

# Frieze Patterns and Cluster Algebras

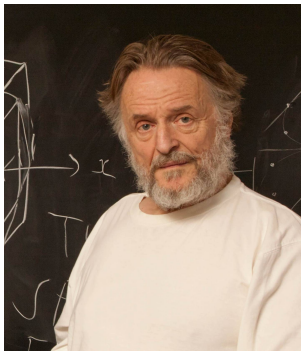
Luke Kershaw

University of Bristol

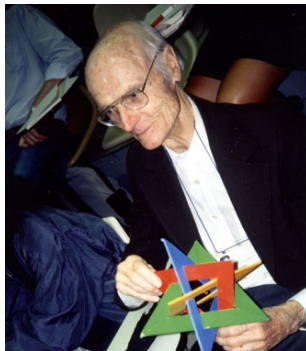
*[l.kershaw@bristol.ac.uk](mailto:l.kershaw@bristol.ac.uk)*

13th November 2020

# Conway and Coxeter



J.H. Conway  
*Photo: Denise Applewhite*



H.S.M. Coxeter  
*Photo: Marion Walter*

# Frieze Patterns

A frieze pattern of height  $n$  consists of  $n + 2$  rows of positive integers

...	1	1	1	1	1	1	1	1	...
	3	1	2	3	2	2	2	1	5
...	2	1	5	5	3	3	1	4	...
	9	1	2	8	7	4	1	3	11
...	4	1	3	11	9	1	2	8	...
	3	3	1	4	14	2	1	5	5
...	2	2	1	5	3	1	2	3	...
	1	1	1	1	1	1	1	1	1

such that

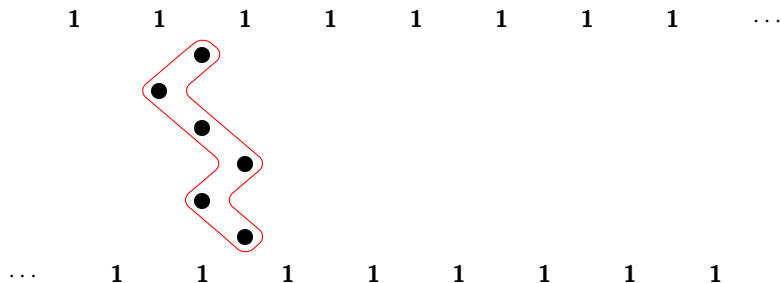
- (1) every entry in the first and last row is 1, and
- (2) the entries satisfy the SL<sub>2</sub> diamond rule, meaning that every local configuration  $\begin{smallmatrix} & b & \\ a & & d \\ & c & \end{smallmatrix}$  satisfies  $ad - bc = 1$ .

# Lightning Bolts

$$\begin{matrix} & b & \\ a & & d \\ & c & \end{matrix} \implies ad - bc = 1 \implies d = \frac{1 + bc}{a}$$

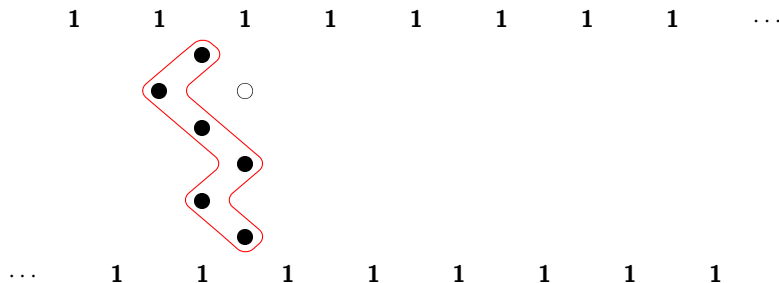
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$$\begin{array}{c} b \\ a \quad d \\ c \end{array} \implies ad - bc = 1 \implies d = \frac{1 + bc}{a}$$



