

Persistent Homology in Data Science

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Data has shape

Topological Data Analysis: Often data displays some shape that carries valuable information.

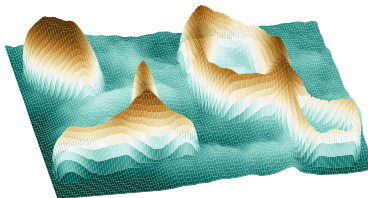


- **Persistent homology** gives us the notion of components, holes, tunnels, cavities, and so on and quantifies their “significance”.

Fourier analysis : signal $\hat{=}$ persistent homology : shape

An intuitive approach: Mountains and volcanoes

Let $f: [0, 1]^2 \rightarrow [0, 1]$ be in \mathcal{C}^0 , say, a **height profile** of a geographic map.



What mathematical notion is natural to capture “mountains” or “volcanoes”?

- ▶ Mountains are local maxima in f . Data has noise. How to filter to get “real mountains”?
- ▶ What about significance, which is not height? What about volcanoes?

Topological evolution

In our simple setting, the method of persistent homology is known as [watershed transformation](#):

- ▶ The [super-level set](#) U_c is the landmass above sea level c :

$$U_c = f^{-1}([c, 1]) = \{x \in [0, 1]^2 : f(x) \geq c\}$$

- ▶ U_c grows as c declines, starting at $c = 1$.



Persistent homology keeps track of the [topological evolution](#) of U_c .

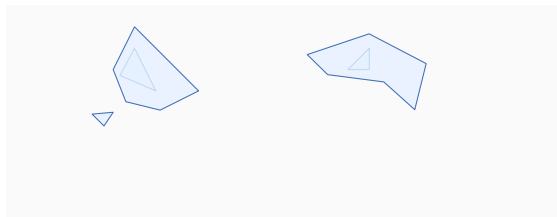
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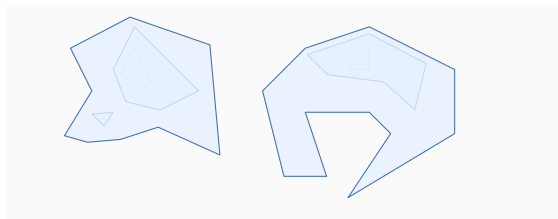
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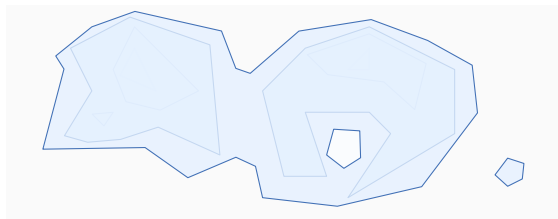
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General setting

An n -simplex is the convex hull of n points:



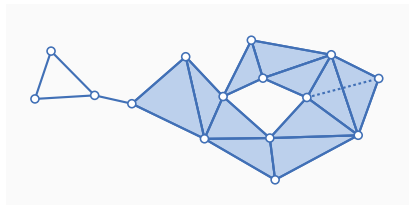
We have a **simplicial complex** \mathcal{S} as underlying space.

- ▶ A **filtration** (\mathcal{S}_i) is a sequence of simplicial complexes

$$\emptyset = \mathcal{S}_0 \subset \cdots \subset \mathcal{S}_m = \mathcal{S}$$

Think of (\mathcal{S}_i) as iteratively adding adding simplices.

