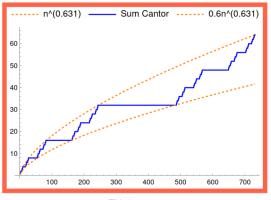
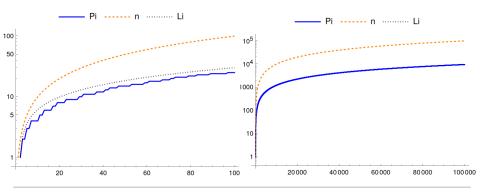
Analytic theory of monoidal categories

Or: Strategies to avoid counting





Analytic	theory	of mo	onoidal	categ	gorie
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• Prime number function $\pi(n) = \#$ primes $\leq n$

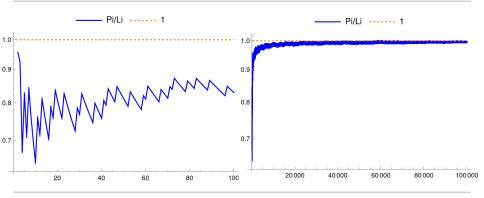
Counting primes is very tricky as primes "pop up randomly"

Question 1 What is the leading growth (of the number of primes)?

Answer 1 There are roughly $c(n) \cdot n$ for sublinear correction term c(n)

o	Serie	ously, count	ing is diffic	ult!			
5	Limite x	Nom	bre y	Limite x	Nom	bre y	~
			par les Tables.		par la formule.	par les Table	:s.
Legendre \sim 1808: (for $n/(\ln n - 1.08366))$	10000 20000 30000 40000 50000 60000 70000 80000 90000	1 230 2268 3252 4205 5136 6049 6949 7838 8717	1230 2263 3246 4204 5134 6058 6936 7837 8713	100000 150000 200000 250000 300000 350000 400000 Acctu	9588 13844 17982 22035 26023 20061 33854 ally, #prin =1229.		0
Gauss, Legendre a That took years (you			·				
► Question 1 What	is the l	eading gro	wth (of the	e numbe	er of prime	s)?	
► Answer 1 There	are roug	hly $c(n) \cdot r$	n for sublin	ear corr	ection tern	n <i>c</i> (<i>n</i>)	
Analytic theory of monoidal categ	ories	Or: Strat	egies to avoid cou	nting		July 2024	2

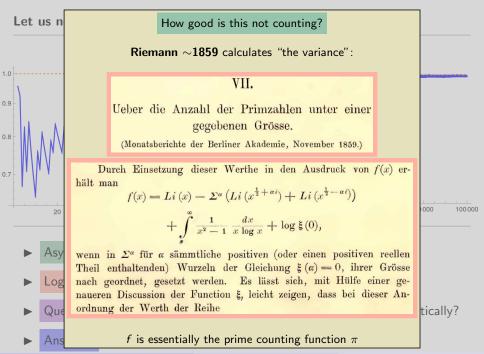
Let us not count!



- Asymptotically equal $f \sim g$ if $\lim_{n \to \infty} f(n)/g(n) \to 1$
- Logarithmic integral $Li(x) = \int_2^x 1/\ln(t) dt$

Question 2 What is the growth (of the number of primes) asymptotically?

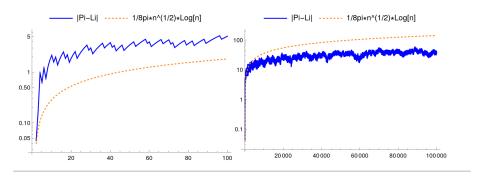
• Answer 2 We have
$$\pi(n) \sim n/\log(n) \sim Li(n)$$



Analytic theory of monoidal categories

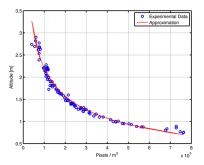
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Let us not count!

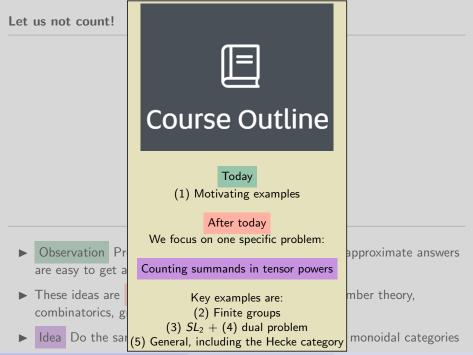


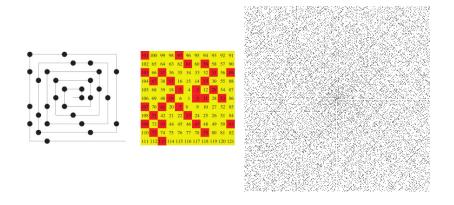
- ► Asymptotically equal does not imply that the difference is good
- ▶ |f(n) g(n)| is a measurement of how good the approximation is
- Question 3 What is variance from the expected value (Li(n))?

