

# Geometric realisations of quiver mutations



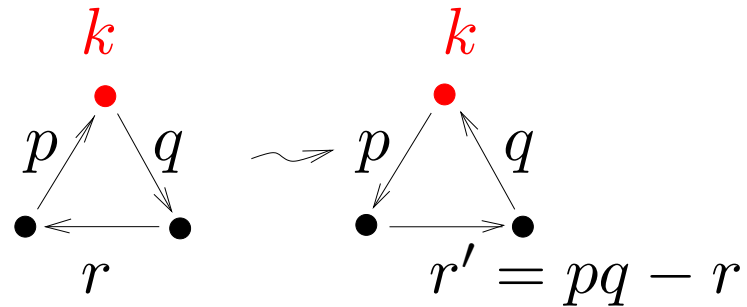
Anna Felikson

(joint with Pavel Tumarkin)

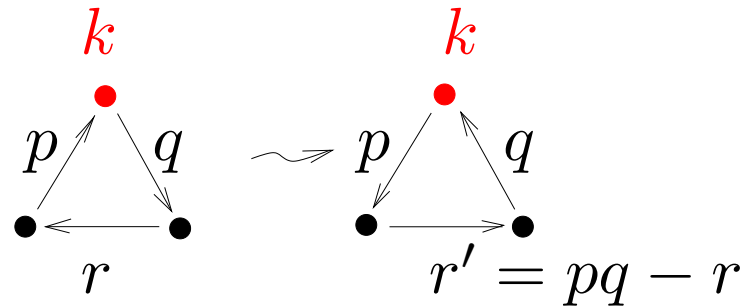
Herstmonceux Castle, July 11-15 2016

- **Quiver** is a directed graph without **loops** and **2-cycles**.

- **Quiver** is a directed graph without loops and 2-cycles.
- **Mutation**  $\mu_k$  of quivers:
  - reverse all arrows incident to  $k$ ;
  - for every oriented path through  $k$  do



- **Quiver** is a directed graph without loops and 2-cycles.
- **Mutation**  $\mu_k$  of quivers:
  - reverse all arrows incident to  $k$ ;
  - for every oriented path through  $k$  do



Quiver mutation is used in cluster algebras and connected to: representation theory, geometry of triangulated surfaces, Grassmannians, root systems, integrable systems, tropical geometry, Poisson geometry, combinatorics of polytopes...

**Aim:** construct and study  
geometric model for all mutation classes of  $Q$ ,  $|Q| = 3$ .

**Tools:**

- reflection groups [acyclic mutation types]
- $\pi$ -rotation groups [cyclic mutation types]

**Aim:** construct and study  
geometric model for all mutation classes of  $Q$ ,  $|Q| = 3$ .

**Tools:**

- reflection groups [acyclic mutation types]
- $\pi$ -rotation groups [cyclic mutation types]

$Q$  is of acyclic mut. type  
iff its mutation class contains a quiver without oriented cycles.

$Q$  is if cyclic mut. type  
otherwise.

# 1. Cyclic mutation classes via $\pi$ -rotations

$$Q = (p, q, r), \quad \rightsquigarrow \quad \begin{pmatrix} -2 & p & q \\ p & -2 & r \\ q & r & -2 \end{pmatrix} = (v_i, v_j)$$

mutation-cyclic

# 1. Cyclic mutation classes via $\pi$ -rotations

$$Q = (p, q, r), \quad \rightsquigarrow \quad \begin{pmatrix} -2 & p & q \\ p & -2 & r \\ q & r & -2 \end{pmatrix} = (v_i, v_j)$$

mutation-cyclic

$$\langle v_1, v_2, v_3 \rangle = \mathbb{R}^{2,1} :$$

$$\begin{aligned} x &= (x_1, x_2, x_3) \\ y &= (y_1, y_2, y_3) \end{aligned} \quad \Rightarrow \quad (x, y) = x_1y_1 + x_2y_2 - x_3y_3$$



# 1. Cyclic mutation classes via $\pi$ -rotations

$$Q = (p, q, r), \quad \rightsquigarrow \quad \begin{pmatrix} -2 & p & q \\ p & -2 & r \\ q & r & -2 \end{pmatrix} = (v_i, v_j)$$

mutation-cyclic

$$\langle v_1, v_2, v_3 \rangle = \mathbb{R}^{2,1} : \quad \begin{array}{l} x = (x_1, x_2, x_3) \\ y = (y_1, y_2, y_3) \end{array} \Rightarrow (x, y) = x_1y_1 + x_2y_2 - x_3y_3$$

linear model of  $\mathbb{H}^2 = \{x \in \mathbb{R}^{2,1} \mid (x, x) = -2\}$

For  $x, y \in \mathbb{H}^2$  have:  $(x, y) = 2 \cosh d_{x,y}$

# 1. Cyclic mutation classes via $\pi$ -rotations

$$Q = (p, q, r), \quad \rightsquigarrow \quad \begin{pmatrix} -2 & p & q \\ p & -2 & r \\ q & r & -2 \end{pmatrix} = (v_i, v_j)$$

mutation-cyclic

For  $x, y \in \mathbb{H}^2$  have:  $(x, y) = 2 \cosh d_{x,y}$

# 1. Cyclic mutation classes via $\pi$ -rotations

$$Q = (p, q, r), \quad \rightsquigarrow \quad \begin{pmatrix} -2 & p & q \\ p & -2 & r \\ q & r & -2 \end{pmatrix} = (v_i, v_j)$$

mutation-cyclic

For  $x, y \in \mathbb{H}^2$  have:  $(x, y) = 2 \cosh d_{x,y}$

$Q \rightsquigarrow$  three points  $x, y, z$  on distances  $\operatorname{arcosh} \frac{p}{2}, \operatorname{arcosh} \frac{q}{2}, \operatorname{arcosh} \frac{r}{2}$ .

Why exist?

# 1. Cyclic mutation classes via $\pi$ -rotations

$$Q = (p, q, r), \quad \rightsquigarrow \quad \begin{pmatrix} -2 & p & q \\ p & -2 & r \\ q & r & -2 \end{pmatrix} = (v_i, v_j)$$

mutation-cyclic

For  $x, y \in \mathbb{H}^2$  have:  $(x, y) = 2 \cosh d_{x,y}$

$Q \rightsquigarrow$  three points  $x, y, z$  on distances  $\operatorname{arcosh} \frac{p}{2}, \operatorname{arcosh} \frac{q}{2}, \operatorname{arcosh} \frac{r}{2}$ .

