

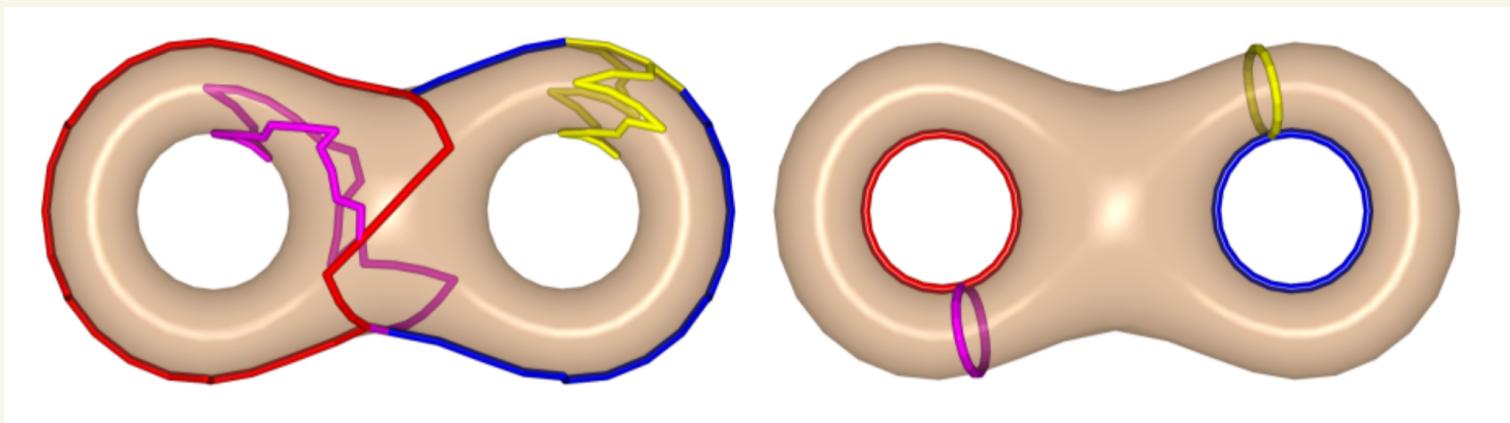
TDA - fall 2025

Optimal  
Cycles



# Homology generators (Ch 5)

Many different cycles exist in a homology class, but computing a cycle basis can have interesting applications.



graphics, meshing & geometry processing

Issue: What is optimal?

Given a measure on complex  $K$ , often want minimum representatives

Let  $w: K_p \rightarrow \mathbb{R}_{\geq 0}$  be a non-negative weight function on  $p$ -simplices of  $K$ .

Given a cycle  $c$  ( $\mathbb{Z}_2$ -homology), so

$c = \sum_{\text{simplices } \sigma_i} (\chi_i \cdot \sigma_i)$ ,  $\chi_i \in \{0, 1\}$ , the weight

$$\text{of } c, w(c) = \sum_i \chi_i \cdot w(\sigma_i)$$

For a set of cycles  $C = \{c_1, \dots, c_g\}$   ~~$c_i \in \mathbb{Z}_p[\mathbb{R}]$~~

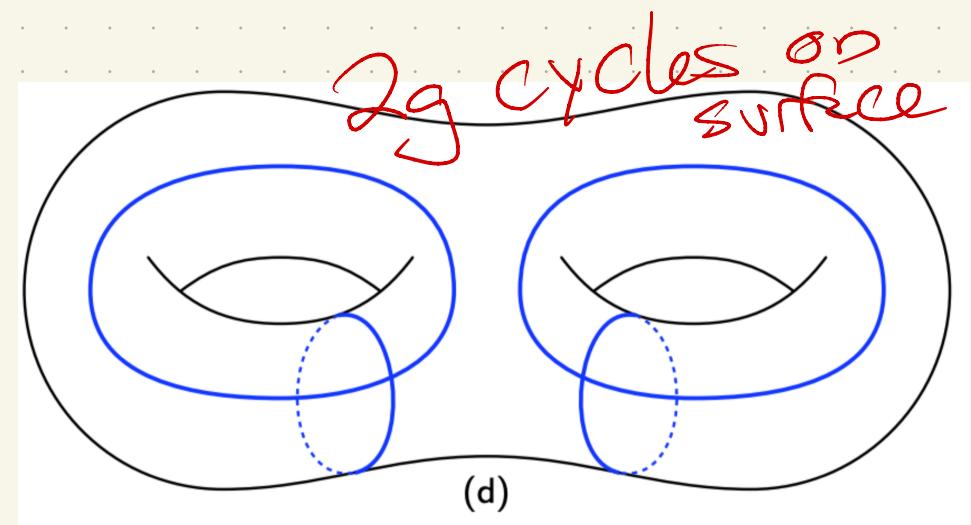
$$w(C) = \sum_{i=1}^g w(c_i).$$

## Optimality

We say a set of cycles  $C = \{c_1, \dots, c_g\}$  is an  $H_p$ -basis if  $\{[c_i], i=1, \dots, d\}$  generate  $H_p(K)$  and  $d = \dim(H_p(K))$ , &  $C$  is optimal if there is no other generator  $C'$  with  $w(C') < w(C)$

Optimal Homology Basis Problem (OHBP):

Find the best such basis.

