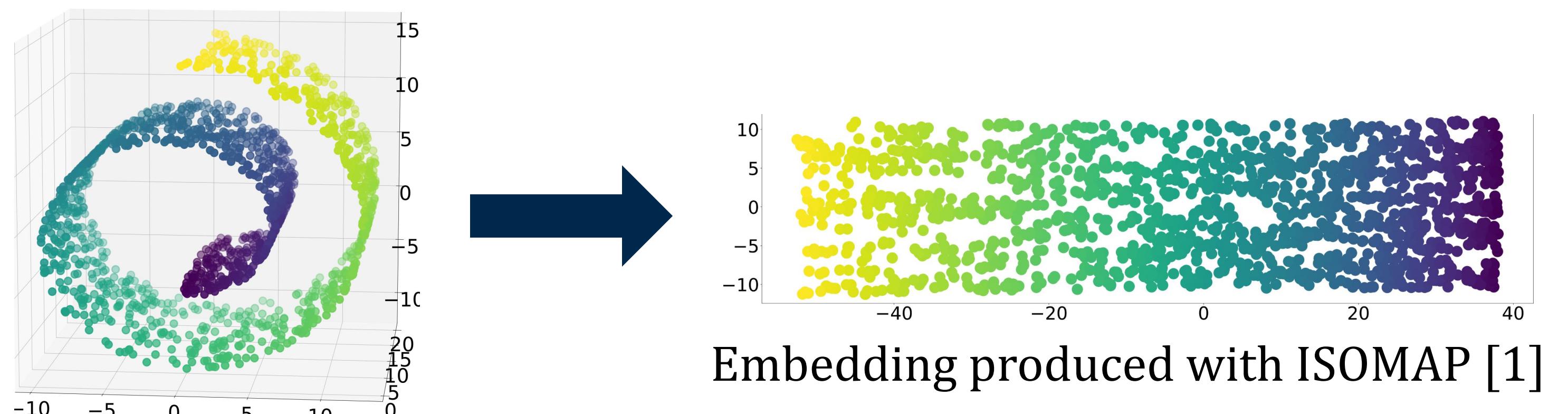


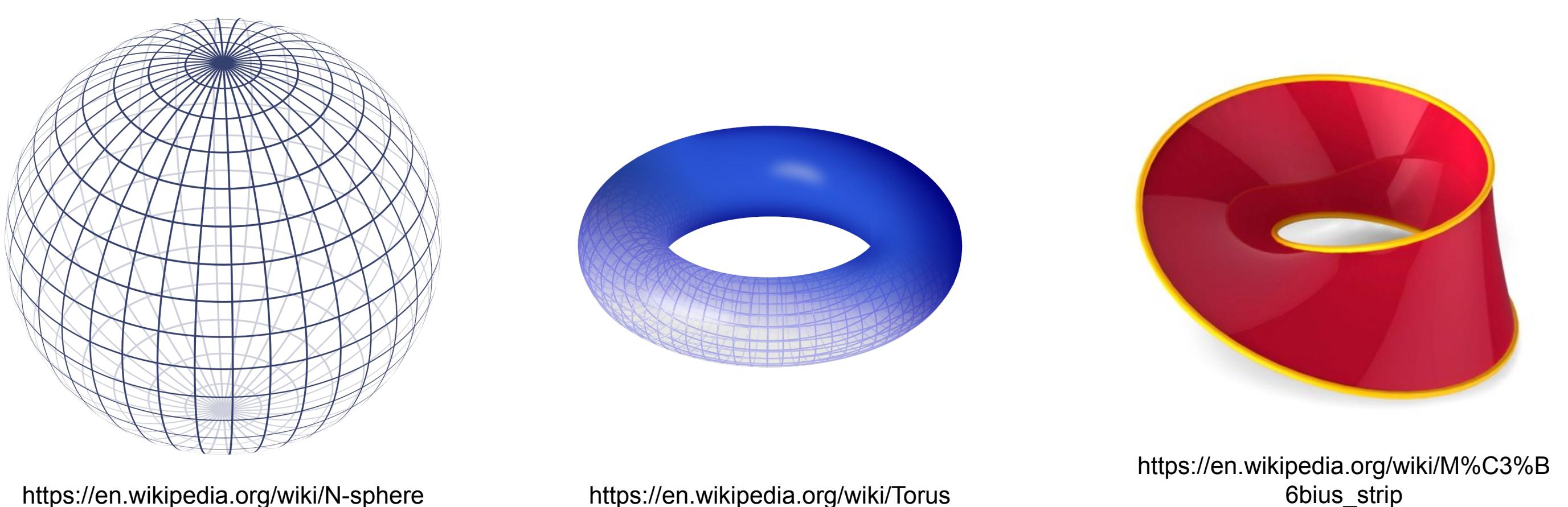


## Introduction

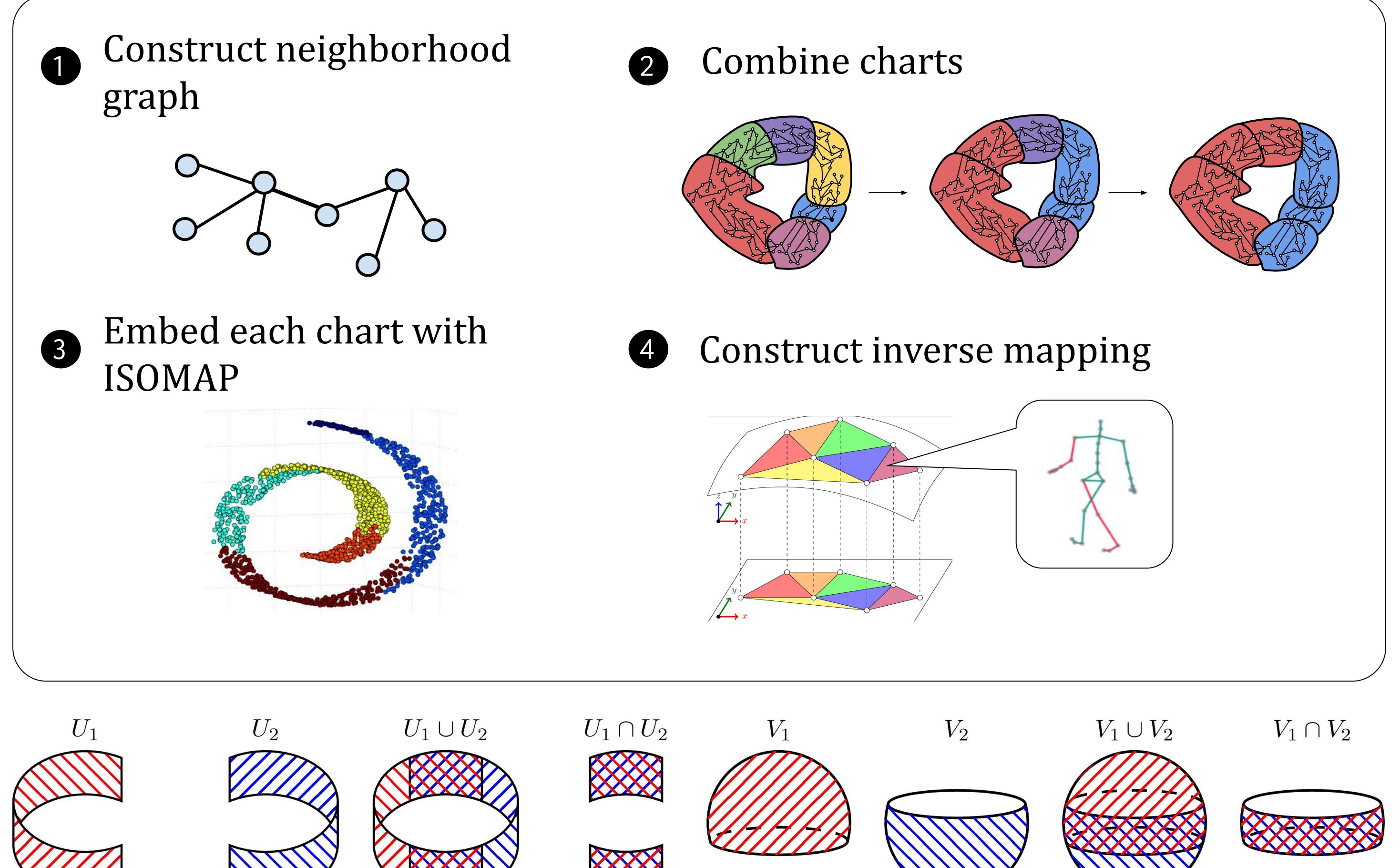
If high dimensional data lies along some smooth manifold, it can be "unwrapped" or "flattened" to achieve dimensionality reduction. This process is called manifold learning.



