

Workshop

*Topological structures in mathematics,  
physics and biology*

# **Rectangular diagrams of surfaces and mirror diagrams**

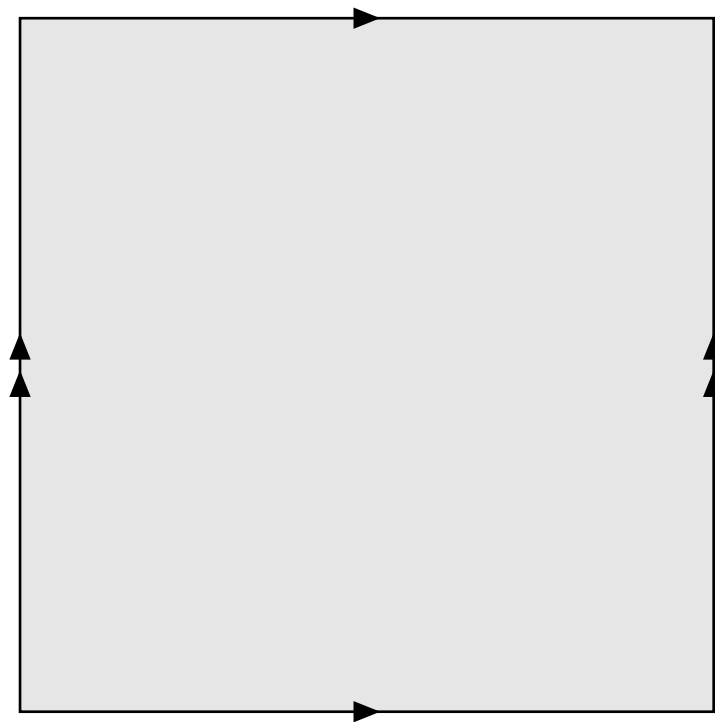
Ivan Dynnikov

Steklov Mathematical Institute of Russian Academy of Sciences

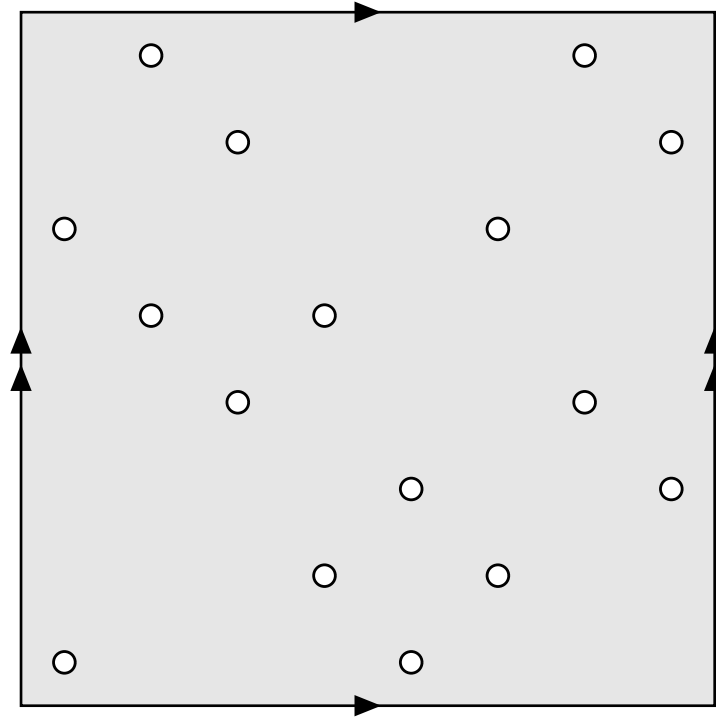
Berdsk, September 17, 2018

Collaborator: Maxim Prasolov (Moscow State University)

All diagrams discussed below live on the two-torus  $\mathbb{T}^2 = \mathbb{S}^1 \times \mathbb{S}^1$ :



# Rectangular diagram of a link



$$\mathbb{S}^3 = \mathbb{S}^1 * \mathbb{S}^1 = \mathbb{S}^1 \times \mathbb{S}^1 \times [0, 1] / \sim$$

$$(\theta, \varphi', 1) \sim (\theta, \varphi'', 1), \quad (\theta', \varphi, 0) \sim (\theta'', \varphi, 0)$$

$$\mathbb{S}^3 = \mathbb{S}^1 * \mathbb{S}^1 = \mathbb{S}^1 \times \mathbb{S}^1 \times [0, 1] / \sim$$

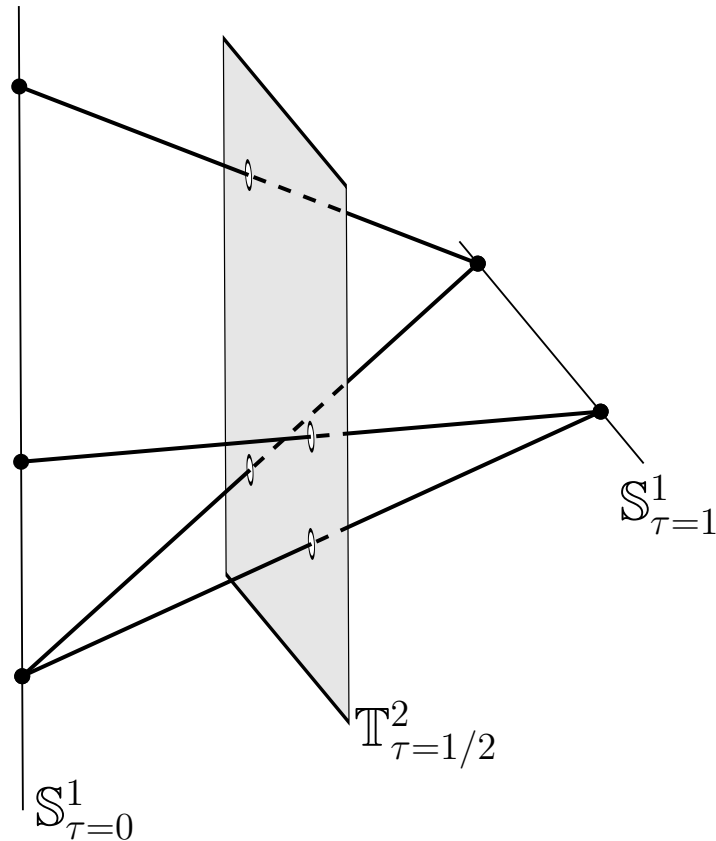
$$(\theta, \varphi', 1) \sim (\theta, \varphi'', 1), \quad (\theta', \varphi, 0) \sim (\theta'', \varphi, 0)$$

The knot represented by a rectangular diagram  $R$  is  $R \times [0, 1] / \sim$ :

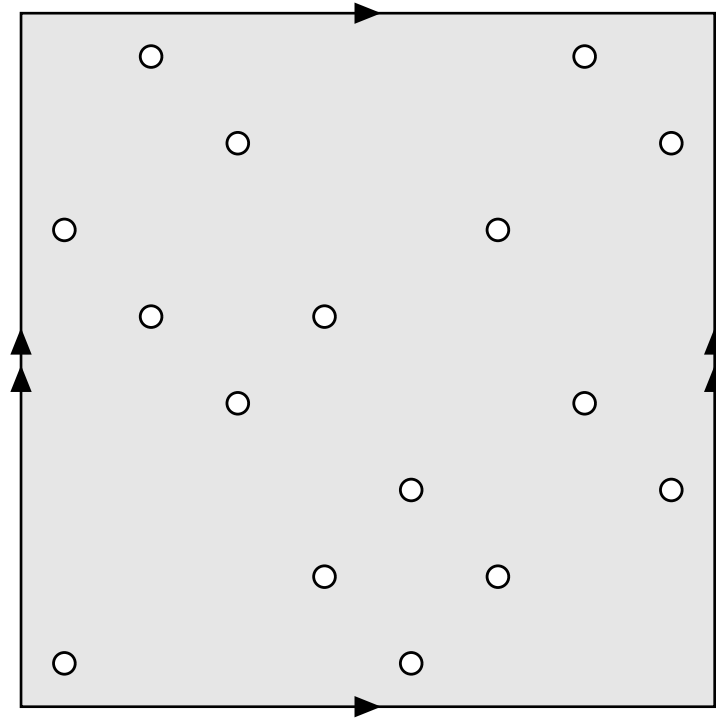
$$\mathbb{S}^3 = \mathbb{S}^1 * \mathbb{S}^1 = \mathbb{S}^1 \times \mathbb{S}^1 \times [0, 1] / \sim$$

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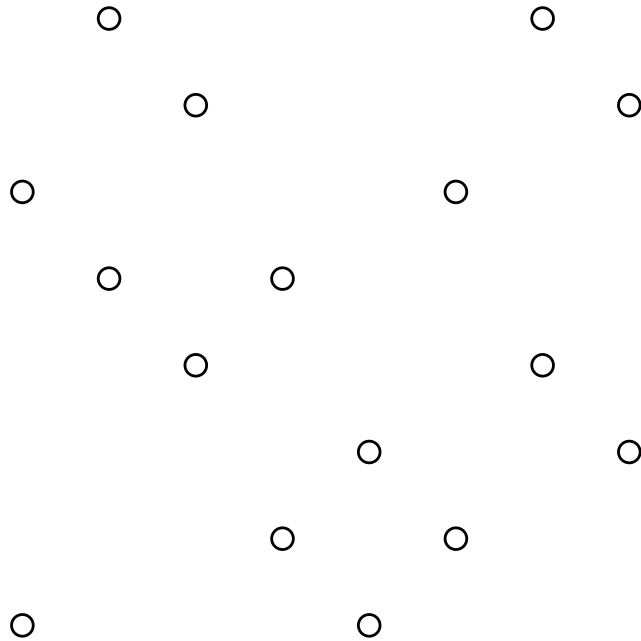


