

Kashaev's Signature Conjecture

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These slides and all the code within are available at <http://drorbn.net/cms21>.

Agenda. Show and tell with signatures.

Abstract. I will display side by side two nearly identical computer programs whose inputs are knots and whose outputs seem to always be the same. I'll then admit, very reluctantly, that I don't know how to prove that these outputs are always the same. One program I wrote mostly in Bedlewo, Poland, in the summer of 2003 and as of recently I understand why it computes the Levine-Tristram signature of a knot. The other is based on the 2018 preprint *On Symmetric Matrices Associated with Oriented Link Diagrams* by Rinat Kashaev ([arXiv:1801.04632](https://arxiv.org/abs/1801.04632)), where he conjectures that a certain simple algorithm also computes that same signature.

If you can, please turn your video on! (And mic, whenever needed).

```

Bed[K_ & ω_] :=
Module[{t, r, XingsByArmpits, bends, faces, p, A, is},
t = 1 - ω; n = t + t^2;
XingsByArmpits =
List @@ PD[K] /. x : X[l_ > j_ > R_ > L_] =>
If[PositiveQ[x], X, [-l, j, R, -l], X, [-j, R, L, -l]];
bends = Times @@ XingsByArmpits /.
_X[l_ > R_ > C_ > d_] => D_{l,-d} D_{-d,-C} D_{C,-R} D_{R,-l};
faces = bends /. D_{x_ > y_} D_{y_ > z_} => D_{x_ > z_};
A = Table[0, Length@faces, Length@faces];
Do[is = Position[faces, #][[1, 1]] & /@ List @@ x;
A[[is, is]] += If[Head[x] == X,

$$\begin{pmatrix} -r & -t & 2t & t^2 \\ -t^* & 0 & t^* & 0 \\ 2t^* & t & -r & -t^* \\ t & 0 & -t & 0 \end{pmatrix} \cdot \begin{pmatrix} r & -t & -2t^* & t^* \\ -t^* & 0 & t^* & 0 \\ -2t & t & r & -t^* \\ t & 0 & -t & 0 \end{pmatrix},
{X, XingsByArmpits}];
MatrixSignature[A];$$

```

```

Kas[K_ & ω_] :=
Module[{u, v, XingsByArmpits, bends, faces, p, A, is},
u = Re[ω^2]; v = Re[ω];
XingsByArmpits =
List @@ PD[K] /. x : X[l_ > j_ > R_ > L_] =>
If[PositiveQ[x], X, [-l, j, R, -l], X, [-j, R, L, -l]];
bends = Times @@ XingsByArmpits /.
_X[l_ > R_ > C_ > d_] => D_{l,-d} D_{-d,-C} D_{C,-R} D_{R,-l};
faces = bends /. D_{x_ > y_} D_{y_ > z_} => D_{x_ > z_};
A = Table[0, Length@faces, Length@faces];
Do[is = Position[faces, #][[1, 1]] & /@ List @@ x;
A[[is, is]] += If[Head[x] == X,

$$\begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix} \cdot \begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix},
{X, XingsByArmpits}];
MatrixSignature[A - Writhe[K]] / 2];$$

```

```

Bed[K_ & ω_] :=
Module[{t, r, XingsByArmpits, bends, faces, p, A, is},
t = 1 - ω; n = t + t^2;
XingsByArmpits =
List @@ PD[K] /. x : X[l_ > j_ > R_ > L_] =>
If[PositiveQ[x], X, [-l, j, R, -l], X, [-j, R, L, -l]];
bends = Times @@ XingsByArmpits /.
_X[l_ > R_ > C_ > d_] => D_{l,-d} D_{-d,-C} D_{C,-R} D_{R,-l};
faces = bends /. D_{x_ > y_} D_{y_ > z_} => D_{x_ > z_};
A = Table[0, Length@faces, Length@faces];
Do[is = Position[faces, #][[1, 1]] & /@ List @@ x;
A[[is, is]] += If[Head[x] == X,

$$\begin{pmatrix} -r & -t & 2t & t^2 \\ -t^* & 0 & t^* & 0 \\ 2t^* & t & -r & -t^* \\ t & 0 & -t & 0 \end{pmatrix} \cdot \begin{pmatrix} r & -t & -2t^* & t^* \\ -t^* & 0 & t^* & 0 \\ -2t & t & r & -t^* \\ t & 0 & -t & 0 \end{pmatrix},
{X, XingsByArmpits}];
MatrixSignature[A];$$