- ▶ At each step a feature is born or dies.
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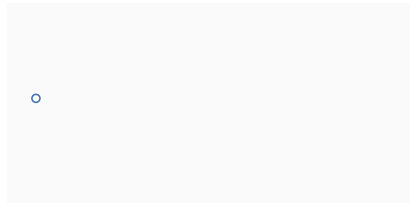
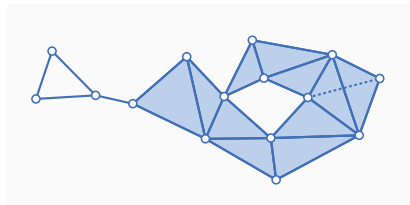
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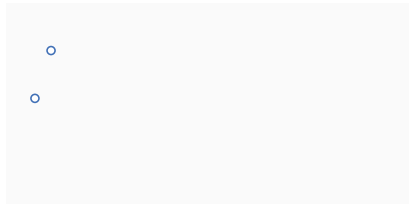
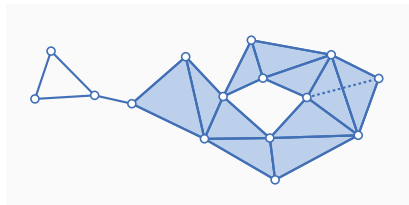
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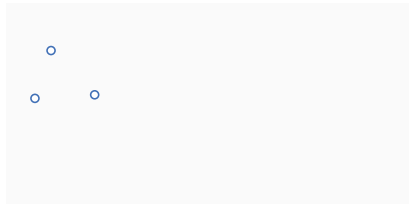
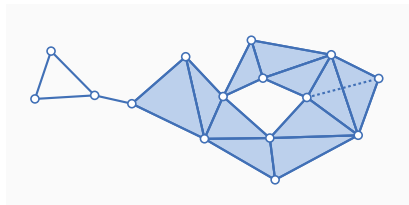
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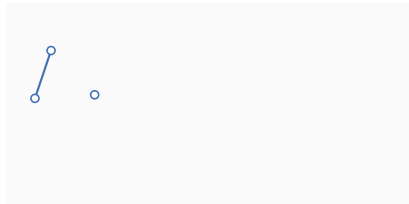
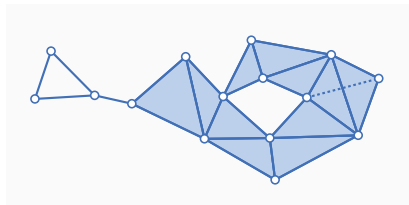
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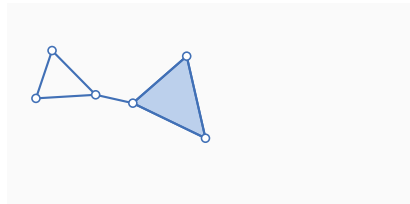
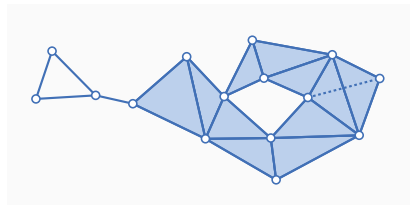
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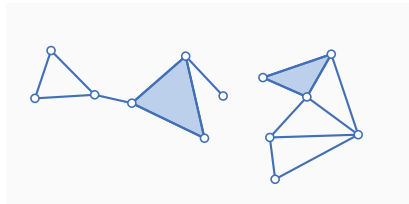
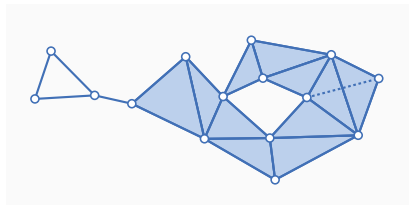
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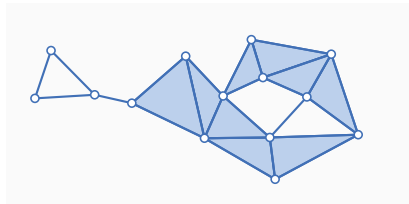
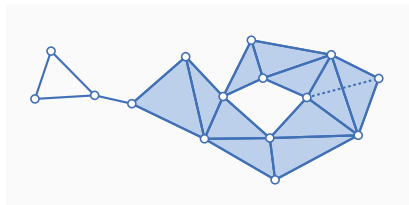
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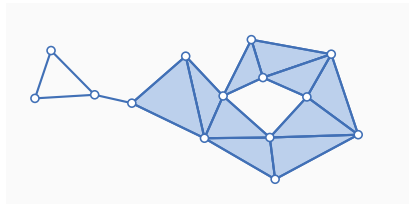
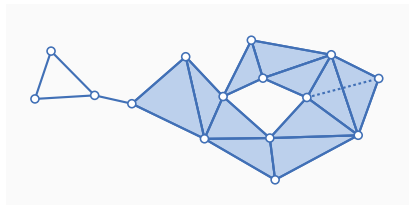
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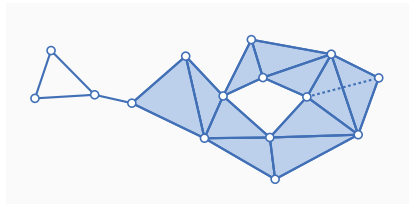
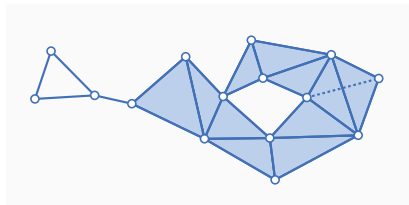
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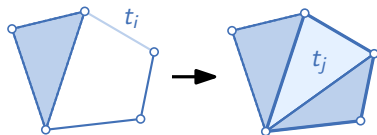
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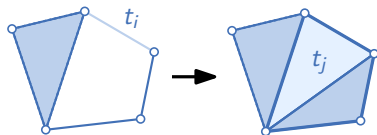


