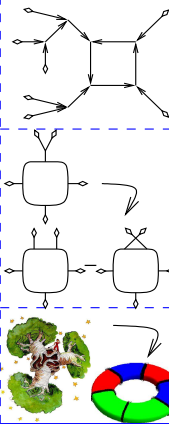
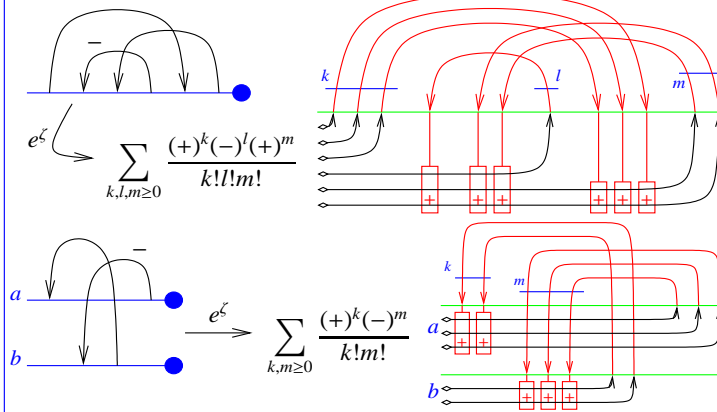
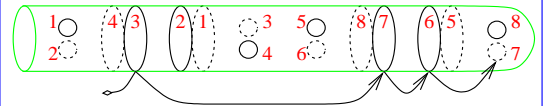


**Theorem 1 (with Cattaneo, Dalvit (credit, no blame)).** In the ribbon case,  $e^{\zeta}$  can be computed as follows:



**Sketch of Proof.** In 4D axial gauge, only “drop down” red propagators, hence in the ribbon case, no  $M$ -trivalent vertices.  $S$  integrals are  $\pm 1$  iff “ground pieces” run on nested curves as below, and exponentials arise when several propagators compete for the same double curve. And then the combinatorics is obvious...



**Musings**

**Theorem 2.** Using Gauss diagrams to represent knots and  $T$ -component pure tangles, the above formulas define an invariant in  $CW(FL(T)) \rightarrow CW(T)$ , “cyclic words in  $T$ ”.

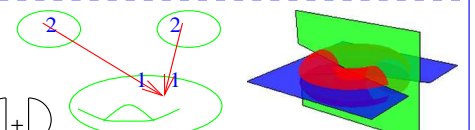
- Agrees with BN-Dancso [BND] and with [BN2].
- In-practice computable!
- Vanishes on braids.
- Extends to w.
- Contains Alexander.
- The “missing factor” in Levine’s factorization [Le] (the rest of [Le] also fits, hence contains the MVA).
- Related to / extends Farber’s [Fa]?
- Should be summed and categorified.

**References.**

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 [Wa] T. Watanabe, *Configuration Space Integrals for Long  $n$ -Knots, the Alexander Polynomial and Knot Space Cohomology*, *Alg. and Geom. Top.* **7** (2007) 47–92, [arXiv:math/0609742](http://arxiv.org/abs/math/0609742).

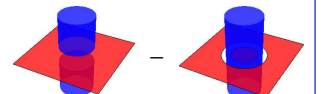
**Chern-Simons.** When the domain of BF is restricted to ribbon knots, and the target of Chern-Simons is restricted to trees and wheels, they agree. Why?

**Is this all?** What about the  $\nu$ -invariant? (the “true” triple linking number)



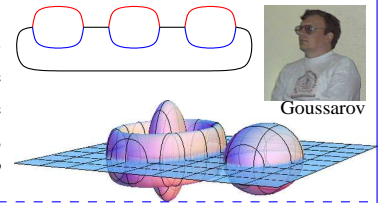
**Gnots.** In 3D, a generic immersion of  $S^1$  is an embedding, a knot. In 4D, a generic immersion of a surface has finitely-many double points (a gnot?). Perhaps we should be studying these?

**Finite type.** What are finite-type invariants for 2-knots? What would be “chord diagrams”?



**Bubble-wrap-finite-type.**

There’s an alternative definition of finite type in 3D, due to Goussarov (see [BN1]). The obvious parallel in 4D involves “bubble wraps”. Is it any good?



**Shielded tangles.** In 3D, one can’t zoom in and compute “the Chern-Simons invariant of a tangle”. Yet there are well-defined invariants of “shielded tangles”, and rules for their compositions. What would the 4D analog be?



Will the relationship with the Kashiwara-Vergne problem [BND] necessarily arise here?

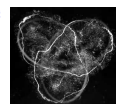
**Plane curves.** Shouldn’t we understand integral / finite type invariants of plane curves, in the style of Arnold’s  $J^+$ ,  $J^-$ , and  $St$  [Ar], a bit better?



	$a(\times)$	$a(\times)$	$a(\times)$	$\infty$	$\circ$	$\circ$	$\circ$	$\circ$	$\dots$
St	1	0	0	0	0	1	2	3	$\dots$
$J^+$	0	2	0	0	0	-2	-4	-6	$\dots$
$J^-$	0	0	-2	-1	0	-3	-6	-9	$\dots$

Continuing Joost Slingerland...

<http://youtu.be/YCA0VIExVhge>

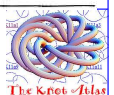


<http://youtu.be/mHyT0cfF99o>



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

Leopold Kronecker (modified)



[www.katlas.org](http://www.katlas.org)

The Knot Atlas  
Joyces Car. Ed.