


Reminder:

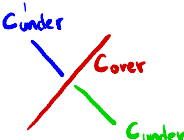
- Knots and links: 

- Showing they're equal: Reidemeister moves



- Showing they're different: invariants

\hookrightarrow n -colorability


$$2 C_{\text{over}} \equiv C_{\text{under}} + C_{\text{under}} \pmod{n}$$

Today: higher dimensions

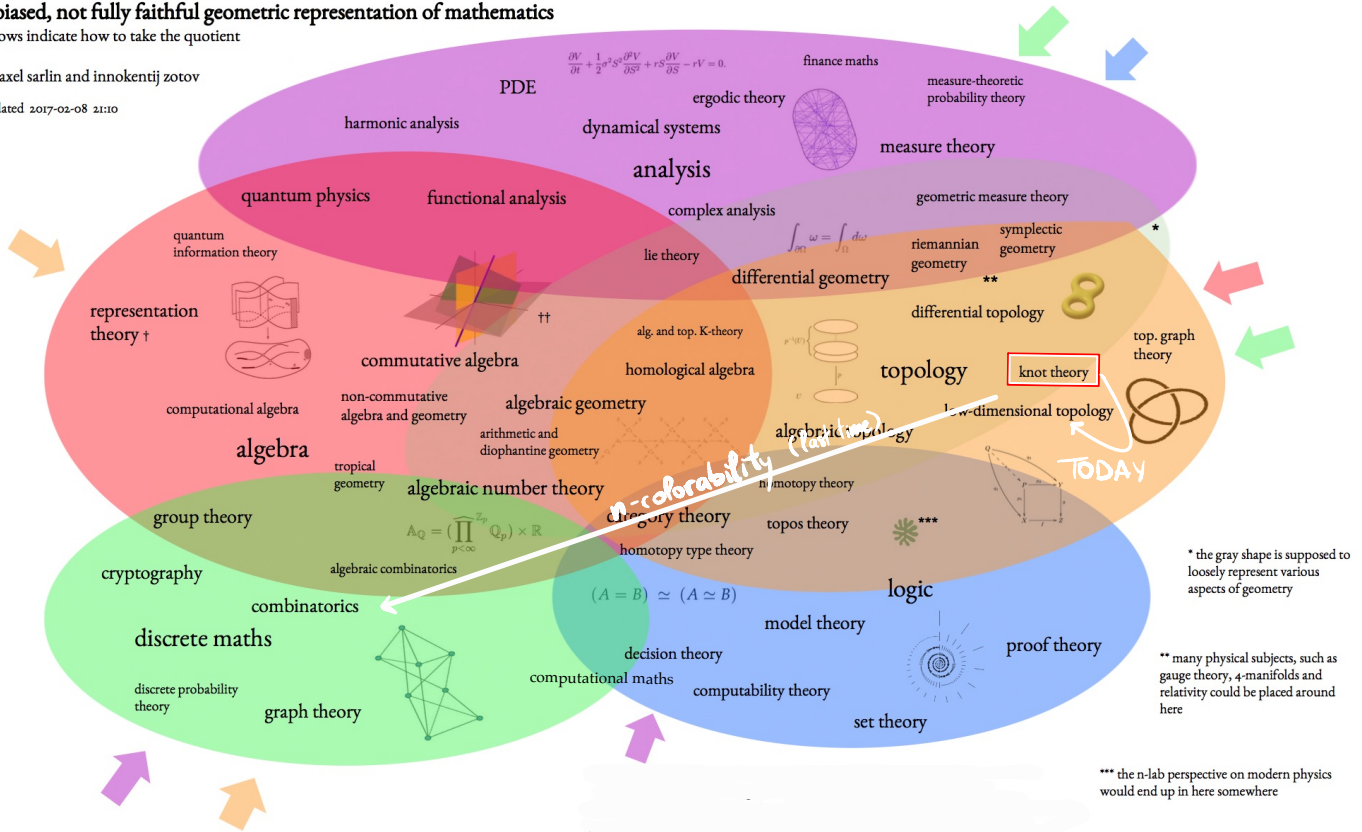
Today we will investigate

a biased, not fully faithful geometric representation of mathematics

arrows indicate how to take the quotient

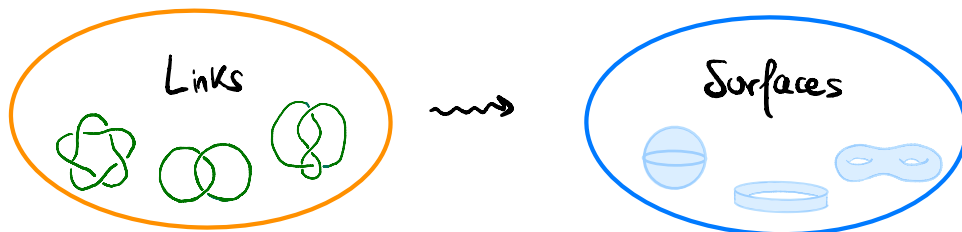
by axel sarlin and innokentij zotov

updated 2017-02-08 21:10

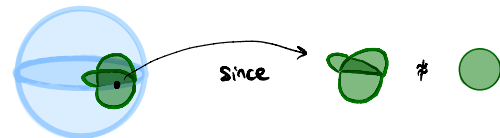
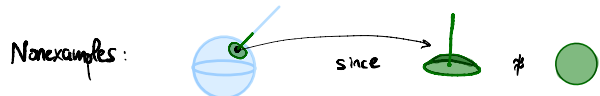
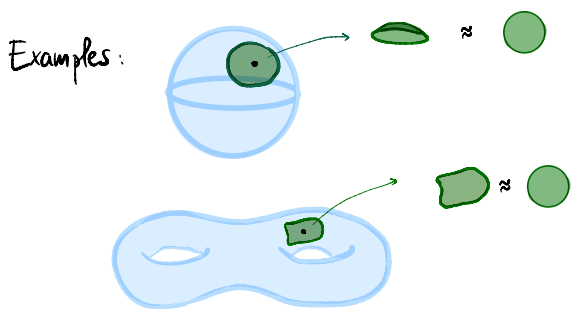


5. The topology of surfaces

We will associate



Definition: a surface without boundary is a subset of 3D space such that around every point there is a "disk": a copy of $B^2 = \{x^2 + y^2 \leq 1\} = \text{circle}$