Why exist?

**Lemma.** (Beineke, Brüstle, Hille)

$$Q \text{ mutation-cyclic} \Rightarrow p, q, r \geq 2.$$

# 1. Cyclic mutation classes via $\pi$ -rotations

$Q \rightsquigarrow$  points  $x, y, z \in \mathbb{H}^2$  on distances  $\operatorname{arcosh} \frac{p}{2}$ ,  $\operatorname{arcosh} \frac{q}{2}$ ,  $\operatorname{arcosh} \frac{r}{2}$ .

# 1. Cyclic mutation classes via $\pi$ -rotations

$Q \rightsquigarrow$  points  $x, y, z \in \mathbb{H}^2$  on distances  $\operatorname{arcosh} \frac{p}{2}$ ,  $\operatorname{arcosh} \frac{q}{2}$ ,  $\operatorname{arcosh} \frac{r}{2}$ .

**Mutation:** “partial  $\pi$ -rotation”.

$\pi$ -rotation  $R_y(x) =$  “rotation of  $x$  around  $y$  by  $\pi$ ”  $= -x - (x, y)y$

$$\mu_k(v_i) = \begin{cases} -v_i - (v_i, v_k)v_k, & \text{if } i \rightarrow k \text{ in } Q \\ v_i, & \text{otherwise} \end{cases}$$

# 1. Cyclic mutation classes via $\pi$ -rotations

$Q \rightsquigarrow$  points  $x, y, z \in \mathbb{H}^2$  on distances  $\operatorname{arcosh} \frac{p}{2}$ ,  $\operatorname{arcosh} \frac{q}{2}$ ,  $\operatorname{arcosh} \frac{r}{2}$ .

**Mutation:** “partial  $\pi$ -rotation”.

$\pi$ -rotation  $R_y(x) =$  “rotation of  $x$  around  $y$  by  $\pi$ ”  $= -x - (x, y)y$

$$\mu_k(v_i) = \begin{cases} -v_i - (v_i, v_k)v_k, & \text{if } i \rightarrow k \text{ in } Q \\ v_i, & \text{otherwise} \end{cases}$$

**Thm 1.** If  $v_1, v_2, v_3 \in \mathbb{H}^2$ , then the values  $2 \cosh d_{v_i, v_j}$  change under mutations in the same way as the weights of the arrows in  $Q$ , i.e.

$$r' + r = pq, \quad 2 \cosh d_{r'} + 2 \cosh d_r = 2 \cosh d_p \cdot 2 \cosh d_q$$

## 2. Acyclic mutation classes via reflections

$$Q = (p, q, -r), \quad \rightsquigarrow \quad \begin{pmatrix} 2 & -p & -q \\ -p & 2 & -r \\ -q & -r & 2 \end{pmatrix} = (v_i, v_j)$$

acyclic

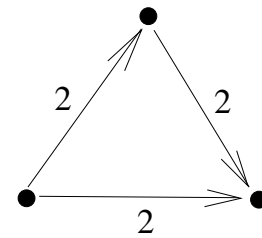
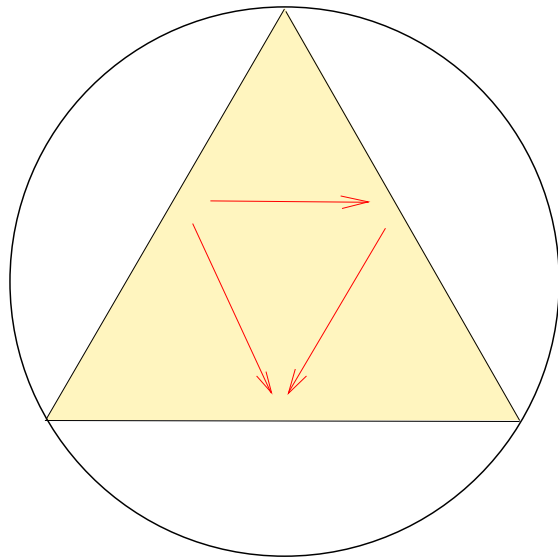
$$\langle v_1, v_2, v_3 \rangle = \mathbb{H}^2, \mathbb{E}^2, \mathbb{S}^2 \text{ (proj model)} \quad |(v_i, v_j)| = \begin{cases} 2 \cosh d_{ij}, & \text{if } v_i^\perp \cap v_j^\perp = \emptyset, \\ 2 \cos \alpha_{ij}, & \text{if } v_i^\perp \cap v_j^\perp \neq \emptyset, \end{cases}$$

