

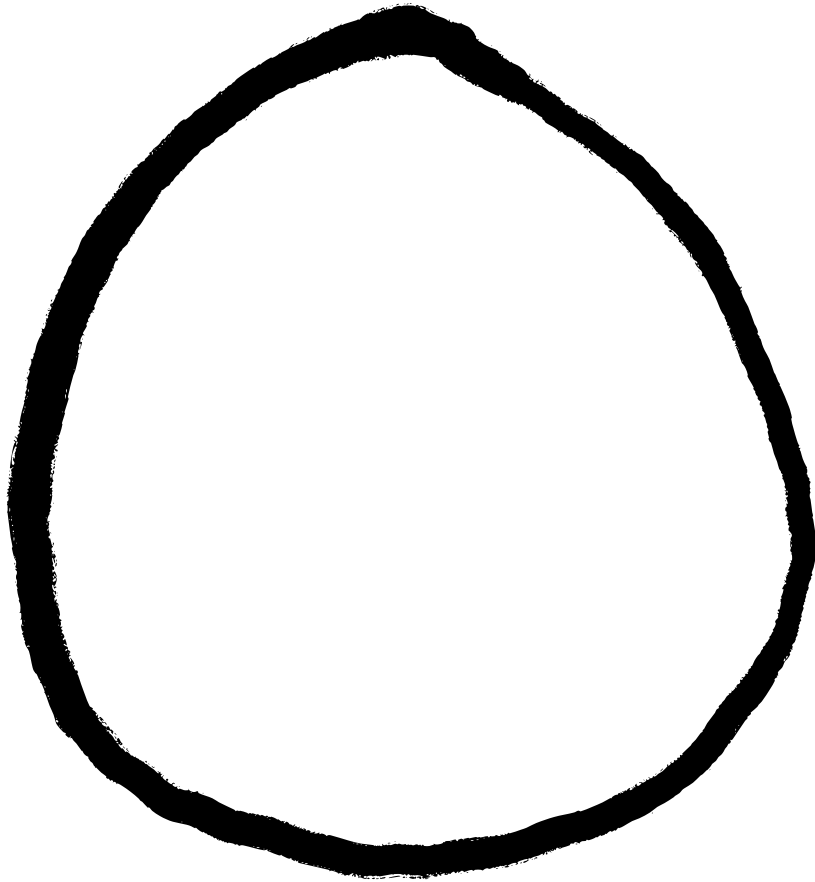
Scott Steele

does

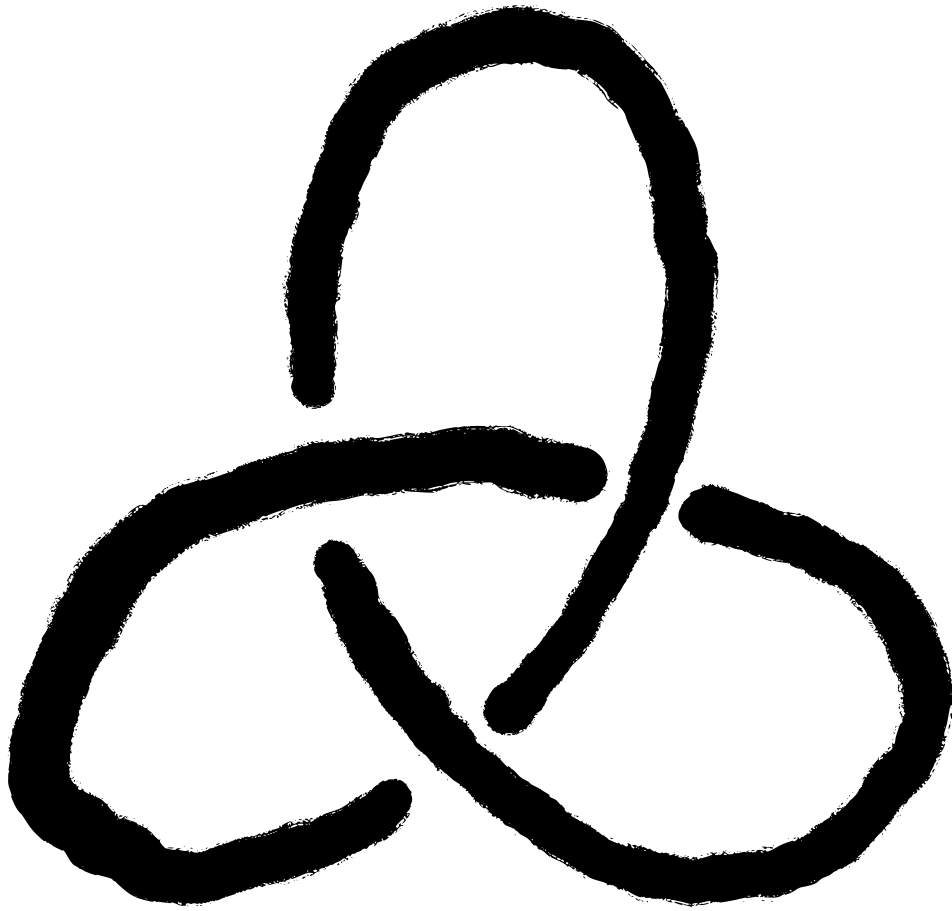
knot so good

in

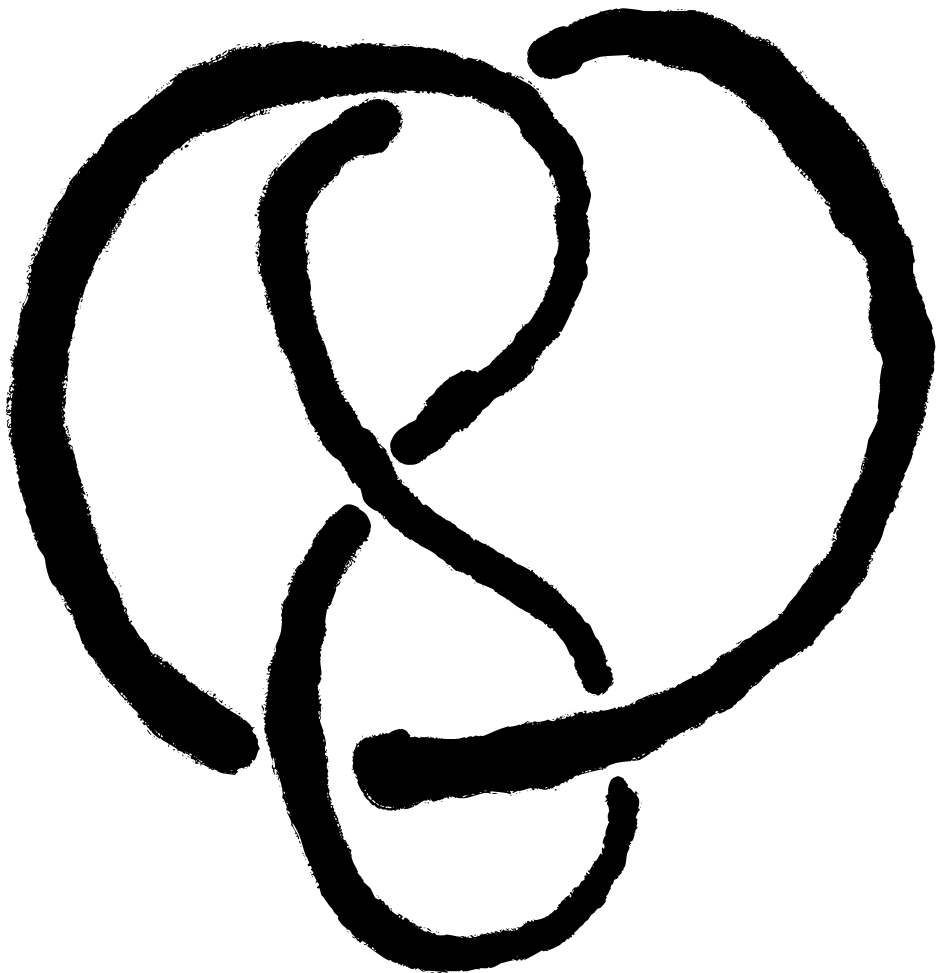
Rust



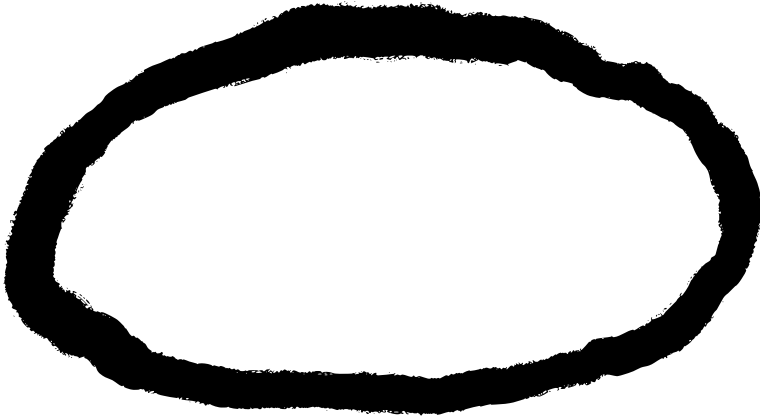
