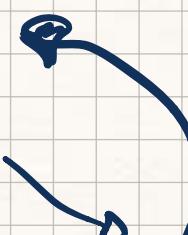
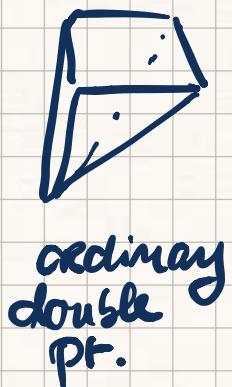


Bonus facts / clarifications :

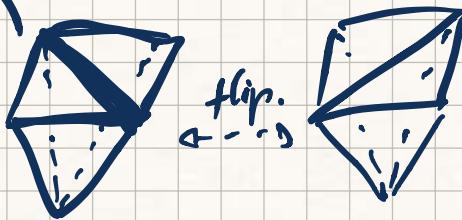
1. The orbit of the origin is T_N
2. $X_{\Sigma} \bullet$ simplicial = all cone generators are linearly independent

NOT :



$\leadsto X_{\Sigma}$ orbifold on

$\leadsto X_{\Sigma}$ is \mathbb{Q} -factorial.



- has isolated sing : all faces of P have length 1 edges.
- is terminal : only lattice pts in P are its vertices & the origin.
- Canonical : No strictly interior lattice points except for the origin.
- Gorenstein : all faces of P are at height 4.
- all blow-ups can be seen as subdivisions of the fan.

Polytopes im M .

Let X_Σ a projective toric variety with ray generators

$$u_1 \dots u_r \in \mathbb{Z}^n = N.$$

Let $D = d_1 D_1 + \dots + d_r D_r$ a torus-invariant divisor.

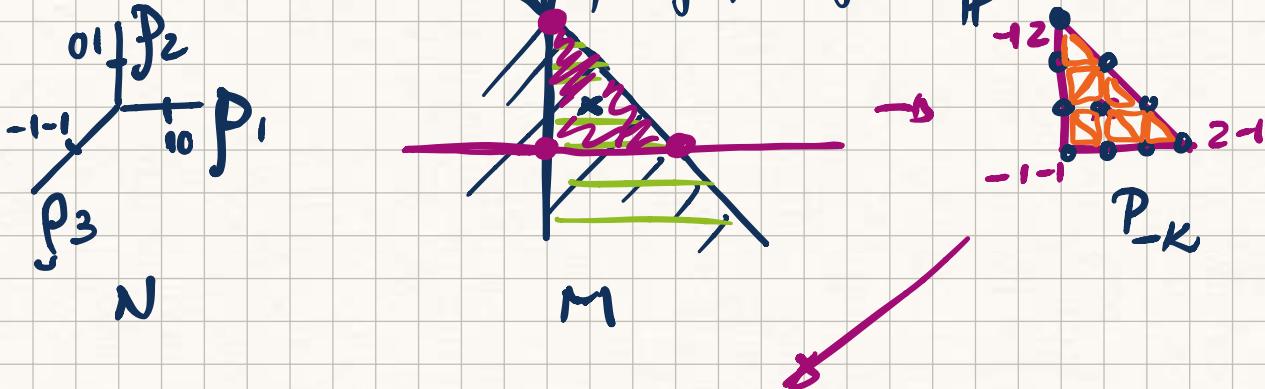
One can associate a (possibly empty) polytope to any such divisor:

$$P_D = \{ m \in M_R \mid \langle m, u_i \rangle + d_i \geq 0 \text{ } \forall i = 1 \dots r \}.$$

• if X_Σ is smooth, this always has lattice vertices.

- its lattice pts represent the sections of D .

Examples: Build the polytope of $-K_{\mathbb{P}^2} = D_1 + D_2 + D_3$



tells us several things:

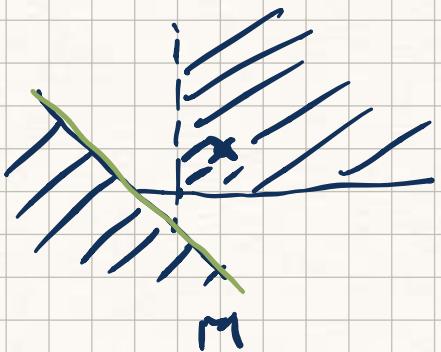
- there are 10 sections in $H^0(-K)$
- the degree $(-K)^2 = \text{volume}(P_{-K}) = 9$.
- $-K$ is divisible by 3 in $\text{Cl}(\mathbb{P}^2)$
(bc P_{-K} is a 3-dilate of $\Delta = \underline{\delta(L)}$)

Rk: all polytopes of divisors in the same fan

system look the same.

