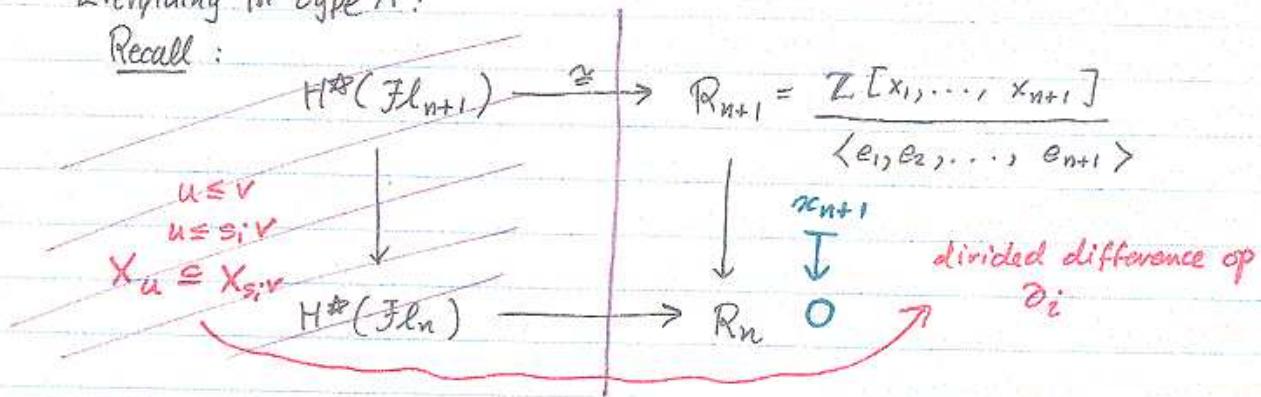


Nantel Bergeron, "Schubert polynomials"

Everything for type A:

Recall:



"Go to the limit": $\sigma_u = [x_{uv}]$ behaves well under these maps - "stable".

want to find polynomials on RHS, also stable - want to do computations without doing "mod an ideal"

Now just remember RHS: forget the geometry!

$$\partial_i : \mathbb{Z}[x_1, \dots, x_n] \longrightarrow \mathbb{Z}[x_1, \dots, x_n]$$

$$\partial_i(f) = \frac{f - f(\dots, x_{i+1}, x_i, \dots)}{x_i - x_{i+1}}$$

Check relations:

$$(easy) \quad \begin{aligned} \bullet \quad & \partial_i^2 = 0 \\ \bullet \quad & \partial_i \partial_j = \partial_j \partial_i \quad |i-j| > 1 \\ \bullet \quad & \partial_i \partial_{i+1} \partial_i = \partial_{i+1} \partial_i \partial_{i+1} \end{aligned}$$

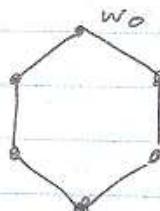
For $w \in S_n$

for reduced $w = s_{a_1} s_{a_2} \dots s_{a_k}$, can get to other reduced decomp's only using latter 2 relations above.

$$\partial_w := \partial_{a_1} \partial_{a_2} \dots \partial_{a_k} \text{ well-def'd.}$$

A reduced word is a path along Bruhat order diagram

e.g. S_3



well-def'd means indep of path

Can generate basis of R_n by starting with

$$\begin{bmatrix} x_1^{n-1} x_2^{n-2} \dots x_n^0 \end{bmatrix} \quad \begin{array}{l} \nearrow \text{not quite the same as} \\ \partial_1 \quad \dots \quad \partial_2 \end{array}$$

Livin's: he gave Vandermonde
det, here just take one
monomial

⋮

Idea: But there should be polynomials representation, not just classes.

Lasoux-Schutzenberger (sp?):

$$G_w = \partial_{w, w^{-1}} x_1^{n-1} x_2^{n-2} \dots x_n^0$$

and show nice properties of G_w , eg stability.

(1) $S_n \hookrightarrow S_{n+1}$

$w \mapsto w'$ as yesterday

$$G_w = G_{w'} \quad \underline{\text{stable!}}$$

letting $n \rightarrow \infty$, $\{G_w : w \in S_\infty\}$ basis of $\mathbb{Z}[x_1, x_2, \dots]$

↑
permute only finitely many.

(2) r last descent of w in S_∞

$$G_w \in \mathbb{Z}[x_1, \dots, \overset{\circ}{x_r}]$$

(3) Expect ± 1 's from formula for ∂_i . BUT:

$$G_w = \sum_{\alpha=(\alpha_1, \dots, \alpha_r)} b_{w, \alpha} x^\alpha \quad (x^\alpha = x_1^{\alpha_1} \dots x_r^{\alpha_r})$$

MAGIC: $b_{w, \alpha} \in \mathbb{Z}_{\geq 0}$!! (some geom. reasons...? ask Nantel)

(4) Monk's formula (Type A Chevalley)

$$\tilde{G}_{s_k} G_w = \sum_{r \leq k < s} \tilde{G}_{w(rs)}$$

$$l(w(rs)) = l(w) + 1$$

↑
non-simple transposition

So in this case, coefficients always = 1!

Aside: Liu: $G_w = P(\tilde{G}_{s_1}, \tilde{G}_{s_2}, \dots, \tilde{G}_{s_r})$

THIS is a polynomial, NOT necessarily positive
coeff's!! so using this NOT "combinatorial algorithm",
doesn't explain positivity.

$$\tilde{G}_u \tilde{G}_v = \sum_w c_{u,v}^w \tilde{G}_w$$

HOLY GRAIL

$\in \mathbb{Z}_{\geq 0}$, by geometry - but want efficient
combinatorial algorithms for
computing.