Unknot

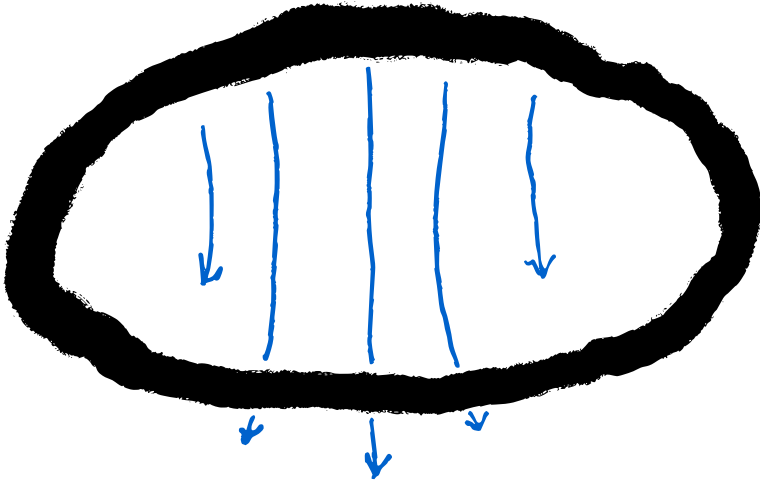


Trefoil

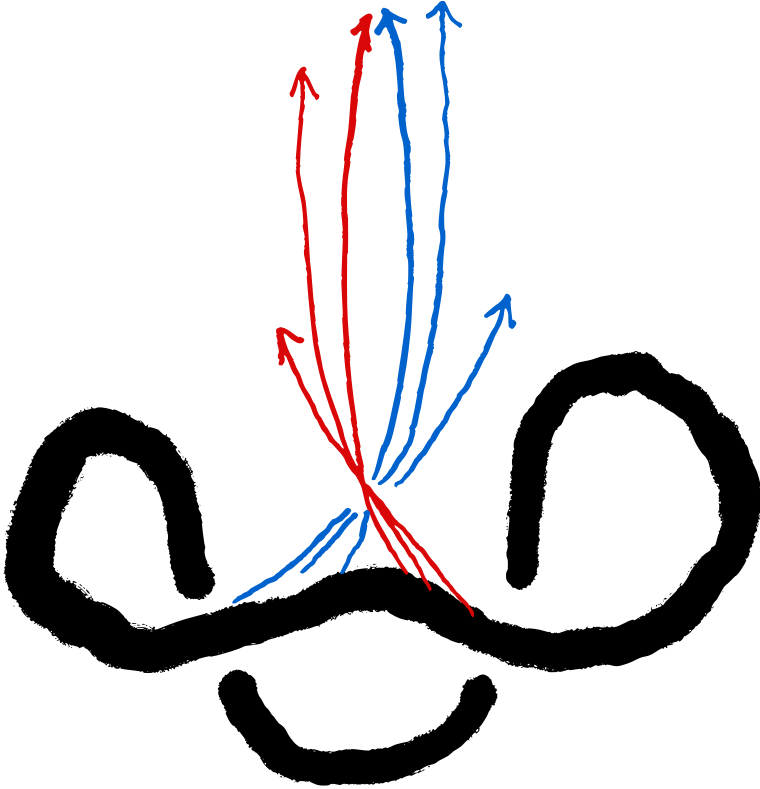


Square
or
Figure-8
knot

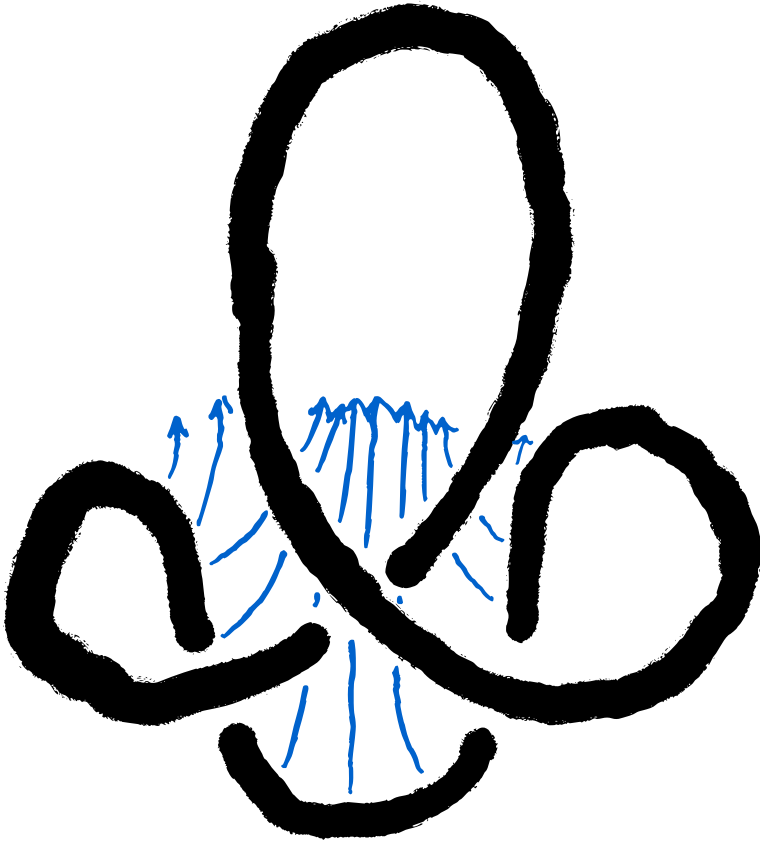


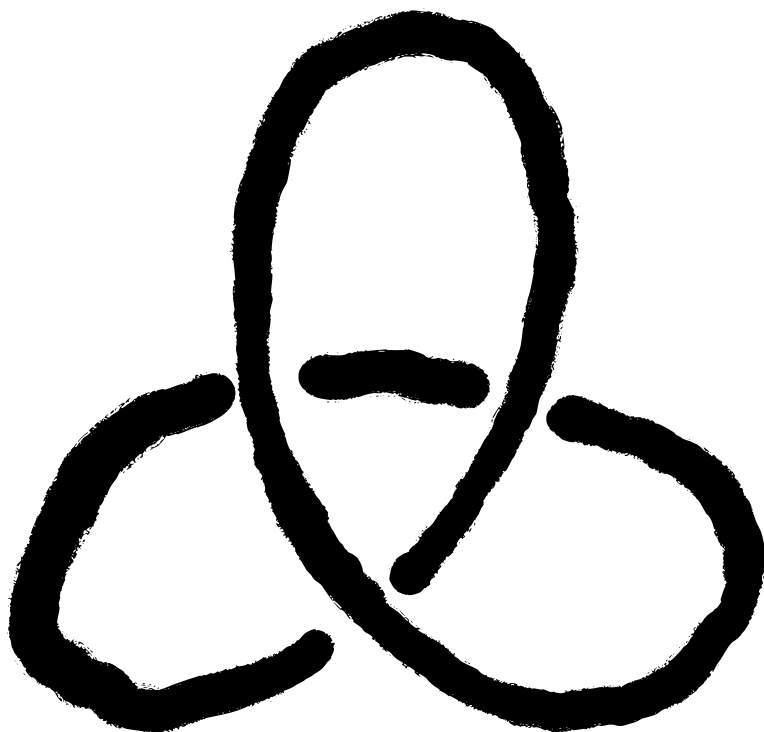


