

DEMYSTIFYING THE 4th DIMENSION

Sarah Blackwell
University of Virginia

WHY DIMENSION 4?

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TOPOLOGY...

$\dim < 4$: "small enough"

$\dim > 4$: "big enough"

big open Q's: e.g. smooth 4D Poincaré conjecture

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PHYSICS...

space-time (3+1)

symplectic geometry + mechanics

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MANIFOLDS

MANIFOLDS

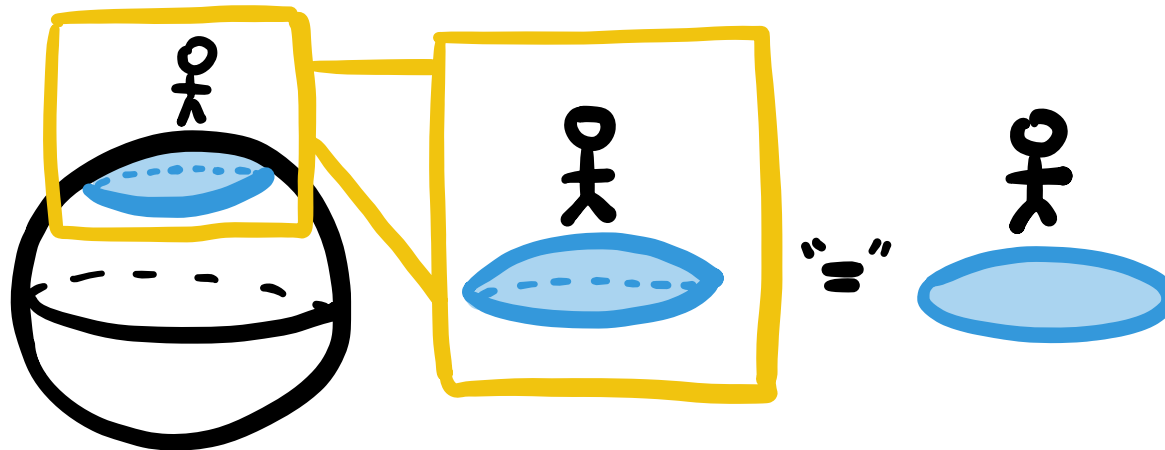


spaces which look locally like Euclidean space

MANIFOLDS



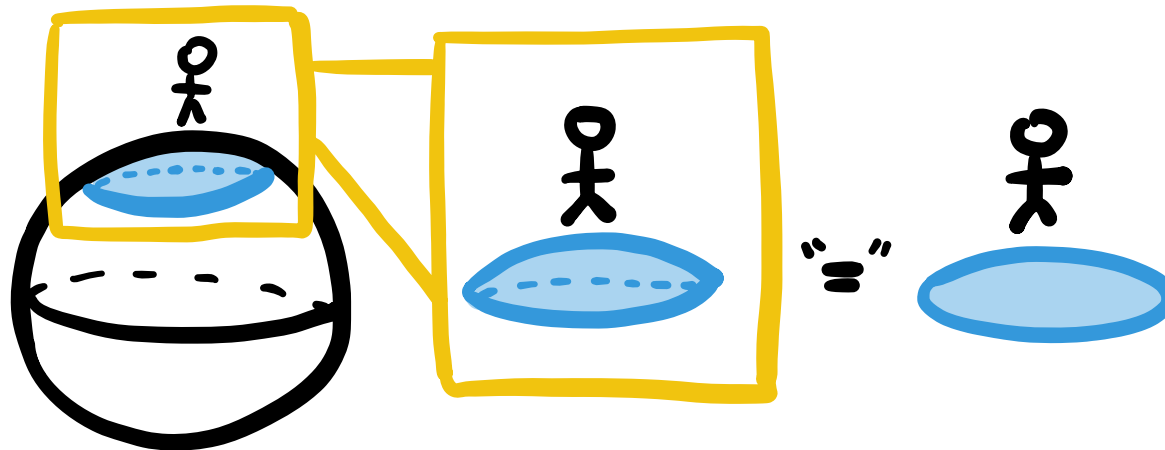
spaces which look locally like Euclidean space



MANIFOLDS



spaces which look locally like Euclidean space



let's see some examples...

MANIFOLDS

DIMENSION 0:

MANIFOLDS

DIMENSION 0:

•
1 pt

MANIFOLDS

DIMENSION 0:

•
1 pt

• •
2 pts

MANIFOLDS

DIMENSION 0:

•
1 pt

• •
2 pts

• • • • •
• • • • •
• • • • •
many pts

(etc)

MANIFOLDS

DIMENSION 0:

•
1 pt

• •
2 pts

• • • • •
• • • • •
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many pts

(etc)

DIMENSION 1:

MANIFOLDS

DIMENSION 0:

1 pt

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many pts

(etc)

DIMENSION 1:

circle S^1

MANIFOLDS

DIMENSION 0:

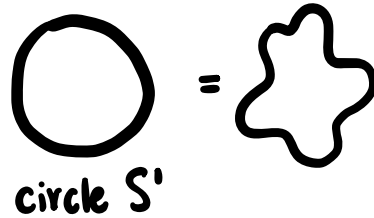
1 pt

2 pts

many pts

(etc)

DIMENSION 1:



MANIFOLDS

DIMENSION 0:

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2 pts

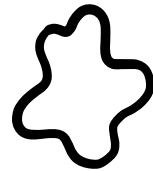
many pts

(etc)

DIMENSION 1:

circle S^1

=



=



cut
and reglue

still a circle

MANIFOLDS

DIMENSION 0:

1 pt

2 pts

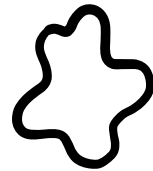
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(etc)

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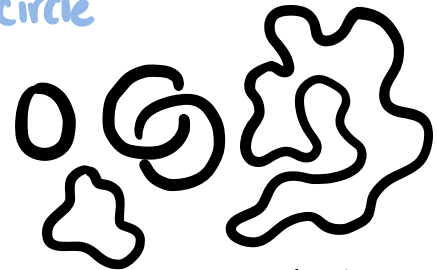


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many circles

(etc)

MANIFOLDS

DIMENSION 0:

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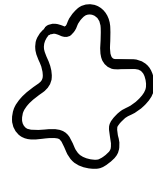
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(etc)

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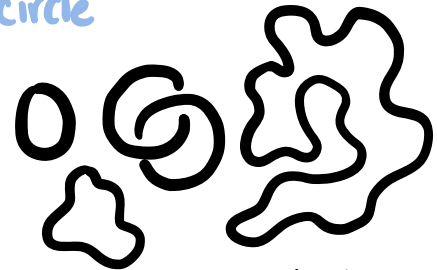
=



=



still a circle



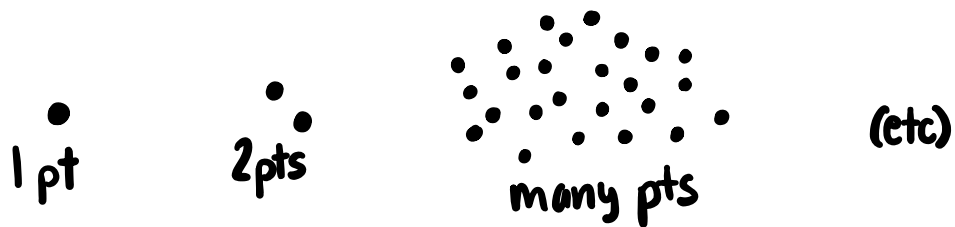
(etc)

many circles

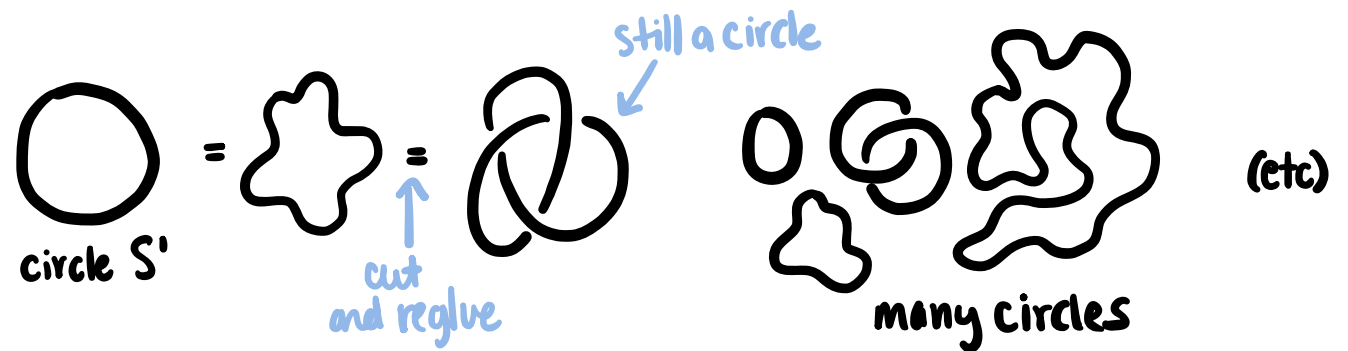
DIMENSION 2: which are manifolds?

MANIFOLDS

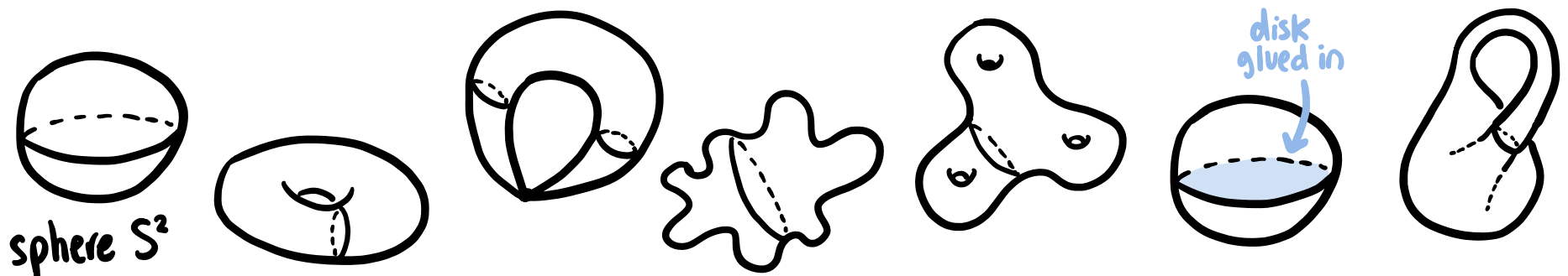
DIMENSION 0:



DIMENSION 1:

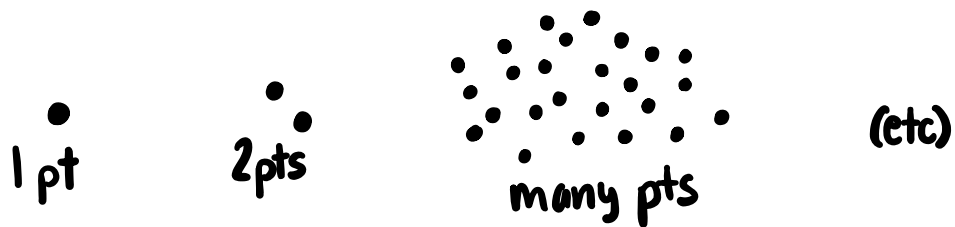


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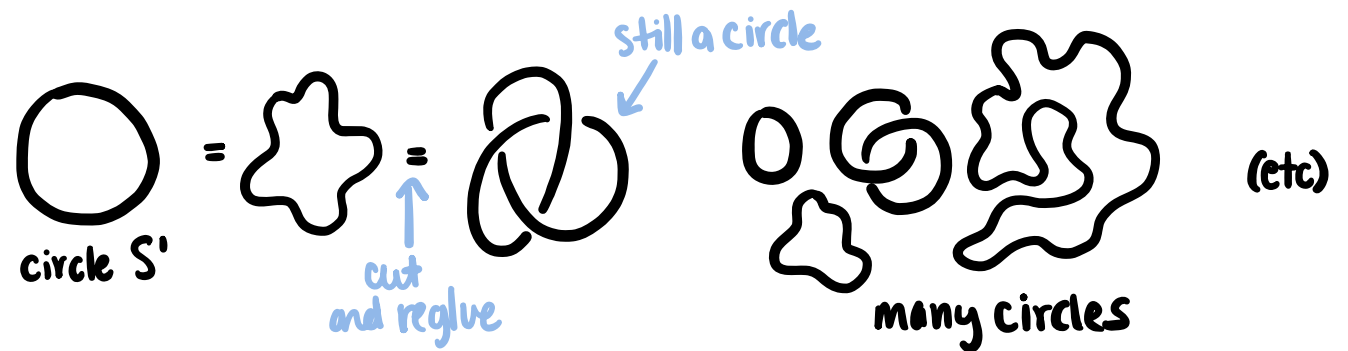


MANIFOLDS

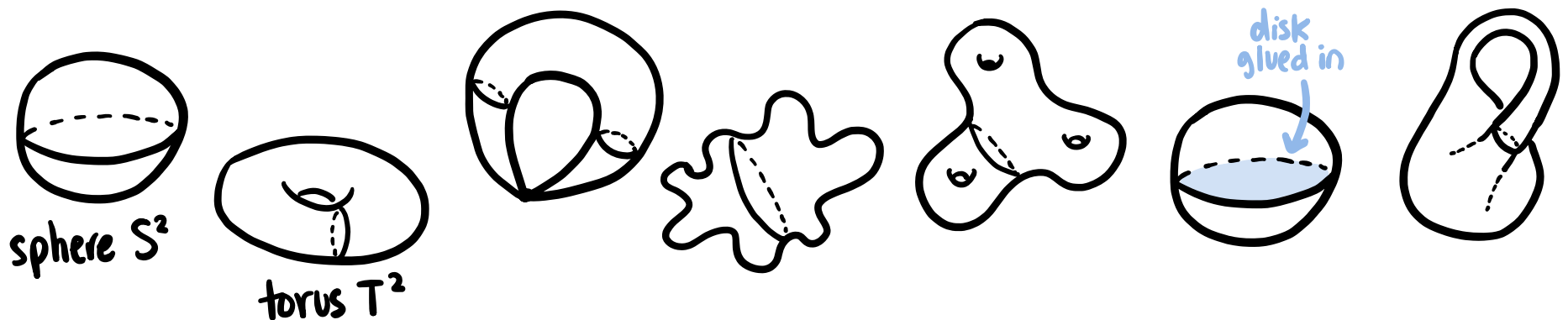
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MANIFOLDS

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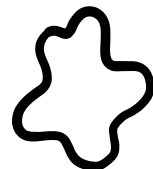
many pts

(etc)

DIMENSION 1:

circle S^1

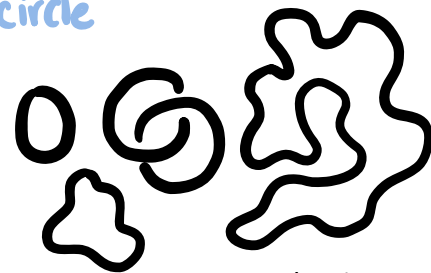
=



=



still a circle



(etc)

many circles

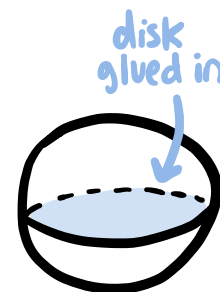
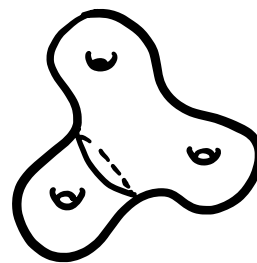
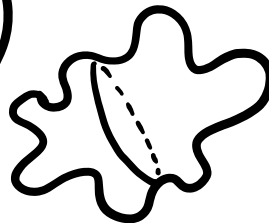
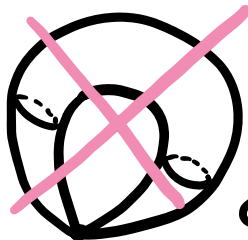
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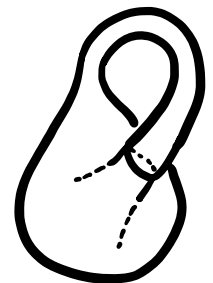
sphere S^2



torus T^2



disk glued in



MANIFOLDS

DIMENSION 0:

1 pt

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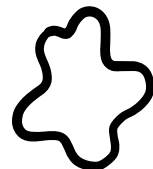
many pts

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circle S^1

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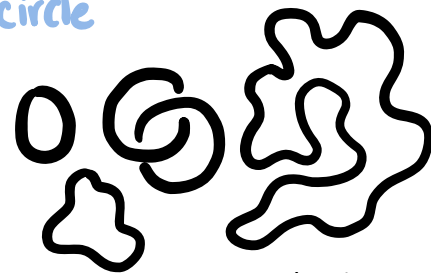


=



cut
and
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still a circle



many circles

(etc)

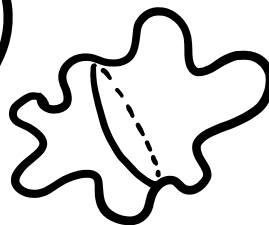
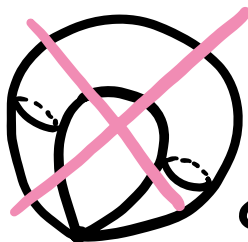
DIMENSION 2: which are manifolds?



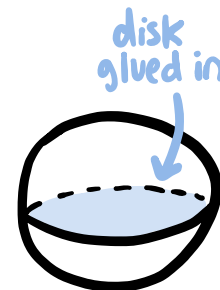
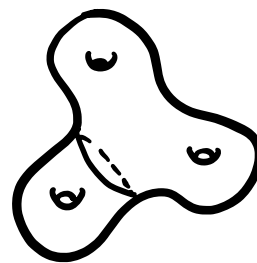
sphere S^2



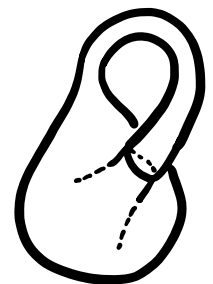
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sphere S^2



disk
glued in



MANIFOLDS

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2 pts

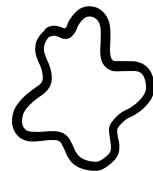
many pts

(etc)

DIMENSION 1:

circle S^1

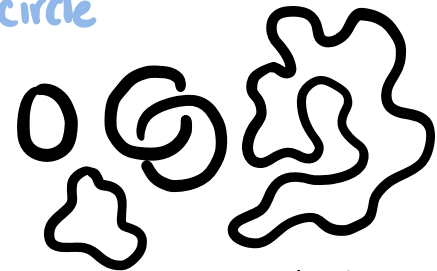
=



=



still a circle



(etc)

many circles

cut
and
reglue

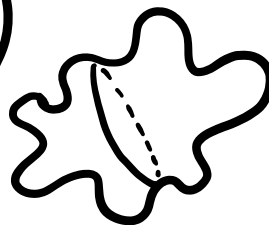
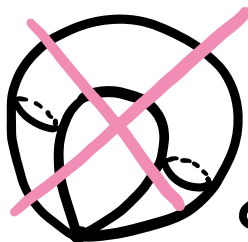
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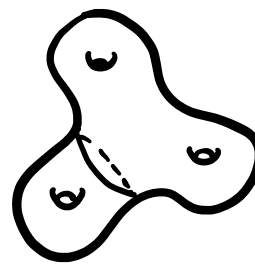
sphere S^2



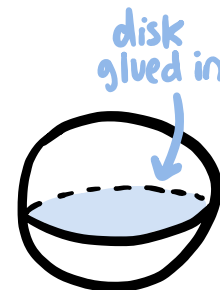
torus T^2



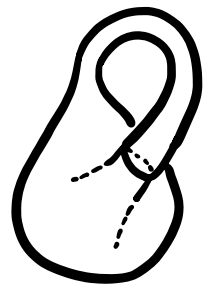
sphere S^2



3-holed
torus Σ_3



disk
glued in



MANIFOLDS

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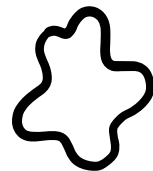
many pts

(etc)

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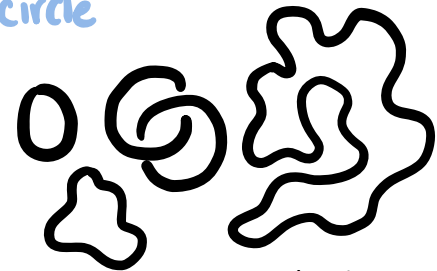
=



=



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(etc)

many circles

cut
and
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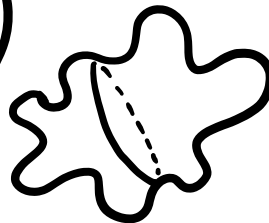
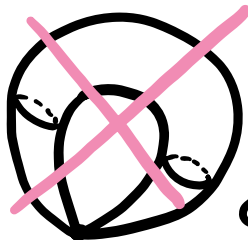
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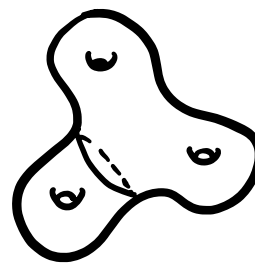
sphere S^2



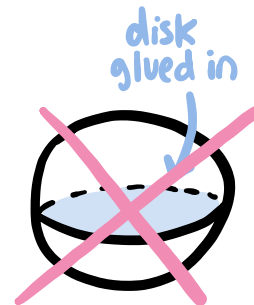
torus T^2



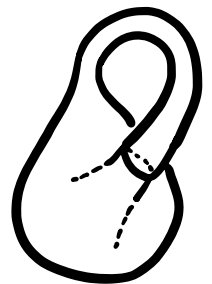
sphere S^2



3-holed
torus Σ_3



disk
glued in



MANIFOLDS

DIMENSION 0:

1 pt

2 pts

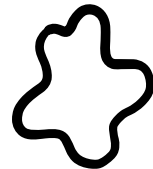
many pts

(etc)

DIMENSION 1:

circle S^1

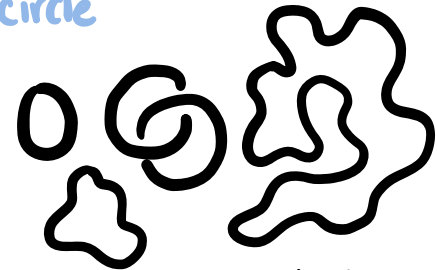
=



=



still a circle

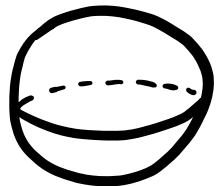


(etc)

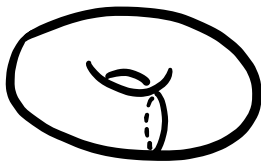
many circles

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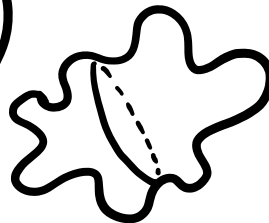
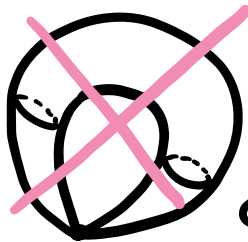
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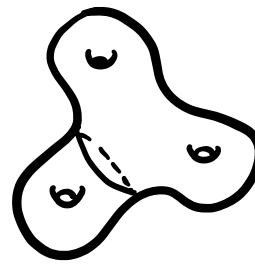
sphere S^2



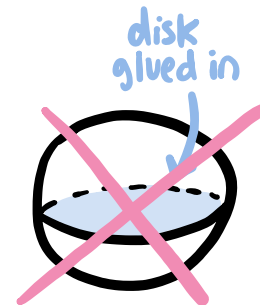
torus T^2



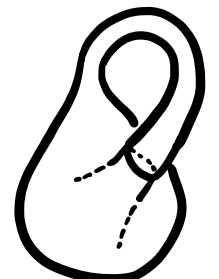
sphere S^2



3-holed
torus E_3



Klein bottle
(not embeddable
in 3D)



MANIFOLDS

DIMENSION 3 :



MANIFOLDS

DIMENSION 3 :

3-sphere S^3

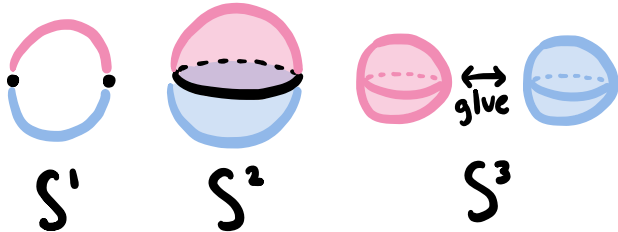
$$\{(x,y,z,w) \in \mathbb{R}^4 \mid x^2 + y^2 + z^2 + w^2 = 1\}$$

MANIFOLDS

DIMENSION 3 :

3-sphere S^3

$$\{(x,y,z,w) \in \mathbb{R}^4 \mid x^2 + y^2 + z^2 + w^2 = 1\}$$

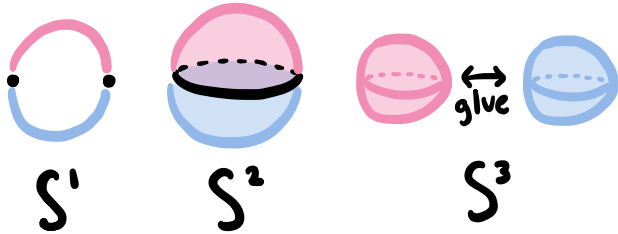


MANIFOLDS

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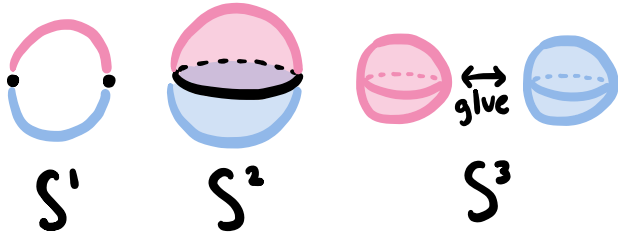
3-torus T^3

MANIFOLDS

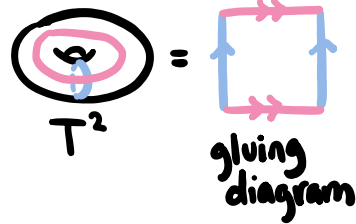
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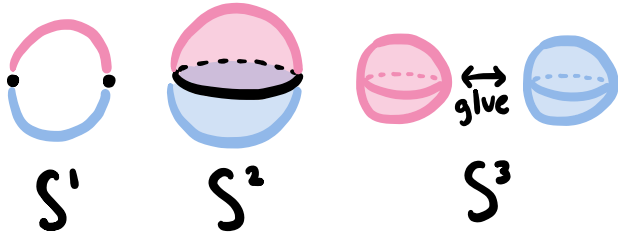


MANIFOLDS

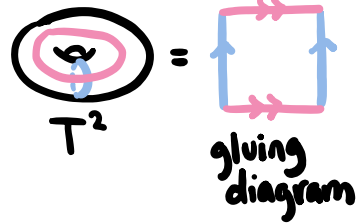
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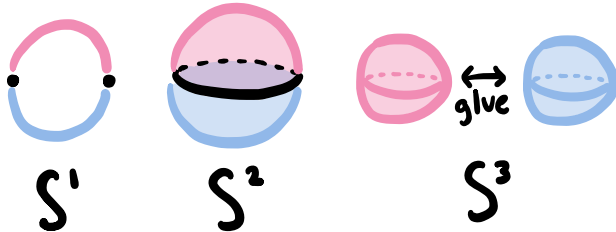
$S^1 \times S^2$

MANIFOLDS

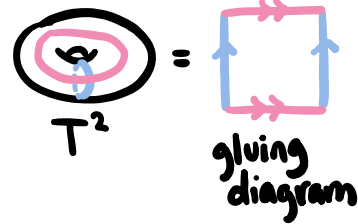
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3-torus T^3



$S^1 \times S^2$

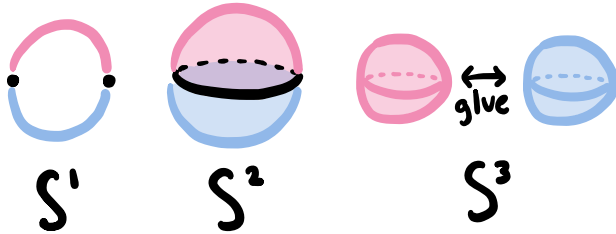


MANIFOLDS

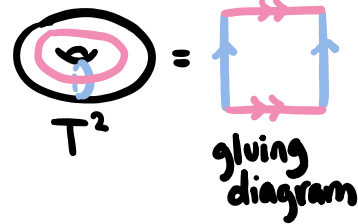
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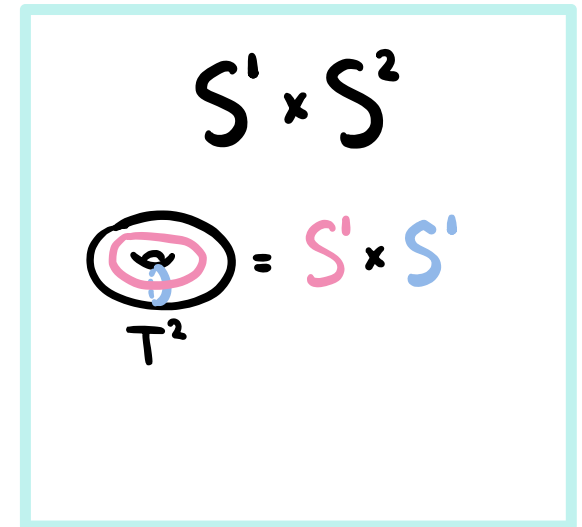
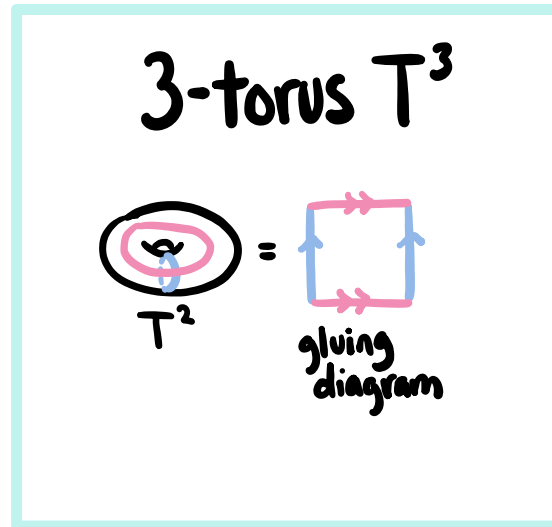
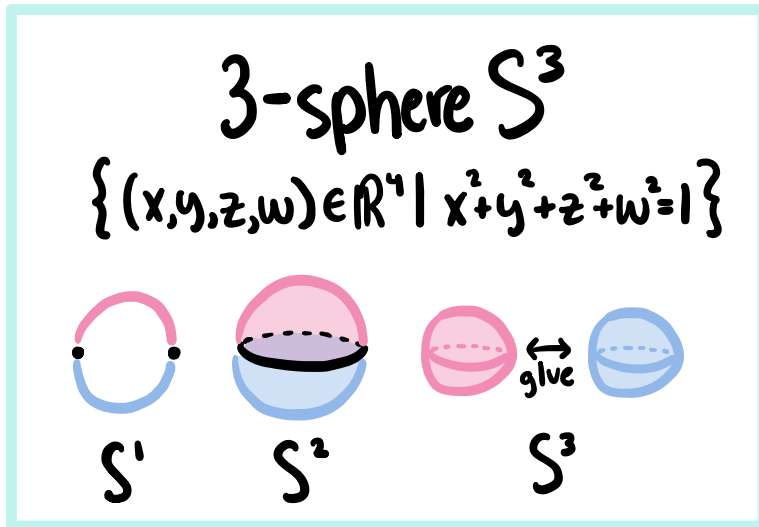
$S^1 \times S^2$



DIMENSION 4 :

MANIFOLDS

DIMENSION 3 :



DIMENSION 4 :

4-sphere S^4

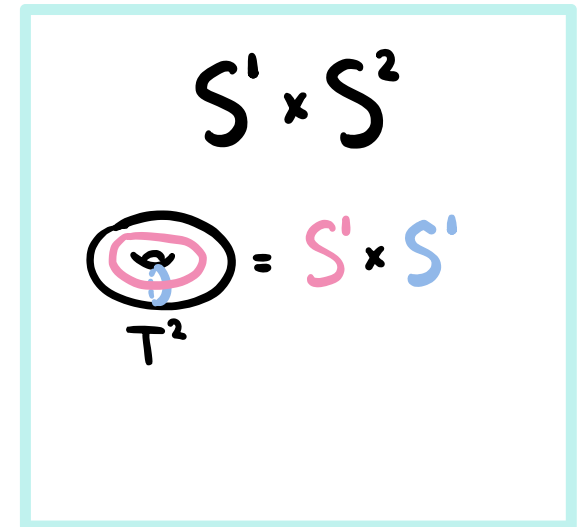
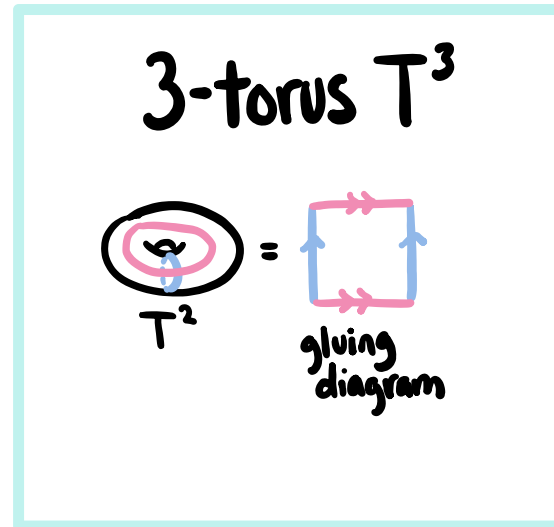
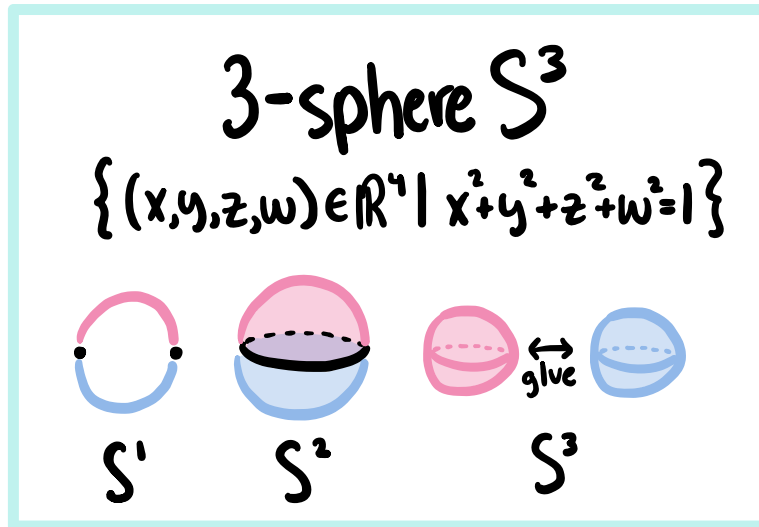
4-torus T^4

$S^1 \times S^3$

$S^2 \times S^2$

MANIFOLDS

DIMENSION 3 :



DIMENSION 4 :

4-sphere S^4

4-torus T^4

$S^1 \times S^3$

$S^2 \times S^2$

Q: how do we visualize these? can we??

Q: how do we generate other examples?

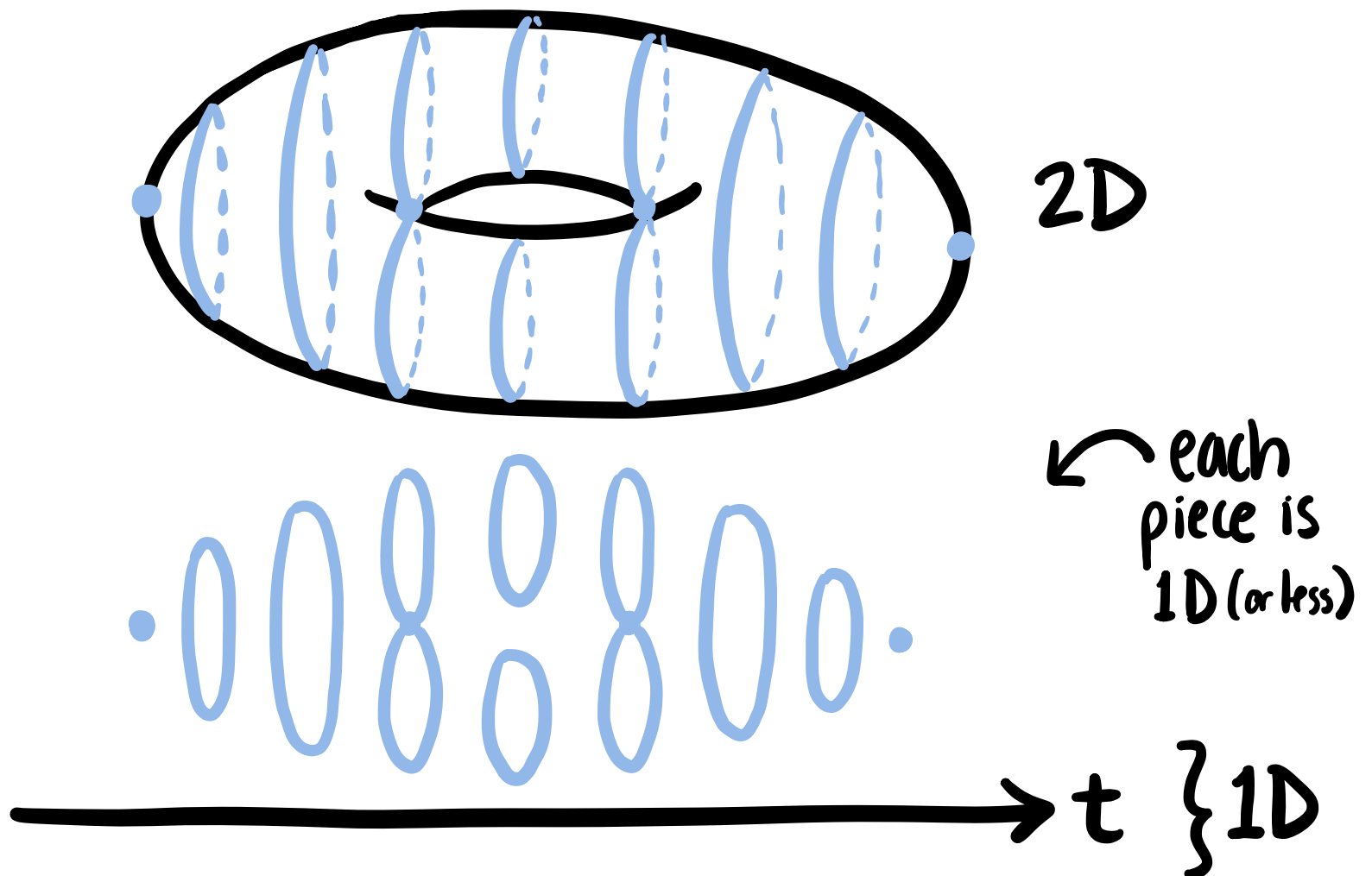
“MOVIES”

"MOVIES"

IDEA: TIME AS AN EXTRA DIMENSION

"MOVIES"

IDEA: TIME AS AN EXTRA DIMENSION



(LEFSCHETZ) FIBRATIONS

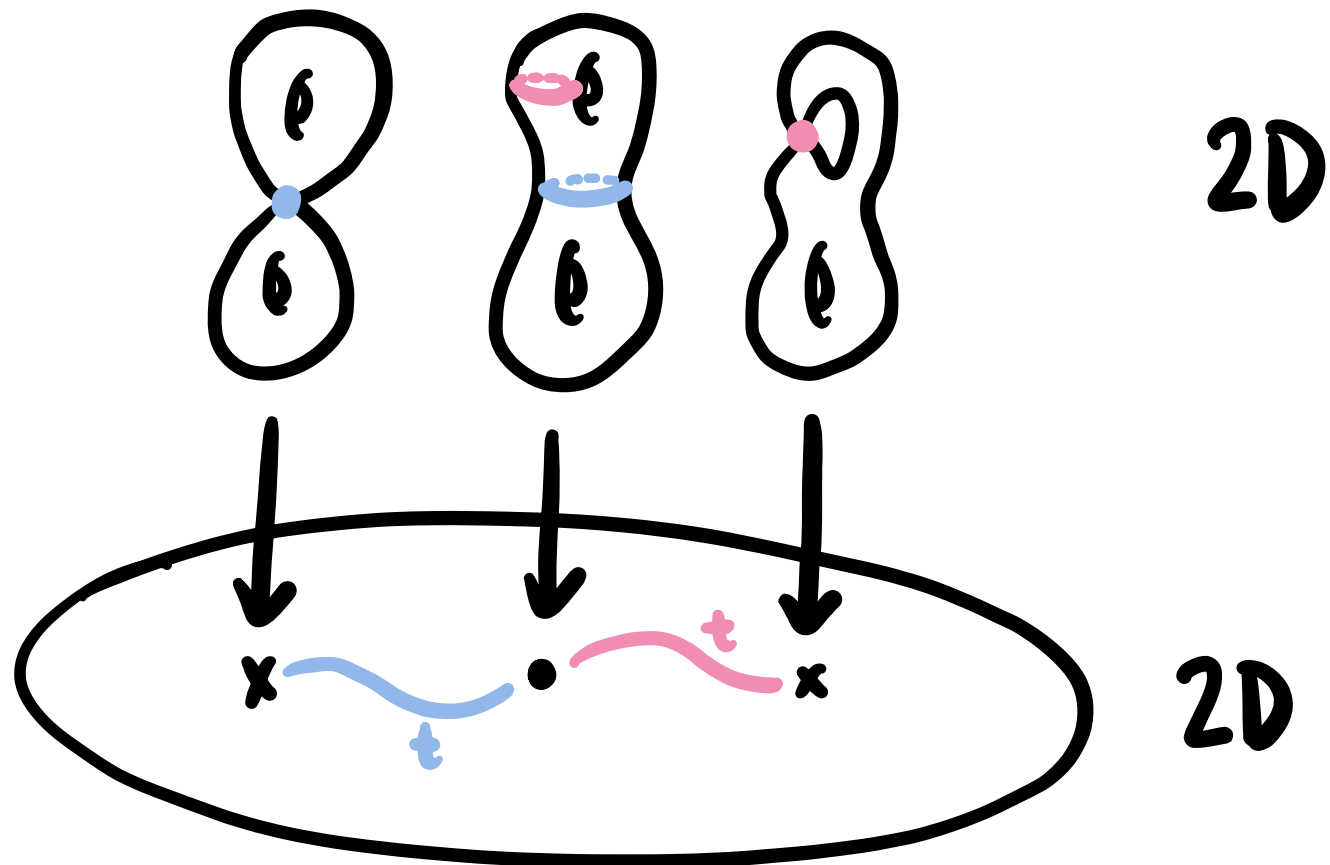
$2D \times 2D$

(rather than $3D \times 1D$)

(LEFSCHETZ) FIBRATIONS

$2D \times 2D$

(rather than $3D \times 1D$)



IDEA: DECOMPOSE INTO BASIC BUILDING BLOCKS

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e.g. "handles" 

IDEA: DECOMPOSE INTO BASIC BUILDING BLOCKS

e.g. "handles" 

KIRBY
DIAGRAMS

TRISECTION
DIAGRAMS

IDEA: DECOMPOSE INTO BASIC BUILDING BLOCKS

e.g. "handles" 

KIRBY
DIAGRAMS

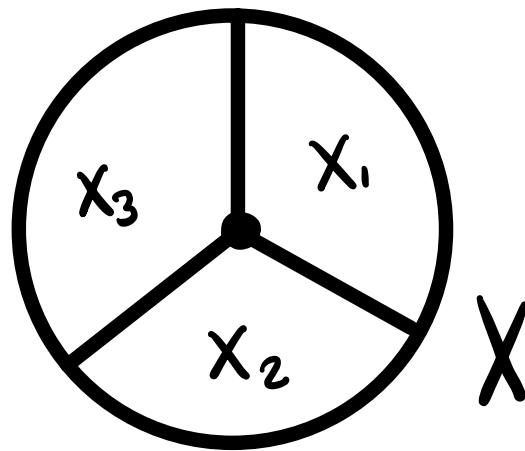
TRISECTION
DIAGRAMS

TRISECTIONS

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trisection of
4-manifold X
[Gay + Kirby]

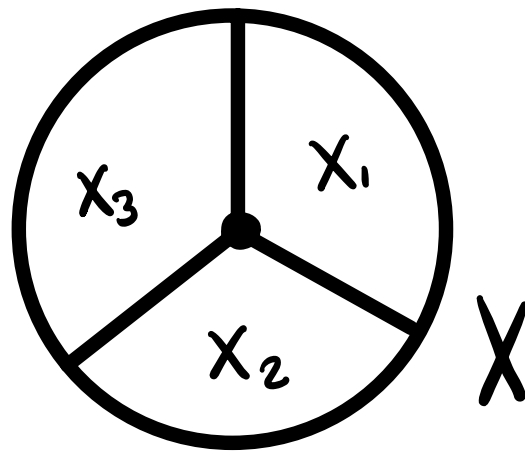
→ every closed, connected, oriented, smooth
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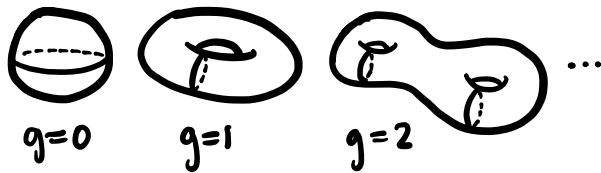
boundary connect sum
↓ circle ↓ 3-ball
 $X_i \cong \natural^k (S^1 \times B^3)$
"4-dim (1-)handlebody"

TRISECTIONS

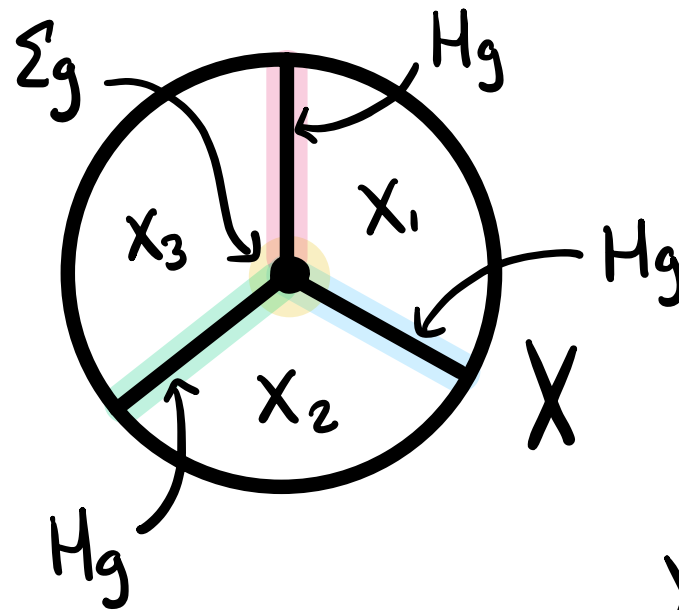
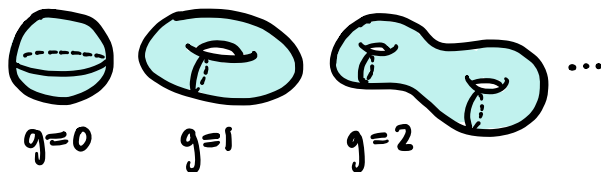
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Σ_g = genus g surface



H_g = genus g handlebody



boundary connect sum
↓ ↓ ↓
circle 3-ball

$$X_i \cong \natural^k (S' \times B^3)$$

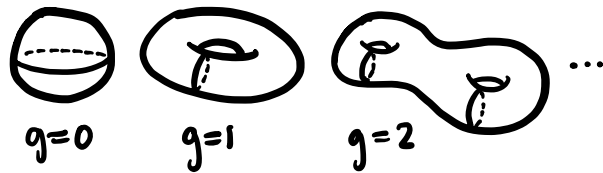
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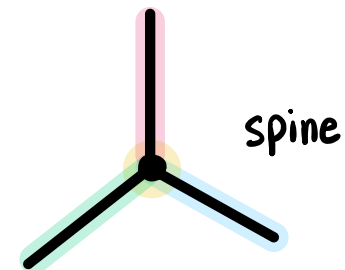
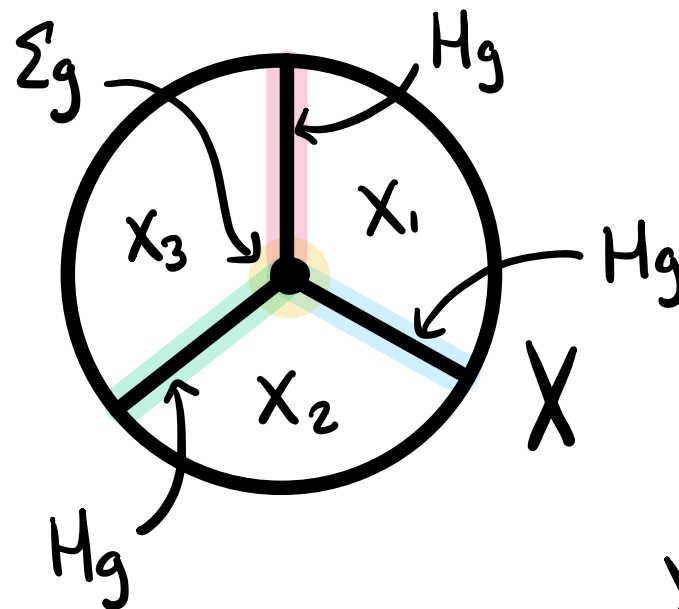
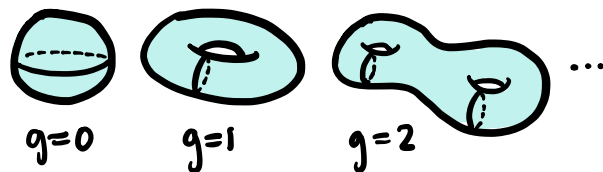
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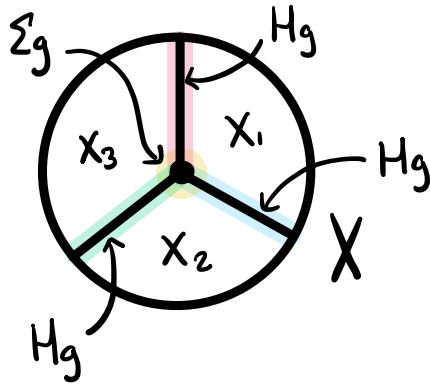
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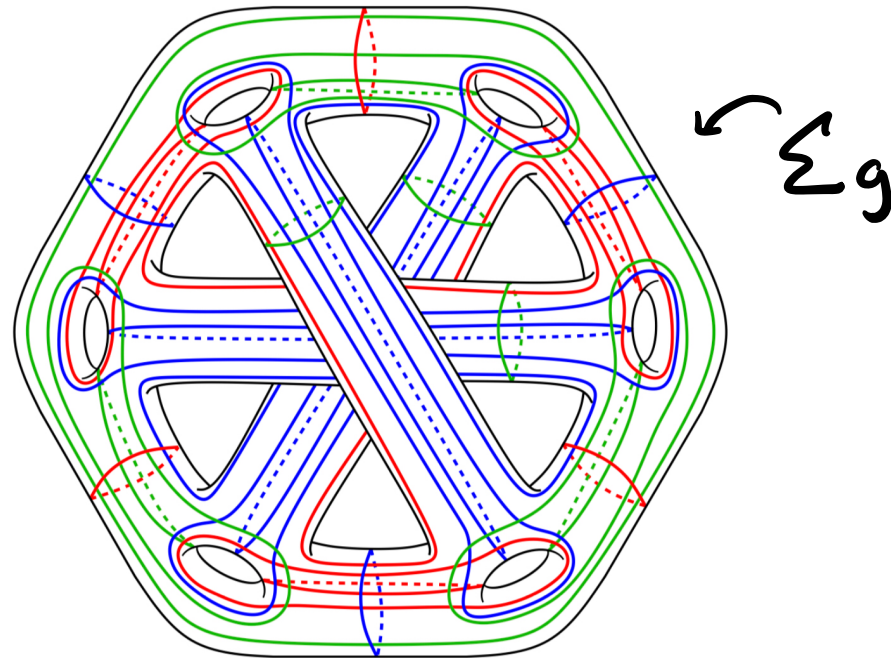
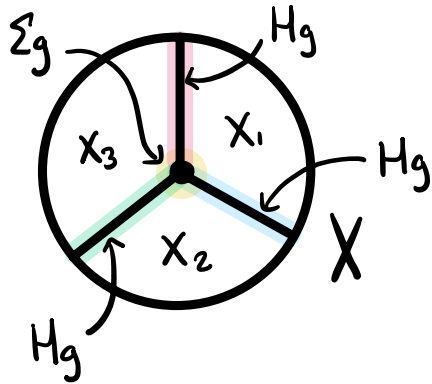
we can represent the spine by
curves on a surface



TRISECTIONS

we can represent the spine by
curves on a surface

"trisection diagrams"

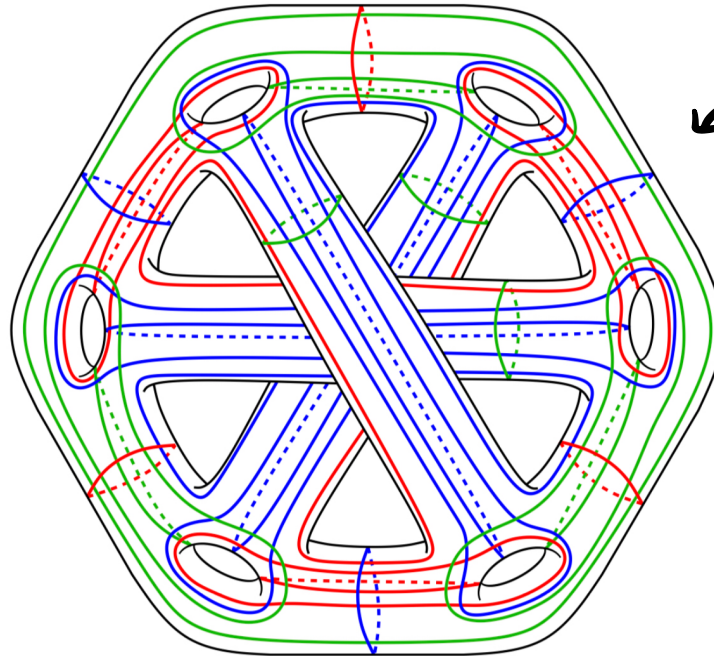
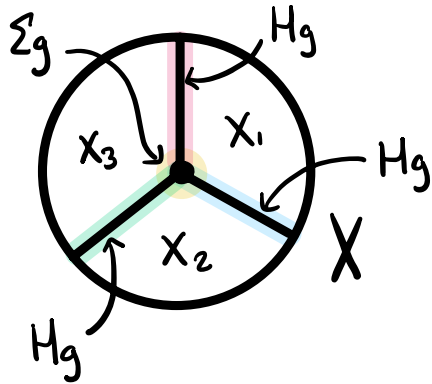


4-torus
[Marla Williams]

TRISECTIONS

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4-torus
[Marla Williams]

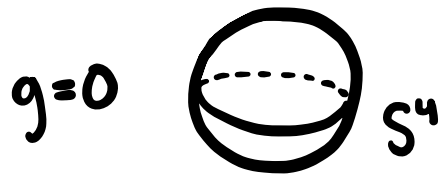
Q: given a 4-manifold,
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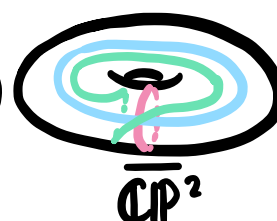
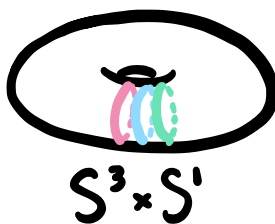
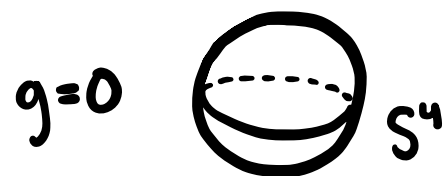
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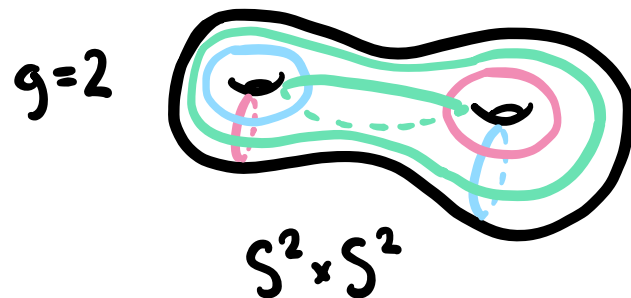
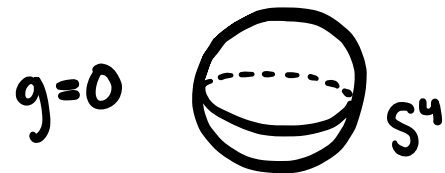
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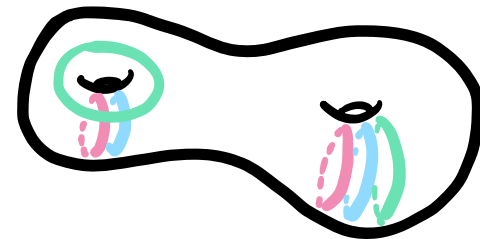


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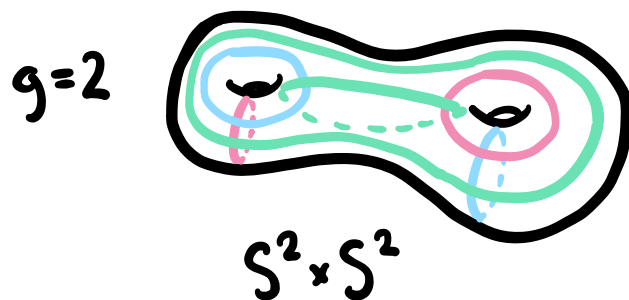
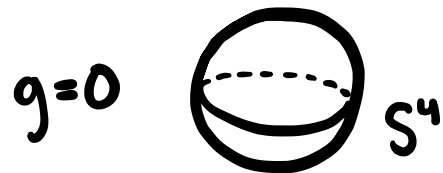


and connect sums of $\uparrow$
[Meier+Zupan]

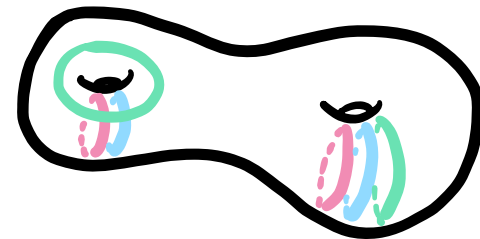


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$g=3$ ∞ many! [Meier]
open... and hard!

