

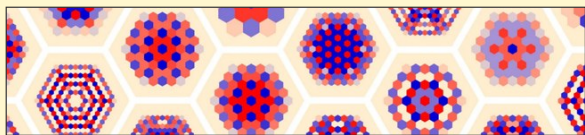
# Applications of a fast and strong knot invariant

Or: once an invariant is cheap, use it everywhere. July 2026

**Fast + strong = use it everywhere**

Theta as infrastructure

## 0. Memory hook



Cheap invariants stop being just theorems. They become tools.

**Moral** cheap + strong = infrastructure

## 1. Theta: the sanity check



Bar-Natan--van der Veen: fast, strong, topologically meaningful, and fun.

**Use** 10k runs; avoid duplicates

## 2. What to remember

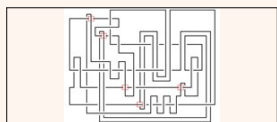
**Unknot** the right move may look wrong

**Phone** ML guesses; topology checks

**Game** humans generate routes; Theta filters bugs

**Slogan** trust before reward

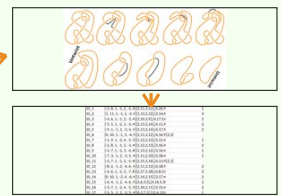
## Unknotting: local intuition loses



**u(K)** minimal crossing flops to unknot

**Problem** the good crossing may be hidden

## Self-improving search loop



**Loop** find -> inflate/flop -> reduce -> update

## Result: not just a toy

id	resolved_count	resolved_pct	median_u(K)	max_u(K)	crossings
0	1	367	50.20675	0.0	45
1	1	367	50.20675	0.0	20
2	3	365	50.80515	0.0	30
3	4	367	50.72775	0.0	45
4	1	367	50.72775	0.0	45
5	1	365	50.66485	0.0	45
6	7	367	50.20675	0.0	30
7	1	366	50.20675	0.0	45
8	3	365	50.80515	0.0	45
9	11	368	50.58815	0.0	45

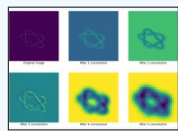


**Data** hard unknots are a stress test

**Result** nontrivial reductions about 95% of the time

**u(K)** improved unknotting-number bounds

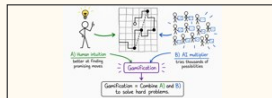
## Pictures: ML guesses; invariants check



**Dream** photo -> diagram -> invariant -> knot

**Theta** fast reliable filter on a phone

## Gamification: many humans, many routes



**Humans** intuition still beats AI

**Game** humans do not get bored

**Bug** physics can lie; double-check with Theta



## Question hooks + credits

Ask me about Theta, why crossing flops need inflation, how to certify recognition, and what useful game data should look like.

**People** B-N--vdV; Brittenham--Hermiller; Applebaum et al.; ...

**Slogan** Fast + strong = use it everywhere

**Thanks** Theta cheap enough to be useful everywhere