Kontsevich's Formula for Rational Plane Curves

An adventure in enumerative algebraic geometry

Connor Halleck-Dubé

- 1. Enumerative Algebraic Geometry
- 2. Counting Curves
- 3. Counting Rational Curves

Enumerative Algebraic Geometry

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$$y^{2} = x^{3} - 1 \qquad y^{2} = x^{3} + 1 \qquad y^{2} = x^{3} - 3x + 3 \qquad y^{2} = x^{3} - 4x \qquad y^{2} = x^{3} - x$$

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- E.g. $C': y^2 x^2 = 0$ and $(y x)^2 = 0$ both define degree 2 "curves" (Rather degenerate ones)

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Caviat: to get uniform answers, we need to assume the points are in "general position": no three lie on a line.

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- The moduli space of plane curves of degree *d* is $M_d := \mathbb{P}^N$, $N = \frac{1}{2}(d^2 + 3d)$.

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- Translated an enumerative problem into a problem about the geometry of a single object, the moduli space

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- Theorem: For degree-d plane curves, rationality is equivalent to the curve having (d 1) singularities (counted appropriately)

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• (Zeuthen 1873) $N_4 = 620$

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- Solution: consider the quotient $M_d^{rat} := W_d / \operatorname{Aut}(\mathbb{P}^1)$ geometrically (naturally a stack) – the moduli space of rational degree d plane curves

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- Specifically: $\overline{M}_{n,d}^{rat}$ is the moduli space of stable maps of degree d– a more general class of maps from marked trees of \mathbb{P}^{1} 's
- Rich combinatorial structure of these objects!

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Theorem (Kontsevich 1994)

Let N_d the number of rational curves of degree d passing through 3d - 1 points in general position. Then

$$N_{d} + \sum_{\substack{d_{A}+d_{B}=d\\d_{A}\geq 1, d_{B}\geq 1}} \binom{3d-4}{3d_{A}-1} N_{d_{A}} N_{d_{B}} d_{A}^{3} d_{B} = \sum_{\substack{d_{A}+d_{B}=d\\d_{a}\geq 1, d_{B}\geq 1}} \binom{3d-4}{3d_{A}-2} N_{d_{A}} N_{d_{B}} d_{A}^{2} d_{B}^{2}.$$

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- Kontsevich was a physicist these moduli spaces appear in some approaches to string theory/QFT!

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- 4. Algebraic geometry is cool

- 1. One can often turn *enumerative* problems (ranging over many different geometric objects) into problems about the geometry of a single universal object called a moduli space
- 2. These moduli spaces can often have extremely rich structure (geometry, topology, combinatorics)
- 3. If a geometric phenomenon seems irregular, it is often fruitful to try to expand to some larger geometric context where objects behave better (e.g. Projective space and compactifying moduli spaces) and then study your problem inside that larger space
- 4. Algebraic geometry is cool
- 5. Even very abstract algebraic geometry can have shockingly concrete applications

Thank you!