If the manifold is not topologically trivial, this approach may be impossible. For example, the sphere, torus, mobius band, SO(3), and SE(3) all cannot be flattened out. Instead, learn an atlas of coordinate charts [2][3]. We use an atlas to process human motion capture data and learn kinematic models for articulated objects [4].



## Methodology

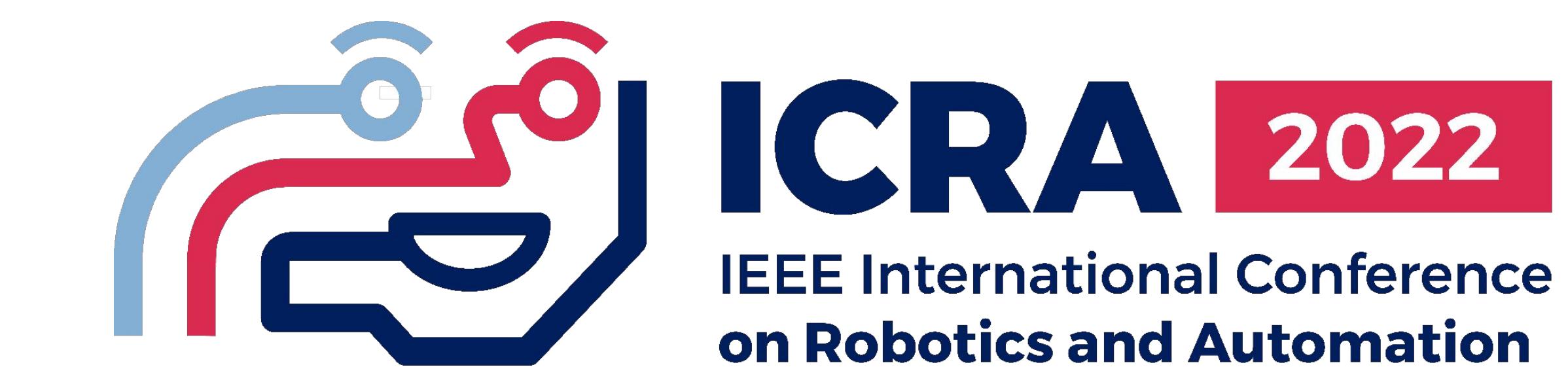


Exemplar cases where two charts cannot be combined without introducing a topological hole.  $U_1 \cap U_2$  is disconnected, and  $V_1 \cap V_2$  contains a hole. Holes are identified by searching for large atomic cycles [5].

