

# TOPOLOGY

## Syllabus

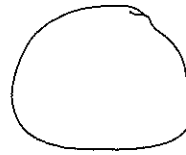
### ch.1 Deformations

map doughnut to coffee mug

### ch.2 Knot Theory



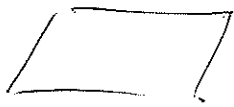
deformations at work



### ch.3 surfaces

we will classify all surfaces

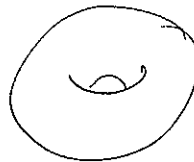
- objects with 2 dims of available directions



plane



sphere



torus

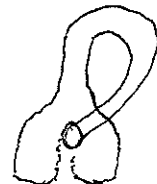


2-holed torus

~~we care most about~~



Möbius band



Klein bottle

We care most about surfaces that don't go out infinitely far (bounded) and that don't have a boundary.



boundary is a circle



hollow cylinder

bdy = 2 circles.

### 3. 3-manifolds

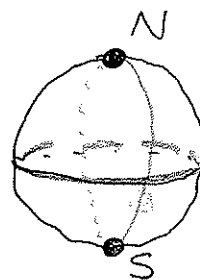
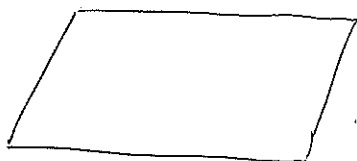
Let's go up 1 dimension. The analog of a surface that has 3 directions of motion is called a three-dim. manifold.

Example

plane

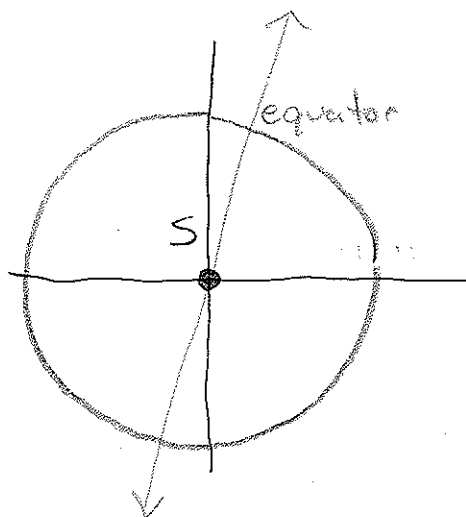
and

sphere



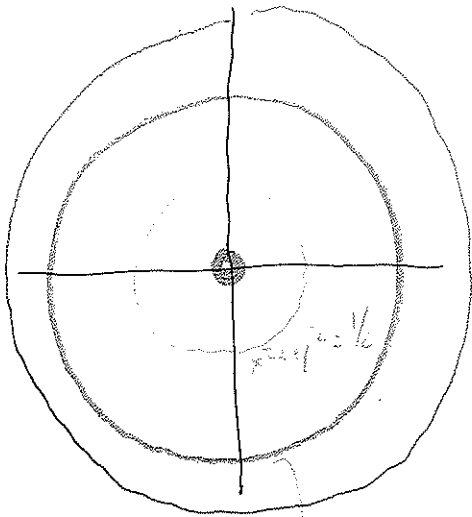
remove the north pole  $N$   
set  $S$  on origin

view every longitude circle as a line (through the origin) in the plane.

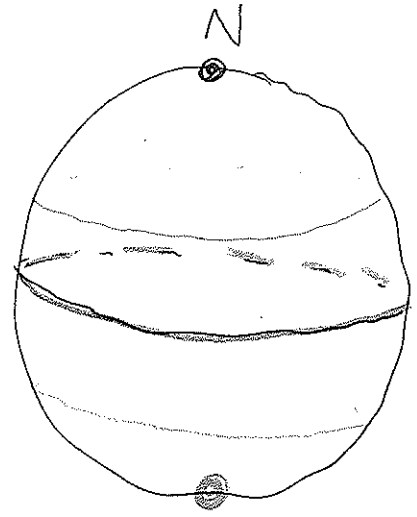


We get a map

sphere  $\rightarrow$  plane



$$x^2 + y^2 = 1$$

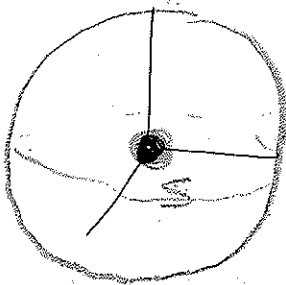


what "point" on the left corresponds to the north pole N?

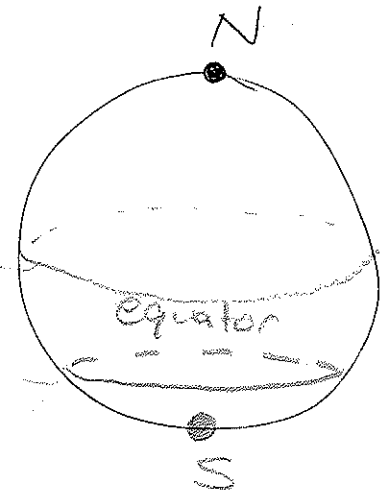
Go up one dimension

$\mathbb{R}^3$

three-dim. sphere in  $\mathbb{R}^4$



I'm actually a sphere, not a circle.



me  
|  
tool

what "point" on the left corresponds to N?