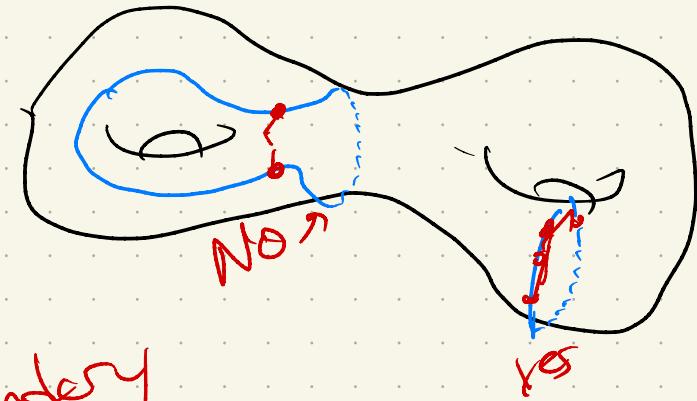


[Erickson & Whittlesey 2005]

## An algorithm for $H_1$

We say a cycle is tight if it contains the shortest path between all points on the cycle.

Claim: Any cycle in optimal homology basis is tight.  $\leftarrow$  orientable 2 manifolds no boundary

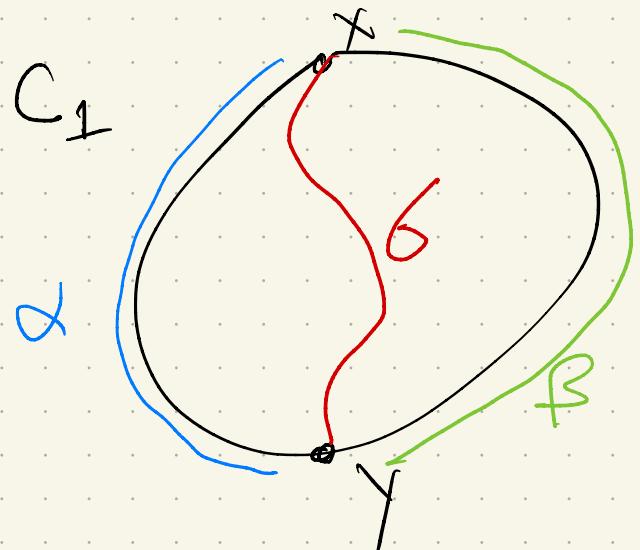


Proof: Spp's not:  $\underline{c_1, \dots, c_{2g}}$  but  $c_1$  is not tight

Could be disconnected:  $c_1$  is disconnected

split in  $c_1'$  &  $c_1''$ :  $\overbrace{c_1', c_1''} \cup c_2, \dots, c_{2g} \rightarrow$  Simplify to  $c_1', c_2, \dots, \cancel{c_1}, c_{2g}$

Or, not all shortest paths:

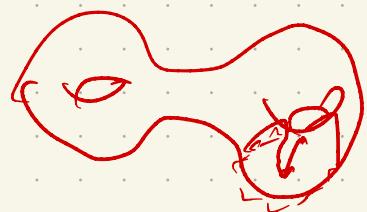


Pick 2 points on cycle such that  $C_1$  doesn't contain  $X-Y$  shortest path.

Consider shortest path  $\delta$ :

Consider  $\alpha + \delta$  +  $\delta + \beta$ :

$$\alpha + \beta = \gamma_i + \gamma_j$$



$\gamma_1, \gamma_2, C_2, \dots, C_{2g}$

$\gamma_i$  is shorter since  $\alpha$  or  $\beta$  is replaced by  $\delta$ .  $\square$

# Shortest path trees

Dijkstra's algorithm takes a source vertex  $s$  in a graph & computes the set of all minimum  $s$ - $v$  paths

```
1 function Dijkstra(Graph, source):
2
3     for each vertex  $v$  in Graph.Vertices:
4         dist[ $v$ ] ← INFINITY
5         prev[ $v$ ] ← UNDEFINED
6         add  $v$  to  $Q$ 
7         dist[source] ← 0
8
9     while  $Q$  is not empty:
10         $u$  ← vertex in  $Q$  with minimum dist[ $u$ ]
11         $Q$ .remove( $u$ )
12
13        for each arc  $(u, v)$  in  $Q$ :
14            alt ← dist[ $u$ ] + Graph.Edges( $u, v$ )
15            if alt < dist[ $v$ ]:
16                dist[ $v$ ] ← alt
17                prev[ $v$ ] ←  $u$ 
18
19    return dist[], prev[]
```