Converting a rectangular diagram into a conventional planar diagram

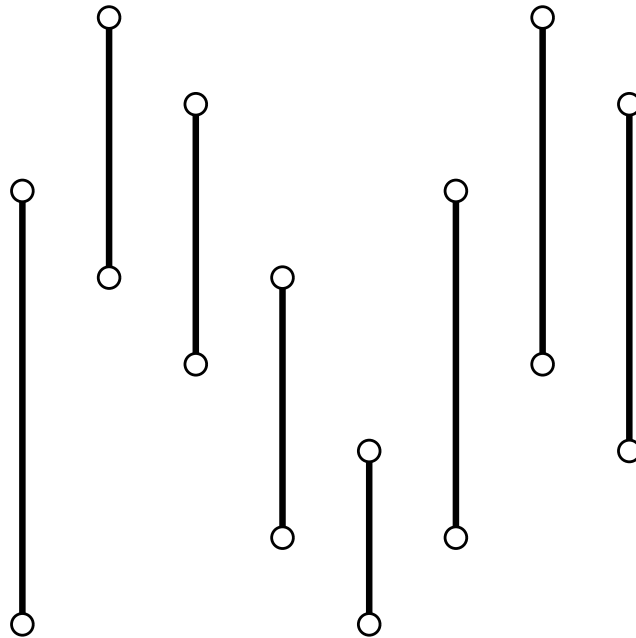




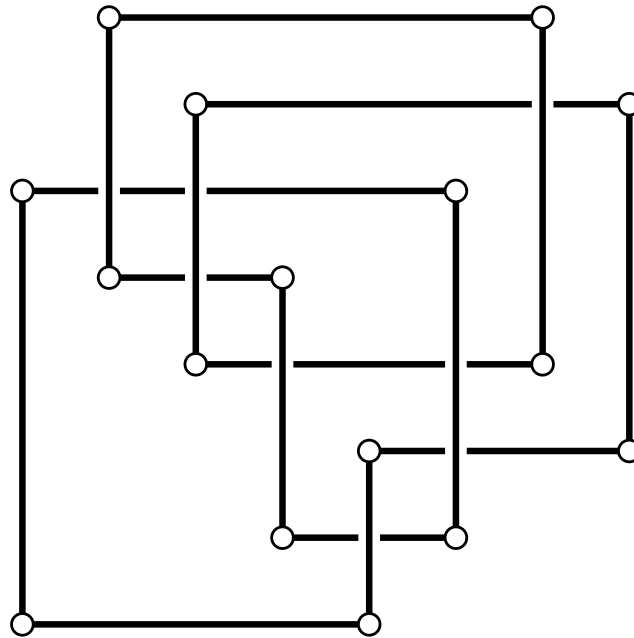
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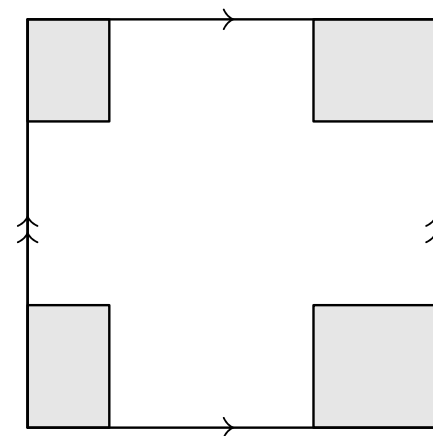
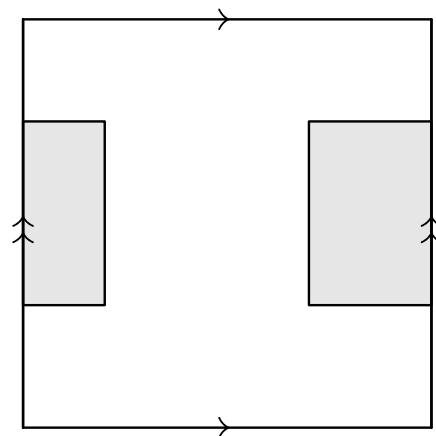
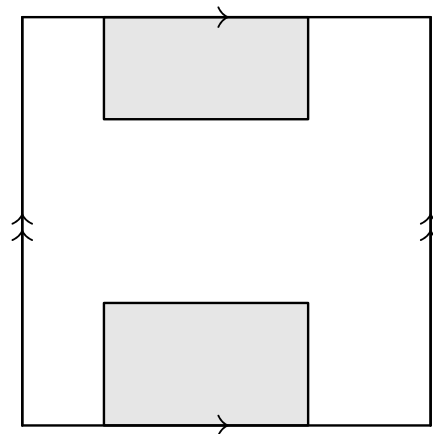
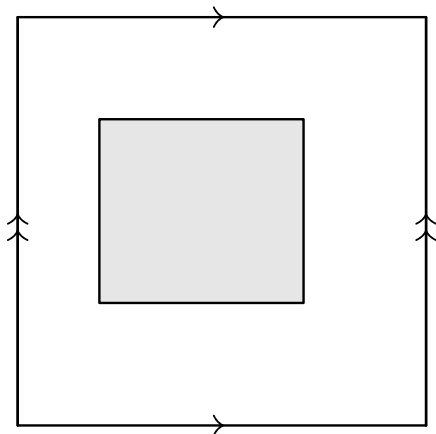
Converting a rectangular diagram into a conventional planar diagram



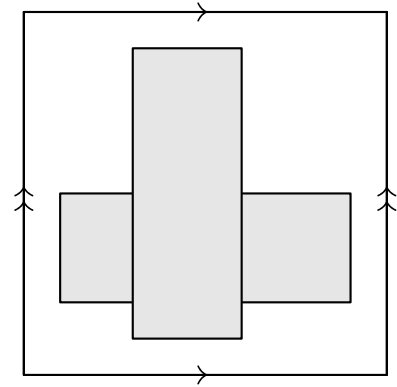
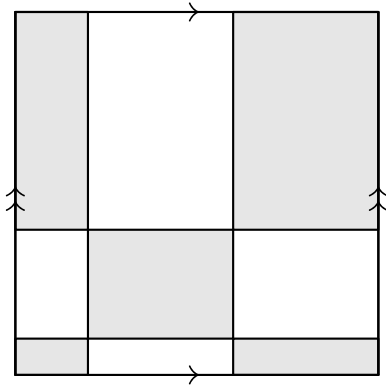
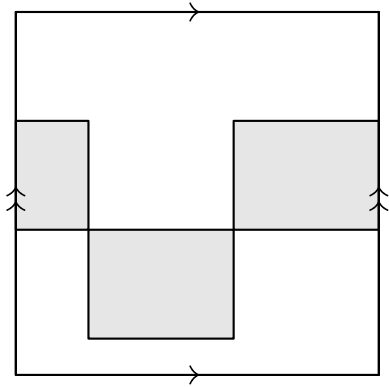
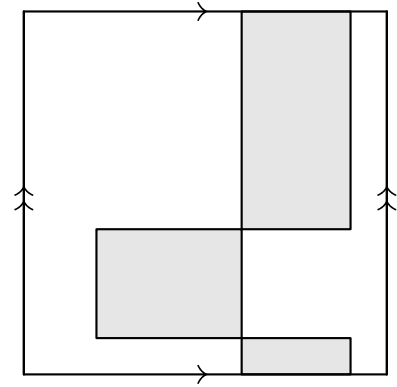
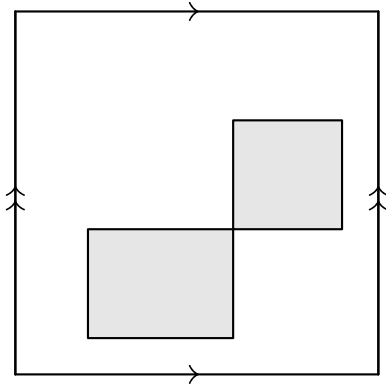
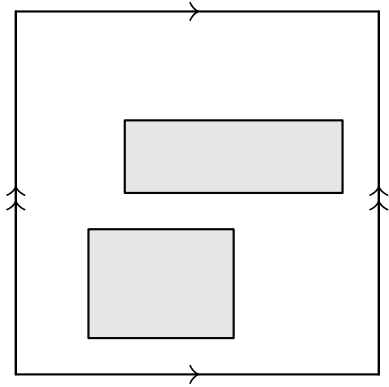
Converting a rectangular diagram into a conventional planar diagram



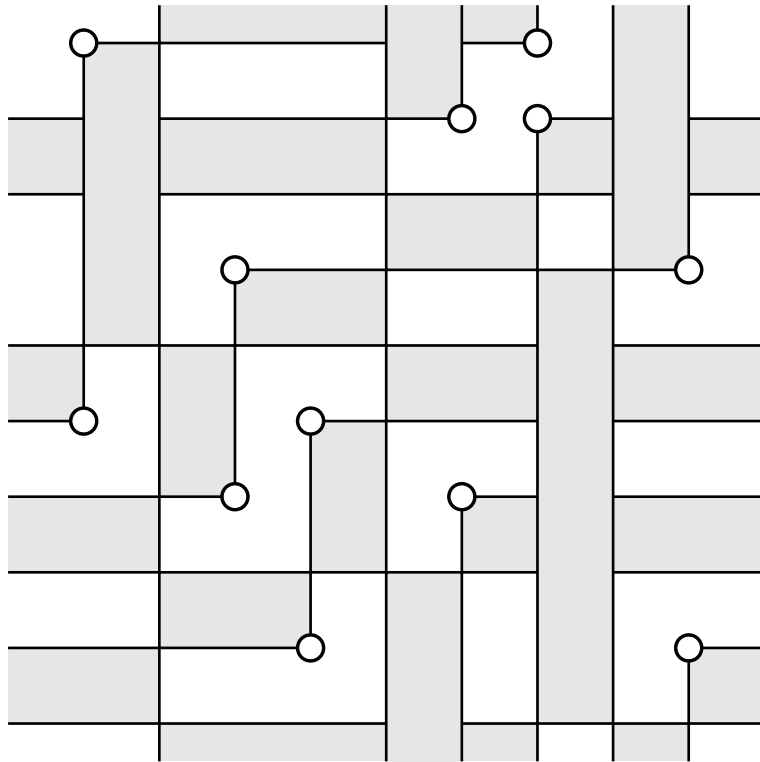
# A rectangle in $\mathbb{T}^2$



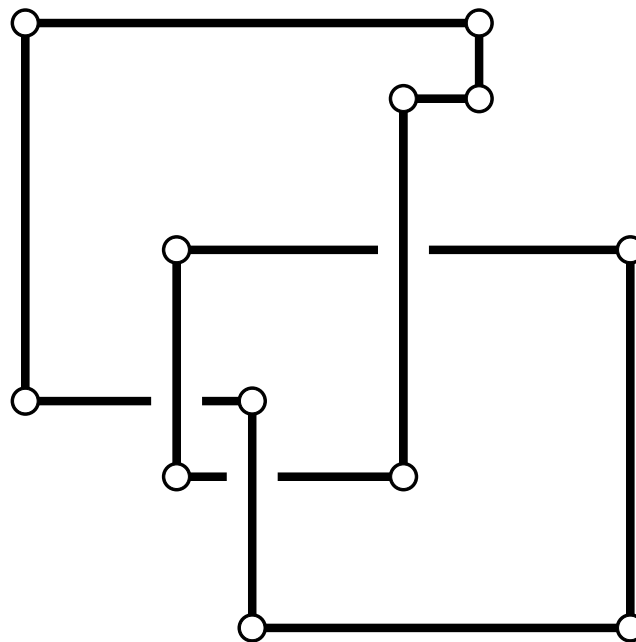
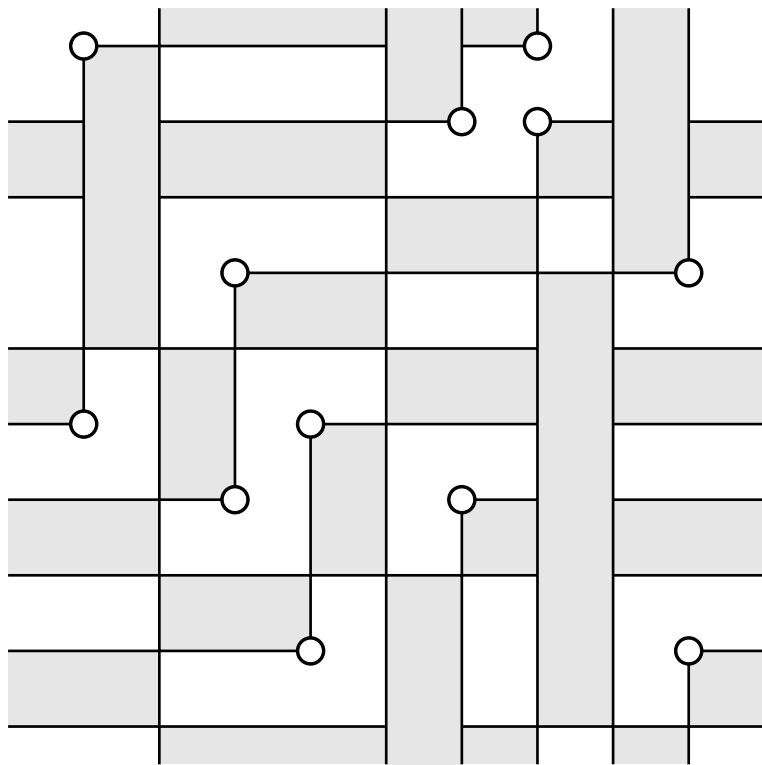
# Compatible rectangles