We associate at timestamp $t_i \in \mathbb{R}$ to the i -th step in the filtration (\mathcal{S}_i) with

$$t_0 \leq t_1 \leq \dots \leq t_m$$

- The **persistent Betti number** $\mu_p^{i,j}$ counts how many p -dimensional features were **born** at time t_i and **died** at time t_j .

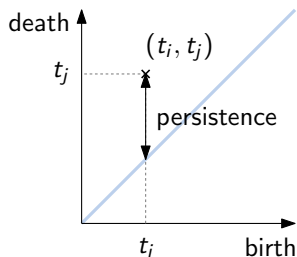
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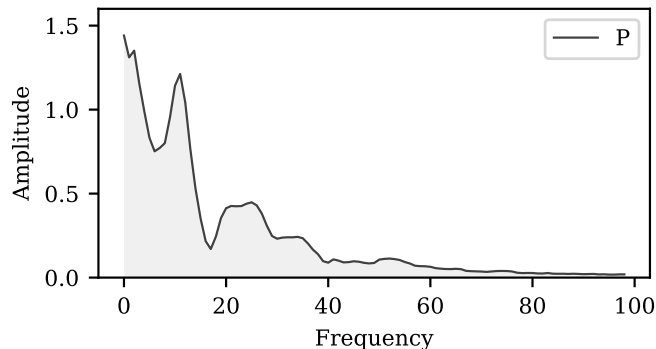
The **p -th persistence diagram** is a summary description:

- ▶ We place a point (t_i, t_j) with multiplicity $\mu_p^{i,j}$.
- ▶ Persistence is $t_j - t_i$.

Application: Peak detection for signal analysis

The function P stems from a system identification for a closed-loop controller in motion control.