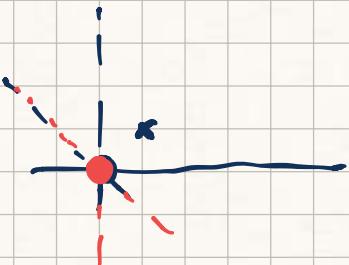
- the polytope is $\neq \emptyset$ if D is nef.
- the polytope is full-dimensional if D is big.

$\rightarrow P_D$ can be empty, for ex: $P_{D_1+D_2-3D_3}$:



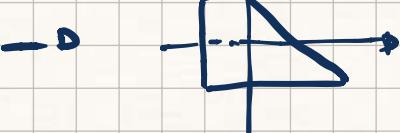
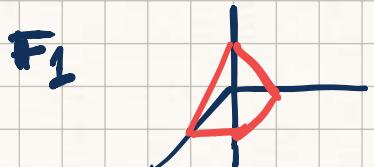
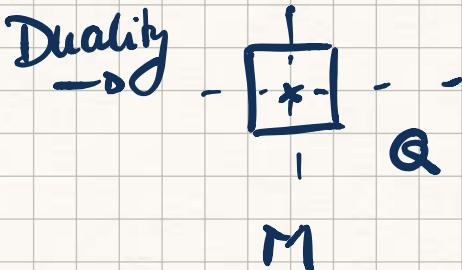
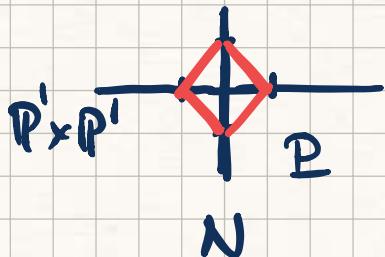
$\Rightarrow D_1 + D_2 - 3D_3$ is not nef.

$\rightarrow P_D$ can be a point: $P_{D_1+D_2-2D_3}$



This is nef, but not big.

other fans: P_{-K} for F_0, F_1, F_α



Homework:
write P_{-K} for
 F_2

! P_{-K} has as many facets as the rays in the fan

no longer true.

Remark: To each character $m \in M$ we associate a unique \mathbb{Z} -combination of the $\{D_i\}_1^n$.

So we have a group monomorphism between lattices

$$0 \rightarrow M \rightarrow \bigoplus_{\text{P; ray}} \mathbb{Z} D_i = \text{Div}_{T_N} X_\Sigma \xrightarrow{\sim} \mathbb{Z}^r \xrightarrow{\text{lim. equivalence.}} \text{Cl } X_\Sigma \rightarrow 0. \quad (*)$$

This is part of a bigger picture
of building X_Σ as a GIT quotient.

Question: \rightarrow Cones are not natural. Bruhat's by tori are natural.

Baby: $\lambda \cdot (x_0 - \dots - x_n) = (\lambda x_0 - \lambda x_n)$

$$\mathbb{P}(111\dots1) \quad \mathbb{C}^{n+1} \setminus \{0\} / \mathbb{C}^*$$

↑

have to remove origin to get correct quotient.

Toddler: wPS $\mathbb{P}(a_0 - \dots - a_n)$

$$\lambda \cdot (x_0 - \dots - x_n) = (\lambda^{a_0} x_0 - \lambda^{a_n} x_n)$$

$$\mathbb{C}^{n+1} \setminus \{0\} / \mathbb{C}^*$$

Wait: $(\mathbb{C}^*)^k$ act on \mathbb{C} something.

will need to remove the vanishing locus
of some ideal.

- will organise the actions in a weight matrix.

$$\begin{array}{c} x_0 \quad \cdots \quad x_m \\ \hline a_{10} \quad \cdots \quad a_{1m} \\ \vdots \qquad \qquad \vdots \\ a_{k0} \quad \cdots \quad a_{km} \end{array} \rightarrow$$

this matrix has
to be "nice"

\ no generic stabilisers
no stabilisers along
divisors.

Cox coordinates

will build $X_\Sigma = \mathbb{C}^{n+1} / (\mathbb{C}^*)^r$

similarly to WPS there is
a formula for computing

$$-K = \begin{pmatrix} \sum a_{1i} \\ \vdots \\ \sum a_{ki} \end{pmatrix}$$