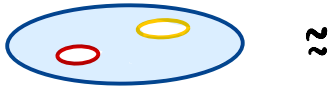
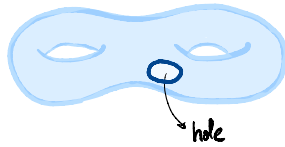


"Local condition"

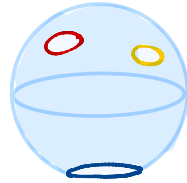
Q?

Definition: a surface with boundary is the space obtained by removing one or more disks from a surface without boundary

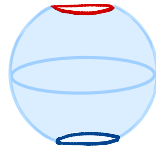
Examples:



\approx



\approx



Warning: we will not consider non-orientable surfaces, that is, surfaces that cannot be painted with two colors:



orientable

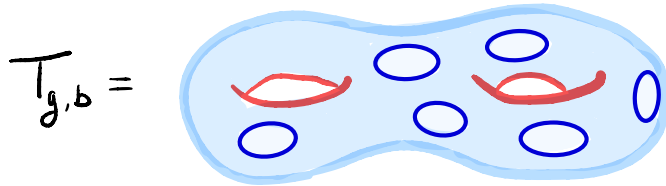


non-orientable

Fact: a surface is determined by

number of "donut holes" g number of removed discs #boundary components b

Example:



is the surface with genus $g = 2$

and #bdary components $b = 6$

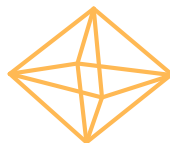
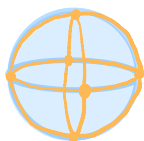
Technical remark: just like with knots, we may stretch surfaces without tearing them apart - this does not change the surface.

Q?

