

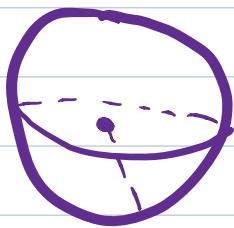
AMAT 342, Sept. 12, 2018

Today: Homotopy  
Embeddings  
Isotopy

As mentioned in the last lecture, isotopy is a formal notion of continuous deformation that models the temporal evolution of a geometric object as it is deformed.

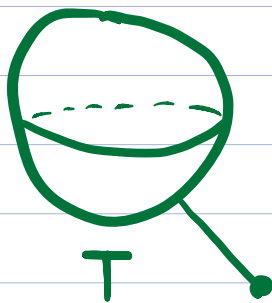
Motivating example (review from last time)

Let  $S, T \subset \mathbb{R}^2$  be as illustrated:



S

S is a unit circle with a line segment attached to one point. The line segment points inward.



T

T is also a unit circle with a line segment attached to the same point, but now the line segment points outward.

review

$S$  and  $T$  are homeomorphic.

However, if  $S$  and  $T$  were made of rubber, we couldn't deform  $S$  into  $T$  without tearing.

The line segment would have to pass through the sphere.

Formally, we express this idea using isotopy.

To define isotopy, we need to first define homotopies and embeddings.

Homotopy is a notion of continuous deformation for functions (rather than spaces).

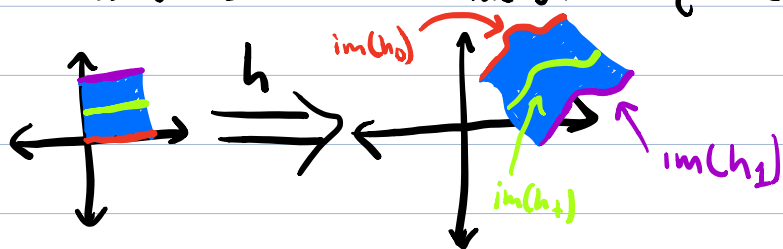
thickening of  $S$

For  $S \subset \mathbb{R}^n$ ,  $h: S \times I \rightarrow T$  a continuous function and  $t \in I$ , let  $h_t: S \rightarrow T$  be given by  $h_t(x) = h(x, t)$ .

Interpretation: we can think of  $h$  as a family of continuous functions  $\{h_t \mid t \in I\}$  from  $S$  to  $T$  evolving in time. (We interpret  $t$  as time.) The continuity of  $h$  means that  $h_t$  "evolves continuously" as  $t$  changes.

Example:  $S = I, T = \mathbb{R}^2$ .

Then  $S \times I = I^2 =$  The unit square.



Each  $h_t: I \rightarrow \mathbb{R}^2$  specifies a curve in  $\mathbb{R}^2$ .

As  $t$  increases, these curves evolve continuously

Definition: For continuous maps  $f, g: S \rightarrow T$  a homotopy from  $f$  to  $g$  is a continuous map

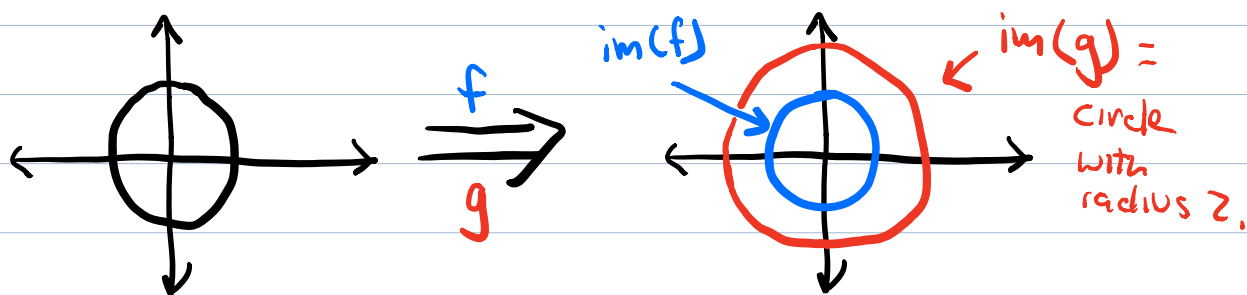
$$h: S \times I \rightarrow T$$

such that  $h_0 = f$  and  $h_1 = g$ .

Note: We will see that isotopy is a special kind of homotopy!

[Note: Any continuous map  $h: S \times I \rightarrow T$  is a homotopy from  $h_0$  to  $h_1$ .]

