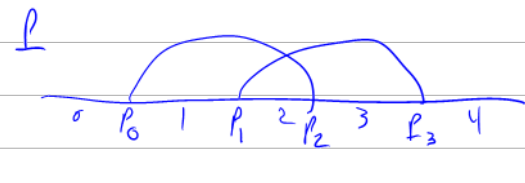


Rooting the BKT for FTI

Following joint work with Itai Bar-Natan, Iva Halacheva, and Nancy Scherich, I will show that the Best Known Time (BKT) to compute a typical Finite Type Invariant (FTI) of type d on a typical knot with n crossings is roughly equal to $n^{\lfloor d/2 \rfloor}$, which is roughly the square root of what I believe was the standard belief before, namely about n^d .

$$t = p + l \quad \Psi_t(G) = \sum_{T \in \mathcal{T}(D)} T$$

$\begin{matrix} \nearrow \text{place} & & \nwarrow \text{lookup} \\ p & & l \end{matrix}$



$$\Psi_t(G) = \binom{t}{p}^{-1} \sum_{P \in \binom{G}{p}} \sum_{\substack{\lambda: \mathbb{Z}^l \\ \text{monotone}}} \sum_{\substack{L \in \binom{G}{l} \\ L_i \in (P_{\lambda(i)-1}, P_{\lambda(i)})}} P \#_{\lambda} L$$

$$\Theta_G: \mathbb{N}^{2l} \rightarrow \mathbb{Q}_{2l} \text{ by } \Theta_G(l_0, \dots, l_{2l-1}) = \begin{cases} 1 & \text{if } l_0, \dots, l_{2l-1} \text{ are } \mathbb{Z} \text{ cuts of some LCG} \\ 0 & \text{otherwise} \end{cases}$$

$$= \binom{t}{p}^{-1} \sum_{P \in \binom{G}{p}} \sum_{\substack{\lambda: \mathbb{Z}^l \\ \text{monotone}}} P \#_{\lambda} \left(\sum_{\substack{L \in \binom{G}{l} \\ L_i \in (P_{\lambda(i)-1}, P_{\lambda(i)})}} \Theta \right)$$

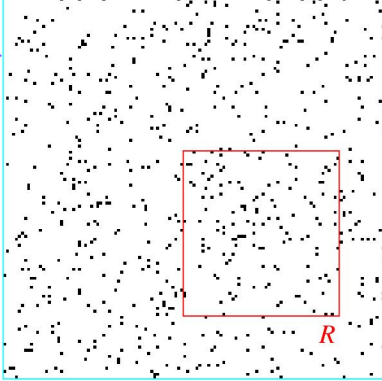
Rooting the BKT for FTI $\omega\epsilon\beta := \text{http://drorbn.net/tok2309}$

Abstract. Following joint work with Itai Bar-Natan, Iva Halacheva, and Nancy Scherich, I will show that the Best Known Time (BKT) to compute a typical Finite Type Invariant (FTI) of type d on a typical knot with n crossings is roughly equal to $n^{d/2}$, which is roughly the square root of what I believe was the standard belief before, namely about n^d .

Convention. For complexity estimates, we ignore constant and logarithmic terms: $n^3 \sim 2023d!(\log n)^d n^3$. Define n

A Key Preliminary. Let $X \subset \mathbb{N}^d$ be a subset of the $n \times n \times \dots \times n$ grid in \mathbb{N}^d , with $1 \ll P = |X| \ll n^d$. In time $\sim P$ we can set up a "summary database" of size $\sim P$ so that we will be able to compute $|X \cap R|$ in time ~ 1 , for any rectangle $R \subset \mathbb{N}^d$.