(actually Leyzorek et al '57,  
Dantzig '58)

Classic example of  
a "greedy algorithm"

Runtime:  $O(n \log n)$

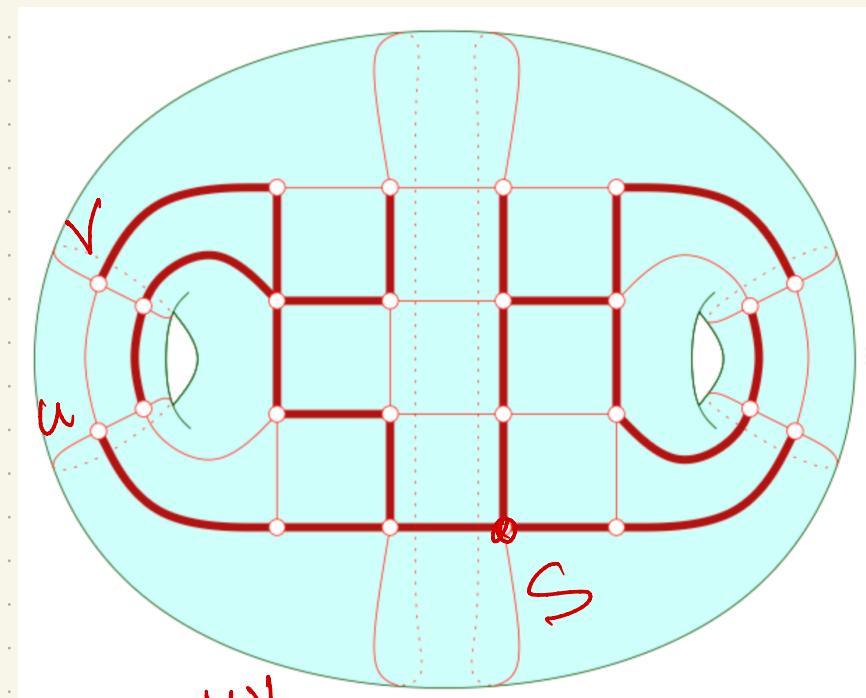
↙  
(show demo)

## Back to cycles

We can use shortest path trees to generate candidate cycles for OHBP.

How?

Consider such a tree: need cycles where  $h_{uv}$ , shortest path in cycle



for any edge  $e=uv$  not in  $T$   
 $e + \text{unique } u \text{ to } v \text{ path in } T$

Book's version:

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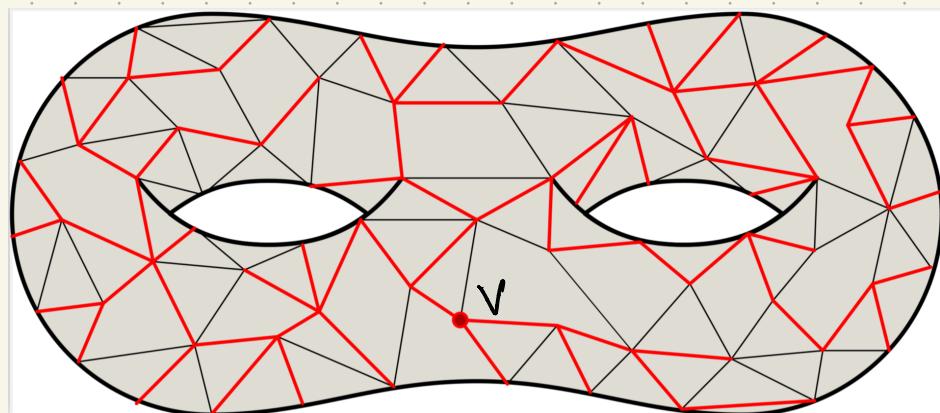
**Algorithm 8** GENERATOR( $K$ )

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**Input:**A 2-complex  $K$ **Output:**A set of 1-cycles containing an optimal  $H_1(K)$ -basis

- 1: Let  $K^1$  be the 1-skeleton of  $K$  with vertex set  $V$  and edge set  $E$
  - 2:  $\mathcal{C} := \{\emptyset\}$
  - 3: **for all**  $v \in V$  **do**
  - 4:   compute a shortest path tree  $T_v$  rooted at  $v$  in  $K^1 = (V, E)$
  - 5:   **for all**  $e = (u, w) \in E \setminus T_v$  s.t.  $u, w \in T_v$  **do**
  - 6:     Compute cycle  $c_e = \pi_{u,w} \cup \{e\}$  where  $\pi_{u,w}$  is the unique path connecting  $u$  and  $w$  in  $T_v$
  - 7:      $\mathcal{C} := \mathcal{C} \cup \{c_e\}$
  - 8:   **end for**
  - 9: **end for**
  - 10: Output  $\mathcal{C}$
- 

If optimal basis has  
any cycle not in  $\mathcal{C}$ ,  
can replace with  
one in  $\mathcal{C}$ .



