


Flying rings were introduced by Dahm, apparently long before Goldsmith.

The 3D pictures of 2D knots in 4D are called "broken surface diagrams".

Satoh's notation for a cap: 

$$\frac{\text{dot over line}}{\text{line}} = \frac{\text{line}}{\text{dot over line}} \quad \text{"a finger push"}$$

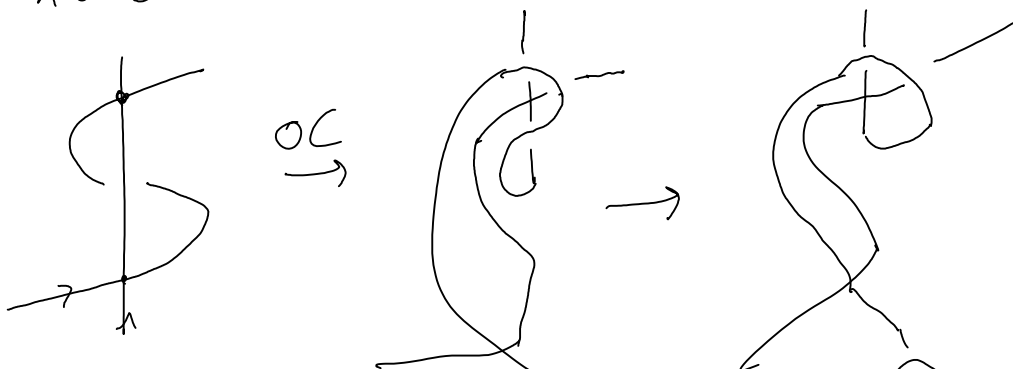
RI stands for "Ribbon Intersection"

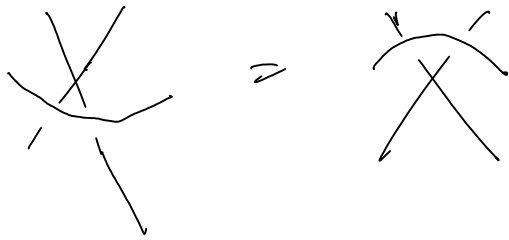
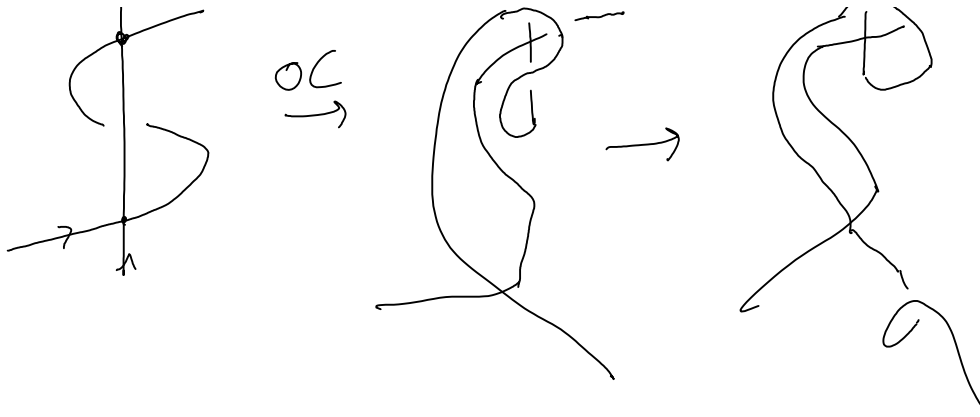
A big moral:

w-knotted objects are about knotting in codimension 2, of $(n-2)D$ in nD , not necessarily about 2D in 4D.

Another moral: I should figure an easy way of (at least partially) "draw between dimensions" (while preserving the co-dimension), and therefore make much more readable picture-proofs of all the w-relations.

The S-move:





The wen flips crossings.

