

# Laplace Invariants via Vessiot Equivalence Method

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# Outline

- 1 Introduction
  - Linear Partial Differential Operators
- 2 Computational Results – Overview
  - Invariants for Third Order LPDOs
  - Invariants for Fourth Order LPDOs
- 3 Vessiot Equivalence Method for LPDOs
  - Natural Bundles
  - Prolongation and Projection
  - Embedding Theorem
- 4 Summary

# Introduction – Laplace Example

- Linear partial differential operators (LPDOs) of order 2:

$$L = \partial_x \partial_y + a \partial_x + b \partial_y + c$$

- Gauge transformations:

$$L \mapsto g^{-1} L g, \quad g = g(x, y).$$

- Laplace invariants:

$$h = c - a_x - ab, \quad k = c - b_y - ab.$$

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- Laplace invariants:

$$h = c - a_x - ab, \quad k = c - b_y - ab.$$

- The operator  $L$  can be factorised if  $h = 0$  or  $k = 0$ :

$$\begin{aligned} L &= (\partial_x + b)(\partial_y + a) + h, \\ &= (\partial_y + a)(\partial_x + b) + k. \end{aligned}$$

# Introduction – General Situation

- Consider arbitrary LPDOs of order  $d$ :

$$L = \sum_{|\mu| \leq d} a_\mu(x) \partial^\mu, \quad \partial^\mu = \partial_{x_1}^{\mu_1} \cdots \partial_{x_n}^{\mu_n}$$

with symbol  $\sum_{|\mu|=d} a_\mu(x) X^\mu$ .

- The factorisation of LPDOs is gauge invariant:

$$g^{-1} L g = g^{-1} L_1 L_2 g = (g^{-1} L_1 g) (g^{-1} L_2 g).$$

- Conditions for factorisation  $\leftrightarrow$  Laplace invariants.

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- Conditions for factorisation  $\leftrightarrow$  Laplace invariants.

Methods to compute invariants:

- Partial factorisation (obstacles) [SW07b], [SW07a]
- Moving frames [MS08]
- ...
- Vessiot equivalence method [Ves03]

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## Third Order LPDOs

The number of invariants in a generating set:

Symbol, order	[MS08]					total	Vessiot			
	0	1	2	3			0	1	2	total
$X^3$	2	2	1			5	2	3		5
$X^3, (a)$	2	0	2			4	2	1	1	4
$X^3, (b)$	1	1	0	1		3	1	1	1	3
$X^3, (c)$	0	1	1			2	0	2		2
$X^2 Y$	1	3	1			5	1	5		6
$X Y (pX + qY)$	3	3	1			7	3	4	1	8
full							5	4	1	10

$$L_{X^3} = \partial_x^3 + a_{20}\partial_x^2 + a_{02}\partial_y^2 + a_{11}\partial_x\partial_y + a_{10}\partial_x + a_{01}\partial_y + a_{00}.$$



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$X^3, (b)$	1	1	0	1	3	1	1	1	3
$X^3, (c)$	0	1	1		2	0	2		2
$X^2 Y$	1	3	1		5	1	5		6
$X Y (pX + qY)$	3	3	1		7	3	4	1	8
full						5	4	1	10

- Moving frames: **small** invariants of **higher** order,
- Vessiot: **large** invariants of **minimal** order.

In future: Combine both methods!

# Invariants for $L_{X^3,(c)} = \partial_x^3 + a_{20}\partial_x^2 + a_{10}\partial_x + a_{00}$

- Moving frames [MS08]:

$$I^{a_{10}} = a_{10} - \frac{1}{3}a_{20}^2 - a_{20,x},$$

$$I_x^{a_{00}} = a_{00} - \frac{1}{3}a_{10}a_{20} + \frac{2}{27}a_{20}^3 - \frac{1}{3}a_{20,xx}.$$

- Vessiot:

$$I_1^1 = -a_{10} + \frac{1}{3}a_{20}^2 + a_{20,x},$$

$$I_2^1 = a_{10,x} - 3a_{00} + a_{20}a_{10} - \frac{2}{3}a_{20}a_{20,x} - \frac{2}{9}a_{20}^3.$$

- Comparison:

$$I^{a_{10}} = -I_1^1 \quad I_x^{a_{00}} = -\frac{1}{3}(I_1^2 + I_{1,x}^1)$$

# Invariants for Fourth Order LPDOs

Results of the Vessiot equivalence method:

Symbol,	order	0	1	2	3	4
$X^4$		5	5	1		
$X^4 (a)$		3	6			
$X^4 (d)$		2	2	1	0	2
$\vdots$						
$X^3 Y$		4	7	1		
$X^2 Y^2$		3	10			
$X^3 (pX + qY)$		5	7	1		
$X^2 Y (pX + qY)$		4	9	1		
$X^2 (pX + qY) (rX + sY)$		5	9	1		
$X Y (pX + qY) (rX + sY)$		5	9			
$X Y (pX^2 + qY^2)$		5	6	1		

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# Natural Bundles

Let  $X$  be a manifold, coordinates  $(x) = (x^1, \dots, x^n)$ .

- $\text{Diff}_{\text{loc}}(X, X)$ : local diffeomorphisms  $\varphi : X \rightarrow X$ .
- Pseudogroup  $\Theta \subseteq \text{Diff}_{\text{loc}}(X, X)$ .

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- A **natural  $\Theta$ -bundle** is a fibre bundle

$$\pi : \mathcal{F} \rightarrow X : (x, v) \rightarrow (x)$$

such that each  $\tilde{x}(x) \in \Theta$  lifts to  $\Phi : \mathcal{F} \rightarrow \mathcal{F}$  as:

$$\tilde{x} = \tilde{x}(x), \quad v = \Phi_{\tilde{v}}(\tilde{x}, \tilde{x}_q).$$

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In other words:  $\Theta$  acts on  $\mathcal{F}$ .

- A section of  $\mathcal{F}$  is called **geometric object**:

$$\omega : X \rightarrow \mathcal{F} : (x) \mapsto (x, v = \omega(x)).$$

- $\psi : \mathcal{F} \rightarrow \mathbb{R}$  is an **invariant** if  $\psi \circ \Phi = \psi \quad \forall \tilde{x}(x) \in \Theta$ .

# Laplace Example I

- Pseudogroup  $\Theta$  of gauge transformations:

$$X \rightarrow X : \begin{pmatrix} x \\ y \\ u \end{pmatrix} \mapsto \begin{pmatrix} \tilde{x} = x \\ \tilde{y} = y \\ \tilde{u} = e^{g(x,y)}u \end{pmatrix}.$$

- The natural  $\Theta$ -bundle  $\mathcal{F}$  for the Laplace operators

$$L = \partial_x \partial_y + a \partial_x + b \partial_y + c$$

has coordinates  $(x, y, u; a, b, c)$ .



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- A section  $a(x, y), b(x, y), c(x, y)$  specifies an LPDO.

# Prolongation and Projection

- Choosing  $v = v(x)$  and  $\tilde{v} = \tilde{v}(\tilde{x})$ , the  $\Theta$ -action on  $\mathcal{F}$

$$v = \Phi_{\tilde{v}}(\tilde{x}, \tilde{x}_q)$$

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- **Prolongation**  $\mathcal{F} \rightsquigarrow J_1(\mathcal{F})$ :

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- **Projection**  $\mathcal{F}_{(1)} = J_1(\mathcal{F})/K_{q+1}$ :

$$w = \Psi_{(\tilde{v}, \tilde{w})}(\tilde{x}, \tilde{x}_q)$$

by eliminating derivatives of order  $q + 1$ .

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- **Vessiot structure equations**: Integrability conditions.

## Laplace Example II

- The  $\Theta$ -action on  $\mathcal{F}$  is (with  $q = 2$ ):

$$a = \tilde{a} + g_y$$

$$b = \tilde{b} + g_x$$

$$c = \tilde{c} + g_{xy} + \tilde{a} g_x + \tilde{b} g_y + g_x g_y.$$

- First prolongation to  $J_1(\mathcal{F})$ :

$$a_x = \tilde{a}_x + g_{xy},$$

$$a_y = \tilde{a}_y + g_{yy},$$

$$b_x = \tilde{b}_x + g_{xx},$$

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- Projection:  $\mathcal{F}_{(1)}$  has the new coordinates

$$a_x, \quad a_y, \quad b_x, \quad b_y.$$



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$$c_y = \tilde{c}_y + g_{xyy} + \dots$$

- Projection:  $\mathcal{F}_{(1)}$  has the improved coordinates:

$$h = a_x - c + ab, \quad a_y, \quad b_x, \quad k = b_y - c + ab.$$

- Invariants: Projection to order zero.

