

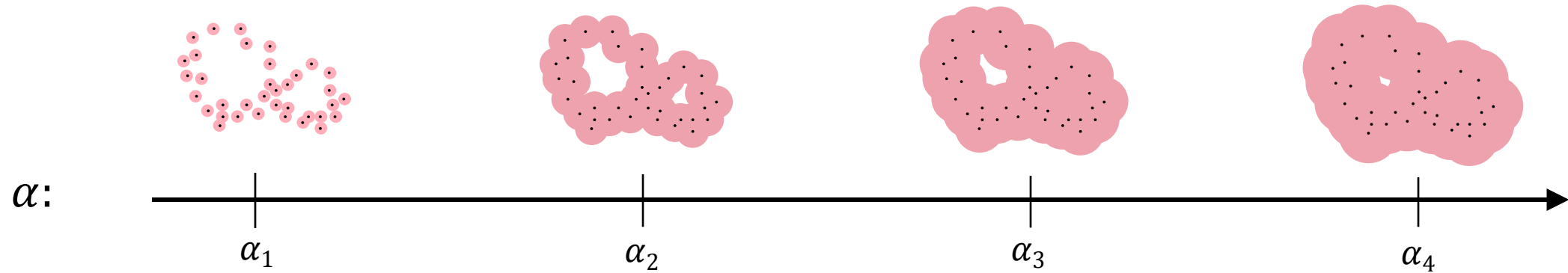
# Persistent Homology: Formalization

Tao Hou, University of Oregon

# Outline for studying persistent homology

1. Intro to persistent homology
  - Build intuitions of persistent homology: what it does, what it produces
2. Formalizing persistent homology
  - Introduce its input (filtration) and study an algorithm for computation
3. Different ways for building filtrations
  - Vietoris-Rips filtration, sub-levelset filtration
  - Cubical complexes (for images)
4. Interpretation and stability of persistence diagram

# “The growing space”



- Recall the growing space:
  - We have a value  $\alpha$  ranging within an interval, say, from 0 to  $\infty$
  - Let each value  $\alpha$  corresponds to a topological space so that
  - The topological space grows as  $\alpha$  increases from 0 to  $\infty$

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  - Let each value  $\alpha$  corresponds to a topological space so that
  - The topological space grows as  $\alpha$  increases from 0 to  $\infty$
- Suppose I ask you to represent such a growing space in the computer, can you think of any problems?

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- Each  $\alpha$  value may correspond to a possibly different space
- This means there could be **infinitely many spaces** that we need to store in the computer, which is impossible

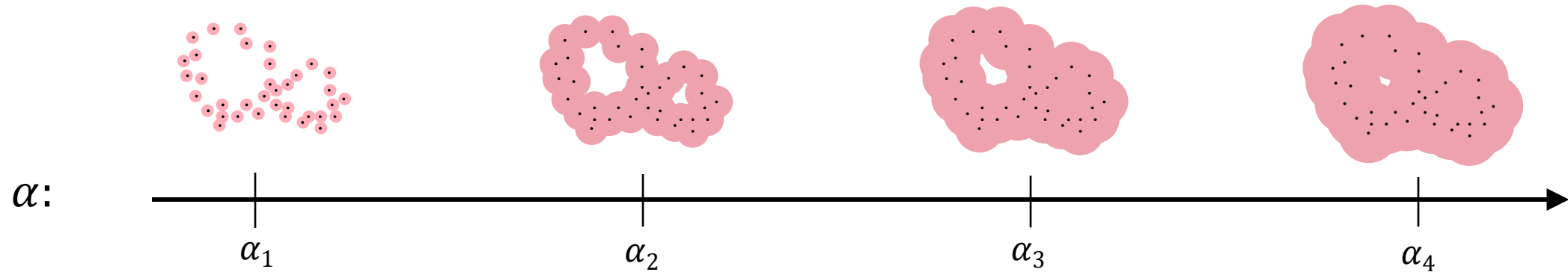
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- Solution:
  - While there are infinitely many values for  $\alpha$ , our data is still “finite” (e.g., the above point cloud contains finitely many points)



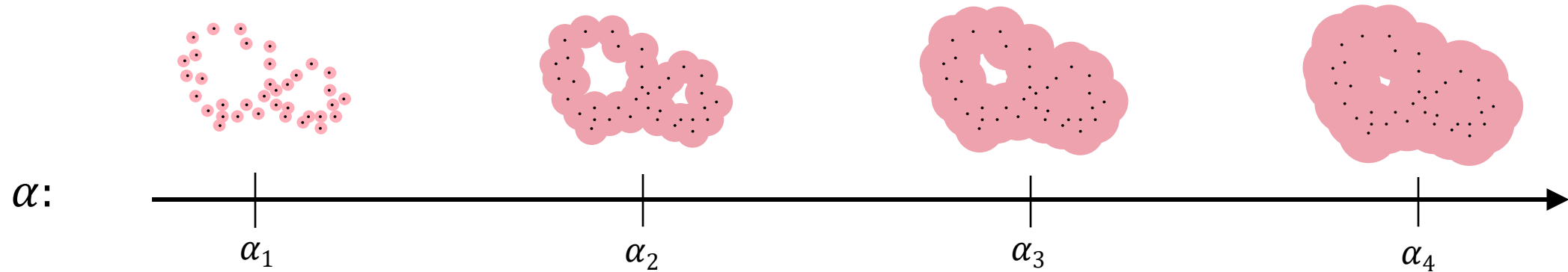
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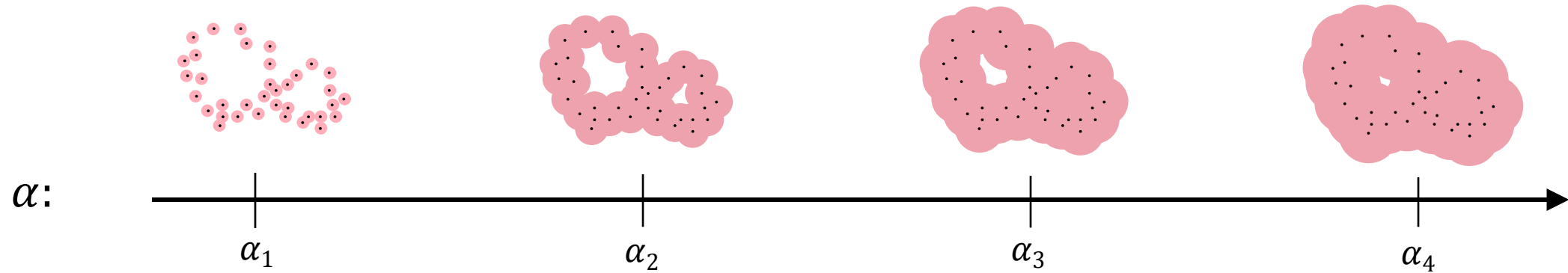
- While there are infinitely many values for  $\alpha$ , our data is still “finite” (e.g., the above point cloud contains finitely many points)
- This means that there are **only finitely many values** of  $\alpha$  where the topological space “**essentially changes**”

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  - While there are infinitely many values for  $\alpha$ , our data is still “finite” (e.g., the above point cloud contains finitely many points)
  - This means that there are **only finitely many values** of  $\alpha$  where the topological space “**essentially changes**”
  - So we only need to record finitely many spaces in computer

# “The growing space”



- Remark

- We will not be very accurate on what the “essential changes” mean here (should be clearer later)

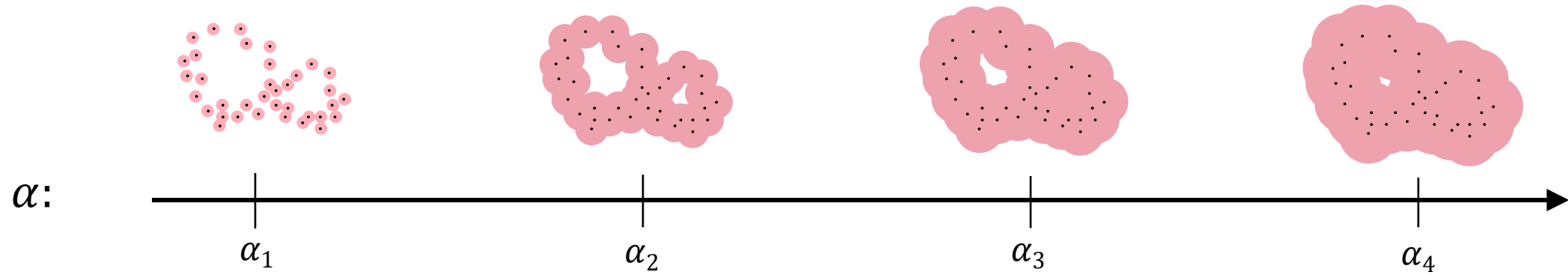
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- Remark

- We will not be very accurate on what the “essential changes” mean here (should be clearer later)
- BTW, these values where topological space “essentially changes” are called **critical values**
- Critical values are important concepts in “Morse theory”, but we will not go very deep on it in this course

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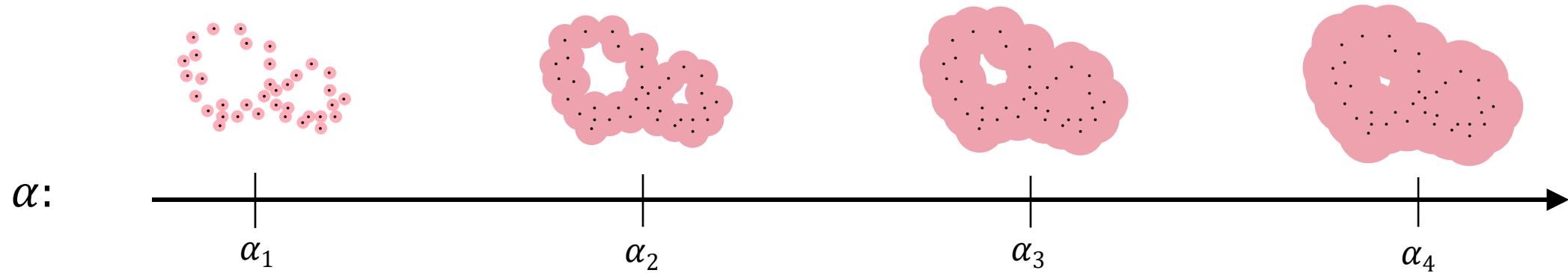
# “The growing space”



- Problem 2:
  - Even there are finitely many spaces to record, we still need a way to represent each topological space in computer
- Solution:
  - Using simplicial complexes!



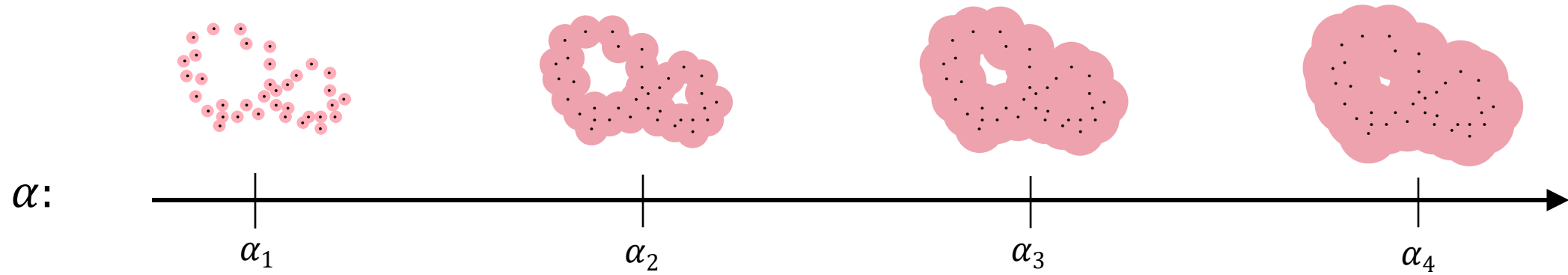
# Filtration



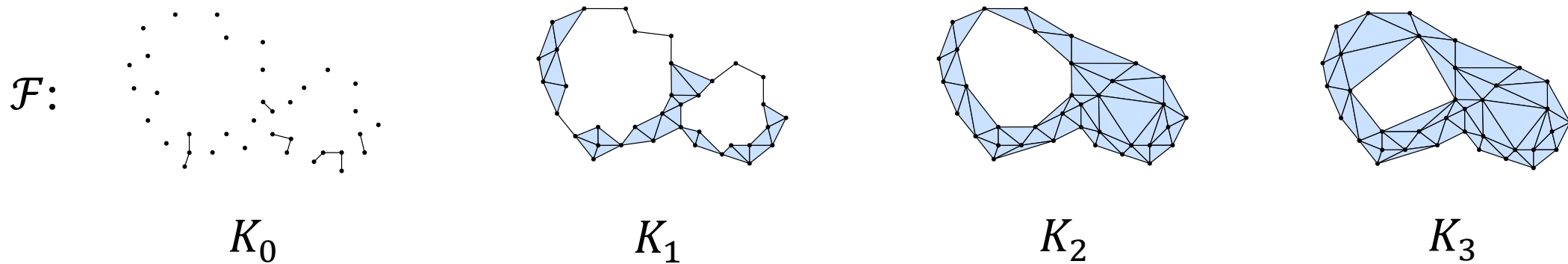
- Hence, the “growing space” in computer is represented by a **finite sequence of simplicial complexes**, called a **filtration**, which is typically denoted by a calligraphic letter  $\mathcal{F}$ ,

