

Ribbon Surfaces and Sliceness

Recall: Any knot/link L bounds an embedded orientable (and nonorientable) surface F in $S^3 = \mathbb{R}^3 \cup \{\infty\}$.

no self intersections

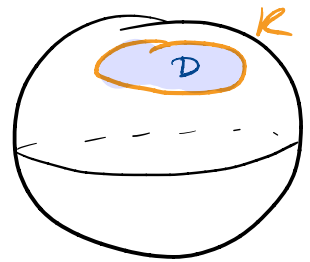
Notation: $\partial F = L$

Fact: The only knot that bounds a disk in S^3 is the unknot

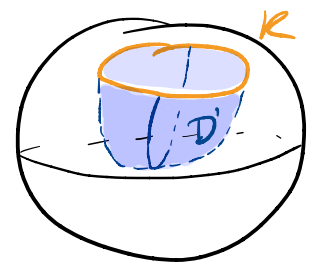
Motivating Example:

Let K be a knot in $S^2 = \mathbb{R}^2 \cup \{\infty\}$
(it must be the unknot)

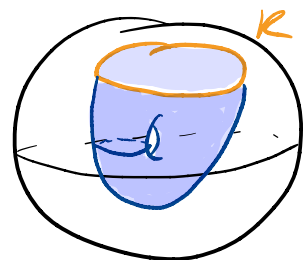
Let D be a disk in S^2 bounded by K



Then D can be pushed into B^3 giving a disk D' in B^3 bounded by K , which is still in S^2

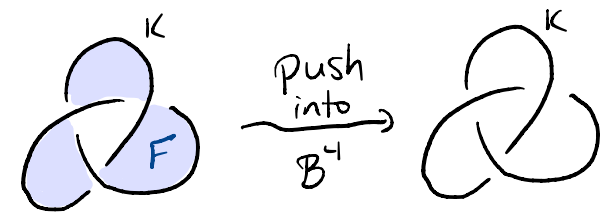


Moreover, K can bound other kinds of surfaces in B^3 that it cannot bound in S^2



The same is true for knots and links in S^3 :

Any surface F bounded by a link L in S^3 can be pushed in B^4 .



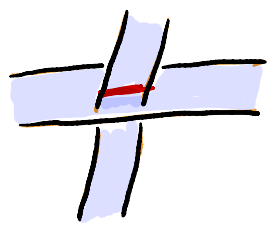
Moreover, L can potentially bound more kinds of surfaces in B^4 than in S^3 .

Simply pushing embedded surfaces into B^4 is not very interesting, since you don't need B^4 to see them.

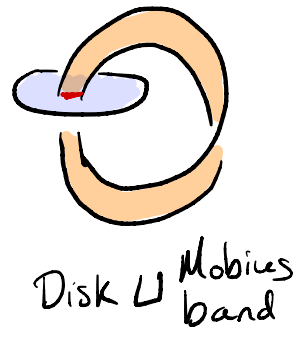
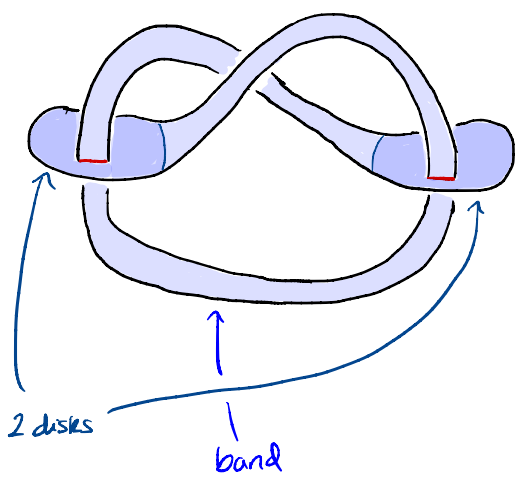
Here is a more interesting class of surfaces:

Def: A ribbon surface in S^3 is an immersed surface that locally is either embedded in S^3 or intersects itself in a ribbon singularity

might have self-intersections

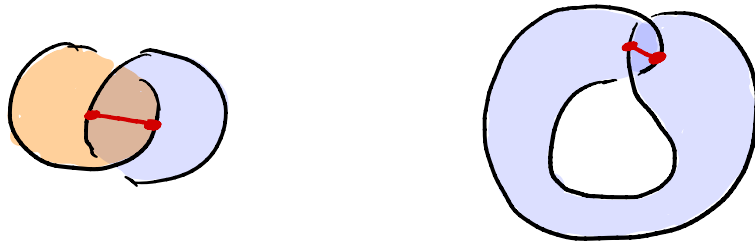


Ex:



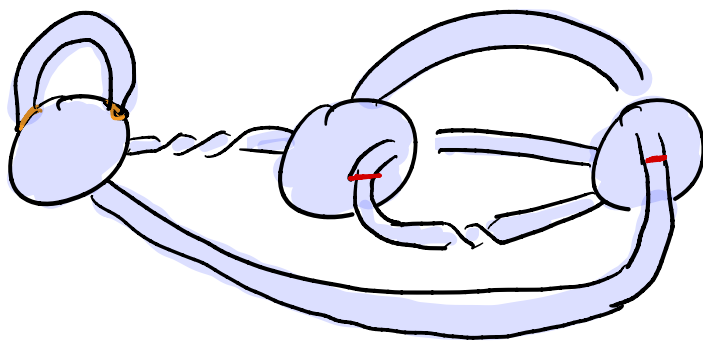
Orientable, $\chi = 2 - 1 = 1$, one boundary component
 \Rightarrow ribbon disk

Ex: Immersed surfaces that are not ribbon



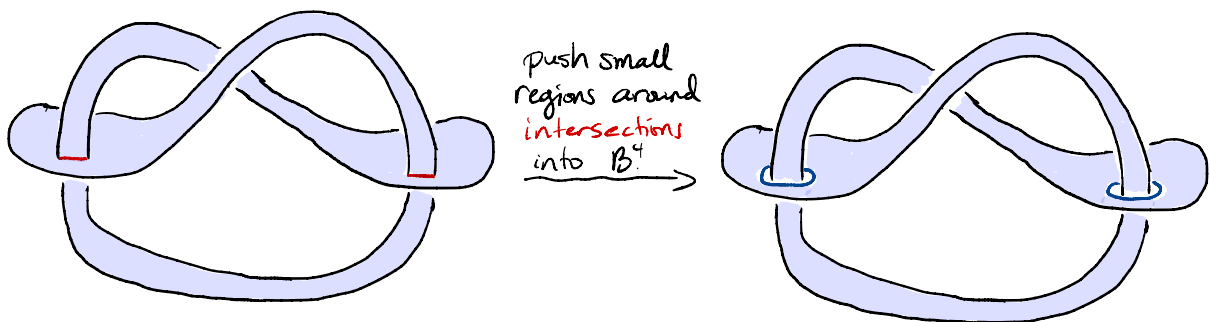
To build a ribbon surface,

Start with n disks and attach bands



$$\chi = 3 - 4 = -1$$

Key: A ribbon surface can be pushed into B^4 to remove the self-intersections (i.e. make it embedded)



So ribbon surfaces are embedded surfaces in B^4 (but not in S^3).

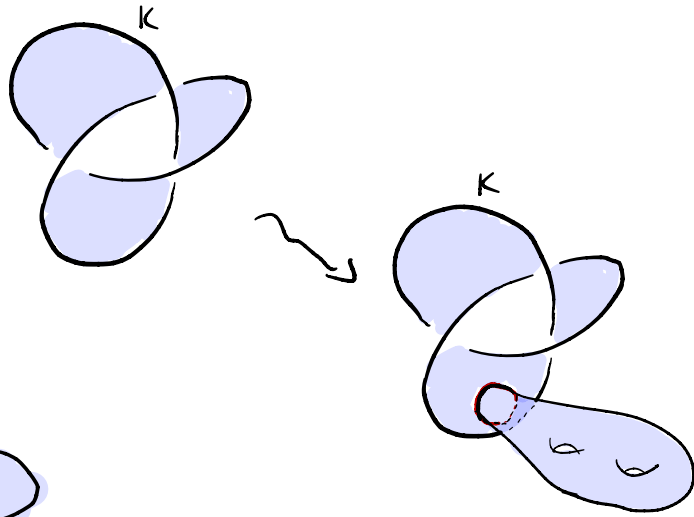
Def: A Knot is called slice if it bounds a smooth properly embedded disk in B^4 .

