

E. Murphy, Pruned Arboreal Singularities & loose Legendrian.

Thm: Let $L \subseteq \mathbb{C}^n$ be a pruned arboreal singularity, and $\Delta \in S^{2n-1}$ its link.
Then, Δ is loose iff every constructible sheaf w/ SS. on L is constant.

Arboreal singularities: (Nadler). Fix dimension n .

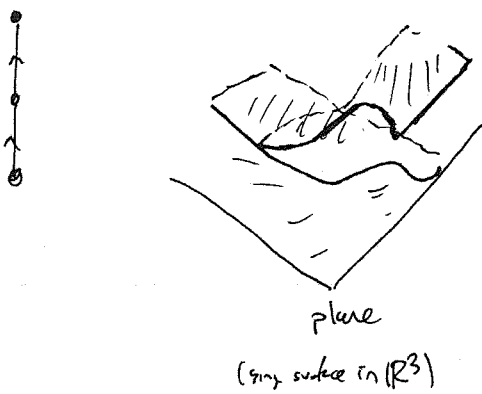
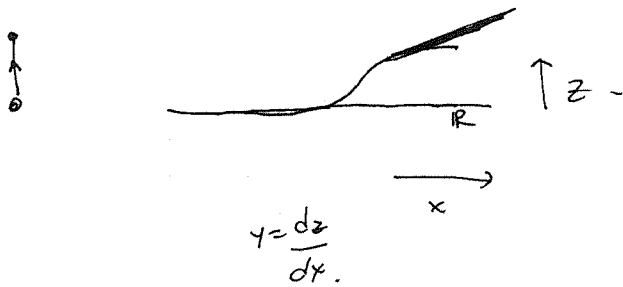
Start with a rooted tree T . w/ # vertices $< \dim + 1$
 $n + 1$

• root $\rightsquigarrow \mathbb{R}^n \subseteq \mathbb{C}^n$

• each additional vertex $\rightsquigarrow \mathbb{R}^n_+$ attached to all vertices below it. (w.r.t. adjacency)

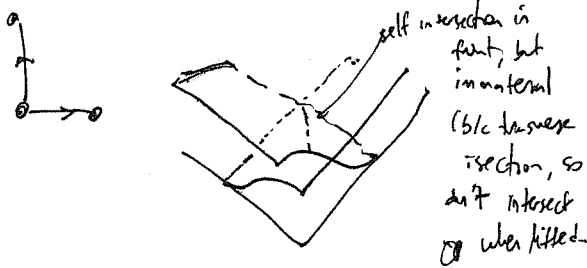
(then multiply to stabilize by $\mathbb{R}^k \subseteq \mathbb{C}^k$.)

Ex: (using front diagrams)



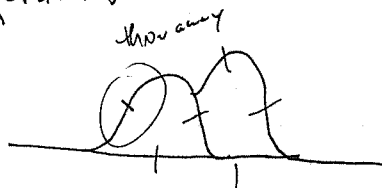
(adding a node \rightarrow
cancel one
+ 200 section)

in $J^1 S^1 \subset S^3$



Pruned arboreal: An arboreal singularity has a Whitney stratification. Throw away any collection of connected components of top dim \mathbb{Q} stratum.

ex:

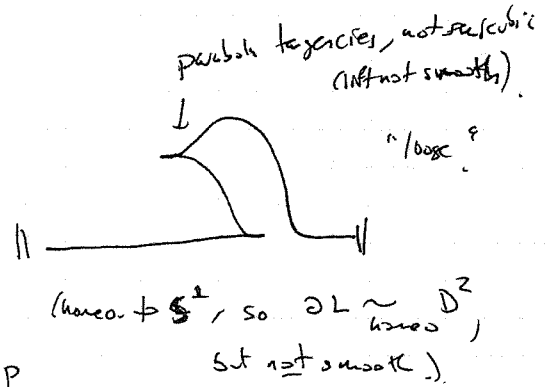
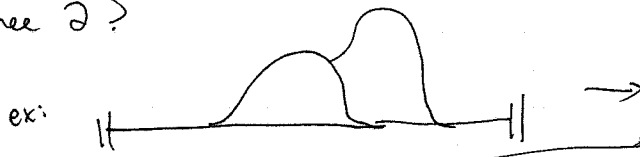


(maybe throw away lower-d. strata when they're not connected to anything)

Motivation:

- Any Lagrangian singularity can be deformed to arboreal (Nadler)
 - Any Weinstein has an arboreal skeleton (Fukaya-Nadler-Steinert)
- (but these results crucially require more general pruned arboreal singularities.)

But creates free \mathbb{Z} ?



Remark: this is a singular cusp, but it's as good as a smooth cusp for the purpose of loose Legendrian / h-principle.

(don't matter, b/c C^1 -closeness of fronts / C^0 closeness of lift is all that's relevant for h-principles).

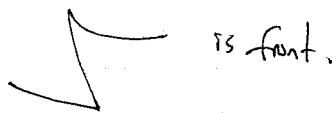
Context: Flexible Weinstein manifolds:

Thm (Cieliebak-Elzstberg): If X_1, X_2 are flexible Weinstein manifolds, ~~then~~ $X_1 \cong_{\text{diff}} X_2$ inducing an iso. $TX_1 \cong_{\mathbb{C}} TX_2$ as almost cplx..

then $X_1 \cong_{\text{sympl.}} X_2$ (Weinstein h-princ)

If X is a Weinstein manifold, and X has a pruned arboreal skeleton, and each component of top. dim'l stratum is adjacent to a singularity w/ loose link, then $\leadsto X$ is flexible.