So: If  $K$  has  $O(n)$  vertices + edges

$$\Rightarrow |E| \leq n \cdot n = O(n^2)$$

Time to compute:

$$O(n^2 \log n)$$

Then, we can sort  $C$ , and loop through:  
check if  $c_i$  is independent from  
optimal basis so far.

Annotations:

assignment  $a: K_p \rightarrow \mathbb{Z}_2^d$ , with  
 $d = \dim(H_p(K))$ , giving each simplex  
as a binary vector of length  $d$ .

Valid if two  $p$ -cycles have same  
annotation iff they are homologous  
.. how to create?

### Algorithm 10 ANNOTEDGE( $K$ )

**Input:**

A simplicial 2-complex  $K$

**Output:**

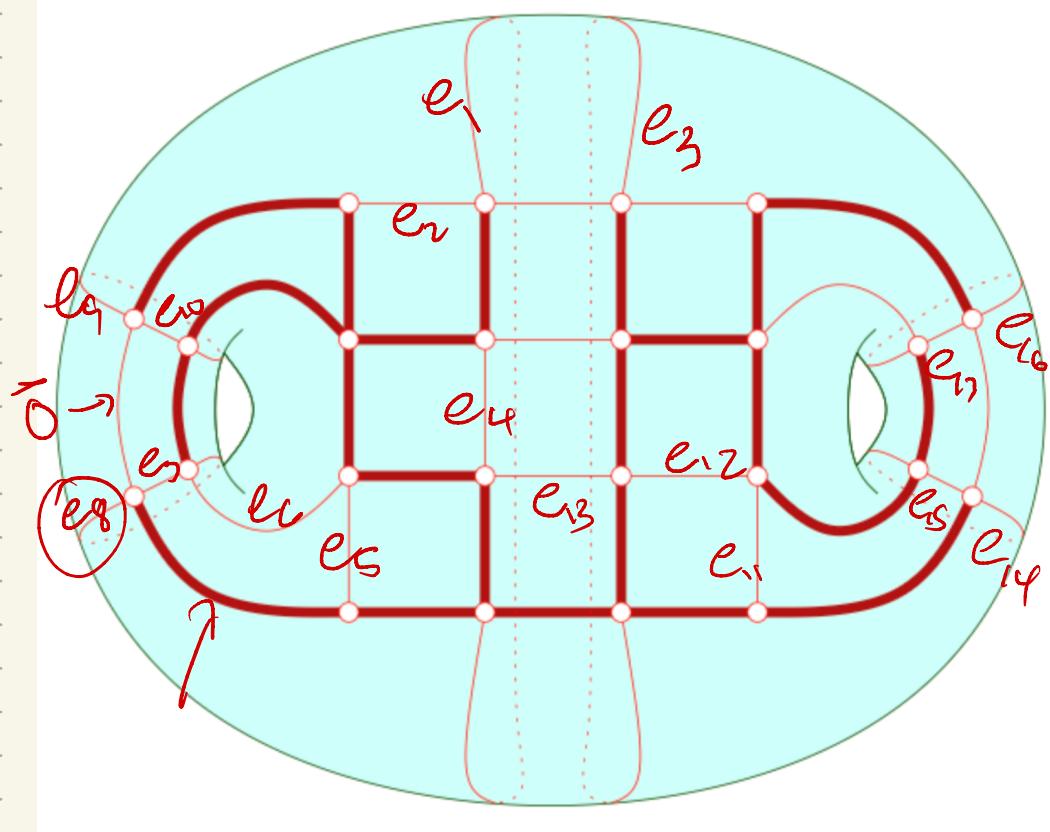
Annotations for edges in  $K$

- 1: Let  $K^1$  be the 1-skeleton of  $K$  with edge set  $E$
- 2: Compute a spanning forest  $T$  of  $K^1$ ;  $m = |E| - |T|$
- 3: For every edge  $e \in E \cap T$ , assign an  $m$ -vector  $\mathbf{a}(e)$  where  $\mathbf{a}(e) = 0$
- 4: Index remaining edges in  $E \setminus T$  as  $e_1, \dots, e_m$
- 5: For every edge  $e_i$ , assign  $\mathbf{a}(e_i)[j] = 1$  iff  $j = i$
- 6: **for all triangle  $t \in K$  do**
- 7:   **if**  $\mathbf{a}(\partial t) \neq 0$  **then**
- 8:     pick any non-zero entry  $b_u$  in  $\mathbf{a}(\partial t)$
- 9:     add  $\mathbf{a}(\partial t)$  to every edge  $e$  s.t.  $\mathbf{a}(e)[u] = 1$
- 10:    delete  $u$ -th entry from annotation of every edge
- 11:   **end if**
- 12: **end for**