Why a disk?

The simplest surface a knot can bound is a disk.

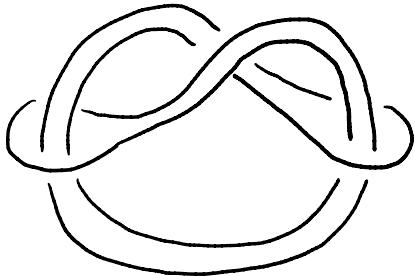
It is hard to bound simple surfaces

It is easy to bound more complicated surfaces by performing connected sums



Ex: The unknot is slice since it bounds a disk in S^3 that we can push into B^4



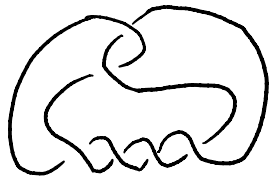
Ex:  is slice. It bounds the ribbon disk seen earlier.

Def: A Knot is called ribbon if it bounds a ribbon disk.

By definition, ribbon \Rightarrow slice.

Slice-Ribbon Conjecture: slice \Rightarrow ribbon.

Ex:



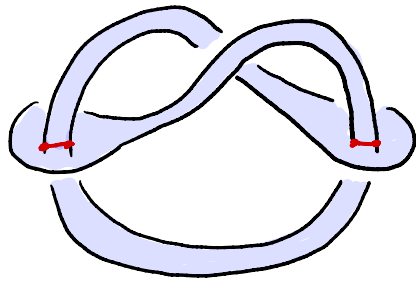
is slice. *How can we tell?*

We can show this knot is ribbon (and hence slice) by constructing a ribbon disk.

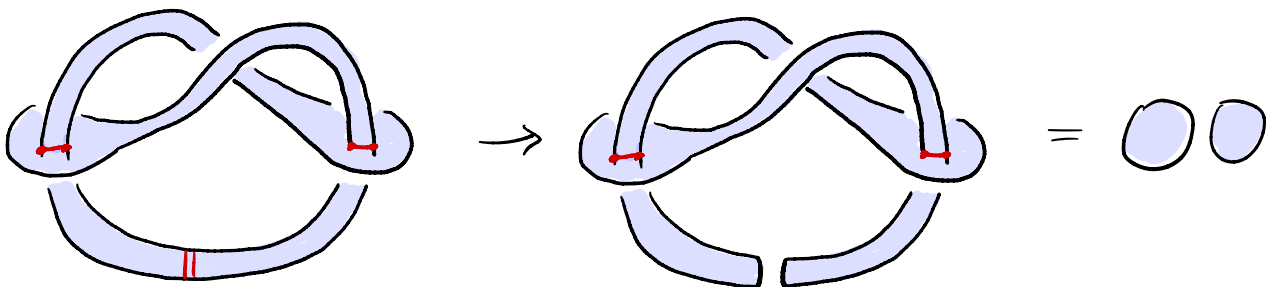
Band Moves

Idea: Deconstruct the ribbon disk.

To construct a ribbon disk, start with n disks and attach $n-1$ bands (so $\chi=1$)

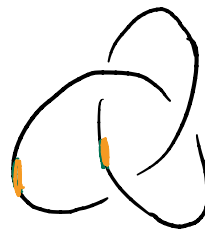


To deconstruct, cut through the bands to recover the disks

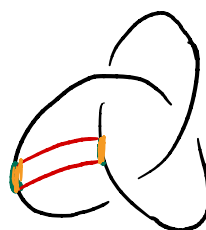


More generally, given a knot K , a band move is the following process.

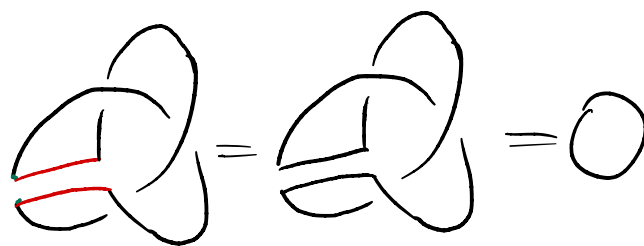
1.) pick two arcs on K



2.) draw two arcs between the endpoints of the two arcs on K .

