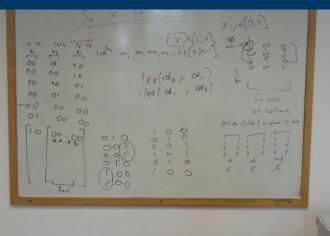
# **Enumeration of (unique reduced alternating) knot diagrams**

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#### What is a knot?

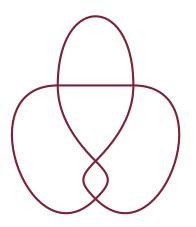
■ A *knot* is an embedding of the circle in  $\mathbb{R}^3$ .

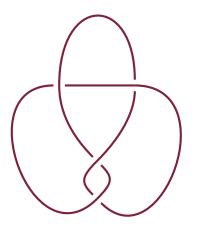
#### What is a knot?

- A *knot* is an embedding of the circle in  $\mathbb{R}^3$ .
- An intuitive way to think about this is to consider a knot as a knotted piece of string with the ends glued together.

- A function  $f: \mathbb{R}^3 \to \mathbb{R}^2$  where f(x, y, z) = f(x, y), is called a *projection map*, and the image of a knot K under f is called the *projection* of K.
- Such a projection is often refered to as the *shadow* of K.

• Information regarding the orientation of arcs at crossings is given by leaving gaps in a knot's shadow..





#### Representations of knots

- Knot diagrams are really just 4-valent planar graphs.
  - The vertices in the graph correspond to the crossings in the knot diagram.
  - The arcs between vertices correspond to arcs between crossings in the knot diagram.
  - The arcs are decorated with their orientation at their source and target crossings.
- Other data structures familiar to computer scientists can be used, linked lists of crossings were popular in the 1950's.

#### Representations of knots

- The representations used by topologists are typically also used for representing knots in a computer.
- Examples are Dowker-Thistlethwait codes (DT codes), Gauss codes, braid representatives, Conway notation, and many more.

- The strategy for representing a given knot (with *n* crossings) by a Gauss code is as follows.
  - 1 Label the crossings with the numbers 1 to *n*.
  - Pick a point on the knot.
  - 3 Pick a direction and walk around the knot, writing out a list of the numbers you come to (with a negative sign indicating that a crossing was visited on an under strand). Stop when each number appears twice once with each sign.



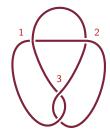
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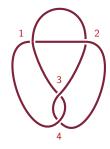
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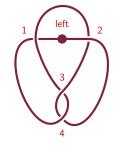
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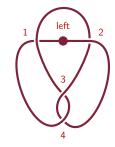


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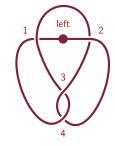
 $^{-1}$ 

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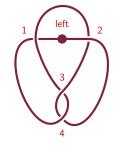
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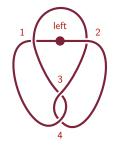
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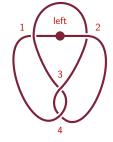
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