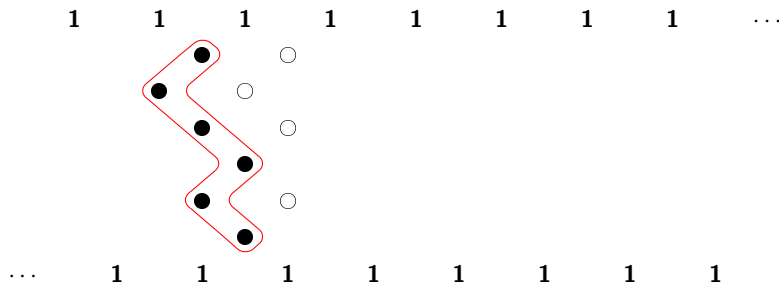
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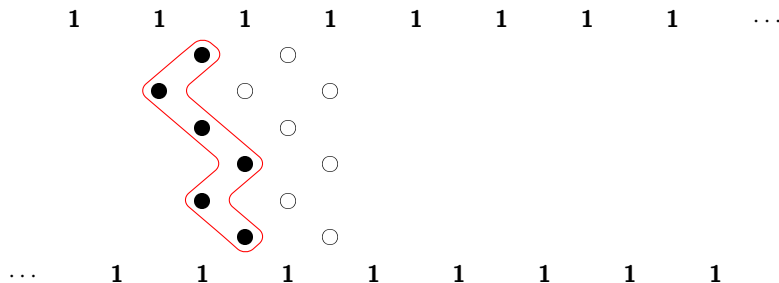
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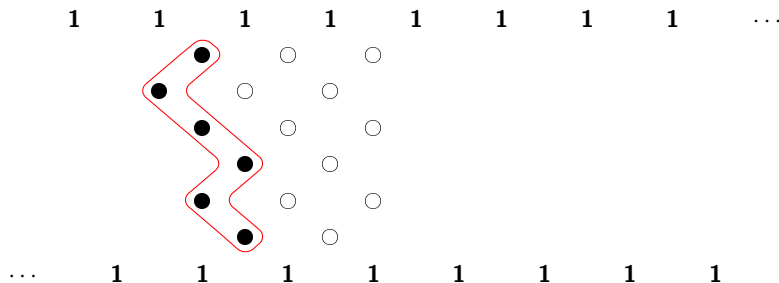
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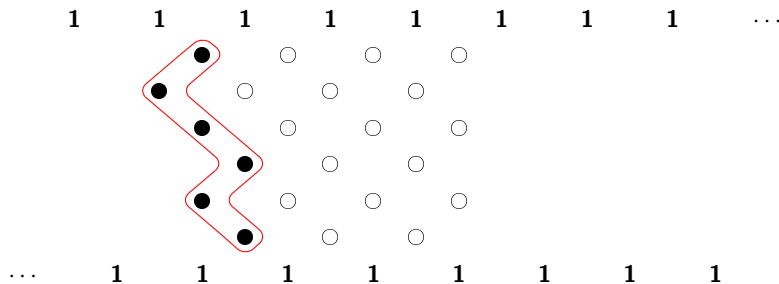
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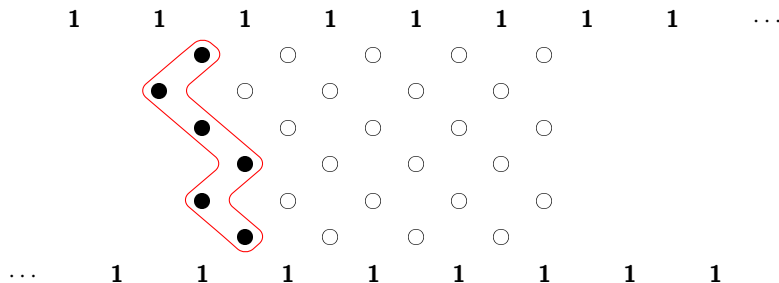
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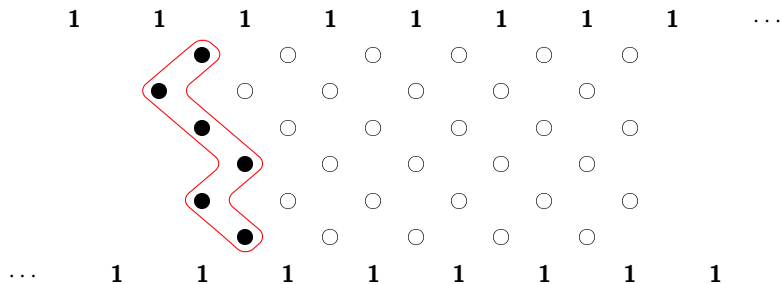
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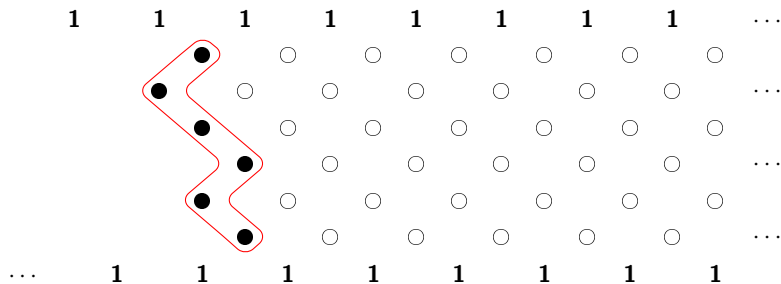
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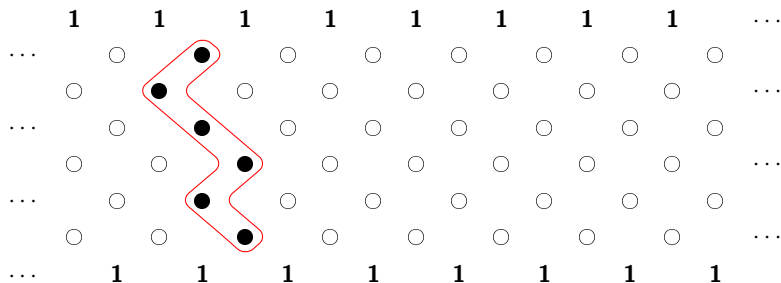
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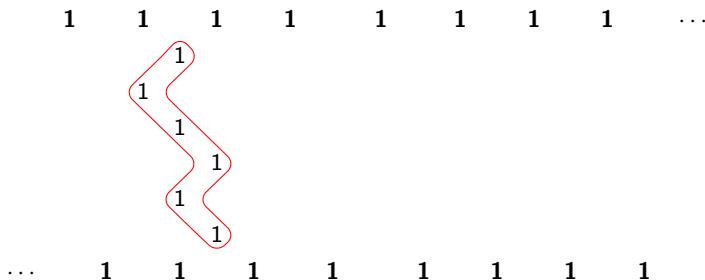