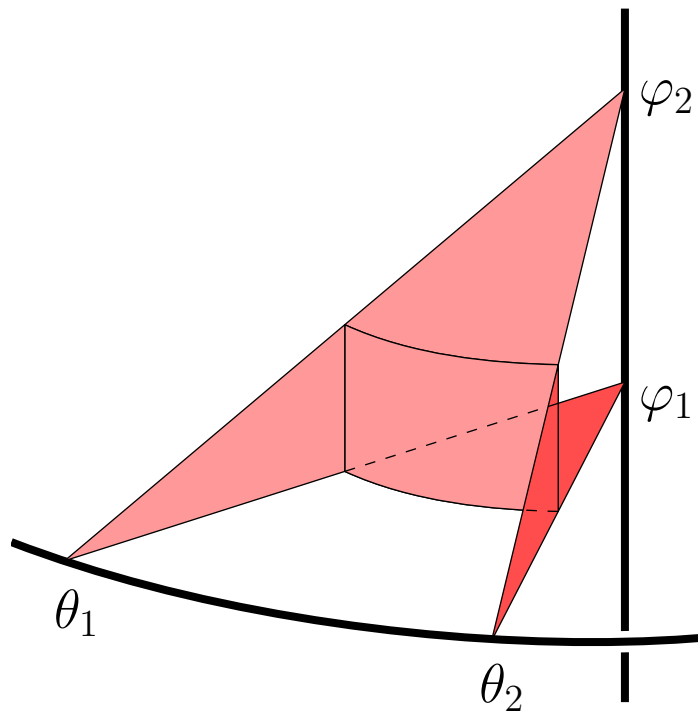
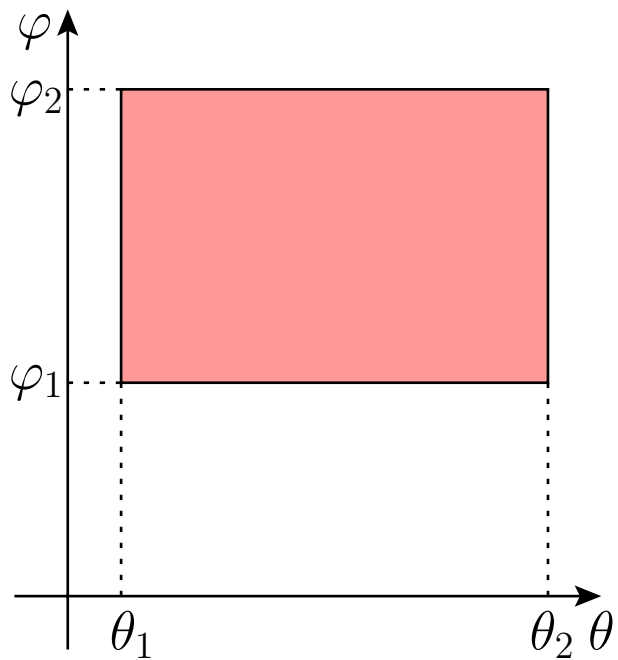
# Rectangular diagram of a surface



# Rectangular diagram of a surface

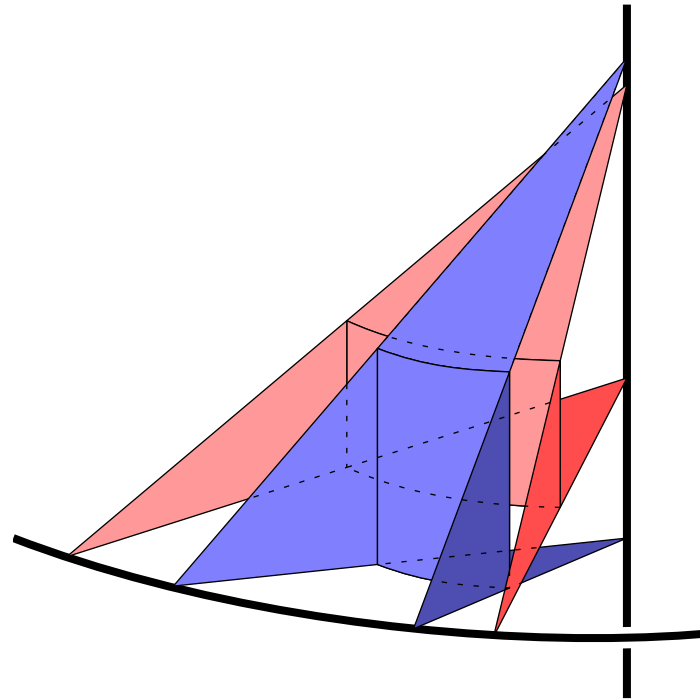
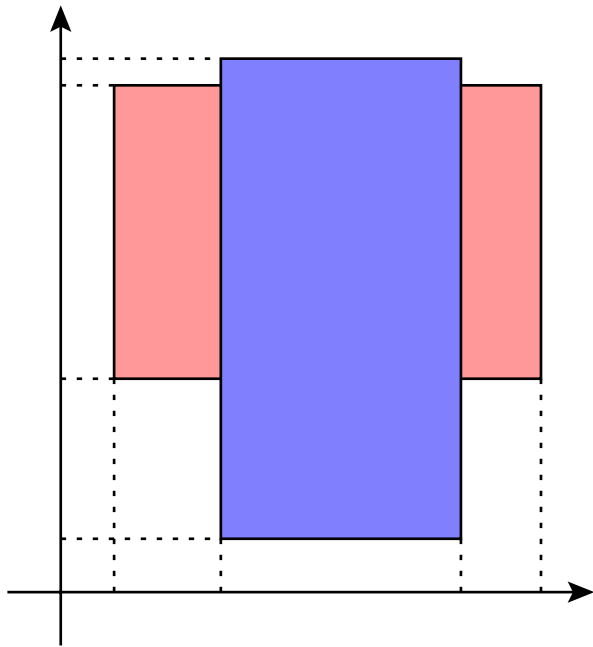