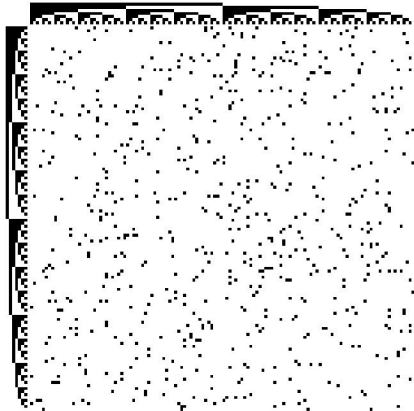
Fails. • Count after R is presented. • Make a database of $|X \cap R|$ counts for all R 's.



lookup table

$q = |Q|$ instead of $P = |X|$

make a $Q \rightsquigarrow \emptyset$ version.



My Primary Interest. Strong, fast, homomorphic knot and tangent invariants. $\omega\epsilon\beta/\text{Nara}$, $\omega\epsilon\beta/\text{Kyoto}$, $\omega\epsilon\beta/\text{Tokyo}$

A: an enumerated subset

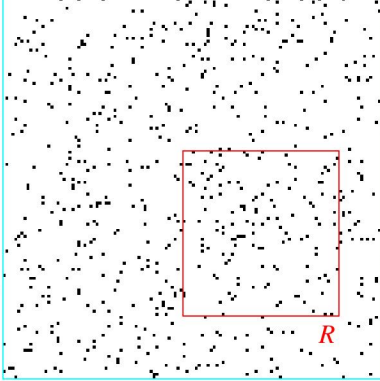
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Conventions. • $\underline{n} := \{0, 1, \dots, n - 1\}$. • For complexity estimates we ignore constant and logarithmic terms: $n^3 \sim 2023t!(\log n)^t n^3$.

A Key Preliminary. Let $Q \subset \underline{n}^d$ be an enumerated subset, with $1 \ll q = |Q| \ll n^d$. In time $\sim q$ we can set up a lookup table of size $\sim P$ so that we will be able to compute $|Q \cap R|$ in time ~ 1 , for any rectangle $R \subset \underline{n}^d$.

Fails. • Count after R is presented. • Make a lookup table of $|Q \cap R|$ counts for all R 's.



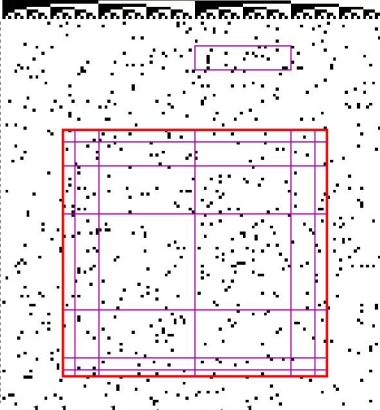
Unfail. Make a lookup table of the form

$$\{R \rightarrow |Q \cap R|\},$$

but only for dyadic R 's.

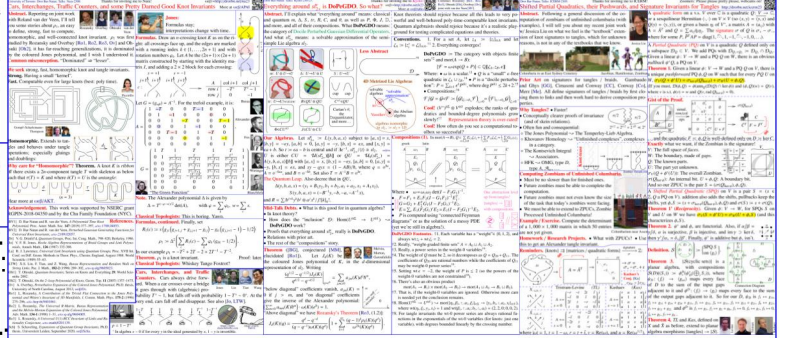
• Make the table by running through $x \in Q$, and for each one increment by 1 only the entries for $R \ni x$ (or create such an entry, if it didn't exist already). This takes $q \cdot (\log_2 n)^d \sim q$ ops.

- Entries for empty R 's are not needed and not created.
- Using standard sorting techniques, access takes $\log_2 q \sim 1$ ops.
- A general R is a union of at most $(2 \log_2 n)^d \sim 1$ dyadic ones, so counting $|Q \cap R|$ takes ~ 1 ops.



