

Barcodes of Towers and a Streaming Algorithm for Persistent Homology

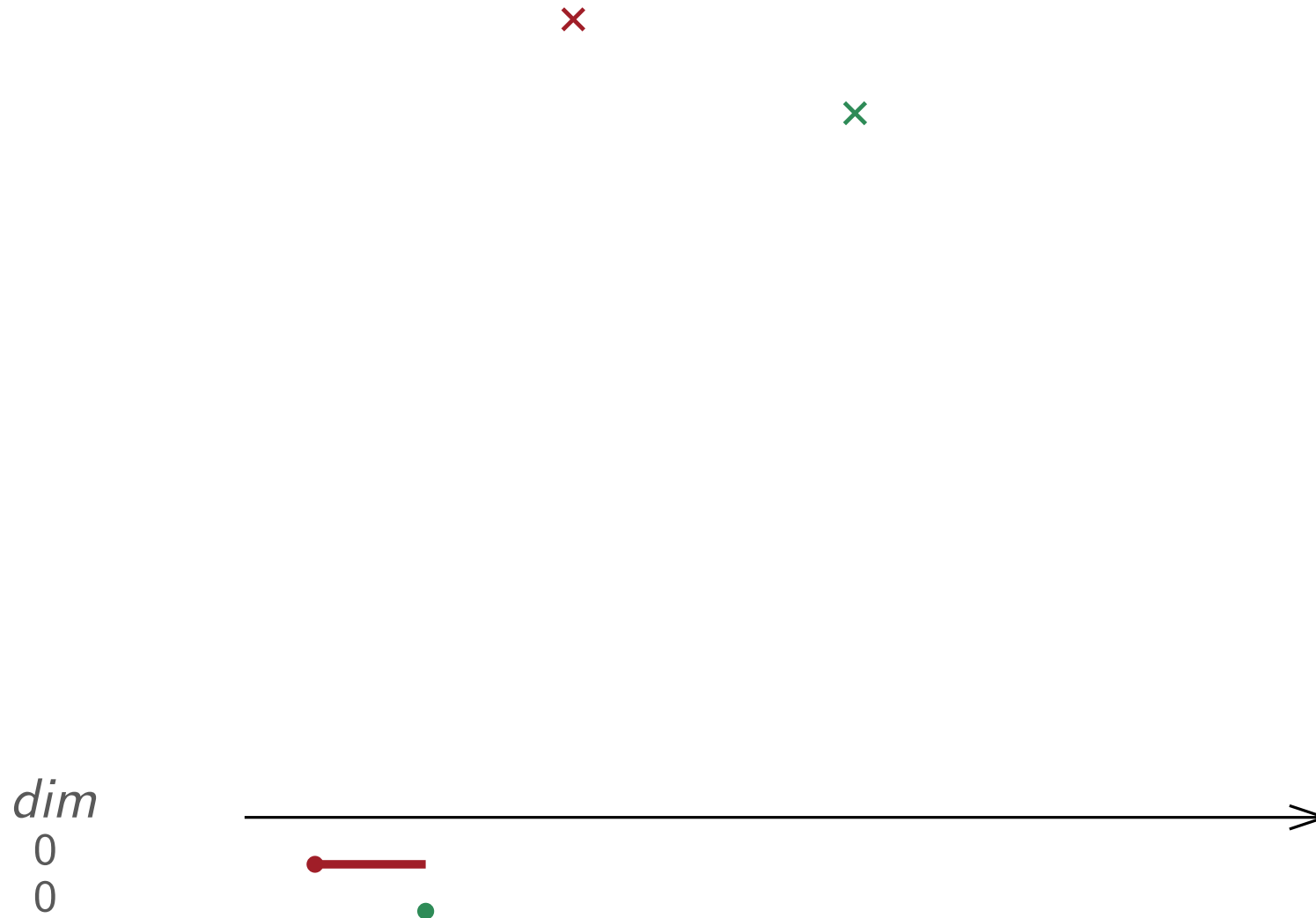
Hannah Schreiber

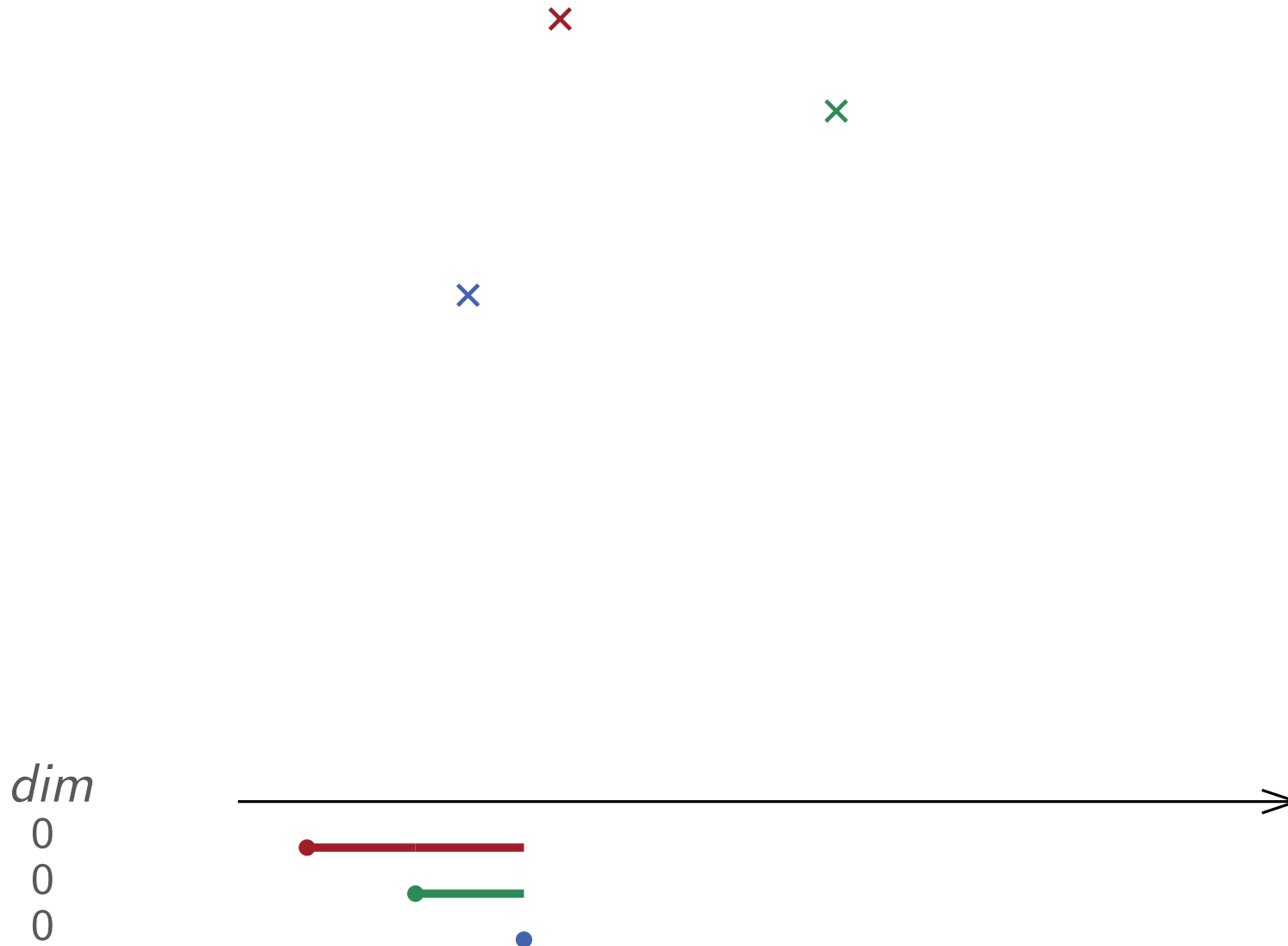
Joint with Michael Kerber

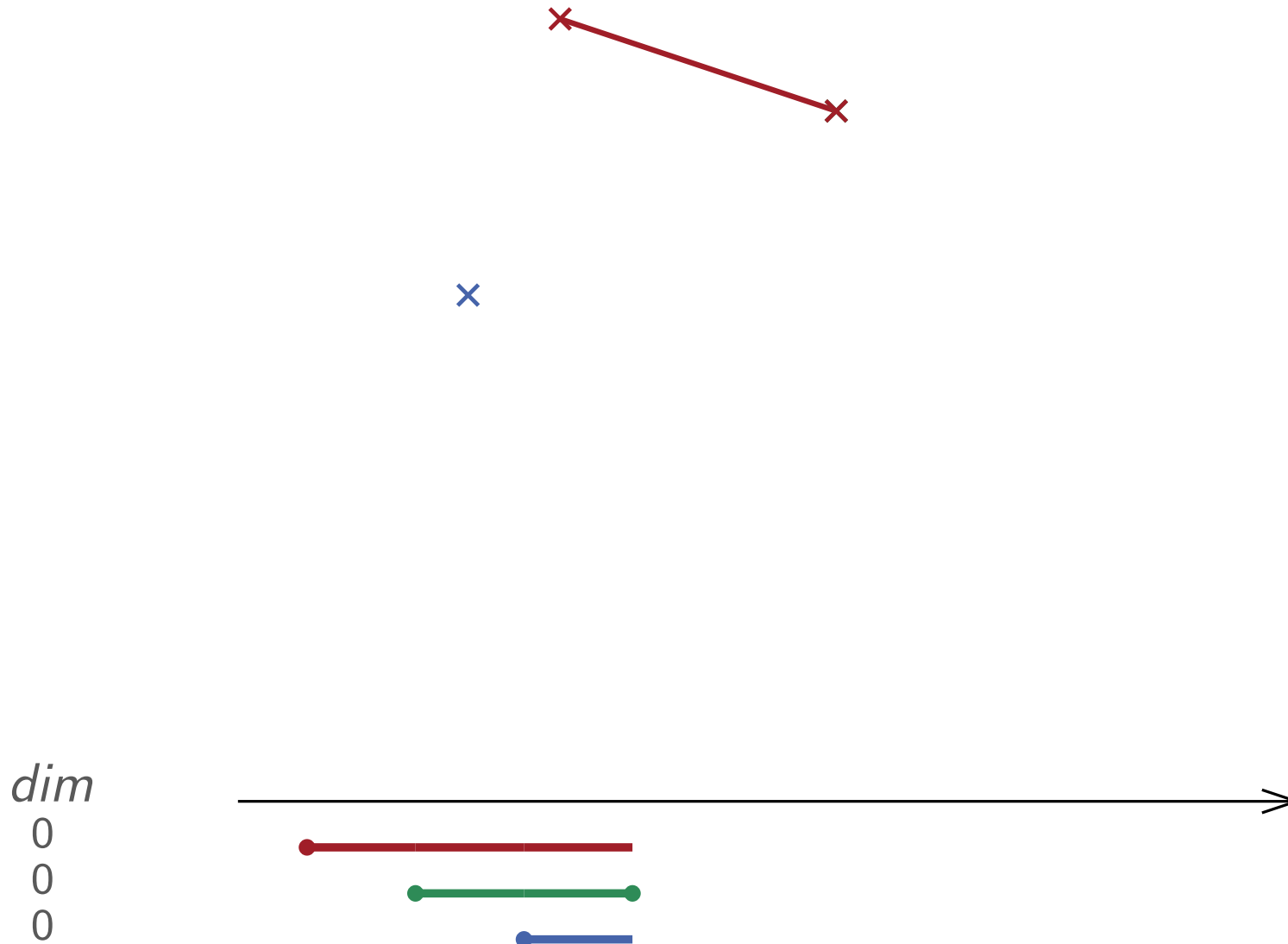
Gudhi Workshop, October 2016

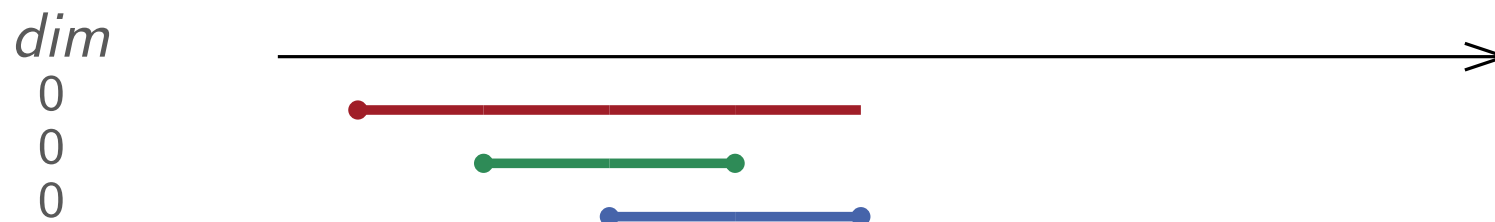
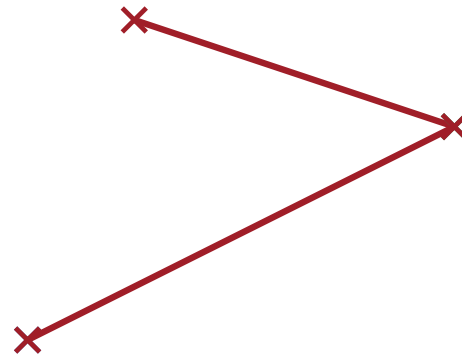
x

