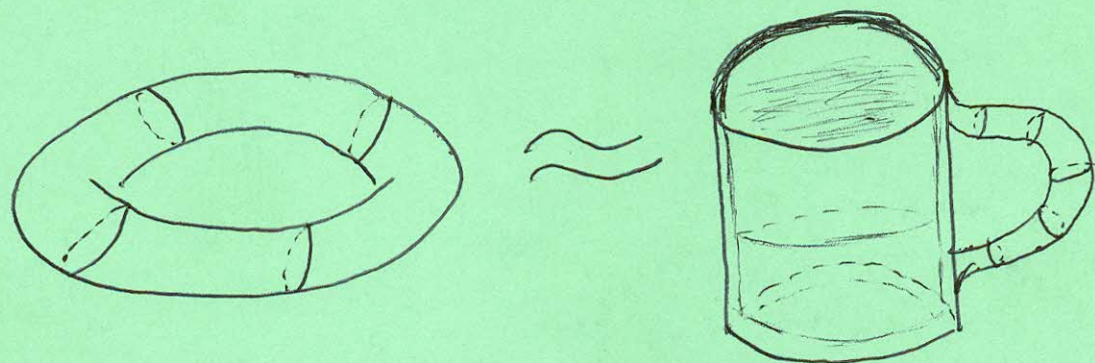


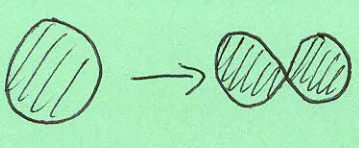
# Topology

In topology, distances don't matter, so we are able to deform stuff as if it were made of clay. The quintessential example from topology is to show that the doughnut and the coffee mug are the same.

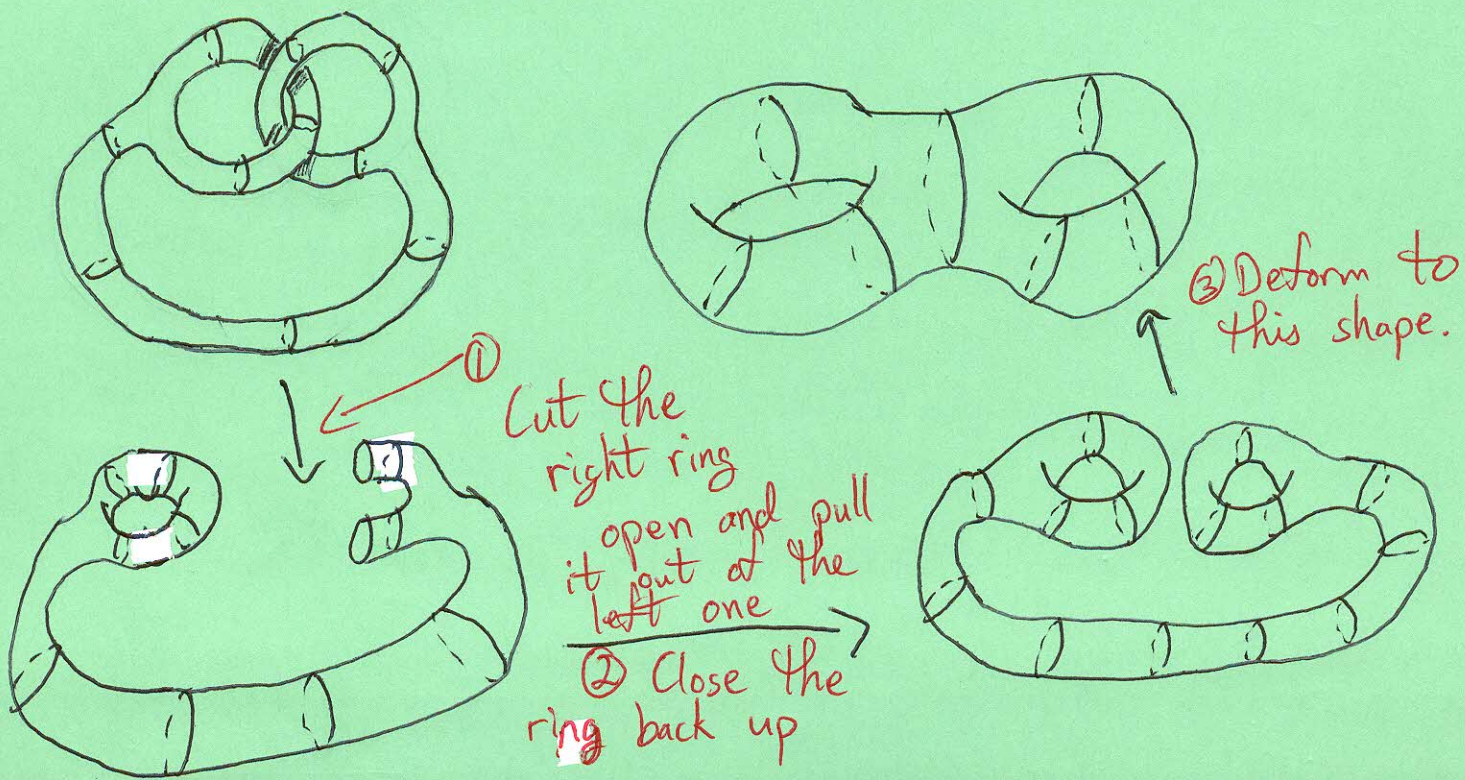


You might remember from highschool that two shapes/objects which were "the same" were called congruent. This required the sides to be the same length, angles to match, etc... however, in topology, those things are meaningless. In topology, two objects which are "the same" are called homeomorphic. How can we check for this?



