

CS 7301.003.20F Lecture 24–November 9, 2020

Main topics are `#persistent_homology`.

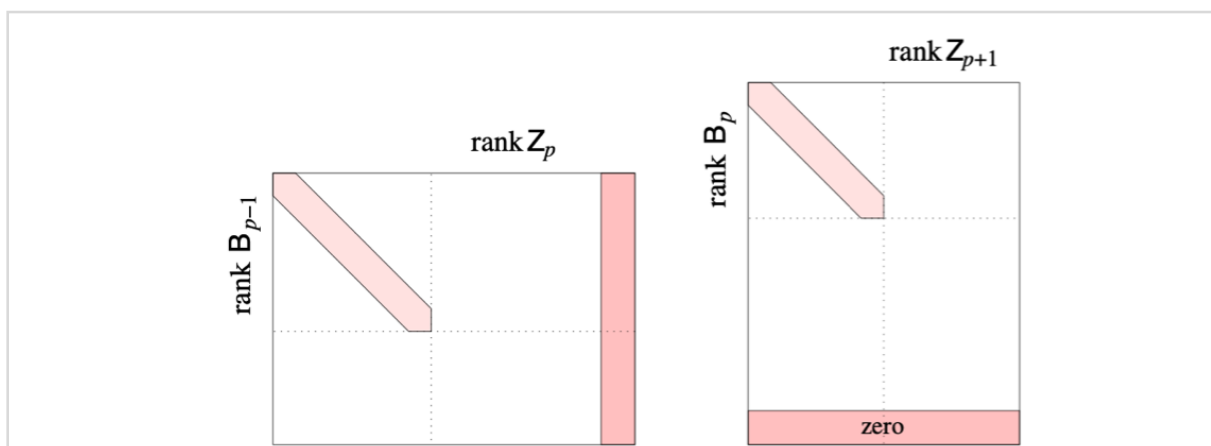
- Last week, we defined and computed simplicial homology over the integers.
- Today, we're going to extend that idea so we can work with situations where we don't know ahead of time what the appropriate complex is exactly.
- Imagine the following scenario: you have a bunch of data points in \mathbb{R}^d , and you believe they represent some kind of topological space. Unfortunately, you don't know what that space is.
- So you try computing, say, the Aleksandrov-Čech complex for various values of epsilon, analyzing each one you build. Across many values of epsilon you see different complexes with different topological features. But which are most important?
- Intuitively, the ones that survive or persist across the most values of eps are probably pretty important or "real".
- That's what we're going to study today, using something called *persistent homology* to study topological features (homology groups and non-boundary cycles) that persist across many of these complexes. In fact, we can ignore exactly where the complexes come from as the technique is fairly general.
- One not-so-general thing we'll do though: we're going to focus only on homology with the coefficient ring \mathbb{Z}_2 from here on. Properly handling the integer case is much harder, because the integers aren't a field, although I found a paper from 2014 that claims the authors can do so.
- Working with \mathbb{Z}_2 actually simplifies last week's work quite a bit. We only deal with 0s and 1s, including in the boundary matrix. All addition and multiplication is now done mod 2. And there's no torsion components to worry about!

Filtrations

- Let X be a simplicial complex. A *filtration* is a nested sequence of subcomplexes
$$\text{emptyset} = X_0 \subset X_1 \subset \dots \subset X_n = X$$
- Imagine constructing X bit by bit by adding chunks of simplicies at a time. In terms of Aleksandrov-Čech-complexes, you might be growing the eps-balls slowly over time, adding new simplices to your complex as new subsets of balls start to overlap.
- There exists a simple *inclusion map* $f : X_{i-1} \rightarrow X_i$ for each i where $f(x) = x$. By following their generators along, these maps induce a homomorphism between the homology groups, $f_* : H_k(X_{i-1}) \rightarrow H_k(X_i)$. And putting them together, we get a whole sequences of homology groups connected by homomorphisms:
$$0 = H_k(X_0) \rightarrow H_k(X_1) \rightarrow \dots \rightarrow H_k(X_n) = H_k(X)$$

for each k .