```

```

Kas[K_ & ω_] :=
Module[{u, v, XingsByArmpits, bends, faces, p, A, is},
u = Re[ω^2]; v = Re[ω];
XingsByArmpits =
List @@ PD[K] /. x : X[l_ > j_ > R_ > L_] =>
If[PositiveQ[x], X, [-l, j, R, -l], X, [-j, R, L, -l]];
bends = Times @@ XingsByArmpits /.
_X[l_ > R_ > C_ > d_] => D_{l,-d} D_{-d,-C} D_{C,-R} D_{R,-l};
faces = bends /. D_{x_ > y_} D_{y_ > z_} => D_{x_ > z_};
A = Table[0, Length@faces, Length@faces];
Do[is = Position[faces, #][[1, 1]] & /@ List @@ x;
A[[is, is]] += If[Head[x] == X,

$$\begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix} \cdot \begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix},
{X, XingsByArmpits}];
MatrixSignature[A - Writhe[K]] / 2];$$

```

(I'll post the video there too)

Why am I showing you code?

- ▶ I love code — it's fun!
- ▶ Believe it or not, it is more expressive than math-talk (though I'll do the math-talk as well, to confirm with prevailing norms).
- ▶ It is directly verifiable. Once it is up and running, you'll never ask yourself "did he misplace a sign somewhere"?

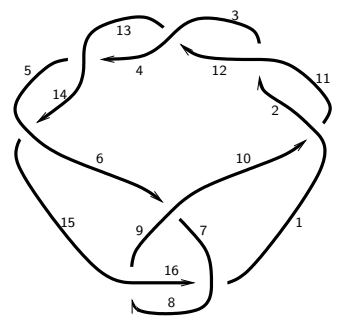
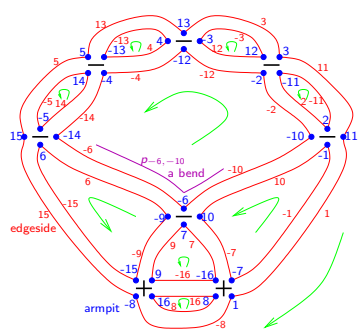
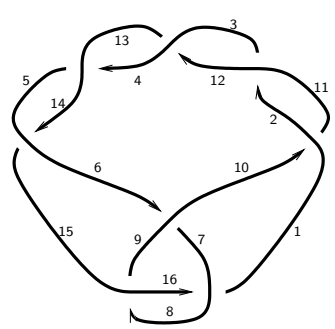
Verification.

```

Once[<< KnotTheory` ]
Loading KnotTheory` version of February 2, 2020, 10:53:45.2097.
Read more at http://katlas.org/wiki/KnotTheory.
MatrixSignature[A_] :=
Total[Sign[Select[Eigenvalues[A], Abs[#] > 10^-12 &]]];
Writhe[K_] := Sum[If[PositiveQ[x], 1, -1], {X, List @@ PD@K}];
Sum[ω = e^i RandomReal[{0, 2π}]; Bed[K, ω] == Kas[K, ω], {10},
{K, AllKnots[{3, 10]}]}
KnotTheory: Loading precomputed data in PD4Knots.
2490 True

```

Label everything!



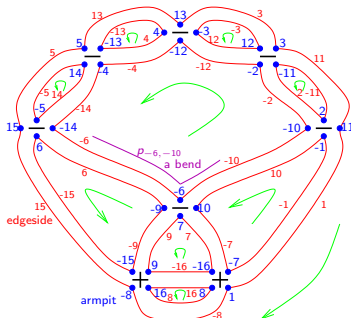
$PD[X[10, 1, 11, 2], X[2, 11, 3, 12], \dots]$
 $\{X_{-}[1, 11, 2, -10], X_{-}[-11, 3, 12, -2], \dots\}$

```

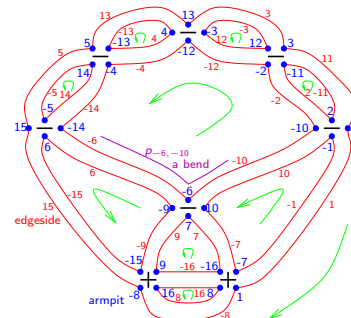
Lets run our code line by line...
PD[8_2] = PD[X[10, 1, 11, 2],
X[2, 11, 3, 12], X[12, 3, 13, 4],
X[4, 13, 5, 14], X[14, 5, 15, 6],
X[8, 16, 9, 15], X[16, 8, 1, 7],
X[6, 9, 7, 10]];
K = 8_2;

