Mapping classes, clusters & combinatorics Overview Surfaces - Tagged - Quiver - Cluster - Exchange graph MCGB Cluster Graph awomorphisms Example MCGn = Zo Aut Aas Aut E = Zo XZ2

Surface (S,M): S - orientable surface with (pes. emply) boundary M- set of marked pts (interior pts = punctives) MCG (S, M) = Horeos+(S, M)/Horreos (S, M) Direct-pres honeus A homeos isotopic to id Formin-Shapiro-Thurston: add taggings MCG M(S,M) = MCG (S,M) XZP where p is no. of punchives.

Cluder algebras
Quiver - Orien

Quiver - oriented graph no loops no 2-cycles Chuster -  $X = \{S, -\{S_n\}, \{S_i \in \mathbb{Q}(x_i, -x_n) = F\}$  $\{S_i, S_i\}$  algebraically independent

Seed: pair (x,Q)

Mutahion at vertex k: Mk  $Q \longrightarrow Q'$   $S; \longrightarrow S; ; \neq k$ 

BR > TIB: +TTB;

Mutation class of (x,Q) is set of all seeds obtainable by mutations of (x,Q)

Cluster algebra: Subalgebra of F generated by all rational his appearing in mutation class

Assem-Schiffler-Schromchenho: 2012 cluster automorphisms

An F-automorphism & is a cluster automorphism if I seed (x, Q) in mutation class of

· f(x) appears in seed in mut. class · Quiver associated to f(x) is either

s Axing Q are direct of auts

Q or Qop

Aut A C Aut A

Ant A = (Aut + A × Zz ) + Q ~ Q op (Aut + A otherwise Exchange graph: Ept
vertices - seeds in mut class
edge  $u - v \Leftrightarrow \exists mutation M$  M(u) = VCraph ants: Permutations on vertex

set such that

Jedge u - v > Jadge o(u) - o(v)

Thm (Bristle-Qiu) | with some exceptions)

MCGN(S,M) = Aut + A(s,M)

Thm (Chang- Zhu) For mutation-kinite

shew-symmetric (and Br, Cn n>2)

Aut A = Aut EA

The Copy

Shew-symmetrizable case Surfaces -> erbifdeds
quivers -> diagrams Now Aut A + Aut EA reflection does not correspond to d-aut. Idea: Add marking to exchange graph (0) (10) = shen

(-20) (00) = symmetric

Red edge = mutation at vertex with symmetrizer 2. Thm (1) For mutation-finite dev-gometrizable Aut A = Aut En cluder auts Marked exchange graph auts

Q: What about orbifold mapping classes?

Aut Alon = MCGN(O,M) NB: Markings alternate around squares and heragens. MCGN=Z4

Aut +A < Aut A