Recovering the Metric - An Overview of Lie Agebra's

Chaskin Saroff

Oswego State University Department of Mathematics

16 September 2014





A $\mathit{Lie\ Algebra}$ is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g\times\mathfrak g\to\mathfrak g$ that satisfies three properties:

A $\mathit{Lie\ Algebra}$ is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g\times\mathfrak g\to\mathfrak g$ that satisfies three properties:

A $\mathit{Lie\ Algebra}$ is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g\times\mathfrak g\to\mathfrak g$ that satisfies three properties:

- **2** [[x,y],z] + [[y,z],x] + [[z,x],y] = 0 for all $x,y,z \in V$. and

A $\mathit{Lie\ Algebra}$ is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g\times\mathfrak g\to\mathfrak g$ that satisfies three properties:

- **②** [[x,y],z] + [[y,z],x] + [[z,x],y] = 0 for all $x,y,z \in V$. and
- **3** [x + y, z] = [x, z] + [y, z] and $[\alpha x, y] = [x, \alpha y] = \alpha [x, y]$

A $\mathit{Lie\ Algebra}$ is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g\times\mathfrak g\to\mathfrak g$ that satisfies three properties:

- ② [[x,y],z] + [[y,z],x] + [[z,x],y] = 0 for all $x,y,z \in V$. and
- **3** [x + y, z] = [x, z] + [y, z] and $[\alpha x, y] = [x, \alpha y] = \alpha [x, y]$

Property 1 is known as *alternating*, property 2 is known as the *Jacobi Identity* and property 3 is known as *bilinearity*.

A $\mathit{Lie\ Algebra}$ is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g\times\mathfrak g\to\mathfrak g$ that satisfies three properties:

- ② [[x,y],z] + [[y,z],x] + [[z,x],y] = 0 for all $x,y,z \in V$. and
- **3** [x + y, z] = [x, z] + [y, z] and $[\alpha x, y] = [x, \alpha y] = \alpha [x, y]$

Property 1 is known as *alternating*, property 2 is known as the *Jacobi Identity* and property 3 is known as *bilinearity*.

Property 1 and 3 imply another property called skew symmetry:

A Lie Algebra is a (finite-dimensional) vector space $\mathfrak g$ together with a bilinear multiplication $[\ ,\]:\mathfrak g \times \mathfrak g \to \mathfrak g$ that satisfies three properties:

- ② [[x,y],z] + [[y,z],x] + [[z,x],y] = 0 for all $x,y,z \in V$. and
- **3** [x + y, z] = [x, z] + [y, z] and $[\alpha x, y] = [x, \alpha y] = \alpha [x, y]$

Property 1 is known as *alternating*, property 2 is known as the *Jacobi Identity* and property 3 is known as *bilinearity*.

Property 1 and 3 imply another property called skew symmetry:

The product [,] is known as a Lie bracket on V.



skew-symmetry

By bilinearity, every alternating product is also skew-symmetric, regardless of the characteristic of the underlying field. Indeed, if $[\ ,\]$ is alternating then

skew-symmetry

By bilinearity, every alternating product is also skew-symmetric, regardless of the characteristic of the underlying field. Indeed, if $[\ ,\]$ is alternating then

$$0 = [x+y, x+y] \tag{1}$$

$$= [x + y, x] + [x + y, y]$$
 (2)

$$= [x, x] + [y, x] + [x + y, y]$$
 (3)

$$= [x, x] + [y, x] + [x, y] + [y, y]$$
 (4)

$$0 = [x, y] + [y, x]$$
 (5)

$$\implies [x, y] = -[y, x] \tag{6}$$

By bilinearity, every alternating product is also skew-symmetric, regardless of the characteristic of the underlying field. Indeed, if $[\ ,\]$ is alternating then

$$0 = [x+y, x+y] \tag{1}$$

$$= [x + y, x] + [x + y, y]$$
 (2)

$$= [x, x] + [y, x] + [x + y, y]$$
(3)

$$= [x, x] + [y, x] + [x, y] + [y, y]$$
 (4)

$$0 = [x, y] + [y, x]$$
 (5)

$$\implies [x, y] = -[y, x] \tag{6}$$

Conversely, if [,] is skew-symmetric, then [x,x] + [x,x] = 0 implies that 2[x,x] = 0. Now we see that this implies [x,x] = 0 so long as our field is not of characteristic 2, for in those spaces 2 = 0 and we can deduce nothing about [x,x].

