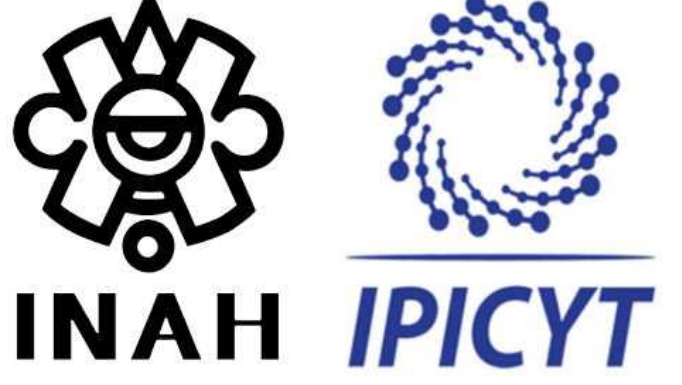


Efficient classification using Euler Characteristic

E. Amézquita^{a*}, A. Rieser^b, M. Canul Ku^c, R. Hasimoto^c, S. Ruiz Correa^d, D. Jiménez Badillo^e

^a Math Department, Universidad de Guanajuato, ^b CONACYT - Centro de Investigación en Matemáticas,
^c Centro de Investigación en Matemáticas, ^d Instituto Potosino de Investigación Científica y Tecnológica,
^e Instituto Nacional de Antropología e Historia

* Currently at Computational Mathematics, Science and Engineering - Michigan State University
amezqui3@msu.edu



QUESTION



Can topology tell us something about the origins of pre-Columbian masks?

GENERAL METHODOLOGY

- The classification algorithm relies on the **Euler Characteristic Graph** [1].
- We introduced the **extended ECG**, concatenating ECGs from the same artifact.
- Consider a 3D model $X = (V, E, F)$ and its **Euler Characteristic** (EC):

$$\chi = |V| - |E| + |F|$$

of vertices \leftarrow # of edges \rightarrow # of faces

- Then fix a **vertex filtration** function $g : V \rightarrow [a, b]$ and extend it to the rest of **faces**:

$$g_F(\{v_0, v_1, v_2\}) = \min\{g(v_0), g(v_1), g(v_2)\}$$

$g_F : F \rightarrow [a, b]$ Some face Each vertex is assigned some # in interval $[a, b]$

- Same idea to extend the filtration to the rest of **edges**.
- The interval $[a, b]$ is split into T equally-spaced **thresholds**
- Say $a = t_0 < t_1 < t_2 < \dots < t_T = b$. Consider **the EC at i -th threshold**:

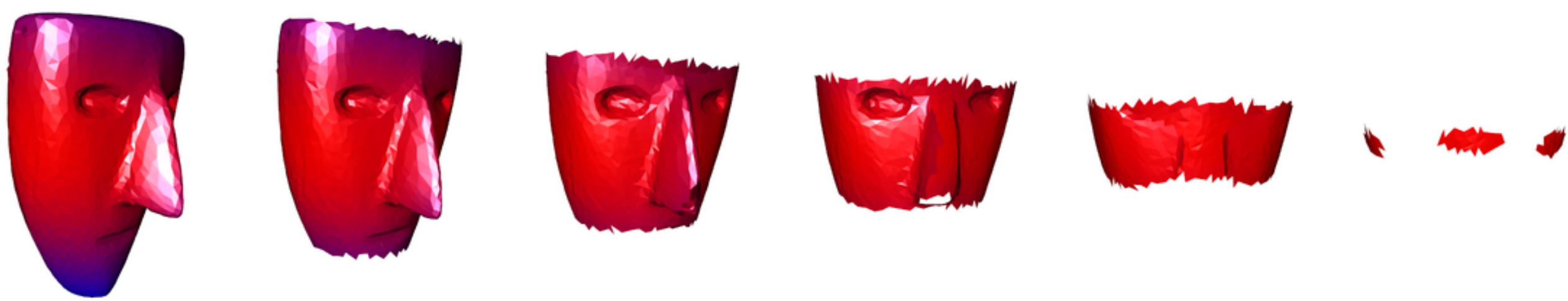
$$\chi_i = |V_i| - |E_i| + |F_i|$$

of vertices v such that $g(v) > t_i$ # of faces f such that $g_F(f) > t_i$

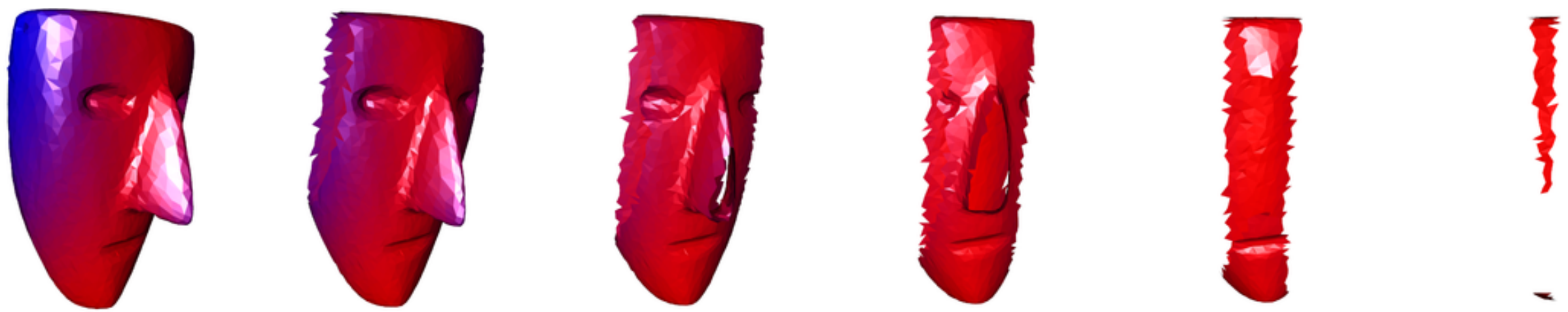
- The **EC Graph** (ECG) is obtained by comparing χ_i vs. t_i .

PRE-COLUMBIAN MORPHOLOGIES

- 3D models from pre-Columbian masks found in Templo Mayor, Mexico City.
- Need to assort **128 masks** into **8 different groups**.
- 70 masks already classified (**ground truth**) with 58 masks to decide [2].



- Each mask is embedded in the $[-1, 1]^3$ cube, with its mass centered at origin.
- The **cylindrical distances** of each vertex, $\sqrt{x^2 + y^2}$, were considered as filtrations.
- These were **concatenated** to form an extended ECG.



- Spherical filters** $\sqrt{x^2 + y^2 + z^2}$ were also considered.
- This defined training and testing sets to classify via **polynomial-kernel SVM**.

ACKNOWLEDGMENTS

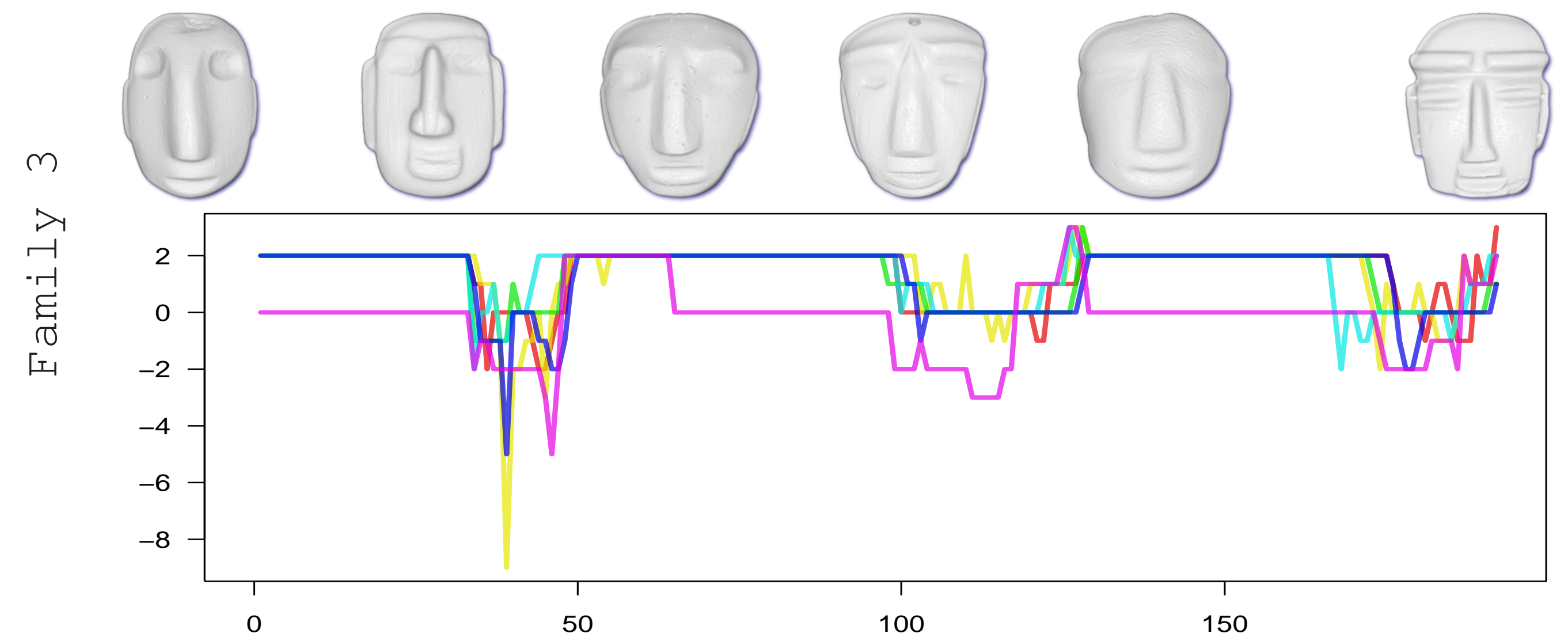
The authors would like to thank both Instituto Nacional de Antropología e Historia through its project *Desarrollo de Aplicaciones de Computación en Arqueología* and Red Temática CONACYT de Tecnologías Digitales para la Difusión del Patrimonio Cultural for providing the 3D scanned pre-Columbian masks which made possible this project.