Since the surface is flexible, we can try to deform one shape to the other, as long as we don't make any new holes, pinch the shape (e.g. ) or plug any holes. We're free to stretch/shrink/bend as we please. For homeomorphisms, we can also cut through the shape, as long as we put it back in the same way.

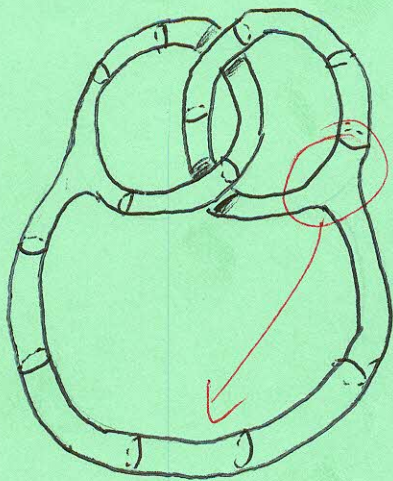
Ex: Show the following two surfaces are homeomorphic:



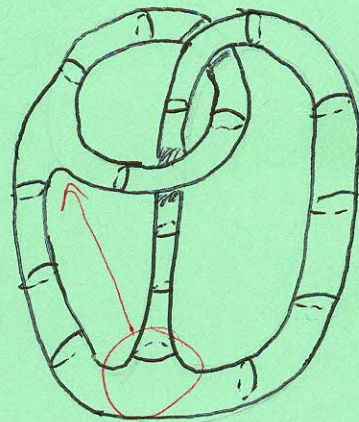


If we can deform one surface to another 13  
without cutting and reconnecting it, we say the  
surfaces are ambiently isotopic.

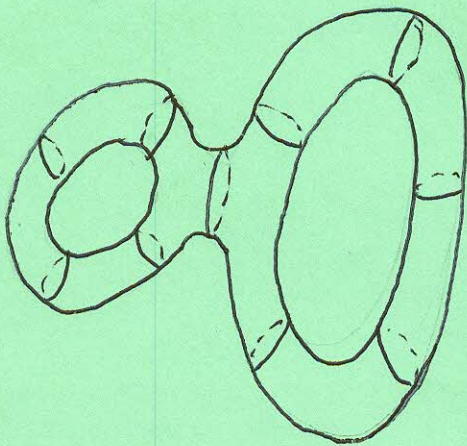
Ex: The two surfaces in the previous example are  
also ambiently isotopic.



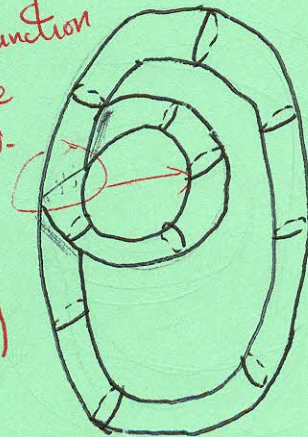
① Pull down  
here and  
shrink the  
tube at the  
bottom



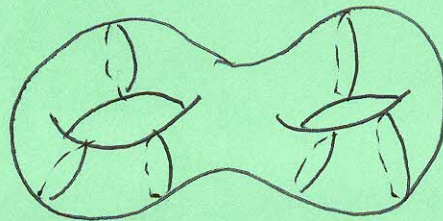
② Continue pulling the  
junction along to meet  
the other one  
(shrink the tube  
between them)



③ Move the junction  
to the other side  
of the inner ring.  
(Shrink one  
side of the  
inner ring, and  
expand the other.)



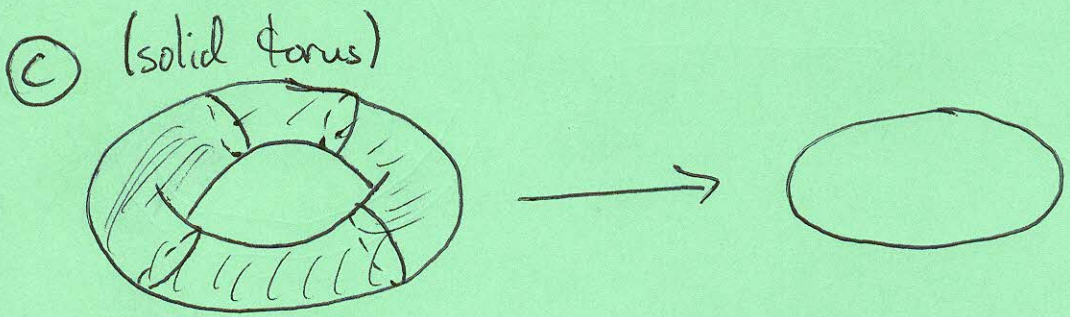
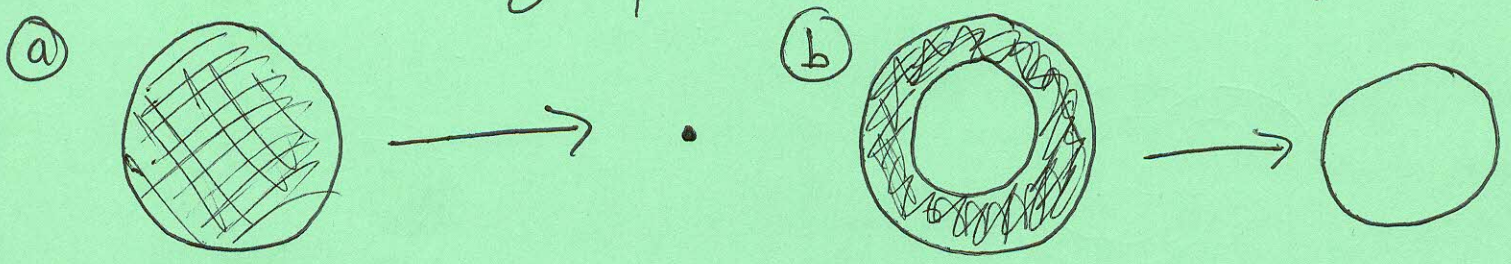
④ Deform to the  
desired shape



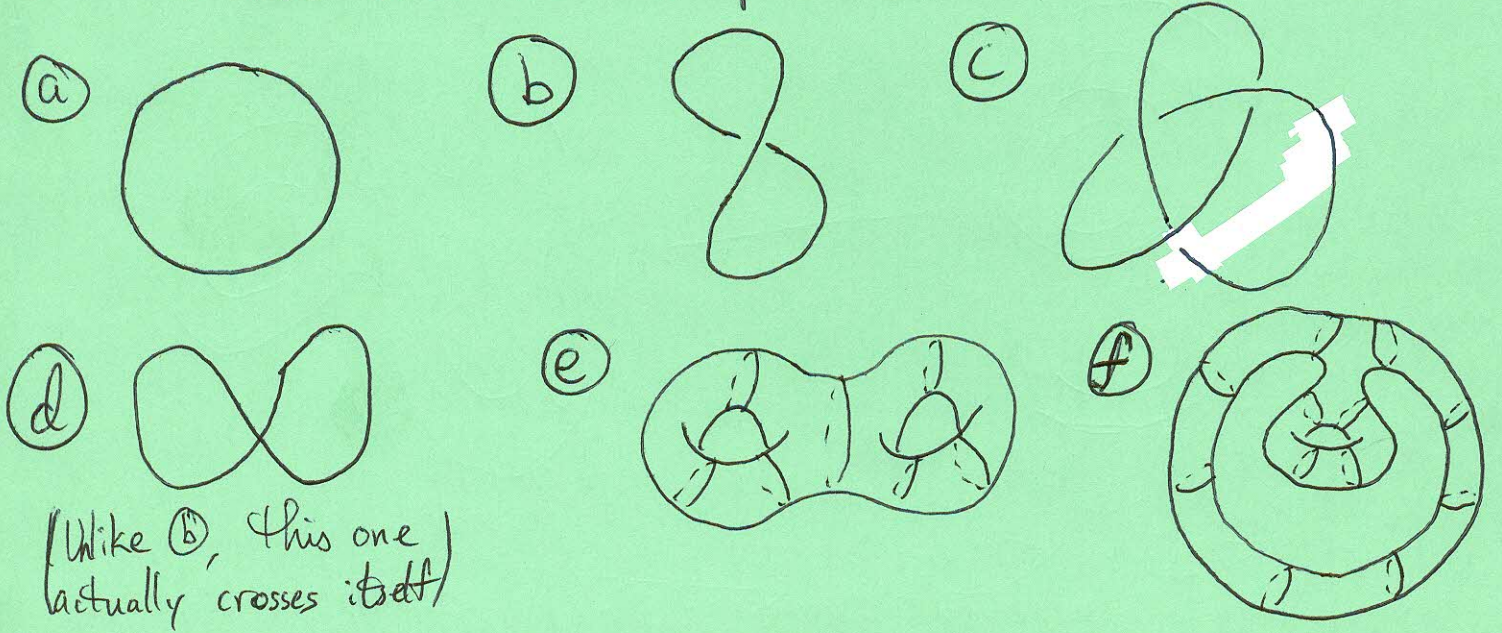


The last type of equivalence we'll cover is homotopy equivalence. This is like isotopy, but we can pinch stuff as thin as we like.

Ex: The following pairs are homotopy equivalent:



Ex: Which are homeomorphic? isotopic? homotopy equivalent?



(Unlike (b), this one actually crosses itself)



Sol

Homeomorphic

1 a b c    2 d    3 e f

Isotopic

1 a b    2 ~~c~~    3 d    4 e f

Homotopic

1 a b    2 c    3 d e f