# Embedding Theorem

## Theorem

If the symbol of  $\Phi_{\tilde{v}}(\tilde{x}, \tilde{x}_q) = v$  is 2-acyclic for generic  $\tilde{v}(\tilde{x})$ , then

$$\iota : J_2(\mathcal{F})/K_{q+2} \rightarrow J_1(\mathcal{F}_{(1)})$$

is an embedding.

- Visualisation:




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is an embedding.

- Visualisation: The diagram shows a mapping between two graphs. On the left, a graph has three nodes: a top node, a middle node, and a bottom node. A vertical edge connects the middle and bottom nodes. A diagonal edge connects the top node to the middle node. An arrow points to the right graph, which has four nodes: a top node, a middle node, a bottom-left node, and a bottom-right node. A vertical edge connects the middle and bottom-left nodes. A diagonal edge connects the top node to the middle node. A vertical edge connects the middle and bottom-right nodes.
- Computing  $\text{im}(\iota)$  involves only linear algebra.
- The invariants on  $J_2(\mathcal{F})$  and on  $\text{im}(\iota)$  coincide.


# Embedding Theorem

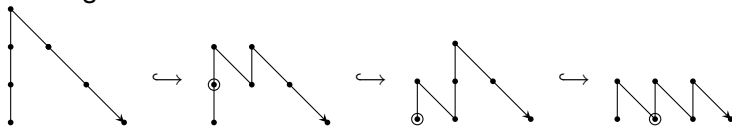
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- Visualisation: 
- Computing  $\text{im}(\iota)$  involves only linear algebra.
- The invariants on  $J_2(\mathcal{F})$  and on  $\text{im}(\iota)$  coincide.
- More general situation:



## Laplace Example III

- The bundle  $\mathcal{F}_{(1)}$  has the coordinates  $(x, y, u; a, b, c)$  and

$$h = a_x - c + ab, \quad d = a_y, \quad e = b_x, \quad k = b_y - c + ab.$$

## Laplace Example III

- The bundle  $\mathcal{F}_{(1)}$  has the coordinates  $(x, y, u; a, b, c)$  and

$$h = a_x - c + ab, \quad d = a_y, \quad e = b_x, \quad k = b_y - c + ab.$$

- Prolongation to  $J_1(\mathcal{F}_{(1)})$ :

$a_x$	$a_y$	$b_x$	$b_y$
$c_x$	$c_y$		
$d_x$	$d_y$	$e_x$	$e_y$
$h_x$	$h_y$	$k_x$	$k_y$

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- Prolongation to  $J_1(\mathcal{F}_{(1)})$  and the embedding  $\text{im}(\iota)$ :

$$a_x = h + c - ab \quad a_y = d \quad b_x = e \quad b_y = k + c - ab$$

$$c_x$$

$$c_y$$

$$d_x = h_y + \dots$$

$$d_y$$

$$e_x$$

$$e_y = k_x + \dots$$

$$h_x$$

$$h_y$$

$$k_x$$

$$k_y$$

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$c_x$

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$e_x$

$$e_y = k_x + \dots$$

$h_x$

$h_y$

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$k_y$

- Projection to  $\mathcal{F}_{(2)}$ :

$h_x,$

$h_y,$

$k_x,$

$k_y.$

- All new coordinates on  $\mathcal{F}_{(2)}$  are invariants  
 $\Rightarrow \{h, k\}$  is a generating set of invariants.



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- Prolongation and projection yields natural bundles

$$\mathcal{F}, \quad \mathcal{F}_{(1)}, \quad \mathcal{F}_{(2)}, \quad \dots$$

using the Embedding Theorem.

- Invariants on  $J_i(\mathcal{F}) =$  invariants on  $\mathcal{F}_{(i)}$ .

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- All new coordinates of  $\mathcal{F}_{(i)}$  are invariants  
 $\Rightarrow$  generating set of invariants on  $\mathcal{F}_{(i)}$ .
- Computation of invariants:
  - Moving frames on  $\mathcal{F}_{(i)}$  or
  - Linear PDEs on  $\mathcal{F}_{(i)}$ .
- Successfully treated fourth order LPODs.
- Even a fifth order example ( $X^3Y^2$ ) was computable...

The end.

Done!

# Literature



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