

Reminders

- Final project due June 3rd at 11:59 pm
- Submit
 - ▶ Presentation → Canvas dropbox
 - ▶ Expo article → Gradescope
 - ▶ Outreach → email; if it's a physical object, send me photos of it
- Please fill out the Course Evaluations before 6/8/23!
 - ▶ The math department uses this information to evaluate personnel and modify courses!
 - ▶ These evaluations are very important to my career as well as the TA's, as younger mathematicians.

Presentation schedule: F 6/2 and M 6/5

Date	Mathematician	Presentation Topic
F 6/2	Camille Zeigler	TQFTs
M 6/5	Run Wang	Low-complexity algorithms in knot theory
M 6/5	Sunny Zhou	Knot theory and machine learning
M 6/5	Noppakan Sirikul	Gesture theory and conducting
M 6/5	Lawrence Cheung	Knots and financial market stability
M 6/5	Catherine Nguyen	Physical knots
M 6/5	Alisa Gao	Knot invariants
M 6/5	Eli Lenett	Alexander horned sphere
M 6/5	Diego Martinez	Hyperbolic knots

Presentation schedule: W 6/7

Date	Mathematician	Presentation Topic
W 6/7	Alice Li	Conway notation
W 6/7	Yiwen Huang	Dowker notation
W 6/7	Maximilien Gilli	Grid diagrams
W 6/7	Vincent Hsu	Floer homology
W 6/7	Wanzhu Zheng	Seifert surfaces
W 6/7	Sam Kim	Knotted spheres
W 6/7	Brian Kingsley	Knotted spheres
W 6/7	Phyllis Law	Knotted in 5 dimensions

Presentation schedule: F 6/9

Date	Mathematician	Presentation Topic
F 6/9	Melody Guo	Unknotting number bounds
F 6/9	Naomi Ladenburg	Torus knots
F 6/9	Anthony Ramirez	Braids
F 6/9	Genesis Navarro	Braids
F 6/9	Chris Soriano De Jesus	Knots and DNA
F 6/9	Mohammed Dharhan	DNA recombination
F 6/9	Rishika Roy	DNA and enzymes
F 6/9	Kledi Bici	Knot theory and DNA
F 6/9	Ignacio Salazar	Knots and DNA

A biased tour of applications of knot theory

Melissa Zhang

UC Davis

Lecture 26

Some topics covered this quarter

- knot: $S^1 \hookrightarrow \mathbb{R}^3$ (or $S^3 = \mathbb{R}^3 \cup \infty$)
- knot diagrams, Reidemeister moves, writhe of diagrams, positive/negative crossings, connected sum
- surfaces, 3-genus and 4-genus, knot concordance group
- linking number, Seifert matrices
- knot polynomials: Jones, Kauffman bracket, Alexander, HOMFLY-PT
- Khovanov homology (TQFTS, homology-type invariants)
- grid diagrams, the knot group

There's much more to explore!

Important thing 1

This list, as well as the entire course, is from my point of view. We're all exploring a vast world with **little flashlights!**

knot theory \subset low-dimensional topology, geometric topology

Contact and Symplectic Topology

classical (Newtonian) mechanics



phase spaces, Lagrangian mechanics

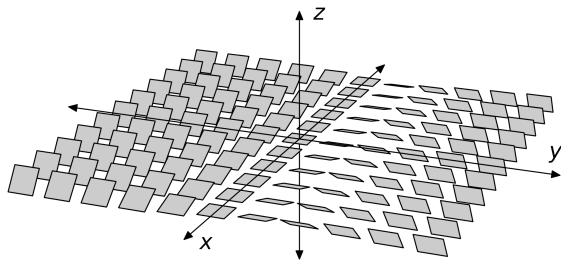


symplectic manifolds, Hamiltonian mechanics

- phase = (position, momentum) = (\vec{x}, \vec{p})
- \implies even-dimensional phase space
- **symplectic manifold** = $2n$ -dimensional manifold with a *non-degenerate 2-form*

Contact and Symplectic Topology

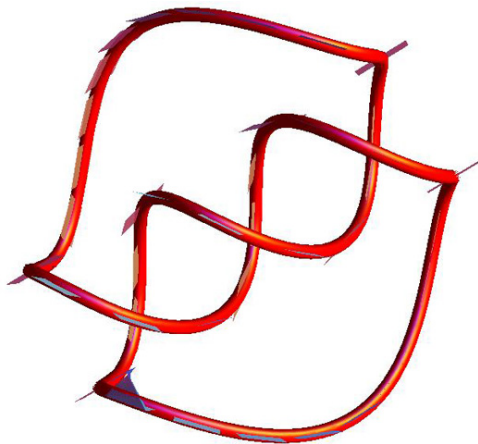
Odd-dimensional version = contact manifolds



https://en.wikipedia.org/wiki/Contact_geometry

Contact and Symplectic Topology

A *Legendrian* knot in the *standard contact structure* on S^3 :



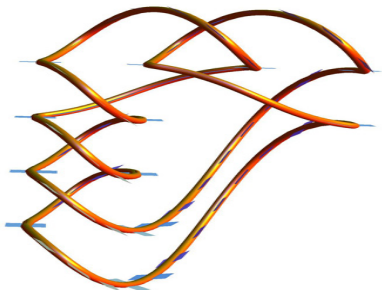
<https://services.math.duke.edu/~ng/knotgallery.html>