Generalization. Without changing the conclusion, replace counts $|Q \cap R|$ with summations $\sum_R \theta$, where $\theta: \underline{n}^d \rightarrow V$ is supported on a sparse Q , takes values in a vector space V with $\dim V \sim 1$, and in some basis, all of its coefficients are "easy".

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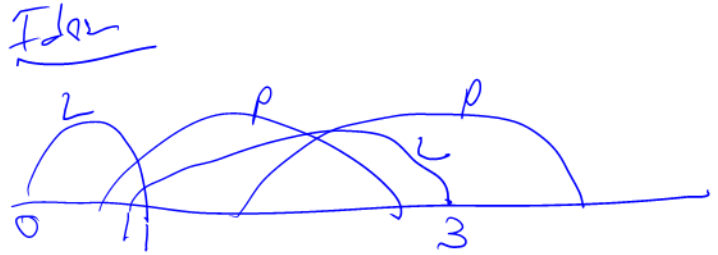


Def g : all Gauss diagrams
 $\psi: g \rightarrow g_{\leq t}$ $\psi_t: g \rightarrow g_t$
 Example ψ_t

Nancy, takes time $\sim nt$
 Then FT iff. \exists list, ... $\lfloor 6/P \rfloor \checkmark$
 * Hard
 * Not every w gives an invariant.
 * The theory of f.t. is rich & powerful.

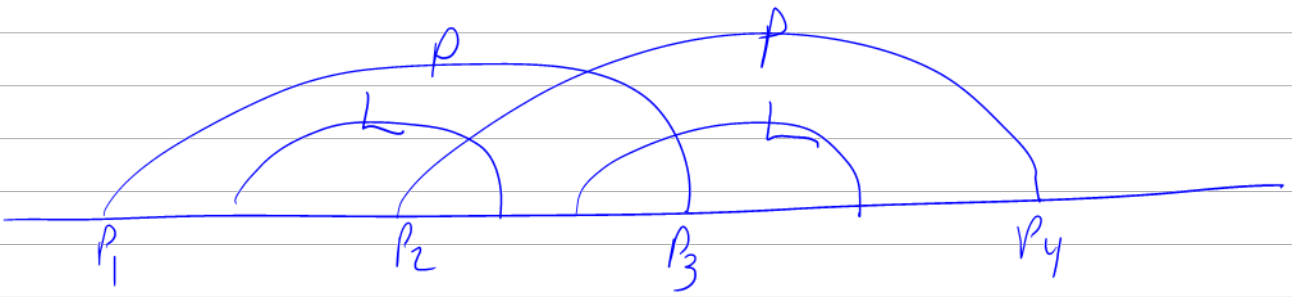
Then ψ_t can be computed
 in time $\sim n^{t/2}$

Gauss Diagrams as in NESU-1604
 (Display P55 and its GO)?



Then Formulas...

Refs



P: purple

L:



Rooting the BKT for FTI $\omega\beta := \text{http://drorbn.net/tok2309}$

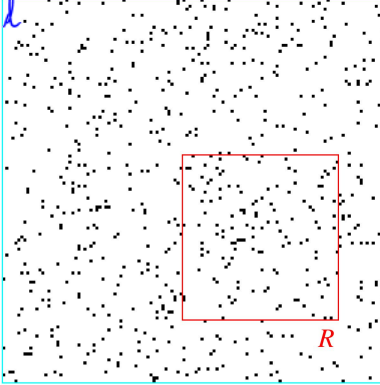
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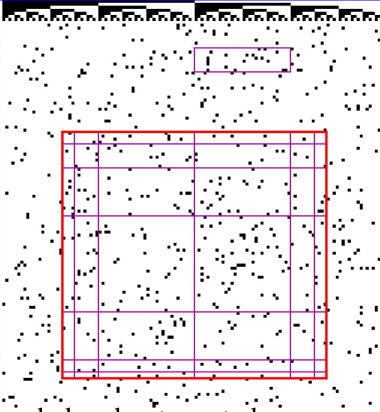
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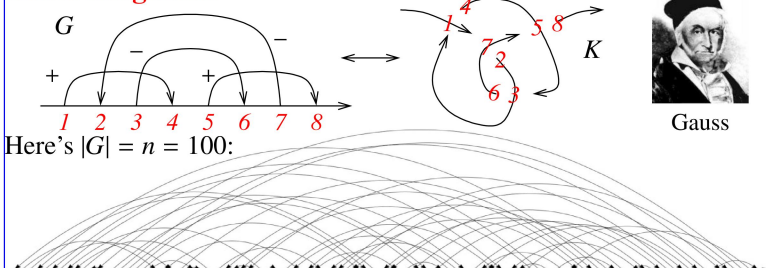
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Gauss Diagrams.



