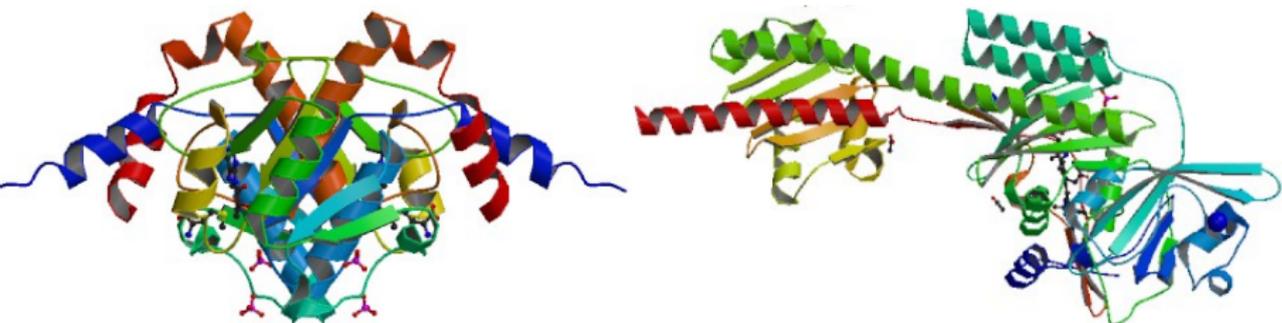


# Visualizing knotted structures in 3-page books

Chris Smithers

# Knotted structures in molecules

Protein Data Bank <http://www.rcsb.org/pdb>.

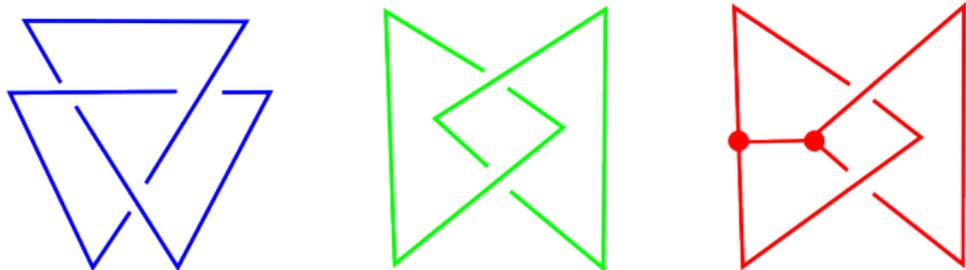


Left: 1v2x tRNA methyltransferase. Right: 3zq5.

- *Encode* long knotted structures in a simple way.
- *Compare* knotted structures up to deformations.

# Polygonal knotted graphs in $\mathbb{R}^3$

**Def:** a **knotted** graph is an embedding  $f : G \rightarrow \mathbb{R}^3$  consisting of finitely many *arcs*. So  $f(G)$  has no self-intersections, but may have *crossings* when projected onto  $\mathbb{R}^2$ .

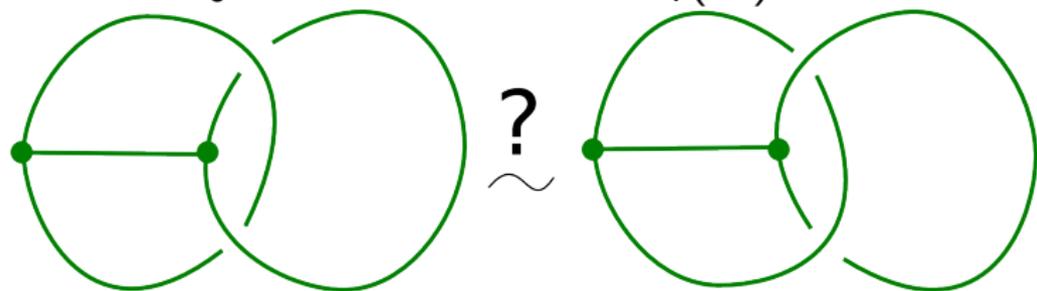


If  $G \approx S^1$ , the knotted graph  $S^1 \subset \mathbb{R}^3$  is a **knot**.