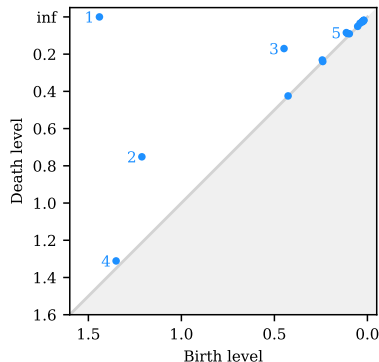
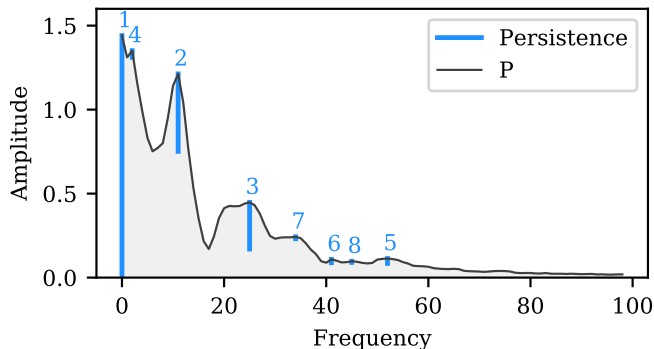
- Task: Detect peak at non-zero frequency, which is the natural frequency of the system.



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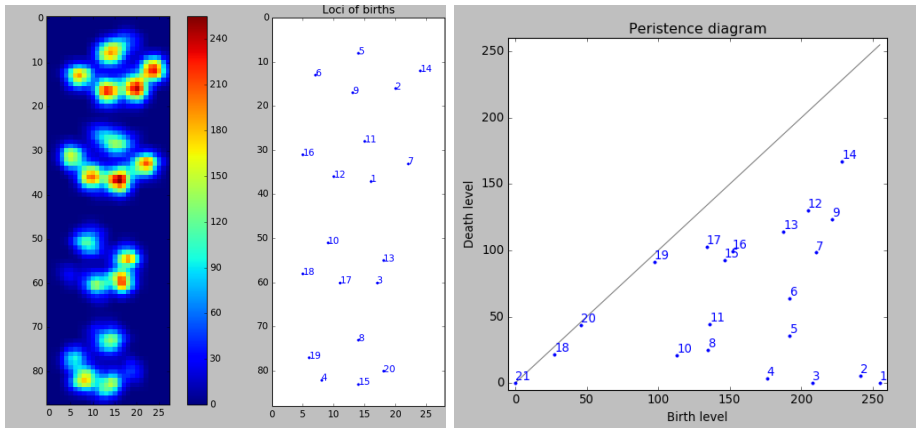
The function P stems from a system identification for a closed-loop controller in motion control.

- ▶ Task: Detect peak at non-zero frequency, which is the natural frequency of the system.
- ▶ 0-th persistence diagram of super-levelset filtration of P .
- ▶ Can be computed in a few dozen lines of code in C, as fast as sorting numbers.



Application: Images analysis

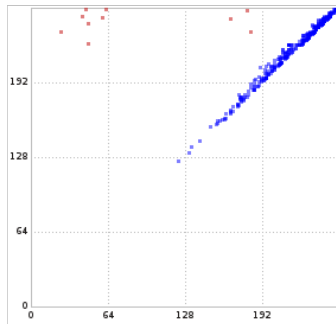
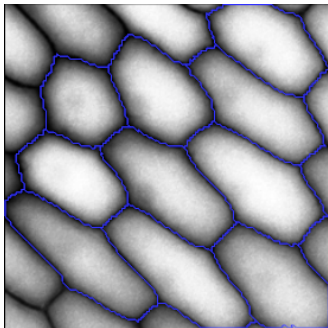
The 20 most persistent 0-dimensional features to detect animal paws.



Application: Images analysis

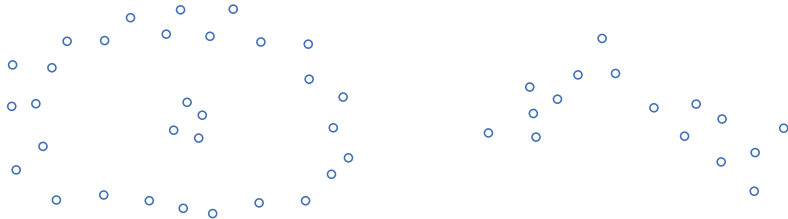
Segmentation of cell boundaries.