# Topologically-Informed Atlas Learning

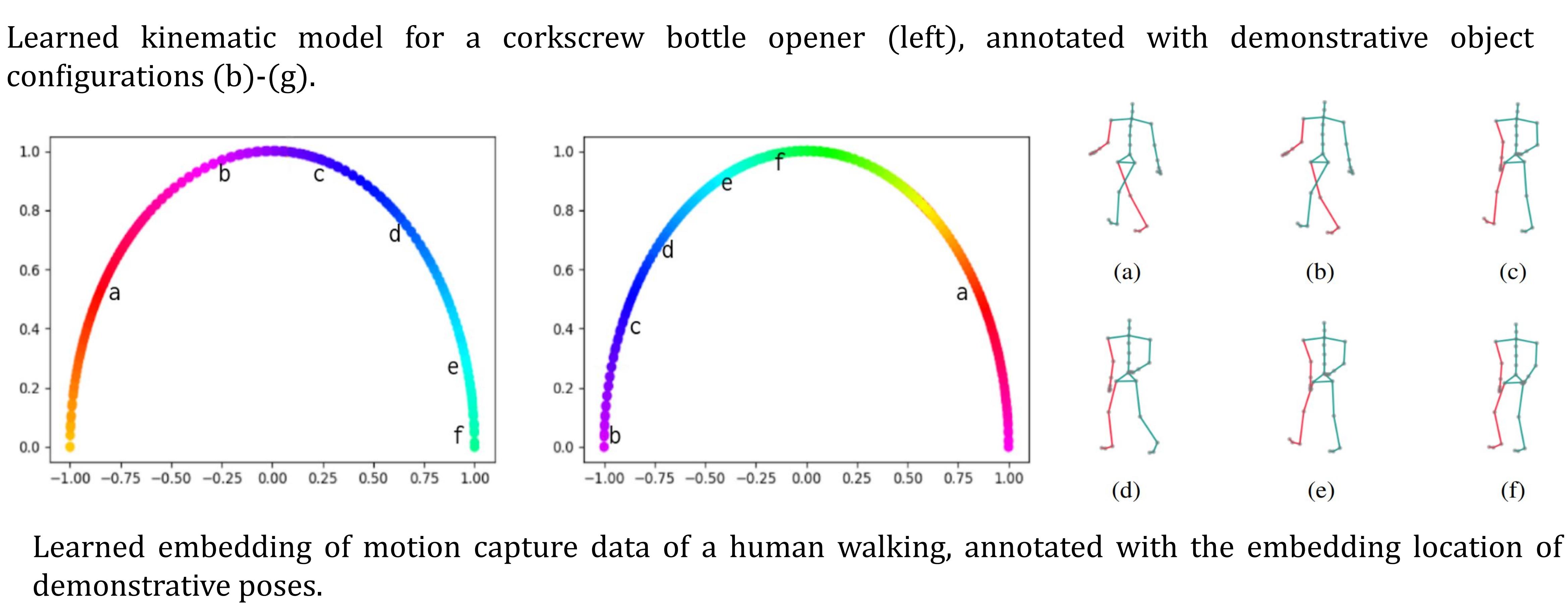
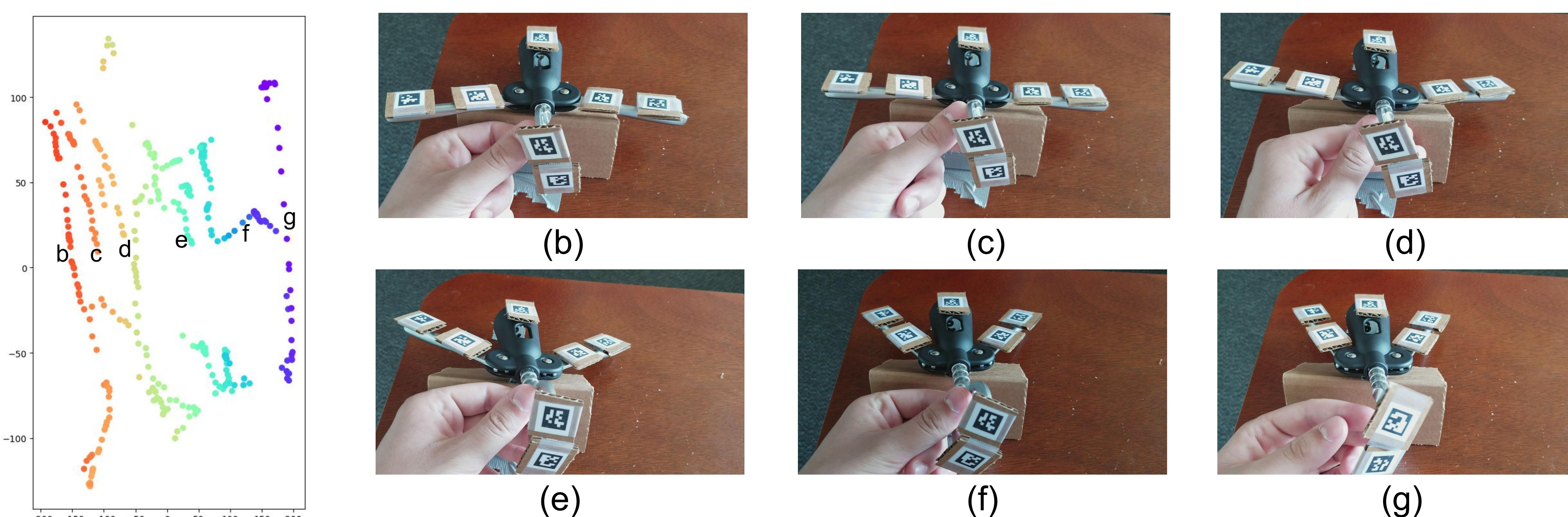