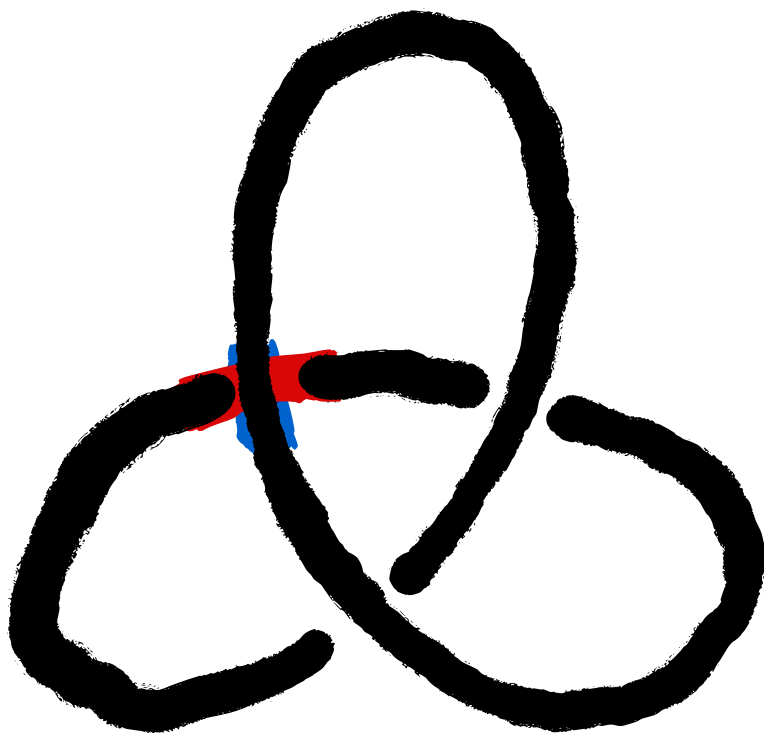




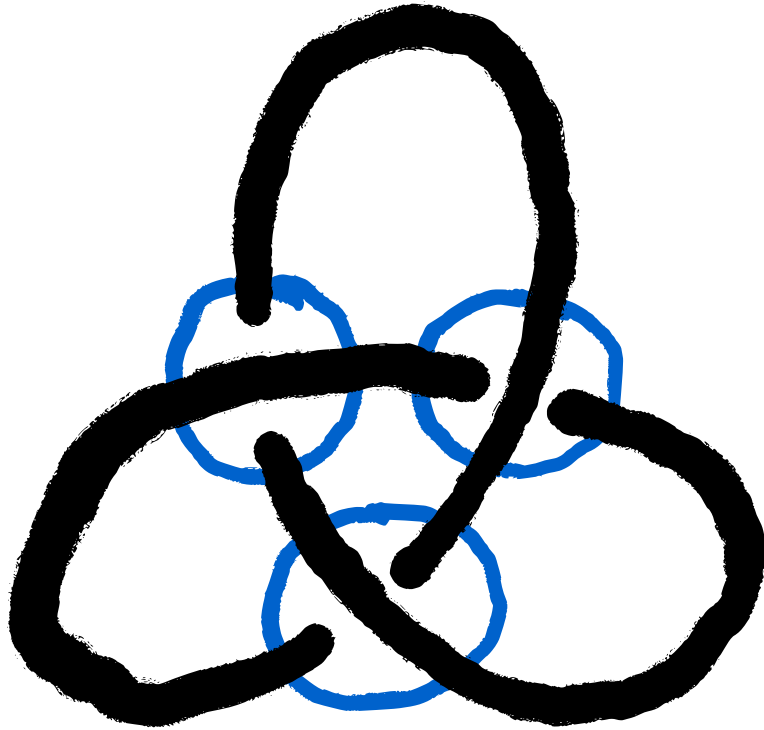








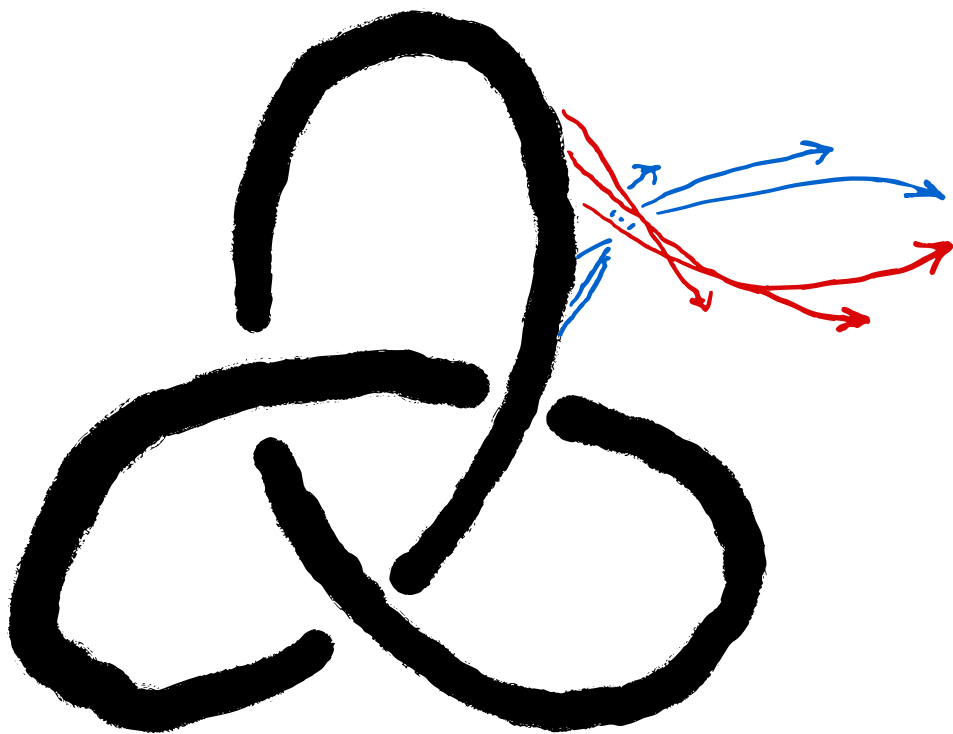


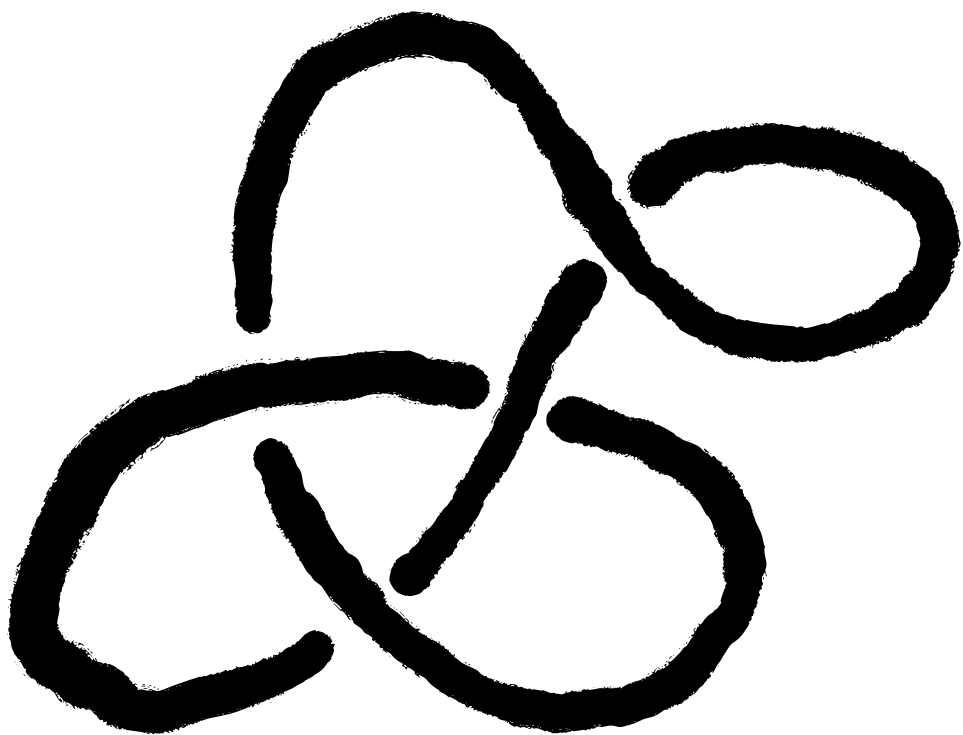