- Our goal here is to learn about this sequence of groups and their Betti numbers.
- For simplicity, though, we'll assume each $X_i - X_{i-1}$ consists of exactly one simplex σ_i . We can assume this holds in general by breaking ties if several simplices are supposed to be added at once, making sure to add all faces of a σ_i before adding σ_i itself.
- Now consider what happens to X_{i-1} when we create $X_i = X_{i-1} \cup \{\sigma_i\}$.
- Let k be the dimension of σ_i .
- Adding σ_i changes exactly two of the boundary matrices partial_k and partial_{k+1} . Let's assume both of these matrices are already reduced to their Smith normal form.
- σ_i is not yet a face of any $(k+1)$ -dimensional simplex, so the additional row in partial_{k+1} is all 0s. Therefore, Z_{k+1} and B_k remain unchanged.
- However, the new column in partial_k may have 1s. There are two cases to consider:
 1. If the new column is a linear combination of prior columns, then we can zero it out using column operations like last Wednesday. The rank of Z_k increases by one, and the rank of B_{k-1} remains the same. Therefore, $\beta_k(X_i) = \beta_k(X_{i-1}) + 1$ and other Betti numbers remain the same.
 2. Otherwise, we can use row and column operations to extend the diagonal entries (which are all 1 since we're using Z_2) by one position. The rank of Z_k remains unchanged, and the rank of B_{k-1} increases by one. Therefore, $\beta_{k-1}(X_i) = \beta_{k-1}(X_{i-1}) - 1$ and other Betti numbers remain the same.

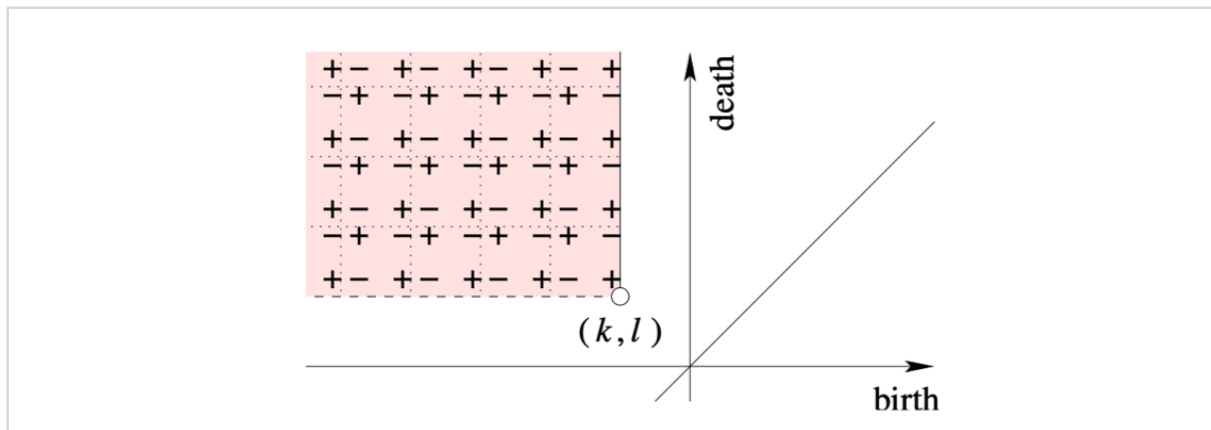


- So if we want to learn the sequence of Betti numbers induced by the filtration, we just need to decide whether each new k -simplex gives birth to a new non-trivial k -cycle, increasing β_k or gives death to a non-trivial $(k-1)$ -cycle (changing it to a $(k-1)$ -boundary), decreasing β_{k-1} .
- We call the former simplices *positive* and the latter *negative*.
- The high level idea behind persistence is that we're going to pair up positive and negative simplices to access the lifetime of homology classes within the filtration.

