# Planar Legendrian Spatial Graphs

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## Outline:

- Contact structures
- Legendrian knots
- The invariants
  - the Thurston-Bennequin number
  - the rotation number
- Legendrian graphs
- Invariants of Legendrian graphs
- Legendrian Simplicity



Contact Structures	Legendrian Knots	Legendrian graphs	Results

Let M be an oriented 3-manifold and  $\xi$  a 2-plane field on M. We say  $\xi$  is a contact structure on M if

 $\xi = \ker \alpha$ 

for some 1-form  $\alpha$  satisfying  $\alpha \wedge d\alpha > 0$ .

Example: On  $\mathbb{R}^3$ , the 1-form  $\alpha = dz - ydx$  gives the standard contact structure on  $\mathbb{R}^3$ ,  $\xi_{std}$ .

Contact	Structures	
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- overtwisted contains an overtwisted disk
- tight does not contain an overtwisted disk



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Contact structures can be

- overtwisted contains an overtwisted disk (well understood)
- tight does not contain an overtwisted disk (interesting)



Contact Structures	Legendrian Knots	Legendrian graphs	Results

A knot  $\gamma \subset (S^3, \xi_{std})$  is called **Legendrian** if for all  $p \in \gamma$  and  $\xi_p$  the contact plane at p,  $T_p \gamma \subset \xi_p$ .



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Contact Structures	Legendrian Knots	Legendrian graphs	Results

Front projections (on the *xz*-plane):

- ► Front projections of Legendrian knots do not have vertical tangencies (since y = dz/dx).
- At each crossing the overstrand is always the one with smaller slope (since the y-axis points away from the viewer).





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Contact Structures	Legendrian Knots	Legendrian graphs	Results

Two generic front projections of a Legendrian knot are related by:



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Contact Structures	Legendrian Knots	Legendrian graphs	Results

Classical invariants of Legendrian knots:

- ► the Thurston-Bennequin number: tb
- the rotation number: rot

Contact Structures	Legendrian Knots	Legendrian graphs	Results

The Thurston-Bennequin number measures the amount of twisting of the contact planes along the knot and does not depend on the chosen orientation of K.

To compute tb(K):

- take non-zero vector field v transverse to  $\xi$
- take K', the push-off of K in the direction of v.

 $\mathsf{tb}(K) = lk(K, K').$ 

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In the front projection:

$$\mathsf{tb}(K) = writhe - \frac{1}{2} \# cusps$$

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writhe = signed count of crossings in the projection

Contact Structures	Legendrian Knots	Legendrian graphs	Results

The rotation number does depend on orientation. Let T be a non-zero vector field tangent to K pointing in the direction of the orientation on K.

Then, rot(K) = the winding number of T about the origin.

(in the trivialization  $\xi|_{\mathcal{K}} = \mathcal{K} \times \mathbb{R}^2$  induced by the trivialization of  $\xi|_{\Sigma}$ ,  $\mathcal{K} = \partial \Sigma$ )

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In the front projection:

$$\operatorname{rot}(\mathcal{K}) = \frac{1}{2}(\#down \ cusps - \#up \ cusps)$$



 $tb(K) = writhe - \frac{1}{2} \# cusps$   $rot(K) = \frac{1}{2}(\# down \ cusps - \# up \ cusps)$ 

Contact Structures	Legendrian Knots	Legendrian graphs	Results

## Theorem (Eliashberg)

If K is a Legendrian knot in  $(\mathbb{R}^3, \xi_{std})$  and  $\Sigma$  a Seifert surface for K, then

$$tb(K) + |rot(K)| \leq -\chi(\Sigma).$$

- if K is the unknot then  $tb(K) \leq -1$  (sharp bound)
- tb it can be made arbitrary small within the same topological knot class by adding stabilizations

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Contact Structures	Legendrian Knots	Legendrian graphs	Results

A spatial graph is an embedding of a graph in  $S^3$ .



A Legendrian graph in  $(\mathbb{R}^3, \xi_{std})$  is an embedded graph that is everywhere tangent to the contact planes.

- have been used in proofs of important theorems:
  - Giroux: correspondence between open book decompositions and contact structures of a 3-manifold
  - Eliashberg and Fraser: tb and rot determine the Legendrian unknot

Contact Structures	Legendrian Knots	Legendrian graphs	Results

## Theorem (O'D, Pavelescu)

Any spatial graph in  $\mathbb{R}^3$  can be Legendrian realized in  $(S^3, \xi_{std})$ .



