Which normalization do we use for V?
- The "straight-unitary" normalization.
- The cap=1 normalization.
- The "simplest buckle" normalization.
- A normalization that contains all of these.

What exactly is the map $a: \mathbf{u} \to \mathbf{w}$? "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?)