Gauss

Here's $|G| = n = 100$:

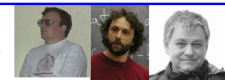
Definitions. Let $\mathcal{G} := \mathbb{Q}(\text{Gauss Diagrams})$, with $\mathcal{G}_t / \mathcal{G}_{\leq t}$ the diagrams with exactly / at most t arrows. Let $\varphi_t: \mathcal{G} \rightarrow \mathcal{G}_t$ be $\varphi_t: G \mapsto \sum_{T \subset G, |T|=t} T = \sum_{T \in \binom{G}{t}} T$, and let $\varphi_{\leq t} = \sum_{s \leq t} \varphi_s$.

Naively, it takes $\binom{n}{t} \sim n^t$ ops to compute φ_t .

My Primary Interest. Strong, fast, homomorphic knot and $\omega\beta$ /Nara, $\omega\beta$ /Kyoto, $\omega\beta$ /Tokyo invariants.

Move to end

The GPV Theorem. A knot invariant is finite type of type t iff it is of the form $\omega \circ \varphi_{\leq t}$ for some $\omega \in \mathcal{G}_{\leq t}^*$

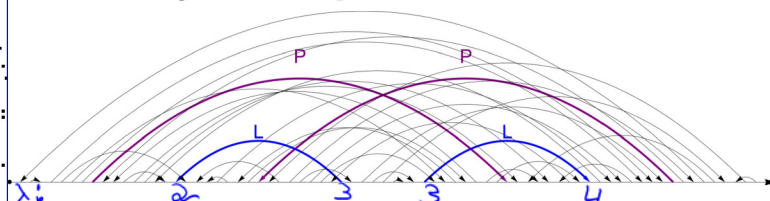


Goussarov-Polyak-Viro

- \Leftarrow is easy; \Rightarrow is hard and IMHO not well understood.
- $\varphi_{\leq t}$ is not an invariants and not every ω gives an invariant!
- The theory of finite type invariants is very rich. Many knot invariants factor through finite type invariants, and it is possible that they separate knots.
- We need a fast algorithm to compute $\varphi_{\leq t}$.

Our Main Theorem. On an n -arrow Gauss diagram, φ_t can be computed in time $\sim n^{t/2}$.

Idea. With $t = p + l$ (p for "place", l for "lookup"), place p arrows and look up in how many ways the remaining l can be placed in between the legs of the first p :



Details. To reconstruct $D = P \# L$ we need a non-decreasing "placement function" $x: 2l \rightarrow 2p+1$.

$$\varphi_t(G) = \sum_{T \in \binom{G}{t}} T = \binom{t}{p}^{-1} \sum_{P \in \binom{G}{p}} \sum_{\substack{\text{non-decreasing} \\ \lambda: 2l \rightarrow 2p+1}} \sum_{L \in \binom{G}{l}} P \#_{\lambda} L$$

Define $\theta_G: \underline{2l} \rightarrow \mathcal{G}_{2l}$ by

$$(L_1, \dots, L_{2l}) \mapsto \begin{cases} L & \text{if } (L_1, \dots, L_{2l}) \text{ are the ends of some } L \subset G \\ 0 & \text{otherwise} \end{cases}$$

and now

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can be computed in time $\sim n^p + n^l$. Now choose $p = \lfloor t/2 \rfloor$ or $p = \lceil t/2 \rceil$. \square

Question. For computations, planar projections are better than braids (as likely $l \sim n^{3/2}$). But are yarn balls better than planar projections (here likely $n \sim L^{4/3}$)?



Length L

Knot: Piccirillo

n crossings

length l

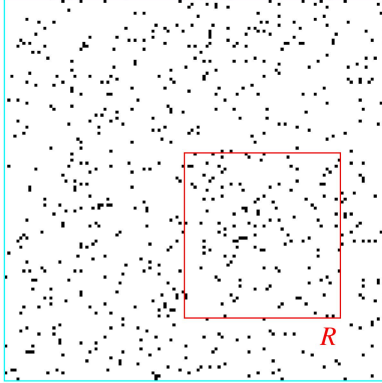


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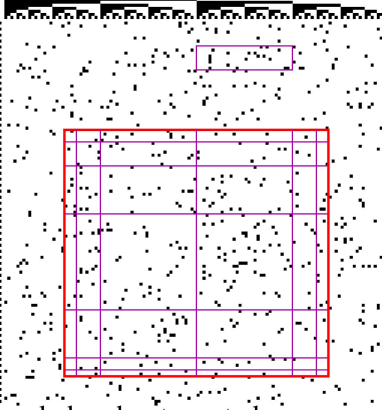
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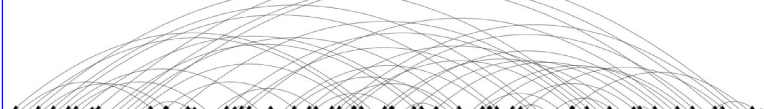
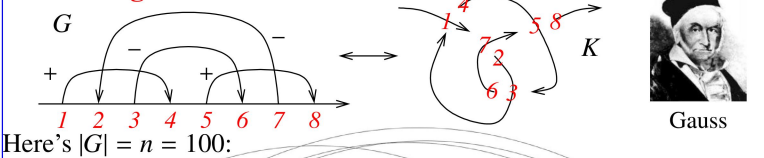
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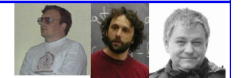


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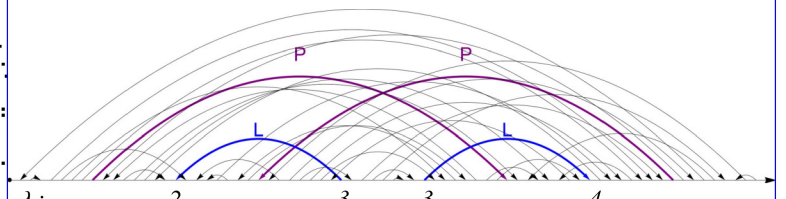
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Proof. With $d = p + l$ (p for "put", l for "lookup"), pick p arrows and look up in how many ways the remaining l can be placed in between the legs of the first p :



To reconstruct $D = P\#\lambda L$ from P and L we need a non-decreasing "placement function" $\lambda: \underline{2l} \rightarrow \underline{2p+1}$.

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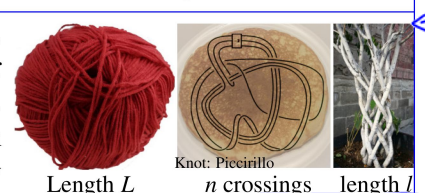
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$$\text{and now } \varphi_d(G) = \binom{d}{p}^{-1} \sum_{P \in \binom{G}{p}} \sum_{\substack{\text{non-decreasing} \\ \lambda: \underline{2l} \rightarrow \underline{2p+1}}} P\#\lambda \left(\sum_{\prod_i (P_{\lambda(i)-1}, P_{\lambda(i)})} \theta_G \right)$$

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[GPV] M. Goussarov, M. Polyak, and O. Viro, Finite type invariants of classical and virtual knots, Topology 39 (2000) 1045–1068, arXiv:math.GT/9810073.

[BBHS]

A: [BBHS], wuf/Fin/LS