$$\mathcal{F}: K_0, K_1, \dots, K_m$$

# Filtration

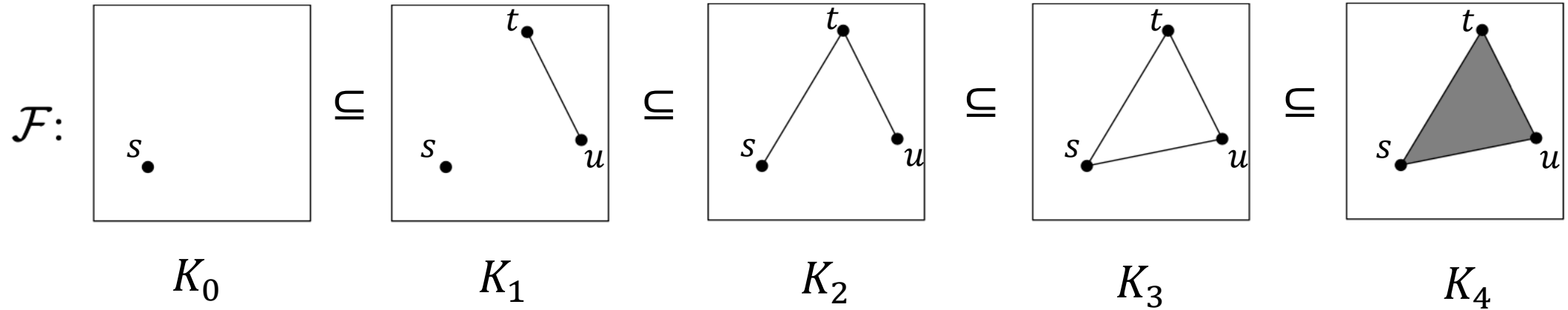


- **Below** is an example of a filtration:



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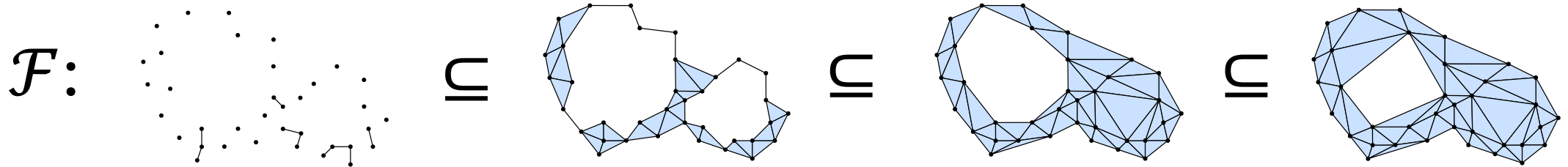
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- How do we account for the fact that the spaces (complexes) **grow**?
- Answer: We make sure the complexes “grow” by making sure the previous complex is a “**subset**” (subcomplex) of the next complex.
- **Definition:** A **filtration** is a nested sequence of simplicial complexes

$$\mathcal{F}: K_0 \subseteq K_1 \subseteq \cdots \subseteq K_m$$

such that each  $K_i$  is a subcomplex of  $K_{i+1}$ .

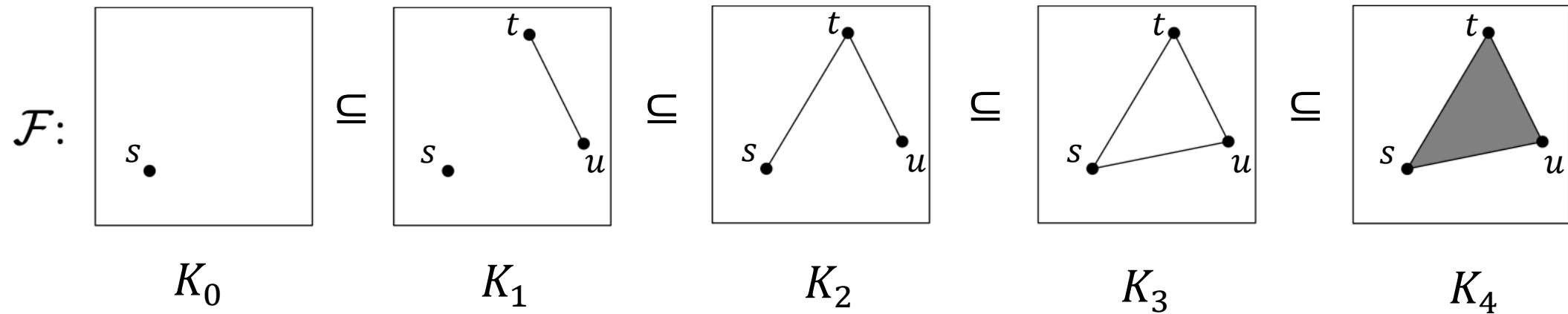
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- Example:



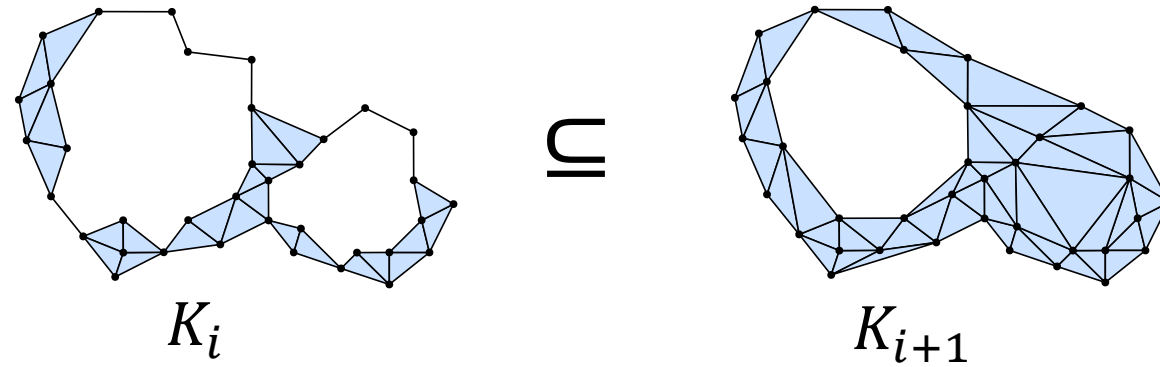
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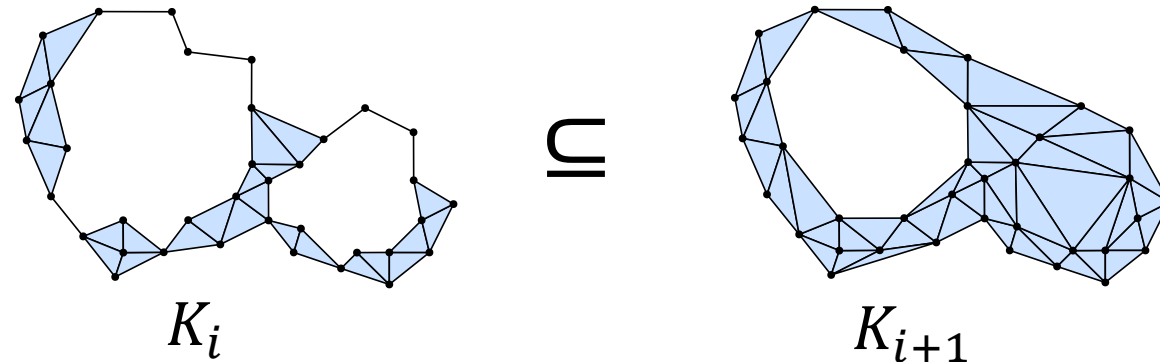


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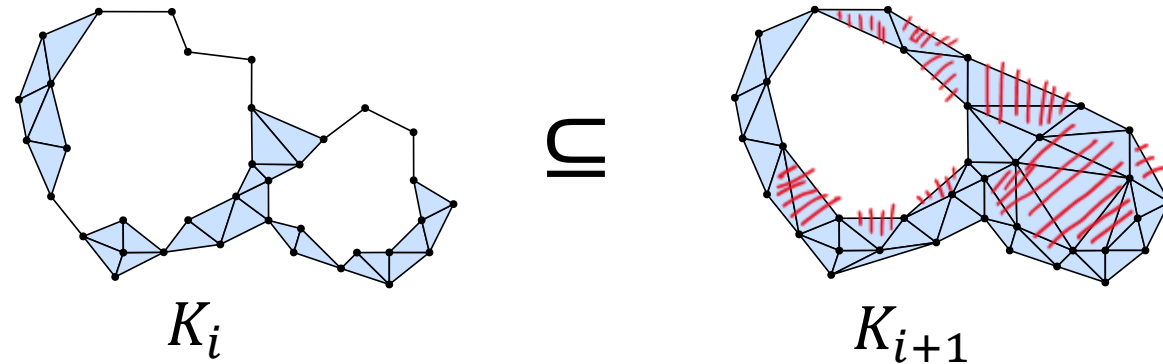
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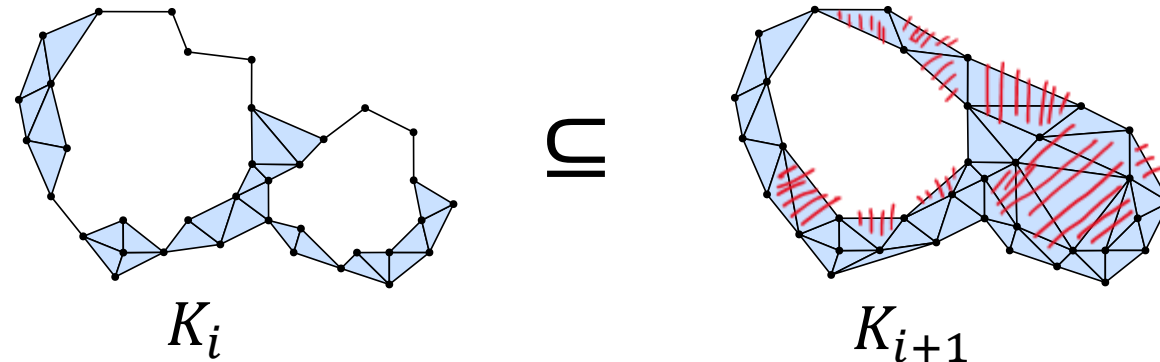
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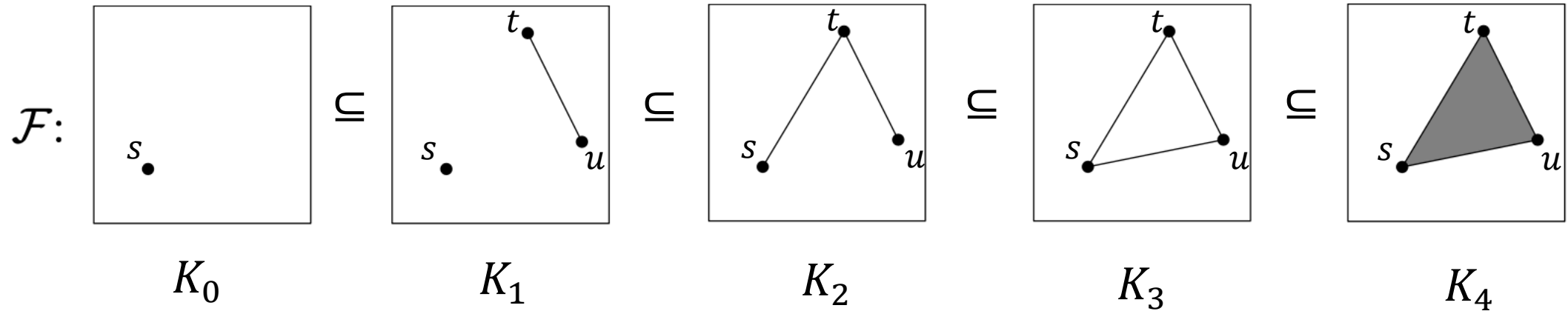
- Now we want to further interpret a filtration
- For this, we focus on a single inclusion in a filtration
- Since it's an inclusion, the difference of the two complexes is that  $K_{i+1}$  has some additional simplices than  $K_i$
- So we can consider each inclusion  $K_i \subseteq K_{i+1}$  in a filtration

$$\mathcal{F}: K_0 \subseteq K_1 \subseteq \cdots \subseteq K_m$$

as an **insertion of a bunch of simplices**

# Filtration

For the example:



- $K_0$  to  $K_1$ : insert vertices  $t$  and  $u$  and edge  $tu$
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- More **regulations**: For a filtration

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(2). For any two simplices  $\sigma$  and  $\tau$  in  $K$  such that  $\sigma$  is a face of  $\tau$ , we have  $\sigma$  **cannot be added later** than  $\tau$ .



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- (1) is easy to see. To see (2), suppose that  $\sigma$  is added later than  $\tau$ . Then at a certain time,  $\tau$  is already added to a complex  $K_i$  but  $\sigma$  is not in  $K_i$  yet. This contradicts the fact that any face of a simplex in the complex is also in the complex.

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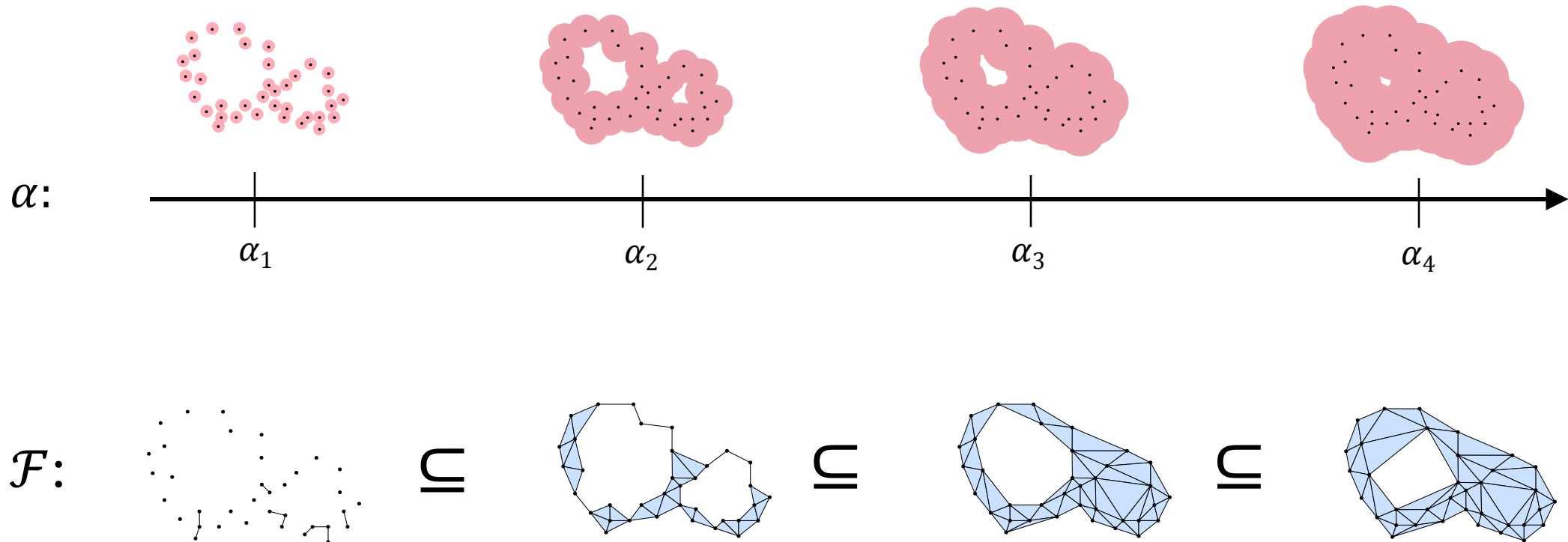
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- But still we need to **formally define** a PD on a filtration of simplicial complexes
- Previously, we only saw some examples of PD on a sequence of “growing spaces”, which are not exactly a filtration of complexes.
- Moreover, we haven’t really formally defined a PD on a growing space other than showing some examples

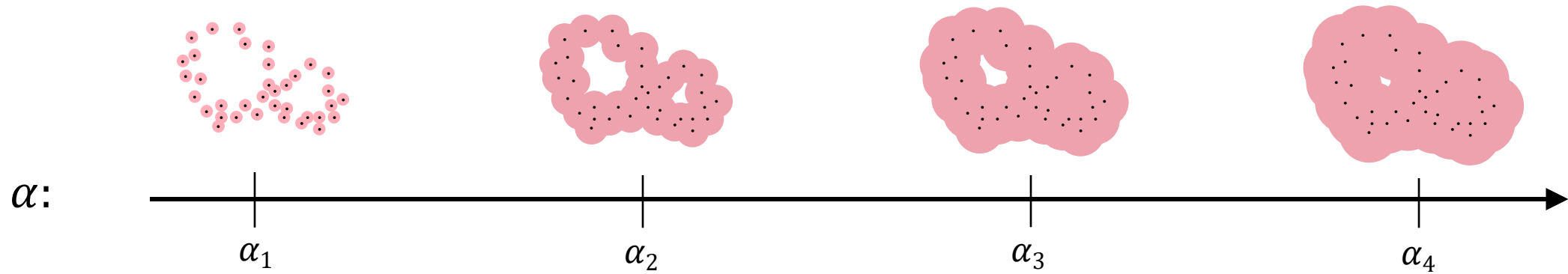
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- Eventually, we will show that, PDs can be formally defined on both a “growing space” (which is **continuous**) and a “filtration of complexes” (which is **discrete**).

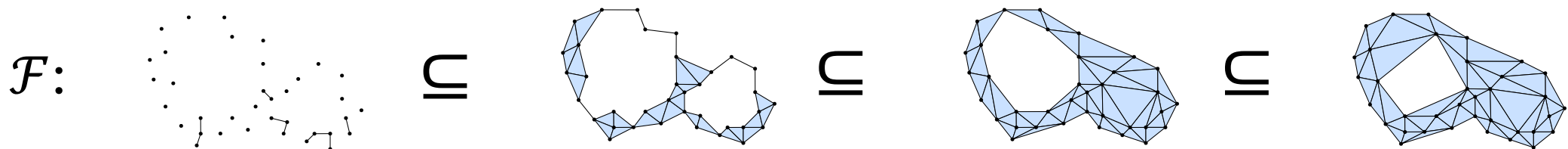


# PD for Filtration

- Eventually, we will show that, PDs can be formally defined on both a “growing space” (which is **continuous**) and a “filtration of complexes” (which is **discrete**).
- We sometimes call the former one a “**continuous**” filtration and latter a “**discrete**” filtration (by default, a “filtration” without modifiers is **always a discrete one**).



“Continuous” filtration



“Discrete” filtration

# PD for Filtration

- However, formally defining PD on a continuous or a discrete filtration needs a lot of mathematics (a lot of algebra, category theory, or quiver theory), which is beyond the scope of the course.
- So to understand the definition of a PD, we shall see how to [compute a PD on a discrete filtration](#).
- Things can get a bit technical from now on, but I want to stress that this course is trying to focus on applications. So these technical contents are mainly supposed to help build solid skills on applying persistent homology.



# Simplex-wise Filtration

- For computing persistence diagram, we focus on a special type of filtration.
- **Definition:** A **simplex-wise filtration** is a filtration such that each consecutive complexes differ by only a single simplex, i.e., in

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- Because of the constructions, we can also consider a simplex-wise filtration

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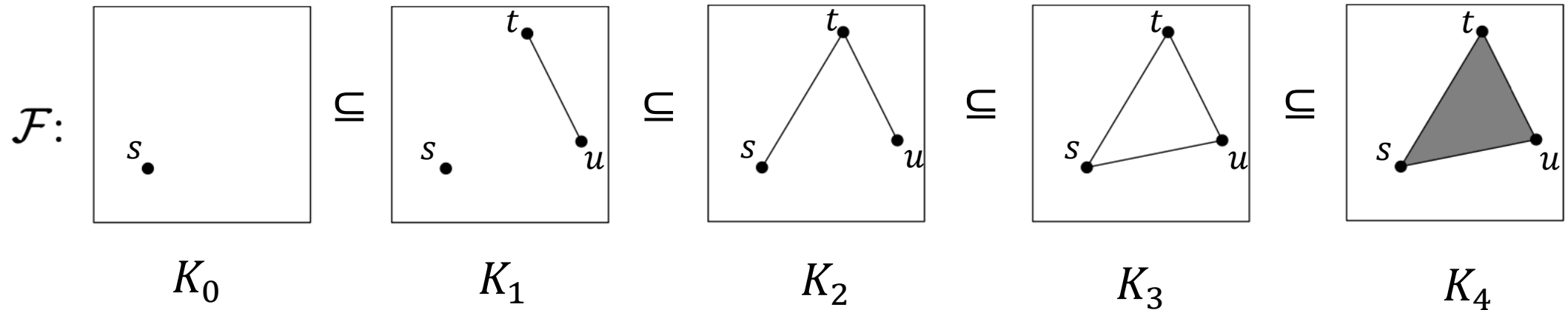
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- **Fact:** Each general filtration (not necessarily simplex-wise) can be made into a simplex-wise one by **padding additional complexes** (or **expanding the inclusions**)

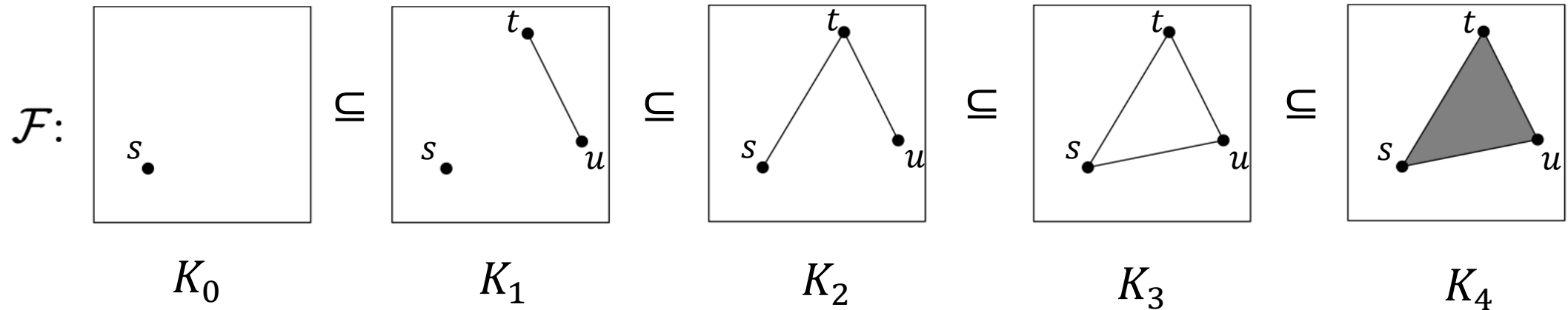
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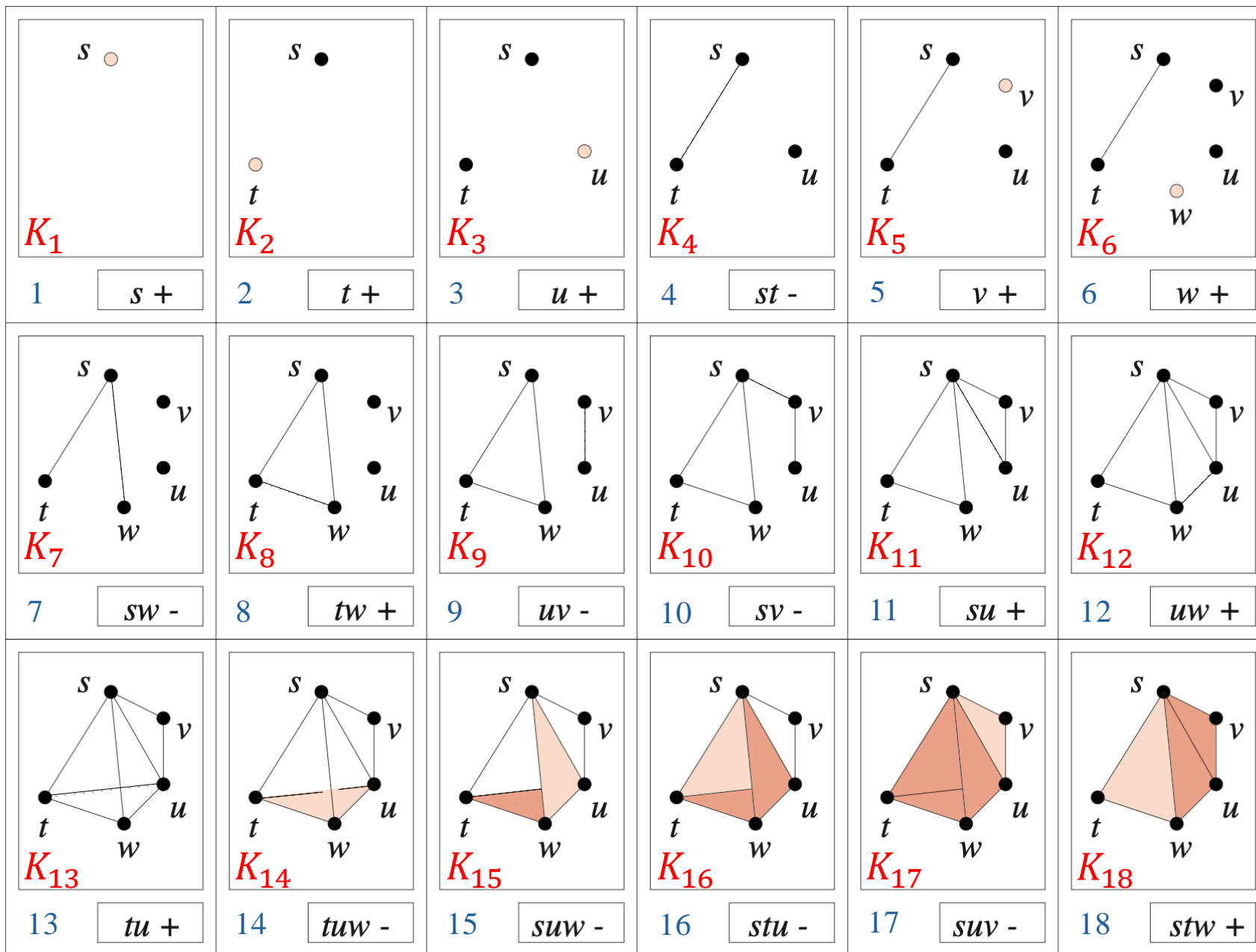


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- To convert to simplex-wise, only need to add an empty complex at the beginning and insert two additional complexes between  $K_0$  to  $K_1$ .



