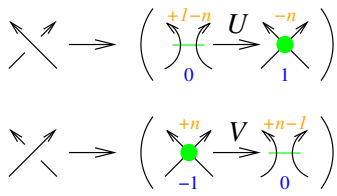




Crossings.

(height in blue)

In[12]:=

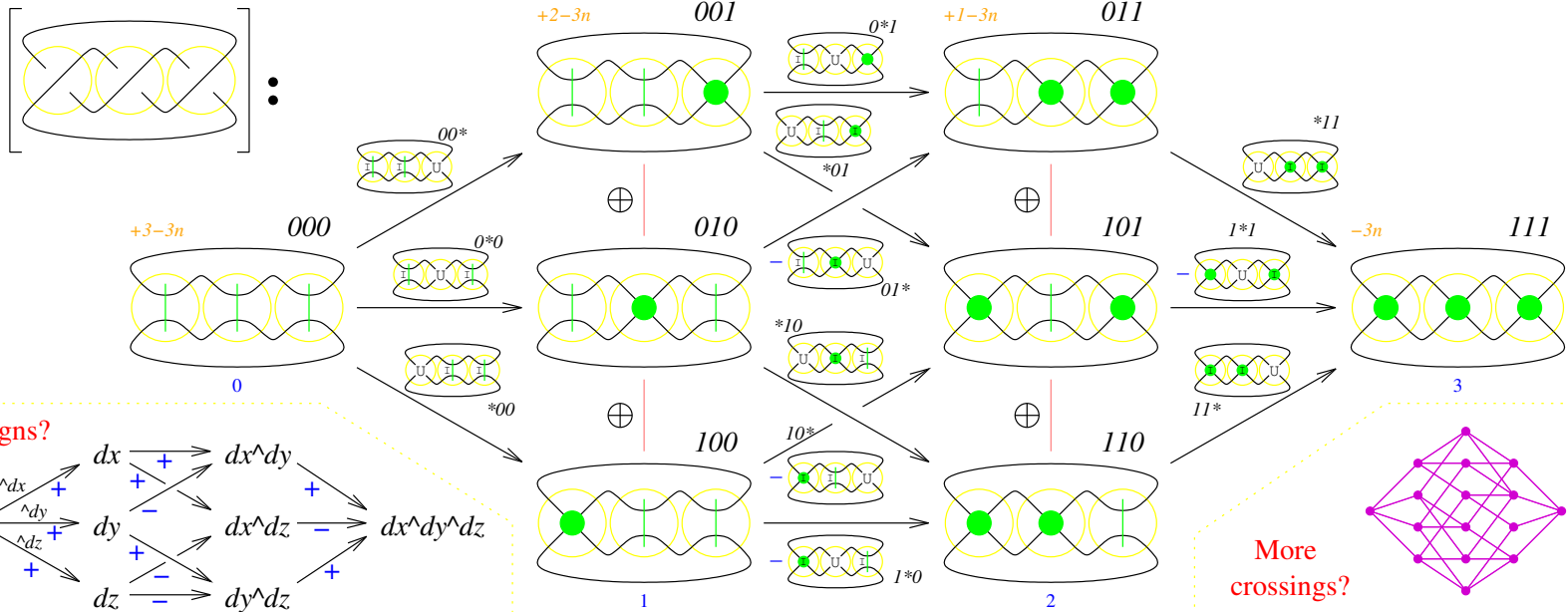


$$U = \begin{pmatrix} x_4 - x_2 & 0 & 0 & 0 \\ u_1 + x_4 & u_2 - \pi_2, 3 & 1 & 0 & 0 \\ x_1 - x_4 & & 0 & x_4 & -x_2 \\ 0 & & 0 & -1 & 1 \end{pmatrix}; \quad V = \begin{pmatrix} 1 & 0 & 0 & 0 \\ u_1 + x_1 & u_2 - \pi_2, 3 & x_1 - x_3 & 0 & 0 \\ x_4 - x_1 & & 0 & 1 & x_3 \\ 0 & & 0 & 0 & 1 & x_1 \end{pmatrix};$$

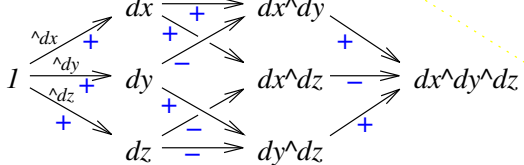
Simplify[{U.P == Q.U, V.Q == P.V}]

Out[12]=

{True, True}



Signs?



