

Topological Properties of Fréchet Spaces

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Overview:

Frobenius Distance

- For paths
- For graphs

Different Spaces

- ✓ Continuous mappings
- immersions
- embeddings

Path connectivity

- proof sketch for each space
- ✓ Discuss path-connectivity of open balls

Recall: Fréchet Distance for paths

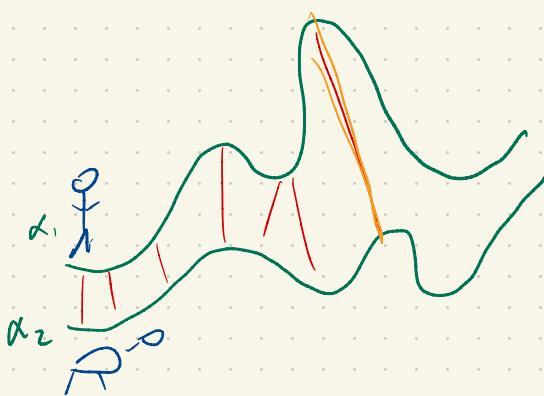
Any continuous map $\alpha: I \rightarrow \mathbb{R}^d$ is a path in \mathbb{R}^d

The Fréchet distance between two paths α_1, α_2 living in \mathbb{R}^d is

$$d_{FP}(\alpha_1, \alpha_2) = \min_{r: I \rightarrow I} \max_{t \in I} |\alpha_1(t) - \alpha_2(r(t))|$$

(where r is all reparametrizations of the interval I)

Eg)



Frechet Distance for spaces of Graphs

could (carefully*) do an analogous thing for graphs.

Let G a graph, and $\varphi_1, \varphi_2: G \rightarrow \mathbb{R}^d$
continuous, rectifiable maps.

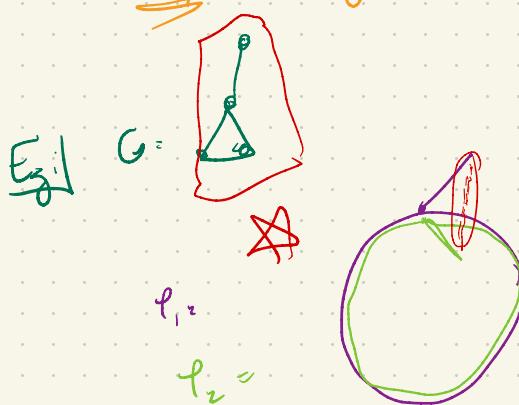
Given hence $h: G \rightarrow G$, call induced
 l_∞ distance between $\varphi_1, \varphi_2 \circ h$

$$\|\varphi_1 - \varphi_2 \circ h\|_\infty = \max_{x \in G} |\varphi_1(x) - \varphi_2(h(x))|$$

and then the graph Frechet distance is

$$d_{FG}((G, \varphi_1), (G, \varphi_2)) = \min_h \|\varphi_1 - \varphi_2 \circ h\|_\infty$$

⚠ one of multiple ways to do this!



So, what does "length" \mathbb{R}^d mean for a path / graph?

Say for a path $\alpha: \mathbb{I} \rightarrow \mathbb{R}^d$.

3 different definitions:

1.) α just needs to be continuous TC



2.) α needs not only continuity, but injectivity

Embedding

TE



3.) α needs to be injective, but only locally.

Immersion

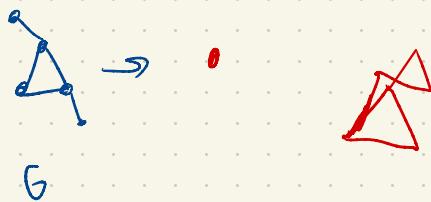


Ditto for graphs.

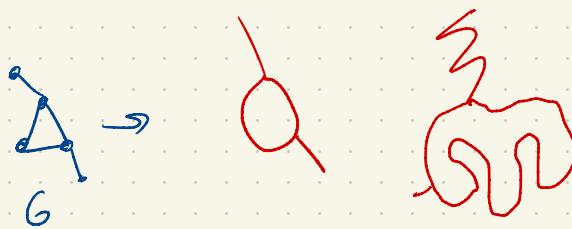
Could require, for a map $\varphi: G \rightarrow \mathbb{R}^d$

1.) Just that φ is cont's

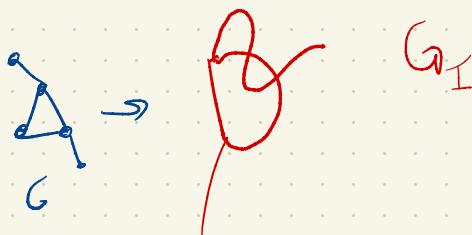
G_C



2.) That φ is H^1 G_E Embedding



3.) That φ is only locally $1-1$ Immersion



Are these spaces, topologized by their respective
Féchet distances, path-connected?