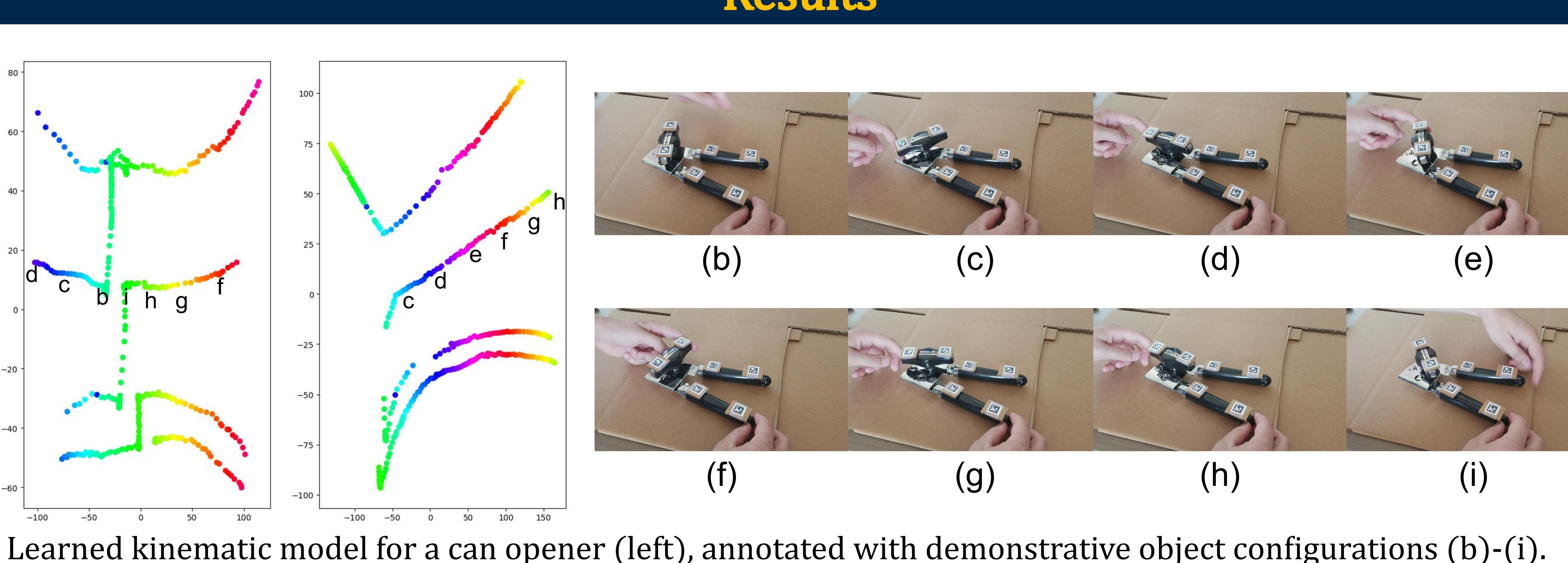
Thomas Cohn<sup>1</sup>, Nikhil Devraj<sup>1</sup>, Odest Chadwicke Jenkins<sup>1</sup>