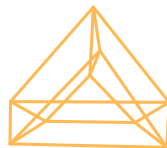
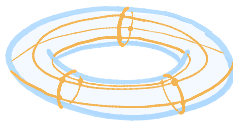
The Euler characteristic of a surface

Surface \rightsquigarrow "Inflated" Polyhedron

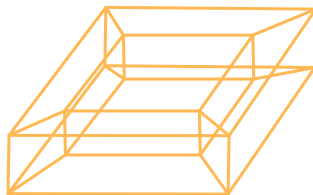
\rightsquigarrow Polyhedron (aka polygon mesh)



or



...



Surface



Polyhedron
(aka polygon mesh)

V

E

F

χ



6

12

8

0

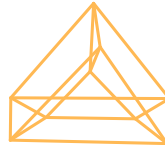
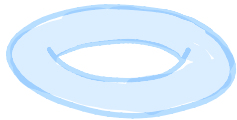


4

6

4

0

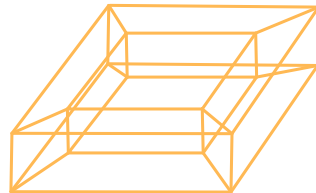


9

18

9

0



16

32

16

0

Q?

The Euler characteristic of a surface S is

$$\chi(S) = V - E + F$$

for any deflated polyhedron for S with

$$V = \# \text{vertices}$$

$$E = \# \text{edges}$$

$$F = \# \text{faces}$$

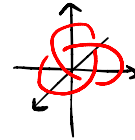
Theorem (Legendre, 1700s): the Euler characteristic is independent of the choice of polyhedron.

Your first task today: Conjecture and prove a formula for $\chi(T_g, b)$

6. Topology in higher dimensions : movies

Fundamental idea in mathematics: Generalize

So far: A knot is a "circle" inside $\mathbb{R}^3 = \{x, y, z\}$



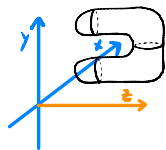
One step up: a "sphere" inside $\mathbb{R}^4 = \{x, y, z, t\}$??

Problem: How do you even draw this? How can I picture 4 dimensions?

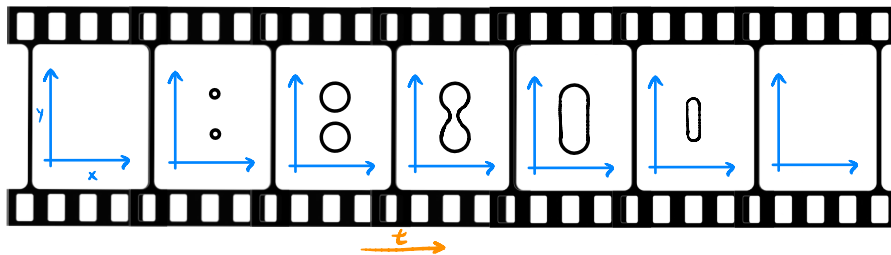
One possibility: represent the 4th variable as time.

To see how this would work, let us represent a 2D surface as a "movie"

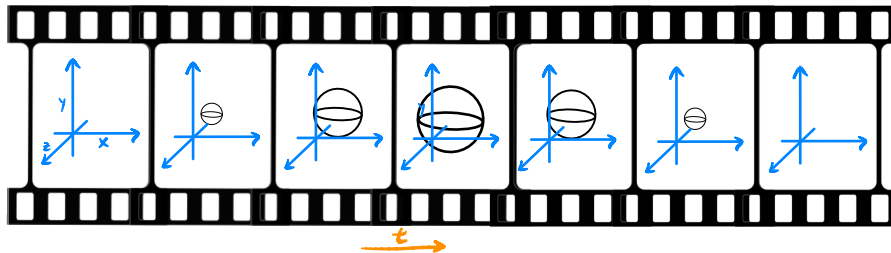
Spatial representation:



Movie representation:



Now the following movie is a representation of the 3-sphere in \mathbb{R}^4 :

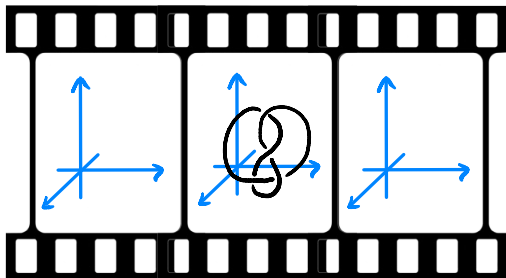


Question: why not study 1-dimensional knots in \mathbb{R}^4 ?