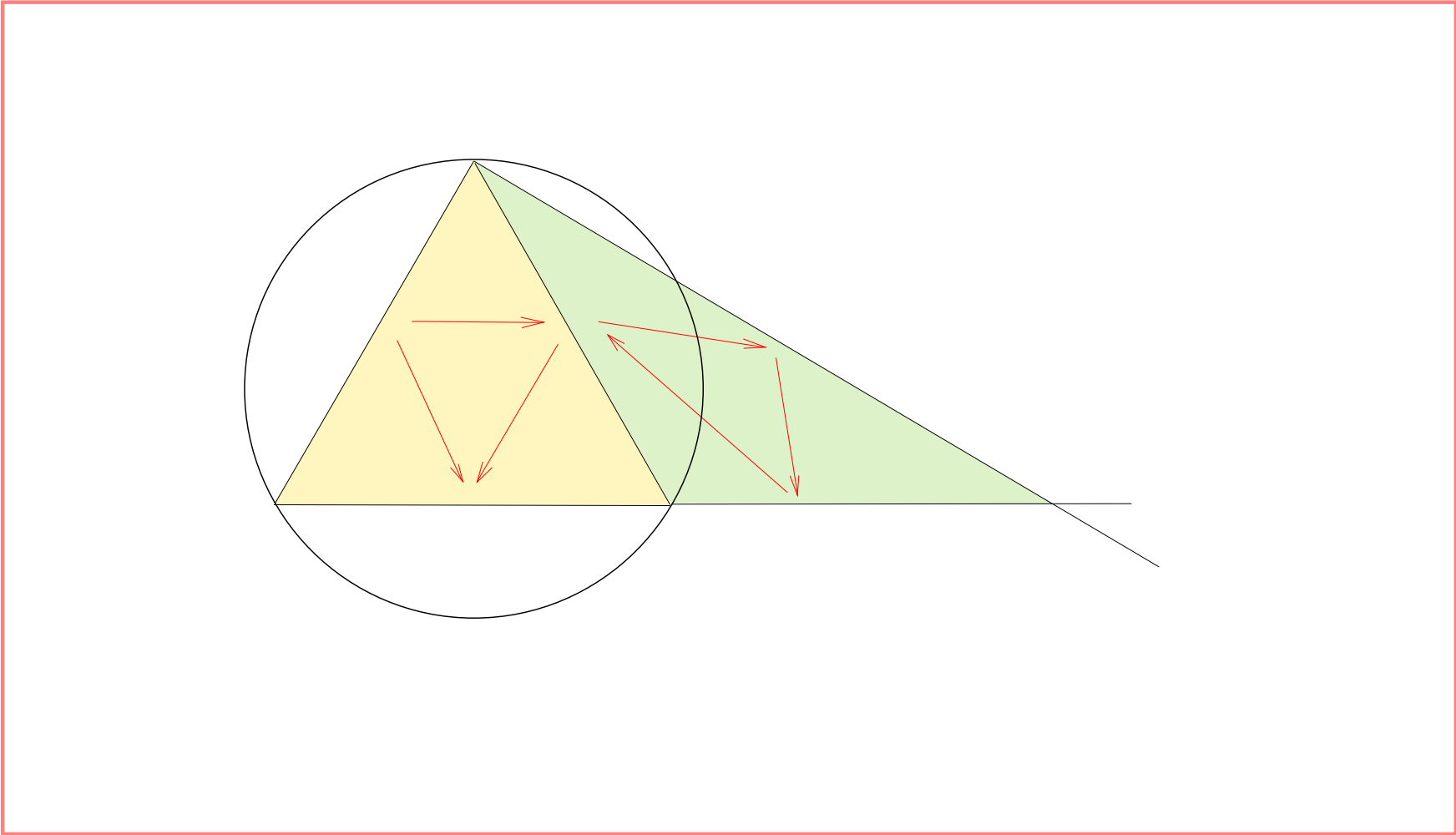
**Mutation:** “partial reflection”:  $\mu_k(v_i) = \begin{cases} v_i - (v_i, v_k)v_k, & \text{if } i \rightarrow k \text{ in } Q \\ -v_k, & \text{if } i = k \\ v_i, & \text{otherwise} \end{cases}$

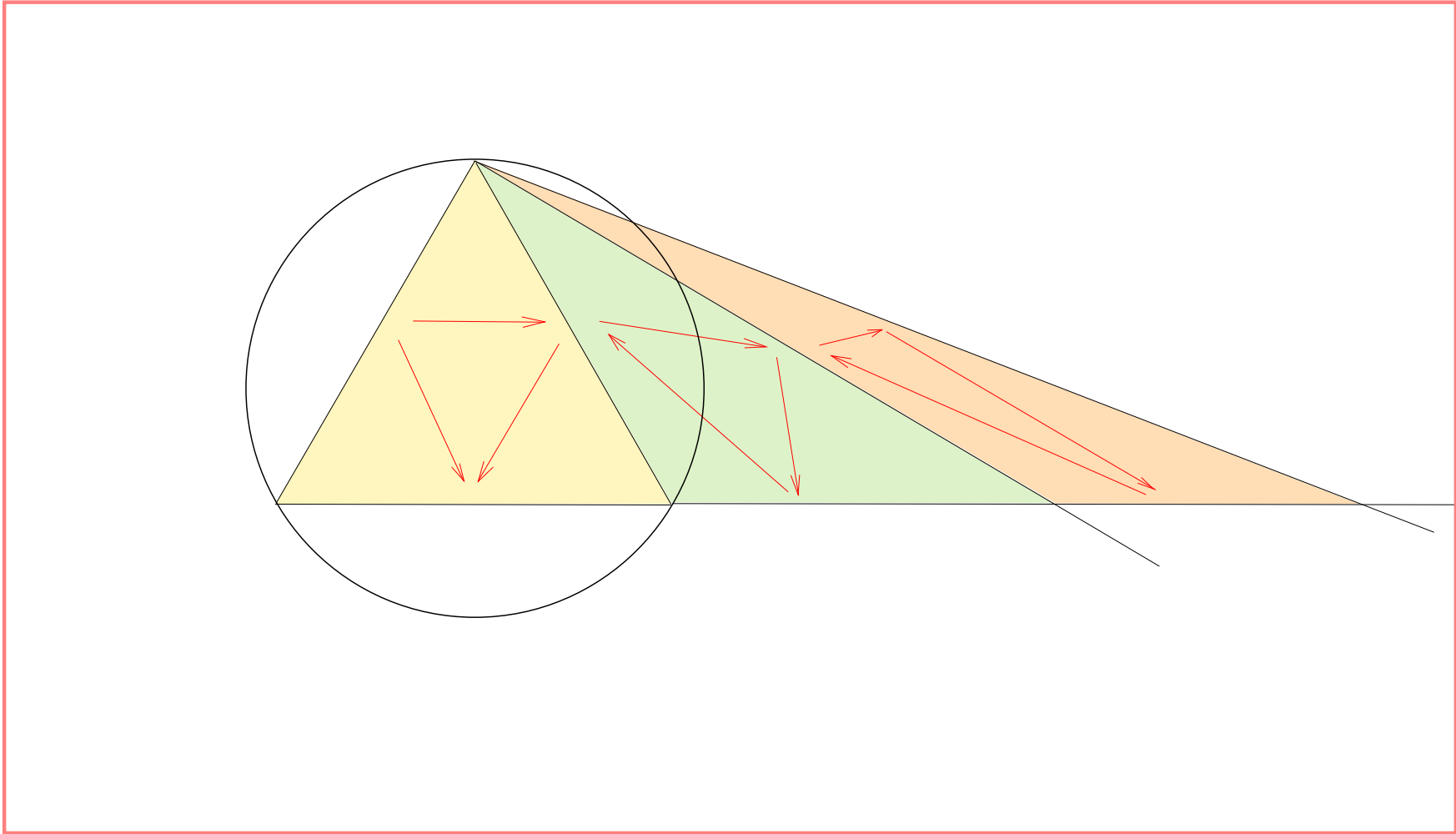
**Thm 2.** (Barot, Geiss, Zelevinsky' 2006)

