

## WKO Stuck Decisions

July-25-12  
9:50 AM

Which normalization do we use for  $V$ ?

- The "straight-unitary" normalization.
- The  $\text{cap}=1$  normalization.
- The "simplest buckle" normalization.
- A normalization that contains all of these.

What exactly is the map  $a: u \rightarrow w$ ? "Cut open and ...."

Which mechanism for writing  $w$ -generators in terms of  $u$ -KTGs do we use?

- Double tree?
- Double double tree?

(Are they different? Equivalent? Are there others?)

Leaning as of Wed Jul 25 11:39:20 EDT 2012: double double tree, "simplest buckle" normalization, "cut open and nothing".

Leaning as of Wed Jul 25 19:49:20 EDT 2012: double double tree, "trivial cap" normalization, "cut open and nothing".