

## Lecture: Fri 11/18

## 1. Group Theory: Algebra of Symmetry

- Let  $X$  be a geometric object, a set of points with some geometric structure. A *symmetry* of  $X$  is a mapping of  $X$  onto itself, preserving the structure:  $\pi : X \rightarrow X$ .
- Given two symmetries of  $X$ , we can compose them to get another symmetry:  $\gamma = \alpha \cdot \beta$  means  $\gamma : X \rightarrow X$  with  $\gamma(x) := \alpha(\beta(x))$  for each point  $x \in X$ .
- *Group*:  $(G, \cdot)$  is the set  $G = \text{Sym}(X)$  of all symmetries of an object  $X$ , along with the composition operation  $\cdot$ .
- *Example*: Let  $X$  be the human body. There are two symmetries: the identity mapping  $\iota$  which takes each point to itself:  $\iota(x) := x$ ; and the bilateral reflection  $\sigma$  which switches each point on the left with the corresponding point on the right. Flipping twice takes every point to itself, so  $\sigma \cdot \sigma = \iota$ . Further,  $\iota$  is an identity element for this operation:  $\iota \cdot \sigma = \sigma \cdot \iota = \sigma$ .

## 2. Formal definition of a group

- $(G, \cdot)$ , where  $G$  is a set and  $\cdot$  is a binary operation on  $G$  which satisfies the same axioms as multiplication in a ring.
- associativity  $(\alpha \cdot \beta) \cdot \gamma = \alpha \cdot (\beta \cdot \gamma)$
- identity: there is an element  $\iota$  with  $\iota \cdot \alpha = \alpha \cdot \iota = \alpha$
- inverses: for every  $\alpha$  there is a  $\beta = \alpha^{-1}$  with  $\alpha \cdot \beta = \beta \cdot \alpha = \iota$
- Clearly,  $G = \text{Sym}(X)$  with the composition  $\cdot$  satisfies these axioms:

$$(\alpha \cdot \beta) \cdot \gamma(x) = \alpha \cdot (\beta \cdot \gamma)(x) = \alpha(\beta(\gamma(x))).$$

Also, the identity symmetry  $\iota$  is the group identity, and the inverse of a symmetry is the map which undoes it:  $\alpha^{-1}(x) = y$ , where  $y = \alpha(x)$ .

- It is more difficult, but possible, to show that any group is the symmetry group of some object  $X$  (indeed, there are many such).

### 3. Symmetric group $G = S_n$

- $X = \{1, 2, \dots, n\}$ , an unstructured set of  $n$  points. A symmetry is any permutation (a shuffling, or one-to-one correspondence) of these points.
- Denote permutations with the *two-line notation*:  $\pi = \begin{pmatrix} 1 & 2 & \dots & n \\ \pi(1) & \pi(2) & \dots & \pi(n) \end{pmatrix}$
- *Example*: For  $n = 3$ ,  $X = \{1, 2, 3\}$  we have:

$$S_3 = \left\{ \iota = \begin{pmatrix} 1 & 2 & 3 \\ 1 & 2 & 3 \end{pmatrix}, \begin{pmatrix} 1 & 2 & 3 \\ 1 & 3 & 2 \end{pmatrix}, \begin{pmatrix} 1 & 2 & 3 \\ 2 & 1 & 3 \end{pmatrix}, \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}, \begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix}, \begin{pmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{pmatrix} \right\}$$

The permutation  $\pi = \begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix}$  means  $\pi(1) = 3$ ,  $\pi(2) = 1$ ,  $\pi(3) = 2$ .

- The group operation means doing one permutation after the other. E.g.:

$$\alpha = \begin{pmatrix} 1 & 2 & 3 \\ 1 & 3 & 2 \end{pmatrix}, \beta = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}, \alpha \cdot \beta = \begin{pmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{pmatrix}, \beta \cdot \alpha = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 1 & 3 \end{pmatrix}.$$

since  $\alpha(\beta(1)) = \alpha(2) = 3$ , so  $(\alpha \cdot \beta)(1) = 3$ , etc.

- In general, the total number of permutations is  $|S_n| = n!$ , since we have  $n$  choices for  $\pi(1)$ , then  $(n-1)$  different choices for  $\pi(2)$ , etc.

### 4. Symmetries of a triangle $G = D_3$

- $X$  = an equilateral triangle, considered as a rigid object in the plane. A symmetry is a map  $\alpha : X \rightarrow X$  which preserves the distance between points (say, a reflection or rotation of the triangle onto itself). We call this symmetry group  $G = D_3$ .
- Each corner must map to another corner under a symmetry. Labelling the corners by  $\{1, 2, 3\}$ , we can consider any symmetry as a permutation:  $D_3 \subset S_3$ . For example, the reflection which fixes 1 and switches 2,3 is the permutation  $\begin{pmatrix} 1 & 2 & 3 \\ 1 & 3 & 2 \end{pmatrix}$ .
- We can easily see that *every* permutation in  $S_3$  corresponds to a symmetry of the triangle, so  $D_3 = S_3$ .
- *Exercise*: Write the  $6 \times 6$  multiplication table of  $D_3 = S_3$ . It helps to denote each element by a letter (e.g.,  $\iota, \alpha, \beta$  defined above).
- *Exercise*: Work all this out for  $D_4$ , the symmetries of a square. Note that *not* every permutation in  $S_4$  corresponds to a symmetry of the square. Indeed,  $|D_4| = 8$ , but  $|S_4| = 24$ .