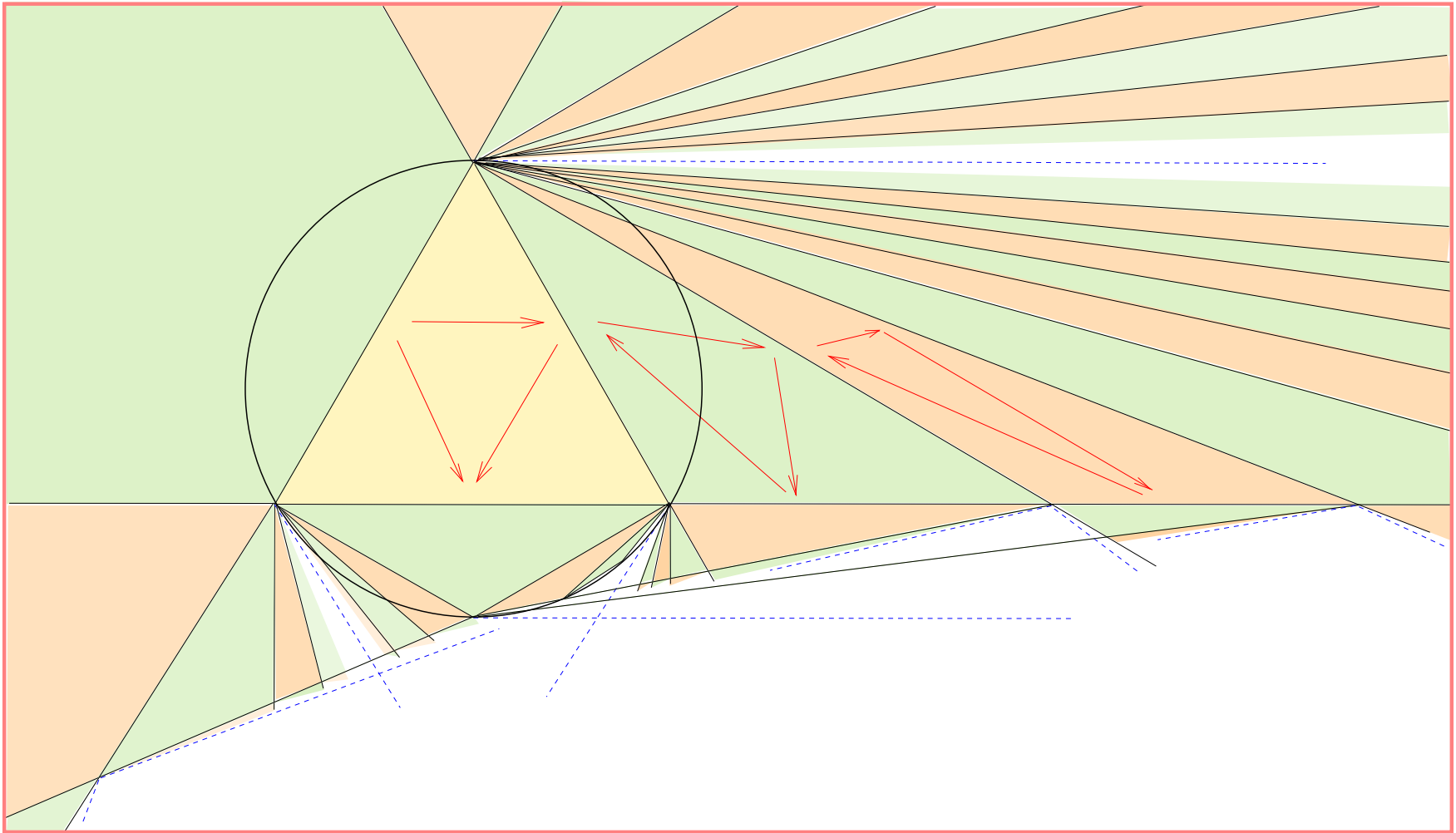
The values  $(v_i, v_j)$  change under mutations in the same way as the weights of the arrows in  $Q$ .