Let's toy:  
 $m = 17$

fast to  
do

(only works  
for  $H_1$ )



End result:

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**Algorithm 7** GREEDYBASIS( $\mathcal{C}$ )

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**Input:**

A set of  $p$ -cycles  $\mathcal{C}$  in a complex

**Output:**

A maximal set of cycles from  $\mathcal{C}$  whose classes are independent and total weight is minimum

- 1: Sort the cycles from  $\mathcal{C}$  in non-decreasing order of their weights; that is,  $\mathcal{C} = \{c_1, \dots, c_n\}$  implies  $w(c_i) \leq w(c_j)$  for  $i \leq j$
- 2: Let  $B := \{c_1\}$
- 3: **for**  $i = 2$  to  $n$  **do**
- 4:   **if**  $[c_i]$  is independent w.r.t.  $B$  **then**
- 5:      $B := B \cup \{c_i\}$
- 6:   **end if**
- 7: **end for**

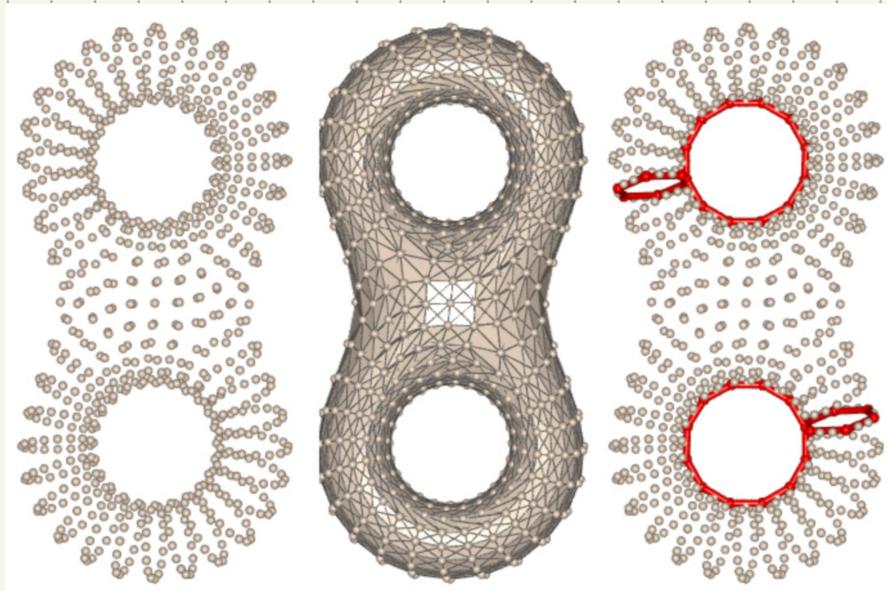
If  $p=1$ , use previous pieces!

{ shortest path trees to get  $\mathcal{C}$   
annotations for line 4 }

# Adaptation to point clouds

Use Rips complex

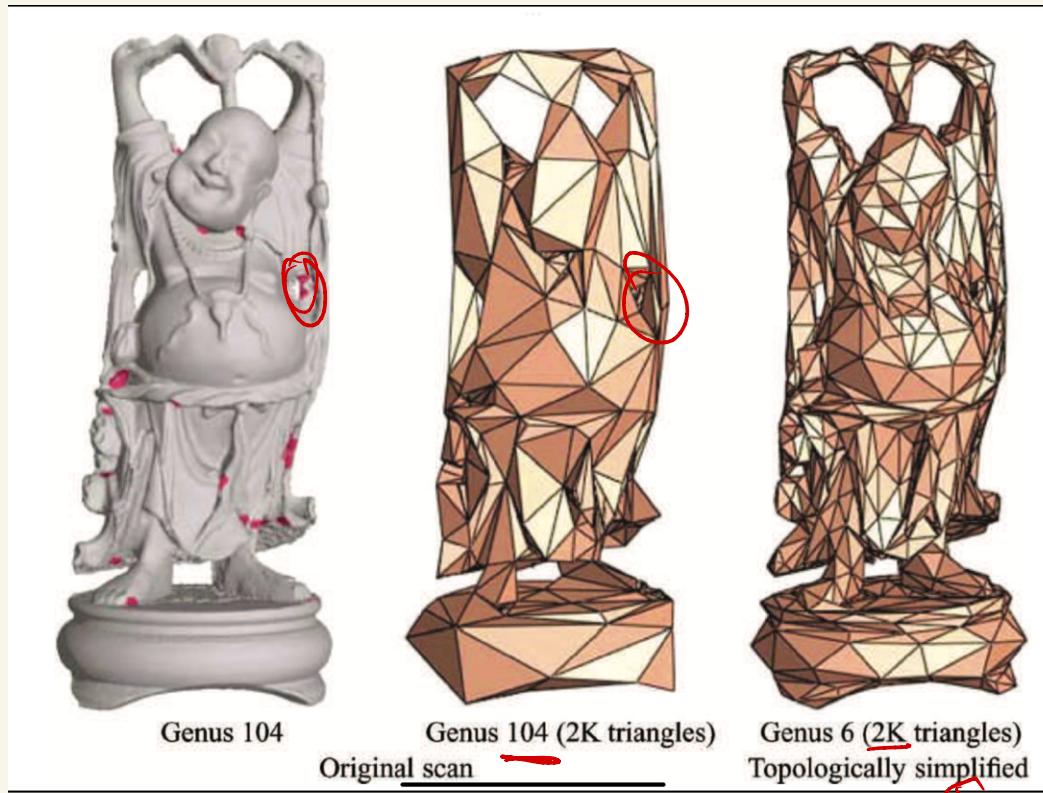
Dey-Sun-Wang 2010



Not a true mesh,  
but result is  
provably  $\epsilon$ -close  
to optimal one  
if well-sampled.

# Applications

## ① Noise detection:



Idea:

small cycles  
are often due  
to noise

Wood-Hoppe-Desbrun-Schroder 2004

## ② Surface Parameterization

Classic problem of how to project meshes into 2d:

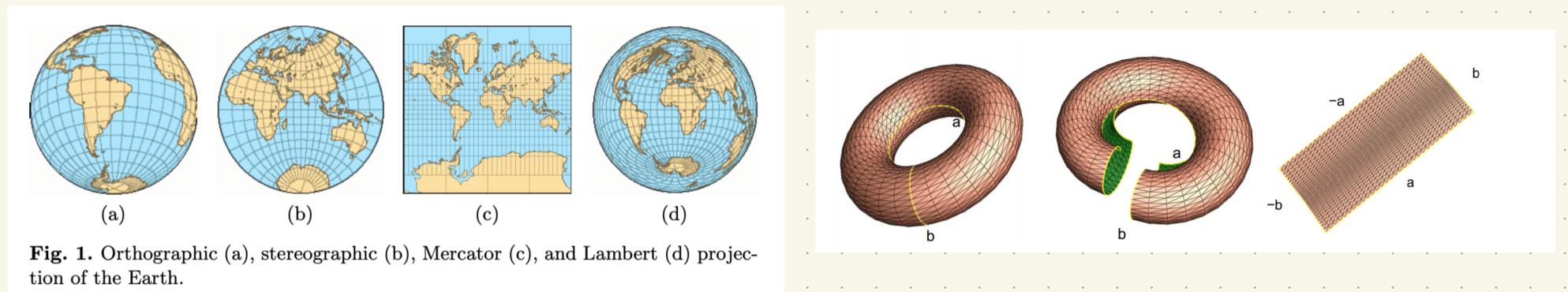


Fig. 1. Orthographic (a), stereographic (b), Mercator (c), and Lambert (d) projection of the Earth.

Many variants of this on surfaces went  
to cut along small curves:

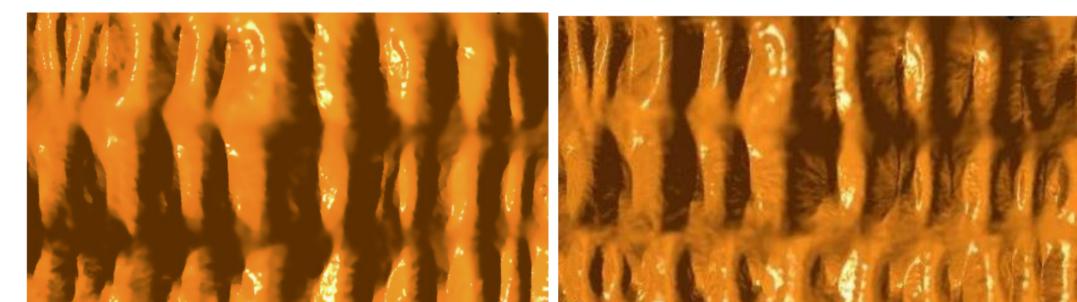


Fig. 7. Left : The zoomed-in results from method in [9]. Right : The zoomed-in results from our method.

Shi et al 2012

(on Colon data)

What about  $\dim > 1$ ?

Unfortunately, NP-Hard even to  
approximate. Chen - Friedman 2011

Reduction: Known NP-Hard Problem

**Problem 4.2.1** (Nearest Codeword Problem)

**INPUT:** an  $m \times k$  generator matrix  $A$  over  $\mathbb{Z}_2$  and a vector  $y_0 \in \mathbb{Z}_2^m \setminus \text{span}(A)$

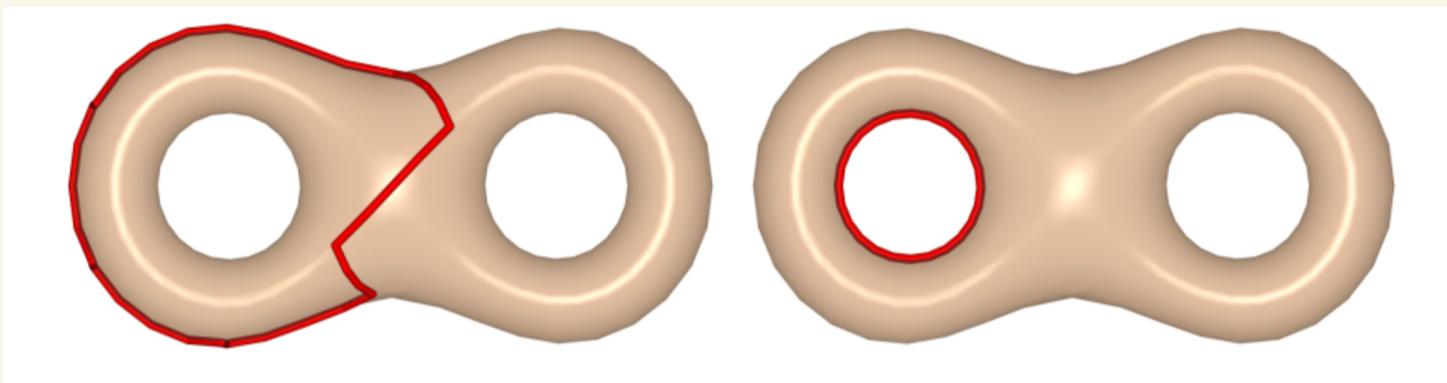
**OUTPUT:** a vector  $y \in y_0 + \text{span}(A)$

**MINIMIZE:** the Hamming weight of  $y$

Key: Build a triangulation s.t.  
 $\mathbb{P}^{\text{th}}\text{-boundary}$  metric is  $A$ .

Related question : homology localization

Given a  $p$ -cycle  $c$ , find minimum weight cycle  $c'$  such that  $[c'] = [c]$ .



Interestingly:

- For  $\mathbb{Z}_2$ -homology, NP-Hard
- With  $\mathbb{Z}$ -coefficients, polynomial time  
(if no torsion)

## Algorithm:

Reduce to integer programming

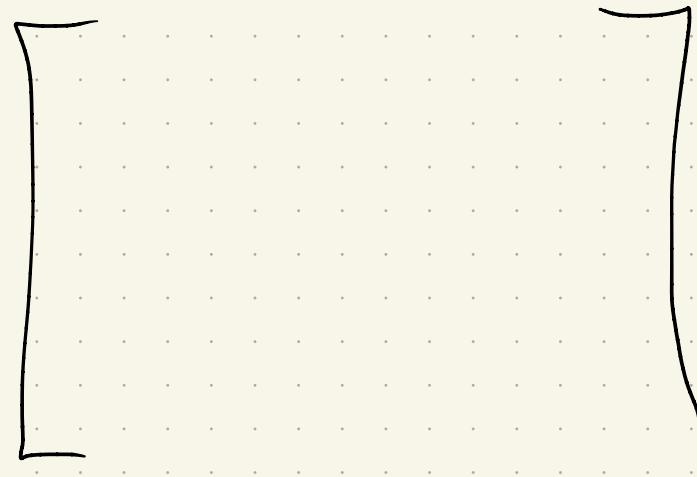
Given p-chain  $x = \sum_{i=0}^m x_i \sigma_i$ ,  $x_i \in \mathbb{Z}$ ,  
let  $\bar{x} \in \mathbb{Z}^m$  be  $\bar{x} = (x_0, \dots, x_i, \dots, x_m)$

Recall:  $\|x\|_1 = \sum_{i=0}^m |x_i|$

+  $D_p$  be boundary matrix  $D_p: G_p \rightarrow G_p$

Let  $W$  be

weight matrix:



Why?

Take cycle  $X$ .

$$w_X = \begin{bmatrix} w_{\sigma_1} \\ w_{\sigma_2} \\ \vdots \\ w_{\sigma_m} \end{bmatrix}$$

$$\begin{bmatrix} X_1 \\ X_2 \\ \vdots \\ X_m \end{bmatrix}$$

Then  $|w_X| =$

Then: ILP is

Given a p-chain  $c$ , weights  $w$ ,

$$\text{minimize } \|w_x\|_1$$

$x, y$

$$\text{s.t. } x = c + D_{p+1}y$$

$$x \in \mathbb{Z}^m$$

$$y \in \mathbb{Z}^n$$

where  $m = \# \text{ of } p\text{-simplices}$

&  $n = \# \text{ of } (p+1)\text{-simplices}$

Problem: Integer Linear Programming

~ Hard!