If  $G \approx \sqcup_{i=1}^m S_i^1$ , the knotted graph is called a **link**.

# Isotopy of knotted graphs

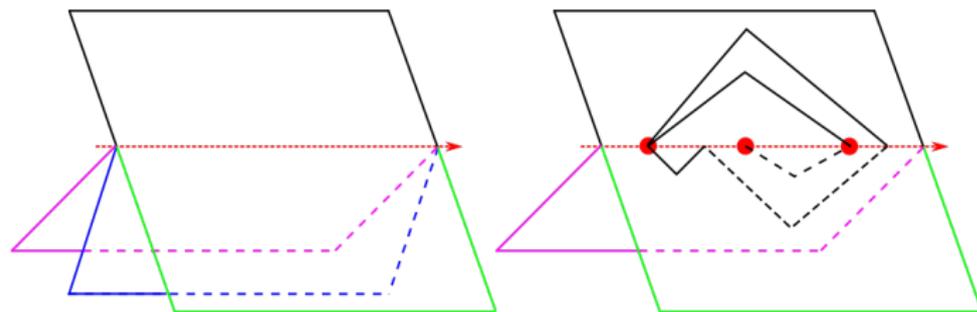
**Def:** an **ambient isotopy** between graphs  $G, H \subset \mathbb{R}^3$  is a continuous family of ambient homeomorphisms  $F_t : \mathbb{R}^3 \rightarrow \mathbb{R}^3$ ,  $t \in [0, 1]$ , where  $F_0 = \mathbf{id}$  on  $\mathbb{R}^3$  and  $F_1(G) = H$ .



**Question:** When are two knotted graphs isotopic?

# k-page books

**Def:** a **k-page book** is a collection of  $k$  half planes, with a common boundary line: the **spine**



We can talk about a  $k$ -page embedding of a knotted graph

# The main result

## Theorem [Kurlin, 2015]

There exists a 3-page embedding of a knotted graph in 3-pages

# The main result

## Theorem [Kurlin, 2015]

There exists a 3-page embedding of a knotted graph in 3-pages

We can actually achieve this in linear time, with respect to the number of edge segments

# A brief overview

We break down the process into three short algorithms

# A brief overview

We break down the process into three short algorithms

- Building a corresponding planar graph

# A brief overview

We break down the process into three short algorithms

- Building a corresponding planar graph
- Embedding that planar graph appropriately

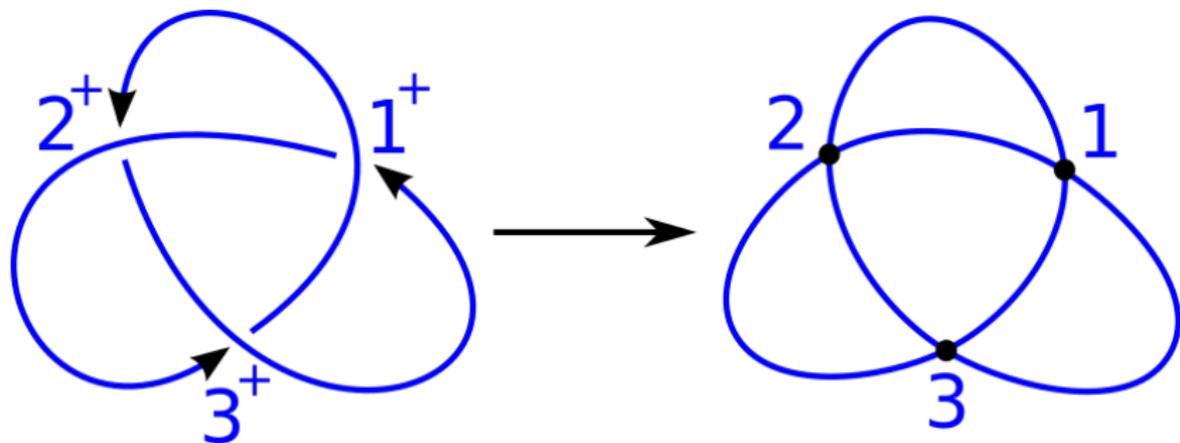
# A brief overview

We break down the process into three short algorithms

- Building a corresponding planar graph
- Embedding that planar graph appropriately
- Using a third page to perform local upgrades