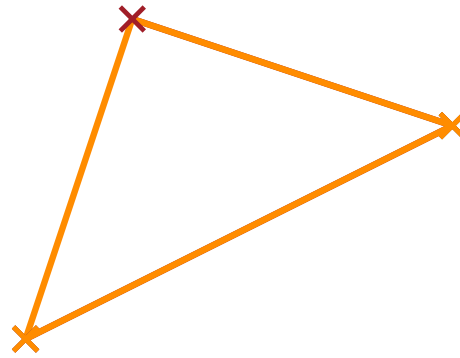
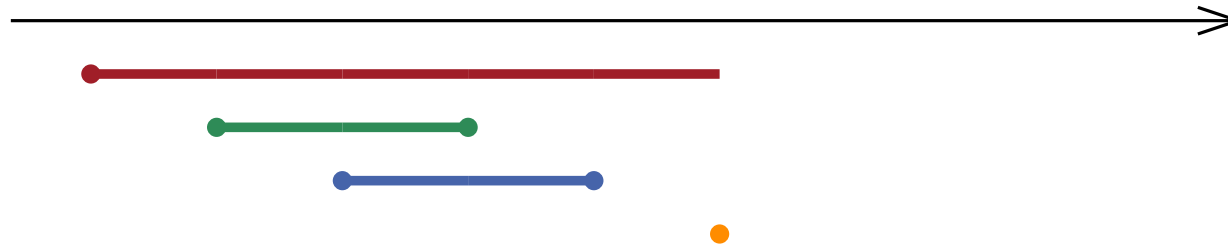
 dim
0

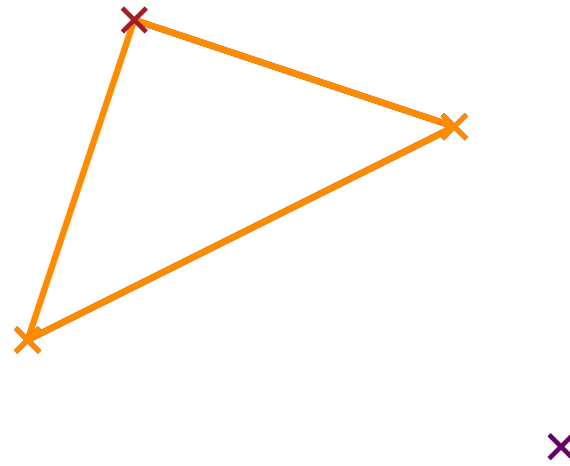
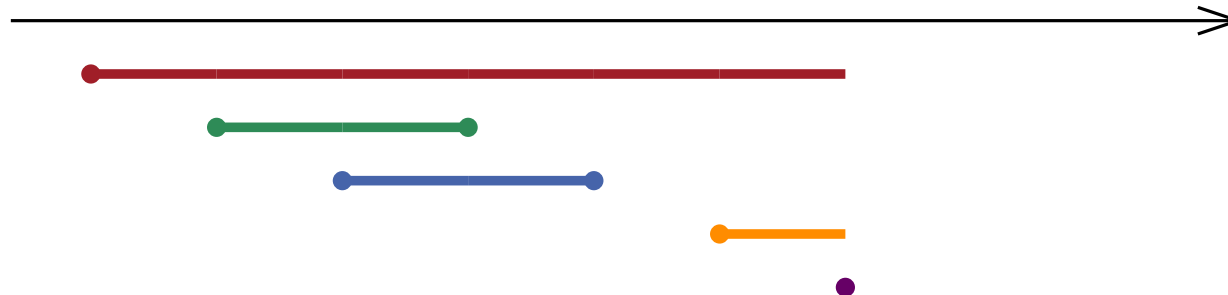


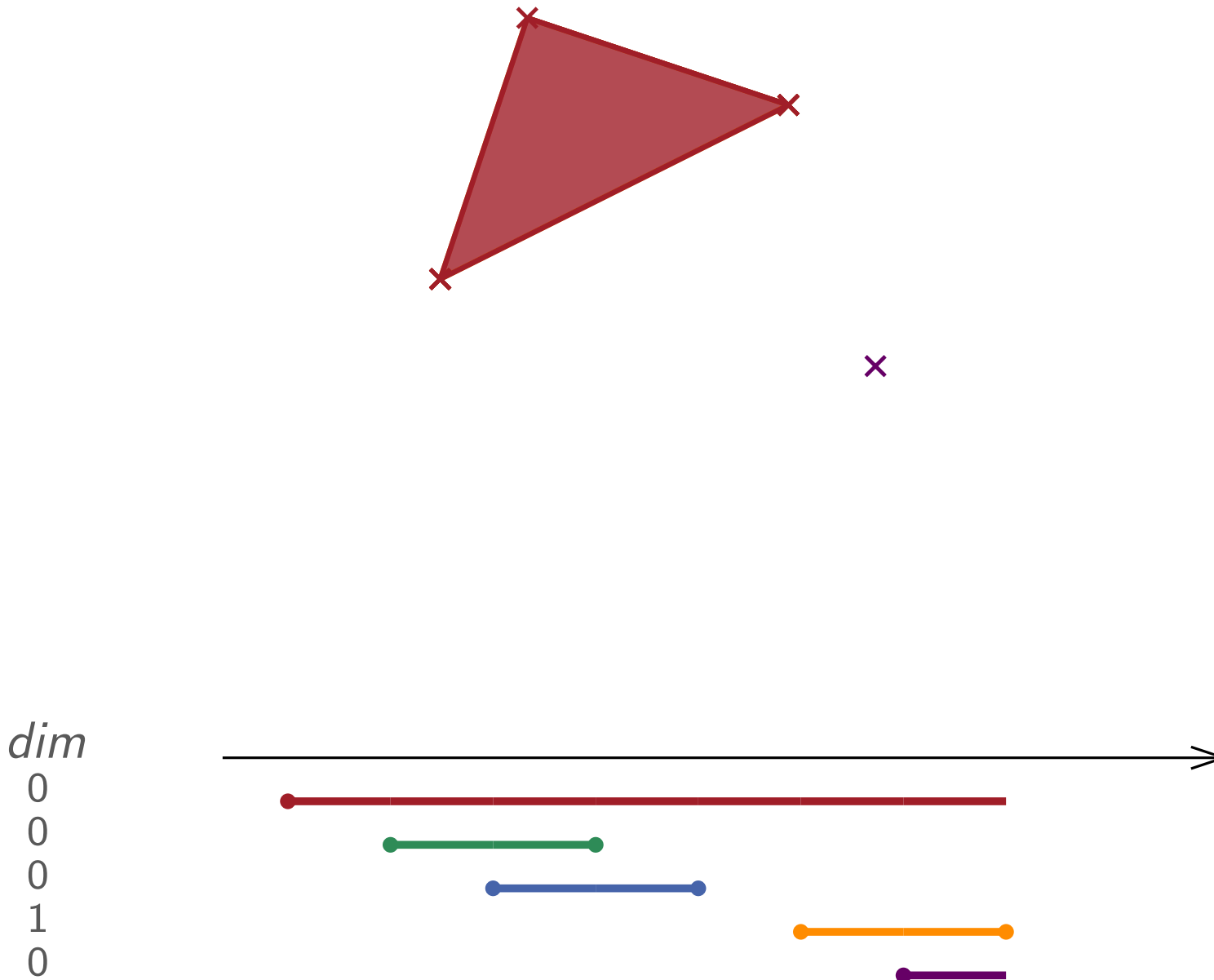


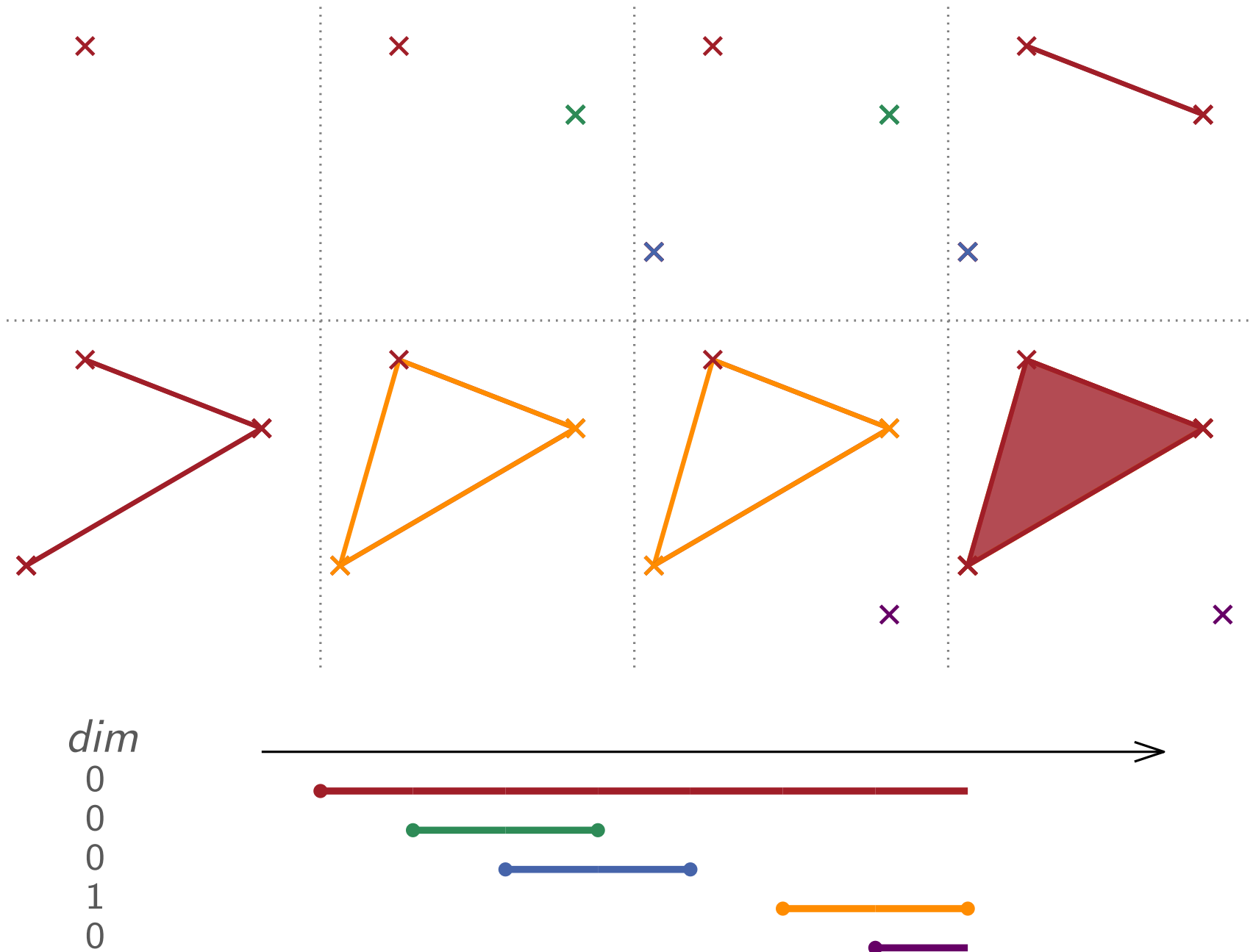




 dim 0
0
0
1

 dim 0
0
0
1
0



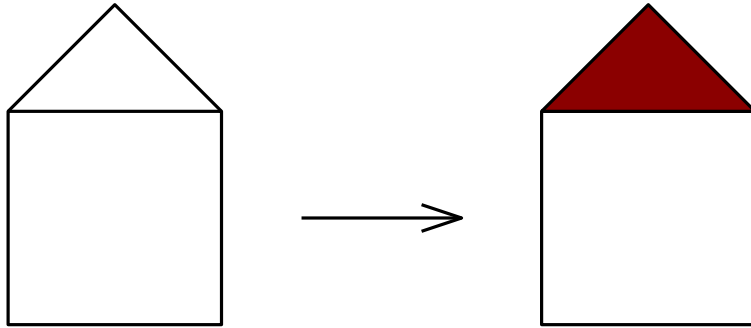


Filtration:

$$\mathbb{K}_0 \hookrightarrow \mathbb{K}_1 \hookrightarrow \dots \hookrightarrow \mathbb{K}_n$$