The Center

The center of a Lie Algebra, $\mathfrak g$ is

The Center

The *center* of a Lie Algebra, $\mathfrak g$ is

$$\mathfrak{z} = \{z \in \mathfrak{g} \mid [z,x] = \mathbf{0} \ \forall x \in \mathfrak{g}\}.$$

The center of a Lie Algebra, g is

$$\mathfrak{z} = \{ z \in \mathfrak{g} \mid [z, x] = \mathbf{0} \ \forall x \in \mathfrak{g} \}.$$

A vector, z, of $\mathfrak g$ is said to be in the center of $\mathfrak g$ if

$$[x,z] = \mathbf{0} \ \forall x \in \mathfrak{g}.$$

Let ${\mathfrak g}$ be any vector space, and define

$$[x,y]=0 \ \text{ for all } x,y\in V.$$

Let ${\mathfrak g}$ be any vector space, and define

$$[x,y] = 0$$
 for all $x,y \in V$.

Clearly $[\;,\;]$ is alternating:

$$[x,x]=0$$
 for all $x \in V$.

Let ${\mathfrak g}$ be any vector space, and define

$$[x, y] = 0$$
 for all $x, y \in V$.

Clearly [,] is alternating:

$$[x,x]=0$$
 for all $x \in V$.

And the Jacobi Identity is trivial:

Let ${\mathfrak g}$ be any vector space, and define

$$[x, y] = 0$$
 for all $x, y \in V$.

Clearly [,] is alternating:

$$[x,x]=0$$
 for all $x \in V$.

And the Jacobi Identity is trivial:

$$[[x, y], z] + [[y, z], x] + [[z, x], y] = [0, z] + [0, x] + [0, y]$$

= 0 + 0 + 0 = 0.

Let $\mathfrak g$ be any vector space, and define

$$[x, y] = 0$$
 for all $x, y \in V$.

Clearly [,] is alternating:

$$[x,x]=0$$
 for all $x \in V$.

And the Jacobi Identity is trivial:

$$[[x, y], z] + [[y, z], x] + [[z, x], y] = [0, z] + [0, x] + [0, y]$$

= 0 + 0 + 0 = 0.

This Algebra is called Abelian or One-Step Nilpotent



Let $\mathfrak g$ be any vector space, and define

$$[x, y] = 0$$
 for all $x, y \in V$.

Clearly [,] is alternating:

$$[x,x]=0$$
 for all $x \in V$.

And the Jacobi Identity is trivial:

$$[[x, y], z] + [[y, z], x] + [[z, x], y] = [0, z] + [0, x] + [0, y]$$

= 0 + 0 + 0 = 0.

This Algebra is called Abelian or One-Step Nilpotent



Let $x = (x_1, x_2, x_3)$ and $y = (y_1, y_2, y_3)$. The cross product of x with y is defined by

$$x \times y = (x_2y_3 - x_3y_2, x_3y_1 - x_1y_3, x_1y_2 - x_2y_1).$$

Let $x = (x_1, x_2, x_3)$ and $y = (y_1, y_2, y_3)$. The *cross product* of x with y is defined by

$$x \times y = (x_2y_3 - x_3y_2, x_3y_1 - x_1y_3, x_1y_2 - x_2y_1).$$

The cross product is skew symmetric:

$$x \times y = -y \times x$$
 for all $x, y \in \mathbb{R}^3$.

Let $x = (x_1, x_2, x_3)$ and $y = (y_1, y_2, y_3)$. The cross product of x with y is defined by

$$x \times y = (x_2y_3 - x_3y_2, x_3y_1 - x_1y_3, x_1y_2 - x_2y_1).$$

The cross product is skew symmetric:

$$x \times y = -y \times x$$
 for all $x, y \in \mathbb{R}^3$.