# Algorithm

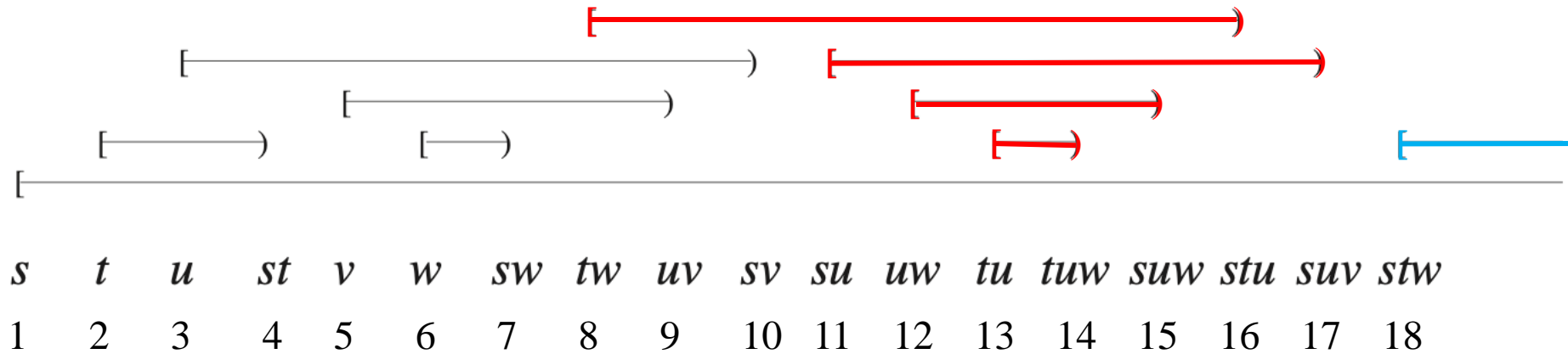
- Notice that the input filtration  $\mathcal{F}$  **must be simplex-wise**

Input: a filtration  $\mathcal{F}$  as a sequence of simplices  $\sigma_1, \sigma_2, \dots, \sigma_m$

Output:  $p$ -th PD of  $\mathcal{F}$ ,  $\text{PD}_p(\mathcal{F})$ , for each dimension  $p$

```
1: set each  $\sigma_i$  in  $\mathcal{F}$  as “unpaired”
2:  $\zeta =$  a table mapping each  $\sigma_i$  to a cycle  $\zeta(\sigma_i)$  initially undefined
3: for  $\sigma_i = \sigma_1, \sigma_2, \dots, \sigma_m$  do
4:    $z = \partial(\sigma_i)$ 
5:   while  $z \neq 0$  do
6:     let  $\sigma_j$  be the simplex with maximum index in  $z$ 
7:     if  $\sigma_j$  is unpaired then break
8:      $z = z + \zeta(\sigma_j)$ 
9:   if  $z \neq 0$  then
10:    pair  $\sigma_j$  with  $\sigma_i$  and set  $\sigma_j, \sigma_i$  as “paired”
11:     $\zeta(\sigma_j) = z$ 
12:     $p =$  dimension of  $\sigma_j$ 
13:    add  $(j, i)$  to  $\text{PD}_p(\mathcal{F})$ 
14: for each each unpaired  $\sigma_i$  do
15:    $p =$  dimension of  $\sigma_i$ 
16:   add  $(i, \infty)$  to  $\text{PD}_p(\mathcal{F})$ 
```

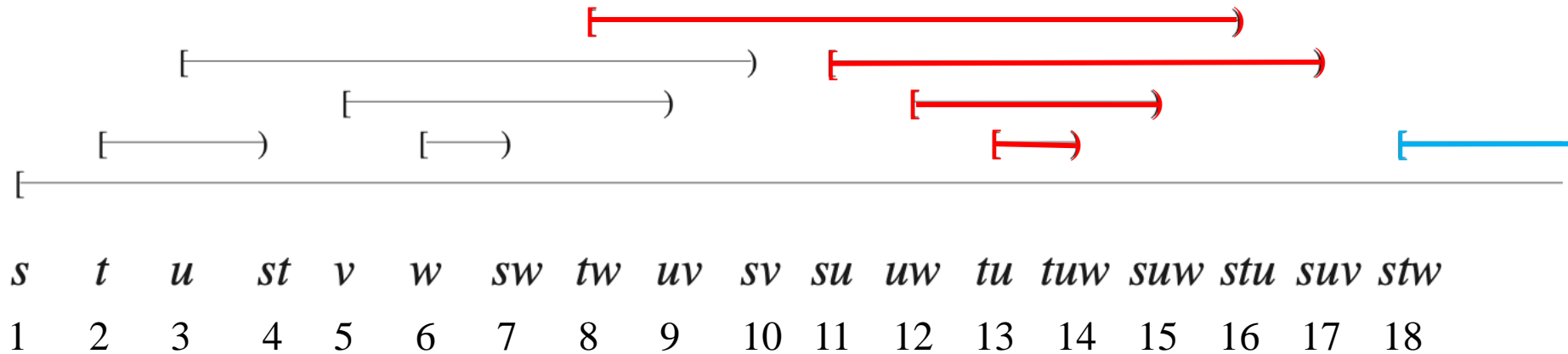
# Resulting PD



- Black:  $PD_0$
- Red:  $PD_1$
- Blue:  $PD_2$

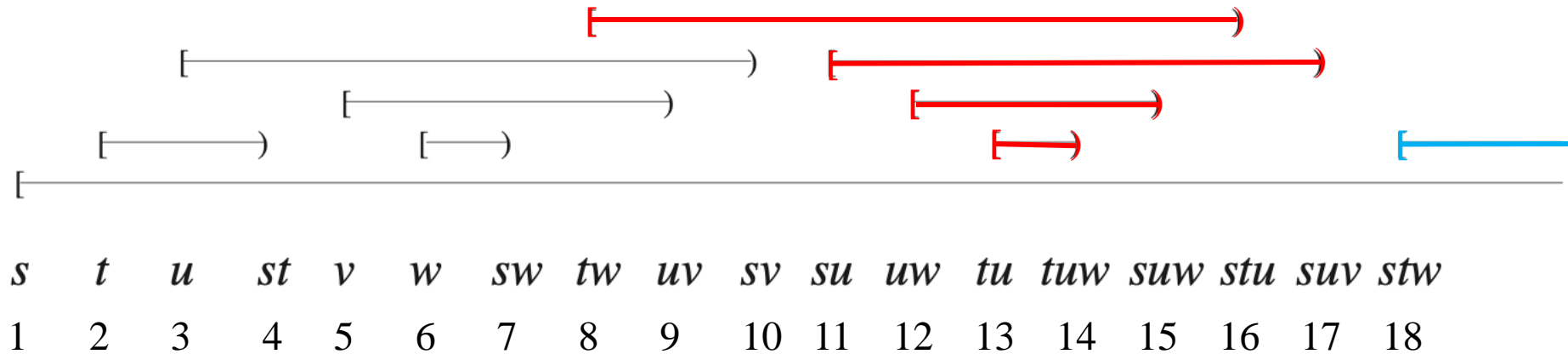


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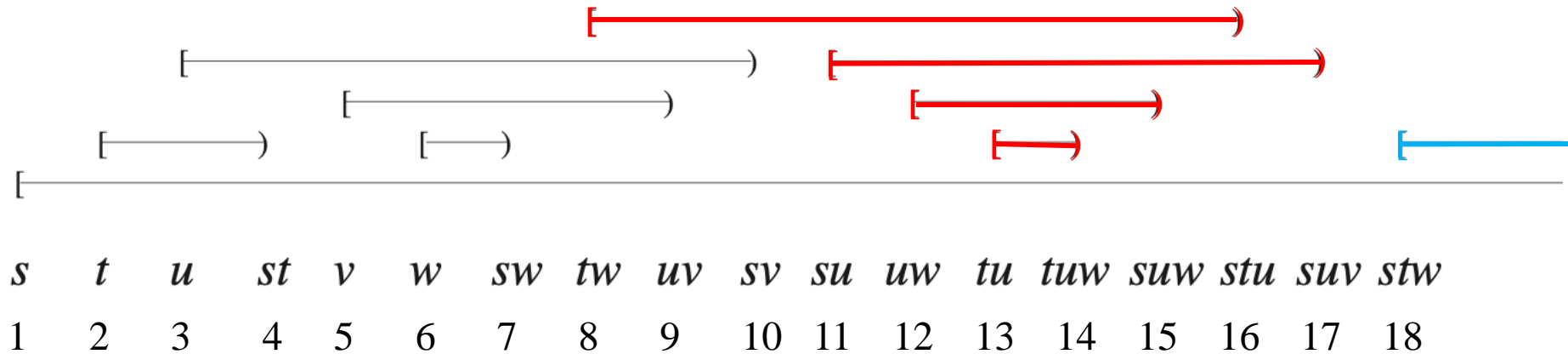
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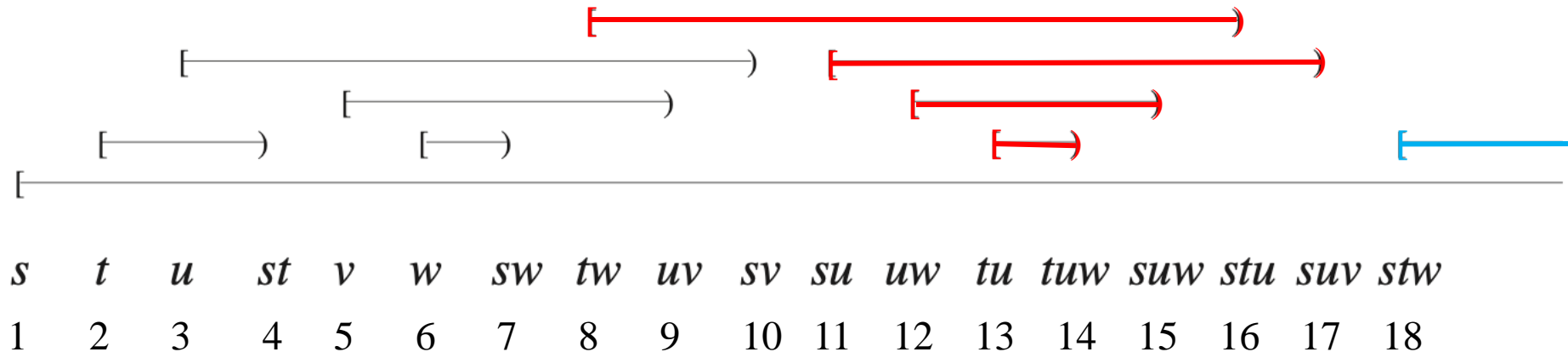
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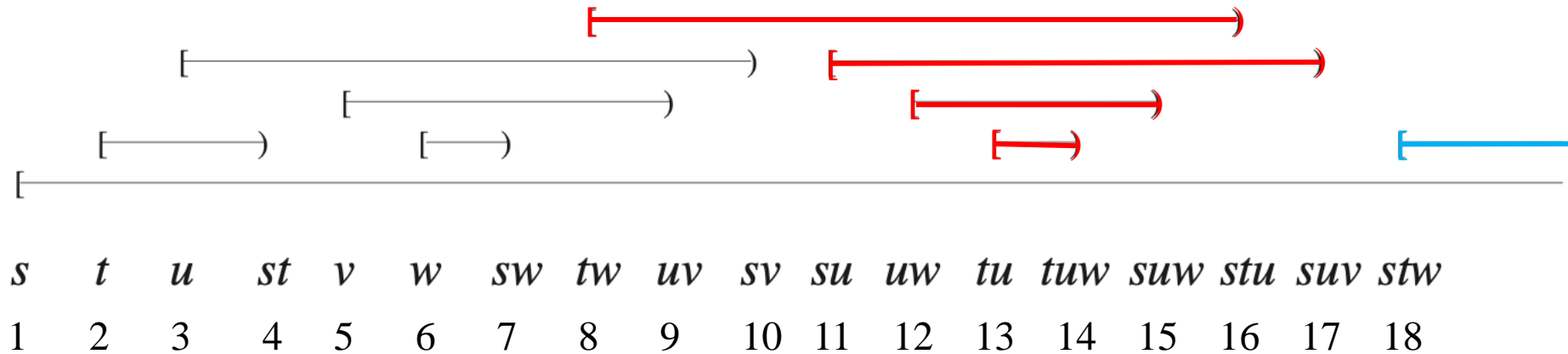
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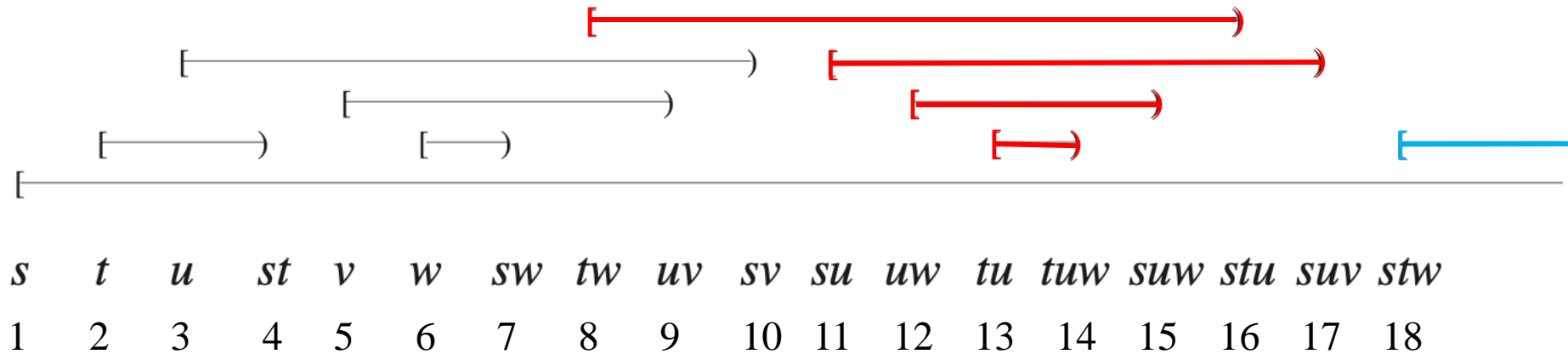
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- The above is also called the **persistence barcode**
- So persistence barcodes and persistence diagrams are just the same things displayed in different ways (we sometimes also use the two terms **interchangeably**)
- Also notice: In persistence barcode, we always draw each interval as **left-closed, right open** (there is a technical reason for this but explaining this a little beyond scope)

