



From the Local to the Global in Mathematics

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EPS College Research Conference

The Local-to-Global Principle

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Idea

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Global method:



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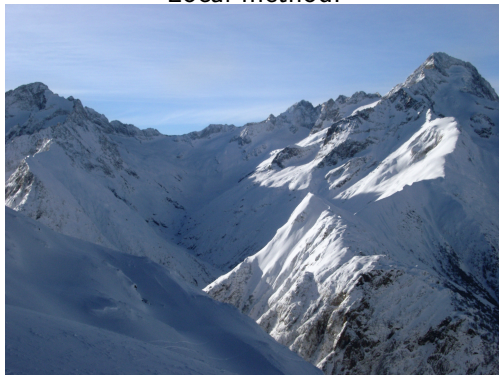


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The exact relationship between these two groups is the subject of much research over the last few decades.

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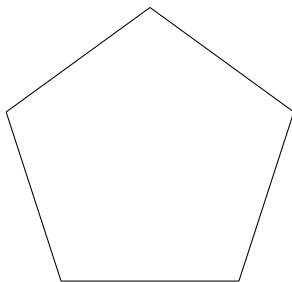
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Groups come in various guises: they can be defined abstractly, as permutations of some set, like $\{1, \dots, 15\}$, or as matrices, over the complex numbers say. Writing a group as matrices is a **representation** of the group.

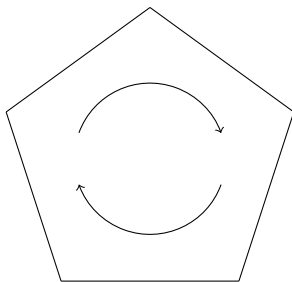
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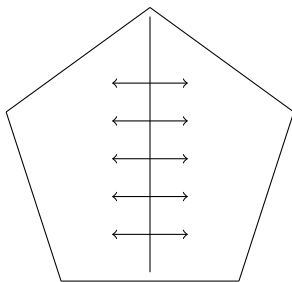
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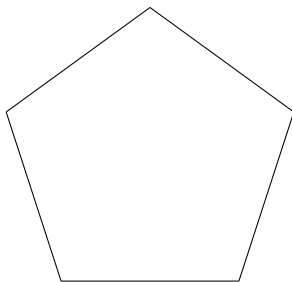
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We can rotate the pentagon by multiples of $2\pi/5$, or we can reflect the pentagon in one of five lines. There are five rotations and five reflections, yielding a group of order 10. We can represent this group as rotations and reflections of the plane, so that the reflection through the vertical becomes

$$\begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}.$$

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As an example of a subgroup, the set of rotations of the pentagon is a subgroup of the dihedral group. The set of reflections is not, because the product of two different reflections is a rotation.

Local subgroups

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Now we need to find a group with D_5 as a 5-local subgroup.

Character Tables

D_5	1	ref	rot	rot ²
χ_1	1	1	1	1
χ_2	1	-1	1	1
χ_3	2	0	$2 \cos(2\pi/5)$	$2 \cos(4\pi/5)$
χ_4	2	0	$2 \cos(4\pi/5)$	$2 \cos(2\pi/5)$

$A_5 = I$	1	(1, 2)(3, 4)	(1, 2, 3)	(1, 2, 3, 4, 5)	(5, 4, 3, 2, 1)
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Almost Theorem

For any finite group, and any prime p , the number of characters of degree not divisible by p is the same as that of its p -local subgroup. Furthermore, the number of characters whose degree has remainder $\pm i$ on division by p also is the same between the two groups.

Broué's Conjecture

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Broué's conjecture is the main direction of research in this area. Recently a lot of progress has been made in this area, and we are hopeful that we can prove this, and extend it to get a complete structural understanding of the local-global principle for the representation theory of finite groups.

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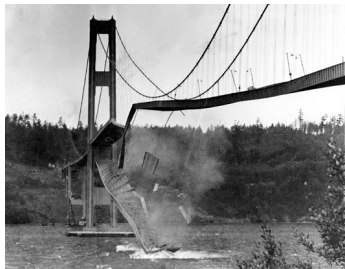
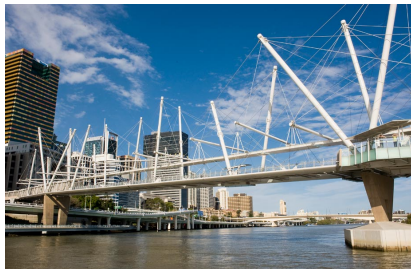
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