- ▶ Chosen 1-dimensional features (cycles) by thresholding in 1st persistence diagram.
- ▶ Like finding volcanoes in geographic height maps.



Application: Shape analysis of points

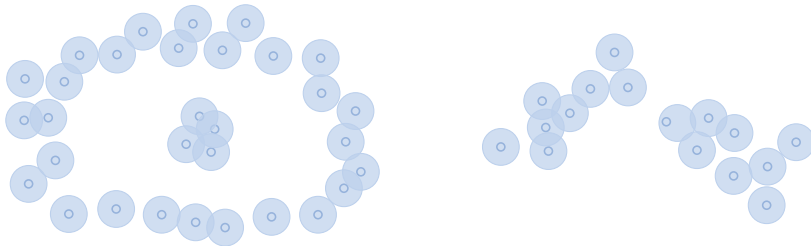
- ▶ Place a ball B_t of radius t around each point and consider the union P_t .
 - ▶ The **connected components** of P_t build clusters.
- ▶ The sequence (P_t) forms a **filtration**.



- ▶ The 0-th persistence diagram encodes the evolution and significance of clusters.
- ▶ Higher dimensional persistence diagram gives us additional information about holes.

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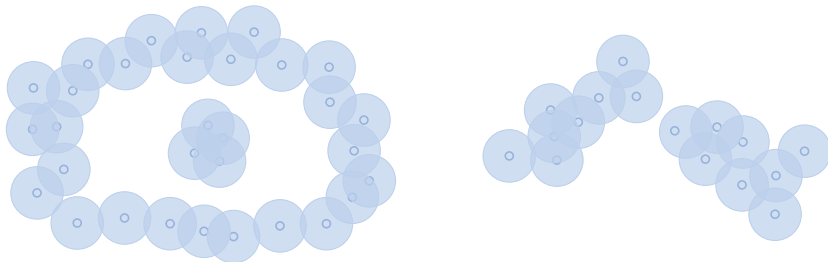
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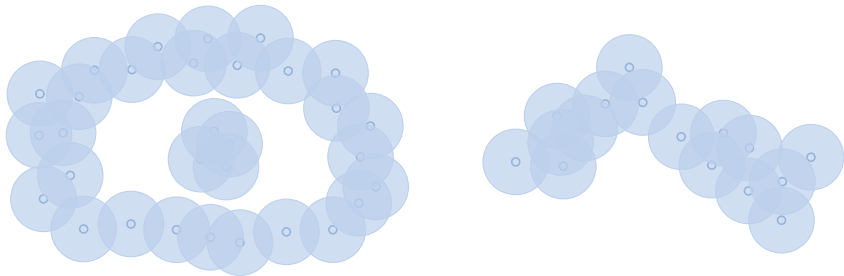
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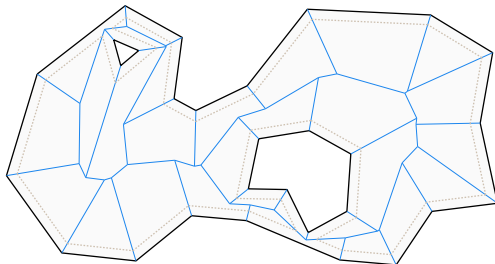


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Application: Shape analysis of polygons

Geometric shapes are often modeled as polygons, possibly with holes.

- ▶ A filtration is obtained by a (reversed) [offset process](#), e.g., Minkowski offsets or mitered offsets.



- ▶ [Hub18] gave efficient algorithms to compute persistent homology based on Voronoi diagrams and straight skeletons by proving homotopy equivalence.
- ▶ Applications: Polygon decomposition, e.g., for high-speed NC-machining.