Persistent Homology Groups

- Remember, the filtration induces a sequence of homology groups connected by homomorphisms. Let's simplify notation by defining $H^i_k := H_k(X_i)$ and add 0 to the end of the sequence to get

$$0 = H^0_k \rightarrow H^1_k \rightarrow \dots \rightarrow H^n_k \rightarrow H^{n+1}_k = 0.$$
- Let $f^{i,j}_k : H^i_k \rightarrow H^j_k$ be the composition of homomorphisms from H^i_k to H^j_k .
- The image of $f^{i,j}_k$ consists of all k -dimensional homology classes that are born at or before X_i and die after X_j . (We added the zero group at the end to guarantee every class eventually dies.)
- The *dimension k persistent homology groups* are these images $H^{i,j}_k = \text{im } f^{i,j}_k$ for $0 \leq i \leq j \leq n+1$. The *dimension k persistent Betti numbers* are the ranks of these groups, $\beta^{i,j}_k = \text{rank } H^{i,j}_k$.
- One way to think of the persistent Betti numbers is that $\beta^{i,j}_k$ counts the independent homology classes in X_j that are born at or before X_i .
- Note by definition $H^{i,i}_k = H^i_k$. We may also observe $H^{i,j}_k = Z^i_k / (B^j_k \cap Z^i_k)$.
- Now, let $\mu^{i,j}_k = (\beta^{i,j-1}_k - \beta^{i,j}_k) - (\beta^{i-1,j-1}_k - \beta^{i-1,j}_k)$ for all $i < j$. The first difference is counting homology classes in X_{j-1} born at or before X_i that die entering X_j . The second counts classes in X_{j-1} born at or before X_{i-1} that die entering X_j .
- So, $\mu^{i,j}_k$ is counting k -dimensional homology classes born at X_i that die entering X_j .
- And we already argued at most one class is born each step, so $\mu^{i,j}_k$ is either 0 or 1.
- Let's plot where the 1s go. The *dimension k persistence diagram* of the filtration is the set of points (i, j) in \mathbb{R}^2 where $\mu^{i,j}_k = 1$. Because we always have $i < j$, these points only lie above the main diagonal.
- Surprisingly, we can take these μ values, and use them to compute Betti numbers.
- Lemma: $\beta^{a,b}_k = \sum_{i \leq a, j > b} \mu^{i,j}_k$.
 - Each $\mu^{i,j}_k$ is made from the positive and negative contributions of the persistent Betti numbers in a unit square below and left.
 - If we draw all these square in the upper left quadrant at (a, b) , we see all the terms in the sum cancel each other out except for $\beta^{a,b}_k$.



(pretend (k, l) there is (a, b))

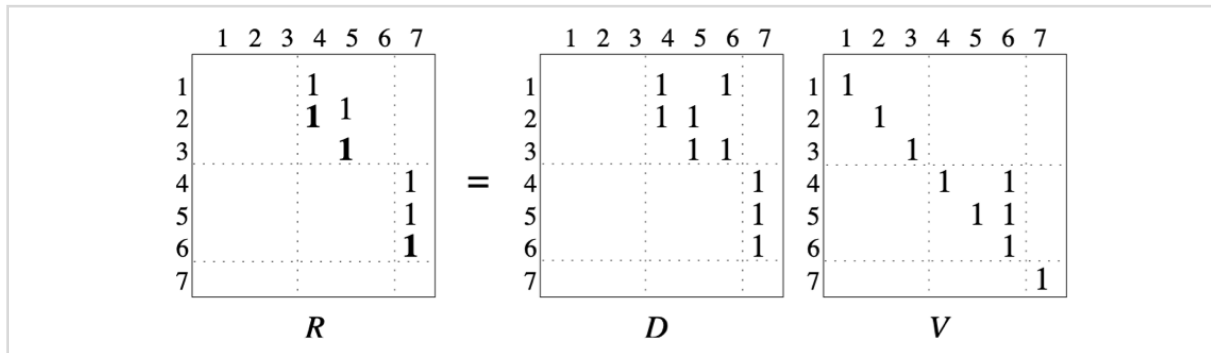
- Alternatively, we're counting classes born up to time a that die after time b . There's one of those per point in the upper left quadrant.
- So, the diagram encodes all the information we need to know the persistent homology groups!