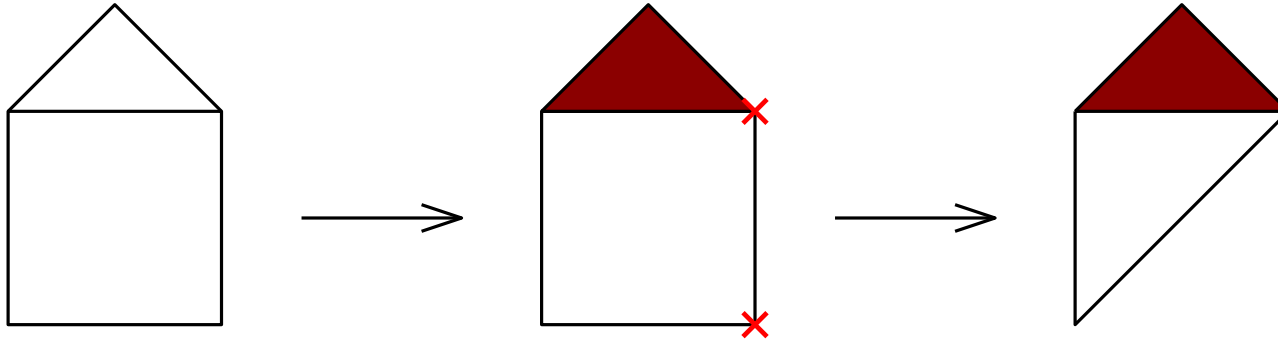
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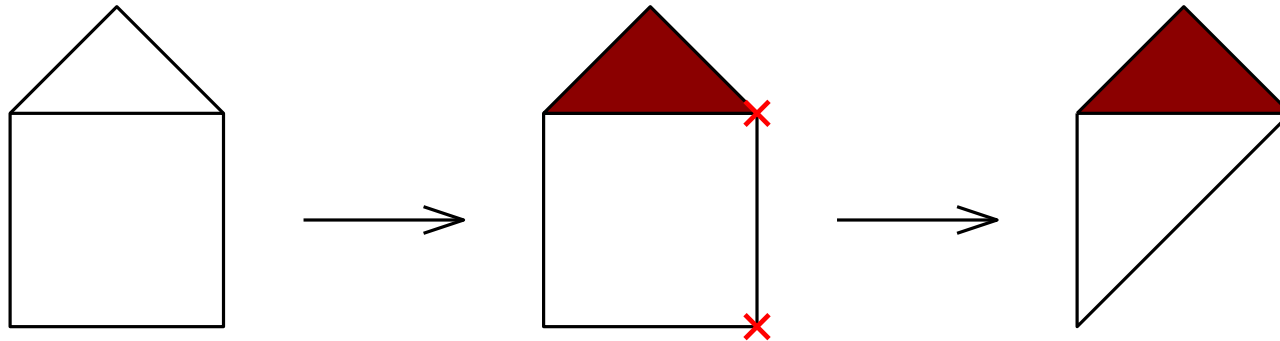


Elementary Simplicial Maps:

- ▶ inclusion of a simplex,
- ▶ contraction of two vertices.

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Elementary Simplicial Maps:

- ▶ inclusion of a simplex,
- ▶ contraction of two vertices.

Tower:

$$\mathbb{K}_0 \rightarrow \mathbb{K}_1 \rightarrow \dots \rightarrow \mathbb{K}_n$$

Goal:

Transform a tower \mathcal{T} into an equivalent filtration \mathcal{F} ?

$$\mathcal{T} : \mathbb{K}_0 = \emptyset \xrightarrow{\phi_0} \mathbb{K}_1 \xrightarrow{\phi_1} \dots \xrightarrow{\phi_{m-1}} \mathbb{K}_m$$

ϕ_i elementary

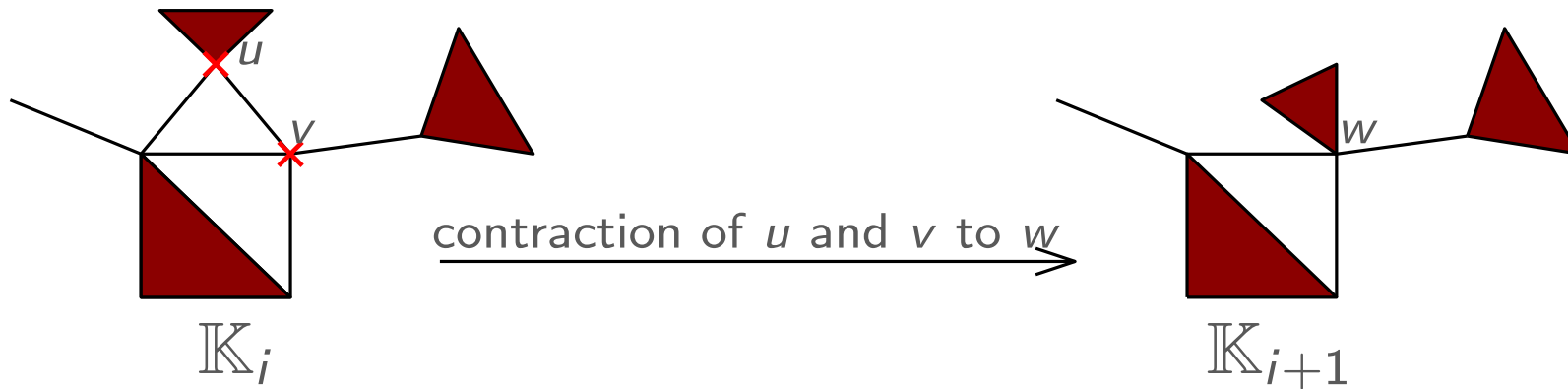


$$\mathcal{F} : \hat{\mathbb{K}}_0 \hookrightarrow \hat{\mathbb{K}}_1 \hookrightarrow \dots \hookrightarrow \hat{\mathbb{K}}_m$$

