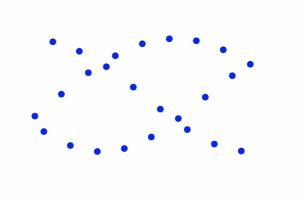
Maximum Number of Nonzero Persistence Cycles in a Vietoris-Rips Filtration

David Moon, Williams College

Advisors: Paul Bendich, John Harer, Rann Bar-On Data RTG, Duke University

July 22, 2014

Background - Persistent Homology



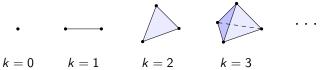
• Holes and their levels of persistence give us important information regarding the underlying shape.

- Holes and their levels of persistence give us important information regarding the underlying shape.
- Given some underlying probability density function of our sample space, we would like to examine the distribution of the numbers of such holes, or the number of holes of some level of persistence.

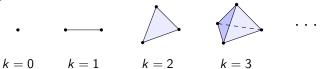
- Holes and their levels of persistence give us important information regarding the underlying shape.
- Given some underlying probability density function of our sample space, we would like to examine the distribution of the numbers of such holes, or the number of holes of some level of persistence.
- Some work done on static topological shapes, but none on filtrations.

- Holes and their levels of persistence give us important information regarding the underlying shape.
- Given some underlying probability density function of our sample space, we would like to examine the distribution of the numbers of such holes, or the number of holes of some level of persistence.
- Some work done on static topological shapes, but none on filtrations.
- Bounding the number of holes is the first step.

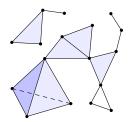
• *k*-simplex



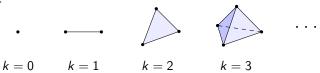
• *k*-simplex



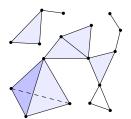
simplicial complex

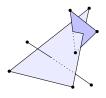


• *k*-simplex



simplicial complex





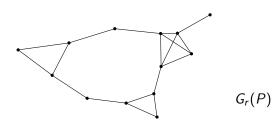
NOT a simplicial complex



 $P \subset \mathbb{R}^d$

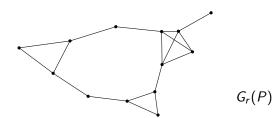
Definition

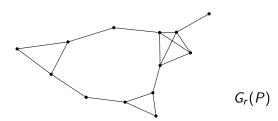
Given a point cloud $P \subset \mathbb{R}^d$ and some r > 0, the geometric graph $G_r(P)$ is the graph with vertex set P and edge set $\{\{\mathbf{p}_i, \mathbf{p}_j\} : ||\mathbf{p}_i - \mathbf{p}_j|| \le r\}$.



Definition

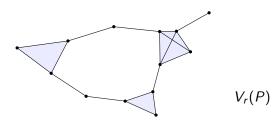
Given a point cloud $P \subset \mathbb{R}^d$ and some r > 0, the geometric graph $G_r(P)$ is the graph with vertex set P and edge set $\{\{\mathbf{p}_i, \mathbf{p}_j\} : ||\mathbf{p}_i - \mathbf{p}_j|| \le r\}$.





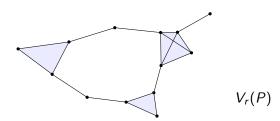
Definition

Given a point cloud $P \in \mathbb{R}^d$ and some r > 0, the *Vietoris-Rips complex* $V_r(P)$ is the simplicial complex consisting of the cliques of $G_r(P)$.



Definition

Given a point cloud $P \in \mathbb{R}^d$ and some r > 0, the *Vietoris-Rips complex* $V_r(P)$ is the simplicial complex consisting of the cliques of $G_r(P)$.



Definition

Given a point cloud $P \in \mathbb{R}^d$ and some r > 0, the *Vietoris-Rips complex* $V_r(P)$ is the simplicial complex consisting of the cliques of $G_r(P)$.

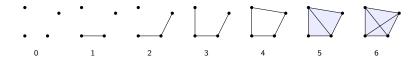
Definition

The collection $\{V_r(P)\}_{r\in R}$, where R is the set of pairwise distances between points in P, is called the *Vietoris-Rips filtration*.

A cycle C in a geometric graph is trivial if it has a triangulation.

A cycle *C* in a geometric graph is *trivial* if it has a triangulation.

For example, consider the following simple VR filtration:



~~

A cycle C in a geometric graph is *trivial* if it has a triangulation.

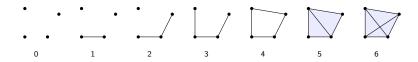
For example, consider the following simple VR filtration:



A nontrivial cycle is born at step 4, then triangulated or killed at step 5.

A cycle *C* in a geometric graph is *trivial* if it has a triangulation.

For example, consider the following simple VR filtration:



A nontrivial cycle is born at step 4, then triangulated or killed at step 5.

Loosely defined, a cycle is a *nonzero persistence (NZP) cycle* if it is nontrivial upon its birth.

Let $P \subset V_{r_1}(P) \subset V_{r_2}(P) \subset \cdots \subset V_{r_m}(P)$ be a VR filtration, and let e_1, e_2, \ldots, e_m be the corresponding sequence of dropped edges.