# Resulting PD



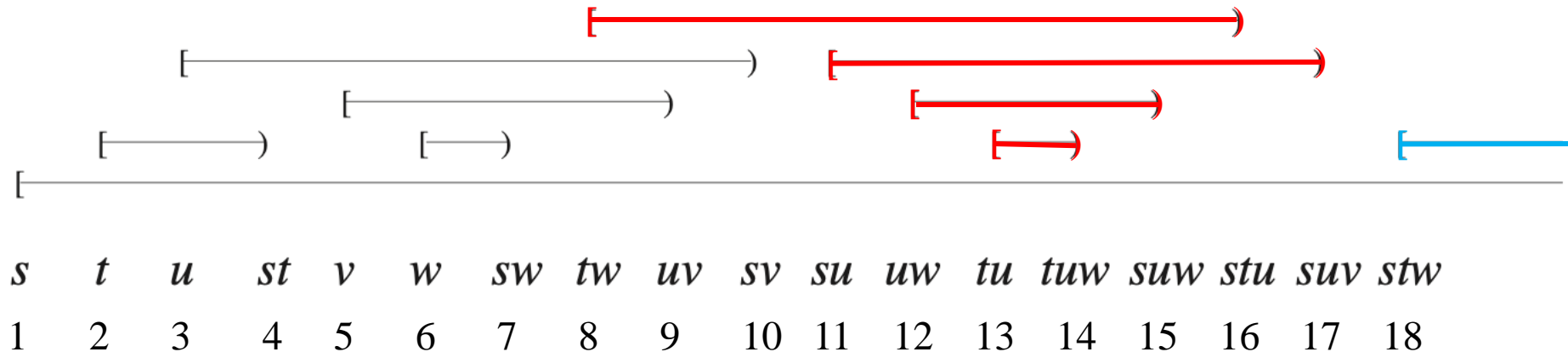
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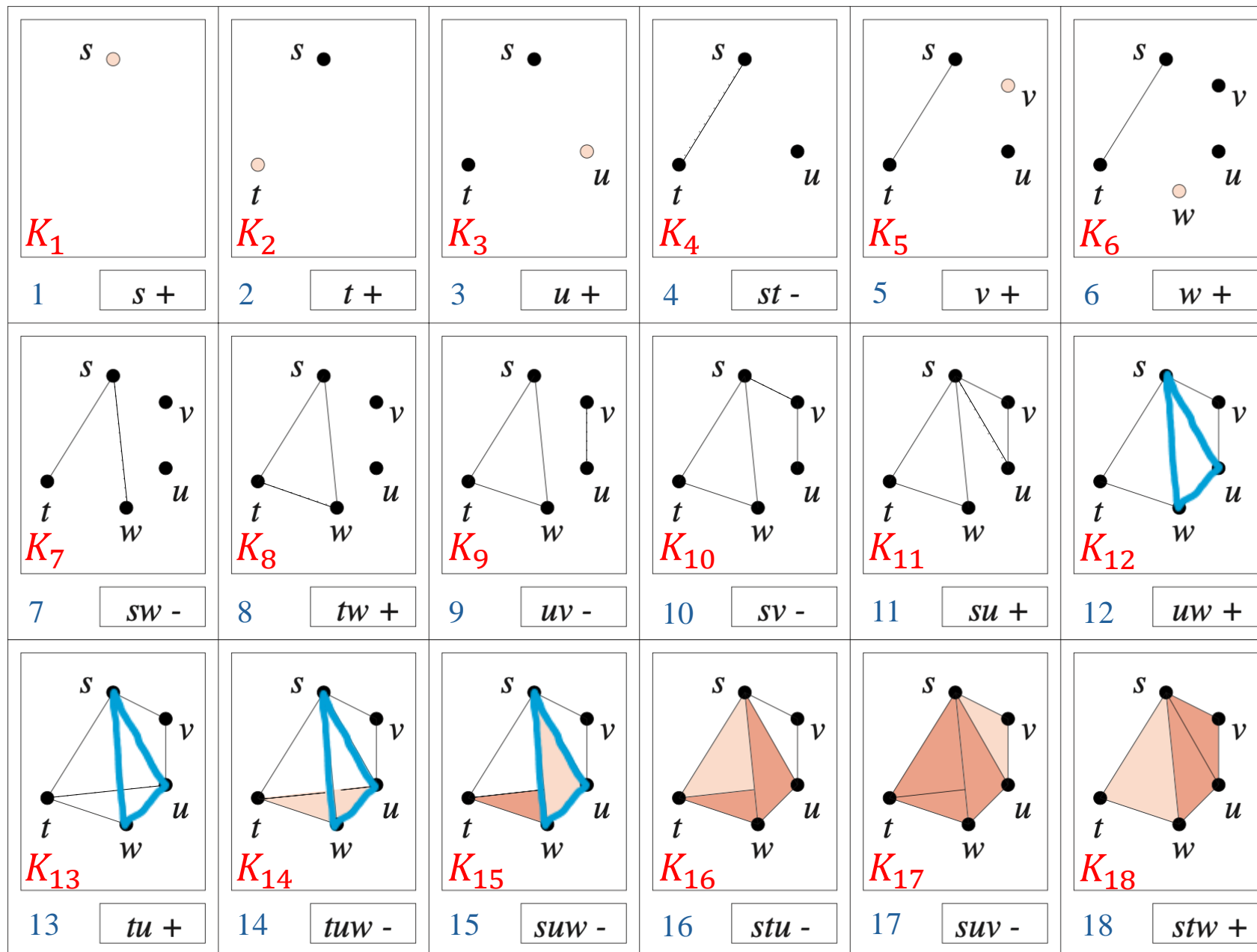


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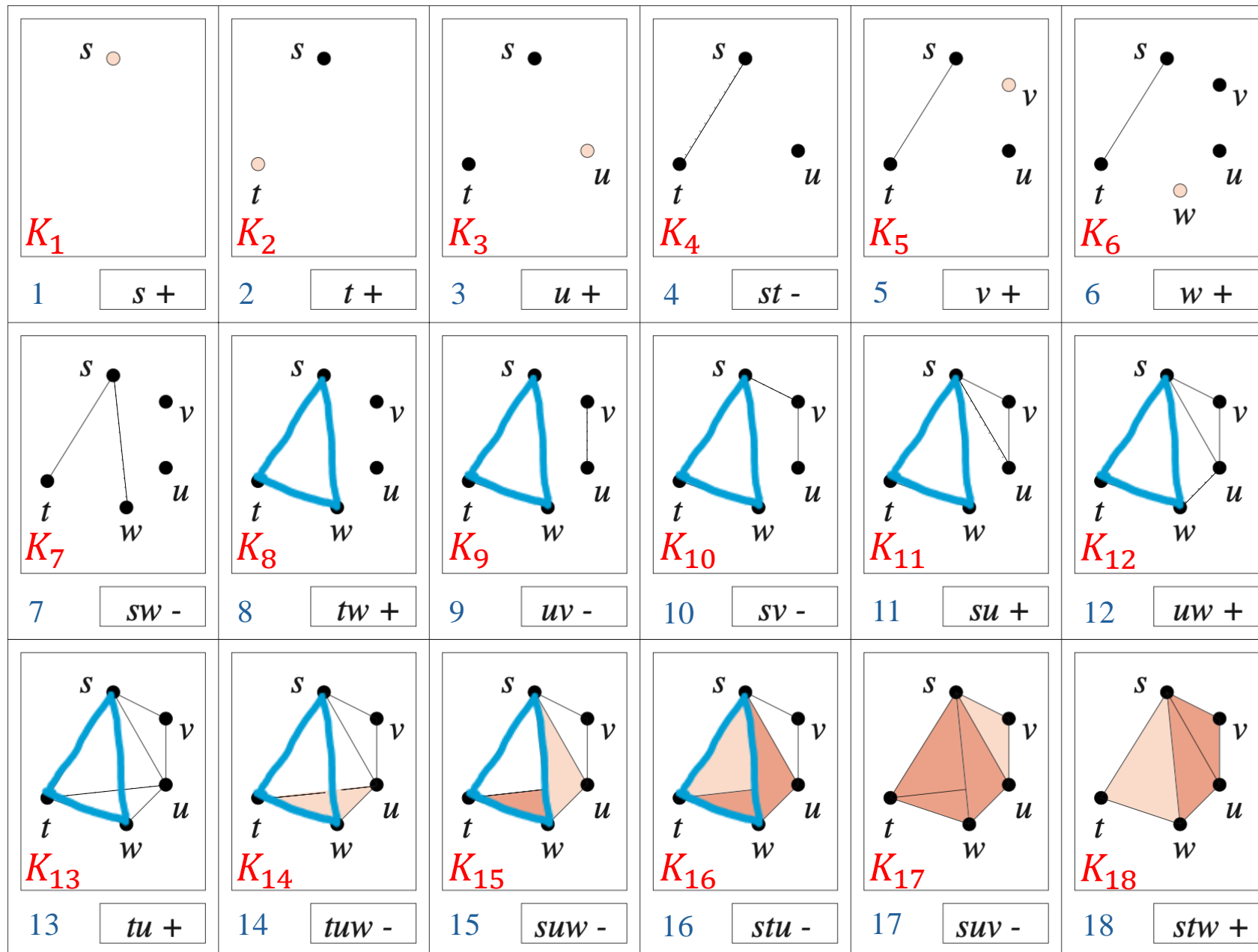
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- i.e., for an interval  $[b, d)$ ,  $\zeta[\sigma_b]$  represents the homology feature born at the index  $b$  and dying at index  $d$ .
- This  $\zeta[\sigma_b]$  is also called the **representative** for the interval  $[b, d)$ .