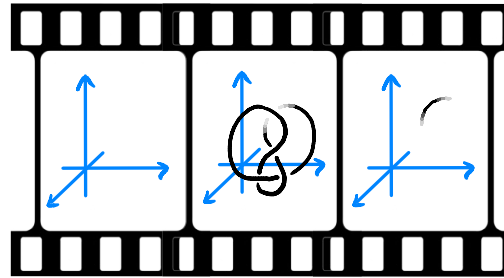
Answer: They all untangle!

To see this, place the knot in \mathbb{R}^4 and bring the whole thing to $t=0$.

Now, move the understrand slightly into $t=1$



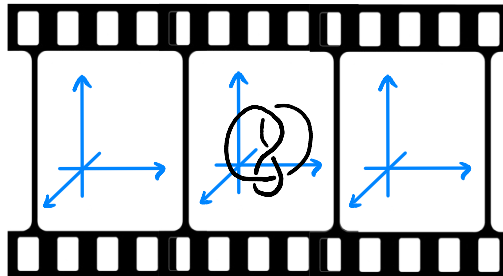
$t=0$



$t=0$

$t=1$

Finally, bring back the strand so that it becomes the undercrossing:



$t=0$

This is the unknot!

A recent development on slice knots

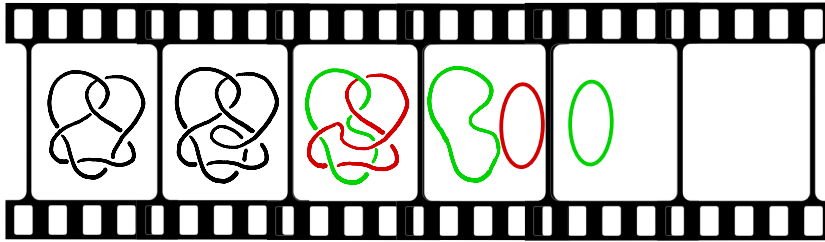
A "Knot movie" represents a disk in \mathbb{R}^4 if and only if the possible movie moves are



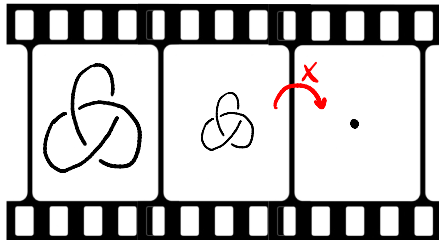
A knot is called "slice" if it can be obtained as one of the frames in such a movie.

Example:

(So that it is a "slice" a sphere)



Nonexample:

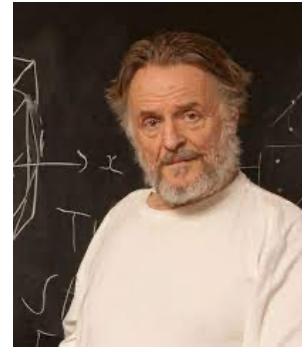
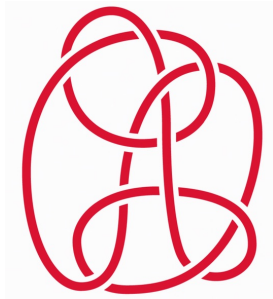


Two ways to do this $\left\{ \begin{array}{l} \text{Topologically slice knot} \\ \text{Smoothly slice knot (more restrictive)} \end{array} \right.$

Out of the thousands of knots with ≤ 12 crossings, mathematicians showed that

topologically slice \leftrightarrow smoothly slice

for all but one knot, Conway's knot:



John Conway (1937-2020)

Lisa Piccirillo (2020):



Theorem: The Conway knot is not smoothly slice.

(The proof uses a sophisticated invariant called Rasmussen's s -invariant).