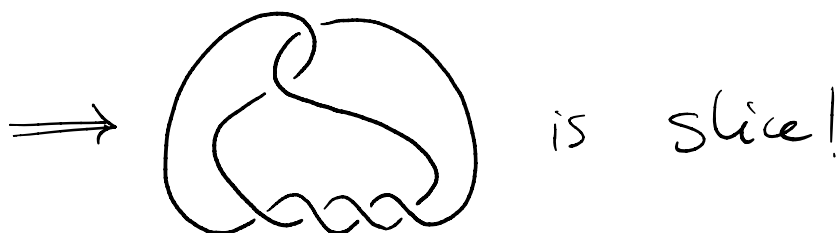
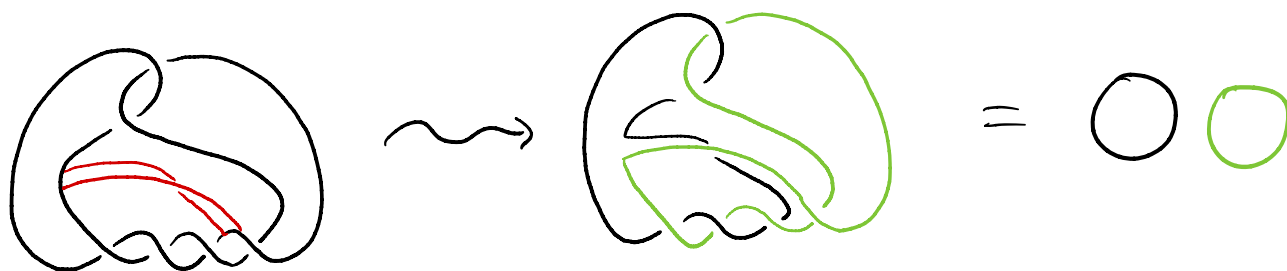


3.) Erase the arcs on K



Fact: if we perform n band moves and get the $n+1$ component unlink, then K is ribbon (and hence slice)

Ex:



Two versions of sliceness for links

Def: An n component link is called slice (ribbon) if it bounds the disjoint union of n smoothly embedded (ribbon) disks in B^4 .

Ex: The unlink is slice

Def: A link $L \subset S^3$ is called χ -slice if it bounds a smooth properly embedded surface $F \subset B^4$ with no closed components and $\chi(F) = 1$.
Such an F is called a χ -slice surface for F .
If F is ribbon, L is called χ -ribbon.

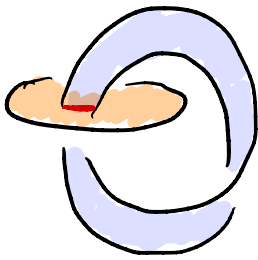
If L is a knot, then χ -slice = slice

since the only surface with one boundary component and $\chi = 1$ is the disk.

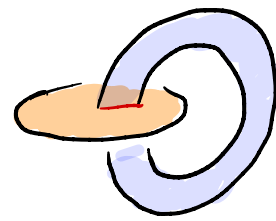
So both notions of sliceness of links generalize the notion of slice knots.

We will focus on χ -slice links because of their utility in constructing particular 4-manifolds with simple topology called rational homology 4-balls, which we will discuss later.

Ex:



$F = \text{Disk} \sqcup \text{Möbius band}$
 $\chi(F) = 1 + 0 = 1$

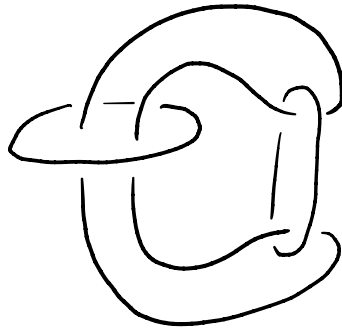
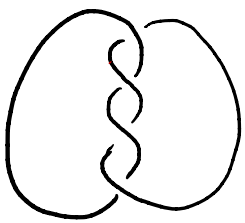


$F = \text{Disk} \sqcup \text{Annulus}$
 $\chi(F) = 1$

As with slice knots, one way to describe a ribbon surface for L with $\chi = 1$ is by performing band moves. In particular:

If performing n band moves on L yield the $n+1$ component unlink, then L is χ -slice.

Ex: The following are χ -slice



Band Moves:

