# Large Scale computation of Means and Clusters for Persistence Diagrams using Optimal Transport

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#### Overview

## Topological Data Analysis:

- Provides descriptors, called persistence diagrams
   (PDs), of the topology of an object at all scales.
- Compares PDs with partial matching metrics.

### Problem motivation:

- Hard to compute elementary statistics such as means.
- Current algorithm [1] to estimate PD barycenters is non-convex and intractable on large data.

#### Our contributions:

- Reformulate PD metrics as exact OT problems.
- Adapt the OT entropic smoothing [2] for PD metrics, in particular convolution on regular grids [3] allowing parallelization and GPU computations.
- Propose a convex formulation and scalable algorithm for PD barycenter estimation.

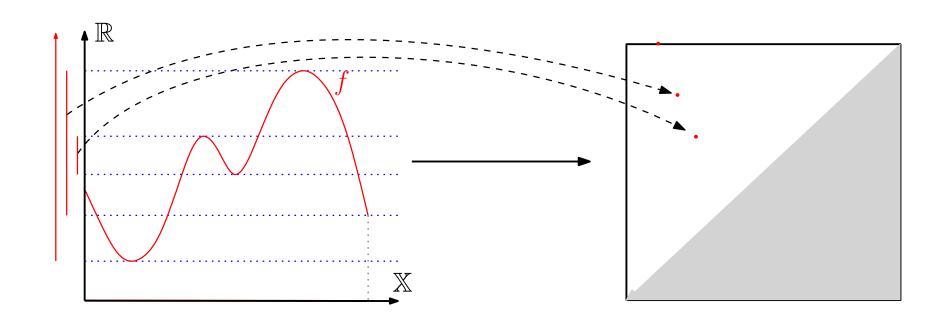


Figure 1:TDA sketch: filtration of a space  $\mathbb X$  with a function f and corresponding PD accounting for the topology in the sublevel sets of f.

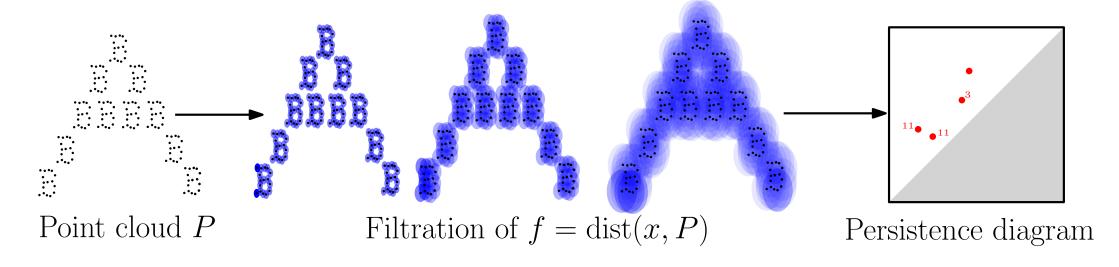


Figure 2:TDA sketch: filtration on a point cloud and corresponding PD.

# I. Persistence diagrams and metrics

Persistence diagrams (PDs) are finite point measures, i.e.  $\mu = \sum_{i=1}^{n} \delta_{x_i}, \text{ with } x_i \in \{(t_1, t_2) \in \mathbb{R}^2, t_2 > t_1\}. \text{ For } p \geq 1,$ 

$$d_p(\mu, 
u) := \left( \min_{\zeta \in \Gamma(\mu, 
u)} \sum_{(x,y) \in \zeta} \|x - y\|^p + \sum_{s \notin \zeta} \|s - \pi_{\Delta}(s)\|^p \right)^{\frac{1}{p}},$$

with  $\Gamma(\mu, \nu)$ : **partial** matchings between  $\mu$  and  $\nu$ , and  $\pi_{\Delta}(s)$  the orthogonal projection of s onto the diagonal.