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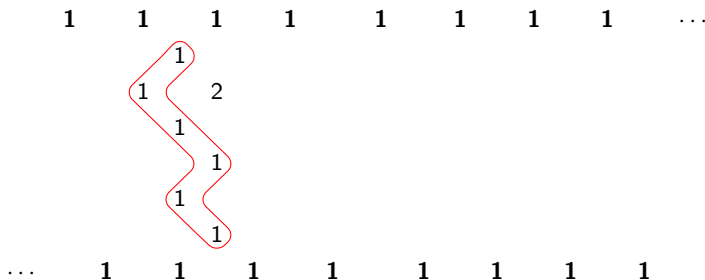
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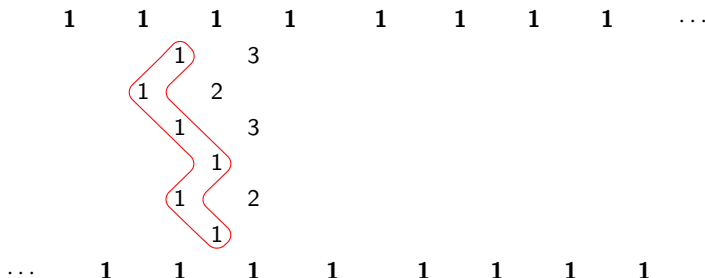
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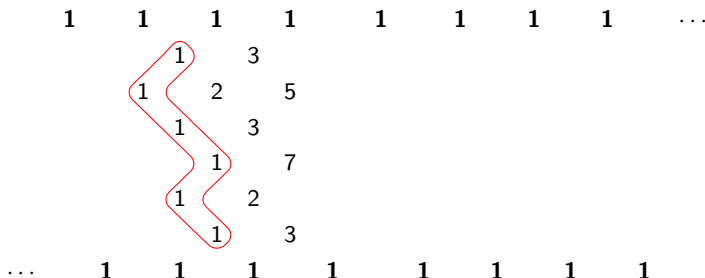
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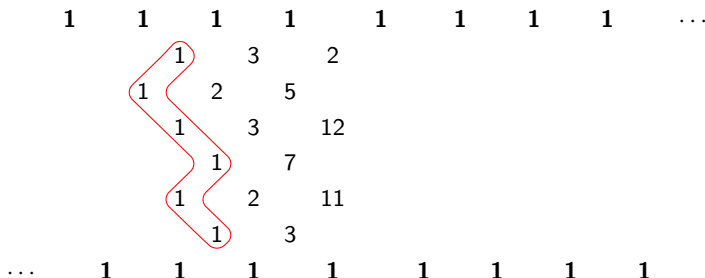
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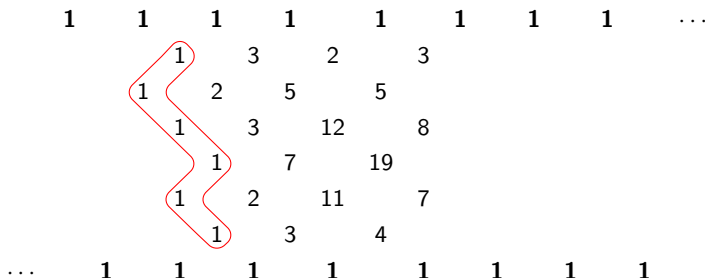
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1	1	1	1	1	1	1	1	...
		1	3	2	3	2		
	1		2	5	5	5		
		1	3	12	8	2		
			1	7	19	3		
		1	2	11	7	1		
			1	3	4	2		
...	1	1	1	1	1	1	1	1