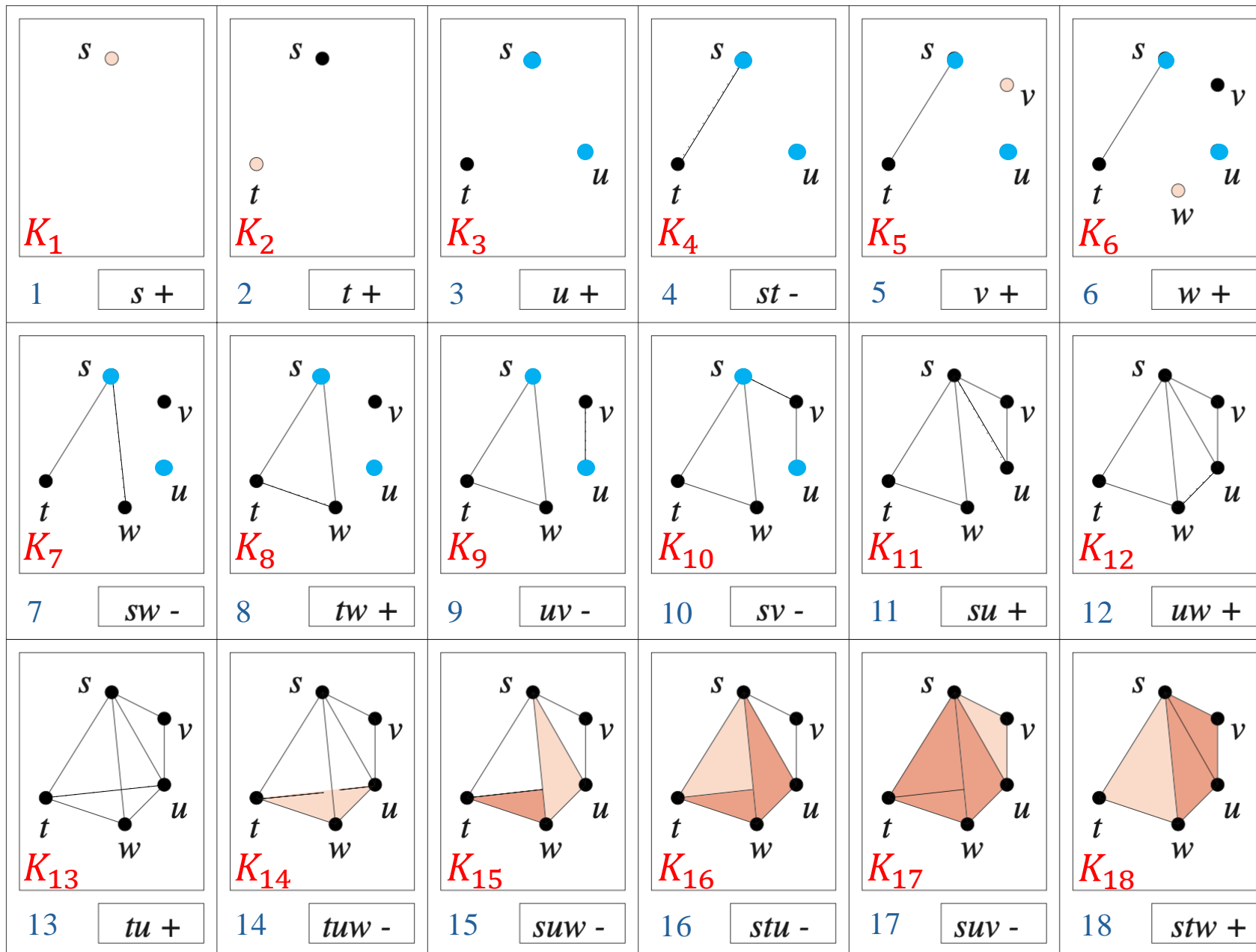


1d hole captured by interval  $[12,15) \in PD_1$



1d hole captured by interval  $[8,16) \in PD_1$





- 0d hole captured by interval  
 $[3,10) \in PD_0$ ,  
 which is the gap  
 between  $s$  and  $u$ .
- The gap disappears  
 when the two points  
 become connected

More interpretations of the algorithm:

- When processing each  $\sigma_i$ , if the while loop ends with  $z = 0$ , then the simplex  $\sigma_i$  is called **positive**

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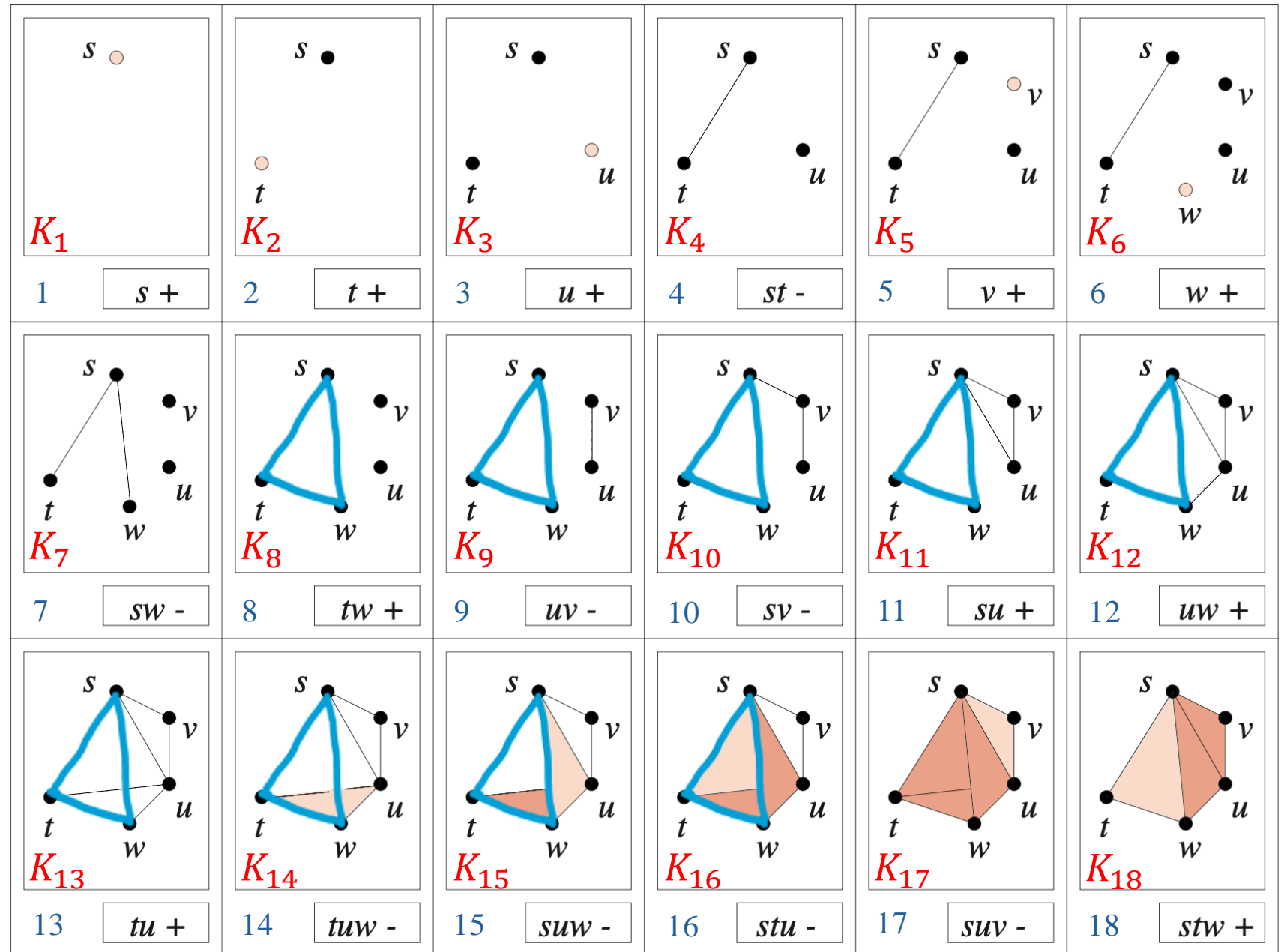
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- It means that inserting  $\sigma_i$  creates a new homology hole

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- E.g., inserting  $\sigma_8 = tw$  creates the blue 1d hole



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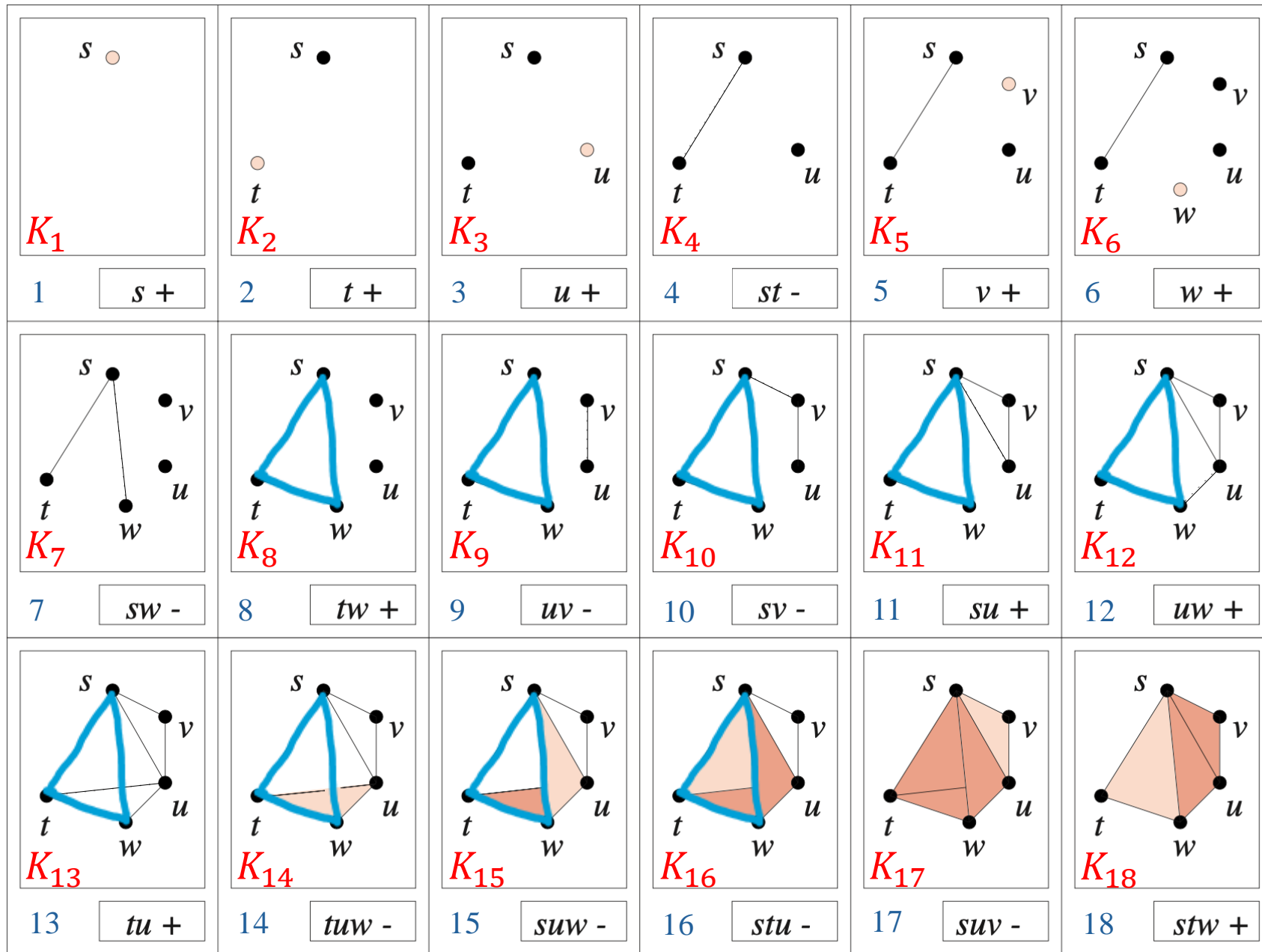
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```

- E.g., inserting  $\sigma_{16} = stu$  kills the blue 1d hole





We have that line 10 in the algorithm is always pairing

- a positive simplex  $\sigma_j$

with

- a negative simplex  $\sigma_i$

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In the worst case, both inner and outer loop iterates  $O(m)$  time, and hence  $O(m^3)$  overall

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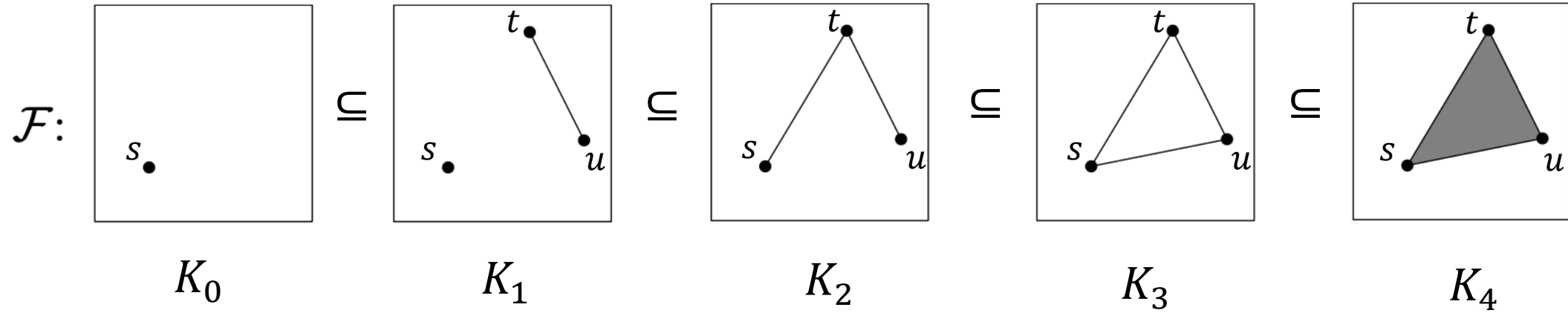
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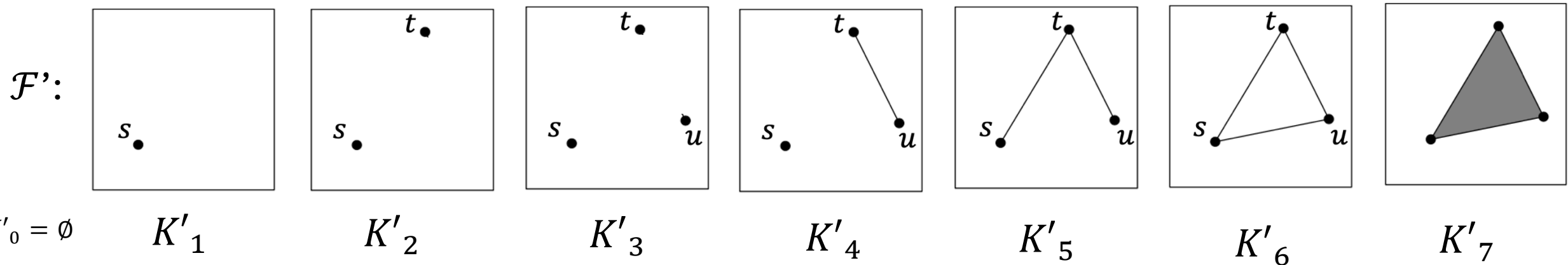
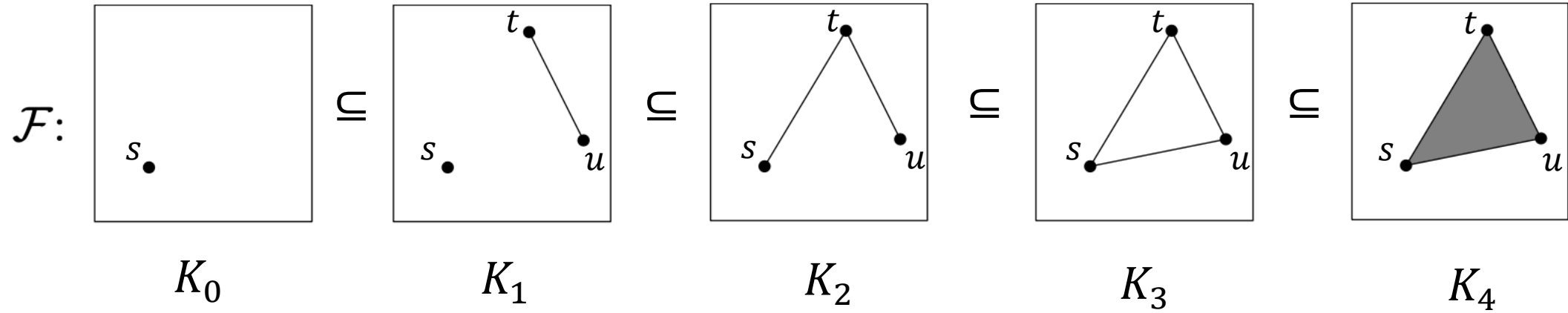
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  4. During the contraction, some intervals in  $\text{PD}(\mathcal{F}')$  may disappear (birth and death coincide)