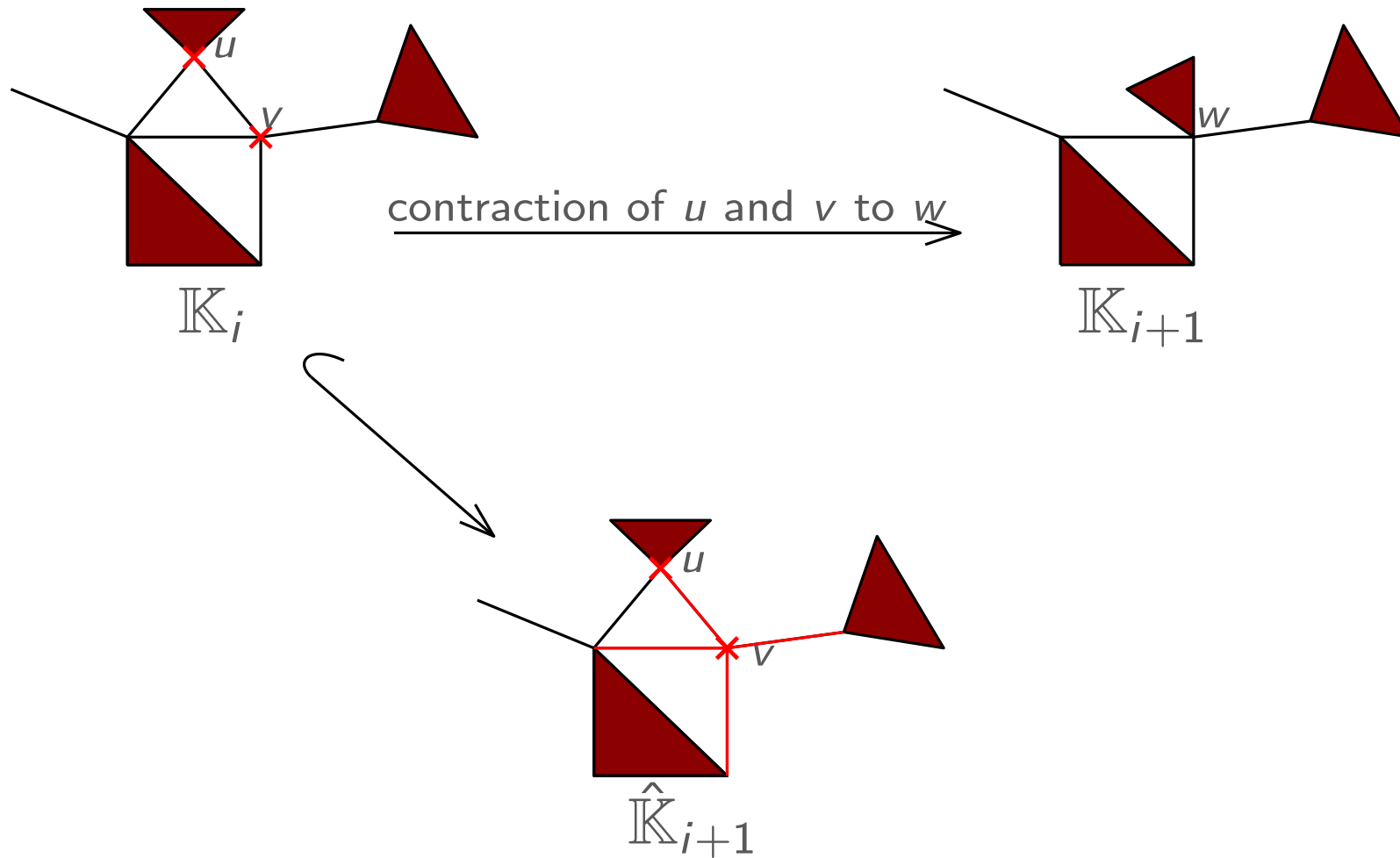
same barcode as \mathcal{T}

inclusions are not necessarily elementary

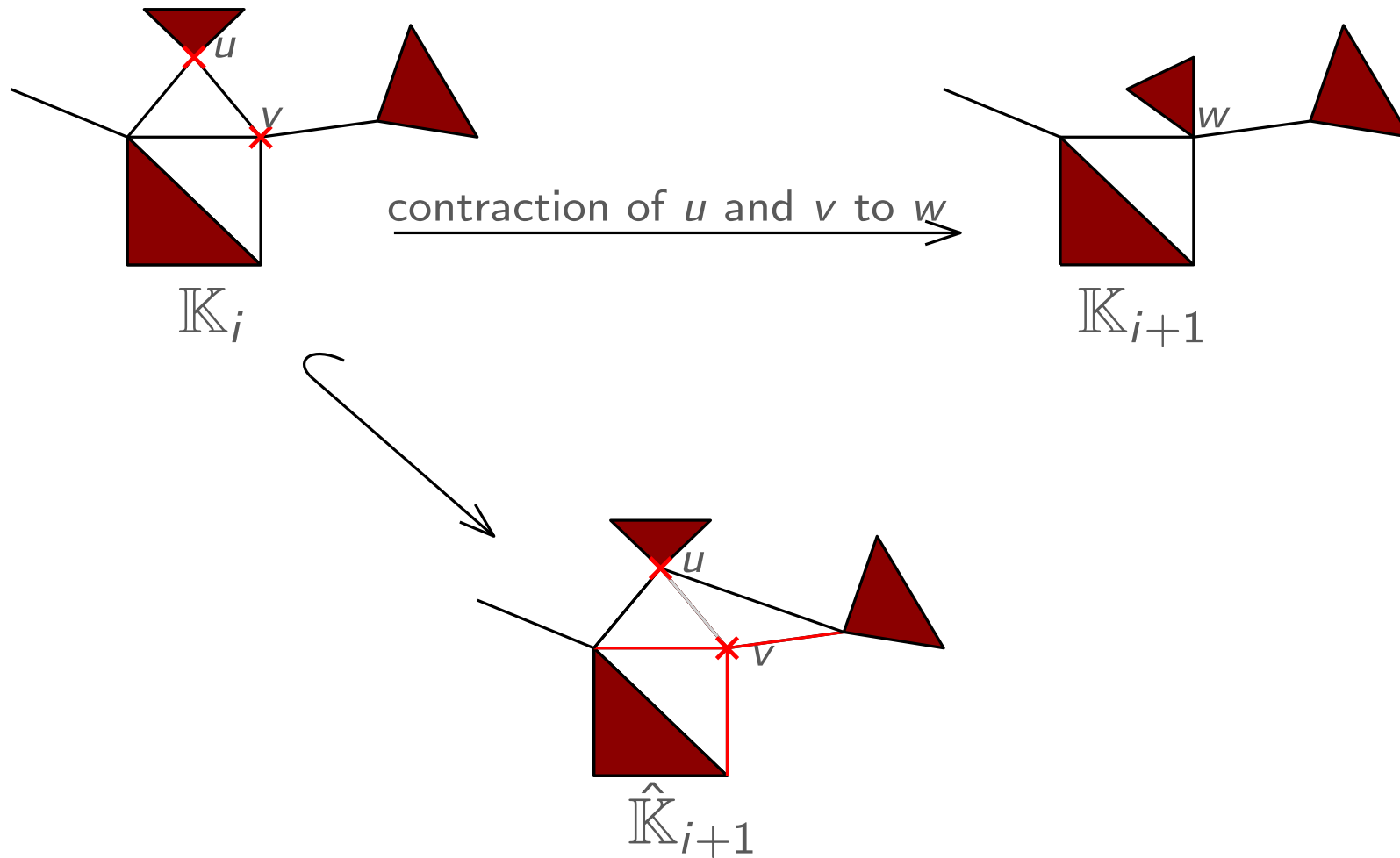
Coning Strategy [Dey, Fang & Wang]:



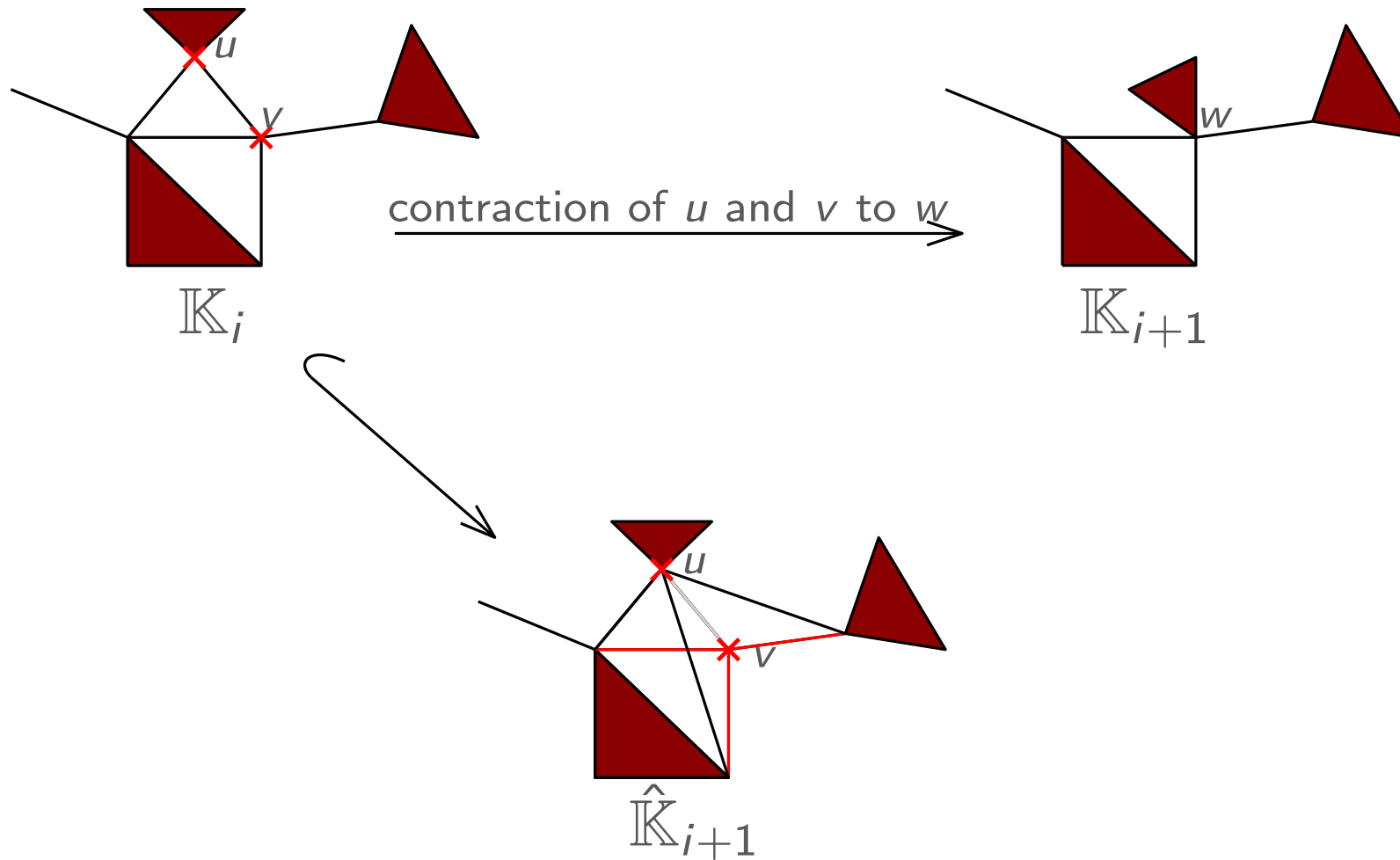
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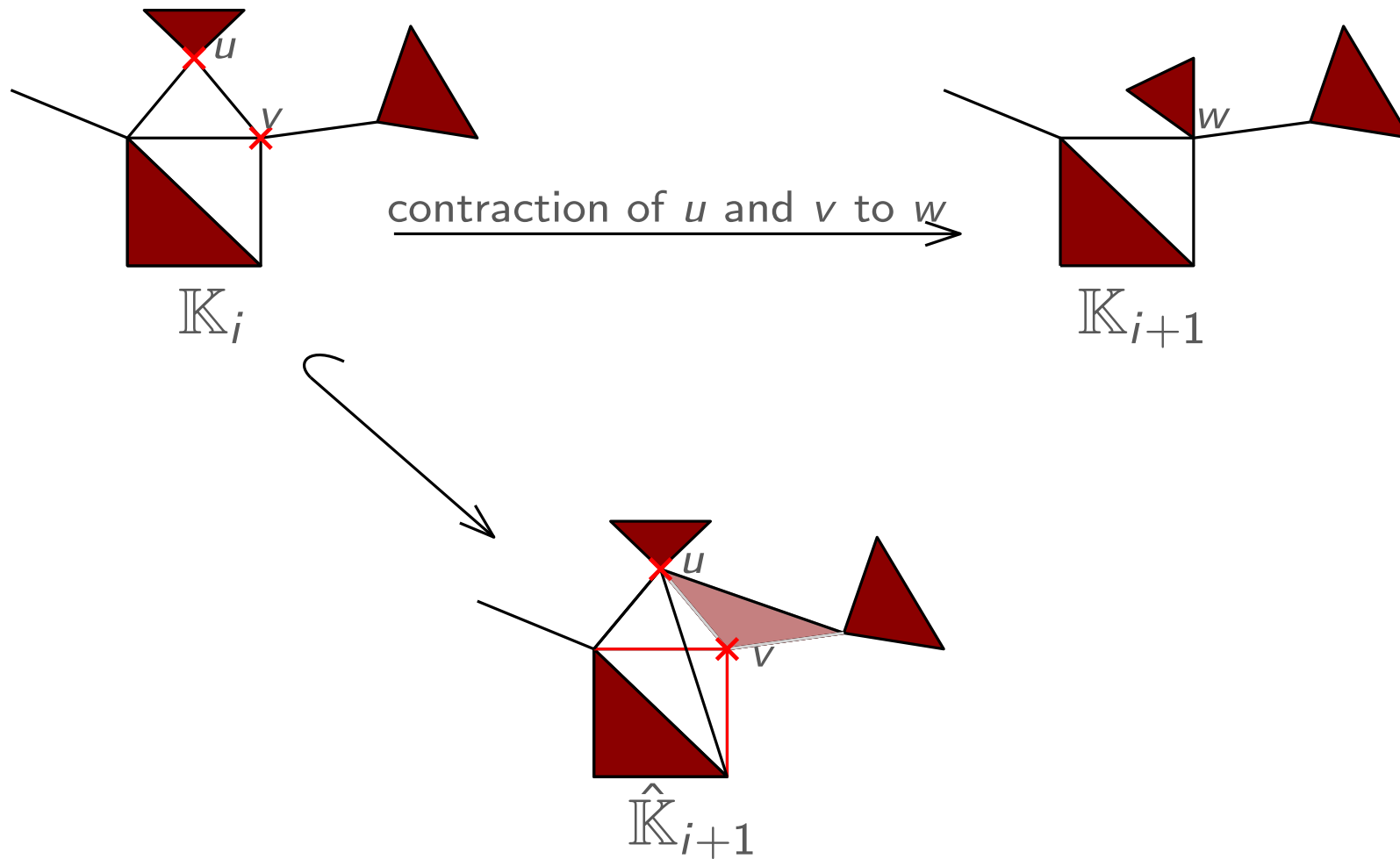
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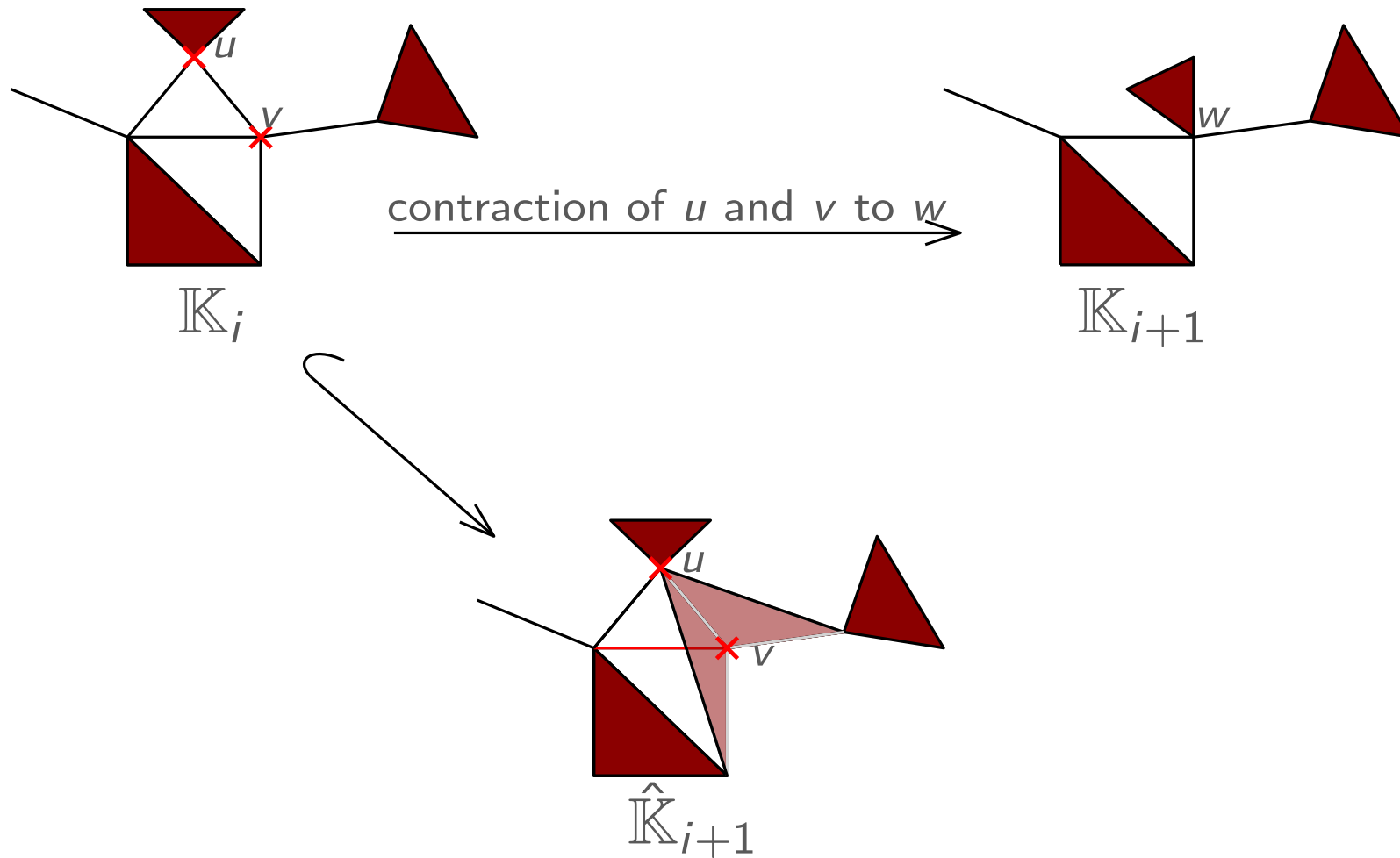
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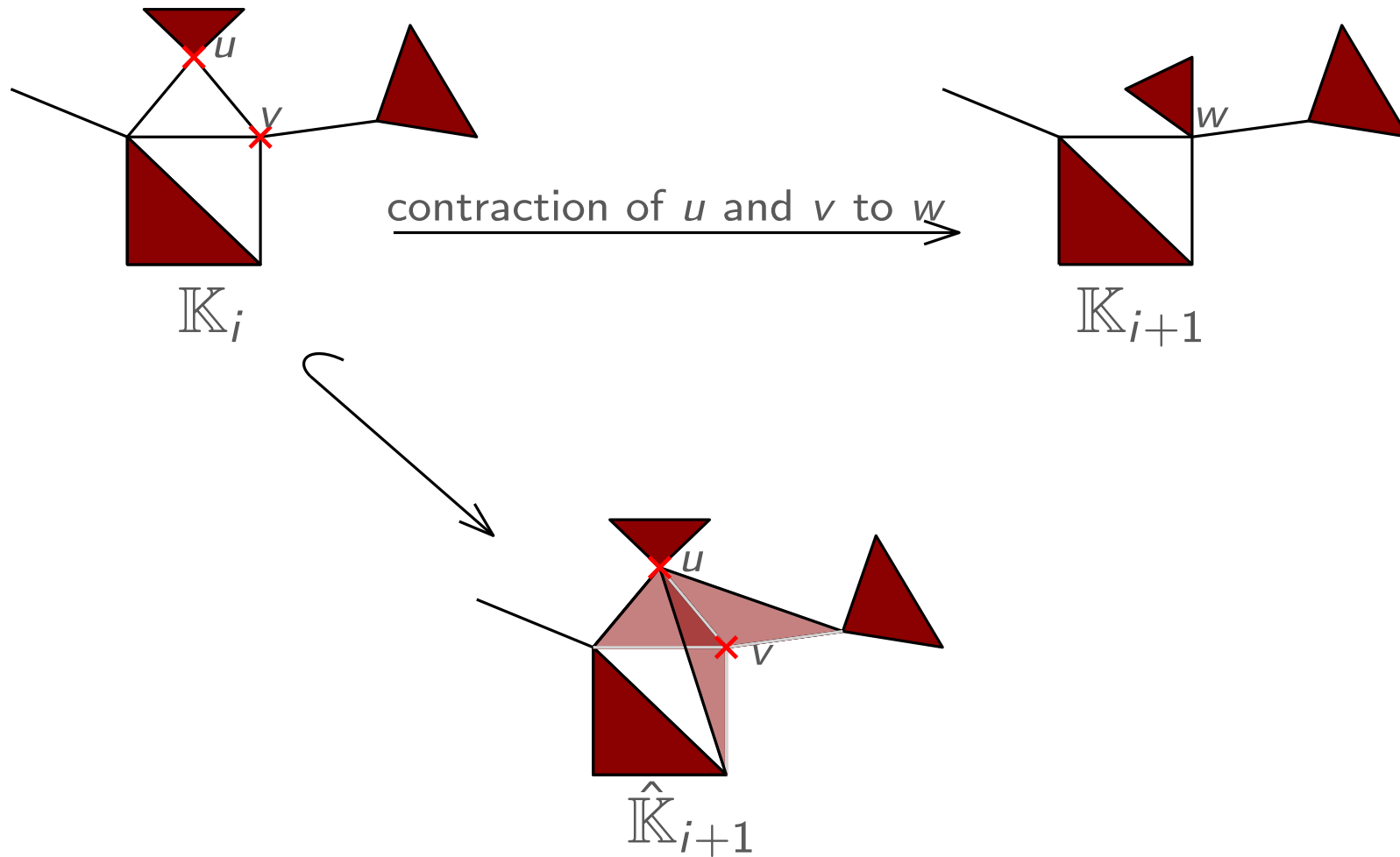
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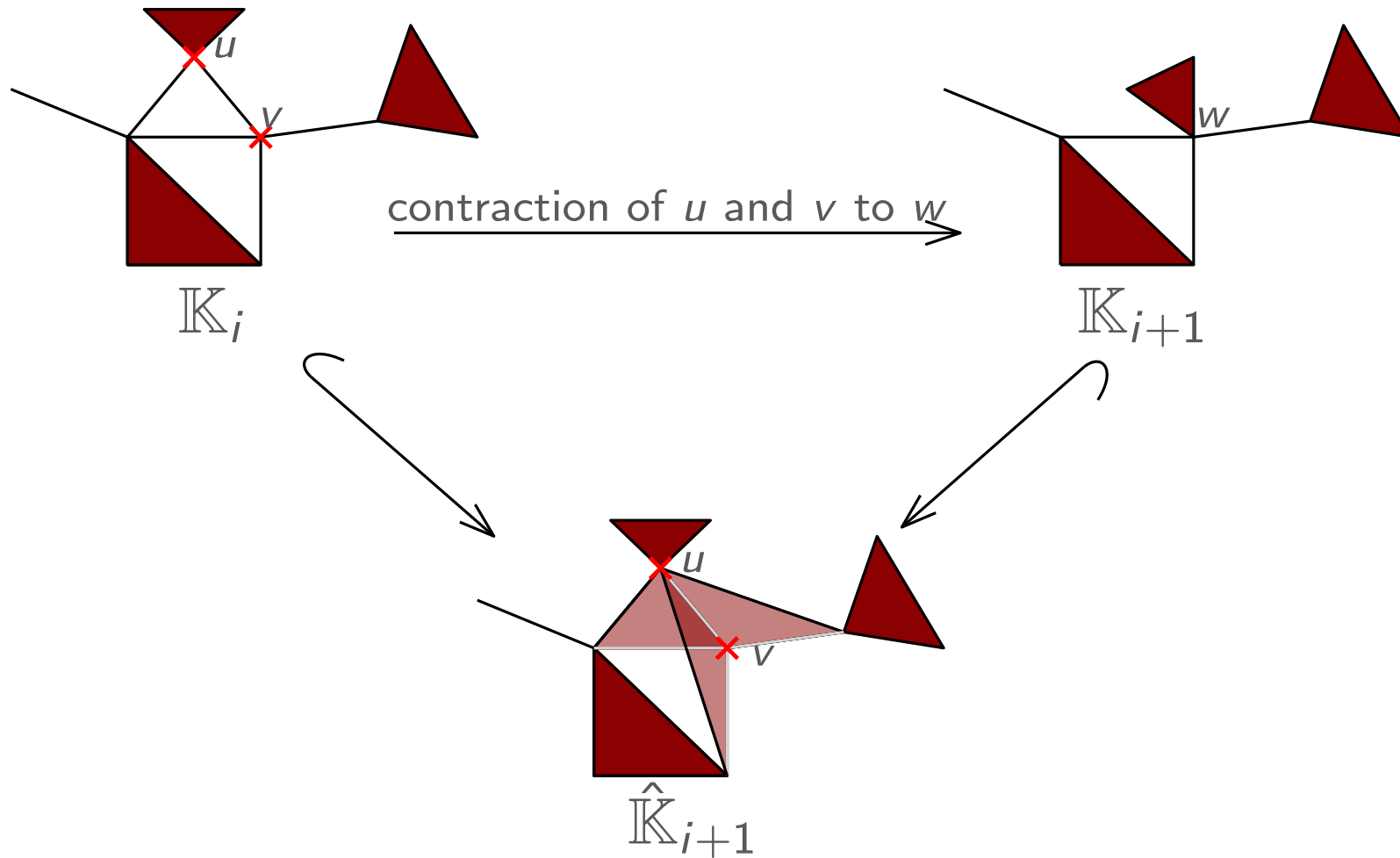
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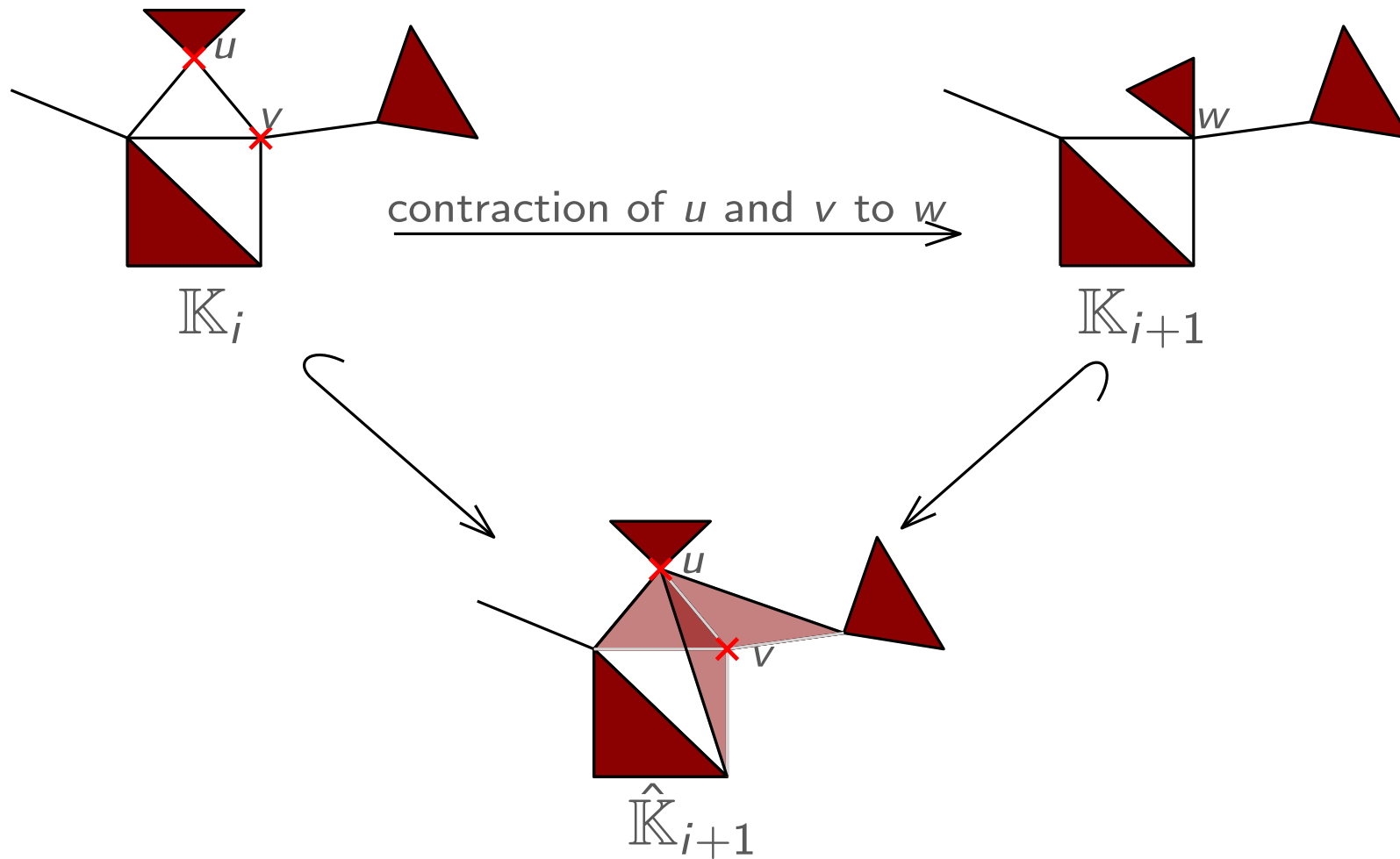
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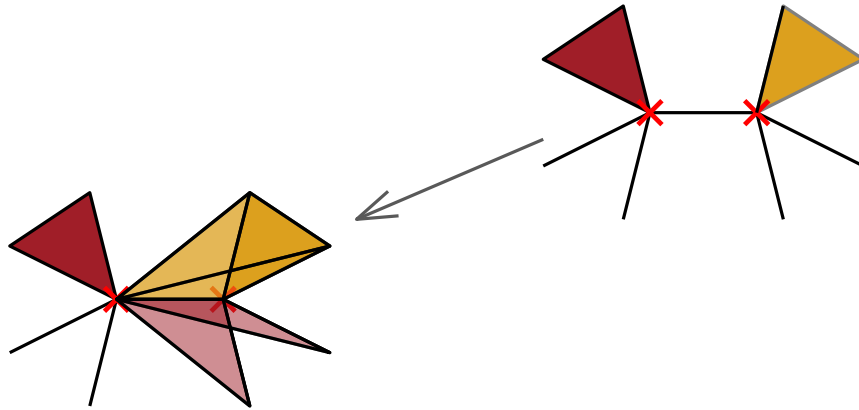