# Constructing a surface from a rectangular diagram of a surface

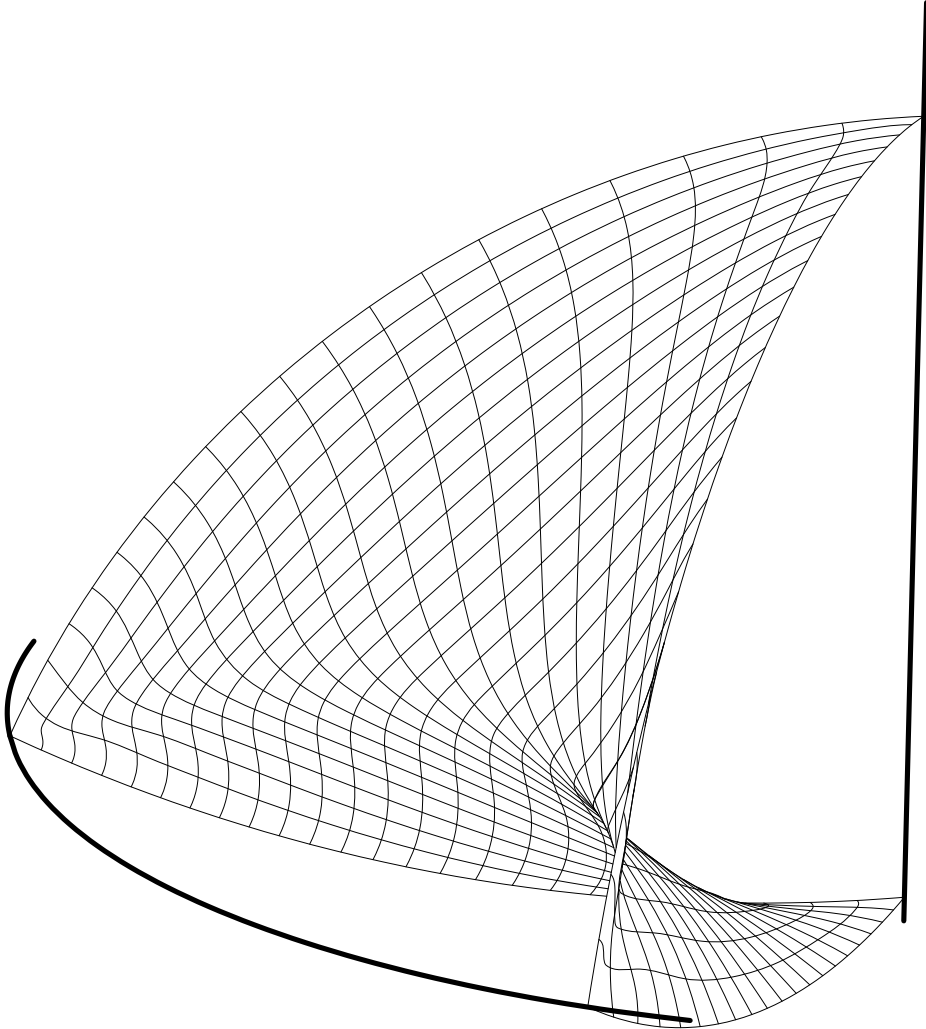




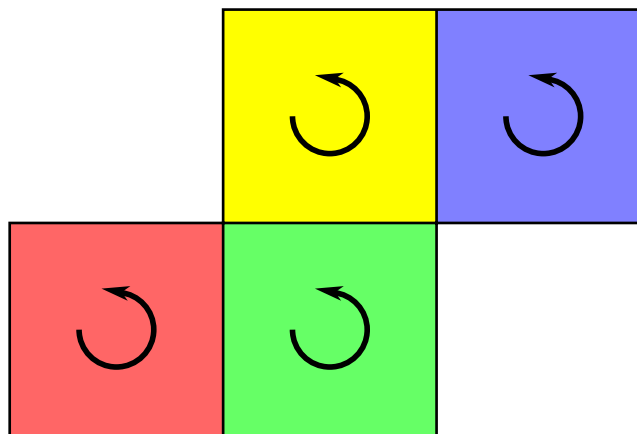
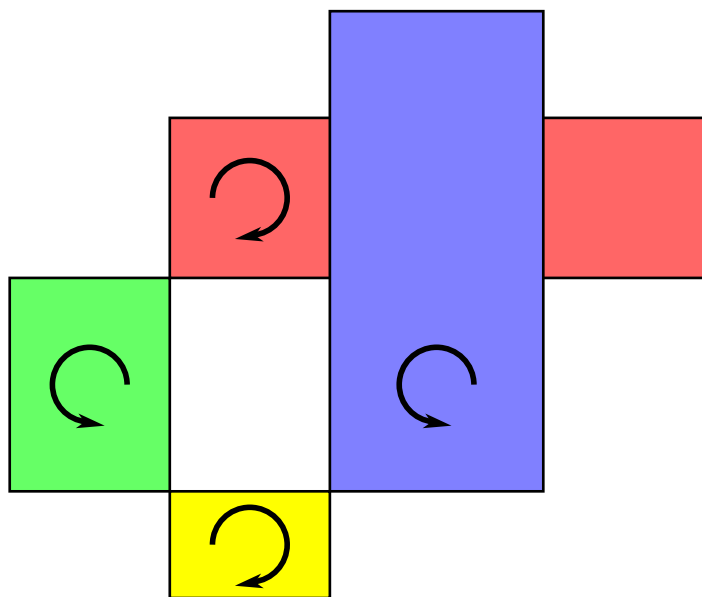
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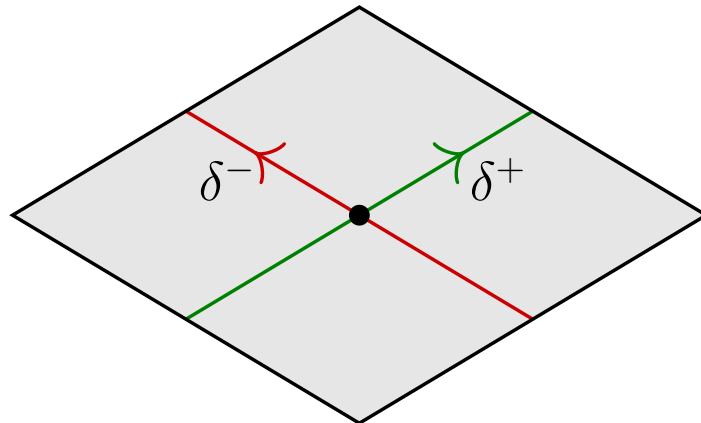
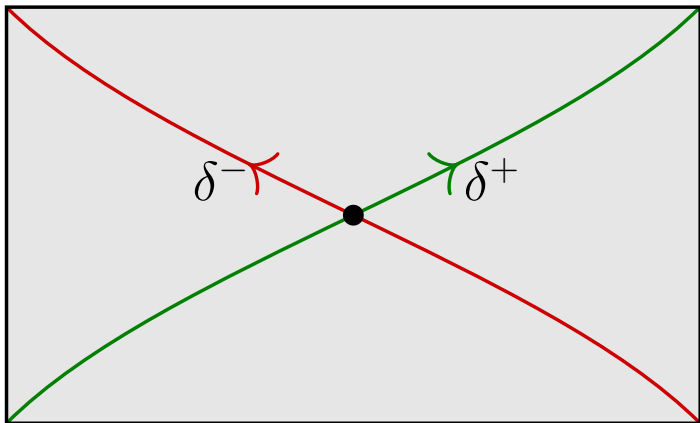
A smooth tile



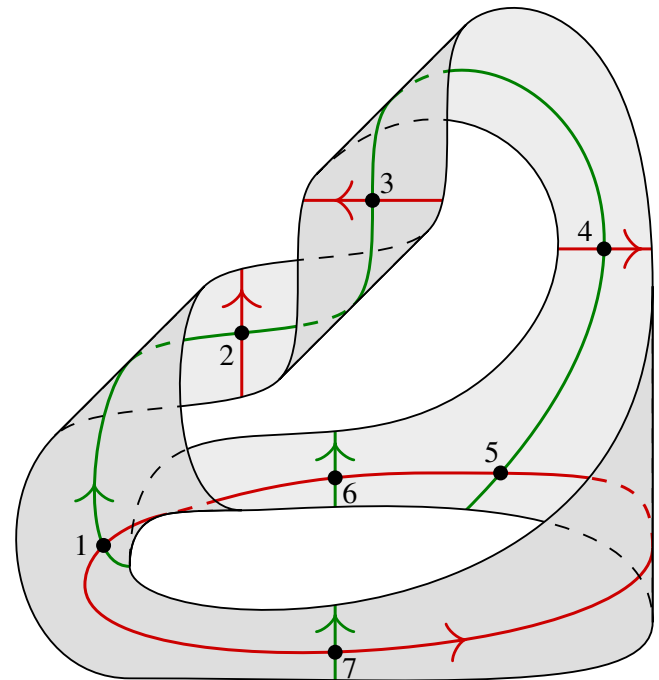
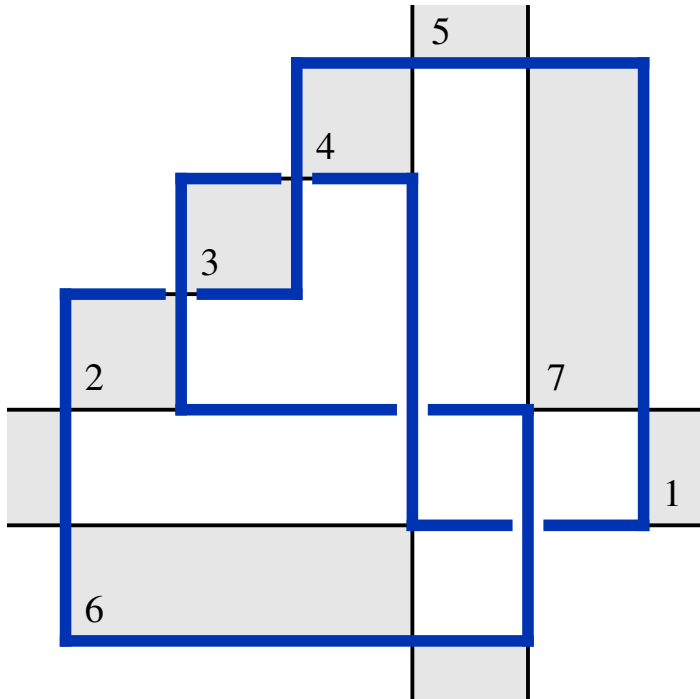
The surface comes with a tiling



# Canonic dividing configuration



# Example



**Theorem.**

Compact surfaces in  $\mathbb{S}^3$  / isotopy =  
rectangular diagrams of surfaces / basic moves.

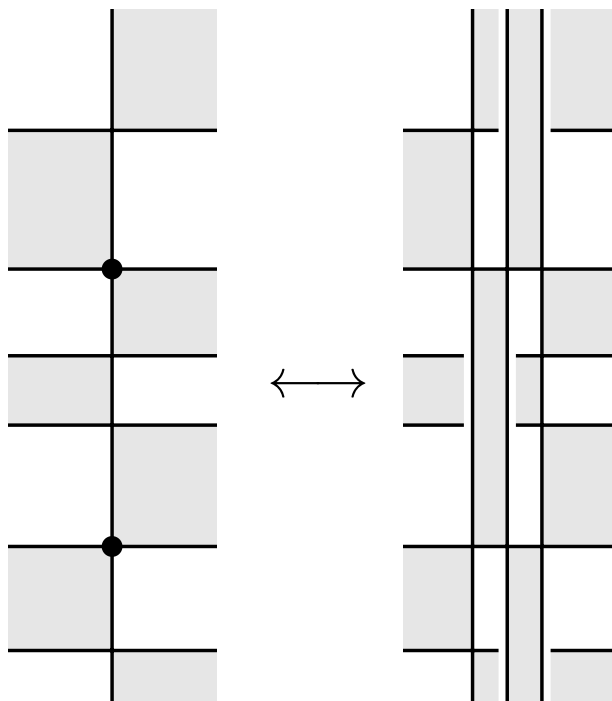
## **Theorem.**

Compact surfaces in  $\mathbb{S}^3$  / isotopy =  
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Basic moves include:

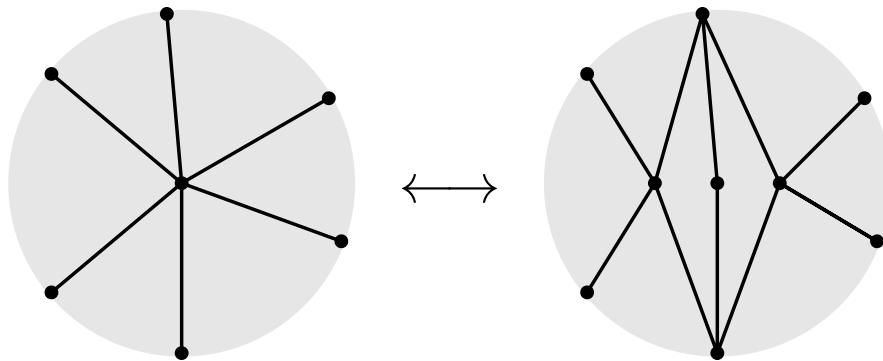
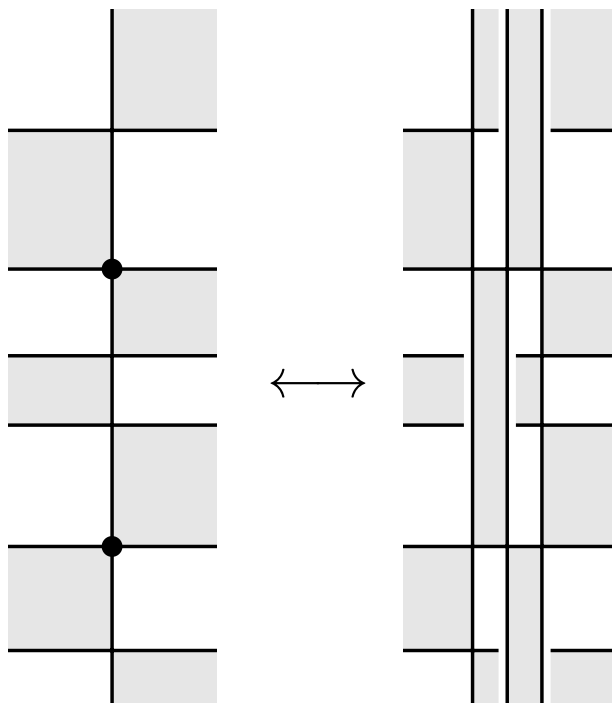
- (half-)wrinkle creation and wrinkle reduction moves;
- stabilizations and destabilizations;
- exchange moves;
- flypes.

