Suggestions/Requests:

- use nodes to position braids and ≠ sign without specifying absolute coordinates
- test: changing width should automatically reposition braids and not let them collide
- use nodes to center lower label on each braid, without having to use coordinate calc
- (delete test node "X/hi")
- (if possible) is there a more straightforward way to do the labeling at the bottom of strands? I know I could draw the braids in reverse (bottom-to-top), but then I'd have to use s_i^{-1} for each crossing, and that's more annoying to type.
- (if possible) demonstrate a different floor pic; e.g., an oval or a rectangle with rounded corners, possibly with different line styles on different edges

These braids are drawn so that the right-to-left composition order is read bottom-to-top, with s_i being the crossing of strand i under strand i+1. I think that's standard, at least for some people, but honestly I find it confusing. They can also be read left-to-right, top-to-bottom, with s_i being an over-crossing.

