

Results with Louis:

n	0	1	2	3	4
$\dim \vec{A}_n$	1	2	7	27	139
$\dim \text{im } T_{\mathfrak{gl}(N)}$	1	2	6	~ 22	less
$\dim \text{im } T_{\mathfrak{gl}(N)}^{\text{bialg}}$	1	2	7	27	≥ 116

[http://katlas.math.toronto.edu/drorbn/AcademicPensieve/Projects/Arrow_Diagrams_and_gl\(N\)/index.html](http://katlas.math.toronto.edu/drorbn/AcademicPensieve/Projects/Arrow_Diagrams_and_gl(N)/index.html)

Something must be right and something is going on. Are there really two $\mathfrak{gl}(N)$ constructions?

Which of them is "right"?

[some random thoughts on the matter are below]

* Reminder: \vec{A}/\mathcal{GT}

* Reminder: Lie bialgebras & arrow weight systems.

* Reminder: $L \oplus U = \mathfrak{gl}(N) \oplus H$
 $\{e_{ij}^{\pm}\}_{i \neq j}$ $\{e_{ij}^{\pm}\}_{i \leq j}$ $\{e_{ij}\}$ $\{h_i = \frac{1}{2}(e_{ii}^{\vee} - e_{ii}^{\wedge})\}$
 with $h_i = e_{ij} = \frac{1}{2}(e_{ii}^{\vee} + e_{ii}^{\wedge})$

* [6T For \$\mathfrak{gl}\(N\)\$](#)

(That is, some specific $v \in \mathfrak{gl}(N) \otimes \mathfrak{gl}(N)$ solves the IYBE $[\mathcal{GT}]$ in $U(\mathfrak{gl}(N))^{\otimes 3}$)

$$\begin{array}{ccc}
 * & \vec{A}(\uparrow) & \xrightarrow{T_{\mathfrak{gl}(N)}} & U(\mathfrak{gl}(N)) \\
 & \downarrow d & & \downarrow \\
 & \vec{A}(\uparrow)^{\text{ab}} & \xrightarrow{T_{\mathfrak{gl}(N); H}} & U(\mathfrak{gl}(N) \oplus H) = U(\mathfrak{gl}(N)) \otimes S(H)
 \end{array}$$

* In Lie worlds, $\vec{A}(\uparrow^{\text{ab}} \dots)$ represents the Cartan

- * In Lie world, $\vec{A}(1^a \dots)$ represents the Cartan
- * In topology, $\vec{A}(1^a X)$ represents a "homology class" in the complement of X .
- * Example: $A(1^r 1^a) \cong A(1)$ as vector spaces, though I'm not sure how compatible this is with all the operations available on $A(1)$
- * Remember that even on framed V -knots, ∂T is not the only relation.

This all suggests that it may be that the right objects to study are V -framed V -knots - these would be V -knots with a V -homology class in their complement.

[I don't expect this to be the truth, only a step in the right direction]