

Title

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Contents

1	Tuesday, December 01	3
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1 | Tuesday, December 01

Last time: we started discussing smoothness.

Definition 1.0.1 (Tangent Space)

The **tangent space** $T_p X$ of a variety X at a point $p \in X$ is defined as

$$V \left(\left\{ f_1 \mid f \in I(U_i), U_i \ni p = 0 \text{ affine} \right\} \right)$$

where f_1 denotes the degree 1 part.

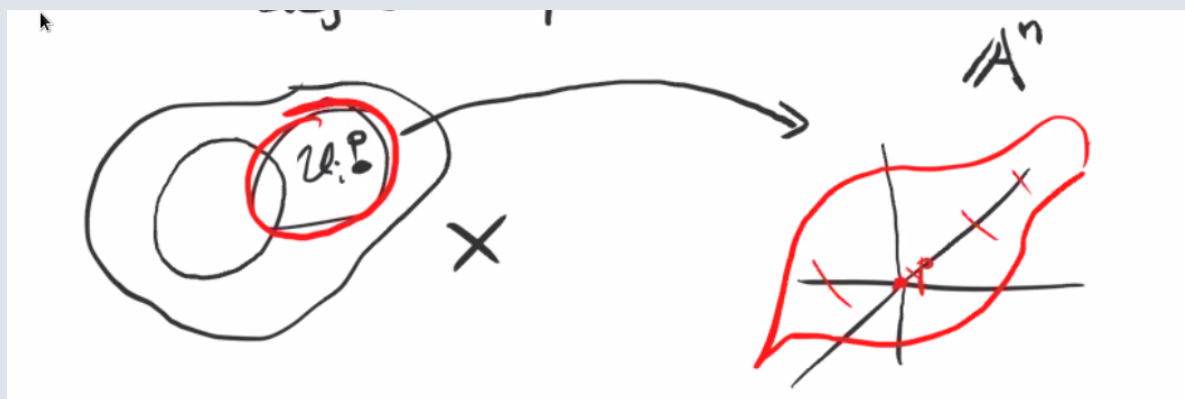


Figure 1: Image

Remark 1.0.2: We've really only defined it for affine varieties and $p = 0$, but this is a local definition. Note that this is also not a canonical definition, since it depends on the affine chart U_i .

Example 1.0.3(?): Consider $T_0 V(xy) = V(f_1 \mid f \in \langle xy \rangle) = V(0) = \mathbb{A}^2$, since every polynomial in this ideal has degree at least 2. Letting $X = V(xy)$, note that we could embed $X \hookrightarrow \mathbb{A}^3$ as $X \cong V(xy, z)$. In this case we have $T_0 X = V(f_1 \mid f \in \langle xy, z \rangle) = V(z) \cong \mathbb{A}^2$. So we get a vector space of a different dimension from this different affine embedding, but $\dim T_0 X$ is the same.

Example 1.0.4(?): Let $X = V_p(xy - z^2) \subset \mathbb{P}^2$, which is a projective curve. What is $T_p X$ for $p = [0 : 1 : 0]$? Take an affine chart $\{y \neq 0\} \cap X$, noting that $\{y \neq 0\} \cong \mathbb{A}^2$. We could dehomogenize the ideal $\langle xy - z^2 \rangle|_{y=1} = \langle x - z^2 \rangle$. Thus $X \cap D(y) = V(x - z^2) \subset \mathbb{A}^2$ and the point $[0 : 1 : 0] \in X$ gives $(0, 0)$ in this affine chart. Then $T_p X = V(f_1 \mid f \in \langle x - z^2 \rangle) = V(x)$. Then $f = (x - z^2)g$ implies that $f_1 = (xg)_1 = g_0 x$, the constant term of g multiplied by x , since z^2 kills any degree 1 part of g . So $T_p X$ is a line.

Example 1.0.5(?): Take X to be the union of the coordinate axes in \mathbb{A}^3 .

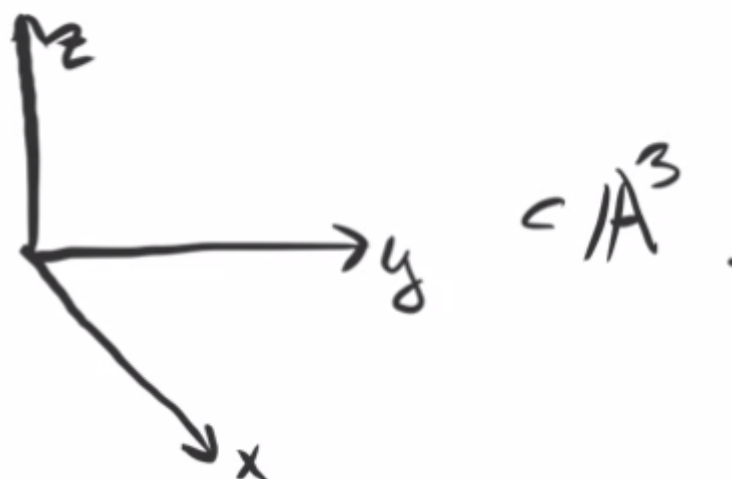


Figure 2: Image

Then $I(X) = \langle xy, yz, xz \rangle$ and $T_0X = V(f_1 \mid f \in I(X)) = V(0) = \mathbb{A}^3$, since the minimal degree of any such polynomial is 2. Note that $\dim X = 1$ but $\dim T_0X = 3$

Example 1.0.6(?): Take $Y = V(xy(x-y)) \subset \mathbb{A}^2$. Then $T_0Y = V(0) = \mathbb{A}^2$:

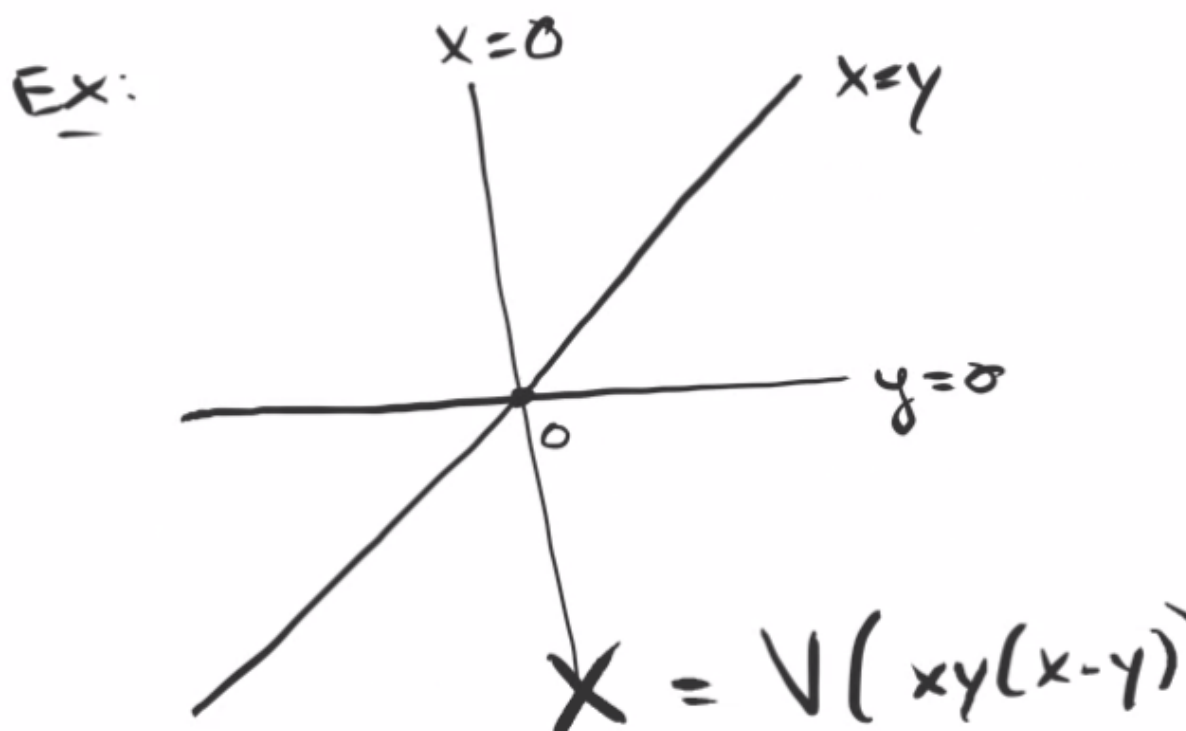


Figure 3: Image

Remark 1.0.7: Note that X and Y both consists of 3 copies of \mathbb{A}^1 intersecting at a single point.

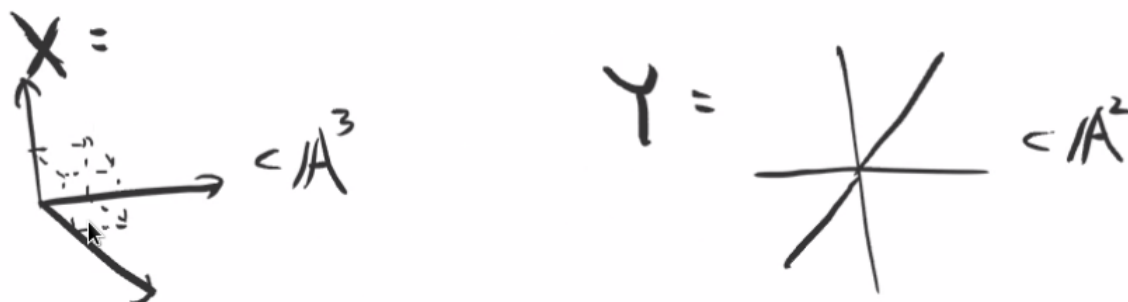


Figure 4: Image

Note that $\dim T_0 X = 3$ but $\dim T_0 Y = 2$, and interestingly $X \not\cong Y$ as affine varieties. There is a bijective morphism that is not invertible.

Remark 1.0.8: We will prove that $\dim T_p X$ is invariant under choice of affine embedding.

Example 1.0.9(?): How to compute $T_{(1,0,0)} V(xy, yz, xz)$: first move $(1, 0, 0)$ to the origin, yielding $T_{(0,0,0)} V((x+1)y, yz, (x+1)z)$. This is a different choice of affine embedding into \mathbb{A}^3 which sends $(1, 0, 0) \rightarrow (0, 0, 0)$.