→ Too expensive?

Improvements:

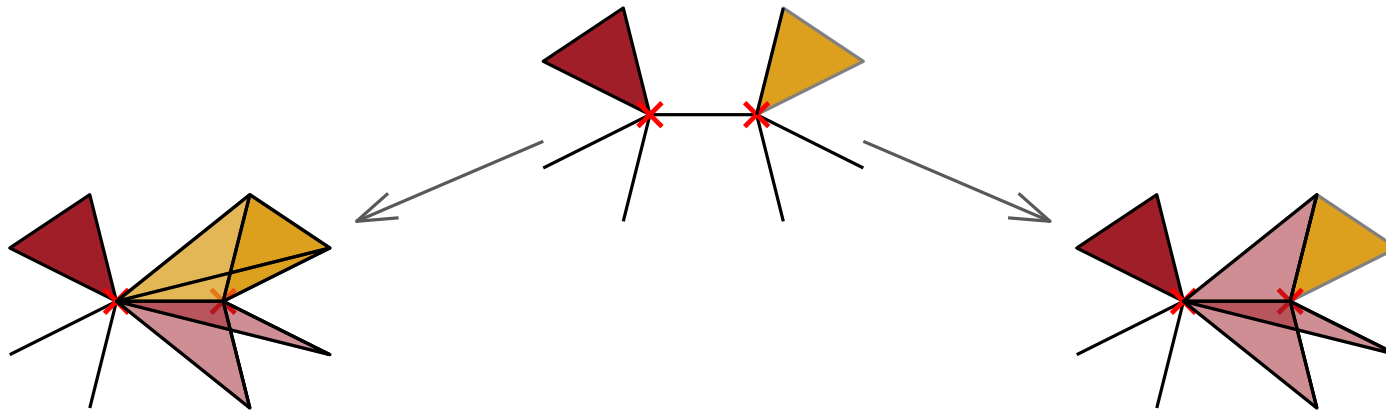
Improvements:

- ▶ contracted vertex and its cofaces are marked inactive,



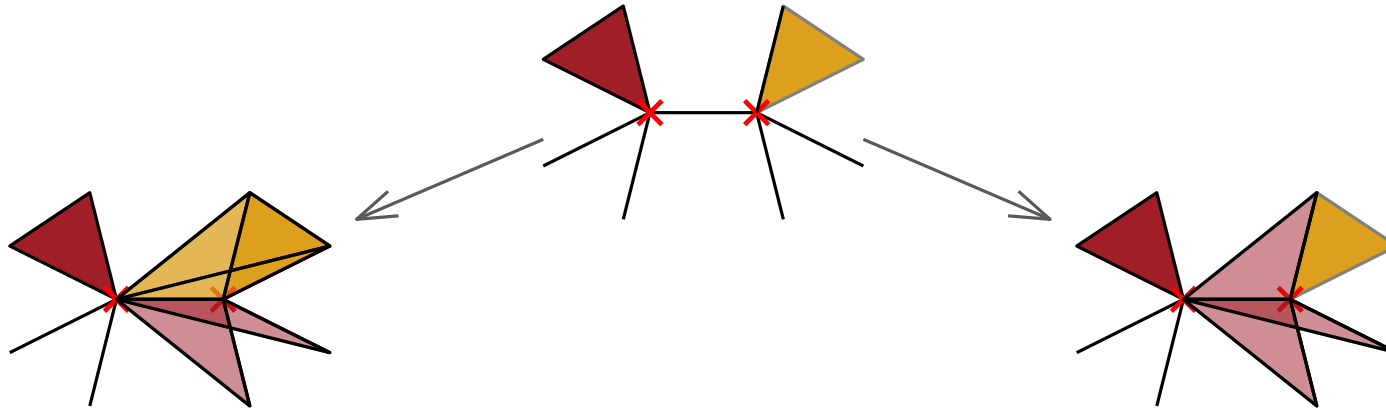
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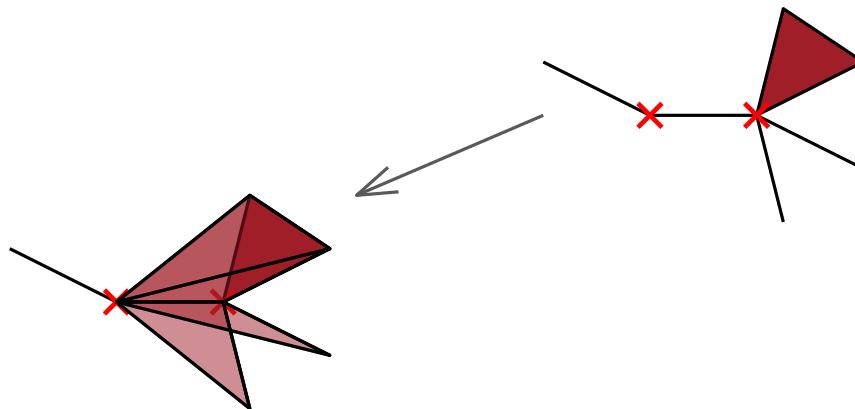


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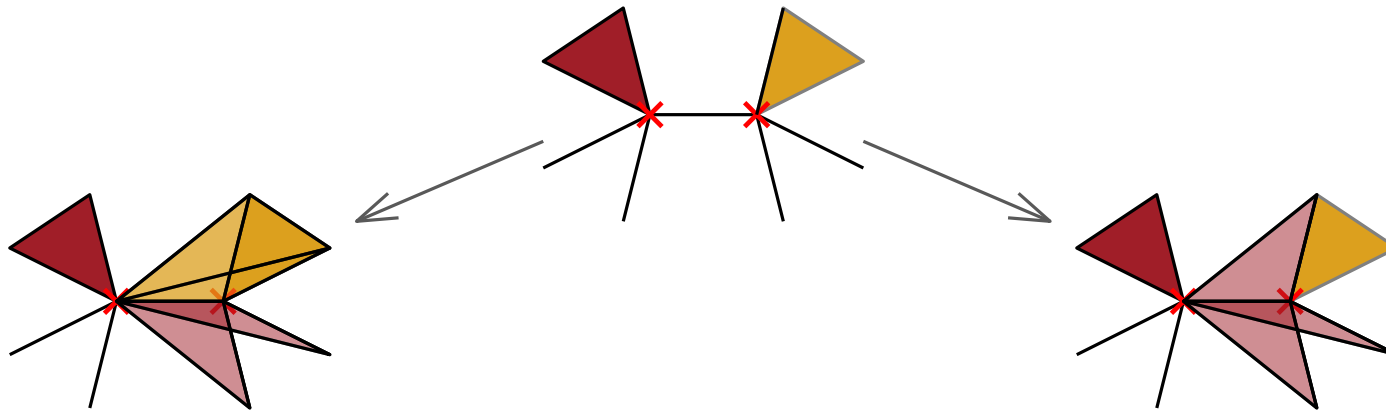


- ▶ selection of the smallest closed star.

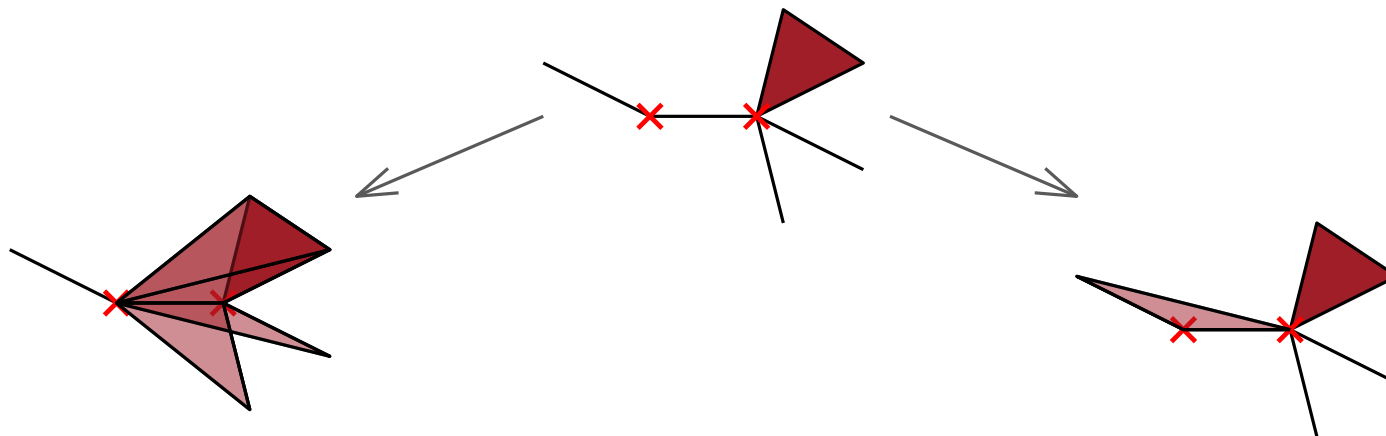


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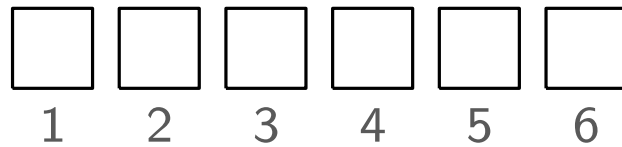
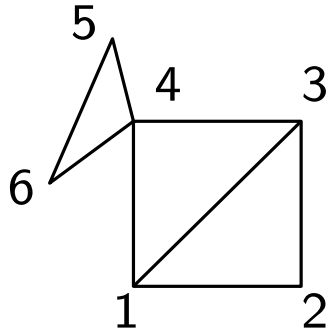
inclusions are not necessarily elementary

$n \leq m$: total number of elementary inclusions,

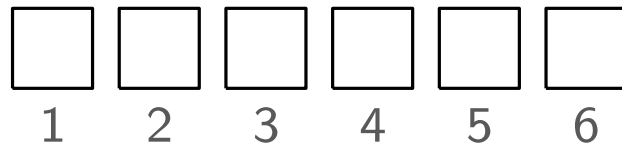
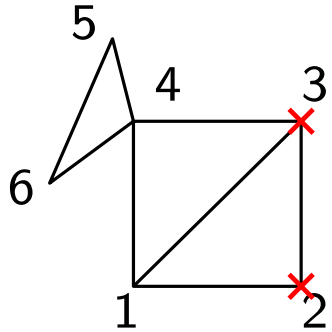
Δ : dimension of \mathcal{T} :

Theorem. $|\hat{\mathbb{K}}_m|$ is at most $O(\Delta \cdot n \log n)$.