REFERENCES

- [1] E. Richardson, M. Weirman Efficient classification using the Euler Characteristic In *Pattern Recognition Letters* Vol.49 pp.99-106, 2014.
- [2] D. Jiménez Badillo, S. Ruíz Correa, O. Mendoza Montoya *Analyzing formal features of archaeological artefacts through the application of Spectral Clustering*. Conferencia del Digital Classicist Seminar (06/11/2012). Deutsches Archäologisches Institut, Berlin. <http://hdl.handle.net/11858/00-1780-0000-000B-216A-E>

RESULTS

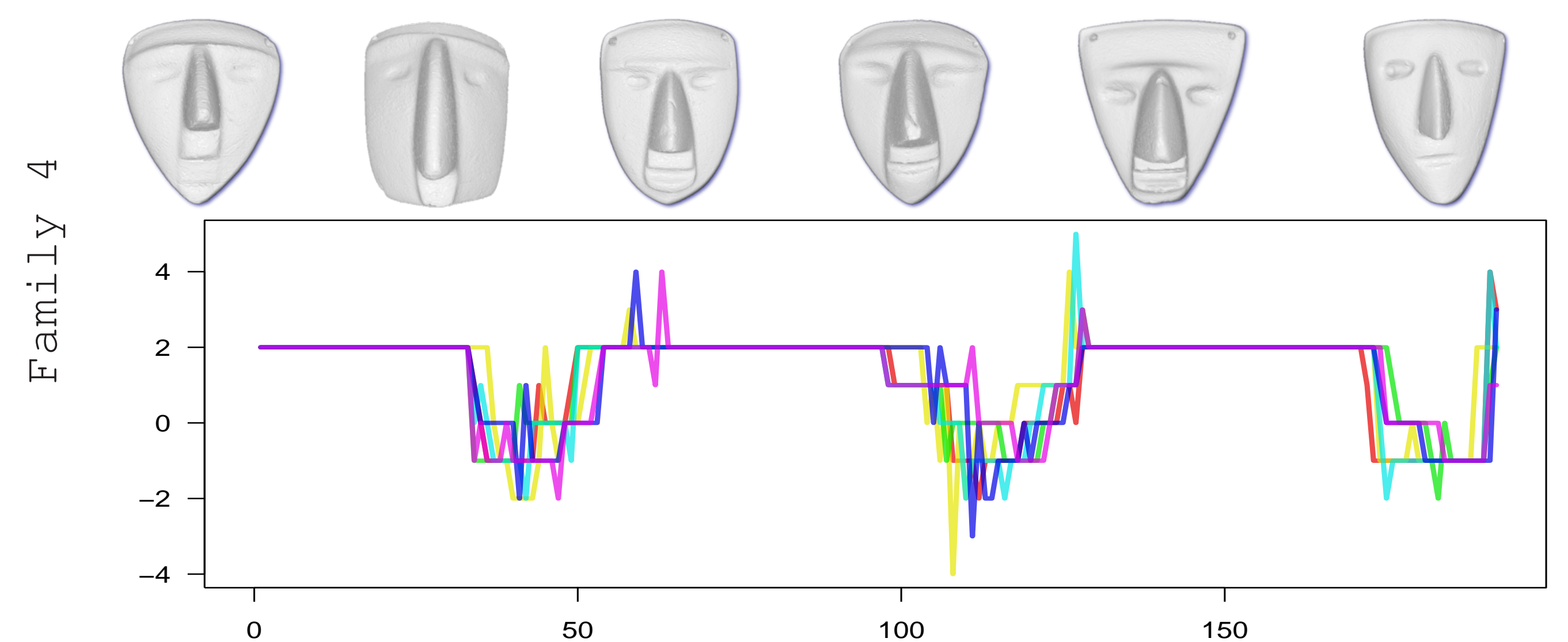
- Masks with holes in their eyes or mouth were grouped in one unique family
- $T = 32$ produced similar results than $T = 256$
- Different colors refer to different items.