Let $x = (x_1, x_2, x_3)$ and $y = (y_1, y_2, y_3)$. The cross product of x with y is defined by

$$x \times y = (x_2y_3 - x_3y_2, x_3y_1 - x_1y_3, x_1y_2 - x_2y_1).$$

The cross product is skew symmetric:

$$x \times y = -y \times x$$
 for all $x, y \in \mathbb{R}^3$.

$$(x \times y) \times z + (y \times z) \times x + (z \times x) \times y$$

Let $x = (x_1, x_2, x_3)$ and $y = (y_1, y_2, y_3)$. The cross product of x with y is defined by

$$x \times y = (x_2y_3 - x_3y_2, x_3y_1 - x_1y_3, x_1y_2 - x_2y_1).$$

The cross product is skew symmetric:

$$x \times y = -y \times x$$
 for all $x, y \in \mathbb{R}^3$.

$$(x \times y) \times z + (y \times z) \times x + (z \times x) \times y$$

= $(x \cdot z)y - (y \cdot z)x + (y \cdot x)z - (z \cdot x)y + (z \cdot y)x - (x \cdot y)z$

Let $x = (x_1, x_2, x_3)$ and $y = (y_1, y_2, y_3)$. The cross product of x with y is defined by

$$x \times y = (x_2y_3 - x_3y_2, x_3y_1 - x_1y_3, x_1y_2 - x_2y_1).$$

The cross product is skew symmetric:

$$x \times y = -y \times x$$
 for all $x, y \in \mathbb{R}^3$.

$$(x \times y) \times z + (y \times z) \times x + (z \times x) \times y$$

$$= (x \cdot z)y - (y \cdot z)x + (y \cdot x)z - (z \cdot x)y + (z \cdot y)x - (x \cdot y)z$$

$$= 0.$$



\mathfrak{h}_3 : The Heisenberg Algebra

Consider a 3-dimensional vector space with basis vectors x, y, z.

\mathfrak{h}_3 : The Heisenberg Algebra

Consider a 3-dimensional vector space with basis vectors x,y,z. Define a Lie bracket on this space by

$$[x,y]=z,$$

with all other brackets equal to 0.

\mathfrak{h}_3 : The Heisenberg Algebra

Consider a 3-dimensional vector space with basis vectors x,y,z. Define a Lie bracket on this space by

$$[x,y]=z,$$

with all other brackets equal to 0. This is called the *Heisenberg Algebra*, and is denoted by \mathfrak{h}_3 .

\mathfrak{h}_3 : The Heisenberg Algebra

Consider a 3-dimensional vector space with basis vectors x,y,z. Define a Lie bracket on this space by

$$[x,y]=z,$$

with all other brackets equal to 0. This is called the *Heisenberg Algebra*, and is denoted by \mathfrak{h}_3 .

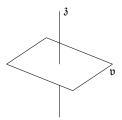


Figure: The Heisenberg Algebra, h

Higher odd-dimensional analogues of the Heisenberg algebra can also be defined.

Higher odd-dimensional analogues of the Heisenberg algebra can also be defined.

Consider \mathbb{R}^{2k+1} , $k \geq 1$, with basis vectors $x_1, x_2, \dots, x_k, y_1, y_2, \dots, y_k$, and z.

Higher odd-dimensional analogues of the Heisenberg algebra can also be defined.

Consider \mathbb{R}^{2k+1} , $k \ge 1$, with basis vectors $x_1, x_2, \dots, x_k, y_1, y_2, \dots, y_k$, and z. Define a Lie bracket on these generators via

$$[x_i, x_j] = 0$$
, $[y_i, y_j] = 0$, $[x_i, y_j] = \delta_{ij}$, and $[z,] = 0$.

Higher odd-dimensional analogues of the Heisenberg algebra can also be defined.

Consider \mathbb{R}^{2k+1} , $k \geq 1$, with basis vectors $x_1, x_2, \ldots, x_k, y_1, y_2, \ldots, y_k$, and z. Define a Lie bracket on these generators via

$$[x_i, x_j] = 0, \ [y_i, y_j] = 0, \ [x_i, y_j] = \delta_{ij}, \ \text{and} \ [z, \] = 0.$$

A general element of this space can be represented by a matrix of the form

$$X = \begin{pmatrix} 1 & x_1 & x_2 & \cdots & z \\ 0 & 1 & 0 & \cdots & y_1 \\ 0 & 0 & 1 & \cdots & y_2 \\ \vdots & & & \ddots & \vdots \\ 0 & 0 & 0 & \cdots & 1 \end{pmatrix}$$

Inner Products

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

Inner Products

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

1 If $\langle x, y \rangle = 0$ for all $y \in V$, then x must be 0;

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

- If $\langle x, y \rangle = 0$ for all $y \in V$, then x must be 0;

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

- If $\langle x, y \rangle = 0$ for all $y \in V$, then x must be 0;
- $(x,y) = \langle y,x \rangle$ for all $x,y \in V$;

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

- If $\langle x, y \rangle = 0$ for all $y \in V$, then x must be 0;
- (x, y) = (y, x) for all $x, y \in V$;

Example The *dot product* on \mathbb{R}^3 :

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

- **1** If $\langle x, y \rangle = 0$ for all $y \in V$, then x must be 0;
- (x, y) = (y, x) for all $x, y \in V$;

Example The *dot product* on \mathbb{R}^3 : Let $x, y \in \mathbb{R}^3$; then $x \cdot y = x^T y$. The dot product is given by

An *inner product* on a vector space V is a non-degenerate, symmetric, bilinear function $\langle \ , \ \rangle : V \times V \to \mathbb{R}$.

- If $\langle x, y \rangle = 0$ for all $y \in V$, then x must be 0;

Example The *dot product* on \mathbb{R}^3 : Let $x, y \in \mathbb{R}^3$; then $x \cdot y = x^T y$. The dot product is given by

$$\langle x,y\rangle=x_1y_1+x_2y_2+x_3y_3$$

If you put an inner product on a Lie algebra (rather than just a vector space), then you will have two different types of products on the space.

If you put an inner product on a Lie algebra (rather than just a vector space), then you will have two different types of products on the space.

The $\it adjoint\ representation$ of a Lie algebra ($\mathfrak{g},[\ ,\])$ on itself is the function defined by

$$ad_x y = [x, y].$$

If you put an inner product on a Lie algebra (rather than just a vector space), then you will have two different types of products on the space.

The $\it adjoint\ representation$ of a Lie algebra ($\mathfrak{g},[\ ,\])$ on itself is the function defined by

$$ad_x y = [x, y]$$
.

Fixing $x \in \mathfrak{g}$, $ad_x = [x,]$ becomes a function from \mathfrak{g} to itself.

If you put an inner product on a Lie algebra (rather than just a vector space), then you will have two different types of products on the space.

The adjoint representation of a Lie algebra $(\mathfrak{g},[\ ,\,])$ on itself is the function defined by

$$ad_x y = [x, y]$$
.

Fixing $x \in \mathfrak{g}$, $\mathrm{ad}_x = [x,\]$ becomes a function from \mathfrak{g} to itself. One can then define a map $j(x):\mathfrak{g} \to \mathfrak{g}$ by the formula

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

for all $y, z \in \mathfrak{g}$.

If you put an inner product on a Lie algebra (rather than just a vector space), then you will have two different types of products on the space.

The adjoint representation of a Lie algebra ($\mathfrak{g},[\ ,\]$) on itself is the function defined by

$$ad_x y = [x, y].$$

Fixing $x \in \mathfrak{g}$, $\mathrm{ad}_x = [x,\]$ becomes a function from \mathfrak{g} to itself. One can then define a map $j(x):\mathfrak{g} \to \mathfrak{g}$ by the formula

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

for all $y, z \in \mathfrak{g}$.