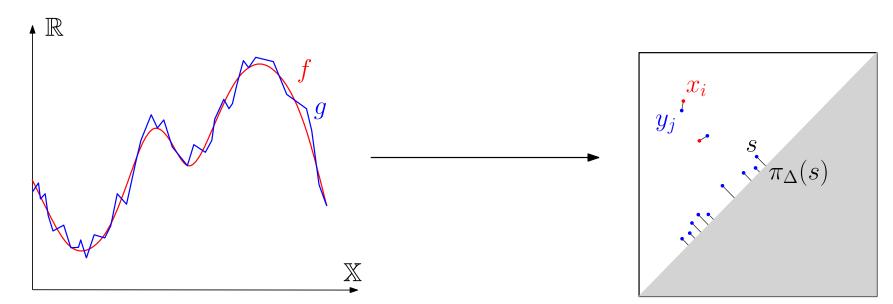
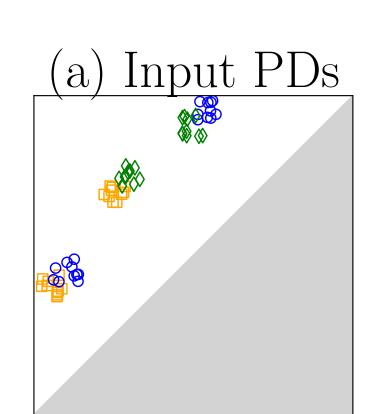
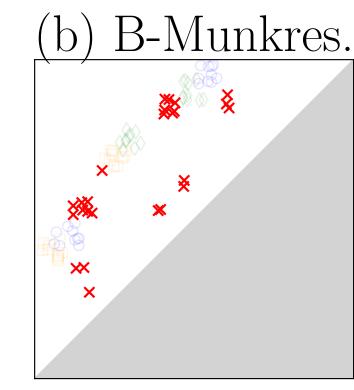
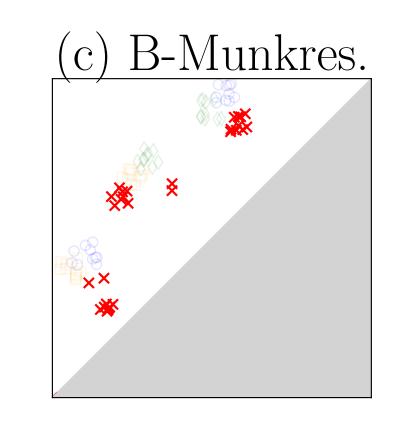
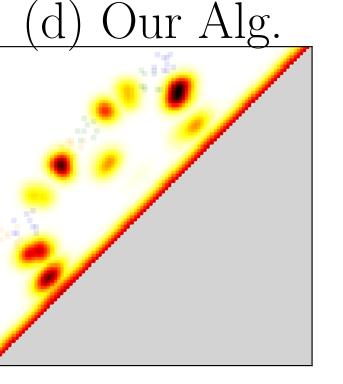


Figure 3:(left) Two functions  $f,g:\mathbb{X}\to\mathbb{R}$ . (right) Corresponding PDs and an optimal partial matching  $\zeta$  (edges).





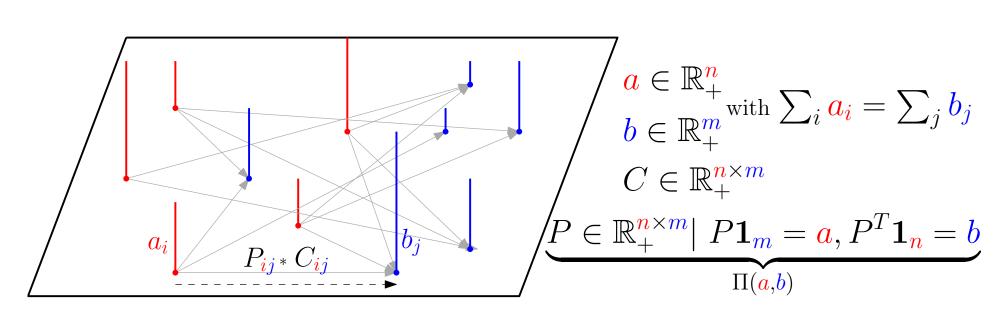




	Final energy
B-Munkres $(b)$	0.589
B-Munkres $(c)$	0.555
Our Alg. $(d)$	$\boldsymbol{0.542}$

Figure 4:Illustration of our approach on a simple example. (a) 3 PDs for which we want to estimate a barycenter. (b,c) Outputs of B-Munkres algorithm [1] for two different initializations. Variability is due to non-convexity. (d) The output of our convex formulation. It performs better (lower energy).