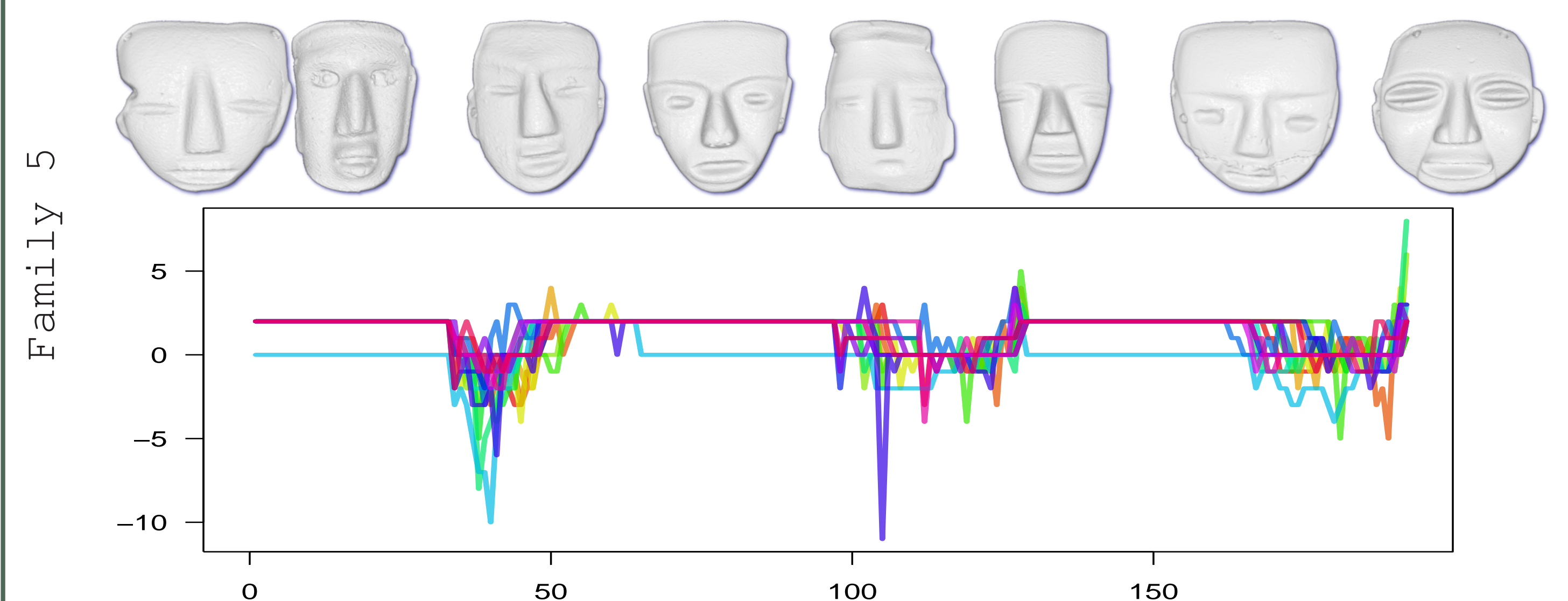
- The cylindrical filters managed to identify additional similar masks



- None of the unknown masks were assigned to set 04



- The cylindrical filters also identified patterns in Fam 05.



- The cylindrical filters managed to identify additional similar masks



CONCLUSIONS

- Answer to the original question: **Yes it can!**
- Archaeologists have manifested approval towards some proposed groupings.
- There is a large number of variables to tune.
- Outliers suggest that there might not be just eight families in total but more. We need to determine the appropriate number of families of masks in first place.
- The computation of the ECG is a simple algorithm of linear complexity.
- This technique can be used to **analyze 3D plant models** and their **morphology**.