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1	1	1	1	1	1	1	1	...
		1	3	2	3	2	1	
	1	2	5	5	5	1		
	1	3	12	8	2	1		
		1	7	19	3	1		
	1	2	11	7	1	2		
		1	3	4	2	1		
...	1	1	1	1	1	1	1	1

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1	1	1	1	1	1	1	1	...
		1	3	2	3	2	1	3
	1	2	5	5	5	1	2	...
	1	3	12	8	2	1	7	
		1	7	19	3	1	3	...
	1	2	11	7	1	2	5	
		1	3	4	2	1	3	...
...	1	1	1	1	1	1	1	1

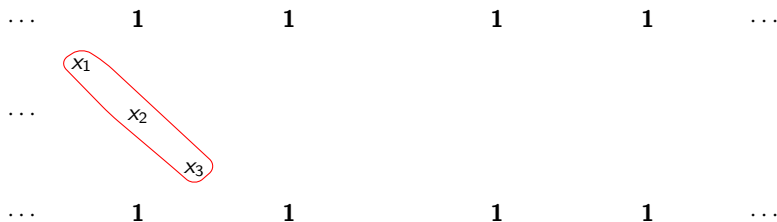


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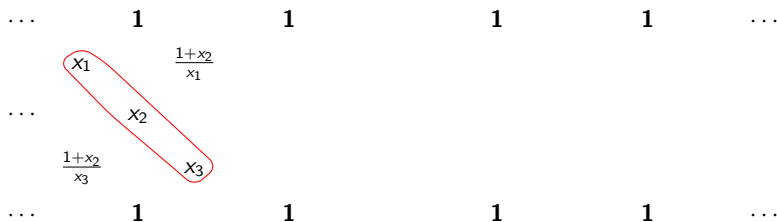
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	1	1	1	1	1	1	1	1	...
...	2	1	3	2	3	2	1	3	
	7	1	2	5	5	5	1	2	...
...	3	1	3	12	8	2	1	7	
	8	2	1	7	19	3	1	3	...
...	5	1	2	11	7	1	2	5	
	3	2	1	3	4	2	1	3	...
...	1	1	1	1	1	1	1	1	

# Formal Variables in Frieze Patterns



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...