But:

If determinant of every square submatrix is  $0 \pm 1$ , then matrix is totally unimodular

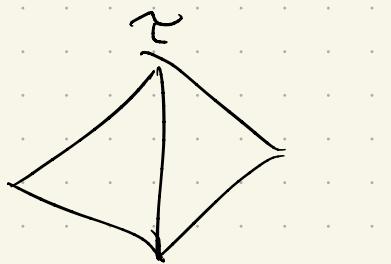
Fact: If a matrix is totally unimodular, then the LP also solves the ILP.

~ polynomial time!

**Claim:**  $D_{pt+1}$  is totally unimodular

when  $K$  triangulates a  $(p+1)$ -dim  
compact orientable manifold

Why? • Each p-simplex is facet of  $\leq 2$   
 $p+1$  simplices



→ each row  $\in \mathbb{Z}_2$

• Known sufficiency conditions for  
0-1 matrices work for  $\underline{D_{pt+1}}$

Heller-Tompkins 5b

## Torsion

Unfortunately, not 0,1-matrix for  
 $D_i$  with  $i < p+1$ , & fails for  $\mathbb{Z}_2$   
entirely.

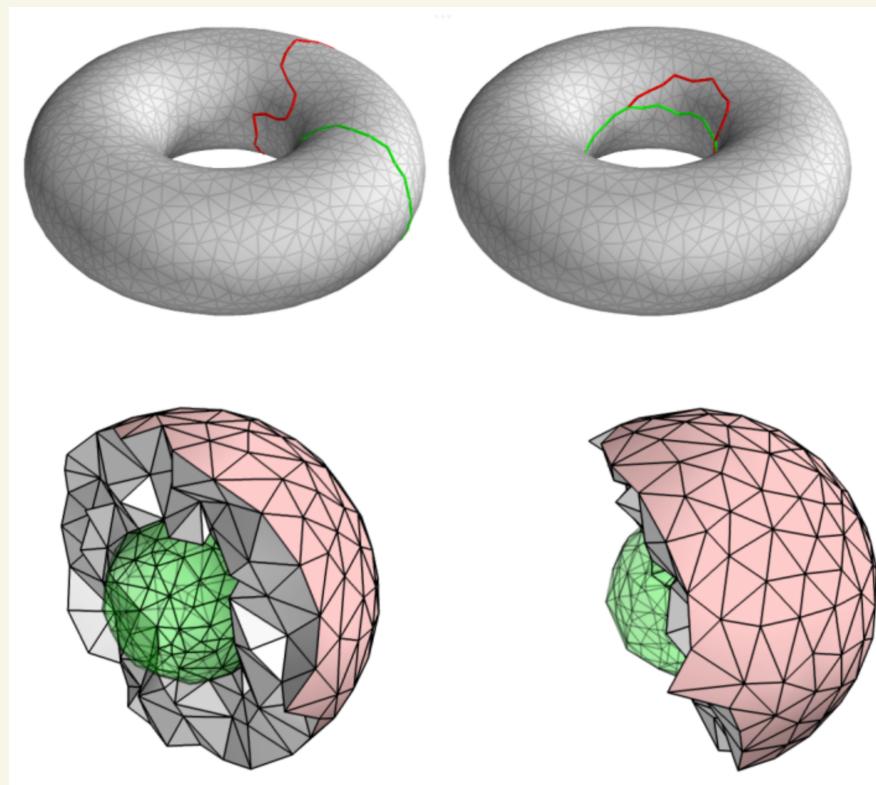
More generally: Any group  $G$  can  
be written as  $G = F \oplus T$

$$\circ F \cong (\mathbb{Z}^{\oplus \dots \oplus \mathbb{Z}})$$

$$\circ T \cong (\mathbb{Z}/t_1 \oplus \dots \oplus \mathbb{Z}/t_r)$$

$T$  torsion subgroup

Theorem:  $D_{pt+1}$  is totally unimodular  
 $\iff H_p(L, L_0)$  is torsion-free  
for all pure subcomplexes  $L_0 \subset L$   
in  $K$  of dimensions  $p + p+1$  respectively,  
where  $L_0 \subset L$



Dey-Hirani-  
Krishnamoorthy  
2011

Next time:

Optimal persistent cycles

Inside a filtration, how to get  
"best" cycle in a persistent  
homology class?

Recall: had barcodes or diagrams

but many  
choices of  
representative