Let $P \subset V_{r_1}(P) \subset V_{r_2}(P) \subset \cdots \subset V_{r_m}(P)$ be a VR filtration, and let e_1, e_2, \ldots, e_m be the corresponding sequence of dropped edges.

Definition

An edge e_i is called *negative* if it connects two disjoint components in $V_{r_{i-1}}(P)$. Otherwise, it is called *positive*.

Let $P \subset V_{r_1}(P) \subset V_{r_2}(P) \subset \cdots \subset V_{r_m}(P)$ be a VR filtration, and let e_1, e_2, \ldots, e_m be the corresponding sequence of dropped edges.

Definition

An edge e_i is called *negative* if it connects two disjoint components in $V_{r_{i-1}}(P)$. Otherwise, it is called *positive*.

Observe that only positive edges can birth cycles (trivial or nontrivial).

Lemma

An edge $e_i = \{u, v\}$ births a nontrivial cycle if and only if it is positive, and u and v have no common neighbors in $V_{r_i}(P)$.

Lemma

An edge $e_i = \{u, v\}$ births a nontrivial cycle if and only if it is positive, and u and v have no common neighbors in $V_{r_i}(P)$.



A new nontrivial cycle is born.



No new nontrivial cycle is born.

Lemma

An edge $e_i = \{u, v\}$ births a nontrivial cycle if and only if it is positive, and u and v have no common neighbors in $V_{r_i}(P)$.



A new nontrivial cycle is born.



No new nontrivial cycle is born.

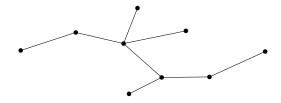
Thus, we can count the nonzero persistence cycles by counting the number of positive edges with no common neighbors of its endpoints.

Definition

The *frame* of a VR filtration is the tree consisting of negative edges.

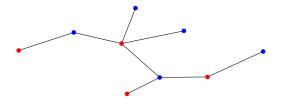
Definition

The *frame* of a VR filtration is the tree consisting of negative edges.



Definition

The frame of a VR filtration is the tree consisting of negative edges.

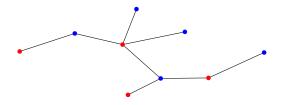


Any tree induces a unique 2-coloring.

Frame

Definition

The *frame* of a VR filtration is the tree consisting of negative edges.



Any tree induces a unique 2-coloring.

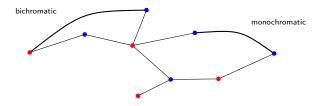
Definition

An edge is called *monochromatic* if it connects two vertices of the same color in the frame. Otherwise, it is called *bichromatic*.

Frame

Definition

The *frame* of a VR filtration is the tree consisting of negative edges.



Any tree induces a unique 2-coloring.

Definition

An edge is called *monochromatic* if it connects two vertices of the same color in the frame. Otherwise, it is called *bichromatic*.

Main Result

Main Result

Let $\alpha(n, F)$ denote the maximum possible number of NZP cycles in a VR filtration on n points with frame F. In the unique 2-coloring of F, let r denote the number of red vertices and b the number of blue vertices.

Main Result

Let $\alpha(n, F)$ denote the maximum possible number of NZP cycles in a VR filtration on n points with frame F. In the unique 2-coloring of F, let r denote the number of red vertices and b the number of blue vertices.

Theorem

$$\alpha(\mathsf{n},\mathsf{F})=\mathsf{rb}-(\mathsf{n}-1).$$

 $\alpha(n,F) \geq rb - (n-1)$:

$$\alpha(n,F) \geq rb - (n-1)$$
:

Drop all negative edges in the frame, then all positive bichromatic edges, then all other (positive monochromatic) edges.

$$\alpha(n,F) \geq rb - (n-1)$$
:

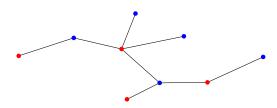
Drop all negative edges in the frame, then all positive bichromatic edges, then all other (positive monochromatic) edges.

None of these positive bichromatic edges, of which there are rb - (n-1), has common neighbors between its endpoints.

$$\alpha(\mathsf{n},\mathsf{F}) \geq \mathsf{rb} - (\mathsf{n}-1)$$
:

Drop all negative edges in the frame, then all positive bichromatic edges, then all other (positive monochromatic) edges.

None of these positive bichromatic edges, of which there are rb-(n-1), has common neighbors between its endpoints.

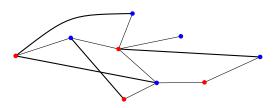


1 E

$$\alpha(\mathsf{n},\mathsf{F}) \geq \mathsf{rb} - (\mathsf{n}-1)$$
:

Drop all negative edges in the frame, then all positive bichromatic edges, then all other (positive monochromatic) edges.

None of these positive bichromatic edges, of which there are rb-(n-1), has common neighbors between its endpoints.