# Wrinkle creation and wrinkle reduction moves

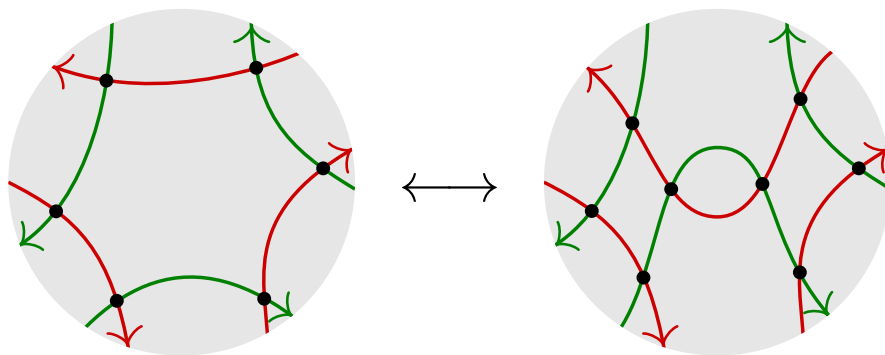
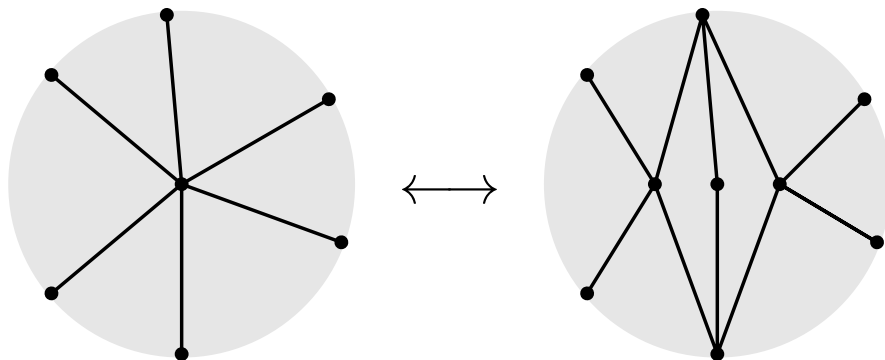
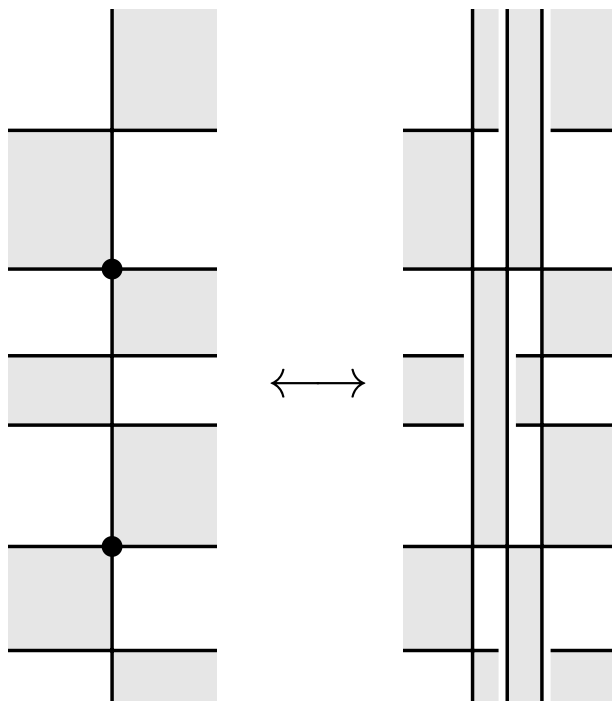




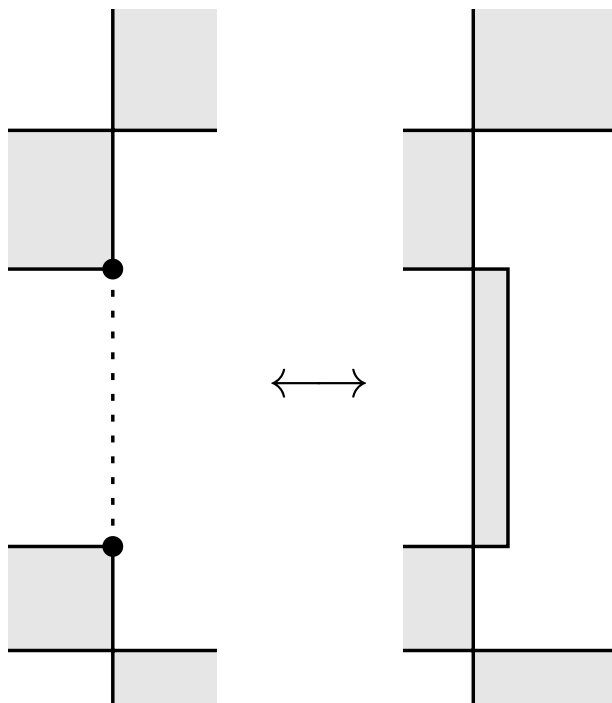
# Wrinkle creation and wrinkle reduction moves



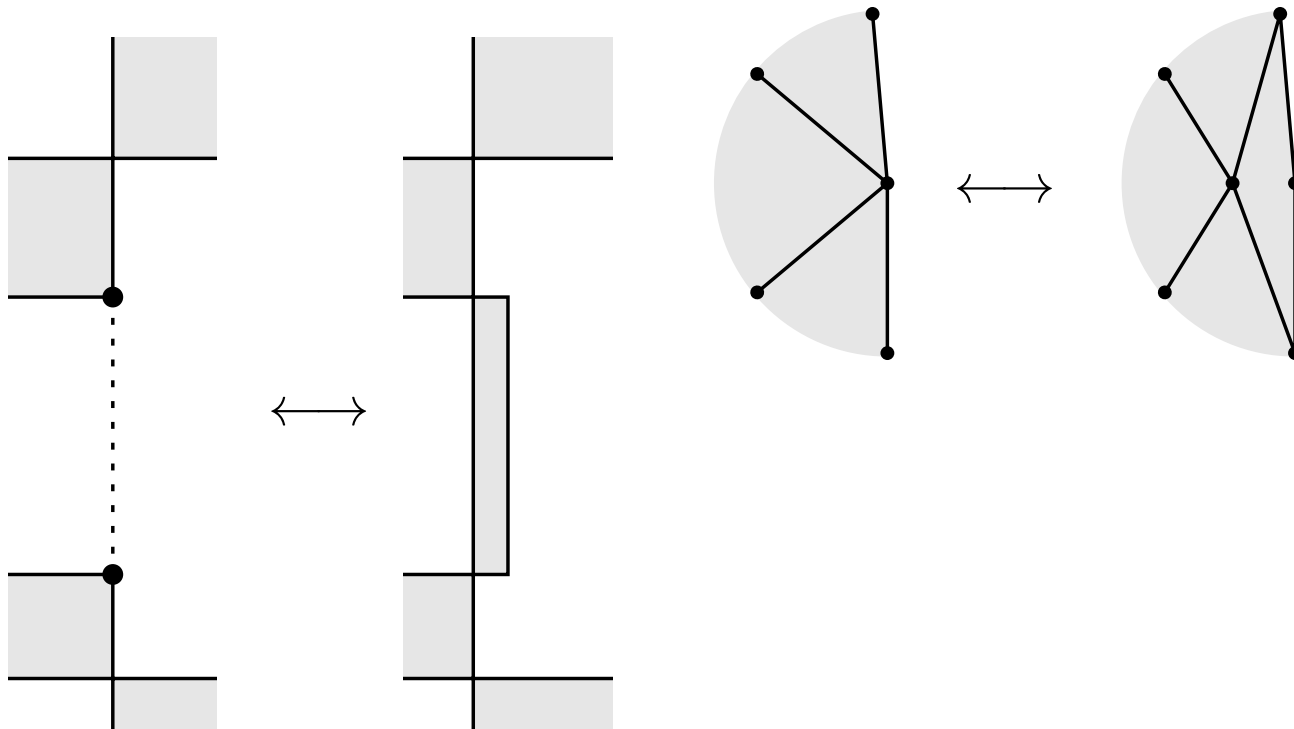
# Wrinkle creation and wrinkle reduction moves



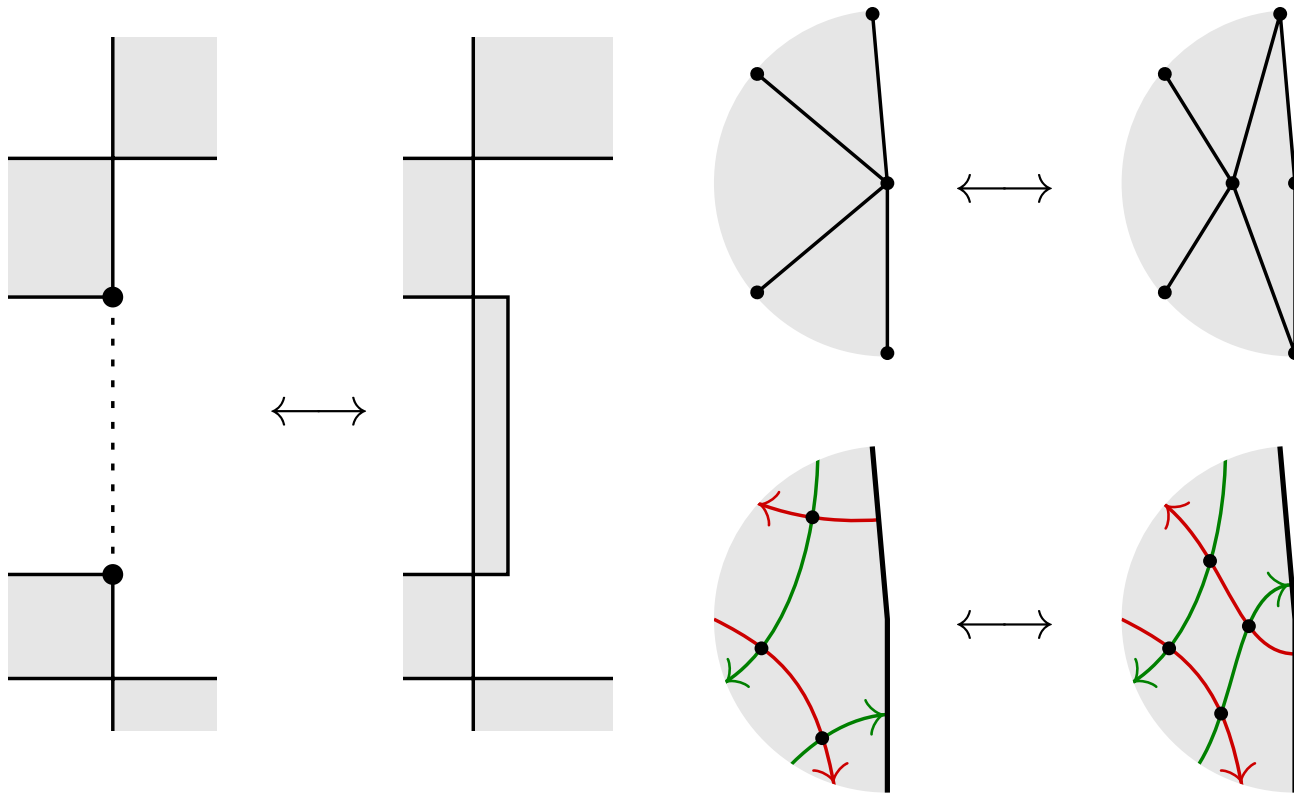
# Half-wrinkle creation and half-wrinkle reduction moves



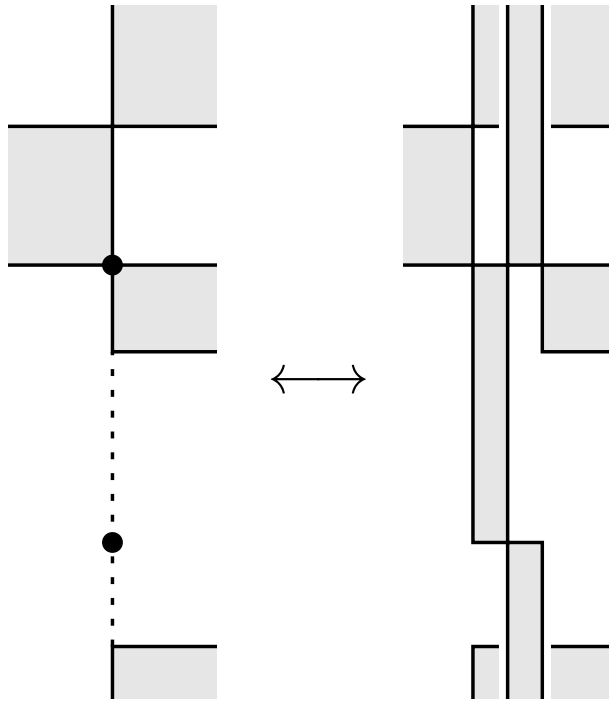
# Half-wrinkle creation and half-wrinkle reduction moves



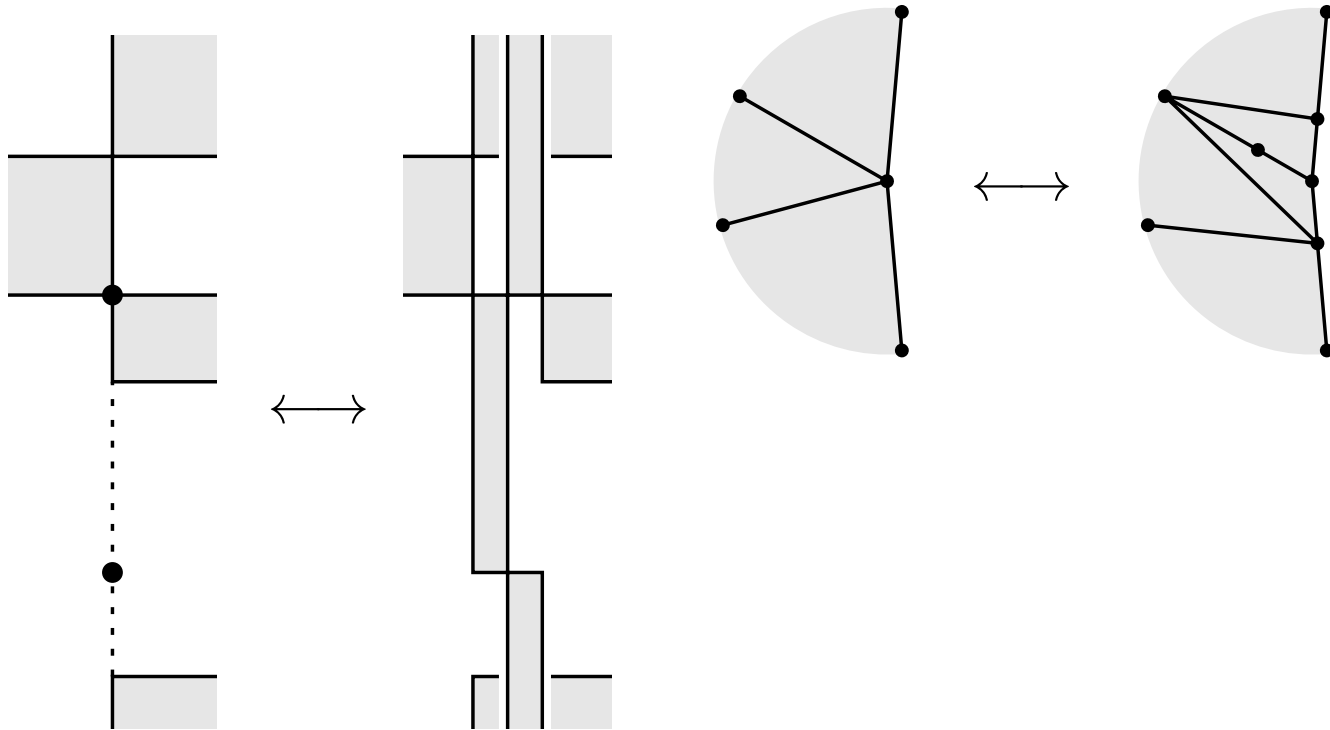
# Half-wrinkle creation and half-wrinkle reduction moves



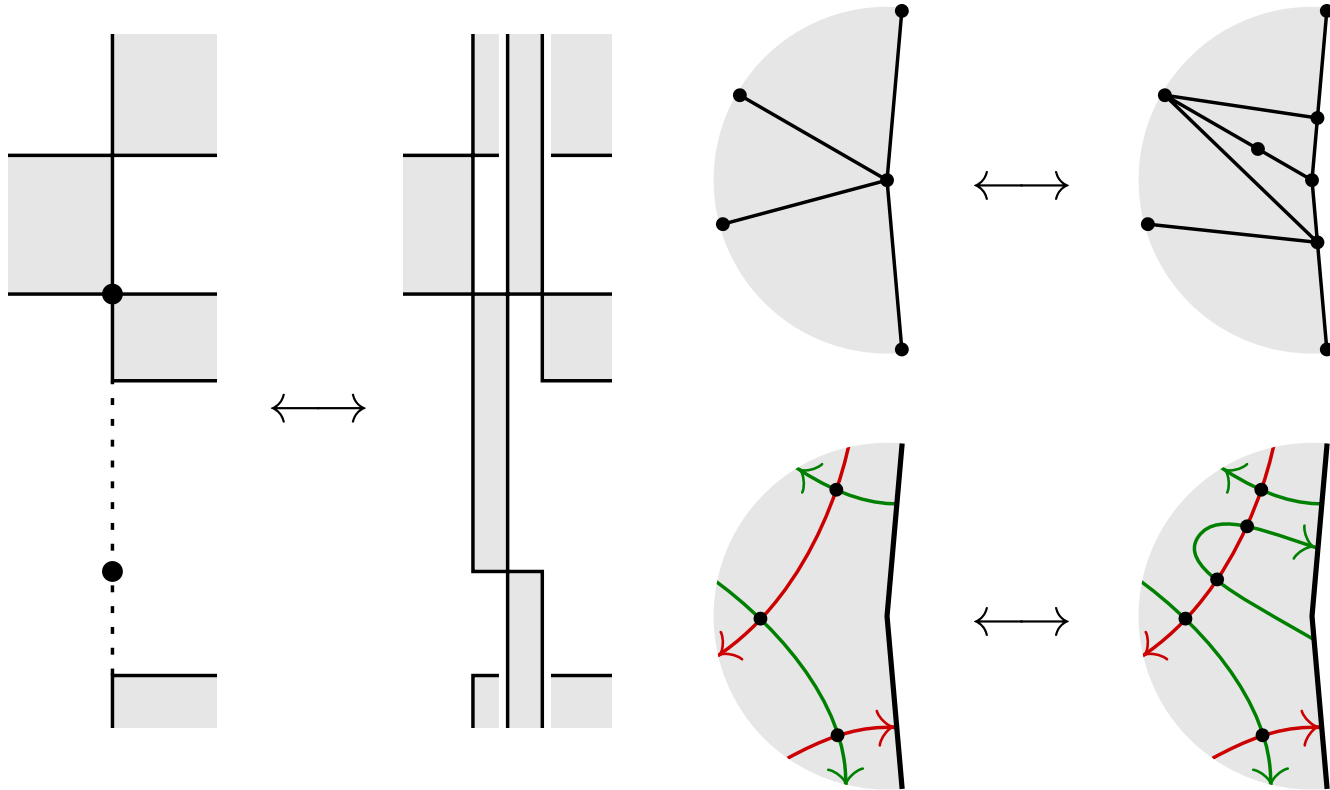
# Stabilization and destabilization moves



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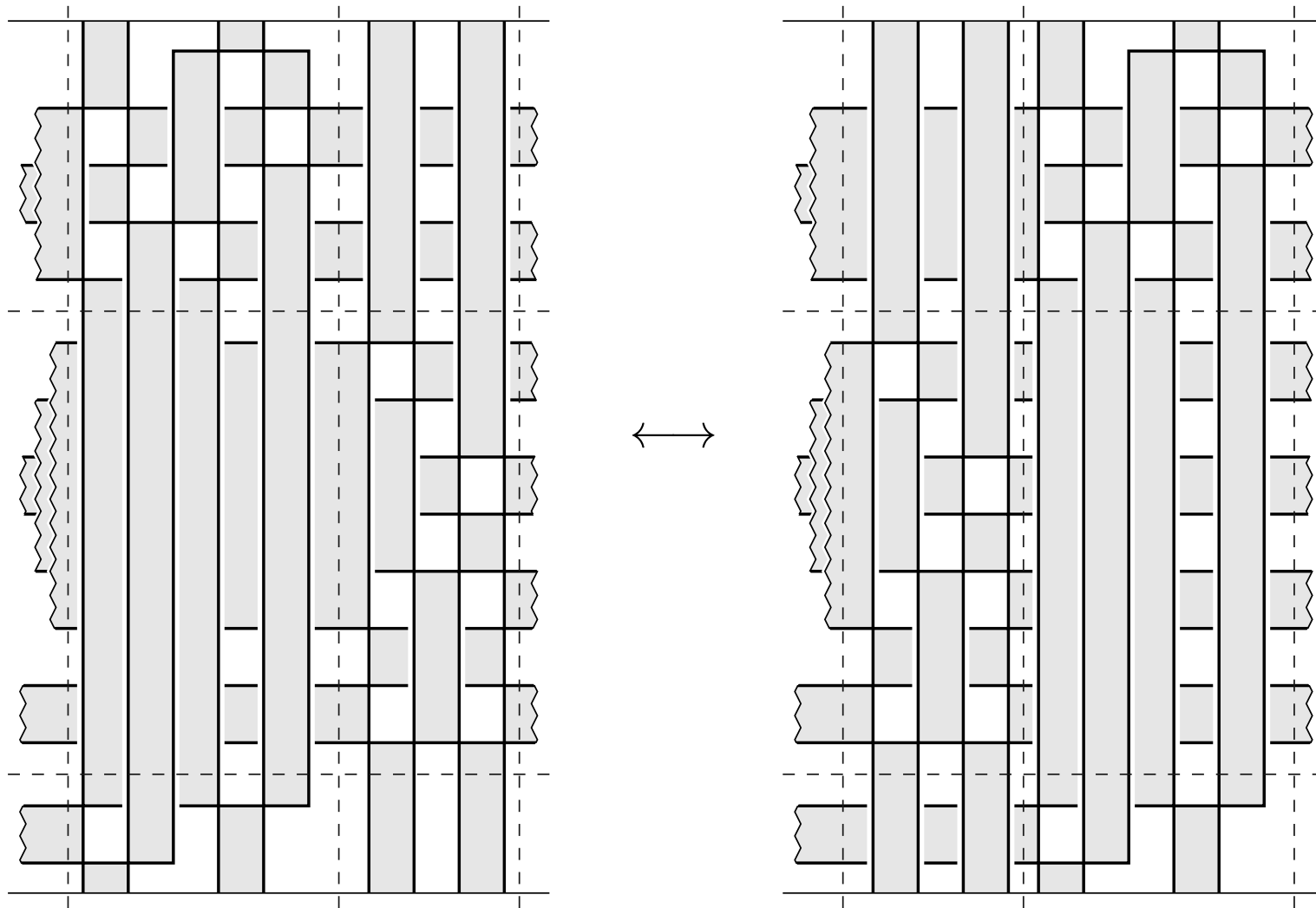


# Stabilization and destabilization moves

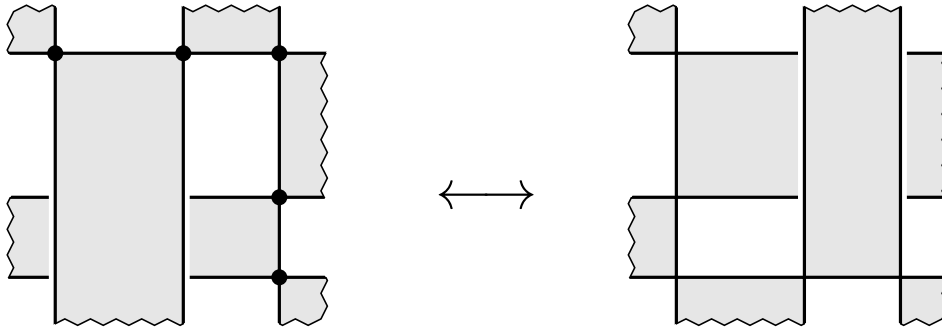




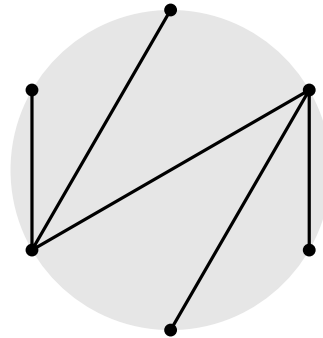
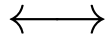
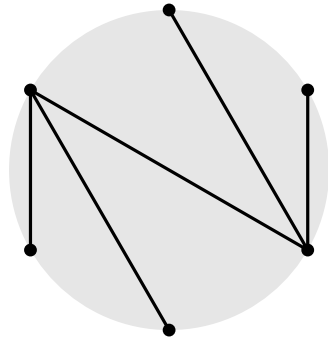
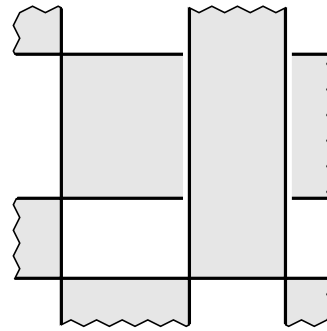
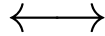
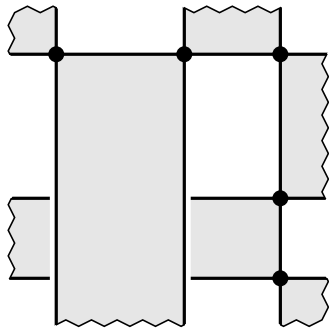
# Exchange moves



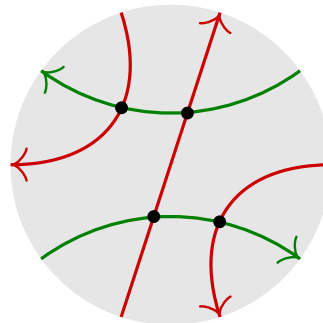
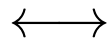
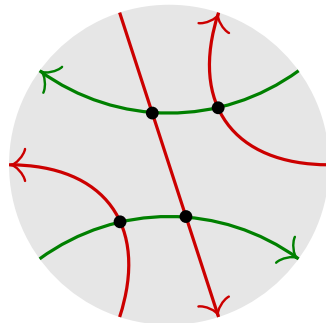
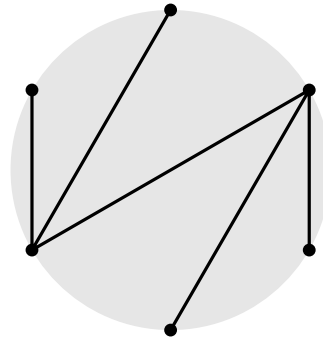
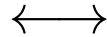
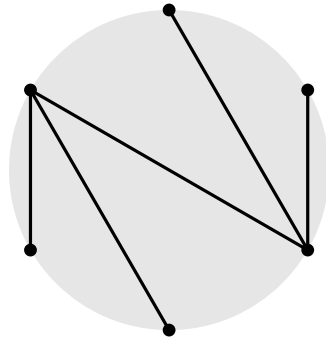
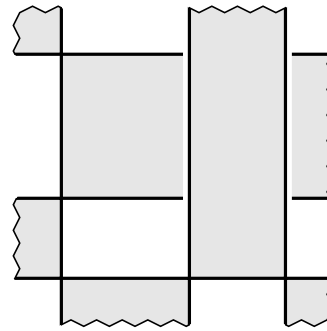
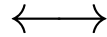
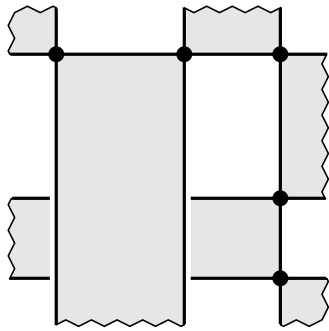
Flypes



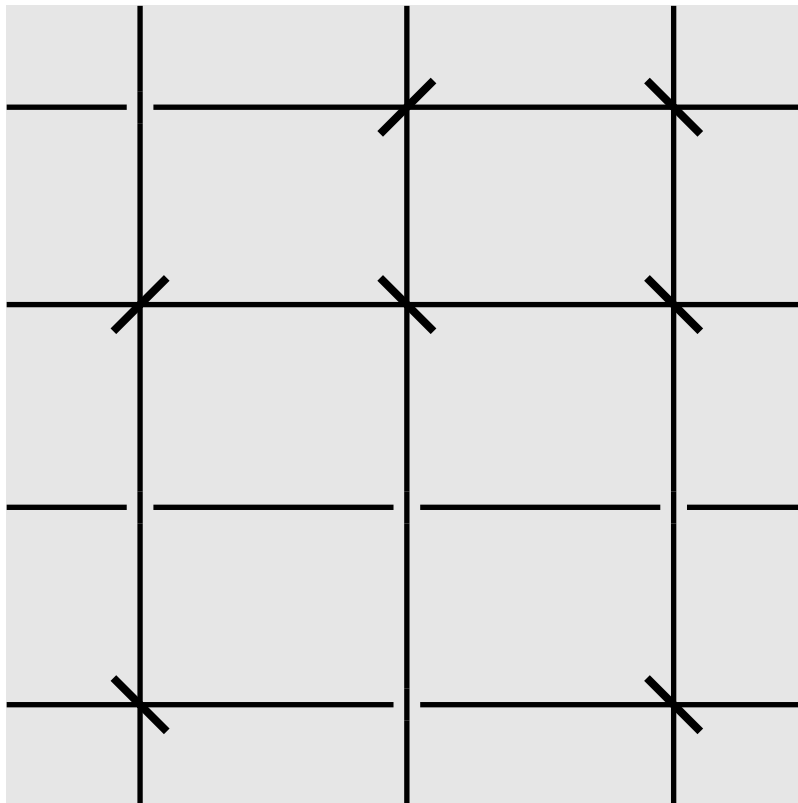
# Flypes



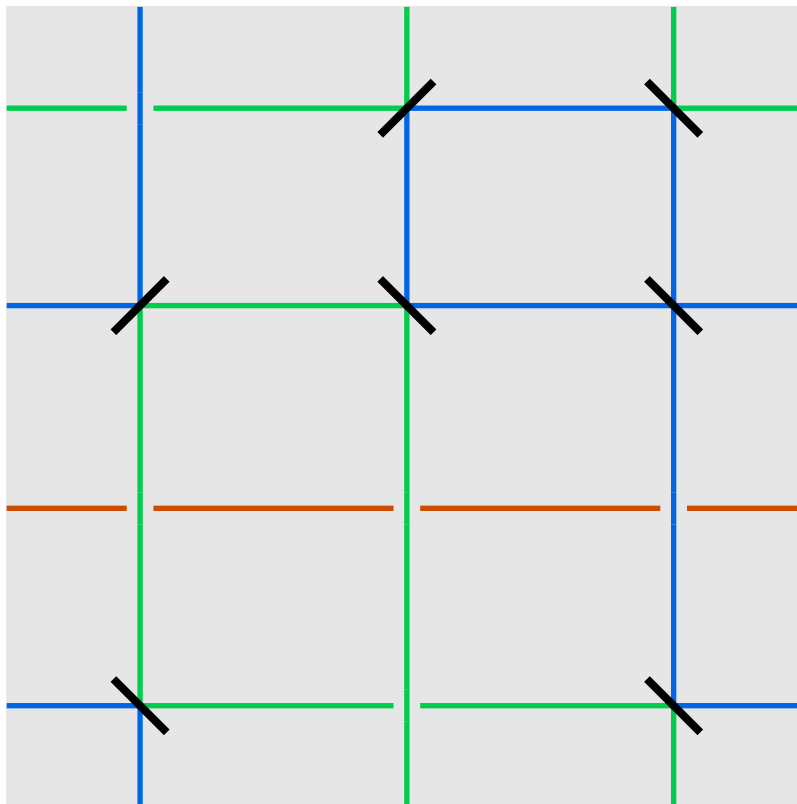
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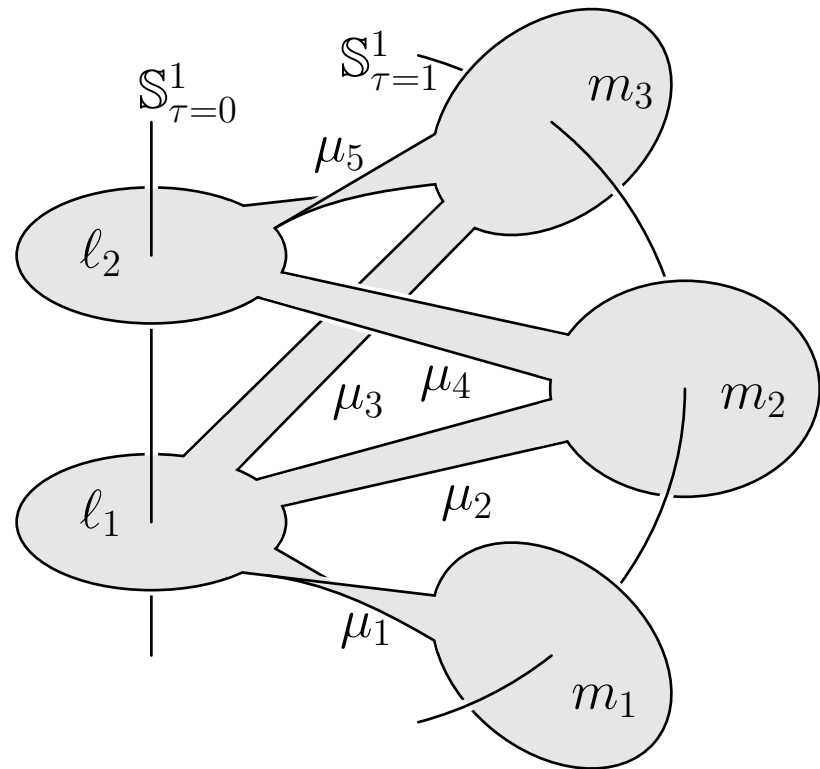
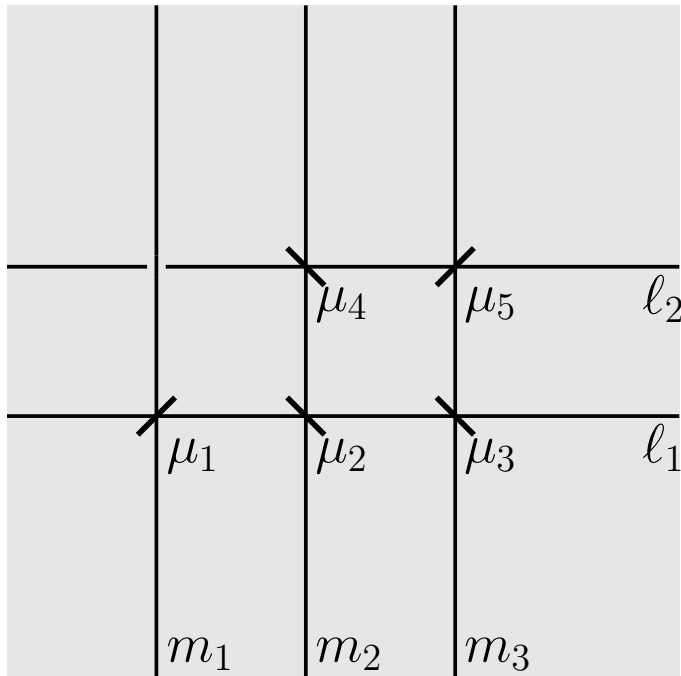
# Mirror diagrams