$1$        $1$        $1$        $1$       ...

$x_1$        $\frac{1+x_2}{x_1}$

...

$x_2$        $\frac{x_1+x_3+x_2x_3}{x_1x_2}$

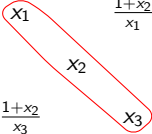
$\frac{1+x_2}{x_3}$        $x_3$

...

$1$        $1$        $1$        $1$       ...

# Formal Variables in Frieze Patterns

$$\begin{array}{ccccccc}
 \dots & & 1 & & 1 & & 1 & & 1 & & \dots \\
 & & & \frac{1+x_2}{x_1} & & \frac{x_1+x_3}{x_2} & & & & & \\
 \dots & & x_1 & & x_2 & & \frac{x_1+x_3+x_2x_3}{x_1x_2} & & & & \\
 & & & \frac{1+x_2}{x_3} & & \frac{x_1+x_3+x_1x_2+x_2x_3}{x_1x_2x_3} & & & & & \\
 \dots & & 1 & & 1 & & 1 & & 1 & & \dots
 \end{array}$$



$$\frac{1 + \frac{x_1+x_3+x_2x_3}{x_1x_2}}{\frac{1+x_2}{x_1}} = \frac{x_1 + x_3 + x_1x_2 + x_2x_3}{x_2(1+x_2)} = \frac{(x_1+x_3)(1+x_2)}{x_2(1+x_2)} = \frac{x_1+x_3}{x_2}$$

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$$\begin{array}{ccccccc}
 \dots & & 1 & & 1 & & 1 & & 1 & & \dots \\
 & & & \frac{1+x_2}{x_1} & & \frac{x_1+x_3}{x_2} & & & & & \\
 \dots & & x_1 & & & & & & & & \\
 & & & x_2 & & \frac{x_1+x_3+x_2x_3}{x_1x_2} & & \frac{x_1x_2+x_1+x_3}{x_2x_3} & & & \\
 & & & & & & & & & & \\
 & & \frac{1+x_2}{x_3} & & & & \frac{x_1+x_3+x_1x_2+x_2x_3}{x_1x_2x_3} & & & & \\
 \dots & & & 1 & & 1 & & 1 & & 1 & \dots
 \end{array}$$

$$\begin{aligned}
 1 + \frac{\frac{1+x_3}{x_2} \cdot \frac{x_1+x_3+x_1x_2+x_2x_3}{x_1x_2x_3}}{\frac{x_1+x_3+x_2x_3}{x_1x_2}} &= \frac{x_1x_2^2x_3 + (x_1+x_3)(x_1+x_3+x_1x_2+x_2x_3)}{x_2x_3(x_1+x_3+x_2x_3)} \\
 &= \frac{x_1x_2^2x_3 + (x_1^2x_2 + x_1x_2x_3) + (x_1+x_3)(x_1+x_3+x_2x_3)}{x_2x_3(x_1+x_3+x_2x_3)} \\
 &= \frac{(x_1x_2 + x_1 + x_3)(x_1+x_3+x_2x_3)}{x_2x_3(x_1+x_3+x_2x_3)} = \frac{x_1+x_3+x_1x_2}{x_2x_3}
 \end{aligned}$$

# Formal Variables in Frieze Patterns

$$\begin{array}{ccccccc}
 \dots & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \dots \\
 & & & \frac{1+x_2}{x_1} & & \frac{x_1+x_3}{x_2} & & \frac{1+x_2}{x_3} & & & \\
 \dots & & & & \frac{x_1+x_3+x_2x_3}{x_1x_2} & & \frac{x_1x_2+x_1+x_3}{x_2x_3} & & & & \\
 & & \frac{1+x_2}{x_3} & & & \frac{x_1+x_3+x_1x_2+x_2x_3}{x_1x_2x_3} & & & x_1 & & \\
 \dots & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \dots
 \end{array}$$

A red oval highlights the variables  $x_1$ ,  $x_2$ , and  $x_3$  in the first column of the pattern.