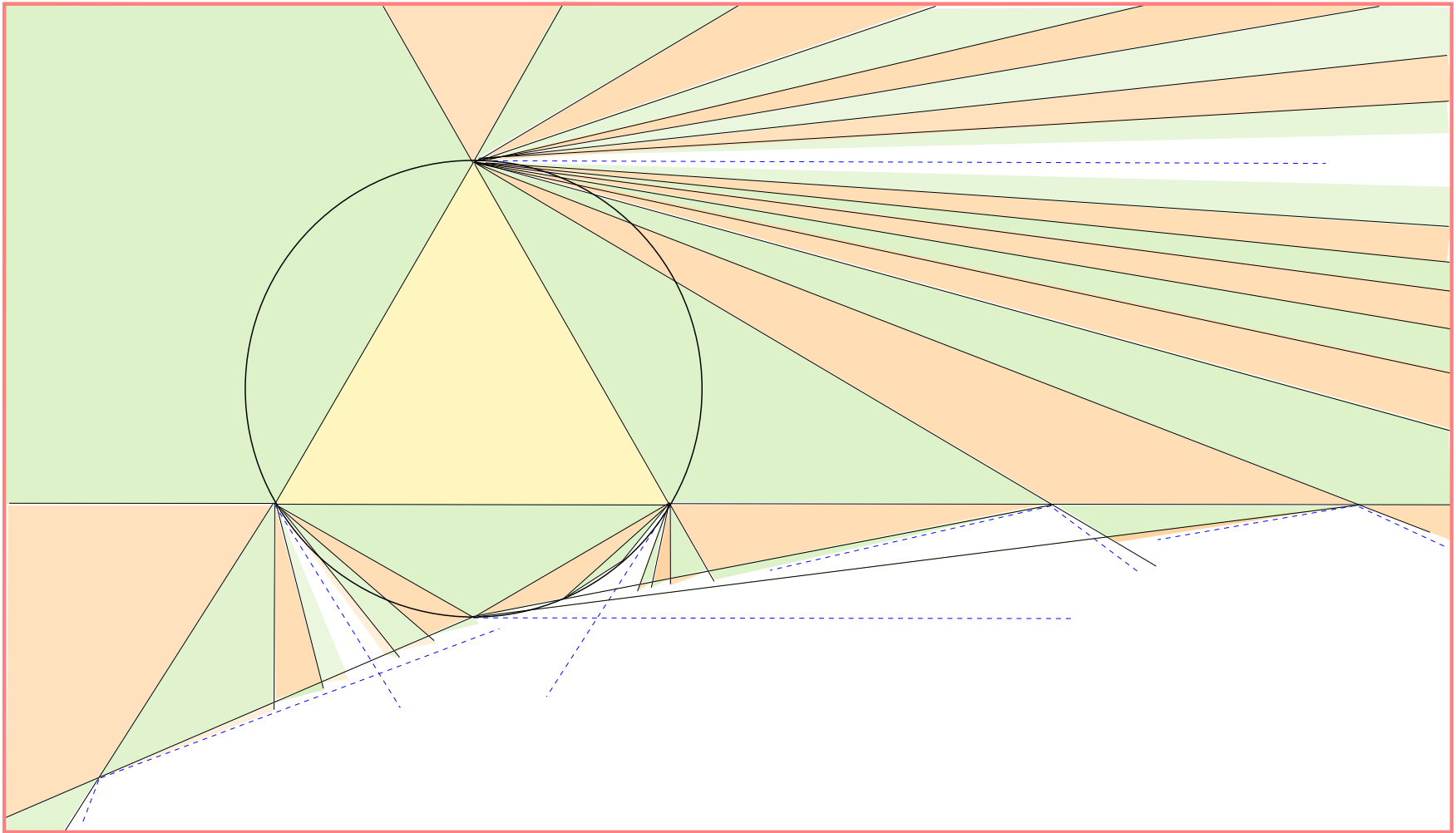


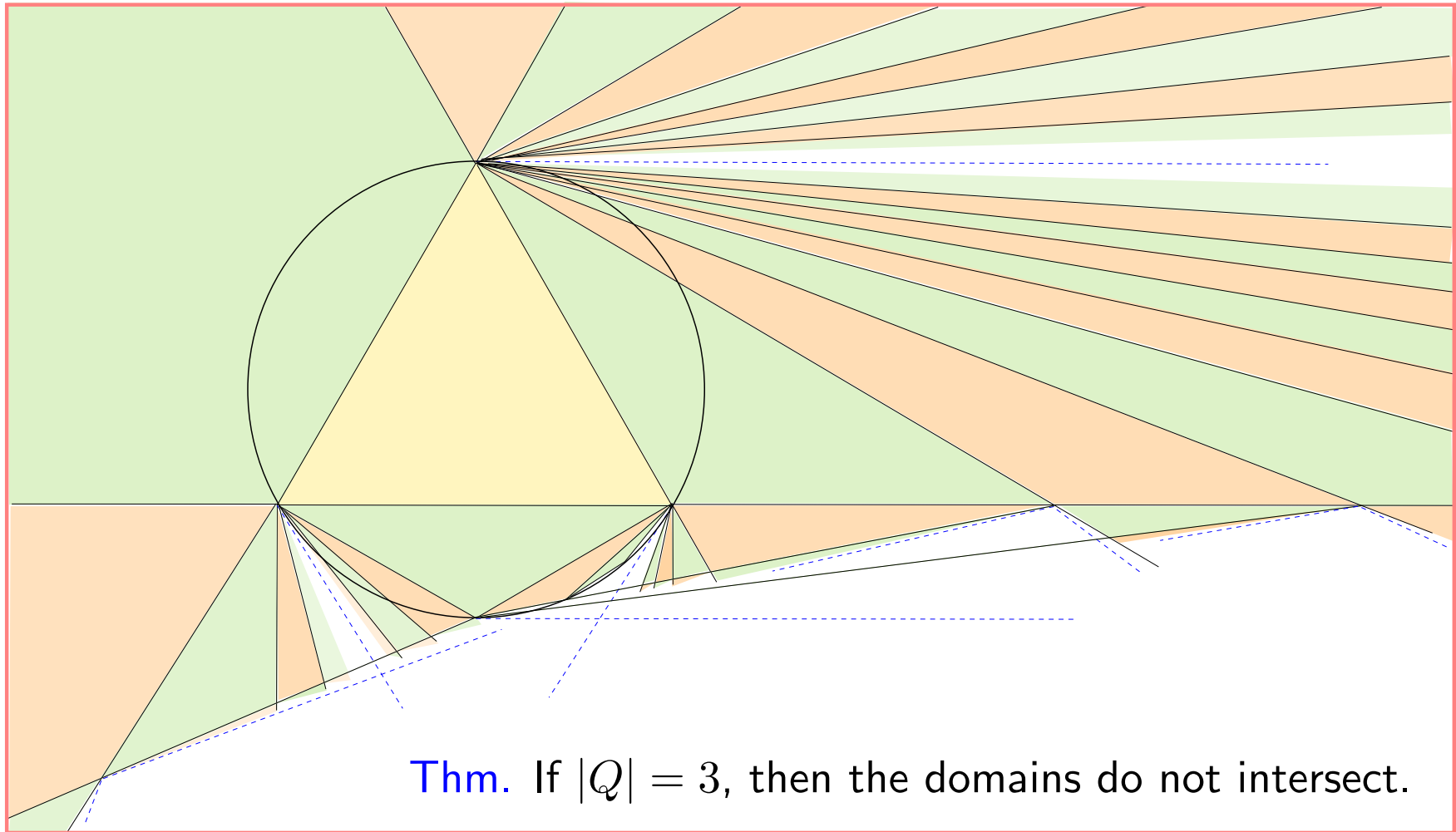












**Thm.** If  $|Q| = 3$ , then the domains do not intersect.

Thm 1,2: “If  $Q$  has a geometric realization  
then it works for the whole mutation class”

Thm 3. Every  $Q$  of rank 3 has a realization.

Thm 1,2: “If  $Q$  has a geometric realization  
then it works for the whole mutation class”

Thm 3. Every  $Q$  of rank 3 has a realization.

