## Cheat Sheet $\beta$

 $\frac{\det \beta}{\sigma_1 * \sigma_2 = \sigma_1 \cup \sigma_2}, \quad tm_w^{tiv} = (T_u, T_v \to T_w), \quad hm_z^{xy}: \sigma \mapsto (\sigma \backslash \{x,y\}) \cup (z \to \sigma_x \sigma_y), \quad tha^{tix} = I, \quad R_{ux}^{\pm 1} \mapsto T_u^{\pm 1}$ Constraints. • Sum of column x is  $\sigma_x - 1$ . • At  $T_* = 1$ ,  $\omega = 1$  and A = 0.

$$\frac{\omega_{1}}{T_{1}} \begin{vmatrix} H_{1} \\ A_{1} \end{vmatrix} * \frac{\omega_{2}}{T_{2}} \begin{vmatrix} H_{2} \\ A_{2} \end{vmatrix} = \frac{\omega_{1}\omega_{2}}{T_{1}} \begin{vmatrix} H_{1} \\ A_{1} \end{vmatrix} \frac{\omega}{r} \begin{vmatrix} H_{1} \\ U \end{vmatrix} \alpha \begin{vmatrix} H_{1} \\ V \end{vmatrix} \alpha \begin{vmatrix} H_{1} \\ V \end{vmatrix} \beta \begin{vmatrix} H_{1} \\ V \end{vmatrix} \alpha \begin{vmatrix} H_{1} \\ V \end{vmatrix} \beta \begin{vmatrix} H_{1} \\ V \end{vmatrix} \alpha \begin{vmatrix} H_{$$

$$\begin{pmatrix} v\omega & c & S \\ \hline c & \beta + \alpha\delta/\nu & \theta + \alpha\epsilon/\nu \\ S & \psi + \delta\phi/\nu & \Xi + \epsilon\phi/\nu \end{pmatrix}_{T_a, T_b \to T_c} \leftarrow \begin{pmatrix} \omega & a & b & S \\ \hline a & \alpha & \beta & \theta \\ \hline v & b & \gamma & \delta & \epsilon \\ \hline s & \phi & \psi & \Xi \end{pmatrix} \begin{pmatrix} \mu\omega & c & S \\ \hline c & \gamma + \alpha\delta/\mu & \epsilon + \delta\theta/\mu \\ S & \phi + \alpha\psi/\mu & \Xi + \psi\theta/\mu \end{pmatrix}_{T_a, T_b \to T_c} \begin{pmatrix} 1 & a & b \\ a & 1 & 1 - T_a^{\pm 1} \\ b & 0 & T_a^{\pm 1} \end{pmatrix}$$

split to M. (as in TI.) and M. (as in TI.)?

To do. • Full verification program. • Precise relation with Burau/Gassner. • Concordance. • Unitarity. • Planarity. • A depth-mirror property for u-objects. • Mutations? • Link relations? • Behaviour of A/MVA under mirror/strand reversal?

Add RI behaviour ] Add "mirrors" (AT)".