# Formal Variables in Frieze Patterns

$$\begin{array}{ccccccc}
 \dots & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \dots \\
 & & & \frac{1+x_2}{x_1} & & \frac{x_1+x_3}{x_2} & & \frac{1+x_2}{x_3} & & \\
 \dots & & x_1 & & x_2 & & \frac{x_1+x_3+x_2x_3}{x_1x_2} & & \frac{x_1x_2+x_1+x_3}{x_2x_3} & & x_2 \\
 & & & \frac{1+x_2}{x_3} & & \frac{x_1+x_3+x_1x_2+x_2x_3}{x_1x_2x_3} & & x_1 & & \\
 \dots & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \dots
 \end{array}$$

A red oval highlights the variables  $x_1$ ,  $x_2$ , and  $x_3$  in the second row from the top.



# Formal Variables in Frieze Patterns

$$\begin{array}{ccccccc}
 \dots & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \dots \\
 & & \frac{1+x_2}{x_1} & & \frac{x_1+x_3}{x_2} & & \frac{1+x_2}{x_3} & & x_3 & & \\
 \dots & & x_1 & & \frac{x_1+x_3+x_2x_3}{x_1x_2} & & \frac{x_1x_2+x_1+x_3}{x_2x_3} & & x_2 & & \\
 & & \frac{1+x_2}{x_3} & & \frac{x_1+x_3+x_1x_2+x_2x_3}{x_1x_2x_3} & & x_1 & & \frac{1+x_2}{x_1} & & \\
 \dots & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \mathbf{1} & & \dots
 \end{array}$$

A red oval highlights the variables  $x_1$ ,  $x_2$ , and  $x_3$  in the second row from the bottom.

# Fomin and Zelevinsky



Sergey Fomin



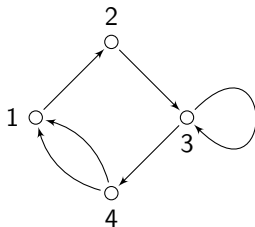
Andrei Zelevinsky

# Cluster Quivers

A quiver is a directed graph, possibly with multiple arrows or loops.

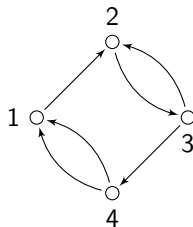
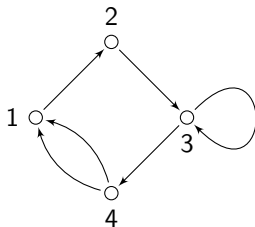
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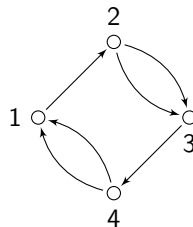
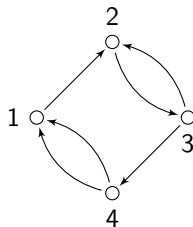
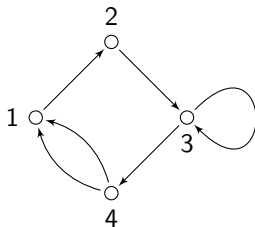
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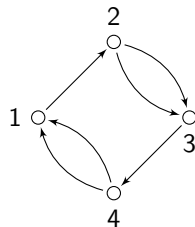
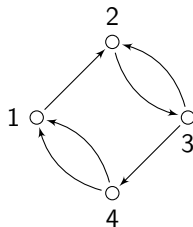
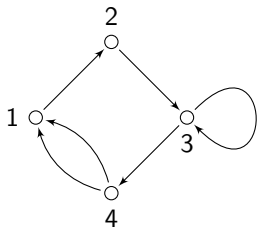
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A cluster quiver is a quiver  $Q$  without oriented cycles of length 1 or 2.

# Mutation of Cluster Quivers

Let  $Q$  be a cluster quiver and  $k$  be a vertex of  $Q$ . The mutation  $\mu_k Q$  of  $Q$  at  $k$  is obtained by the following procedure:



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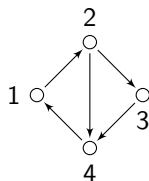
1. for each path of length two,  $i \rightarrow k \rightarrow j$ , add an arrow  $i \rightarrow j$ .
2. reverse the direction of all arrows that start or end at  $k$ .
3. choose a maximal set of 2-cycles, and remove all arrows appearing in them.

