STAG 2016 - Smart Tools and Apps in computer Graphics

Persistent homology: a step-by-step introduction for newcomers

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Topological Data Analysis



"Data has shape and shape has meaning" Gunnar Carlsson

Topological Data Analysis (TDA) is that branch of mathematics concerned with characterizing the properties of a shape

One of the most **meaningful tool** in TDA is

Persistent Homology

Persistent Homology

Persistent homology allows for **describing the changes in the shape** of an evolving object



Combining:





Our Contribution

A threefold task:



Interactive website for beginners



Visualization tool for curious users



In-depth overview for interested researchers

Persistent Homology



Given a simplicial complex Σ , the *k*-homology group of Σ is defined as



$$H_k(\Sigma) := Z_k / B_k$$

where:

- * Z_k is the group of *k*-cycles of Σ
- * B_k is the group of *k*-boundaries of Σ

Persistent Homology

Given a simplicial complex Σ evolving according with a filtration,



The (p,q)-persistent k-homology group of Σ is defined as

 $H_k^{p,q}(\Sigma) := Im(i_k^{p,q})$

where $i_k^{p,q}$ is the map between $H_k(\Sigma^p)$ and $H_k(\Sigma^q)$ induced by the inclusion of Σ^p in Σ^q

Intuitively:

Persistent homology describes the *changes in homology* occurring during the filtration



Size Functions:

- *Estimation of natural pseudo-distance* between shapes endowed with a function *f*
- Tracking of the *connected components* of a shape along its evolution induced by *f*



Image from [Frosini 1992]

Actually, this coincides with *persistent homology in degree 0*



Incremental Algorithm for Betti Numbers:

- Introduction of the notion of *filtration*
- De facto computation of persistence pairs



Image from [Delfinado, Edelsbrunner 1995]



Image from [Robins 1999]



Topological Persistence:

- Introduction and algebraic formulation of the notion of *persistent homology*
- Description of an algorithm for computing persistent homology



Given a filtered simplicial complex Σ ,



Persistent homology of Σ can be visualized through:

Persistence diagrams [Edelsbrunner, Harer 2008]



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Persistent homology of Σ can be visualized through:

- Persistence diagrams [Edelsbrunner, Harer 2008]
- Barcodes [Carlsson et al. 2005; Ghrist 2008]
- Persistence landscapes [Bubenik 2015]



Images from [Bubenik 2015]

Given a filtered simplicial complex Σ ,



Persistent homology of Σ can be visualized through:

- Persistence diagrams [Edelsbrunner, Harer 2008]
- Barcodes [Carlsson et al. 2005; Ghrist 2008]
- Persistence landscapes [Bubenik 2015]
- Corner points and lines [Frosini, Landi 2001]
- Half-open intervals [Edelsbrunner et al. 2002]
- *k-triangles* [Edelsbrunner et al. 2002]



Images from [Bubenik 2015]

Computing Persistent Homology

Standard algorithm to compute persistent homology [Zomorodian, Carlsson 2005]:

- Based on a matrix reduction
- Linear complexity in practical cases
- Super-cubical complexity in the worst case

Several different strategies:

Direct optimizations

- Zigzag persistent homology [Milosavljević et al. 2005]
- Computation with a twist [Chen, Kerber 2011]
- Dual algorithm [De Silvia et al. 2011]
- Output-sensitive algorithm [Chen, Kerber 2013]
- Multi-field algorithm [Boissonnat, Maria 2014]

Coarsening approaches

- Topological operators and simplifications [Mrozek, Wanner 2010; Dlotko, Wagner 2014]
- Morse-based approaches [Robins et al. 2011; Harker et al. 2014; Fugacci et al. 2014]

Distributed approaches

- Spectral sequences [Edelsbrunner, Harer 2008; Lipsky et al. 2011]
- *Multicore coreductions* [Murty et al. 2013]
- Multicore homology [Lewis, Zomorodian 2014]
- Persistent homology in chunks [Bauer et al. 2014a]
- Distributed persistent computation [Bauer et al. 2014b]

Annotation-based methods

- Compressed annotation matrix [Boissonnat et al. 2013]
- Persistence for simplicial maps [Dey et al. 2014]

Interactive User-Guide

We propose a web-based user-guide on persistent homology for beginners and researchers coming from other fields

Main Contributions:

- Intuitive and self-contained *introduction to persistent homology*
- Step-by-step *description of the standard algorithm* for computing persistent homology
- Overview of the state of the art in persistent homology



- Accessible language and elementary definitions
- Step-by-step descriptions of notions and algorithms
- Different colors for different tasks
- Interactive examples
- ✤ Focus on Z₂ coefficients and standard algorithm



Formalism & Completeness

- Self-contained and theoretically consistent
- Pseudo-code description of the algorithms
- Classification of the state of the art
- Insights on some relevant theoretical aspects
- Links to relevant contents and cited works

Web-GL Interface

We develop a visualization tool for studying persistence pairs on a triangulated surface



1. From a filtered simplicial complex Σ to its persistence pairs

2. From the persistence pairs of Σ to their visualization in an interactive interface

Web-GL Interface

- 1. Computing Persistent Homology
- Accepted input:
 - *Σ*, *triangulated surface* (supported formats: .ply, .off)
 - $f: \Sigma_0 \longrightarrow \mathbb{R}$, filtering function defined on the vertices of Σ
- Computation of the persistence pairs:
 - based on the *standard algorithm implemented in* **PHAT Library** [Bauer et al. 2013]

2. Visualizing Persistence Pairs

- Accepted input:
 - *Σ, triangulated surface* (supported formats: .ply)
 - *PP, list of the persistence pairs of* Σ (supported formats: .json)
- Visualization of the persistence pairs of Σ through:
 - 3D scene, implemented using the Threejs Library, a Javascript library based on Web-GL
 - *scatter plot,* implemented using the **Plotly Library**

Current and Future Developments

In Summary:

- A new approach for *spreading persistent homology as a practical tool* has been proposed
- It consists of:
 - Interactive web-based user-guide introducing persistent homology
 - Web-GL interface for analyzing persistence pairs on a triangulated surface
 - *In-depth overview* on the evolution of persistent homology and the state-of-the-art methods

What's Next?

- We are planning to *expand the user-guide and the visualization tool* including:
 - Morse theory
 - Forman's discrete Morse theory
 - Reeb graphs
- + Long-term goal: a shared framework where researchers can participate in building user-friendly guides



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