Summary
Graph, topology, calculus — signal processing, machine learning

- Edge flows (simplicial signals): smoothness, Fourier transform, Hodge thm.

  Gradient part + Curl part + Harmonic part

- Processing and learning based on convolutional filters

- Statistical learning via Gaussian process modeling

- Geometry is not included, computer graphics, shape analysis …

- Other domains: TDA, numerical methods… continuous analogies (vector fields) …

- Future directions: dynamics on SCs …