Computing Persistent Homology

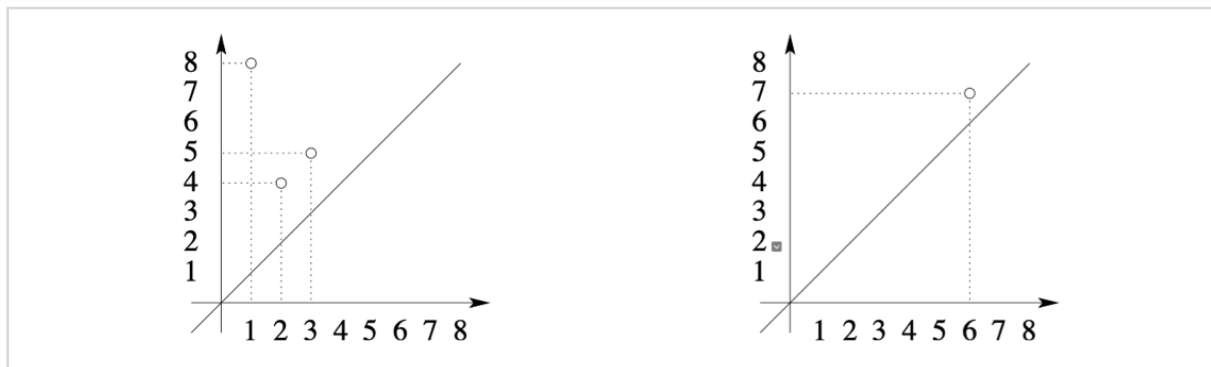
- Like with computing the homology classes as we did last week, we can compute persistence quickly doing matrix reductions. In fact, we only have to work with a single matrix.
- Let D be a boundary matrix covering all dimensions at once. Recall σ_i is the sole simplex in $X_i - X_{i-1}$. Let $D_{i,j} = 1$ if σ_i is a facet of σ_j . In other words, the rows and columns are ordered by when the simplices enter the complex, and each column records the boundary of its complex. Again, Z_2 , so 0 and 1 suffice to describe the boundary.
- Similar to before, we'll iteratively reduce D to another 0-1 matrix R .
- Let $\text{low}(j)$ be the row index of the last 1 in column j . We call R *reduced* if $\text{low}(j) \neq \text{low}(j_0)$ for any two non-zero columns $j \neq j_0$.
- The algorithm simply adds columns to other columns to their right as follows:
 - $R = D$
 - for $j \leftarrow 1$ to n
 - while there exists $j_0 < j$ with $\text{low}(j_0) = \text{low}(j)$
 - add column j_0 to column j
- The algorithm takes only $O(n^3)$ time.
- We can track the column sums in another matrix V where the j th column of V encodes the columns in D that sum up to give the j th column in R . In other words, $R = D * V$.
- And now we can easily find the points in the persistent diagrams.
 - If the j th column of R is non-zero, then the addition of simplex j kills a cycle born from the addition of simplex $\text{low}(j)$. Indeed, the sum of simplices indicated by the j th column of V has a non-trivial boundary consisting of only simplices from $\text{low}(j)$

and earlier.

- If the j th column of R is all zeros, then a new cycle is born. Indeed, the sum of simplices indicated by the j th column of V has trivial boundary.
- Let's look at a simple example. Let X consist of a triangle and its faces.
- To get a filtration, we add the vertices, then the edges, and then the triangle itself. Let's number the simplices in this order from 1 to 7.
- The boundary matrix D , the final reduced matrix R , and the matrix V describing the reduction steps are given below.



- So what happens? Adding vertices 1 through 3 only adds cycles, because all vertex boundaries are trivial.
- Adding edge 4 kills the 0-cycle born from vertex 2. $\mu^{2,4}_0 = 1$.
- Adding edge 5 kills the 0-cycle born from vertex 3. $\mu^{3,5}_0 = 1$.
- Adding edge 6 creates a new 1-cycle consisting of edges 4, 5, and 6.
- Adding the triangle (7) kills the 1-cycle born from edge 6. $\mu^{6,7}_1 = 1$.
- Vertex 1 never gets killed by the explicit addition of a simplex, so we say $\mu^{1,8}_0 = 1$.
- Here are the 0th and 1st persistence diagrams:



- If we want to think in terms of Betti numbers at different stages of the filtration, adding vertices 1 through 3 increases the 0th Betti number by 1: i.e., we keep adding new components. But we started killing these components with the addition of edges 4 and 5. The lone component survived the rest of the filtration.
- The addition of edge 6 created an empty graph cycle. Immediately after, the triangle killed it by filling it in.