```

```
XingsByArmpits =
List@@PD[K] /.
x : X[i_, j_, k_, l_] =>
If[PositiveQ[x], X, [-i, j, k, -l],
X, [-j, k, l, -i]]
{X, [-1, 11, 2, -10], X, [-11, 3, 12, -2],
X, [-3, 13, 4, -12], X, [-13, 5, 14, -4],
X, [-5, 15, 6, -14], X, [-8, 16, 9, -15],
X, [-16, 8, 1, -7], X, [-9, 7, 10, -6]}
```



```
bends = Times@@XingsByArmpits /.
_[X][a_, b_, c_, d_] =>
Pa,-d Pb,-a Pc,-b Pd,-c
P-16,7 P-15,-9 P-14,-6 P-13,4 P-12,-4 P-11,2
P-10,-2 P-9,6 P-8,15 P-7,-1 P-6,-10 P-5,14
P-4,-14 P-3,12 P-2,-12 P-1,10 P1,-8 P2,-11
P3,11 P4,-13 P5,13 P6,-15 P7,9 P8,16 P9,-16
P10,-7 P11,1 P12,-3 P13,3 P14,-5 P15,5 P16,8
faces = bends /. {Px_,y_, Py_,z_} => Px,y,z
P-13,4,-13 P-11,2,-11 P-5,14,-5 P-3,12,-3
P8,16,8 P6,-15,-9,6 P9,-16,7,9 P10,-7,-1,10
P-10,-2,-12,-4,-14,-6,-10 P1,-8,15,5,13,3,11,1
```



```
A = Table[0, Length@faces, Length@faces];
A // MatrixForm

$$\begin{pmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

```

```
Do[is = Position[faces, #][[1, 1]] & /@ List@@x;
A[[is, is]] += If[Head[x] === X,

$$\begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix} - \begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix}],
{x, XingsByArmpits}];$$

```

```
x = XingsByArmpits[[1]]
X, [-1, 11, 2, -10]
faces
P-13,4,-13 P-11,2,-11 P-5,14,-5 P-3,12,-3 P8,16,8 P6,-15,-9,6
P9,-16,7,9 P10,-7,-1,10 P-10,-2,-12,-4,-14,-6,-10 P1,-8,15,5,13,3,11,1
is = Position[faces, #][[1, 1]] & /@ List@@x
{8, 10, 2, 9}
```

```
A[[is, is]] += If[Head[x] === X,

$$\begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix} - \begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix}];
A // MatrixForm

$$\begin{pmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & -v & 0 & 0 & 0 & 0 & -1 & -u & -u & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 & 0 & 0 & -v & -u & -u & 0 \\ 0 & -u & 0 & 0 & 0 & 0 & -u & -1 & -1 & 0 \\ 0 & -u & 0 & 0 & 0 & 0 & -u & -1 & -1 & 0 \end{pmatrix}$$$$

```

Recall, is = {8, 10, 2, 9}

```
Do[is = Position[faces, #][[1, 1]] & /@ List@@x;
A[[is, is]] += If[Head[x] === X,

$$\begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix} - \begin{pmatrix} v & u & 1 & u \\ u & 1 & u & 1 \\ 1 & u & v & u \\ u & 1 & u & 1 \end{pmatrix}],
{x, Rest@XingsByArmpits}];$$

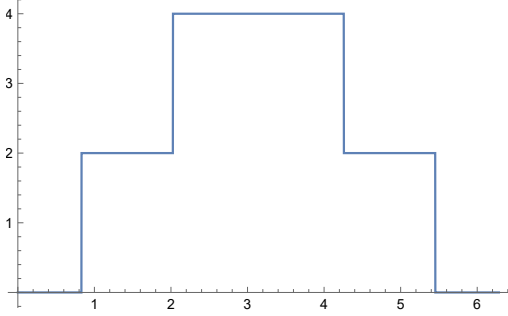
```

```
A // MatrixForm

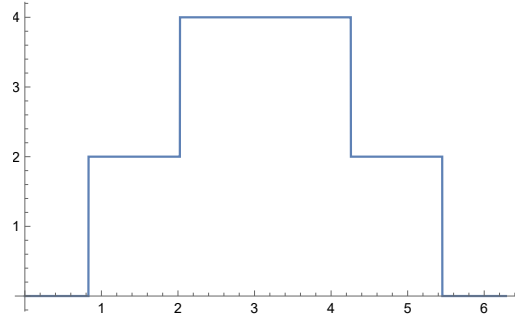
$$\begin{pmatrix} -2v & 0 & -1 & -1 & 0 & 0 & 0 & 0 & -2u & -2u \\ 0 & -2v & 0 & -1 & 0 & 0 & 0 & -1 & -2u & -2u \\ -1 & 0 & -2v & 0 & 0 & -1 & 0 & 0 & -2u & -2u \\ -1 & -1 & 0 & -2v & 0 & 0 & 0 & 0 & -2u & -2u \\ 0 & 0 & 0 & 0 & 2 & 1 & 2u & 1 & 0 & 2u \\ 0 & 0 & -1 & 0 & 1 & 1-2v & 0 & -1 & -2u & 0 \\ 0 & 0 & 0 & 0 & 2u & 0 & -1+2v & 0 & -1 & 2 \\ 0 & -1 & 0 & 0 & 1 & -1 & 0 & 1-2v & -2u & 0 \\ -2u & -2u & -2u & -2u & 0 & -2u & -1 & -2u & -6 & -5 \\ -2u & -2u & -2u & -2u & 2u & 0 & 2 & 0 & -5 & -5+2v \end{pmatrix}$$