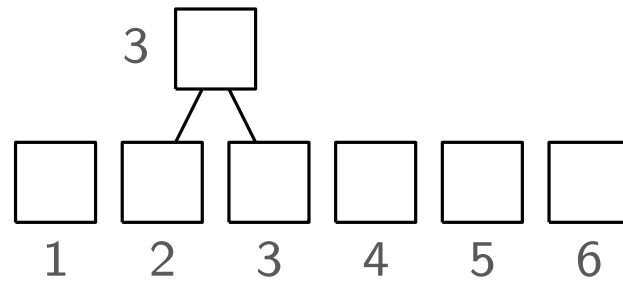
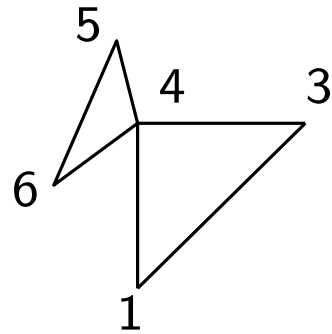
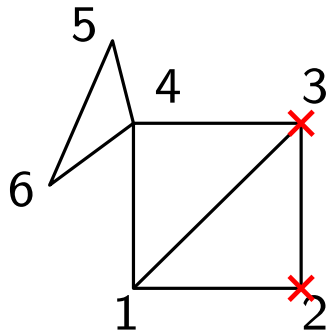
Contracting Forest:



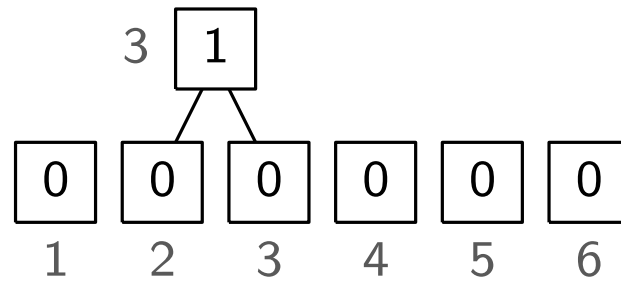
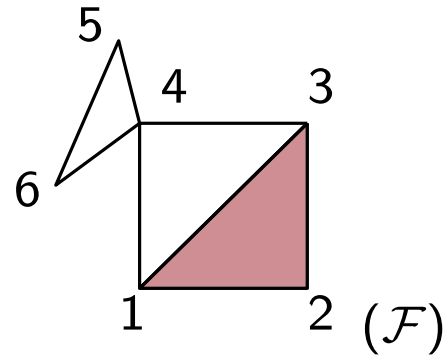
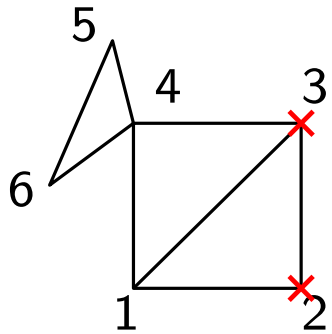
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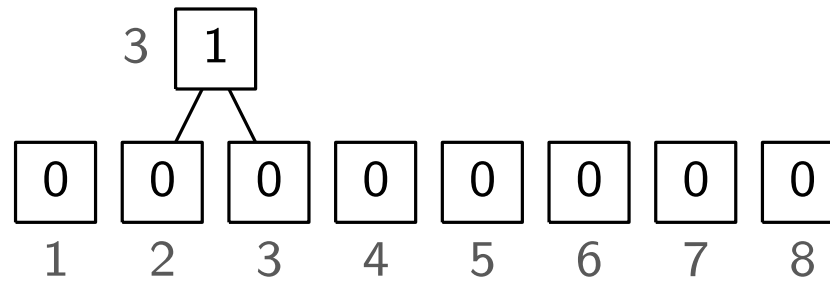
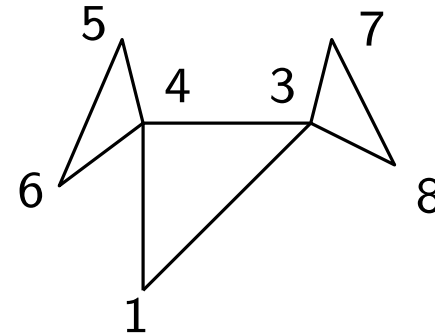
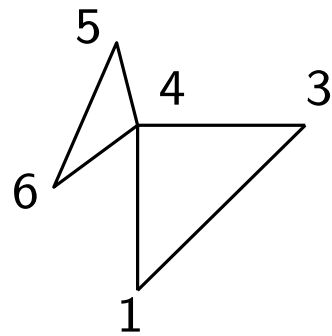
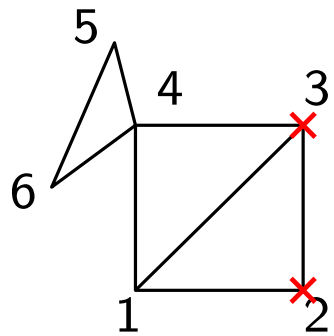
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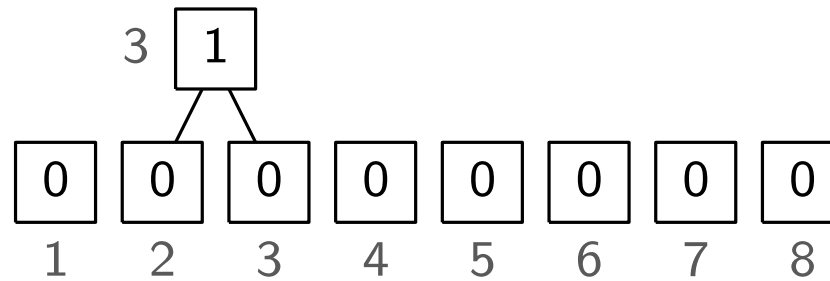
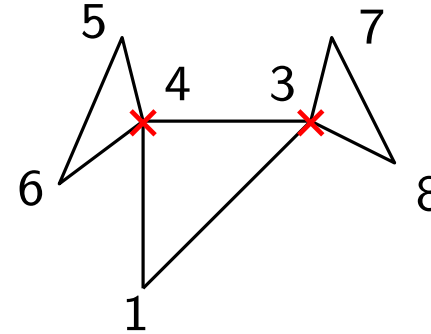
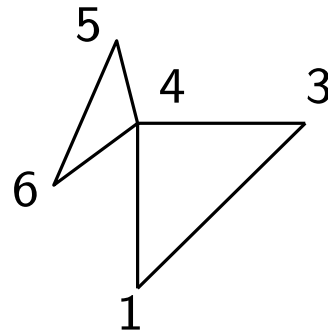
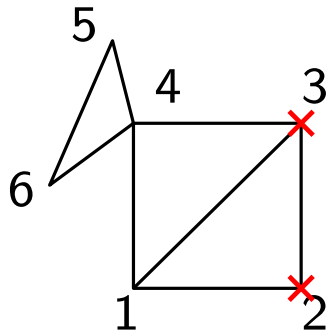
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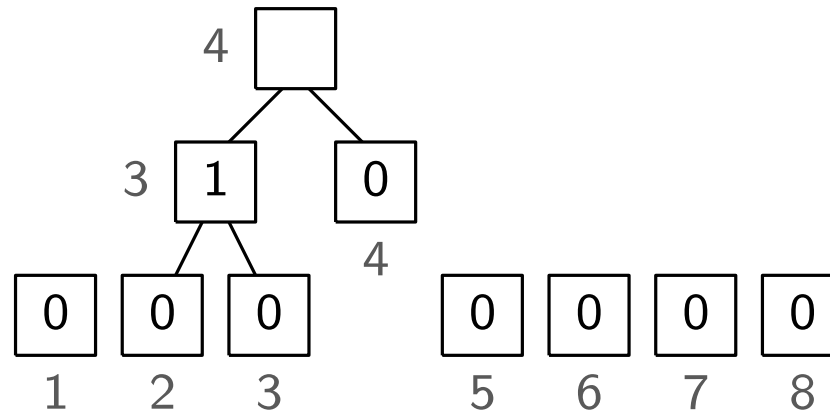
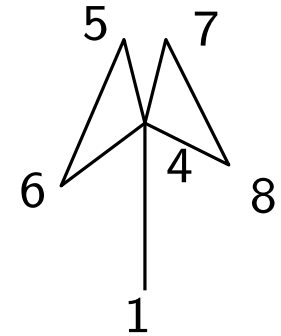
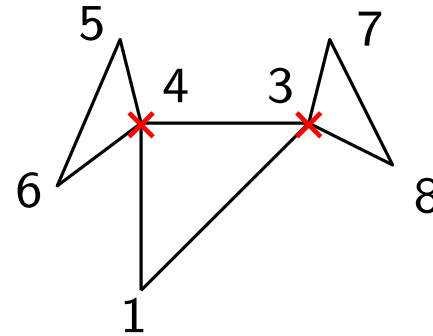
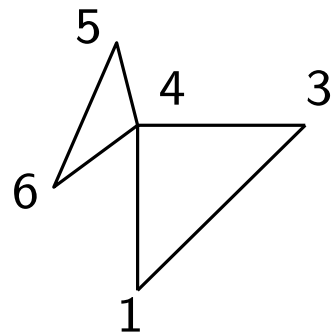
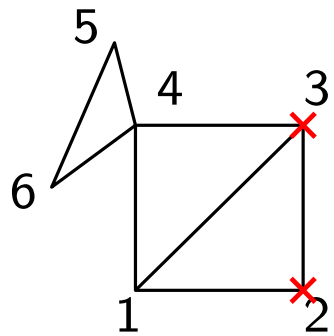
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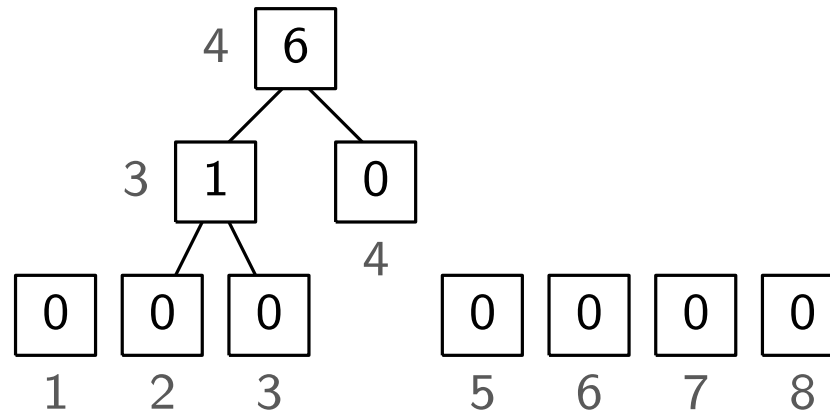
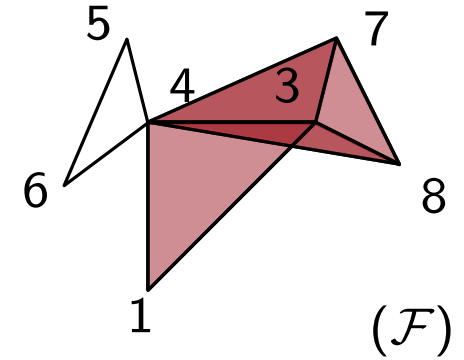
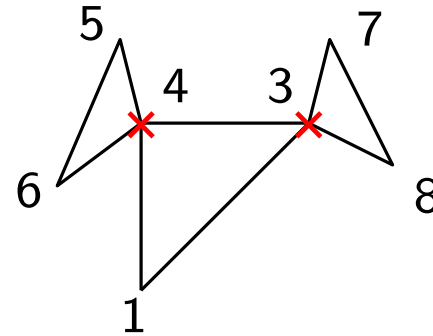
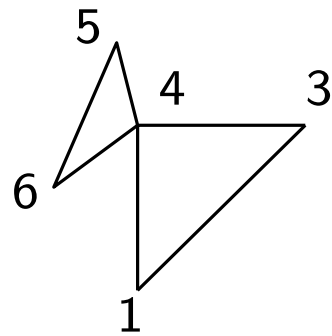
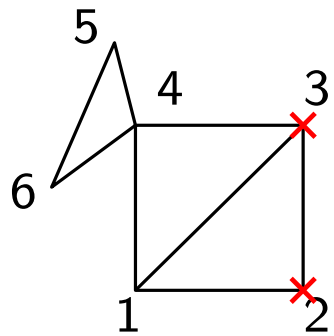
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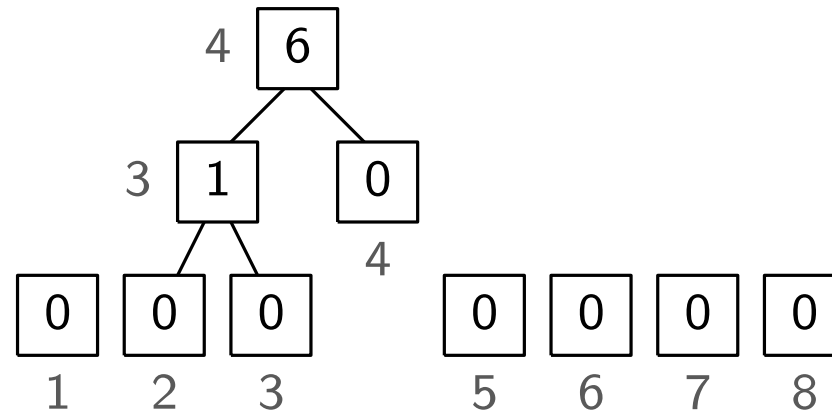
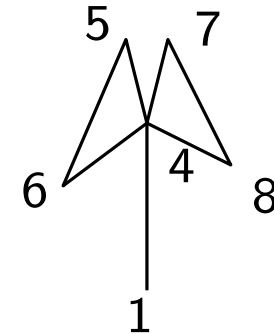
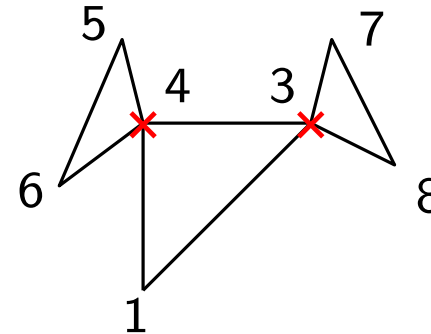
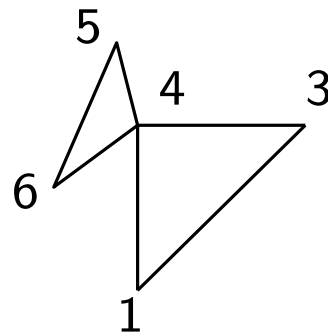
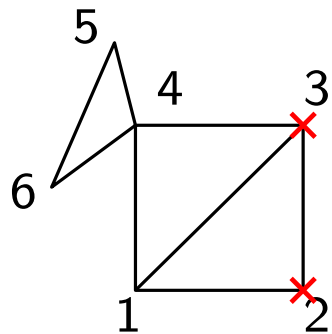
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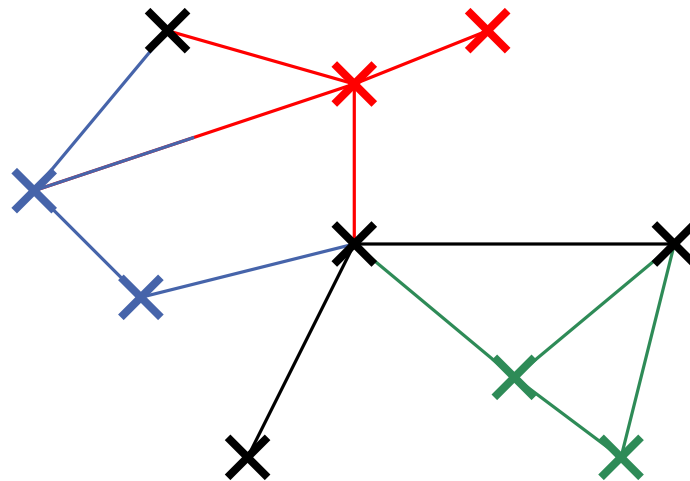
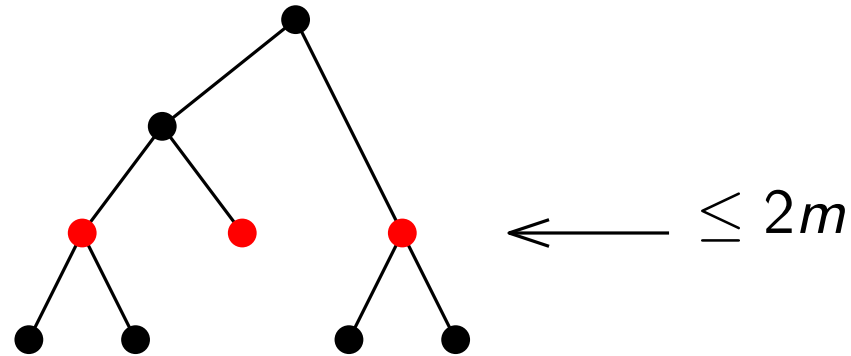