Example  $f, g: S^1 \rightarrow \mathbb{R}^2$   $f(\vec{x}) = \vec{x}$  ( $f$  is the inclusion map.)  
 $g(\vec{x}) = 2\vec{x}$   
 ↑ unit circle in  $\mathbb{R}^2$ .



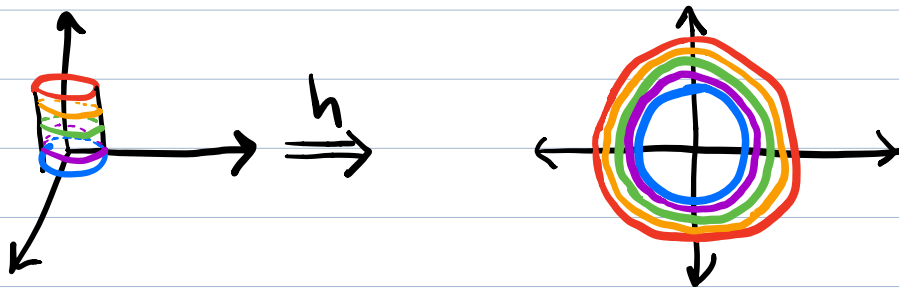
Let  $h: S^1 \times I \rightarrow \mathbb{R}^2$  be given by

$$h(\vec{x}, t) = (1+t)\vec{x}.$$

Then  $h_t: S^1 \rightarrow \mathbb{R}^2$  is given by  $h_t(\vec{x}) = (1+t)\vec{x}$ ,  
and clearly  $h_0 = f$ ,  $h_1 = g$ .

$S^1 \subset \mathbb{R}^2$  and  $I \subset \mathbb{R}$ , so  $S^1 \times I \subset \mathbb{R}^3$ .

In fact,  $S^1 \times I$  is a cylinder, and the following illustrates  $h$ :



$\text{im}(h_t)$  is shown above for  $t = 0, \frac{1}{4}, \frac{1}{2}, \frac{3}{4}, 1$ .

Example: Let  $f: S^1 \rightarrow \mathbb{R}^2$  be the inclusion map, and

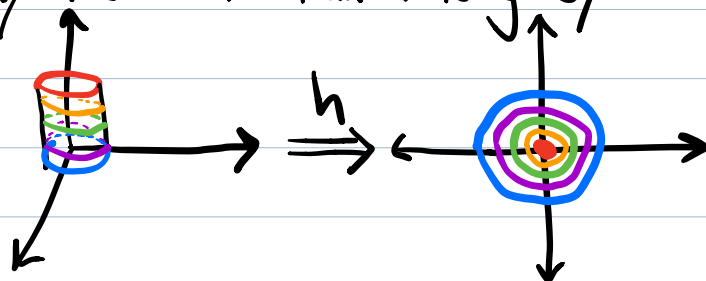
*This example is similar to the last one and will be skipped in class.*

let

$$g: S^1 \rightarrow \mathbb{R}^2 \text{ be given by } g(x) = (0,0) \text{ for all } x \in S^1.$$

We specify a homotopy  $h: S^1 \times I \rightarrow \mathbb{R}^2$  from  $f$  to  $g$  by

$$h(\vec{x}, t) = t\vec{x}.$$



Note that  $\text{im}(h_t)$  is a circle for  $t < 1$  and a point for  $t = 1$ . as above,  $\text{im}(h_t)$  is shown for  $t = 0, \frac{1}{4}, \frac{1}{2}, \frac{3}{4}, 1$ .

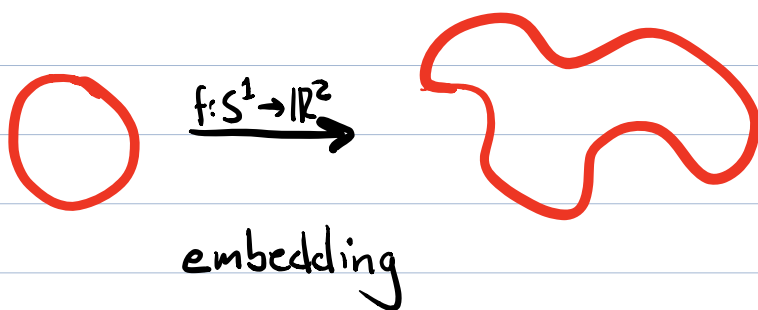
## Embeddings

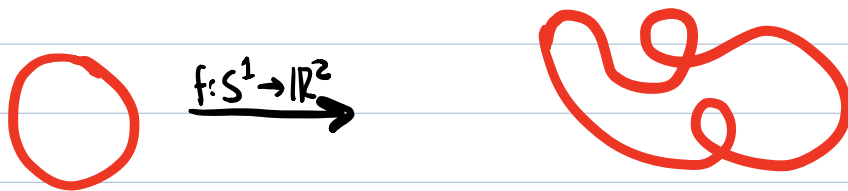
Recall: for any function  $f: S \rightarrow T$ , there is an associated function onto the image of  $f$ , namely

$$\tilde{f}: S \rightarrow \text{im}(f)$$

given by  $\tilde{f}(x) = f(x)$ . That is  $f$  and  $\tilde{f}$  are given by the same rule, but the codomain of  $\tilde{f}$  is as small as possible.

Def: A continuous map  $f: S \rightarrow T$  is an embedding if  $f$  is a homeomorphism onto its image. (for concreteness, think of  $T$  as  $\mathbb{R}^n$ )  
i.e.,  $\tilde{f}$  is a homeomorphism





not an embedding

Fact: Any embedding is an injection but not every continuous injection is an embedding.

Proof of injectivity: If  $\tilde{f}$  is a homeomorphism then it is bijective, hence injective.  $f = j \circ \tilde{f}$ , where  $j: \text{Im}(f) \rightarrow T$  is the Inclusion map.  $j$  is injective. The composition of two injective functions is injective, so  $f$  is injective.  $\square$

Example: The following illustrates that a continuous injection is not necessarily an embedding

Consider  $f: [0, 2\pi) \rightarrow \mathbb{R}^2$ ,  $f(x) = (\cos x, \sin x)$ .

We seen above that  $\tilde{f}$  is a continuous bijection but not a homeomorphism.

# Isotopy

Definition: For  $S, T \subset \mathbb{R}^n$  an isotopy from  $S$  to  $T$  is a homotopy  $h: X \times I \rightarrow \mathbb{R}^n$  such that

$$\text{im}(h_0) = S, \quad \text{im}(h_1) = T,$$

in this context,

"homotopy" means

"continuous map."

$h_t: X \rightarrow \mathbb{R}^n$  is an embedding for all  $t \in I$ .

If there exists an isotopy from  $S$  to  $T$ , we say

$S$  and  $T$  are isotopic. Note: It follows from the definition that  $X$  is homeomorphic to both  $S$  and  $T$ .

Interpretation: -  $\text{im}(h_t)$  is the snapshot at time  $t$  of a continuous deformation from  $S$  to  $T$ .

- continuity of  $h$  ensures that these "snapshots" evolve continuously in time.

- fact that  $h_t$  is an embedding ensures all  $\text{im}(h_t)$  are homeomorphic.

Example: Let  $T \subset \mathbb{R}^2$  be the circle of radius 2 centered at the origin.

The homotopy  $h: S^1 \times I \rightarrow \mathbb{R}^2$ ,  $h(\vec{x}, t) = (1+t)\vec{x}$

in the example above is an isotopy from

$S^1$  to  $T$ . ← circle of radius 2.

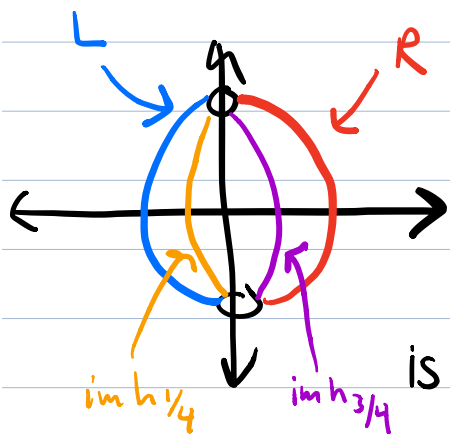
Note: If  $S$  and  $T$  are isotopic, then they are homeomorphic; for  $h$  any isotopy from  $S$  to  $T$ ,  $h_1 \circ h_0^{-1}$  is a homeomorphism from  $S$  to  $T$ .

Explanation:  $h_1: S \rightarrow \mathbb{R}^n$  is an embedding, hence a homeomorphism onto its image. But  $\text{im}(h_1) = T$ .

[Lecture ended here. A lot of this was reviewed in lecture 7]

Example: Let  $L = \{(x, y) \in S^1 \mid x < 0\}$

$R = \{(x, y) \in S^1 \mid x > 0\}$ .



$h: L \times I \rightarrow \mathbb{R}^2,$

$h((x, y), t) = ((1-2t)x, y)$

is an isotopy from  $L$  to  $R$ .