The map j(x) is called the *adjoint* to ad_x with respect to the inner product \langle , \rangle . (Confusing, I know.)

j-maps

The equation that we used to define j(x),

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

could be re-written to look like

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

could be re-written to look like

$$\langle \mathsf{ad}_x y, z \rangle = \langle y, \mathsf{ad}_x^\dagger z \rangle.$$

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

could be re-written to look like

$$\langle \mathsf{ad}_x y, z \rangle = \langle y, \mathsf{ad}_x^\dagger z \rangle.$$

Now we could define $j(x) = \operatorname{ad}_x^{\dagger} : \mathfrak{g} \to \mathfrak{g}$.

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

could be re-written to look like

$$\langle \operatorname{ad}_{x} y, z \rangle = \langle y, \operatorname{ad}_{x}^{\dagger} z \rangle.$$

Now we could define $j(x) = \operatorname{ad}_x^{\dagger} : \mathfrak{g} \to \mathfrak{g}$.

The j-maps are extremely useful because they simultaneously encode information about the algebraic structure and geometric structure of the Lie algebra \mathfrak{g} .

$$\langle [x, y], z \rangle = \langle y, j(x)z \rangle$$

could be re-written to look like

$$\langle \mathsf{ad}_x y, z \rangle = \langle y, \mathsf{ad}_x^{\dagger} z \rangle.$$

Now we could define $j(x) = \operatorname{ad}_x^{\dagger} : \mathfrak{g} \to \mathfrak{g}$.

The j-maps are extremely useful because they simultaneously encode information about the algebraic structure and geometric structure of the Lie algebra \mathfrak{g} .

This makes the computation of many complicated geometric objects—such as curvatures—into "simple" calculations in linear algebra!

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form.

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} L_{11} & L_{12} & \cdots & L_{1n} \\ L_{21} & L_{22} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ L_{n1} & L_{n2} & \cdots & L_{nn} \end{pmatrix}$$

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} L_{11} & L_{12} & \cdots & L_{1n} \\ L_{21} & L_{22} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ L_{n1} & L_{n2} & \cdots & L_{nn} \end{pmatrix}$$

What is special about $[e_i, e_i]$?

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} L_{11} & L_{12} & \cdots & L_{1n} \\ L_{21} & L_{22} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ L_{n1} & L_{n2} & \cdots & L_{nn} \end{pmatrix}$$

What is special about $[e_i, e_i]$?

$$[e_i,e_i]=\dot{\mathbf{0}}$$

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} \mathbf{0} & L_{12} & \cdots & L_{1n} \\ L_{21} & \mathbf{0} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ L_{n1} & L_{n2} & \cdots & \mathbf{0} \end{pmatrix}$$

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} \mathbf{0} & L_{12} & \cdots & L_{1n} \\ L_{21} & \mathbf{0} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ L_{n1} & L_{n2} & \cdots & \mathbf{0} \end{pmatrix}$$

Given $[e_i, e_j]$, what do we know about $[e_j, e_i]$?

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} \mathbf{0} & L_{12} & \cdots & L_{1n} \\ L_{21} & \mathbf{0} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ L_{n1} & L_{n2} & \cdots & \mathbf{0} \end{pmatrix}$$

Given $[e_i, e_j]$, what do we know about $[e_j, e_i]$? $[e_i, e_i] = -[e_i, e_i]$

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} \mathbf{0} & L_{12} & \cdots & L_{1n} \\ -L_{12} & \mathbf{0} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ -L_{1n} & -L_{2n} & \cdots & \mathbf{0} \end{pmatrix}$$

In order to do math with Lie Algebras on a computer, we would like to represent the Lie Bracket in a matrix form. Consider the Lie Bracket, with bases e_1, e_2, \ldots, e_n Formally, $L_{ij} = [e_i, e_j]$

$$L = \begin{pmatrix} \mathbf{0} & L_{12} & \cdots & L_{1n} \\ -L_{12} & \mathbf{0} & \cdots & L_{2n} \\ \vdots & & \ddots & \vdots \\ -L_{1n} & -L_{2n} & \cdots & \mathbf{0} \end{pmatrix}$$

Acknowledgements