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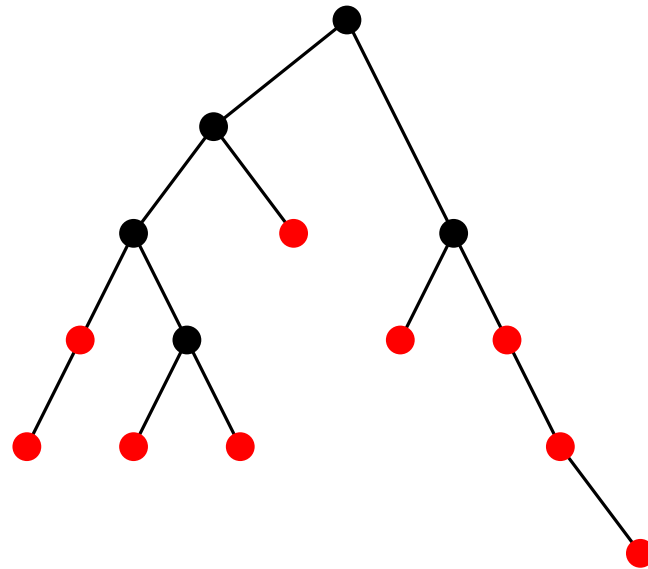


→ Sum of all nodes = total additional length of \mathcal{F}

m : number of edges inserted in \mathcal{T} , $\dim \mathcal{T} = 1$
cost = minimum number of adjacent edges



n : number of insertions in \mathcal{T}



$$\Sigma \leq 2 \cdot (\Delta + 1) \cdot n$$

- maximal $\log n$ such sets,
- total of $O(\Delta \cdot n \log n)$.

	tower size	Alg1 + PHAT			Simpers (Dey et al.)	
		filtration size	time (s)	mem. peak (kB)	time (s)	mem. peak (kB)
data1	5 328	19 747	0.12	7 040	2.49	10 188
data2	9 773	35 253	0.20	10 228	13.97	20 308
data3	9 237	38 101	0.22	10 916	19.29	24 924
GPS	10 331	9 063	0.07	5 292	0.35	6 064
KB	117 518	133 433	0.50	18 712	2.83	24 460
MC	167 002	185 447	0.72	25 272	4.12	26 020
S3	1 726 575	1 824 461	10.09	221 636	49.86	239 404
PC25	10 261 124	12 283 003	135.02	2 223 544	∞	-

ω : width of the tower = max. size of a complex in \mathcal{T} ,

C_ω : cost of an operation in a dictionary with ω elements:

Theorem. \mathcal{F} can be computed from \mathcal{T} with a streaming algorithm in $O(\Delta \cdot |\hat{\mathbb{K}}_m| \cdot C_\omega)$ time and space complexity $O(\Delta \cdot \omega)$.

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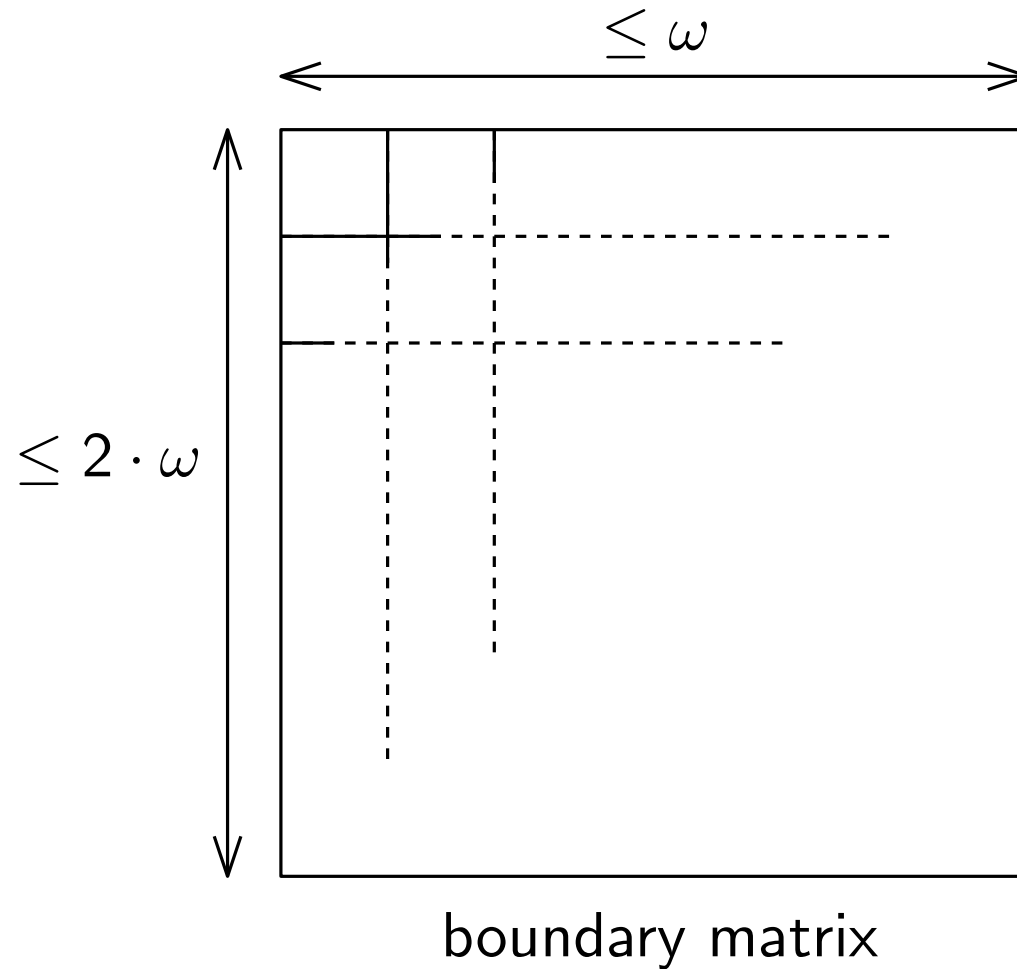
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→ Computing barcodes still uses too much memory.

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References:

- ▶ U. Bauer, M. Kerber, and J. Reininghaus. Clear and compress: Computing persistent homology in chunks. In *Topological Methods in Data Analysis and Visualization III*, Mathematics and Visualization, pages 103–117. Springer, 2014.
- ▶ C. Chen and M. Kerber. Persistent homology computation with a twist. In *European Workshop on Computational Geometry (EuroCG)*, pages 197–200, 2011.
- ▶ T. Dey, F. Fan, and Y. Wang. Computing Topological Persistence for Simplicial Maps. In *ACM Symposium on Computational Geometry (SoCG)*, pages 345–354, 2014.
- ▶ A. Zomorodian and G. Carlsson. Computing persistent homology. *Discrete & Computational Geometry*, 33(2):249–274, 2005.

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- ▶ U. Bauer, M. Kerber, and J. Reininghaus. Clear and compress: Computing persistent homology in chunks. In *Topological Methods in Data Analysis and Visualization III*, Mathematics and Visualization, pages 103–117. Springer, 2014.
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Thank you for your attention!