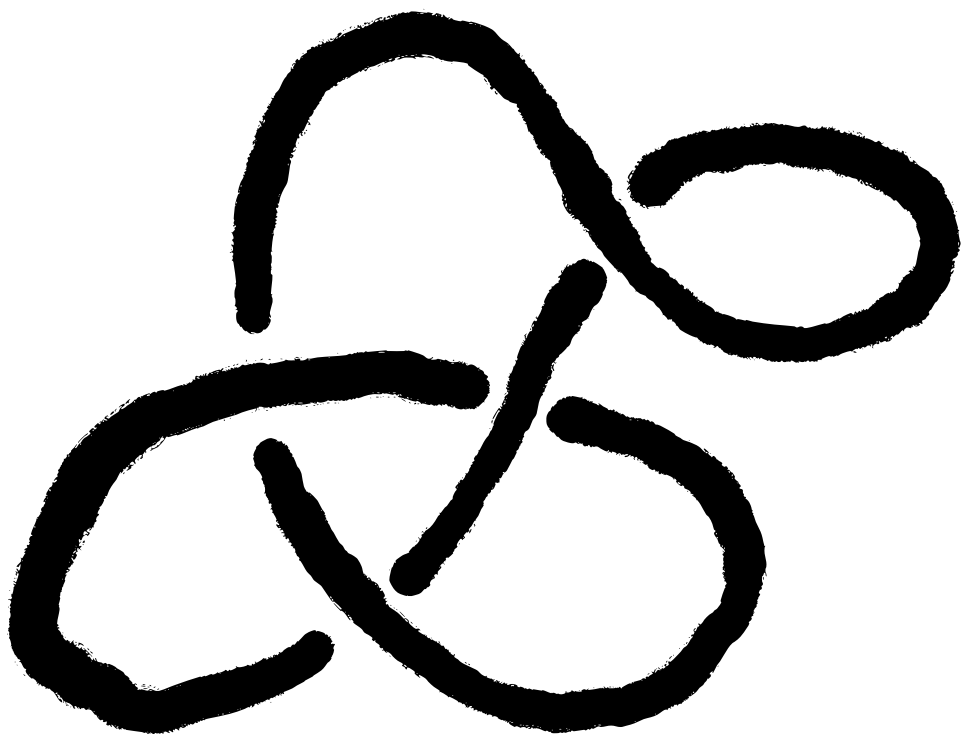
Unknotting N^o: 1

Crossing N^o: 3









Yeap, still trefoil



Reidemeister I



Reidemeister II



Reidemeister III

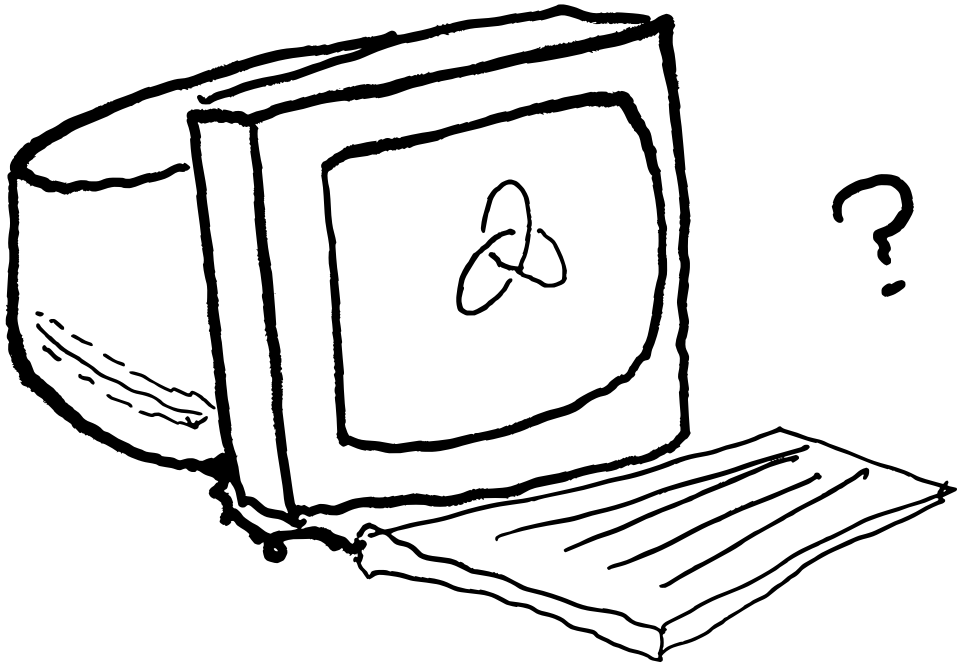
—