i.e. For any $x_0, x_1 \in X$

can we construct a continuous

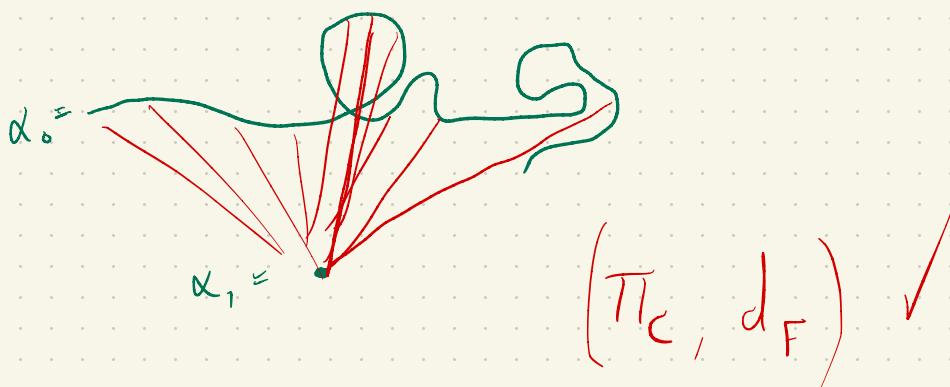
$$\gamma: [0, 1] \rightarrow X$$

such that $\gamma(0) = x_0$ and $\gamma(1) = x_1$??

Π_C : (Space of continuously mapped paths in \mathbb{R}^d)

Yep. Just interpolate b/w $x_0, x_1 \in \Pi_C$.

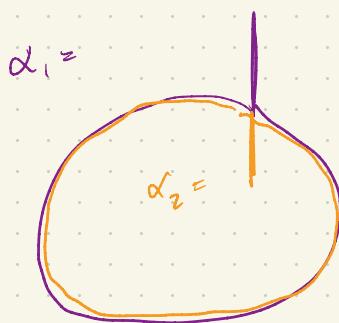
In an "image"



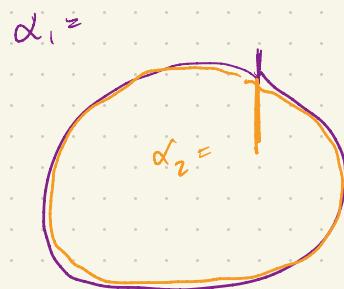
G_0 : Ditto for graphs; just interpolate along branches.

E.g. Let $G =$ 

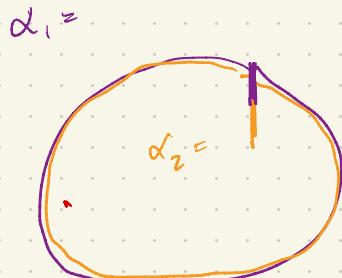
at time $t=0^+$:



$$t = \frac{1}{2}$$



$$t = \frac{3}{4}$$



$$t \in [$$

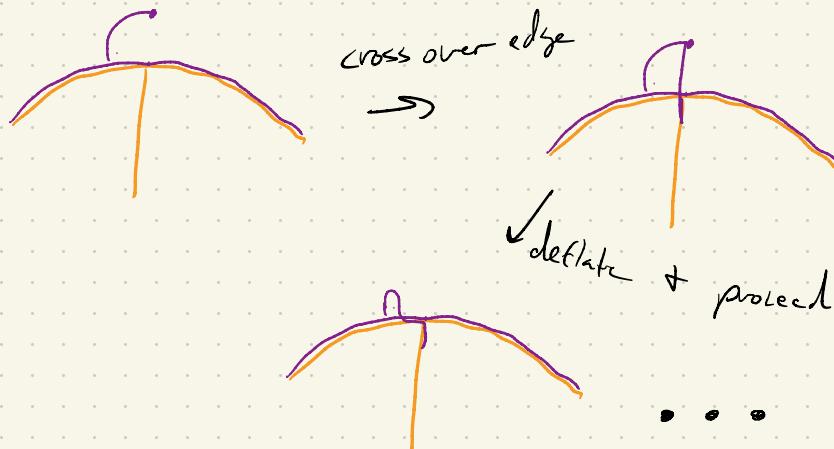
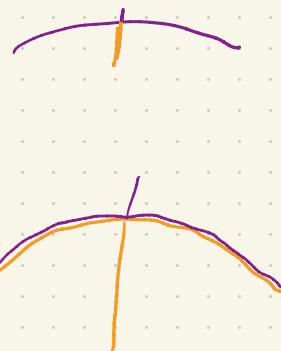
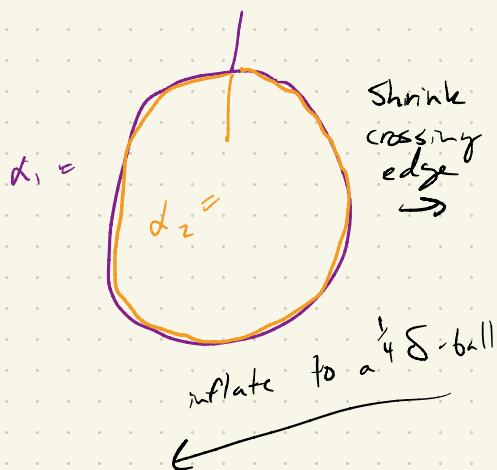
$] \cap$