Idea of Pf:

- if  $Q$  is **mut.-acyclic**  $\rightarrow$  by reflections [Seven; Speyer-Thomas]



Thm 1,2: “If  $Q$  has a geometric realization  
then it works for the whole mutation class”

Thm 3. Every  $Q$  of rank 3 has a realization.

Idea of Pf:

- if  $Q$  is **mut.-acyclic**  $\rightarrow$  by reflections [Seven; Speyer-Thomas]

- if  $Q$  is **mut.-cyclic**  $\Rightarrow p, q, r \geq 2 \Rightarrow$   
there are 3 pts in  $\mathbb{H}^2$  iff  $d_p + d_q \geq d_r$   
..... what if.....  $d_p + d_q < d_r$ ?

Thm 1,2: “If  $Q$  has a geometric realization  
then it works for the whole mutation class”

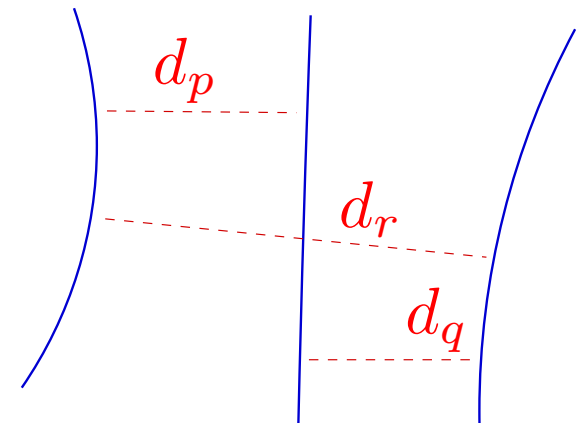
Thm 3. Every  $Q$  of rank 3 has a realization.

Idea of Pf:

- if  $Q$  is **mut.-acyclic**  $\rightarrow$  by reflections [Seven; Speyer-Thomas]

- if  $Q$  is **mut.-cyclic**  $\Rightarrow p, q, r \geq 2 \Rightarrow$   
there are 3 pts in  $\mathbb{H}^2$  iff  $d_p + d_q \geq d_r$   
..... what if.....  $d_p + d_q < d_r$ ?

Three lines in  $\mathbb{H}^2$ :  
realization by reflections!



Thm 1,2: “If  $Q$  has a geometric realization  
then it works for the whole mutation class”

Thm 3. Every  $Q$  of rank 3 has a realization.

Thm 3’.

1.  $Q$  **mut.-acyclic**  $\Rightarrow$   $Q$  has realization by reflections.
2.  $Q$  **mut.-cyclic**  $\Rightarrow$   $Q$  has realization by  $\pi$ -rotations.
3.  $Q$  has both realizations  $\Leftrightarrow$   
 $Q = (p, q, r)$  with  $p, q, r \geq 2$  and  $d_p + d_q = d_r$ .

### 3. Non-integer quivers

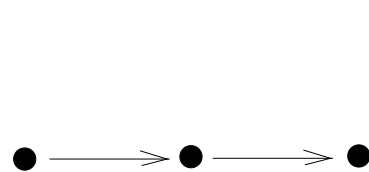
$$p, q, r \in \mathbb{R}. \quad (p, q, r) \rightarrow (p, q, pq - r).$$

### 3. Non-integer quivers

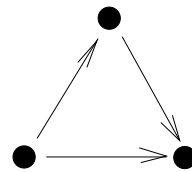
$$p, q, r \in \mathbb{R}. \quad (p, q, r) \rightarrow (p, q, pq - r).$$

**Def.** A quiver is of **finite mutation type** if it is mutation equivalent to fin. many other quivers.

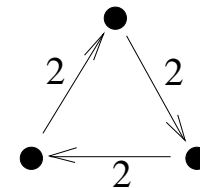
In integer case:



$A_3$



$\tilde{A}_2$



Markov

### 3. Non-integer quivers

$$p, q, r \in \mathbb{R}. \quad (p, q, r) \rightarrow (p, q, pq - r).$$

**Thm 4.** A real quiver  $Q$ ,  $|Q| = 3$  is of finite mutation type if  $Q$  is mut.-equivalent to  $Q' = (2 \cos \pi t_1, 2 \cos \pi t_2, 2 \cos \pi t_3)$ , where  $(t_1, t_2, t_3)$  is one of the following:

### 3. Non-integer quivers

$$p, q, r \in \mathbb{R}. \quad (p, q, r) \rightarrow (p, q, pq - r).$$

**Thm 4.** A real quiver  $Q$ ,  $|Q| = 3$  is of finite mutation type if  $Q$  is mut.-equivalent to  $Q' = (2 \cos \pi t_1, 2 \cos \pi t_2, 2 \cos \pi t_3)$ , where  $(t_1, t_2, t_3)$  is one of the following:

- $(0, 0, 0)$ ;
- $(\frac{1}{n}, \frac{1}{n}, 0)$ , where  $n \in \mathbb{Z}_+$ ;
- $(\frac{1}{3}, \frac{1}{3}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{1}{4}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{1}{5}, \frac{1}{2})$ ,  $(\frac{1}{5}, \frac{2}{5}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{2}{5}, \frac{1}{2})$ .

### 3. Non-integer quivers

$$p, q, r \in \mathbb{R}. \quad (p, q, r) \rightarrow (p, q, pq - r).$$

**Thm 4.** A real quiver  $Q$ ,  $|Q| = 3$  is of finite mutation type if  $Q$  is mut.-equivalent to  $Q' = (2 \cos \pi t_1, 2 \cos \pi t_2, 2 \cos \pi t_3)$ , where  $(t_1, t_2, t_3)$  is one of the following:

- $(0, 0, 0)$ ;
- $(\frac{1}{n}, \frac{1}{n}, 0)$ , where  $n \in \mathbb{Z}_+$ ;
- $(\frac{1}{3}, \frac{1}{3}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{1}{4}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{1}{5}, \frac{1}{2})$ ,  $(\frac{1}{5}, \frac{2}{5}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{2}{5}, \frac{1}{2})$ .