<sup>1</sup>Computer Science and Engineering, Robotics Institute,  
University of Michigan, Ann Arbor, Michigan

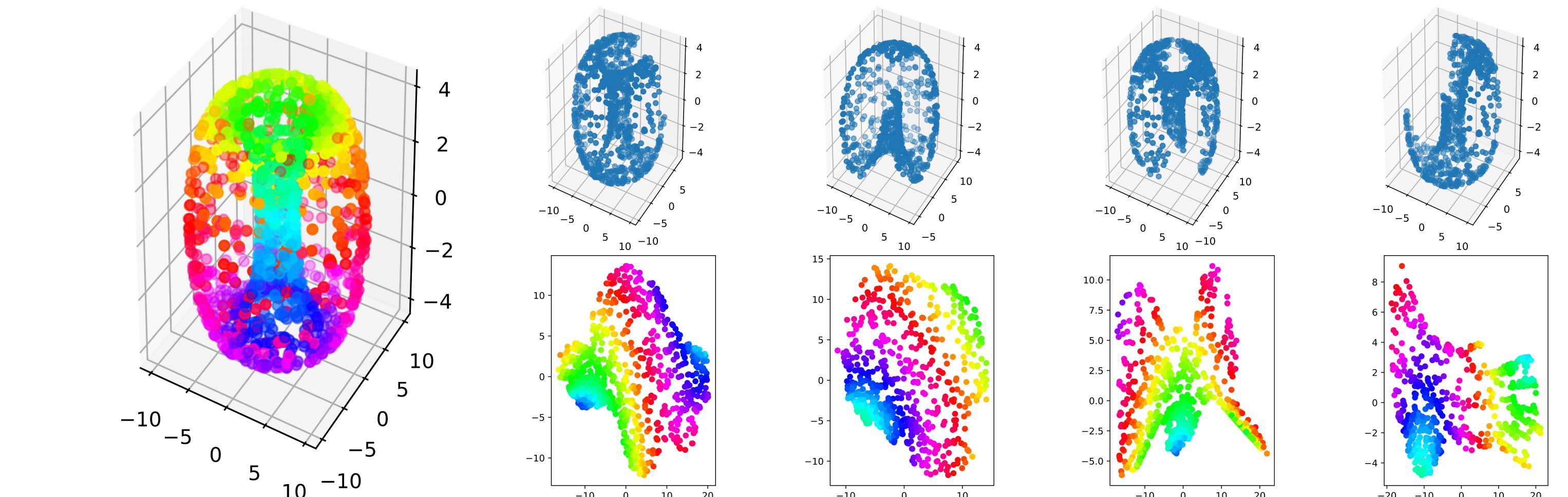


## Key idea: Estimating data topology improves manifold learning

### Results



## Results (Continued)



Atlas learning for data sampled from a torus (left). Our method constructs four charts, and we show each chart domain with its corresponding embedding.

Embedding Trustworthiness							
Experiment	ISOMAP	Autoencoder (4 Charts) Worst	Autoencoder (4 Charts) Mean	Autoencoder (15 Charts) Worst	Autoencoder (15 Charts) Mean	Our Atlas Learning Worst	Our Atlas Learning Mean
Sphere	0.844	<b>0.999</b>	<b>0.999</b>	<b>0.998</b>	<b>0.999</b>	<b>0.999</b>	<b>0.999</b>
Torus	0.916	0.900	0.916	0.820	0.898	<b>0.996</b>	<b>0.998</b>
Mobius Strip	0.995	0.996	0.997	0.944	0.988	<b>0.998</b>	<b>0.999</b>
Mocap	0.991	0.782	0.858	0.829	0.914	<b>0.996</b>	<b>0.996</b>
Can Opener Kinematic Model	0.953	0.351	0.536	0.316	0.517	<b>0.996</b>	<b>0.997</b>
Bottle Opener Kinematic Model	0.985	0.46	0.686	0.243	0.491	<b>0.993</b>	<b>0.993</b>

Numerical accuracy (according to the manifold trustworthiness metric [6]) of the embeddings produced by ISOMAP [5], an atlas learning autoencoder [2], and our method. Best results for each experiment are bolded.

## Acknowledgements

We thank Professor Alejandro Uribe (Department of Mathematics, University of Michigan, Ann Arbor) for his invaluable guidance and direction in developing the initial theory behind this work. The human motion capture data used in this project was obtained from [mocap.cs.cmu.edu](http://mocap.cs.cmu.edu). The database was created with funding from NSF EIA-0196217.

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