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For example, if we mutate the following quiver at vertex 1:

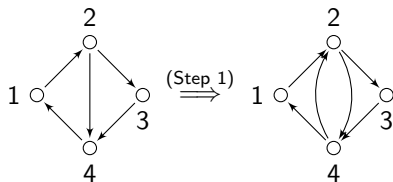


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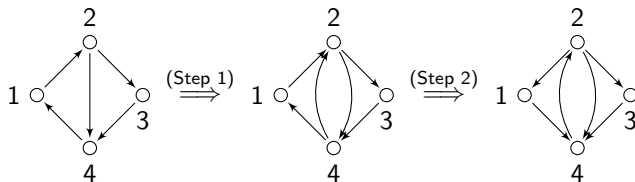


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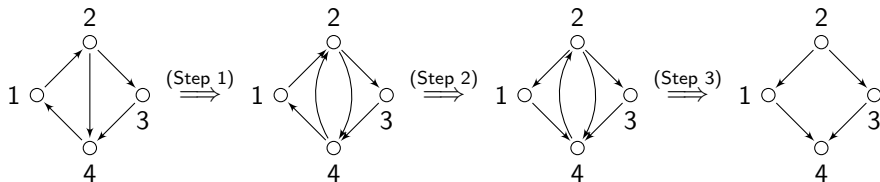


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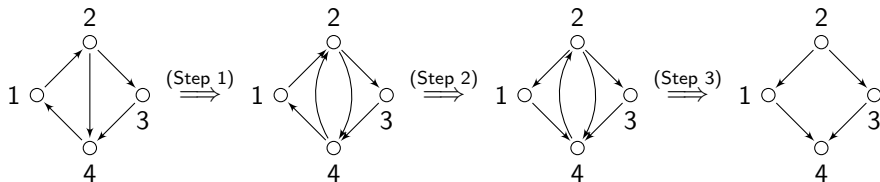


# Mutation of Cluster Quivers

Let  $Q$  be a cluster quiver and  $k$  be a vertex of  $Q$ . The mutation  $\mu_k Q$  of  $Q$  at  $k$  is obtained by the following procedure:

1. for each path of length two,  $i \rightarrow k \rightarrow j$ , add an arrow  $i \rightarrow j$ .
2. reverse the direction of all arrows that start or end at  $k$ .
3. choose a maximal set of 2-cycles, and remove all arrows appearing in them.

For example, if we mutate the following quiver at vertex 1:



If we mutate at the same vertex twice, we get the original quiver back.

# Mutation of Seeds

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Define mutation of a seed  $(Q, \{f_i\})$  at vertex  $k$  to be  $\mu_k(Q, \{f_i\}) = (\mu_k Q, \{f'_i\})$  where

$$f'_i = \begin{cases} f_i & i \neq k, \\ \frac{1}{f_k} \left( \prod_{k \rightarrow j} f_j + \prod_{\ell \rightarrow k} f_\ell \right) & i = k. \end{cases}$$

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If we mutate a seed twice at the same vertex, we recover the original seed.

# Cluster Algebras

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We call the rational functions appearing in seeds of  $S_Q$  cluster variables.

# Laurent Phenomenon for Cluster Algebras

## Theorem (Fomin-Zelevinsky 2002)

*Let  $Q$  be a cluster quiver. Then every cluster variable in  $A_Q$  is a Laurent polynomial in the initial variables  $\{x_1, \dots, x_n\}$ .*

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## Proof.

Fomin and Zelevinsky give a combinatorial proof in their original 2002 paper, using a more general definition of cluster algebras than we do. □



# Integrality for Friezes

## Theorem

*Given a frieze of height  $n$ , the formulae expressing arbitrary entries in terms of those in a lightning bolt are given by cluster variables in  $A_Q$  for  $Q$  a quiver of type  $A_n$ .*

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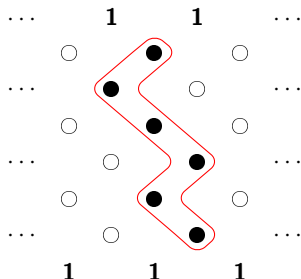
The rest of the talk focusses on explaining the proof of this theorem.