$A_3$

$B_3$

$H_3$

Markov quiver





### 3. Non-integer quivers

$$p, q, r \in \mathbb{R}. \quad (p, q, r) \rightarrow (p, q, pq - r).$$

**Thm 4.** A real quiver  $Q$ ,  $|Q| = 3$  is of finite mutation type if  $Q$  is mut.-equivalent to  $Q' = (2 \cos \pi t_1, 2 \cos \pi t_2, 2 \cos \pi t_3)$ , where  $(t_1, t_2, t_3)$  is one of the following:

- $(0, 0, 0)$ ;
- $(\frac{1}{n}, \frac{1}{n}, 0)$ , where  $n \in \mathbb{Z}_+$ ;
- $(\frac{1}{3}, \frac{1}{3}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{1}{4}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{1}{5}, \frac{1}{2})$ ,  $(\frac{1}{5}, \frac{2}{5}, \frac{1}{2})$ ,  $(\frac{1}{3}, \frac{2}{5}, \frac{1}{2})$ .

$A_3$

$B_3$

$H_3$

$H_3^{(1)}$

$H_3^{(2)}$

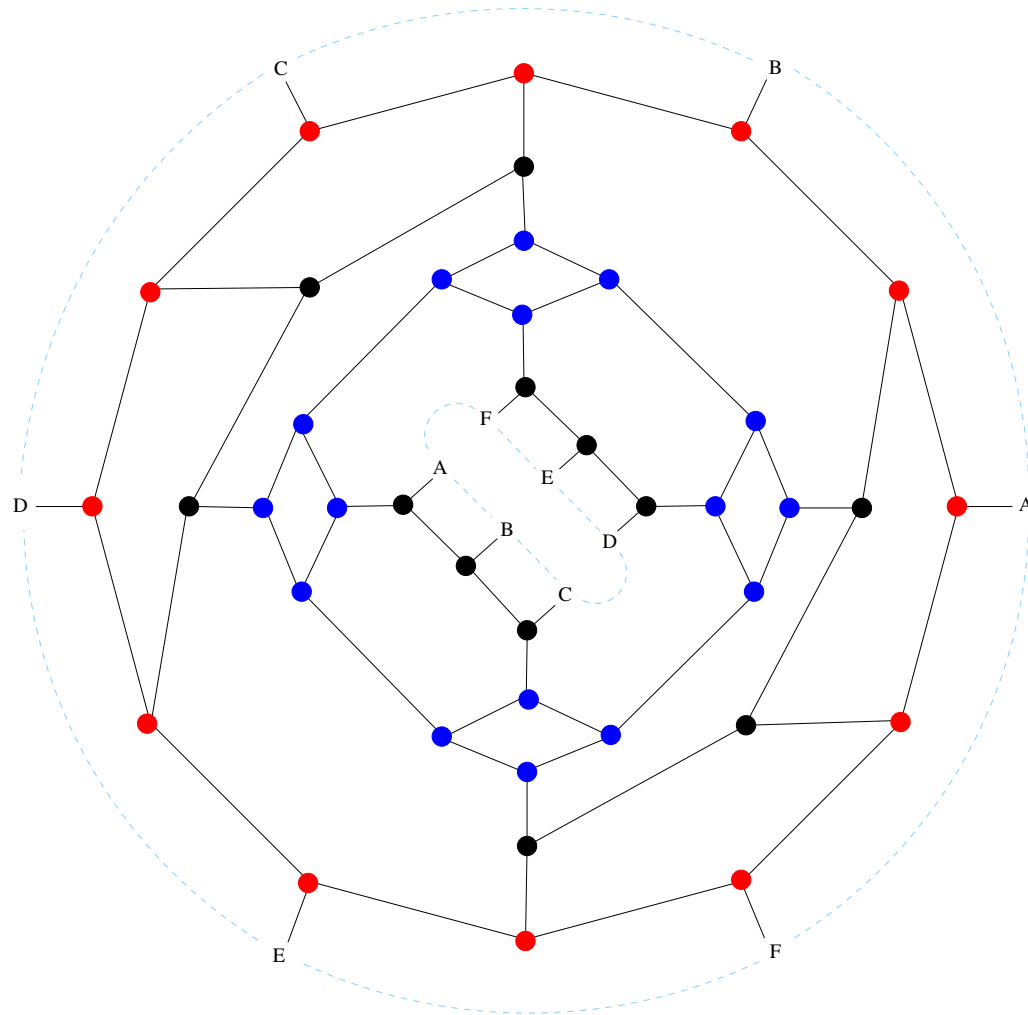
Markov quiver



Two finite type mutation classes:

	Acyclic	Cyclic
$H_3^{(1)}$	$(2 \cos \frac{\pi}{5}, 2 \cos \frac{2\pi}{5}, 0)$ $(1, 1, -2 \cos \frac{2\pi}{5})$	$(2 \cos \frac{2\pi}{5}, 2 \cos \frac{2\pi}{5}, 1)$
$H_3^{(2)}$	$(2 \cos \frac{\pi}{3}, 2 \cos \frac{2\pi}{5}, 0)$ $(2 \cos \frac{2\pi}{5}, 2 \cos \frac{2\pi}{5}, -2 \cos \frac{2\pi}{5})$	$(2 \cos \frac{1\pi}{5}, 2 \cos \frac{2\pi}{5}, 1)$ $(1, 1, 2 \cos \frac{\pi}{5})$

Exchange graph  
for  $H_3^{(1)}$ :



## 4. Markov constant

Def. [Beineke, Brüstle, Hille]

For  $Q = (p, q, r)$ , a *Markov constant* is  $C(Q) = p^2 + q^2 + r^2 - pqr$ .