Interlude: case of Grassmannian:

v is Grassmannian (at most one descent)

$$v = [v(1), v(2), \dots]$$

v has descent at r if $v(r) > v(r+1)$.

if v Grassmannian, can be encoded by following:

perm mix: $\begin{cases} v(1) & * * 1 \\ v(2) & * * 0 * 1 \\ \vdots & : \\ v(r) & * * 0 * 0 * 1 \\ v(r+1) & 1 - 0 - 0 - 0 - = - - - \end{cases}$

partition λ : $\begin{cases} v(1) & * * 1 \\ v(2) & * * 0 * 1 \\ \vdots & : \\ v(r) & * * 0 * 0 * 1 \\ v(r+1) & 1 - 0 - 0 - 0 - = - - - \end{cases}$

descent r : $\begin{cases} v(1) & * * 1 \\ v(2) & * * 0 * 1 \\ \vdots & : \\ v(r) & * * 0 * 0 * 1 \\ v(r+1) & 1 - 0 - 0 - 0 - = - - - \end{cases}$

$= v[\lambda, r]$

Now fill in, 0's to (R) and below..

$\} \text{ all } 0's$

$$G_{\nu[\lambda, \mu]} = s_\lambda(x_1, \dots, x_r) \quad \underline{\text{Schur function}}$$

Recall: always have $\mathrm{Fl} \rightarrow \mathrm{Gr}$, $H^*(\mathrm{Gr}) \hookrightarrow H^*(\mathrm{Fl})$,
Problem of multiplying these classes completely solved

$$s_\lambda(x_1, \dots, x_r) s_\mu(x_1, \dots, x_r) = \sum c_{\lambda\mu}^\nu s_\nu(x_1, \dots, x_r)$$

in representation theory ... w/ ∞ variables, then restrict to r so forget some info.

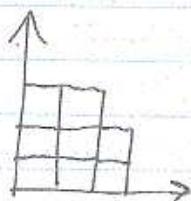
So not quite true that formulas 'same' - Rep thy version has more terms. When $c_{\lambda\mu}^\nu = 0$ or 1 different answer for rep thy.

Combinatorics of Schur functions:

$$s_\lambda = \sum_{\substack{T: \lambda \rightarrow \{1, \dots, r\} \\ \text{tableaux} \\ (\text{Semistandard})}} \underbrace{\text{monomial } (T)}_{s_\nu} \prod_{s \in \lambda} x^{w(T(s))} = x^{w(T)}$$

$$\lambda = (3, 2, 2)$$

$$\lambda \subseteq \mathbb{N} \times \mathbb{N}$$



Def'n: T semi-std $\iff T(i, j) \leq T(i+1, j)$
 $T(i, j) < T(i, j+1)$

want then combinatorial approach for

$$s_\lambda s_\mu = \sum c_{\lambda\mu}^\nu s_\nu.$$

NB: There are other combinatorial models for the s_λ : Littelmann paths, puzzles etc. ... get different models for symmetries of rules, etc. ($\exists 6$ symmetries, no model (known) captures all 6...?)

"GOALS": in general case

(A) Find objects R_w

$$G_w = \sum_{D \in R_w} x^{\text{wt}(D)}$$

} \exists many candidates, none of which seem to get at (B) ...

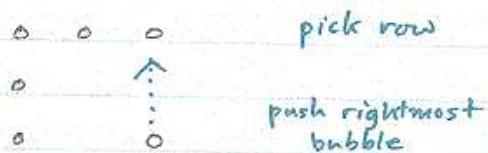
(B) Use it to show ~~???~~

History

- Kohnert (Bad & Bad)

Given w , draw matrix as yesterday: perm mix, 0's to \mathbb{R} and below, bubbles for the rest.

bubbles get a "diagram"



$$x^D = \prod x_i \# \text{bubble in row } i$$

$$G_w = \sum_{\substack{\text{bubble} \\ B}} x^B$$

Bad #1: looking at bubble B , can't tell where it came from, don't know where going

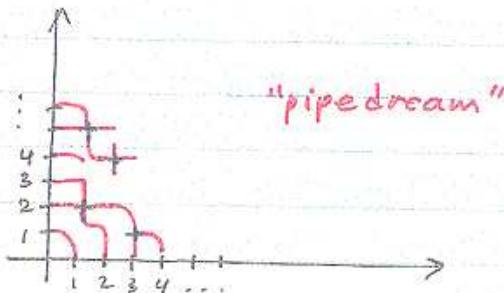
Bad #2: hard to prove!

- Nantel (also Bad & Bad - but proven)

- Nantel - Sara Billey (NOT due to Fomin-Kirillov) \rightarrow some history to set straight here...

RC-graphs

$$D \in \mathbb{N} \times \mathbb{N}$$



Such a D is reduced if no strands cross twice!

Also an obvious permutation! Read off the strands.

$$w(D) = [1, 4, 2, 3, 6, 5, 7, \dots]$$

$$\text{Thm (B-B): } \mathfrak{G}_w = \sum_{\substack{\mathcal{D} \text{ Reduce } (i,j) \in \mathcal{D} \\ w(\mathcal{D}) = w}} \oplus \text{TT } x_i$$

This is "Good, Good, OK"...

✓ ↓ →
can recover can prove can recover Monk's formula
etc. etc. and some more ...
--- but then crashes & burns!
need more ideas.

Alex: Is saturation config. for the $c_{\lambda\mu}^{\nu}$?

Nantel: need polytope interpretation -
but a good Q!