What if we restrict to immersions?

Need to be more careful about crossing over ourselves.

Sketch of proof in a picture:

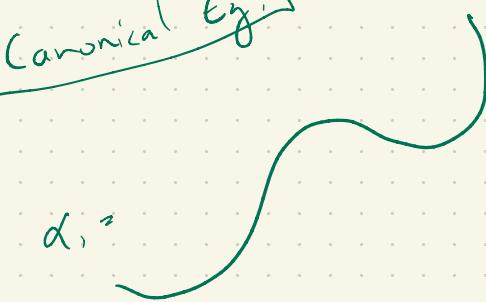
E.g. let $G =$ 



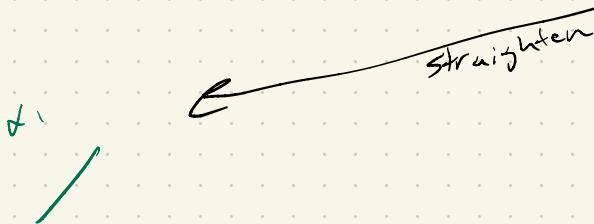
What if we restrict to embeddings?

How about Π_{ϵ} , the space of paths embedded in \mathbb{R}^d ?

(Canonical Eq.)



Shrink until
"straight enough"

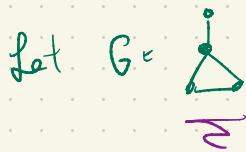


unite $\xrightarrow{\quad}$ $d_1 = d_2$

Rectifiability Needed here

What about embedded graphs G_ε ?

E.g.



If we're restricted to \mathbb{R}^2 , \nexists a path in G_ε

from d_1 to d_2

by Jordan curve theorem.

Pretty soon, this turns into knot theory.

What if we restrict G_ϵ to dimension 3?

Space of all graphs embedded in
 \mathbb{R}^3 under Fréchet graph distance.

Eg: Suppose $G = \underline{\text{triangle}} + \text{triangle}$ and



while $d_2 =$



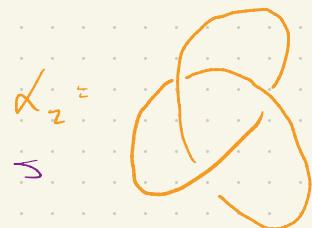
Then $d_1 + d_2$ ain't path connected by
knot theory.

What if we're restricted to $\beta_0 = 1$?

Eg) Now suppose $G = \frac{\Delta}{\mathcal{F}}$ and



while



Well then still in \mathbb{R}^3 , the space G_E isn't path-connected, by knot theory.

So how about for \mathbb{R}^d , $d \geq 4$?

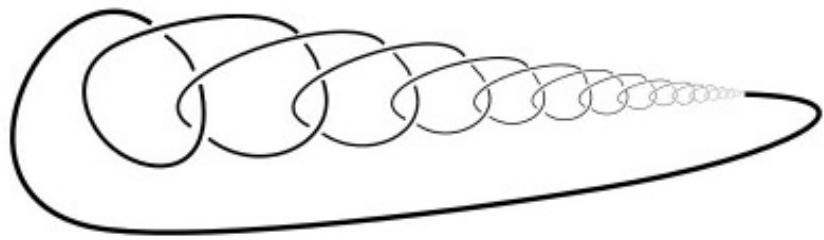
In general, all such d -dimensional knots are unknotted
TAME

in \mathbb{R}^4 , which fixes this dilemma.

However one must be careful.

A WILD example!

$\alpha_1 =$



can't be unknotted in \mathbb{R}^4 (would take infinite moves)!

so again rectifiability is required.

Go!

The next question...

Are open balls in any of these spaces path-connected?

This is to say, if $d_F(x_1, x_2) < \delta$,

does there exist a path maintaining consistently this distance?

Using earlier ideas, we can't quite pull this off (yet) with embeddings.



The rest to be continued!