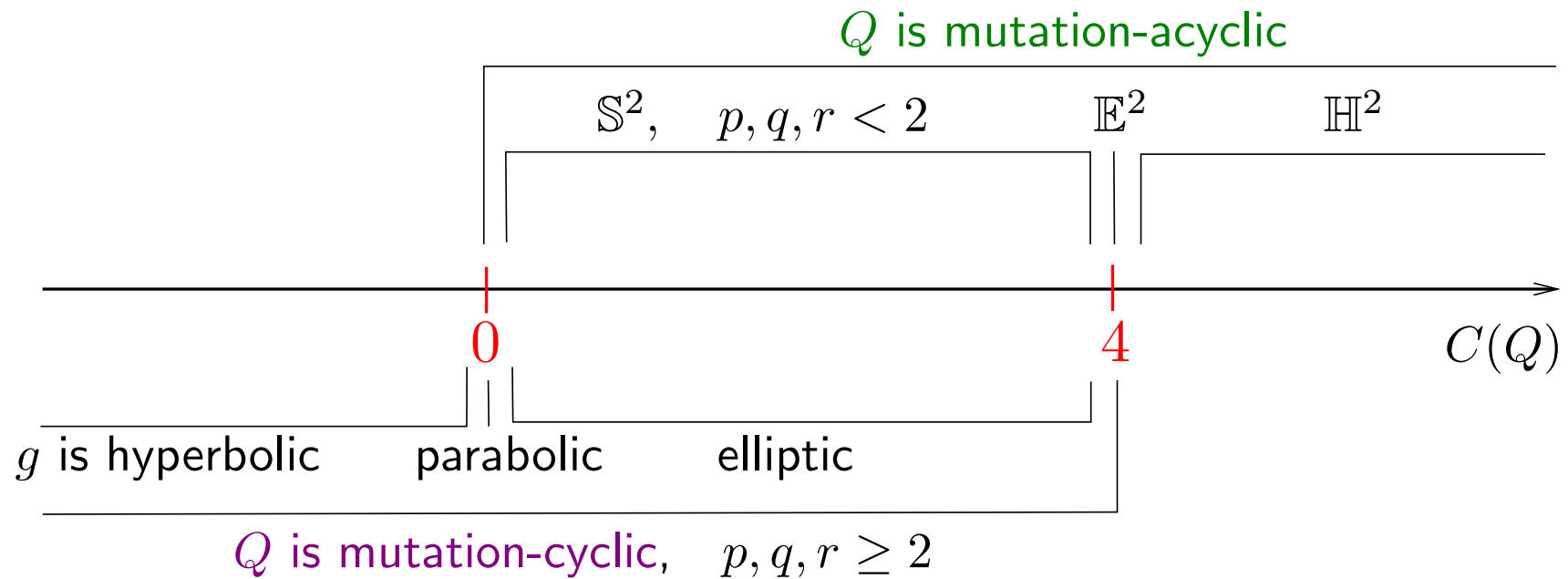
## 4. Markov constant

Def. [Beineke, Brüstle, Hille]

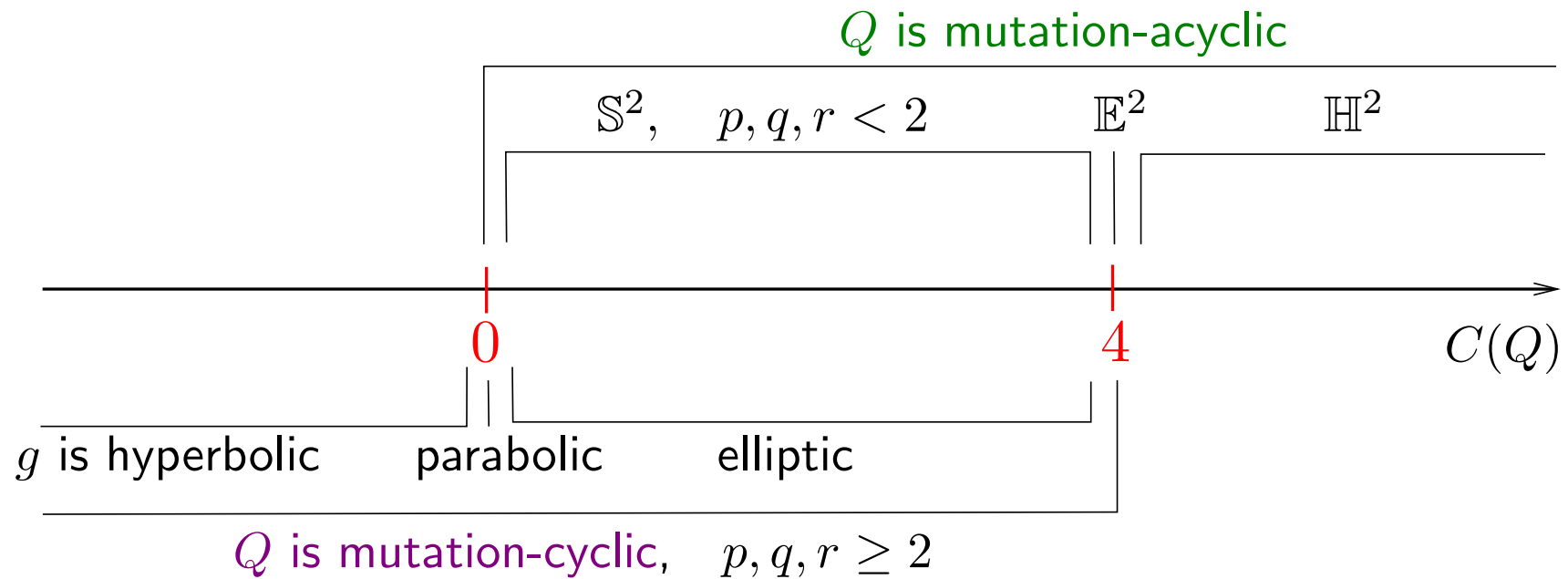
For  $Q = (p, q, r)$ , a *Markov constant* is  $C(Q) = p^2 + q^2 + r^2 - pqr$ .

- $C(Q)$  is mutation-invariant;
- $C(Q)$  controls geometry of the realization:
  - if  $p, q, r \geq 2$ , triangle ineq.  $\Leftrightarrow C(Q) \leq 4$ ;
  - if  $Q$  **mut.-acyclic**,  $C(Q) < 4 / = 4 / > 4 \Leftrightarrow$  refl. in  $\mathbb{S}^2 / \mathbb{E}^2 / \mathbb{H}^2$ .
  - if  $Q$  is **mut.-cyclic**,  $C(Q)$  controls geometry of  $g = R_1 \circ R_2 \circ R_3$ :  
 $C(Q) < 0 / = 0 / > 0 \Leftrightarrow g$  is hyperbolic/parabolic/elliptic.

4. Markov constant:  $C(Q) = p^2 + q^2 + r^2 - pqr$ .



4. Markov constant:  $C(Q) = p^2 + q^2 + r^2 - pqr$ .



*THANKS!*