a base vertex and a path to each other vertex. To label the remaining edges we need a map $\text{Hom}(\pi_1, G)$.

$$\text{So } F(M) = \# \text{Hom}(\pi_1, G) \cdot \#G^{\#V-1} \cdot \left(\frac{1}{\sqrt{\#G}}\right)^{\#F} = \# \text{Hom}(\pi_1, G) \#G^{-\chi-1}.$$

$$\mathbb{C}[G] \cong \bigoplus_{V \text{ irrep}} \text{End}(V) \text{ implies } \sum_V \left(\frac{\#G}{\dim V}\right)^{\chi} = \frac{\# \text{Hom}(\pi_1, G)}{\#G}$$

Non-orientable case

We throw in a "flipping bigon"  with long edges contracted. Denoted by  (with flavours  etc.) There are only two new relations!

$$\text{Bigon} = | \quad \text{and} \quad \text{Bigon} = \text{Bigon}.$$

On the algebra side $a^{**} = a$, $(ab)^* = b^* a^*$.

Ex

For $\mathbb{K}[G]$ the natural $*$ is $g^* = g^{-1}$

For $M_n(\mathbb{C})$ the natural $*$ is $M \rightarrow \overline{M^T}$ not \mathbb{C} -linear.

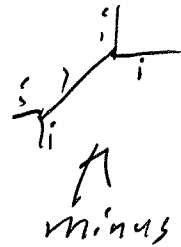
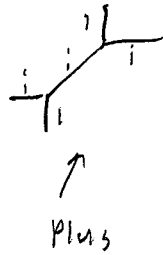
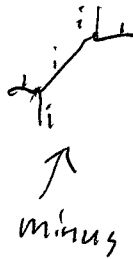
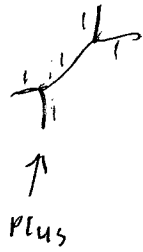
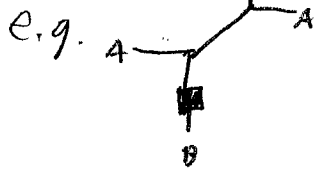
So, we look over \mathbb{R} .

$$\mathbb{R}[G] \cong \left(\bigoplus_{V \text{ real}} M_{\dim V}(\mathbb{R}) \right) \oplus \left(\bigoplus_{V \text{ complex}} M_{\frac{\dim V}{2}}(\mathbb{C}) \right) \oplus \left(\bigoplus_{V \text{ quat.}} M_{\frac{\dim V}{2}}(\mathbb{H}) \right)$$

Now we need to compute the invariant for $M_n(\mathbb{R})$, $M_n(\mathbb{C})$, and $M_n(\mathbb{H})$.

\mathbb{R} : $n^{-\chi}$ just as before

\mathbb{C} : $(2n)^{-\chi}$ for orientable as before. Always 0 for nonorientable.



\mathbb{H} : $(4n)^{-\chi}$ for orientable, $(-2n)^{-\chi}$ for non-orientable.

$$\text{So: } \frac{\# \text{Hom}(\pi_1, \mathbb{G})}{\# \mathbb{G}} = \sum_{\mathbb{V}^{\text{real}}} \left(\frac{\# \mathbb{G}}{\dim \mathbb{V}} \right)^{\chi} + \sum_{\mathbb{V}^{\text{quat}}} \left(-\frac{\# \mathbb{G}}{\dim \mathbb{V}} \right)^{\chi}$$