Why am I happy?

1. The ugly formulas for L, Q, U, V; from where they come?
2. Where is the relationship with $gl(n)$, representations and intertwiners?
3. Can you take the Euler characteristic before taking homology?
4. Is this computable?

"God created the knots, all else in topology is the work of mortals."

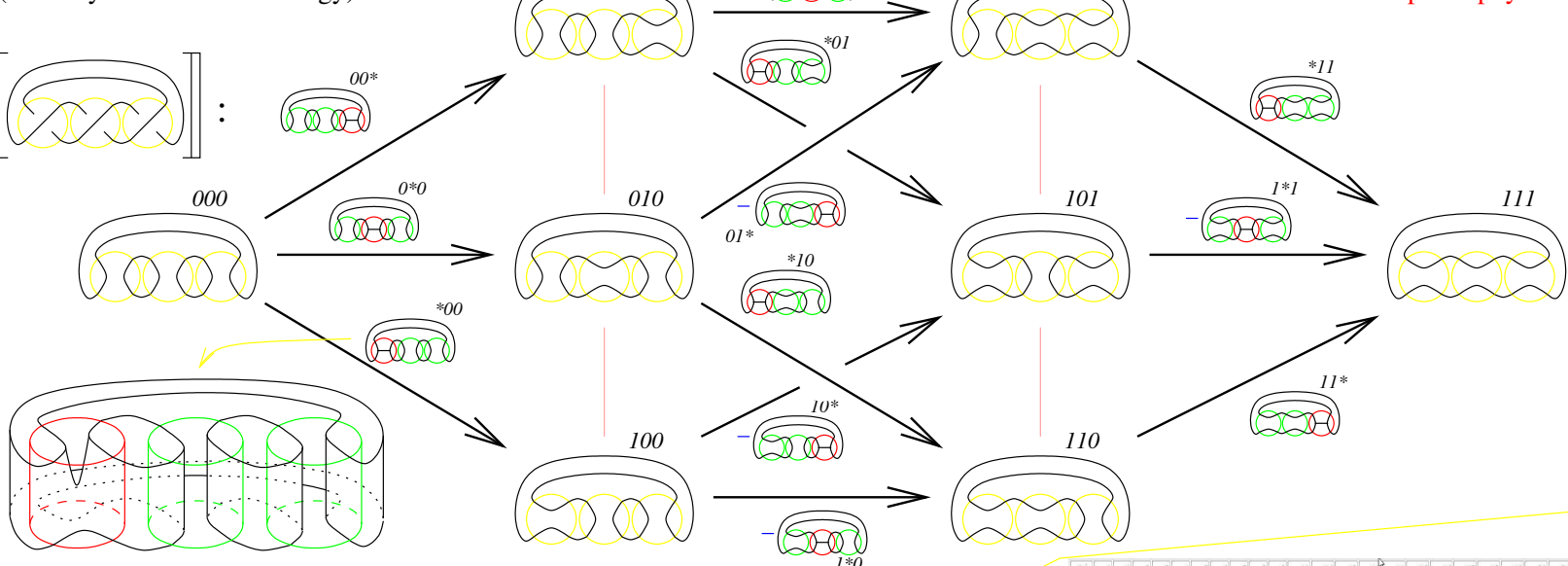
Leopold Kronecker (modified)



The Jones/Kauffman case.

(ordinary Khovanov homology)

(Almost) all is understood, except the physics



See my paper "Khovanov homology for tangles and cobordisms",

<http://www.math.toronto.edu/~drorbn/papers/Cobordism/>

A computation example:

