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NOTETAKER CHECKLIST FORM

(Complete one for each talk.)

Name: Neil Epstein Email/Phone: nepstei2@ gmu.edu	
Speaker's Name: Tommaso de Fernex	_
Talk Title: The Nash problem on families of arcs	
Date: <u>05/08/2013</u> Time: <u>9:00</u> (circle one)	
List 6-12 key words for the talk:	-
Please summarize the lecture in 5 or fewer sentances: <u>(See abstract</u>)	-
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CHECK LIST

(This is NOT optional, we will not pay for incomplete forms)

- Introduce yourself to the speaker prior to the talk. Tell them that you will be the note taker, and that you will need to make copies of their notes and materials, if any.
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The Nash problem on families of arcs

Tommaso de Fernex

University of Utah

Hironaka's theorem on resolution of singularities allows to study the geometry of a singular variety (over a field of characteristic zero) by looking at a smooth birational model. A more intrinsic approach to study singularities was proposed by Nash. The idea is to look at the space of arcs passing through the singular points. This space decomposes into finitely many irreducible families, and carries some of the information encoded in a resolution. The Nash problem gives a precise formulation of how such families of arcs should relate to resolutions of singularities. In this talk I will give an overview of the history and solution of the problem.

The Nash problem on families of arcs example: $X = (x_y - z^2 = 0) \subset /A^3$. Look at arcs through the origin: $Y(t) = \begin{cases} x_z = a_z t_y a_z^2 + \cdots \\ y_z = b_z t_z + \cdots \\ z_z = c_z t_z \cdots \end{cases}$ W/the condition that XHI yte) = 24)3 $\Rightarrow a_1 b_1 = 0 - n + a_0 families C_1 = \{a_1 = 0\}.$ $C_2 = \{b_1 = 0\}.$ Corregondence: Mash problem: Y: Spec ([t]) - X are souce Xas resolution from the formation of the single Components Y - F - X > Sing X C-vaniety 1.f-1(S,ngX)= E, U. UE, ireducible components Valuations: E; ~ >vale; E; EBLEY C; ~ >vale; a;:SecKEt 0 ->X, where k is a field ext. (X)* - K((+)* adt > Z Thisdekrmines the Nash map: {C1,..., C3} ~ {E1,..., E-3 <u>Problem Charackerze the mage!</u>

