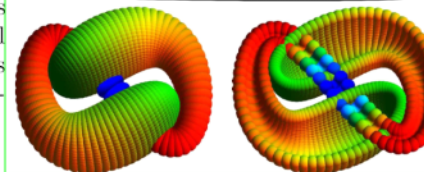
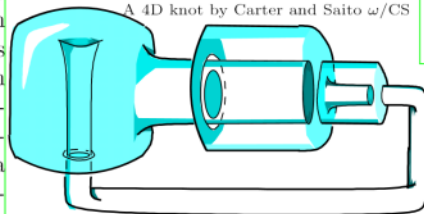


**Abstract.** Much as we can understand 3-dimensional objects by staring at their pictures and x-ray images and slices in 2-dimensions, so can we understand 4-dimensional objects by staring at their pictures and x-ray images and slices in 3-dimensions, capitalizing on the fact that we understand 3-dimensions pretty well. So we will spend some time staring at and understanding various 2-dimensional views of a 3-dimensional elephant, and then even more simply, various 2-dimensional views of some 3-dimensional knots. This achieved, we'll take the leap and visualize some 4-dimensional knots by their various traces in 3-dimensional space, and this achieved, I will tell you about the simplest problem in 4-dimensional knot theory whose solution I don't know.

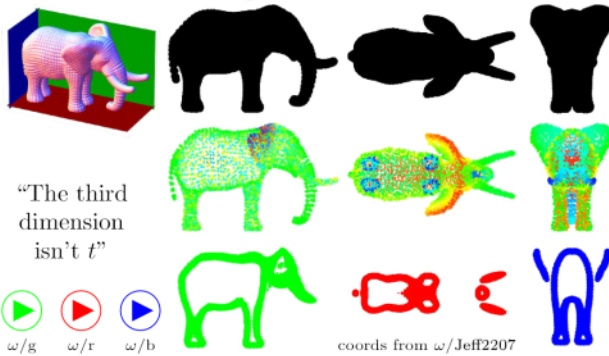
**Visualizing the Fourth Dimension**

**4D Knots.**

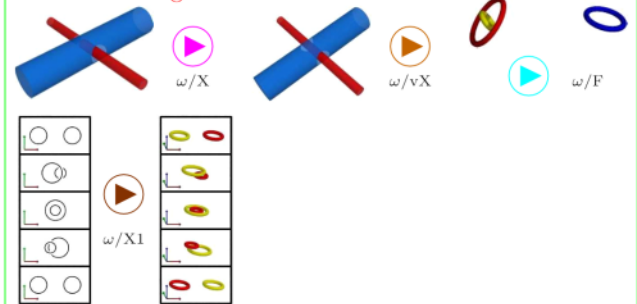
A 4D knot by Carter and Saito  $\omega/CS$



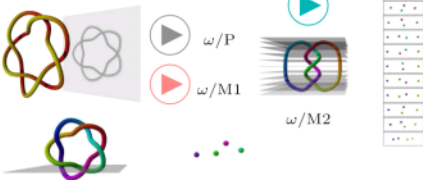
**Flatlanders View an Elephant.**



**The 4D Crossings.**



**Knots.**



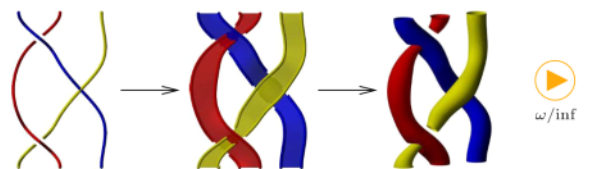
View as flying rings.  
View as coloured tubes.  
View as cut tubes  
View as "inflated bands".

*Do one knot "right"*

1. Project and hide.
2. Project and colour code.
3. Slice and animate.

**The Crossings.**

**The Inflation Procedure.**



**Satoh's Conjecture.** The "kernel" of the "double inflation" map  $\delta$ , mapping "long" w-knot diagrams in the plane to "long" knotted 2D tubes in 4D, is precisely the moves R1-R3, VR1-VR3, D and OC listed below.



Shin Satoh

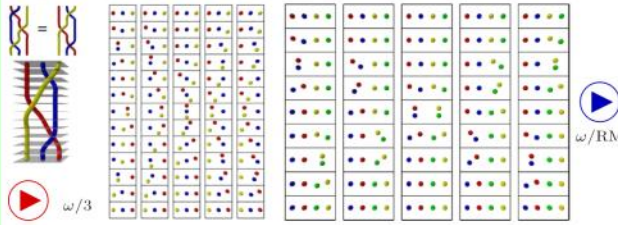
In other words, two long w-knot diagrams represent via  $\delta$  the same long 2D knotted tube in 4D iff they differ by a sequence of the said moves.

First Iso. Thm:  $\phi: G \rightarrow H \Rightarrow \text{im } \phi \cong G/\ker(\phi)$

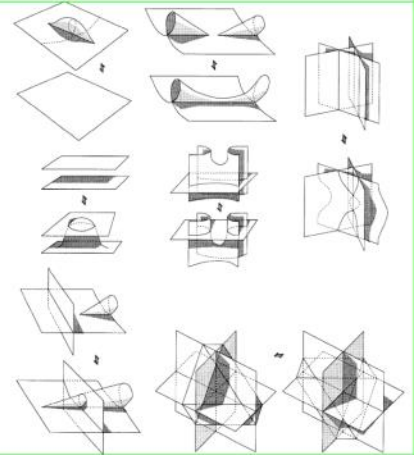
$\delta$  is a map from algebra to topology. So a thing in "hard" topology ("ribbon 2-knots") is the same as a thing in "easy" algebra.

What's "The Same"?

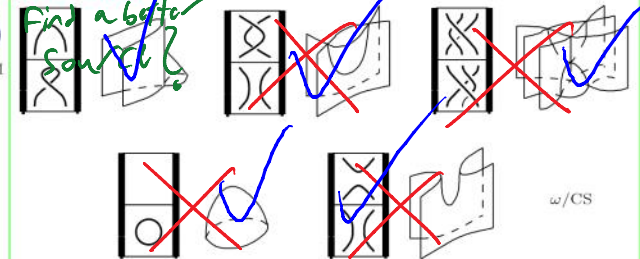
**Reidemeister Moves and Theorem.**



**Roseman Moves.**



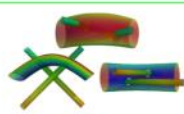
**Movie Moves.**



**w-Moves.**



Carter, Banach, Saito



$\omega/wM$