Loose: each component of top strata has



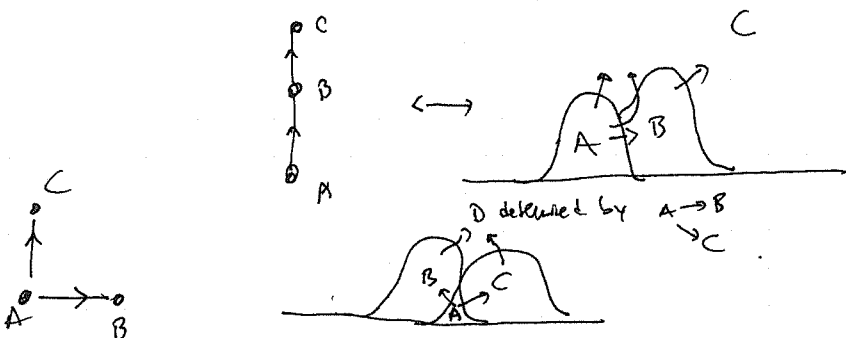
(\Rightarrow look ahead in other direction).

Remark: everything today in $\dim > 4$.

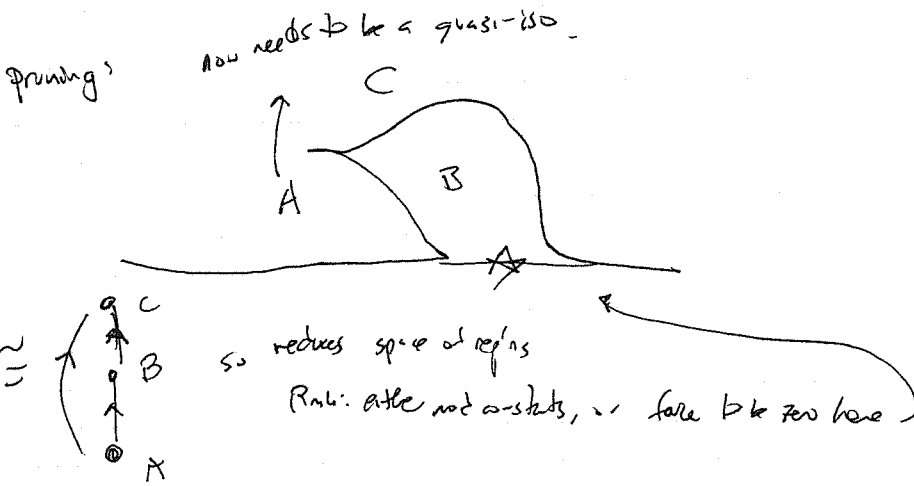
False Conj: If $W(X) \cong 0$ then X is flexible.

(but it seems like a local version of this conjecture is true!)

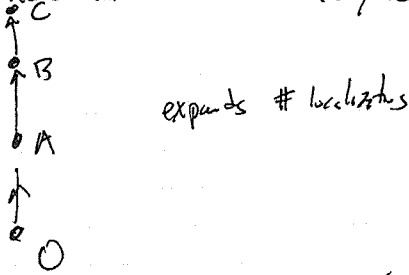
Thm (Nadler): Sheaves on arboreal singularity, associated to T are \cong representations of T as a quiver.



(sheaf on \mathbb{R}^2 w/ ss. at Legr.)



or: actually: choose a new initial object in given:



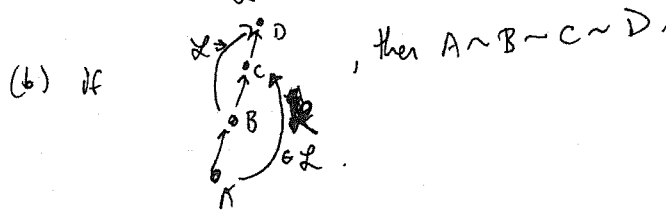
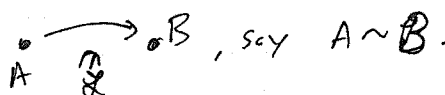
for instance, delete \star forces $\circ \xrightarrow{\cong} \circ$

Pft characterize which localizations cause the game to have no rep's.
 you'll check this corresponds to loose things.

(appears in deleting \star)
 is tight.

Let \mathcal{J} be a tree, and let \mathcal{L} be a subset of morphisms. (Assume linear).

Let $(\text{Ob } \mathcal{J}) / \mathcal{L}$: (a) if

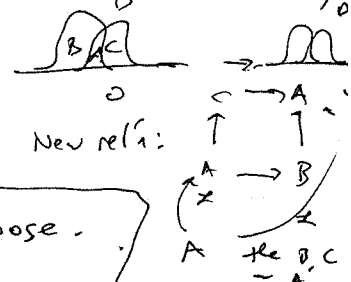


Prop (linear case): (nonlinear case is a little more complicated).

① If $\mathcal{J} [L^{-1}]$ has no rep's then $(\text{Ob } \mathcal{J}) / \mathcal{L} = 1$ point.

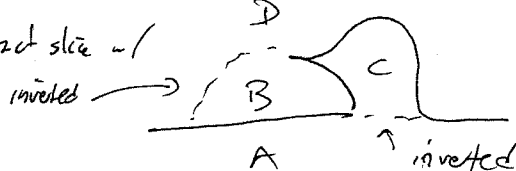
② If $(\text{Ob } \mathcal{J}) / \mathcal{L} = 1$ pt, then the corresponding Δ is loose.

nonlinear case: need one more relation.
 (least making game, but rather pushout completion)



To prove ①: if Ob has > 1 point, find a sequence of nothing ~~isomorphisms~~, & construct a rep's

+ prove ②: If (b) exists, have a contact slice w/



"quotienting games" \leftrightarrow "finding contact slices"