

~~Topological Quantum Field Theory~~

~~Combinatorial Category Theory~~

Topological Invariants and Quantum Algebra

1. Introduction

2. 2-dim manifolds via pants

3. 2-dim manifolds via triangulations.

4. Planar Categories

5. Braided Categories

6. Category of spiders

7. 3-dim via Kirby Calculus

8. 3-dim via triangulations

9. 3-dim via Heegaard splittings

10. Khovanov Homology

11. Center Construction

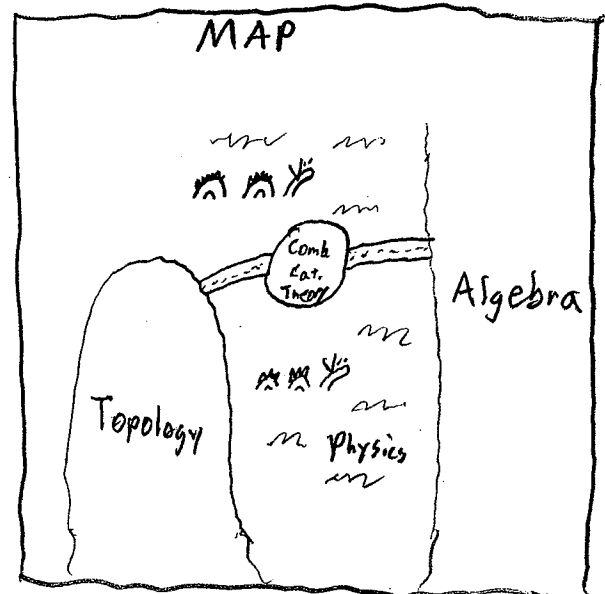
2-dim

knots
+
links

3-dim

Sources

- Notes math.berkeley.edu/~unsnyder
- Frobenius Algebras + TQFTs, Kock.
- John Baez's website.
- Quantum Invariants of... Turaeu.
- Involutory Hopf algebras... Kuppenberg
- Barrett + Westbury papers
- On Khovanov's Categorification... Bar Natan
- The Center Construction, Kassel + Turaeu



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1 We want to study invariants of some class of topological things. The simplest example is compact 1-dim manifolds. Here is the recipe:

1. Instead consider things with boundary.
2. Turn this into a category \mathcal{C}_{top} as follows:

Objects: Possible boundaries

Morphisms: The formal span of things with given boundaries

Ex Obj are disjoint unions of points. A typical basis element for $Mor(\dots, \dots)$ is $X \cap \cap$

3. Describe the extra structure of the category. Write down explicit generators and relations. The crucial observation is that disjoint union acts like a tensor product.

Ex Monoidal category. \otimes is disj. union, $\mathbb{1}$ is the empty set. This category is symmetric, since $\alpha \otimes \beta \xrightarrow{\sim} \beta \otimes \alpha$, via X .

It is generated by the object \bullet and the morphisms

$\downarrow, \times, \cup, \cap$, with relations, $\cap = \cap, \times = \times, \cap = \cap, \cup = \cup$.

4. Call this combinatorial category \mathcal{C}_{univ} , it is equivalent to \mathcal{C}_{top} .

5. Find a particular algebraic category \mathcal{C}_{part} and a functor

$F: \mathcal{C}_{univ} \rightarrow \mathcal{C}_{part}$. Distinguishing morphisms in \mathcal{C}_{part} lets us distinguish morphisms of \mathcal{C}_{univ} , thus \mathcal{C}_{top} , thus things. Explicitly we get a topological invariant things $\rightarrow \text{End}(\mathbb{1})$.

In particular, suppose we have $F: \mathcal{C}_{top} \rightarrow \text{Vect}$. Then we have things $\rightarrow \text{End}(k) = k$.

Ex $F(\cdot) = V$, $F(U) : V \otimes V \rightarrow \mathbb{C}$. This form must be symmetric.



Since $N=1$ we need that the form is nondegenerate and $F(\cap) : \mathbb{C} \rightarrow V \otimes V$ is the associated map. So we get an invariant for any choice of vector space V with sym. bil form. One easily computes that $F(M) = (\dim V)(\dim H^0(M))$.

Exercises

Coops!

1. Do the above approach for oriented 1-dim manifolds. There are now two basic objects \bullet and \circ and they go to V and V^* .
2. Allow colorings of connected components so now we can have many basic objects. E.g. $\mathbb{C}_{\text{part}} = \text{Rep}(G)$.