## II. Smoothed optimal transport (OT)



Smoothed OT problem  $(\gamma > 0)$ :

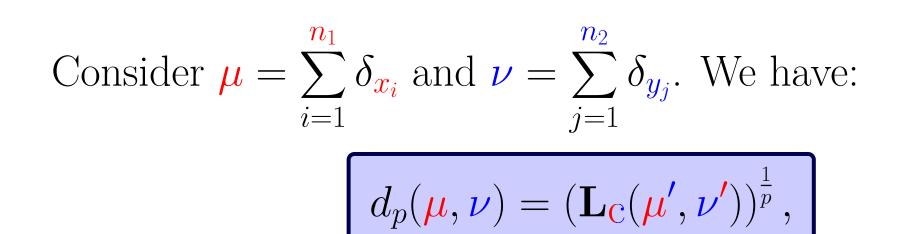
$$\mathbf{L}_{C}^{\gamma}(\mathbf{a}, \mathbf{b}) := \min_{P \in \Pi(\mathbf{a}, \mathbf{b})} \langle P, C \rangle - \gamma h(P)$$

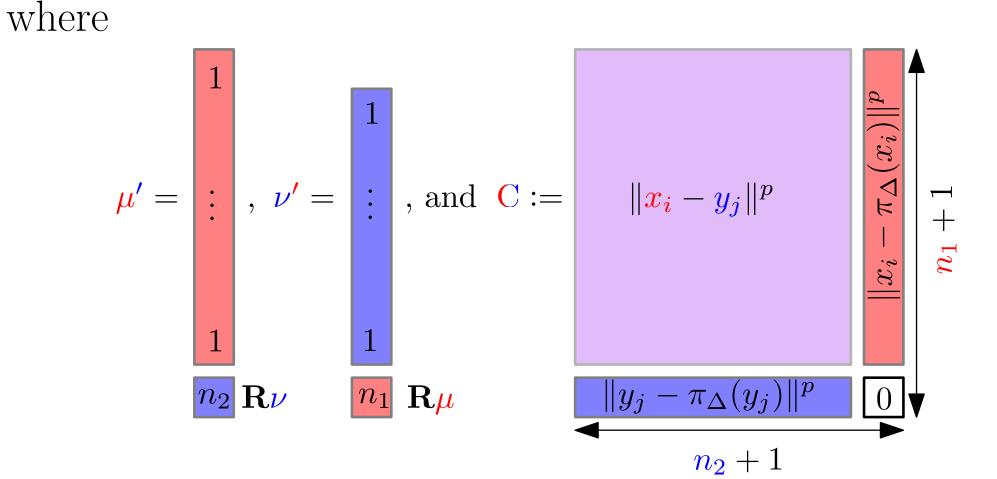
where  $h(P) := -\sum_{ij} P_{ij} (\log P_{ij} - 1)$ .

## Advantages:

- Solved by iterating  $(\boldsymbol{u},\boldsymbol{v}) \mapsto \left(\frac{\boldsymbol{a}}{K\boldsymbol{v}},\frac{\boldsymbol{b}}{K^T\boldsymbol{u}}\right)$ , with  $K := e^{-\frac{C}{\gamma}}$ .
- Converges to  $\mathbf{L}_C(a, b) := \min\{\langle P, C \rangle; P \in \Pi(a, b)\}$  when  $\gamma \to 0$ , with controllable error (upper and lower bounds).
- Numerically efficient to solve: GPU + Parallelism.
- Differentiable, with tractable gradient.