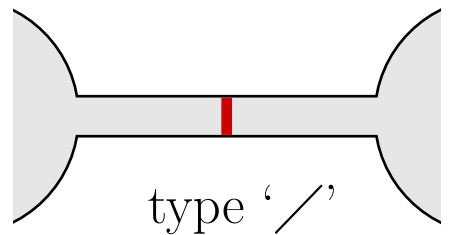
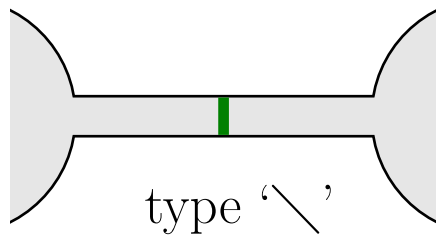
# Boundary circuits



Mirror diagrams represent spatial ribbon graphs



# Canonic dividing configuration





**Theorem.**

Compact surfaces in  $\mathbb{S}^3$  / stable equivalence =  
mirror diagrams / elementary moves.

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Two surfaces are *stably equivalent* if they become isotopic after removing some number of pairwise disjoint open discs in each.

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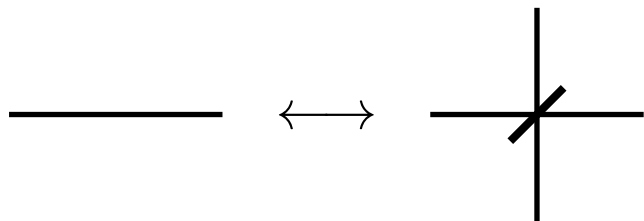
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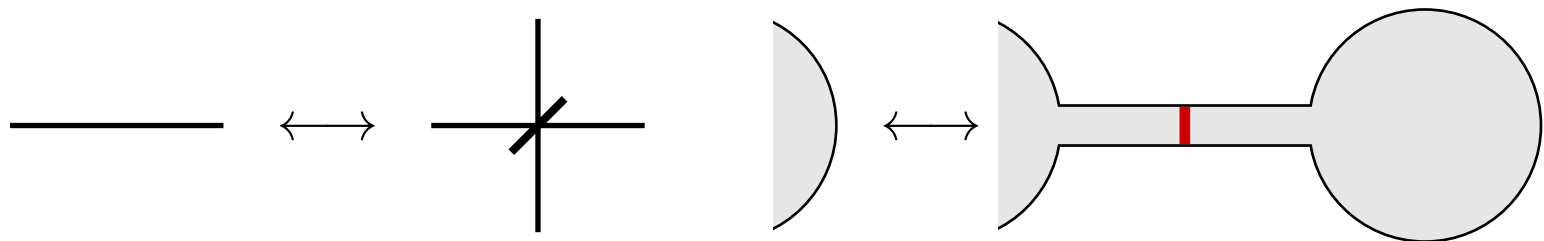
Elementary moves include:

- extension and elimination moves;
- elementary bypass addition/removal moves;
- slide moves.

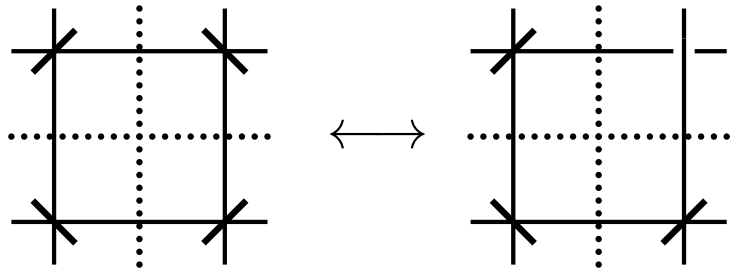
# Extension and elimination moves



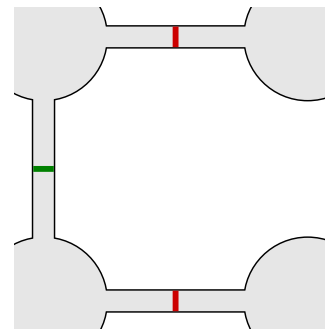
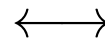
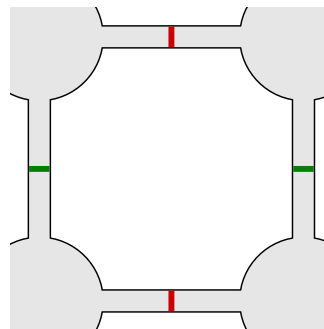
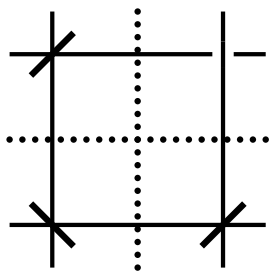
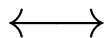
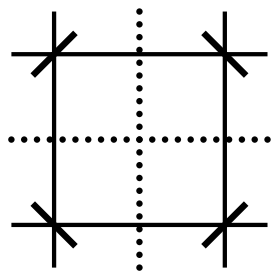
# Extension and elimination moves



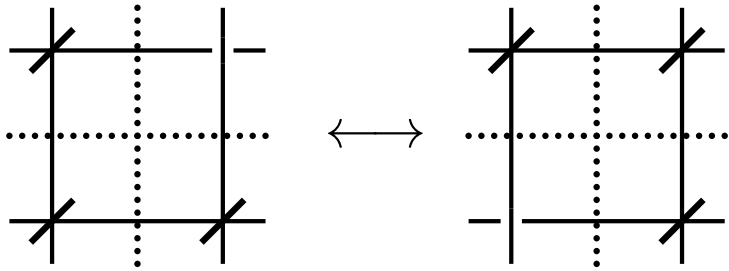
# Elementary bypass addition/removal moves



# Elementary bypass removal/addition moves

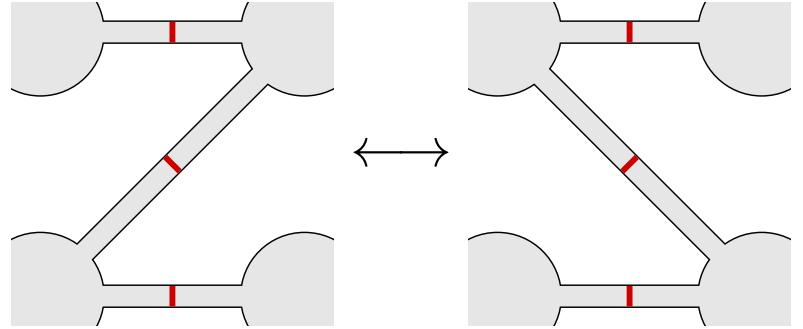
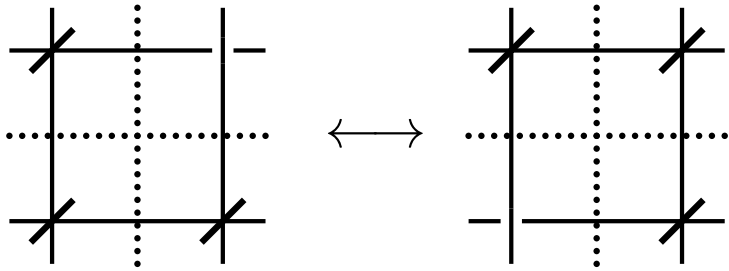


# Slide moves





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## Types of moves

Type I moves: preserve (isotopy class of)  $\delta^+$ , change  $\delta^-$

Type II moves: preserve (isotopy class of)  $\delta^-$ , change  $\delta^+$

Neutral moves: preserve both  $\delta^+$  and  $\delta^-$

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Type I moves: preserve (isotopy class of)  $\delta^+$ , change  $\delta^-$

Type II moves: preserve (isotopy class of)  $\delta^-$ , change  $\delta^+$

Neutral moves: preserve both  $\delta^+$  and  $\delta^-$

Type I moves ‘commute’ with type II moves.

# Giroux's convex surfaces

## Giroux's convex surfaces

A *contact structure* on a 3-manifold  $M^3$  is a 2-plane distribution  $\xi$  that locally has the form  $\xi = \ker \alpha$ , where  $\alpha$  is a 1-form such that  $\alpha \wedge d\alpha$  does not vanish.

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A surface  $F \subset M^3$  is *convex* (in Giroux's sense) with respect to a contact structure  $\xi$  if  $\exists$  a vector field  $v$  on  $M^3$  transverse to  $F$  such that the flow of  $v$  preserves  $\xi$ .

## Giroux's convex surfaces

A *contact structure* on a 3-manifold  $M^3$  is a 2-plane distribution  $\xi$  that locally has the form  $\xi = \ker \alpha$ , where  $\alpha$  is a 1-form such that  $\alpha \wedge d\alpha$  does not vanish.

A surface  $F \subset M^3$  is *convex* (in Giroux's sense) with respect to a contact structure  $\xi$  if  $\exists$  a vector field  $v$  on  $M^3$  transverse to  $F$  such that the flow of  $v$  preserves  $\xi$ .

### **Theorem.**

Let  $M^3 = \mathbb{S}^3$  and  $\xi$  be the standard contact structure (right-invariant 2-plane field on  $\mathbb{S}^3 \cong SU(2)$ ). Then:

Giroux's convex surfaces with Legendrian boundary / convex isotopy =  
rectangular diagrams of surfaces / neutral and type I moves.