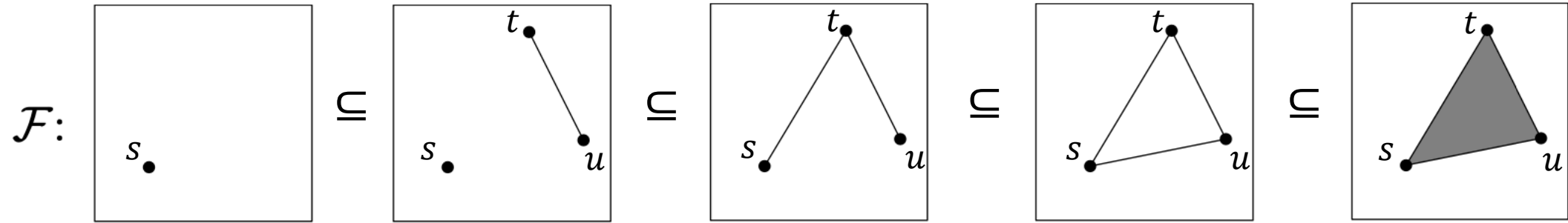
# Expand general filtration to simplex wise



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$K_0$

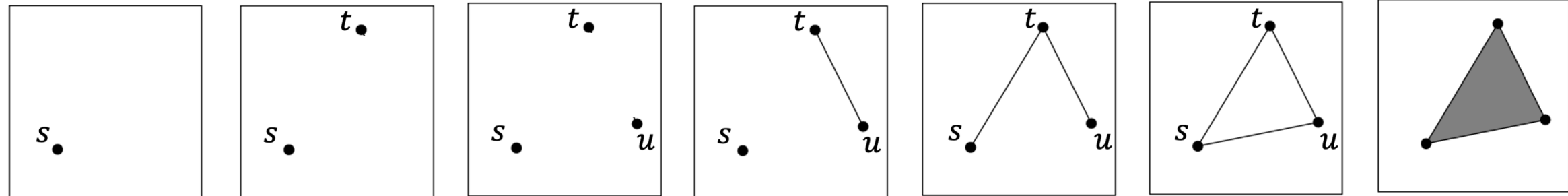
$K_1$

$K_2$

$K_3$

$K_4$

$\mathcal{F}'$ :



$K'_0 = \emptyset$

$K'_1$

$K'_2$

$K'_3$

$K'_4$

$K'_5$

$K'_6$

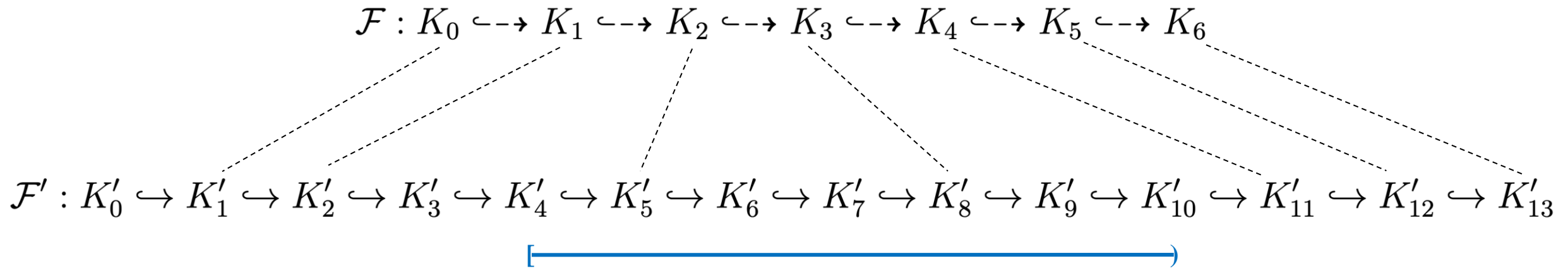
$K'_7$



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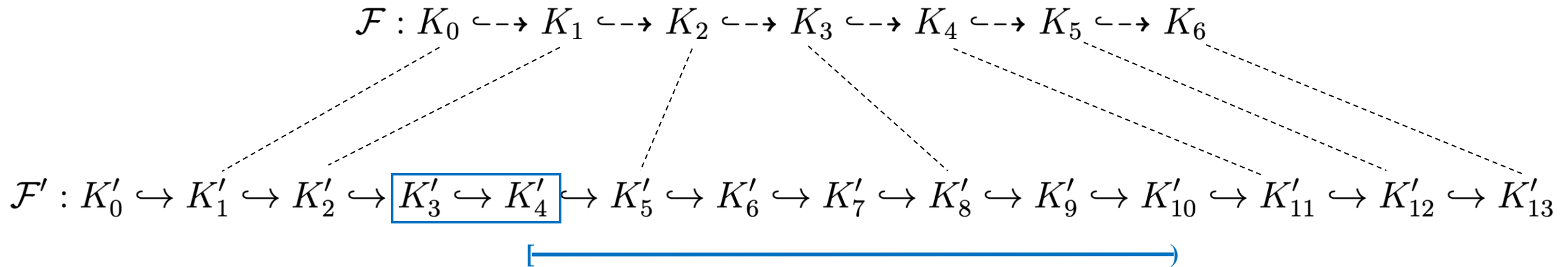
- Another interactive example for correspondence between a general filtration and its simplex-wise version: <https://iuricichf.github.io/ICT/algorithm.html>

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“Contracting”  $[4,10) \in PD(\mathcal{F}')$  into one for  $PD(\mathcal{F})$ :

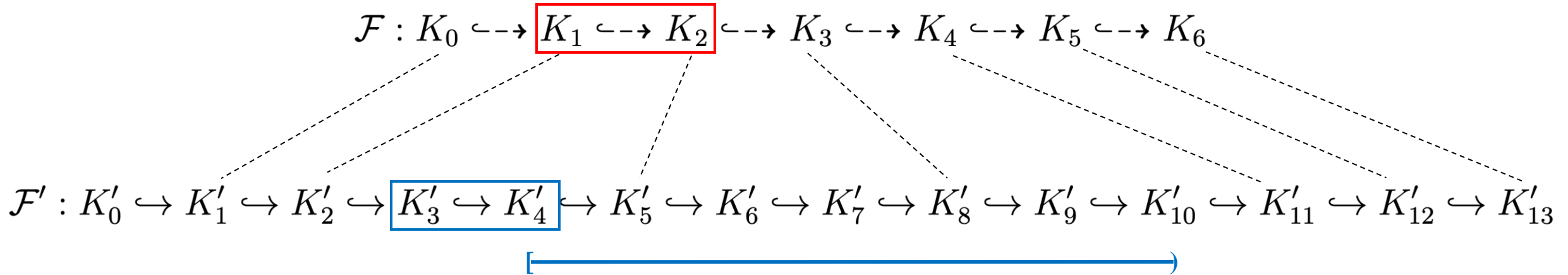
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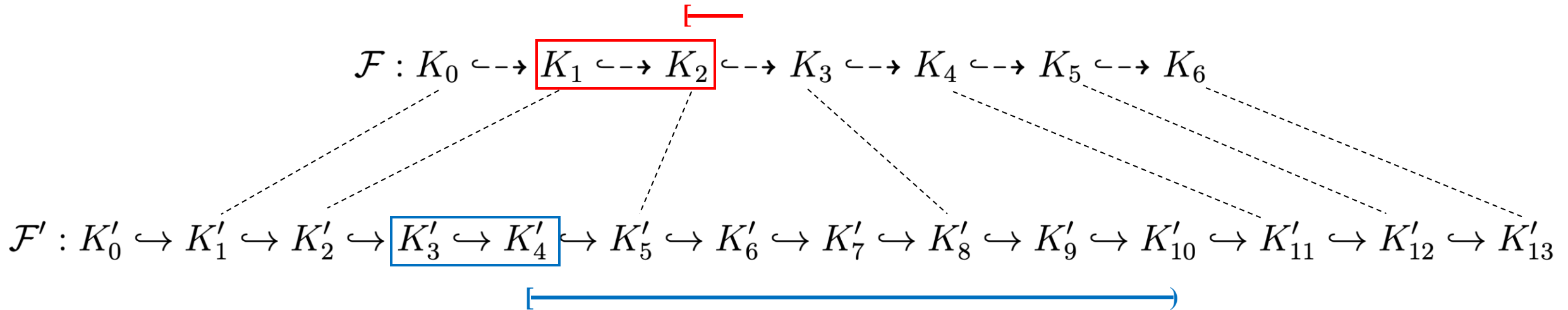
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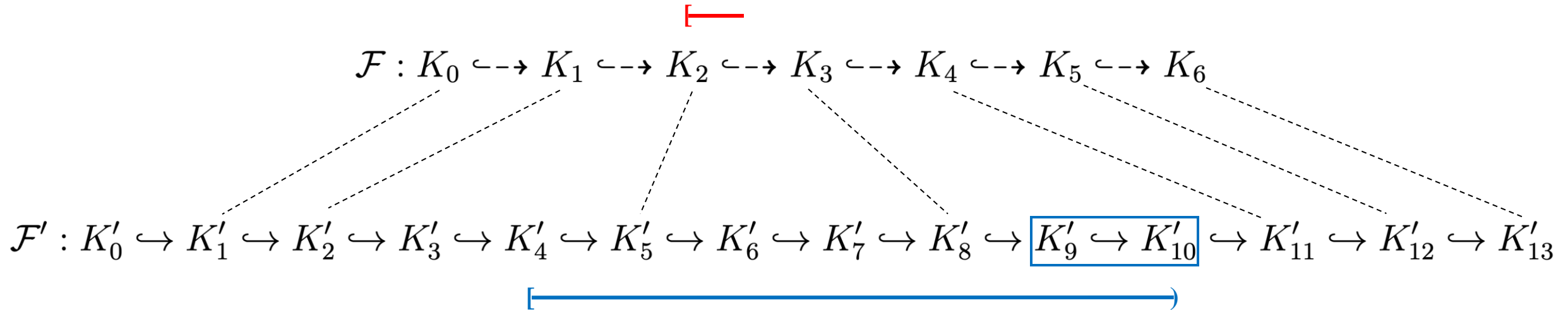
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- So the birth of the corresponding interval in  $PD(\mathcal{F})$  is 2

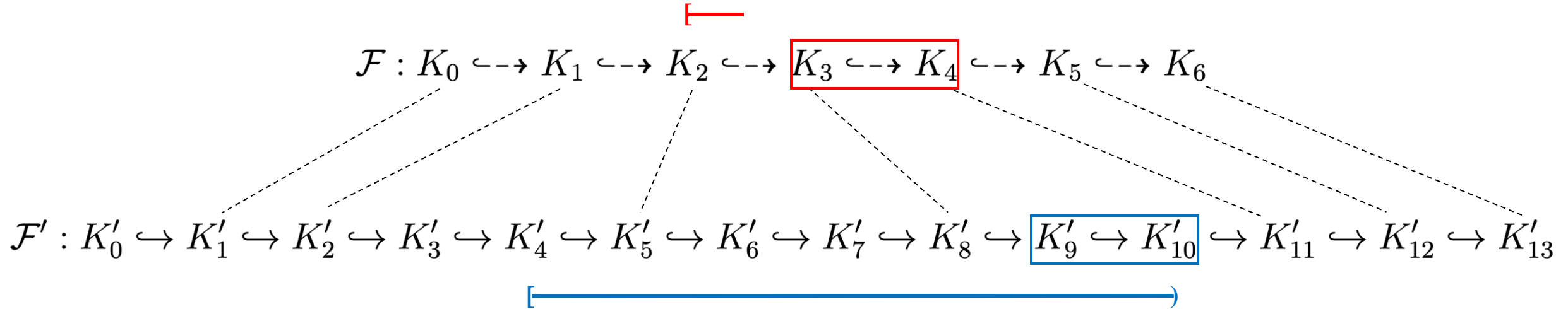
# PD for General Filtration



“Contracting”  $[4,10) \in PD(\mathcal{F}')$  into one for  $PD(\mathcal{F})$ :

- $[4,10) \in PD(\mathcal{F}')$  dies in  $K'_{10}$ , which specifically is when go from  $K'_9$  to  $K'_{10}$

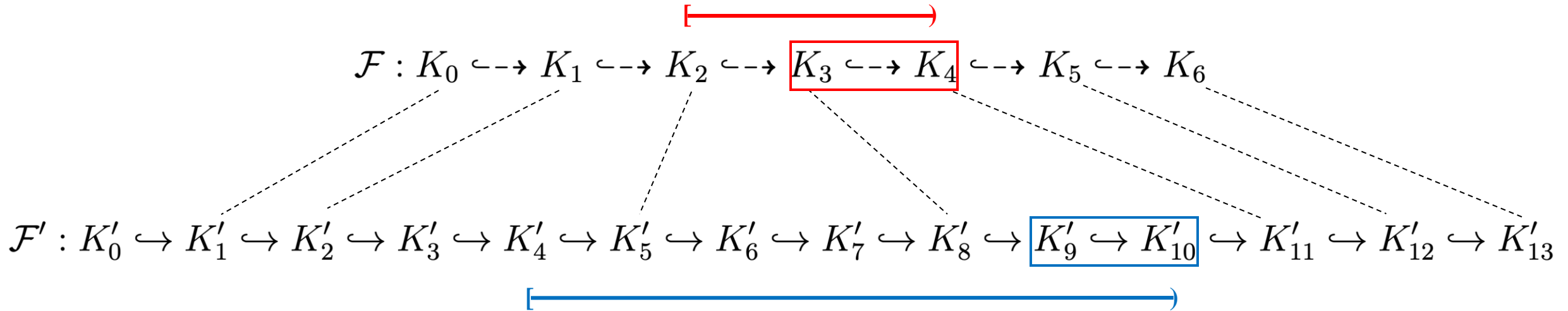
# PD for General Filtration



“Contracting”  $[4,10) \in PD(\mathcal{F}')$  into one for  $PD(\mathcal{F})$ :

- $[4,10) \in PD(\mathcal{F}')$  dies in  $K'_{10}$ , which specifically is when go from  $K'_9$  to  $K'_{10}$
- In  $\mathcal{F}$ , the homology feature dies when we go from  $K_3$  to  $K_4$ , aka in  $K_4$

# PD for General Filtration

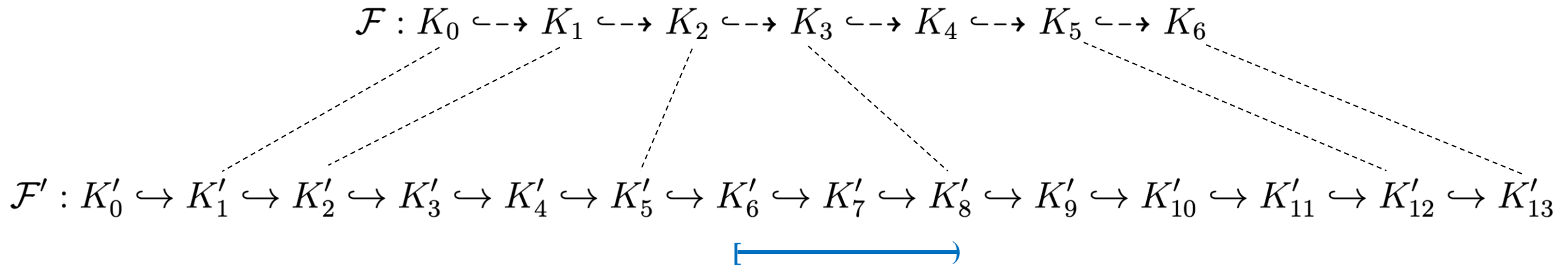


“Contracting”  $[4,10) \in PD(\mathcal{F}')$  into one for  $PD(\mathcal{F})$ :

- $[4,10) \in PD(\mathcal{F}')$  dies in  $K'_{10}$ , which specifically is when go from  $K'_9$  to  $K'_{10}$
- In  $\mathcal{F}$ , the homology feature dies when we go from  $K_3$  to  $K_4$ , aka in  $K_4$
- So the corresponding interval in  $PD(\mathcal{F})$  is  $[2,4)$



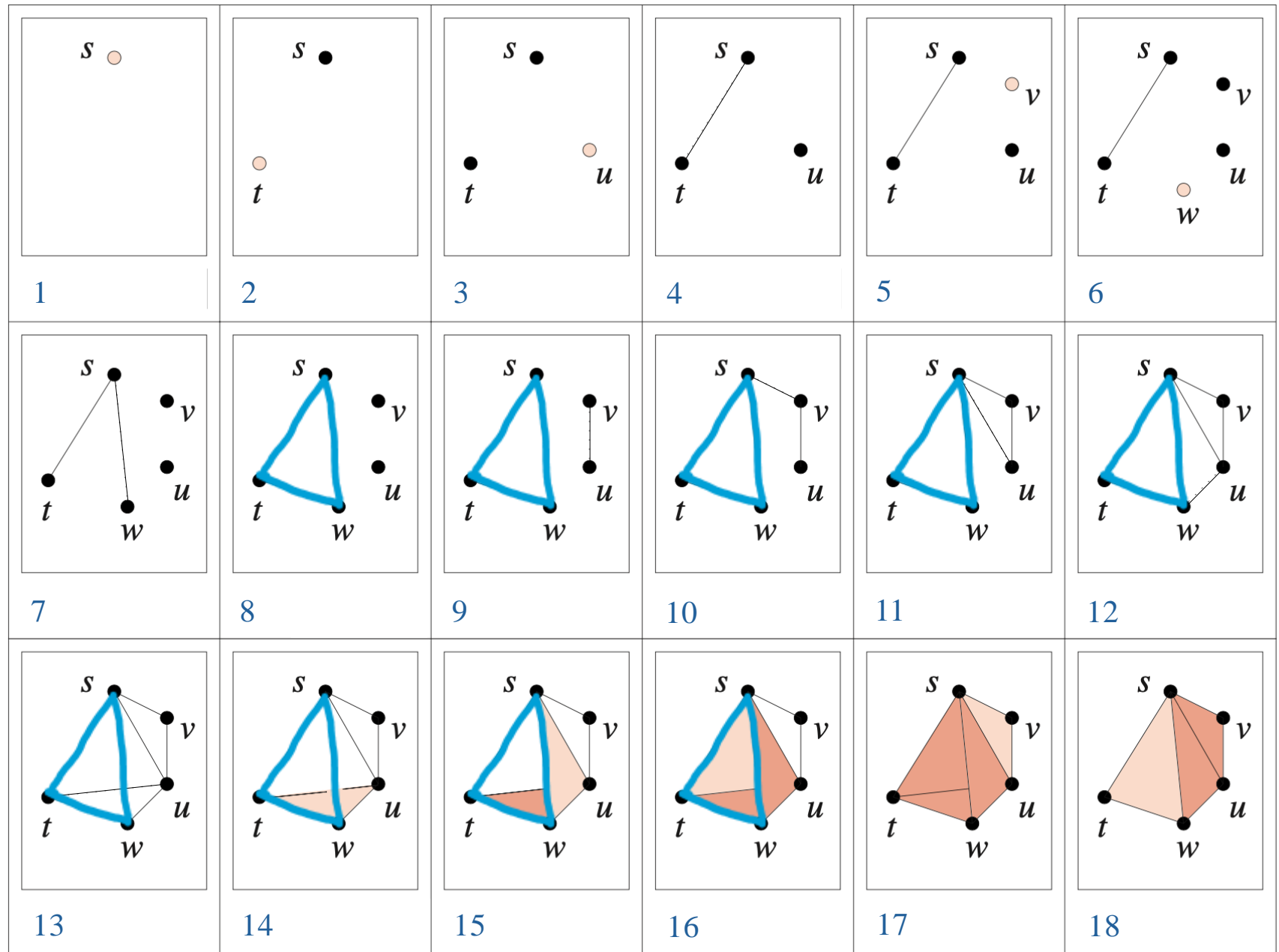
# PD for General Filtration



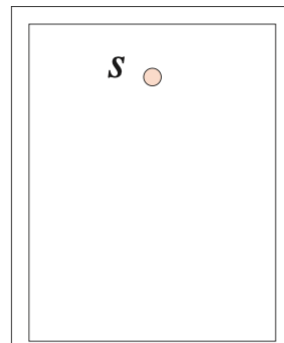
$[5,8) \in PD(\mathcal{F}')$  does not correspond to any interval in  $PD(\mathcal{F})$ :

- In  $\mathcal{F}$ , the homology feature is born in  $K_3$  and dies also  $K_3$  (so it's ephemeral)

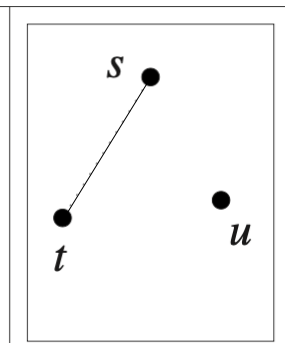
- For the previous simplex-wise filtration, we can skip some complexes and renumber them



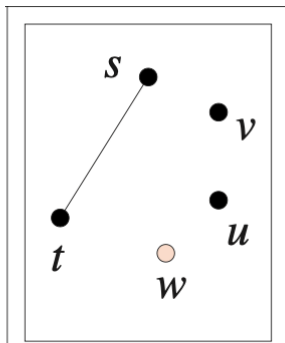
- For the previous simplex-wise filtration, we can skip some complexes and renumber them
- Then [8,16) in the simplex-wise filtration becomes [5,10) in the non-simplex-wise
- But they are essential “same” interval (representatives are the same)



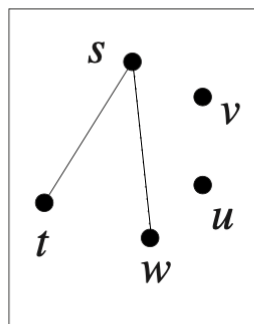
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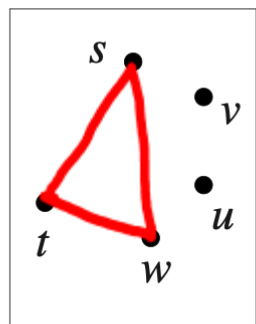
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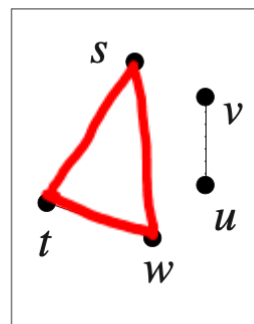
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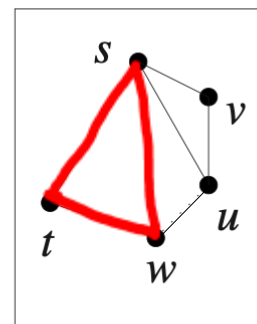
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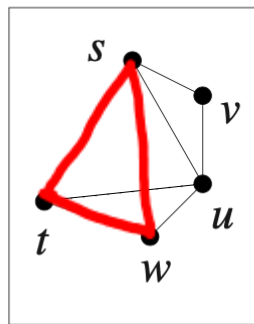
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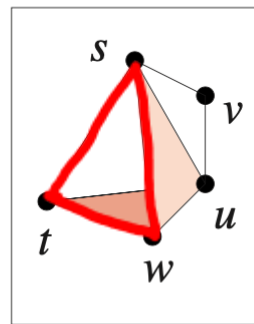
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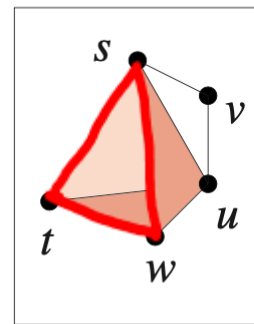
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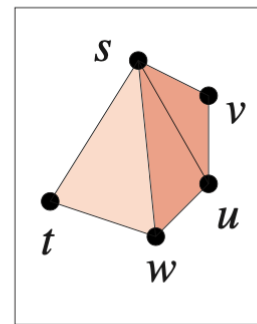
8



9



10



11