# III. OT formulation of $d_p$

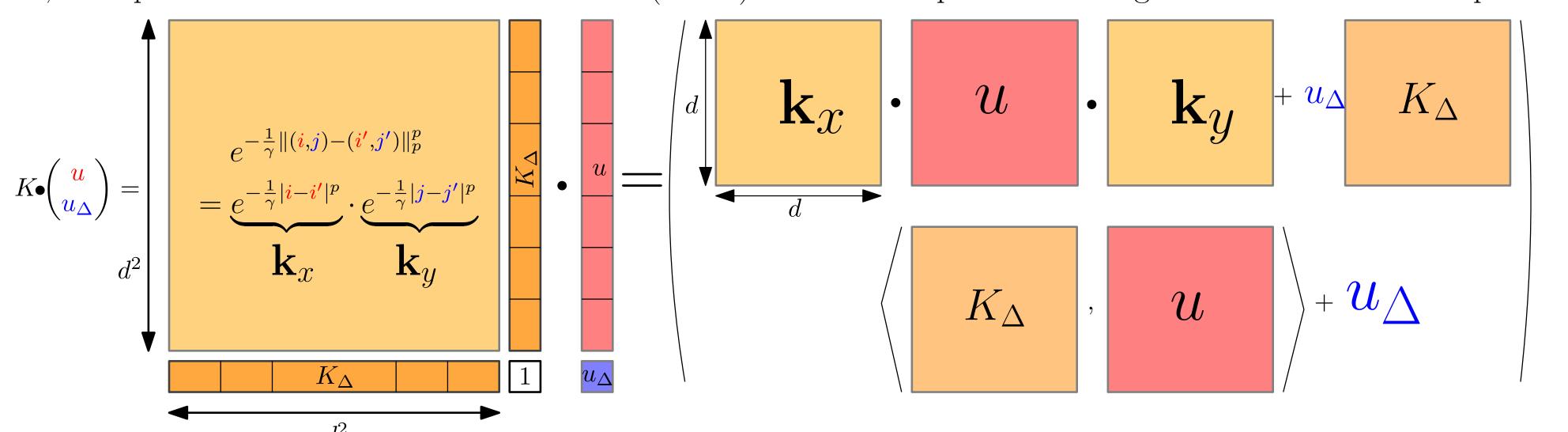




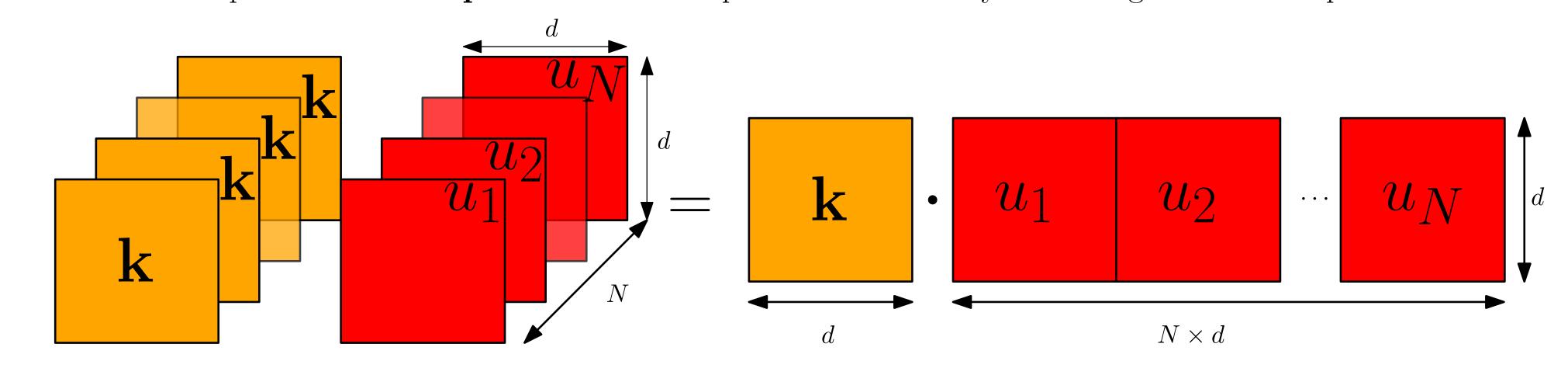
**Idea:** Approximate  $d_p$  with  $L_C^{\gamma}$ .

