

# Combinatorial aspects of surface Cluster algebras and applications to Frobenius' conjecture

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# Introduction



**Figure:** Cluster algebra was first introduced, in 2002, by Sergey Fomin and Andrei Zelevinsky.

# Introduction

Where are Cluster algebras encountered?

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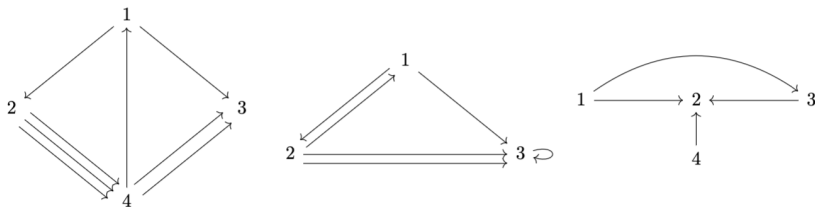
Where are Cluster algebras encountered?

- ▶ Frieze patterns,
- ▶ Triangulated surfaces,
- ▶ Coxeter groups,
- ▶ Tropical geometry,
- ▶ Hyperbolic geometry,
- ▶ Quiver representations,
- ▶ Poisson geometry...

# Cluster algebras

A *quiver*  $\mathcal{Q}$  is a directed graph; i.e. a 4-tuple  $(\mathcal{Q}_0, \mathcal{Q}_1, h, t)$ .

- ▶  $\mathcal{Q}_0$  is the set of vertices  $\{1, 2, \dots, n\}$ ;
- ▶  $\mathcal{Q}_1$  is the set of arrows,
- ▶  $h, t : \mathcal{Q}_1 \rightarrow \mathcal{Q}_0$ , where  $h$  maps the head of the arrow and  $t$  maps the tail, each to the appropriate vertex.



**Figure:** Example of 2 *cluster quiver* (left and rightmost) and a non-cluster quiver (middle)

# Cluster algebras

A *seed*  $(\mathbf{x}, \mathbf{y}, \mathcal{Q})$  determines the corresponding Cluster algebras through a few rules; where

- ▶  $\mathbf{x} = (x_1, \dots, x_n)$  is the  $n$ -tuple of variables, called the *initial cluster*; e.g. in the setting of Conway-Coxeter Frieze patterns, all these variables are equal to 1.
- ▶  $\mathbf{y} = (y_1, \dots, y_n)$  is the  $n$ -tuple of generators, called the *initial coefficients*; e.g. in the setting of triangulated polygons, these are precisely the diagonals of the triangulation.
- ▶  $\mathcal{Q}$  a cluster quiver.

# Cluster algebras

The Cluster algebra is generated by applying a recursive method to the initial seed, called a *cluster mutation*. A *cluster mutation*  $\mu_k$  acts on  $\mathbf{x}$  as follows;

$\mu_k((x_1, \dots, x_k, \dots, x_n)) = (x_1, \dots, x'_k, \dots, x_n)$ , where;

$$x'_k = \frac{\prod_{i \rightarrow k} x_i + \prod_{i \leftarrow k} x_i}{x_k}.$$

# Cluster algebras

A mutation  $\mu_k$  also yields a new quiver  $Q'$  in the following way:

1. For any path  $i \rightarrow k \rightarrow j$  add an arrow  $i \rightarrow j$ ;
2. Invert all arrows going into, or coming out from, vertex  $k$ ;
3. Cancel any 2-cycle.



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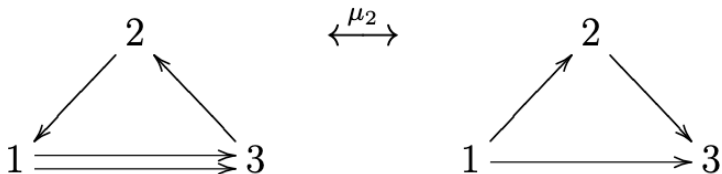


Figure: Example of mutation.

# Frobenius' Conjecture

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e.g.  $(1, 5, 13), (5, 13, 194), (1, 89, 233), (5, 29, 433)$ .

# Frobenius' Conjecture

Consider any Markov triple  $(a, b, c)$ ; we permute them to  $(x, y, z)$ , such that  $x \leq y \leq z$ . Then, Frobenius' conjecture states:

## Theorem

*Given any two ordered Markov triples  $(a_1, a_2, \tau)$ ,  $(b_1, b_2, \tau)$ , then  $a_1 = b_1$ , and  $a_2 = b_2$ .*

# Connection?

How does Cluster algebra factor in when thinking about Frobenius' conjecture?

# Connection?

Consider the torus  $\mathbb{T}^2$ , as the quotient space

$$\mathbb{T}^2 = I \times I / \sim_{\text{vert}} / \sim_{\text{side}},$$

where  $I = [0, 1] \subset \mathbb{R}$  and  $\sim_{\text{vert}}$  and  $\sim_{\text{side}}$  is the equivalence relation  $(x, 1) \sim_{\text{vert}} (x, 0)$ , and  $(0, y) \sim_{\text{side}} (1, y)$ ...

# The End

Thank you for listening!