CGL 0 - Introduction

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MPRI 2020-2021

Toy Example

What is this shape?





- A A squished circle?
- B A figure eight?
- C A bunch of points?



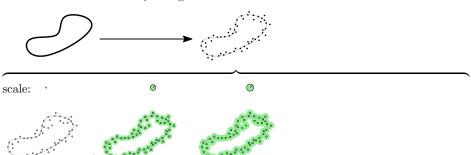


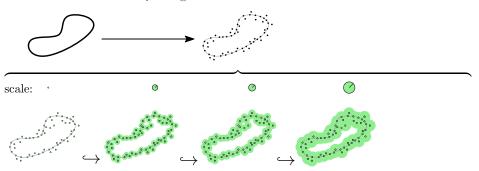


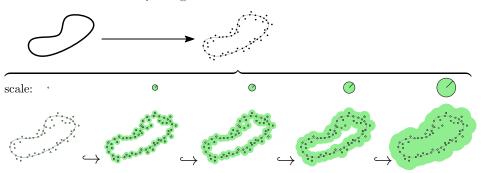
 ${\it scale:}$

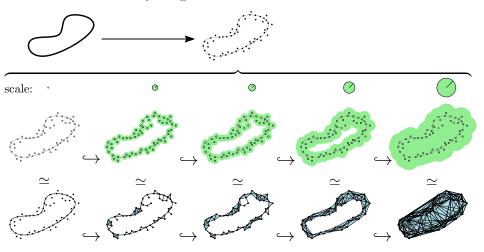


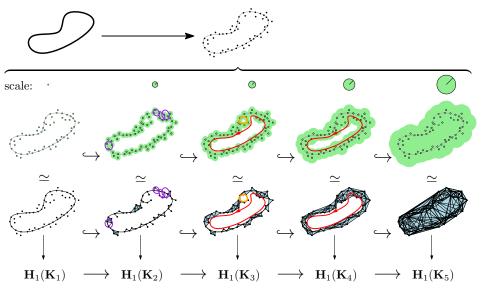
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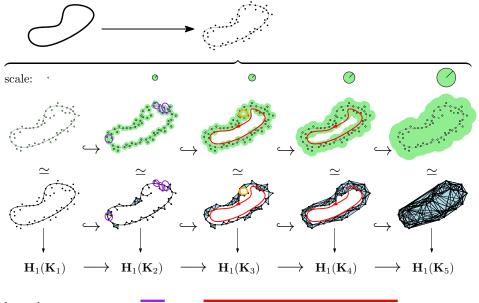






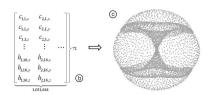


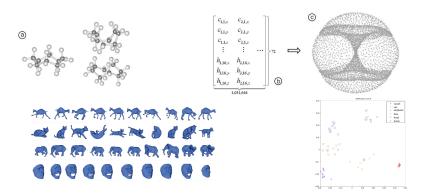


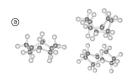


barcode

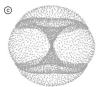




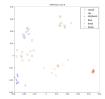


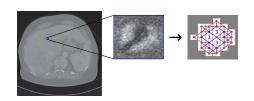


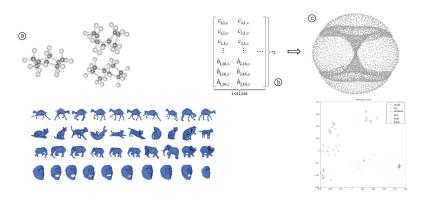


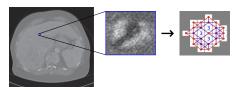






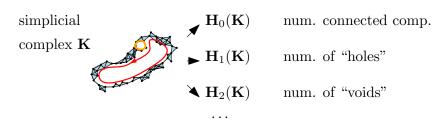




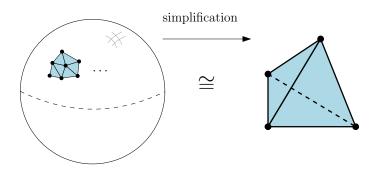


Usually: Thousands of points in very high dimensional spaces, with complicated metrics.

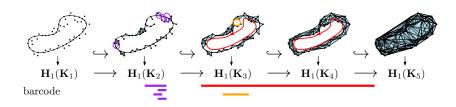
vector spaces, of dimension related to:



[07/10] Homology theory: formalize algebraically the "notion of shape" of a simplicial complex.



[21/10] Discrete Morse theory: define combinatorial transformations to simplify a shape while preserving its topology \longrightarrow accelerate computation.



[28/10] Persistent homology: study the idea of persistence of the topology —> multiscale approximation of the topology of a point cloud.



[04/11] Stability and topological inference: ensure that the reconstruction *point cloud* to *simplicial complex* approximates correctly the topology of the underlying shape.