# Choice of Quiver

Given a lightning bolt with  $n$  elements (so the frieze has  $n$  non-trivial rows), we define a quiver,  $Q$ , by having an arrow between points of the lightning bolt in adjacent rows and orienting the arrow to the right.

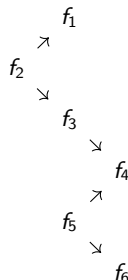
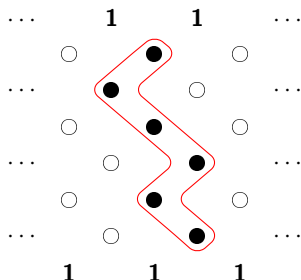
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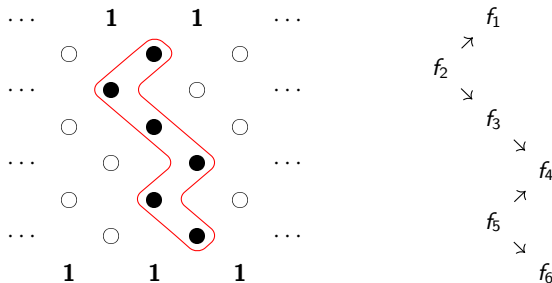
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A source in  $Q$  corresponds to three entries on the lightning bolt (or in the trivial rows) forming the left-hand part of a diamond.

# Mutation at Sources

If we mutate our quiver at a source  $i$ , this changes  $Q$  by reversing the arrows incident to  $i$ , which creates a sink. The new variable we obtain is:

$$f'_i = \frac{f_{i-1}f_{i+1} + 1}{f_i}$$

where if  $i = 1$  (resp.  $i = n$ ) we interpret  $f_{i-1}$  (resp.  $f_{i+1}$ ) as 1.



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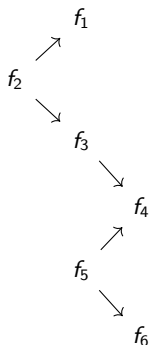
This then gives us a new lightning bolt of values, with the entry in the  $i$ -th row moved to the right by one step.

# Mutation on the Frieze

Repeating this process as new sources are created, we calculate all of the entries to the right of the lightning bolt, and all of them are cluster variables in  $A_Q$ .

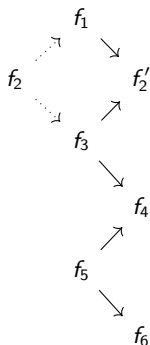
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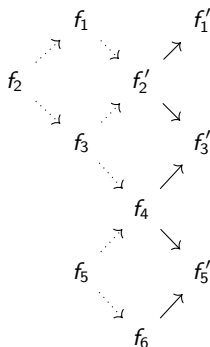
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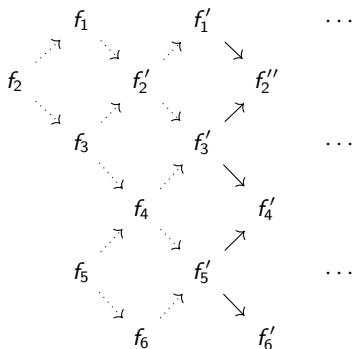
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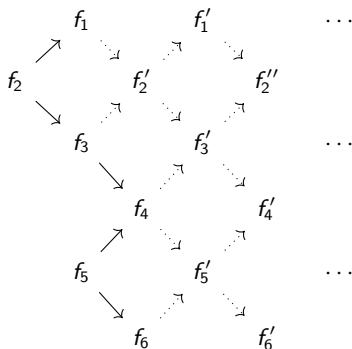
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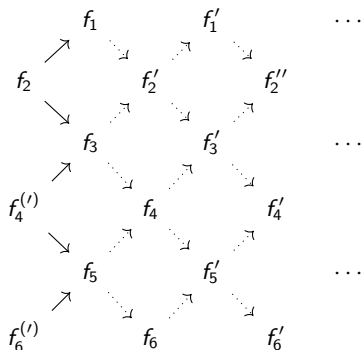
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