```

Plot $[\omega = e^{i t}; u = \Re[\omega^{1/2}]; v = \Re[\omega];$
 $(\text{MatrixSignature}[A] - \text{Writhe}[K]) / 2,$
 $\{t, 0, 2 \pi\}]$

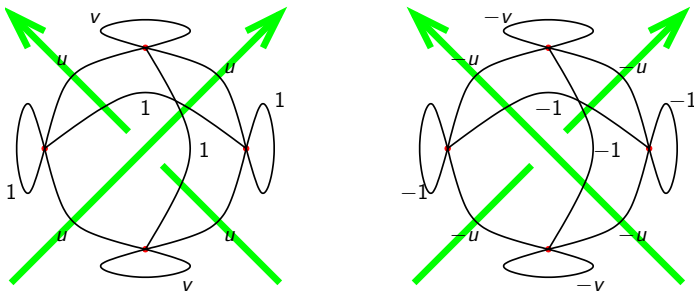


Plot $[\text{Bed}[\text{Knot}[8, 2], e^{i t}], \{t, 0, 2 \pi\}]$



Kashaev for Mathematicians.

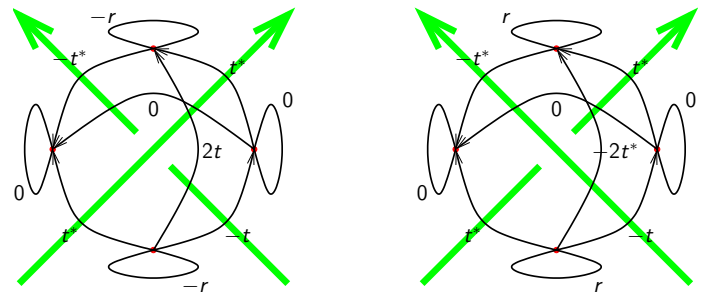
For a knot K and a complex unit ω set $u = \Re(\omega^{1/2}), v = \Re(\omega)$, make an $F \times F$ matrix A with contributions



and output $\frac{1}{2}(\sigma(A) - w(K))$.

Bedlewo for Mathematicians.

For a knot K and a complex unit ω set $t = 1 - \omega, r = 2\Re(t)$, make an $F \times F$ matrix A with contributions



(conjugate if going against the flow) and output $\sigma(A)$.

Why are they equal?

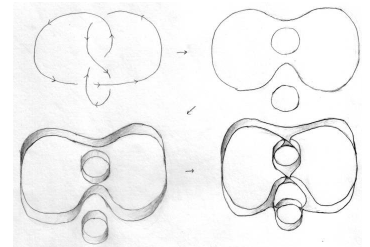
I dunno, yet note that

- ▶ Kashaev is over the \mathbb{R} eals, Bedlewo is over the \mathbb{C} omplex numbers.
- ▶ There's a factor of 2 between them, and a shift.

... so it's not merely a matrix manipulation.

Theorem. The Bedlewo program computes the Levine-Tristram signature of K at ω .

(Easy) **Proof.** Levine and Tristram tell us to look at $\sigma((1 - \omega)L + (1 - \omega^*)L^T)$, where L is the linking matrix for a Seifert surface S for K : $L_{ij} = \text{lk}(\gamma_i, \gamma_j^+)$ where γ_i run over a basis of $H_1(S)$ and γ_i^+ is the pushout of γ_i . But signatures don't change if you run over and over-determined basis, and the faces make such and over-determined basis whose linking numbers are controlled by the crossings. The rest is details.



Art by Emily Redelmeier

Thank You!