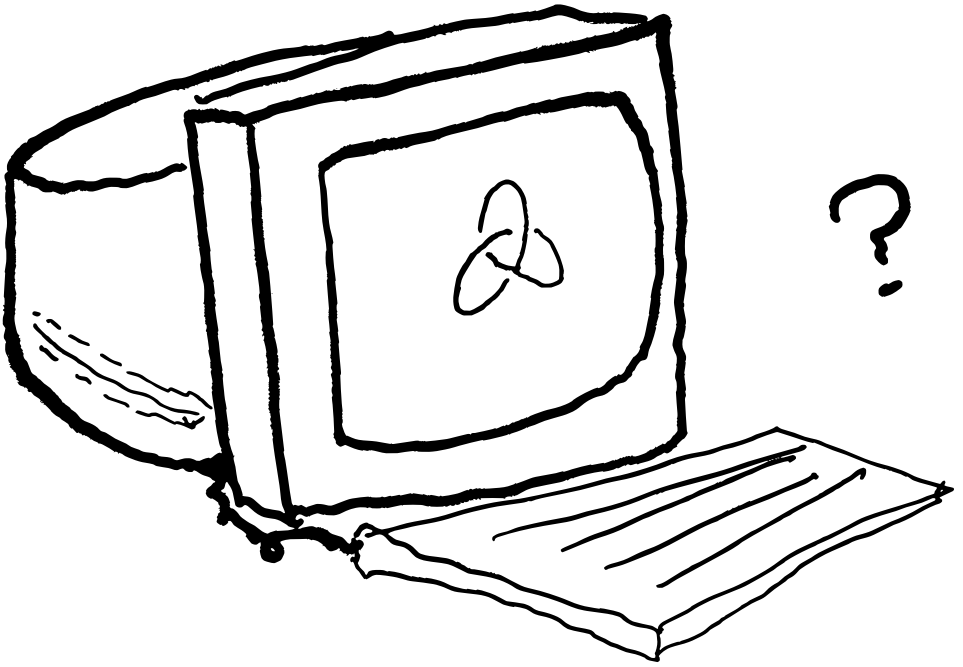
~

⌋

⌋

Reidemeister 0

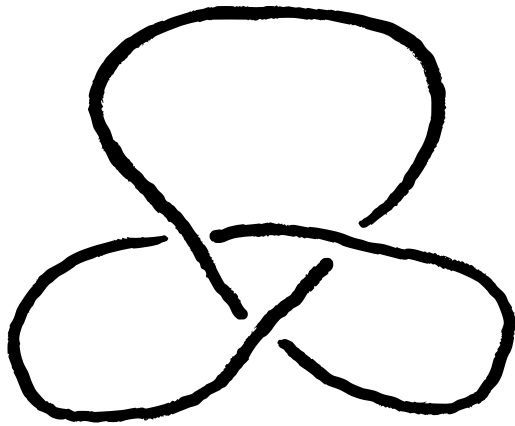


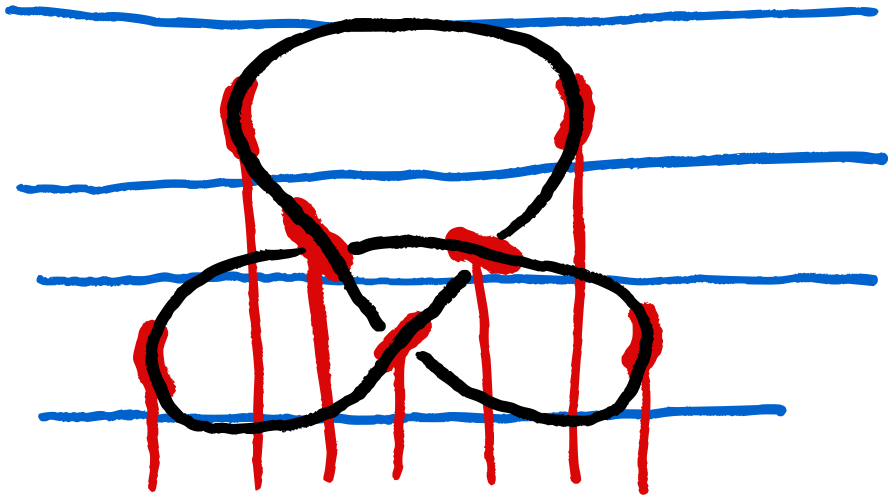


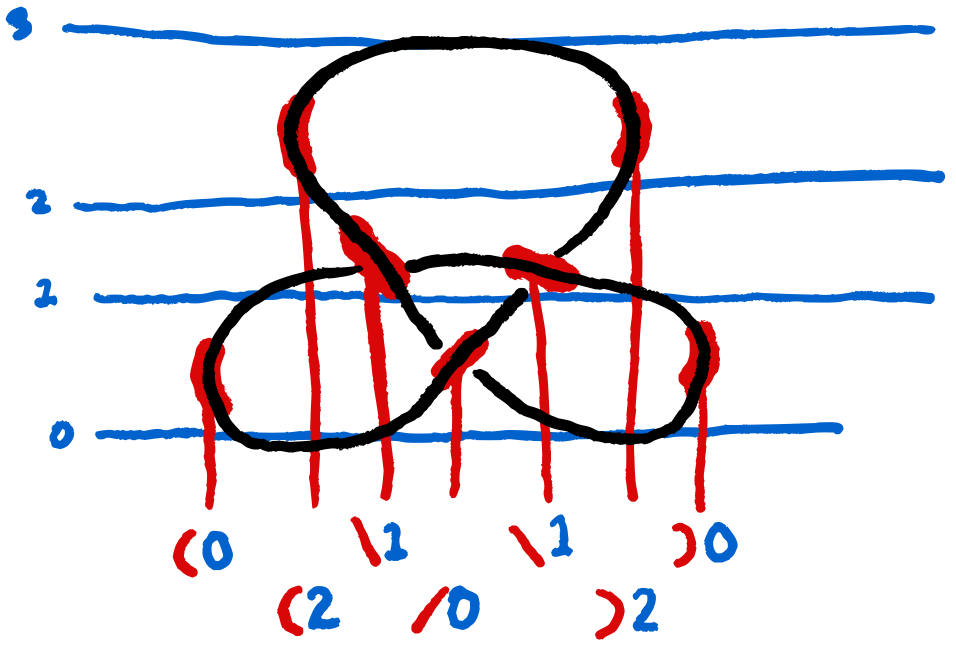
* This narrative has caveats