Application: Topological machine learning

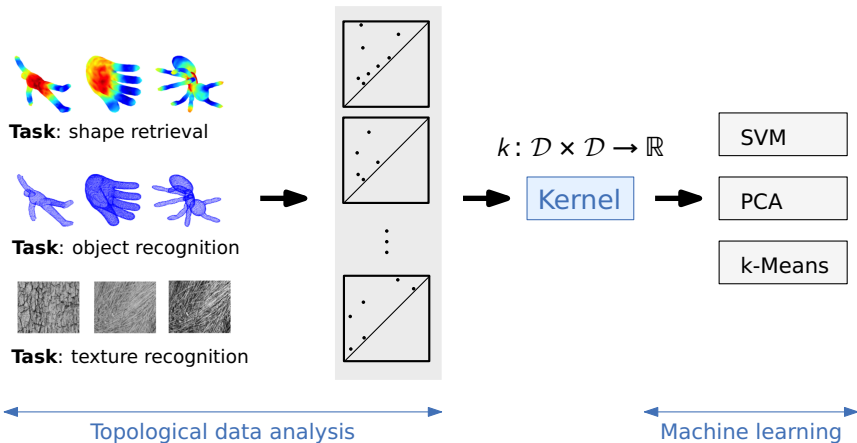
Persistence diagrams are a summary description of topological features.

- ▶ How to use this topological information for machine learning?

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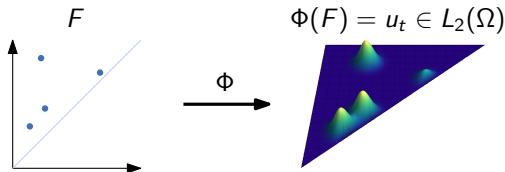
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Application: Topological machine learning

Idea of [Rei+15]: Given F , solve a heat-diffusion PDE on $\Omega = \{(x, y) \in \mathbb{R}^2 : y \geq x\}$

- ▶ Solution at time t denoted by $u_t: \Omega \rightarrow \mathbb{R}$.
- ▶ Initial condition $u_0 = \sum_{p \in F} \delta_p$ with Dirac delta δ_p .
- ▶ **Boundary condition** $u_t = 0$ on $\partial\Omega$, as points on diagonal shall have no influence.



We directly constructed a **feature map** $\Phi: \mathcal{D} \rightarrow L_2(\Omega)$ on the set \mathcal{D} of persistence diagrams.

- ▶ The kernel is given by $k(F, G) = \langle \Phi(F), \Phi(G) \rangle$.
- ▶ Important: The resulting kernel is **stable**, i.e., Lipschitz-continuous.

Persistent homology turns out to be useful:

- ▶ Clustering, image analysis, shape recognition, image segmentation, time series analysis, analysis of biological structures (drug molecules, roots, ...), material analysis, ...

It contributes to data science in two ways:

- 1 Persistent diagrams make various methods of data science applicable.
- 2 It is a tool within data science to help understanding methods.
 - ▶ E.g., explainable AI based on persistence of the inter-layer mapping in feed forward nets. [CG18].

KI-Net – Bausteine für KI-basierte Optimierungen in der industriellen Fertigung:

- ▶ Lead: SCCH Hagenberg (OÖ)
- ▶ FH Salzburg
- ▶ TH Rosenheim
- ▶ Universität Innsbruck
- ▶ Hochschule Kempten



- [CG18] Gunnar E. Carlsson and Rickard Brüel Gabrielsson. “Topological Approaches to Deep Learning.” In: *CoRR* abs/1811.01122 (2018). arXiv: 1811.01122. URL: <http://arxiv.org/abs/1811.01122>.
- [Hub18] Stefan Huber. “The Topology of Skeletons and Offsets.” In: *Proc. 34th Europ. Workshop on Comp. Geom. (EuroCG '18)*. Mar. 2018.
- [Rei+15] J. Reininghaus et al. “A Stable Multi-Scale Kernel for Topological Machine Learning.” In: *Proc. 2015 IEEE Conf. Comp. Vision & Pat. Rec. (CVPR '15)*. Boston, MA, USA, June 2015, pp. 4741–4748.