 $\alpha(n,F) \leq rb - (n-1)$:

$$\alpha(\mathsf{n},\mathsf{F}) \leq \mathsf{rb} - (\mathsf{n}-1)$$
:

Given an arbitrary VR filtration $\{V_r(P)\}_{r\in R}$ with frame F, let P be the set of positive edges, each of which has no common neighbors of its endpoints.

$$\alpha(\mathsf{n},\mathsf{F}) \leq \mathsf{rb} - (\mathsf{n}-1)$$
:

Given an arbitrary VR filtration $\{V_r(P)\}_{r\in R}$ with frame F, let P be the set of positive edges, each of which has no common neighbors of its endpoints.

Let B be the set of positive bichromatic edges induced by frame F.

$$\alpha(n,F) \leq rb - (n-1)$$
:

Given an arbitrary VR filtration $\{V_r(P)\}_{r\in R}$ with frame F, let P be the set of positive edges, each of which has no common neighbors of its endpoints.

Let B be the set of positive bichromatic edges induced by frame F.

Construct an injective mapping $P \rightarrow B$:

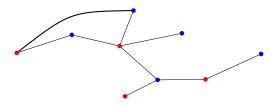
- ^

$$\alpha(n,F) \leq rb - (n-1)$$
:

Given an arbitrary VR filtration $\{V_r(P)\}_{r\in R}$ with frame F, let P be the set of positive edges, each of which has no common neighbors of its endpoints.

Let B be the set of positive bichromatic edges induced by frame F.

Construct an injective mapping $P \rightarrow B$:

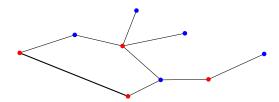


$$\alpha(n,F) \leq rb - (n-1)$$
:

Given an arbitrary VR filtration $\{V_r(P)\}_{r\in R}$ with frame F, let P be the set of positive edges, each of which has no common neighbors of its endpoints.

Let B be the set of positive bichromatic edges induced by frame F.

Construct an injective mapping $P \rightarrow B$:

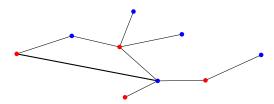


$$\alpha(n,F) \leq rb - (n-1)$$
:

Given an arbitrary VR filtration $\{V_r(P)\}_{r\in R}$ with frame F, let P be the set of positive edges, each of which has no common neighbors of its endpoints.

Let B be the set of positive bichromatic edges induced by frame F.

Construct an injective mapping $P \rightarrow B$:



Let $\alpha(n)$ denote the maximum possible number of nonzero persistence cycles in a Vietoris-Rips filtration on n points (now over all possible frames). Let $\gamma(n)$ denote the maximum possible rank of $H_1(X)$ over all Vietoris-Rips complexes X.

Let $\alpha(n)$ denote the maximum possible number of nonzero persistence cycles in a Vietoris-Rips filtration on n points (now over all possible frames). Let $\gamma(n)$ denote the maximum possible rank of $H_1(X)$ over all Vietoris-Rips complexes X.

Corollary 1

$$\alpha(n) = \gamma(n) = \left\lfloor \frac{n}{2} \right\rfloor \left\lceil \frac{n}{2} \right\rceil - (n-1).$$

E 6

Let $\alpha(n)$ denote the maximum possible number of nonzero persistence cycles in a Vietoris-Rips filtration on n points (now over all possible frames). Let $\gamma(n)$ denote the maximum possible rank of $H_1(X)$ over all Vietoris-Rips complexes X.

Corollary 1

$$\alpha(n) = \gamma(n) = \left\lfloor \frac{n}{2} \right\rfloor \left\lceil \frac{n}{2} \right\rceil - (n-1).$$

Corollary 2

If F is a star, then there are no nonzero persistence cycles.



• Start considering expected numbers: model point cloud as spatial point process given some underlying probability density function.

- Start considering expected numbers: model point cloud as spatial point process given some underlying probability density function.
 - Corollary 2 is an example of how more info on the frame can give us more detail on number of NZP cycles.

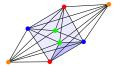
- Start considering expected numbers: model point cloud as spatial point process given some underlying probability density function.
 - Corollary 2 is an example of how more info on the frame can give us more detail on number of NZP cycles.
 - Frames also provide useful way of partitioning filtrations.

- Start considering expected numbers: model point cloud as spatial point process given some underlying probability density function.
 - Corollary 2 is an example of how more info on the frame can give us more detail on number of NZP cycles.
 - Frames also provide useful way of partitioning filtrations.
- Extend to higher dimensional loops.

- Start considering expected numbers: model point cloud as spatial point process given some underlying probability density function.
 - Corollary 2 is an example of how more info on the frame can give us more detail on number of NZP cycles.
 - Frames also provide useful way of partitioning filtrations.
- Extend to higher dimensional loops.



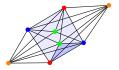




- Start considering expected numbers: model point cloud as spatial point process given some underlying probability density function.
 - Corollary 2 is an example of how more info on the frame can give us more detail on number of NZP cycles.
 - Frames also provide useful way of partitioning filtrations.
- Extend to higher dimensional loops.







• Possible connection to Turán's theorem: The number of edges in a graph $G \not\supseteq K^r$ with n vertices is at most $\frac{1}{2}n^2\frac{r-2}{r-1}$, and the unique maximal structure is a Turán graph.