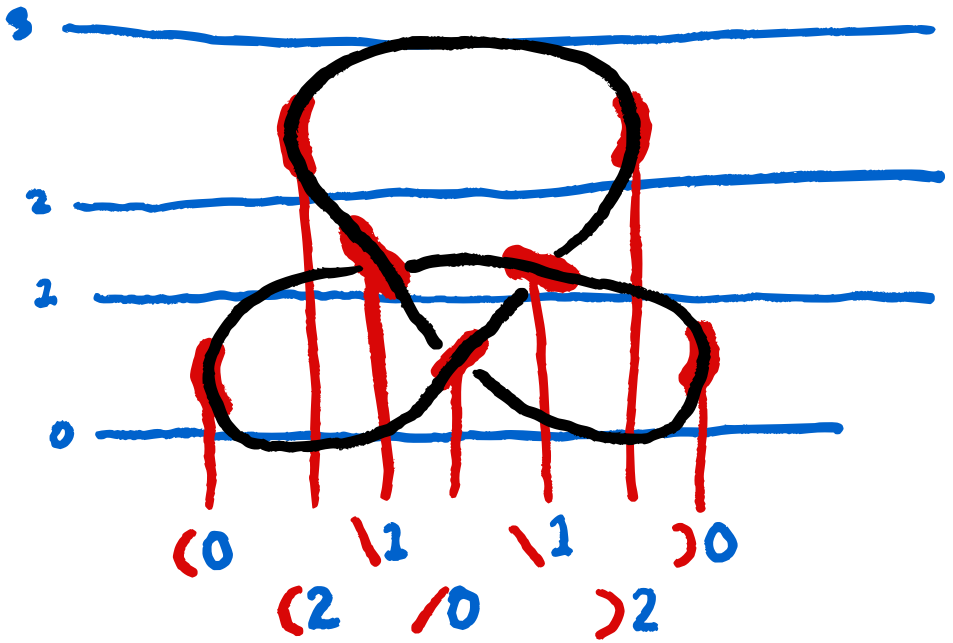
Aside: Check
out Dave + Felipe's
Hatetris blog + talk



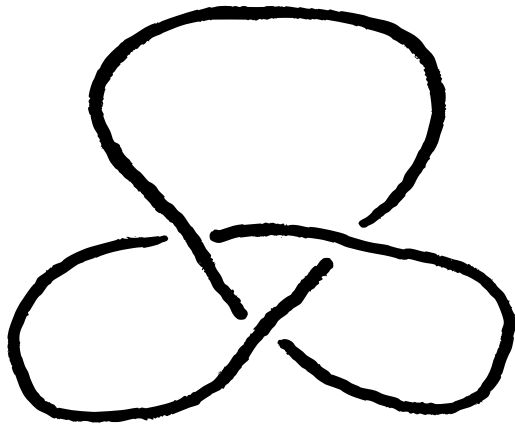




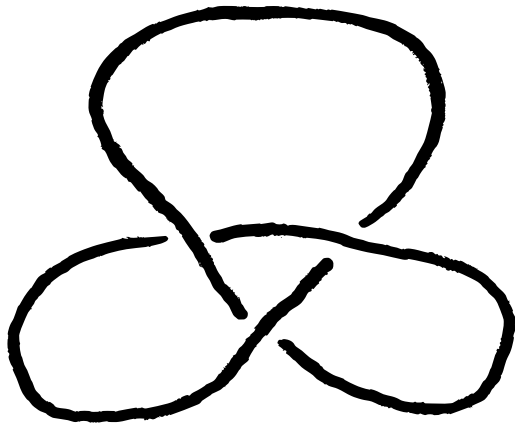




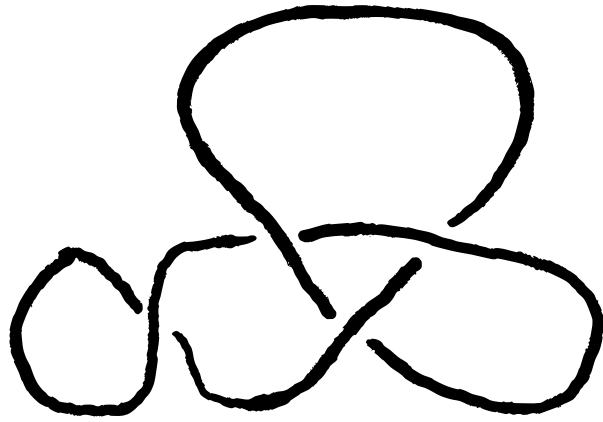
(0 (2 \1 /0 \1 >2 >0



(0 (2 \1 /0 \1)2)0



(0 (2 \1 /0 \1 \2 \0
→ Reid_1(over) @ 0



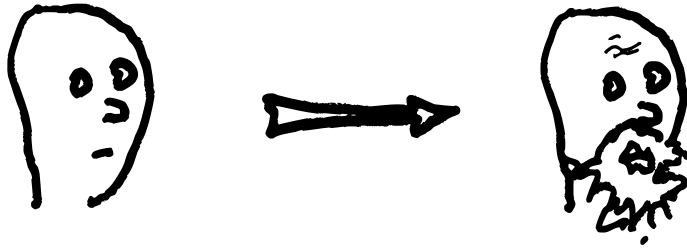
(0 (2 \1 /0 \1 72)0
→ Reid_1(over) @ 0
(0 /0 (2 \1 /0 \1 72)0