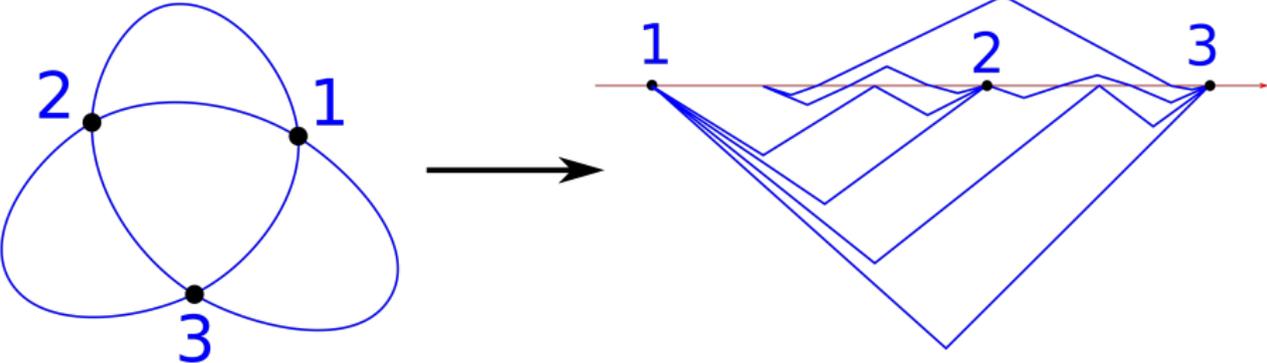
# Build a planar graph

We "forget" about crossings

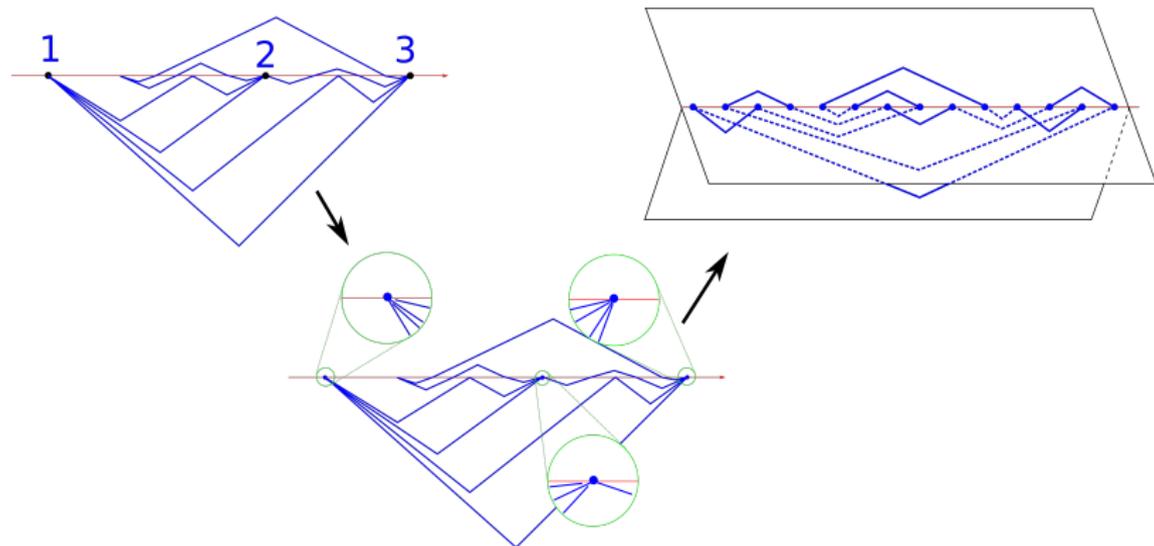


# Embed the planar graph

We find a 2-page embedding of the planar graph



# Perform Local Upgrades



# Thanks!

Thank you all for listening