Contact and Symplectic Topology

Example

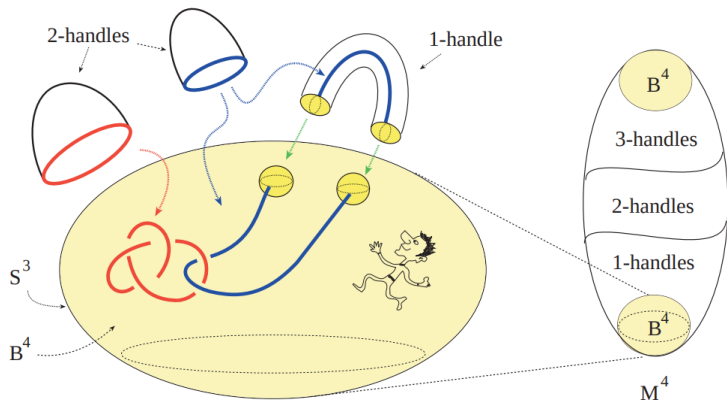
The *unit tangent bundle* of a manifold is a *contact manifold*.

- Car position = $\vec{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \in \mathbb{R}^2$
- Car direction only (not speed) = $\theta \in S^1$



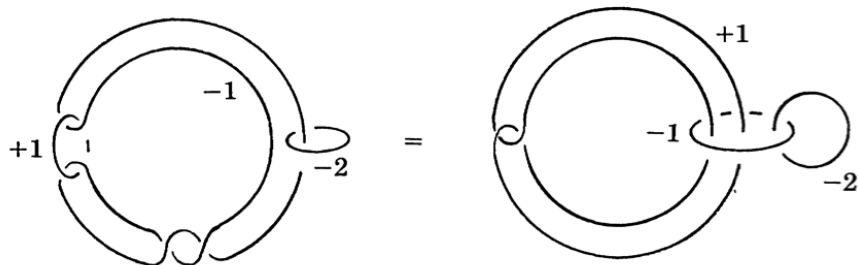
<https://services.math.duke.edu/~ng/knotgallery.html>

Building 3- and 4-manifolds



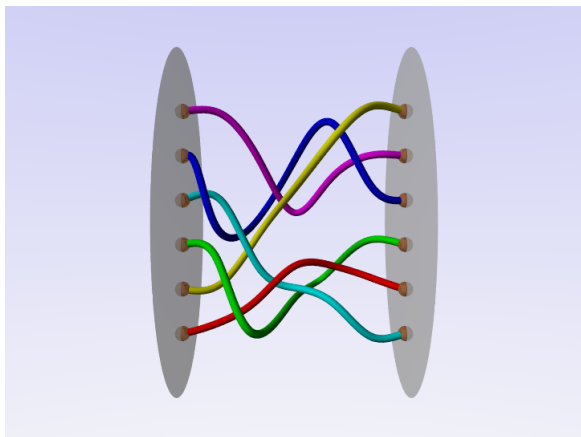
<https://www-users.cse.umn.edu/~akhmedov/akbulut.1ec.pdf>

Building 3- and 4-manifolds



<http://www.selmanakbulut.com/papers/12.pdf>

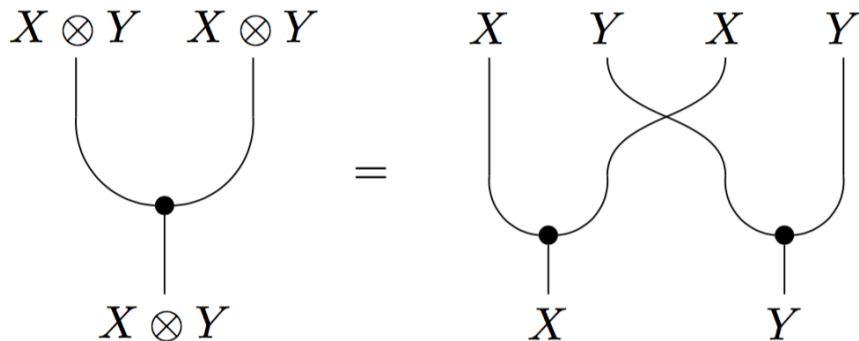
Mapping class groups and dynamics



<http://matematita.science.unitn.it/braids/summary.html>

Braided monoidal categories

The representation theory of various *Lie algebras* are packaged as *braided monoidal categories*.

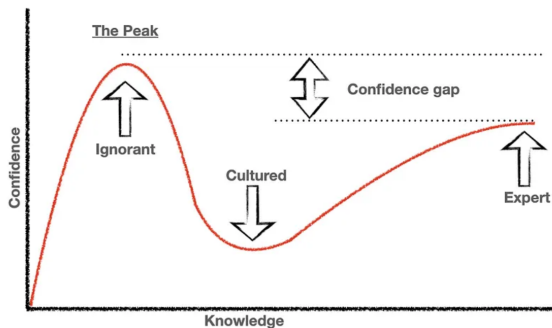


<https://math.stackexchange.com/questions/3590160/>

More unsolicited advice

Important thing 2

Just because you have heard the term for a concept does **not** mean you understand it. **Work out hard examples and really understand them.**



<https://medium.com/geekculture/>

dunning-kruger-effect-and-journey-of-a-software-engineer-a35f2ff18f1a

More unsolicited advice

But all that doesn't matter!

- Figure out and **clarify for yourself** what your goals are. (This takes time, and will also change with time.)
- Make sure your actions align with your goals. (This is hard.)
- **Have fun.** (This may not always be possible, but ideal will guide you.)

Best advice I got in grad school:

Important thing 3

Do things out of excitement, not fear.

– one of my PhD advisors, Eli Grigsby.¹

¹Definitely paraphrased; I never remember quotes exactly.