Switch to
browser

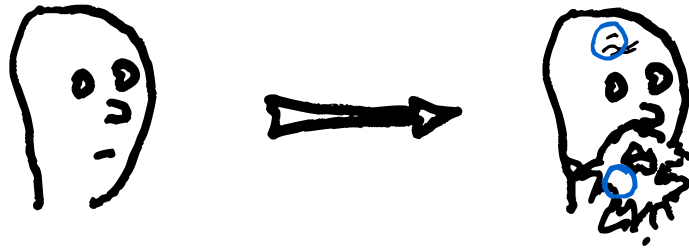
Welcome
back!

Caveats

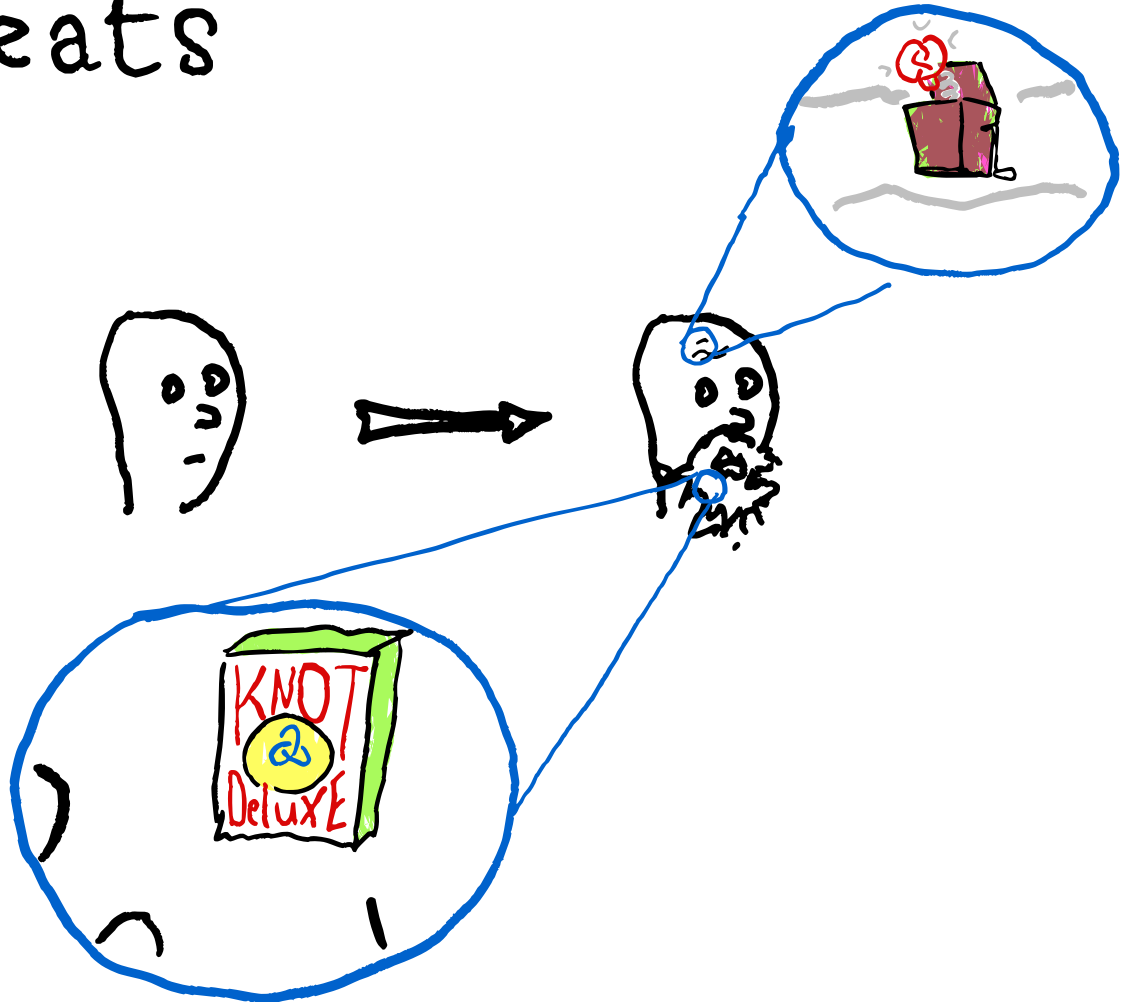
Caveats



Caveats



Caveats



Caveats

Really great tools have
already been created since Scott
was drawing knots in undergrad

Caveats

Really great tools have already been created since Scott was drawing knots in undergrad

So closely tying encoding to diagram could turn out to be a Bad Move.

Caveats Shmaveats

It's really fun!

Custom encoding as an exercise has helped point to Next Steps

Only 3 weeks ish invested

Rust Notes

- Wasm dev
 - trunk CLI tool
- Yew still cool (but not for "real" prod apps)



element := kind ~ idx

kind := '(' | ')' | '\' | '/'

idx := DIGIT +

A \dashrightarrow C

vs

A \rightarrow B \rightarrow C