Front projection of a Legendrian graph.



Contact Structures	Legendrian Knots	Legendrian graphs	Results

Two generic front projections of a Legendrian graph are related by:



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Contact Structures	Legendrian Knots	Legendrian graphs	Results
		$\longleftrightarrow \rightarrow \rightarrow$	
	$\frac{1}{\sqrt{2}} \longleftrightarrow \frac{1}{\sqrt{2}}$		
	$\rightarrow \qquad \qquad$		

Moves given by mutual positions of edges and vertices

Contact Structures	Legendrian Knots	Legendrian graphs	Results

We extend tb and rot to Legendrian graphs.

We first define the invariants for piecewise smooth Legendrian knots (i.e. cycles in a Legendrian graph).

For a Legendrian graph  $\Gamma$ :

 $tb(\Gamma) = ordered$  set of the tbs of the cycles of  $\Gamma$ .

 $rot(\Gamma) = ordered$  set of the rots of the oriented cycles of  $\Gamma$ .



Certain types of Legendrian knots and links are determined by the classical invariants tb and rot in  $(S^3, \xi_{std})$ :

- the unknot (Eliashberg, Fraser)
- torus knots and, figure-eight knot (Etnyre, Honda)
- links consisting of the unknot and a cable of that unknot (Ding, Geiges)

Such knots are called Legendrian simple.



Are there graphs that are Legendrian simple? (i.e. Will the invariants tb and rot determine the Legendrian type of a graph?)

A Legendrian graph is called topologically trivial if it is ambient isotopic to a planar graph.



the lollipop graph

the handcuff graph

Contact Structures	Legendrian Knots	Legendrian graphs	Results

Work with Elena Pavelescu:

- A pair (tb, rot) determines exactly two Legendrian classes for the lollipop graph.
- ► A pair (*tb*, *rot*) determines exactly four Legendrian classes for the handcuff graph.



Work with Elena Pavelescu:

The two  $\theta$ -graphs have the same invariants but they are not Legendrian isotopic.



Key: The signed cyclic order of the edges around a vertex is unchanged under Legendrian isotopy.

Contact Structures	Legendrian Knots	Legendrian graphs	Results

Let g be a Legendrian graph. Roughly, a ribbon for g is a compact oriented surface  $R_g$  containing g in its interior such that:

- 1. the contact structure is tangent to  $R_g$  along g,
- 2. transverse to  $R \smallsetminus g$ , and
- 3.  $\partial R_g$  is a transverse knot or link.

The contact framing  $\overline{R_g}$  is the underlying unoriented surface of the Legendrian ribbon.

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# The Legendrian ribbon $R_g$



Features of  $R_g$  of a Legendrian graph

invariant under Legendrian isotopy

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Features of  $R_g$  of a Legendrian graph

- invariant under Legendrian isotopy
- contains tb(g)
- contains the signed cyclic order of the edges at the vertices

The contact framing  $\overline{R_g}$  contains tb(g) and the cyclic order of the edges at the vertices.

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Contact Structures	Legendrian Knots	Legendrian graphs	Results

### Theorem (Lambert-Cole, O'D)

Let G be a trivalent planar graph. The pair  $(R_g, rot(g))$  is a complete set of invariants for topologically trivial Legendrian embeddings  $g : G \to S^3$ .



Contact Structures	Legendrian Knots	Legendrian graphs	Results

## Theorem (Lambert-Cole, O'D)

Let G be a trivalent planar graph. For topologically trivial Legendrian embeddings of G:

- 1. if G contains  $K_4$  or  $\Delta_2$  as a minor, then the pair ( $\overline{R}_g$ , rot) is a complete set of invariants
- 2. *if G is 3-connected, the pair* (*tb, rot*) *is a complete set of invariants.*



# Thank you!

# Convex Surface Theory

Let  $G_1, G_2$  be Legendrian graphs lying on convex spheres  $S_1, S_2$  in  $(S^3, \xi_{std})$ . Suppose that there is a diffeomorphism  $i : S_1 \to S_2$  that sends  $G_1$  diffeomorphically to  $G_2$  and the dividing set  $\Gamma_{S_1}$  diffeomorphically to the dividing set  $\Gamma_{S_2}$ . Then  $G_1$  and  $G_2$  are Legendrian isotopic in  $S^3$ .