

TOPOLOGIJA - PROSTORI IN PRESLIKAVE

network topology

Topology of concurrent computing

Topology control

Topology of distributed computing

topological sensor networks

topological quantum computing

topological data analysis

Topology of algorithms

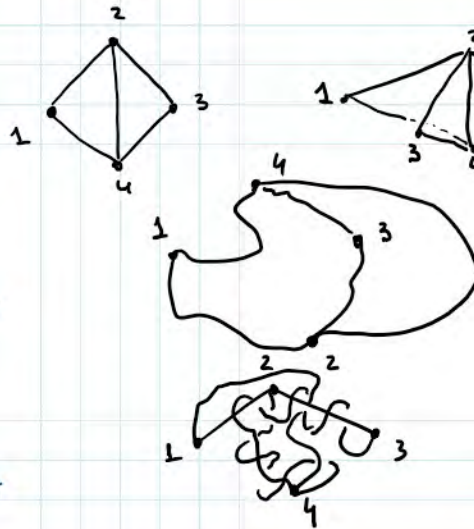
Computational topology

Digital topology

topological robotics

physical topology

logical topology



Kaj je topologija?

From Wikipedia, the free encyclopedia
[Jump to navigation](#) [Jump to search](#)
This article is about the branch of mathematics. For the mathematical structure, see [Topological space](#). For other uses, see [Topology \(disambiguation\)](#).
Not to be confused with [topography](#) or [typology](#).



Möbius strips, which have only one surface and one edge, are a kind of object studied in topology.

In **mathematics**, **topology** (from the [Greek](#) words *τόπος*, 'place, location', and *λόγος*, 'study') is concerned with the properties of a [geometric object](#) that are preserved under [continuous deformations](#), such as [stretching](#), [twisting](#), crumpling and bending.

A **topological space** is a [set](#) endowed with a structure, called a topology, which allows defining continuous deformation of subspaces, and, more generally, all kinds of [continuity](#). [Euclidean spaces](#), and, more generally, [metric spaces](#) are examples of a topological space, as any distance or metric defines a topology. The deformations that are considered in topology are [homeomorphisms](#) and [homotopies](#). A property that is invariant under such deformations is a [topological property](#). Basic examples of topological properties are: the [dimension](#), which allows distinguishing between a [line](#) and a [surface](#); [compactness](#), which allows distinguishing between a line and a circle; [connectedness](#), which allows distinguishing a circle from two non-intersecting circles.

The ideas underlying topology go back to [Gottfried Leibniz](#), who in the 17th century envisioned the *geometria situs* and *analysis situs*. [Leonhard Euler's](#) [Seven Bridges of Königsberg](#) problem and [polyhedron formula](#) are arguably the field's first theorems. The term topology was introduced by [Johann Benedict Listing](#) in the 19th century, although it was not until the first decades of the 20th century that the idea of a topological space was

From <https://en.wikipedia.org/wiki/Topology>

Topologija je študij geometrijskih lastnosti, ki se ohranjajo

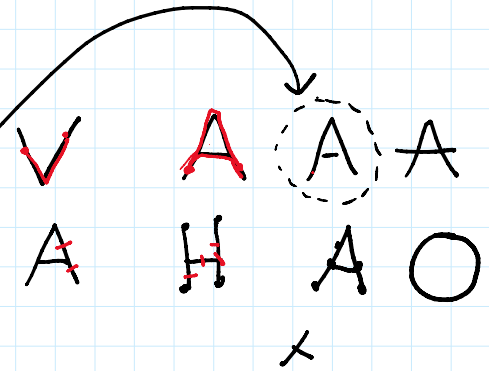
do zvezni spremenljivke oblike ali velikosti objektov.

Primeri

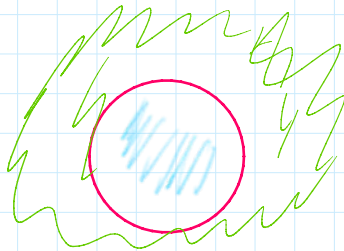
$$\begin{aligned} (1) \quad U &= V \\ &= L \\ &= C \end{aligned}$$

$$\begin{aligned} &\neq A \\ &\neq H \\ &\neq \check{C} \end{aligned}$$

$$= \check{S} = \check{Z} \neq \check{Z}$$

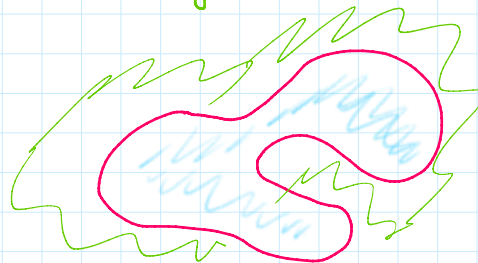


(2)

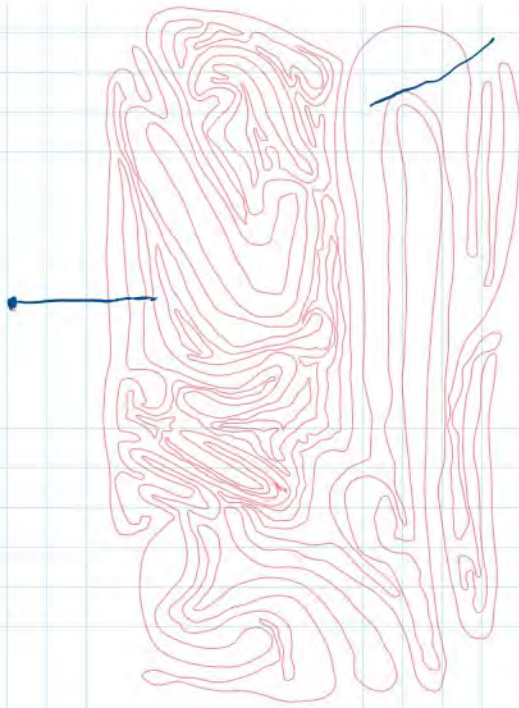


Krožnica razdeli ravnino,
na dva dela, notranjost
in zunanost

To ne velja le za krožnico,
temveč za poljubno
sklenjeno zankuljo:



Očisto?



Jordanov izrek

Vseha enostavna
sklepična množica
razdeli ravnino
na notranjost
in zunanost.

(3) Kaj je na spodnji sliki?



Bistveni korak pri prehodu iz geometrije v topologijo
je opredelitev 'bližine' oz. bližnje okolice brez sklicevanja
na razdaljo (metrsko). Podobno opišemo tudi funkcije,
ki ta pojem bližine ohranjajo.

Spomnimo se, da smo v analizi za neko množico rekli, da je
odprta, če je z vsako točko vsebovala tudi njeno bližnjo okolico

(a)



mnostica A je odprta,
če so vse točke A notranje

Definicija X poljubna množica

Topološka struktura (prejše topologija) na X je podana
z družino odprtih množic $\mathcal{T}$, ki zadoščata dveh
preprostim zahtevam:

(T1) unija poljubne družine elementov $\mathcal{T}$ je element $\mathcal{T}$

(T2) preseki končne družine elementov $\mathcal{T}$ je element $\mathcal{T}$

$\mathcal{T}$ je zaprta za poljubne unije in končne preseke

Opombe:

(i) Odprte množice v Analizi: = vse točke so notranje

$\mathcal{T} := \{\text{odprke podmnostice ravnine}\}$ je topologija