Conjectural answer 3 We have
$$|\pi(n) - Li(n)| \in O(n^{1/2} \log n)$$
 or $|\pi(n) - Li(n)| \le \frac{1}{8\pi} n^{1/2} \log n$ (for $n \ge 2657$)



- Observation Precise results are often out of reach but approximate answers are easy to get and beautiful
- ► These ideas are ubiquitous in discrete math, e.g. in number theory, combinatorics, graph theory, ...
- ▶ Idea Do the same in (rep theory + category theory) = monoidal categories

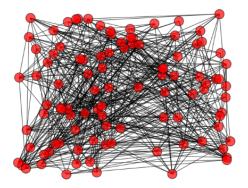




Prime numbers appear essentially randomly

Zooming out, they mostly look like noise

► However, also many patterns can be observed



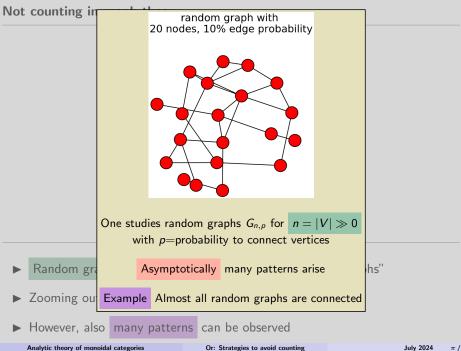
Random graphs = choose edges randomly = "average graphs"

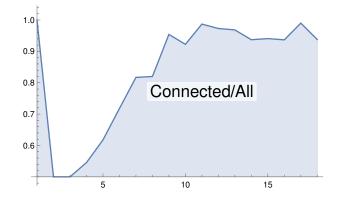
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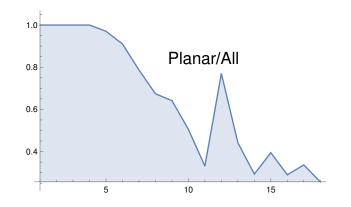




Fact Most graphs have many edges

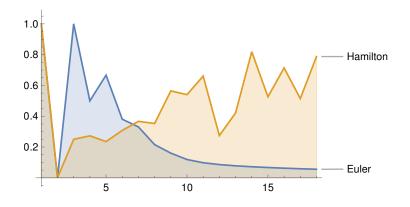
Random graphs are almost always connected (=almost all graphs are connected)

Analytic theory of monoidal categories



Fact Most graphs have many edges

- Almost no graph is planar
- ► Above # planar graphs / # all graphs



Fact Most graphs have many edges

Almost all/no graph is Hamiltonian/Eulerian

► Above # connected Hamil resp. Euler / # all graphs

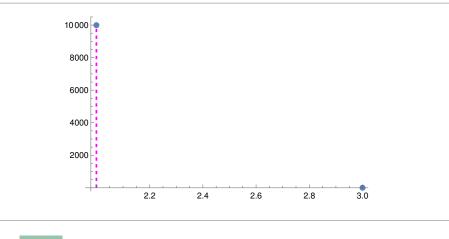
Aut(G)	OEIS	counts of graphs with 1, 2, nodes
1	A003400	0, 0, 0, 0, 0, 8, 152, 3696, 135004,
2	A075095	0, 2, 2, 3, 11, 46, 354, 4431, 89004,
3		0, 0, 0, 0, 0, 0, 0, 0, 4,
4	A075096	0, 0, 0, 2, 6, 36, 248, 2264, 31754,
6	A075097	0, 0, 2, 2, 2, 8, 38, 252, 3262,
8	A075098	0, 0, 0, 2, 4, 14, 74, 623, 7003,

smallest cyclic group
graph
$$(n = 9, |Aut| = 3)$$

- ► Graph automorphisms keep adjacency so random appearing edges are tricky
- Theorem Almost all graphs have trivial automorphism group

Analytic theory of monoidal categories

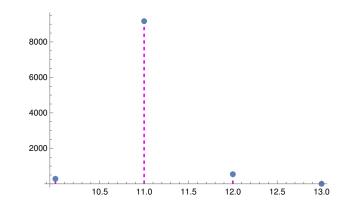
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Above The diameters of 10000 random coin flip graphs with 50 vertices

► Note the clustering

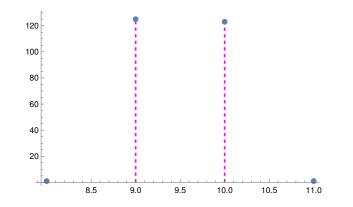
• Easy Almost all
$$G_{n,p}$$
 have $d(G_{n,p}) = 2$ (here and later $0)$



• Above Clique number *cl* of 10000 $G_{50,1/2}$

▶ There seems to be a peak at one value

▶ Indeed, the clique number satisfies $cl(G_{n,p}) \approx 2 \log_{1/p}(n)$



- Above χ of 250 $G_{50,1/2}$

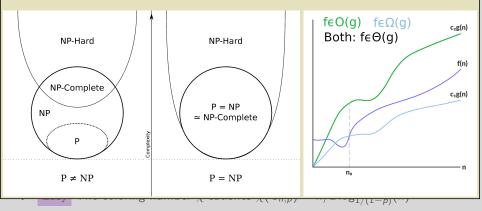
► There seems to be a concentration around one or two values ≈ n/2 log₂(n)
 ► Easy The coloring number χ satisfies χ(G_{n,p}) ≈ n/2 log_{1/(1-p)}(n)

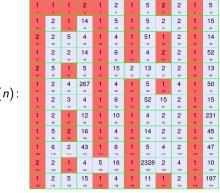
Summary

"On average" and "asymptotic" answers might be nice even if the precise results are very difficult

Example

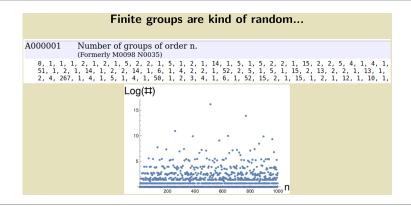
Finding the chromatic number χ is NP-hard The fastest known algorithms to find colorings are \approx in $O(n \cdot 2^n)$ But $\chi(G_{n,p}) \approx n/2 \log_{1/(1-p)} n$ is easy to get



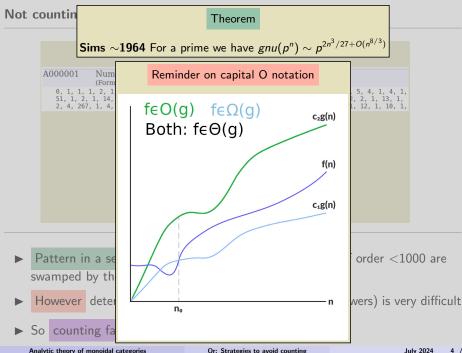


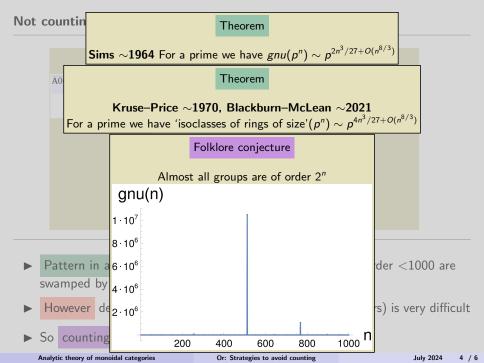
• gnu(n) = number of groups of order n

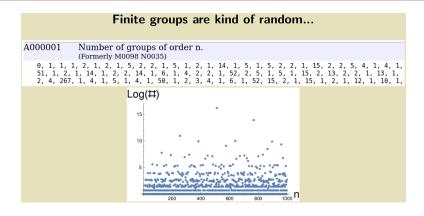
- **Example** gnu(prime) = 1, but getting other values is very hard
- Surprise One can prove nontrivial facts about gnu(n)



- Pattern in a sea of randomness The 11758615 groups of order <1000 are swamped by the 10494213 of order 512
- ▶ However determining gnu(n) precisely (even for prime powers) is very difficult
- ► So counting fails





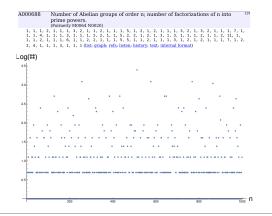


Summary

• The gnu function gnu(n) = number of different groups of size n

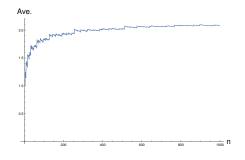
Problem We know next to nothing about gnu(n), but the 'growth' is fast Analytic theory of monoidal categories Or: Strategies to avoid counting July 2024

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• Abelian groups of order n = symmetries with n commuting operations

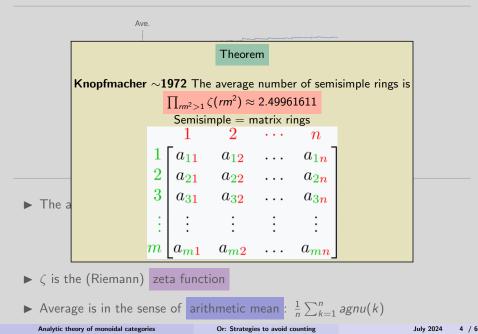
• The agnu function agnu(n) = number of different abelian groups of size n



▶ The average number of abelian groups of a given order is

$$\prod_{j\geq 2}\zeta(j)pprox 2.29485659$$

- ▶ ζ is the (Riemann) zeta function
- Average is in the sense of arithmetic mean : $\frac{1}{n} \sum_{k=1}^{n} agnu(k)$



Not counting in representation theory

. Class | 1 2 3 5 Class | 1 2 3 Size 1 3 6 8 6 Size | 1 3 2 Order | 1 2 2 3 4 Order | 1 2 3 = 2 1 1 1 4 2 $S_3: p = 2 1 1 3$ p = 3 1 2 1 $p = 3 \quad 1 \quad 2 \quad 3 \quad 1 \quad 5$, *S*₄ : X.1 + 1 1 -1 1 -1 X.2 X.1 + 1 1 1 X.3 + 2 2 0 -1 0 X.2 + 1 -1 1 X.4 + 3 -1 -1 0 1 X.3 + 2 0 - 1X.5 + 3 -1 1 0 -1

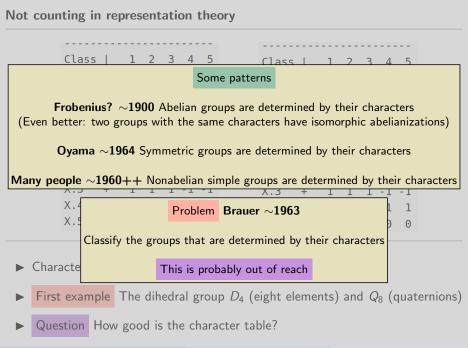
- Character table = prototypical rep theory
- **Example** The character tables of S_3 and S_4 created with Magma
- What do we see? Rows = simple characters, columns = conjugacy classes, size = number of elements, order = order of elements; rest (Schur indicator, power map) = not important today

Not counting in representation theory

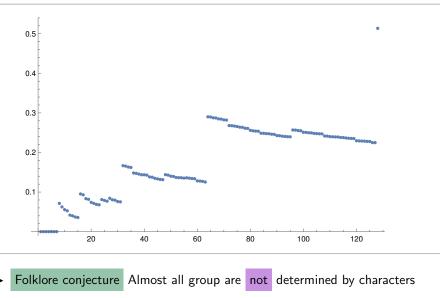
	Class	1 2 3 4 5	Class 1 2 3 4 5
	Size	1 1 2 2 2	Size 1 1 2 2 2
	0rder	1 2 2 2 4	Order 1 2 4 4 4
<i>D</i> ₄ :	p = 2	1 1 1 1 2	p = 2 1 1 2 2 2
	X.1 +	$1 \ 1 \ 1 \ 1 \ 1$	X.1 + 1 1 1 1 1
	X.2 +	1 1 -1 1 -1	X.2 + 1 1 -1 1 -1
	X.3 +	1 1 1 -1 -1	X.3 + 1 1 1 -1 -1
	X.4 +	1 1 -1 -1 1	X.4 + 1 1 -1 -1 1
	X.5 +	2 - 2 0 0 0	X.5 - 2-2 0 0 0

► Characters do not determine finite groups

- First example The dihedral group D_4 (eight elements) and Q_8 (quaternions)
- Question How good is the character table?



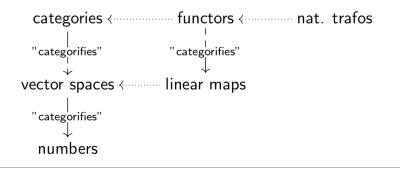
Not counting in representation theory



Above % of groups $\leq n$ not determined by their characters

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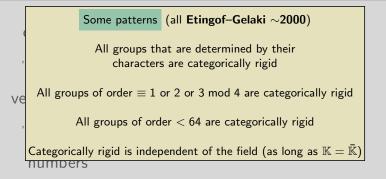
'Categorification' Are groups determined by their representation categories?

In formulas (complex coefficients)

$$(\operatorname{\mathsf{Rep}}(G)\cong_{\otimes}\operatorname{\mathsf{Rep}}(H))\Rightarrow (G\cong H)?$$

Such groups are called categorically rigid

Not counting in representation theory

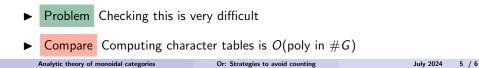


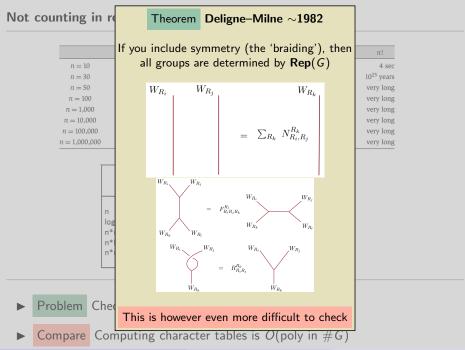


Not counting in representation theory

	п	$n \log_2 n$	n^2	n ³	1.5 ⁿ	2 ⁿ	n!
n = 10	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	4 sec
n = 30	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	18 min	10 ²⁵ years
n = 50	< 1 sec	< 1 sec	< 1 sec	< 1 sec	11 min	36 years	very long
n = 100	< 1 sec	< 1 sec	< 1 sec	1 sec	12,892 years	1017 years	very long
n = 1,000	< 1 sec	< 1 sec	1 sec	18 min	very long	very long	very long
n = 10,000	< 1 sec	< 1 sec	2 min	12 days	very long	very long	very long
n = 100,000	< 1 sec	2 sec	3 hours	32 years	very long	very long	very long
n = 1,000,000	1 sec	20 sec	12 days	31,710 years	very long	very long	very long

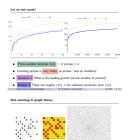
Polynomial time	2	Exponential Time
n - Linear Sea logn - Binary Sea n*n - Insertion n*logn - Merge Soi n*n*n - Matrix Mul	arch 2^n Sort 2^n rt 2^n	 O/1 knapsack Travelling SP Sum of Subsets Graph Coloring Hamilton Cycle





Analytic theory of monoidal categories

Or: Strategies to avoid counting





- · Zooming out, they mostly look like noise
- + However, also many patterns can be observed









► (is the (Riemann) zeta function

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Average is in the sense of arithmetic mean: <sup>1</sup>/<sub>2</sub> ∑<sup>n</sup><sub>d=1</sub> agru(k)
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Analysis theory of consolid exception for Strategies to avoid counting and ably 2019

Not counting in representation theory

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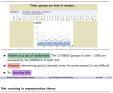
	class			2			Sin			1	3	3	1	2
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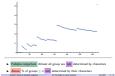
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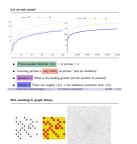
There is still much to do...













- Zooming out, they mostly look like noise
- However, also many patterns can be observed







► The average number of abelian groups of a given order is

 $\prod_{j>2} \zeta(j) \approx 2.29485650$

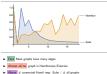
► (is the (Riemann) zeta function

Average is in the sense of arithmetic mean: ¹/₂ ∑ⁿ_{k=1} agru(k)

Analytic theory of manufact entropoles. Or Senangies to assist manting . Any Mild & / S







Not counting in representation theory

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► E

	Class Size						Class Size	÷.	ā	- é	6
	arder	î.	1	2	3						
S1 :		2	1	ï	3	.Sc	: :			1	
	à +	2		2	1		x.1			1	
	X.1 X.2	+	1				X.2 X.3				
	3.3						X.4 X.5				

 What do we see? Rows = simple characters, columns = conjugacy classes, size = number of elements, order = order of elements; rest (Schur indicator, power map) = not important today Maya manufamping for tomps saturated and the set of the

Thanks for your attention!