Explanation:  $h_0(x, y) = ((1-0)x, y) = (x, y)$  so  $h_0 = \text{Id}_L$ .

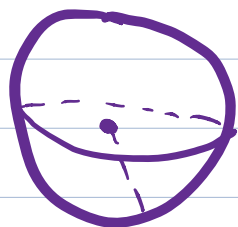
$h_1(x, y) = (-x, y)$ , so  $\text{im } h_1 = R$ .

$h_t(x, y) = ((1-2t)x, y)$ .

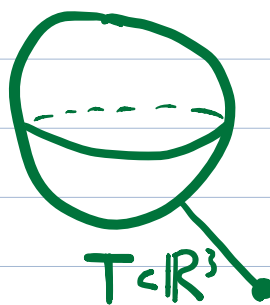
Not hard to check that each  $h_t$  is an embedding.



Example:



$S \subset \mathbb{R}^3$

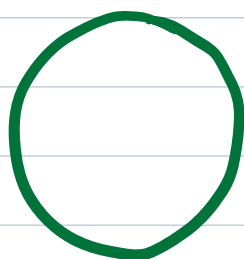
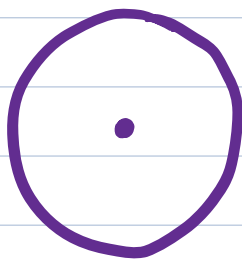


$T \subset \mathbb{R}^3$

$S$  and  $T$  are not isotopic.

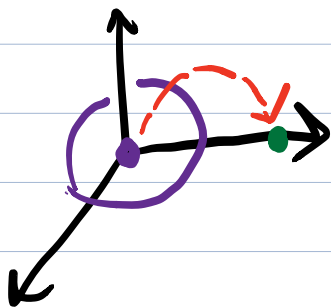
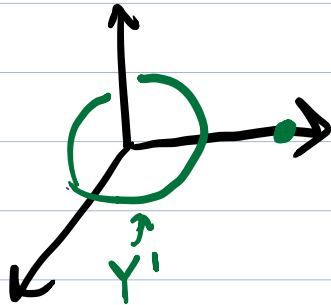
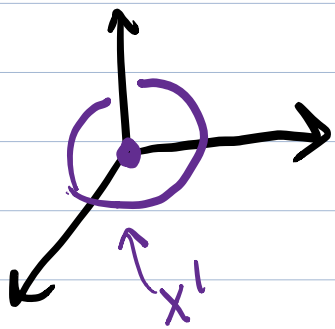
Note: Whether  $S$  and  $T$  are isotopic depends on where  $S$  and  $T$  are embedded. (That's not true for homeomorphism!)

Example  $X = S^1 \cup \{0\} \subset \mathbb{R}^2$   $Y = S^1 \cup \{(3,0)\}$ .



$X$  and  $Y$  homeomorphic, not isotopic.  
But if we embed  $X, Y$  in  $\mathbb{R}^3$ , then they are isotopic there.

That is, let  $X = \{(x, y, 0) \mid (x, y) \in X\} \subset \mathbb{R}^3$   
 $Y = \{(x, y, 0) \mid (x, y) \in Y\} \subset \mathbb{R}^3$



There's an isotopy  $h: X \times I \rightarrow \mathbb{R}^3$   
 Which moves the extra point as shown in red.

Similarly, if we embed  $S$  and  $T$  of the previous example into  $\mathbb{R}^4$ , they are isotopic there.

Facts about isotopies: The same properties of

Symmetry: If there exists an isotopy from  $S$  to  $T$ , then there exists an "Isotopies can be reversed" isotopy from  $T$  to  $S$ .

Pf: If  $h: X \times I \rightarrow \mathbb{R}^n$  is an isotopy from  $S$  to  $T$  then  $\bar{h}: X \times I \rightarrow T$ , given by  $\bar{h}(x, t) = h(x, 1-t)$  is an isotopy from  $T$  to  $S$ .

Transitivity: If  $S, T$  are isotopic and  $T, U$  are isotopic, so are  $S, U$ .

(The proof takes just a few lines.)

Example: Consider the thick capital letters

**X Y**

Both are isotopic to the disc  $D = \{(x, y) \in \mathbb{R}^2 \mid x^2 + y^2 \leq 1\}$



Isotopy from  $D$  to **X**

Hence, by transitivity, **X** and **Y** are isotopic. In particular, they are homeomorphic.

Thus we see that whether two letters are homeomorphic depends on whether we consider the thin or thick versions.