

* Admin: Teaching break next 2 weeks!
 HW 6 (longer) due on 22 Sept (in 3 weeks).
 Quiz solutions coming soon.

* Last time: Let (P, \leq) be a poset.
 $\delta \in \mathcal{A}(P)$ is the multiplicative identity for the convolution product, i.e. if $f \in \mathcal{A}(P)$ then
 $(f * \delta) = (\delta * f) = f$.

[Reason: $M_\delta = I$, and $M_f \cdot I = M_f = I \cdot M_f$]

* Today: Invertibility and the Möbius function.

Def: We say that $f \in \mathcal{A}(P)$ is invertible if:
 there is some $g \in \mathcal{A}(P)$ such that

$$f * g = \delta$$

Prop: If there is some $g \in \mathcal{A}(P)$ such that
 $f * g = \delta$, then actually $g * f = \delta$ and
 vice-versa. Also, the inverse function g is unique.

Q: How to find inverses?? \rightarrow Later.

(See HW for more): That equation $f * g = \delta$.

means that for every $x \leq y$, we have

$$(f * g)([x, y]) = \delta([x, y]) \leftarrow \text{either } 1 \text{ or } 0.$$

Plug in $y = x$ to get $(f * g)([x, x]) = \delta([x, x]) = 1$.

Prop: An ~~f~~ edge function $f \in \mathcal{A}(P)$ is invertible if and only if $f([x,x]) \neq 0$ for every $x \in P$.

* Example



Consider f such that

$$M_f = \begin{matrix} & \begin{matrix} a & b & c \end{matrix} \\ \begin{matrix} a \\ b \\ c \end{matrix} & \begin{bmatrix} -3 & 2 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 5 \end{bmatrix} \end{matrix}$$

Q: Is f invertible?

A: NO, because $f([b,b]) = 0$.
(There is a zero on the main diagonal.)

* Corollary: If $f \in \mathcal{A}(P)$ and M_f has no zeroes on the main diagonal, then there is an inverse function $g \in \mathcal{A}(P)$.

* Reminder: $M_{(f * g)} = M_f \cdot M_g$.

If ~~$f * g = \delta$~~ $f * g = \delta$, then:

$$(M_f \cdot M_g) = M_{f * g} = M_\delta = I.$$

i.e. $M_f \cdot M_g = I$

→ Given M_f , we can use linear algebra to compute M_g .

Similarly, $g * f = \delta$ gives $M_g \cdot M_f = I$

We won't assume we know how to do this.

* Notation: If there is some $g \in \mathcal{A}(P)$ such that $f * g = \delta$, then g is called the inverse of f , and denoted f^{-1} .
[not the same as in calculus!]

* Möbius functions

Recall $\zeta \in \mathcal{A}(P)$ is the edge function such that $\zeta([x, y]) = 1$ for $x \leq y$.

E.g.



$$M_\zeta = \begin{matrix} & \begin{matrix} a & b & c \end{matrix} \\ \begin{matrix} a \\ b \\ c \end{matrix} & \begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \end{matrix}$$

(adjacency matrix)

no zeroes!

Abstractly, we see that ζ is invertible.

Def: Let (P, \leq) be a poset. Then the Möbius function $\mu \in \mathcal{A}(P)$ is the unique function such that $\zeta * \mu = \mu * \zeta = \delta$. That is, $\mu := \zeta^{-1}$.

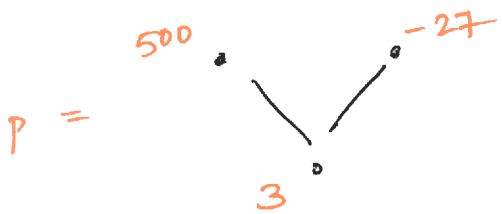
* Note: We don't yet know how to calculate μ in practice.

We'll come back to μ .

E.g.



Def: A vertex function $p: P \rightarrow \mathbb{R}$ is an assignment of a real number to each vertex in P



ie. we choose a number for each vertex.

$$N_p = \begin{matrix} a \\ b \\ c \end{matrix} \begin{bmatrix} 3 \\ 500 \\ -27 \end{bmatrix}$$

We can represent a vertex function p by a vector v_p , where the i^{th} entry of v_p is the value of p on the i^{th} vertex.

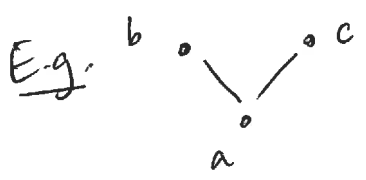
* Note: Fix poset (P, \leq)

We have edge functions $f: I(P) \rightarrow \mathbb{R} \rightarrow$ matrix M_f

vertex functions $p: P \rightarrow \mathbb{R} \rightarrow$ vectors v_p .

Given an edge function f and a vertex fn p , we can consider

$M_f \cdot v_p$ ← output is another $n \times 1$ matrix, i.e. another vector; i.e. can be regarded as a vertex function:

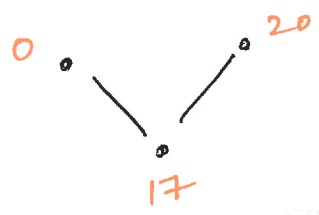


$$M_f = \begin{bmatrix} -3 & 2 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 5 \end{bmatrix}$$

$$v_p = \begin{bmatrix} -3 \\ 2 \\ 4 \end{bmatrix}$$

$$M_f \cdot v_p = \begin{bmatrix} -3 & 2 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 5 \end{bmatrix} \begin{bmatrix} -3 \\ 2 \\ 4 \end{bmatrix} = \begin{bmatrix} 9 + 4 + 4 \\ 0 \\ 20 \end{bmatrix} = \begin{bmatrix} 17 \\ 0 \\ 20 \end{bmatrix}$$

Output can be viewed as another vertex function:



So, given $f \in A(P)$ and $p: P \rightarrow \mathbb{R}$, we can produce another vertex function via $M_f \cdot v_p$.

We'll call the new function $f * p$ ← different from usual convolution...

* One-sided convolution

Given $f \in X(P)$ and $p: P \rightarrow \mathbb{R}$, define

$(f * p)$ = one-sided convolution of f with p , to be the vertex function whose vector is $(M_f \cdot v_p)$.

We can also define $p * f$ to be the vertex function whose row vector is ~~$(v_p^t \cdot M_f)$~~

$$(v_p^t \cdot M_f)$$