# IV. Fast convolutions in the PD space

Discretize PDs on a  $d \times d$  grid (+1 for the diagonal),  $\Rightarrow (d^2 + 1)$  histograms. C, K are  $(d^2 + 1) \times (d^2 + 1)$  shaped. However, the operation  $u \mapsto Ku$  can be reduced to  $(d \times d)$  matrix multiplications using **convolutions** in the plane.



These matrix manipulations can be **parallelized** and performed efficiently as one big matrix multiplication on a **GPU**.



# V. Smoothed barycenters for PDs

For  $h_1 ldots h_N$  histograms, a barycenter (Fréchet mean) is a minimizer of the energy:

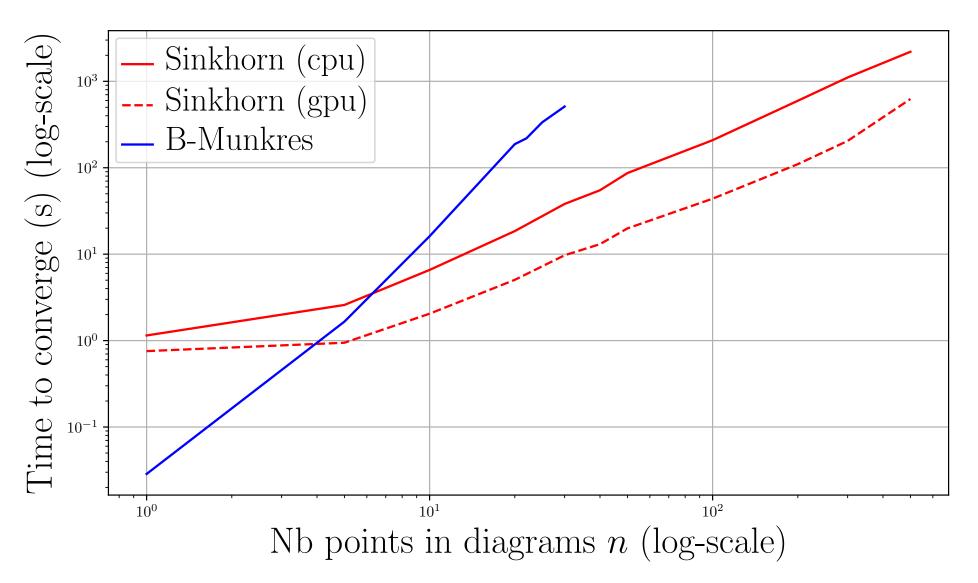
$$\mathcal{E}^{\gamma}: oldsymbol{x} \mapsto \sum_{i=1}^{N} \mathbf{L}_{C}^{\gamma}(oldsymbol{x} + \mathbf{R}oldsymbol{h}_{i}, oldsymbol{h}_{i} + \mathbf{R}oldsymbol{x}),$$

which is **differentiable** with gradient

$$\nabla = \gamma \left( \sum_{i=1}^{N} \log(u_i^{\gamma}) + \mathbf{R}^T \log(v_i^{\gamma}) \right).$$

#### Advantages:

- Convex formulation: minimize with gradient descent. Gives better estimations in practice.
- GPU + Parallelism: drastically outperform previous algorithm (B-Munkres) developed in [1] on large scales.



Allows for large scale applications, e.g. k-means clustering on thousands of PDs:

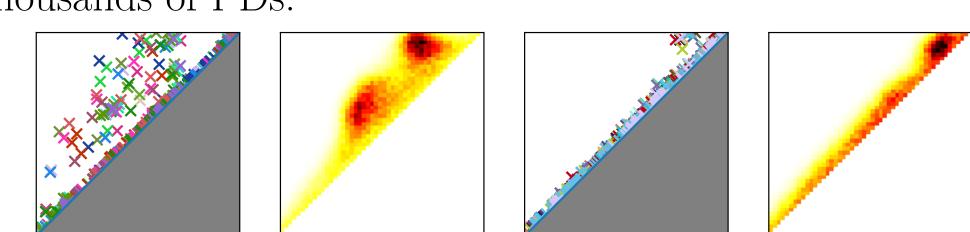


Figure 5:k-means on a real life dataset of 5000 persistence diagrams. Two identified clusters and their centroids.

#### References

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[3] Solomon et al.

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