

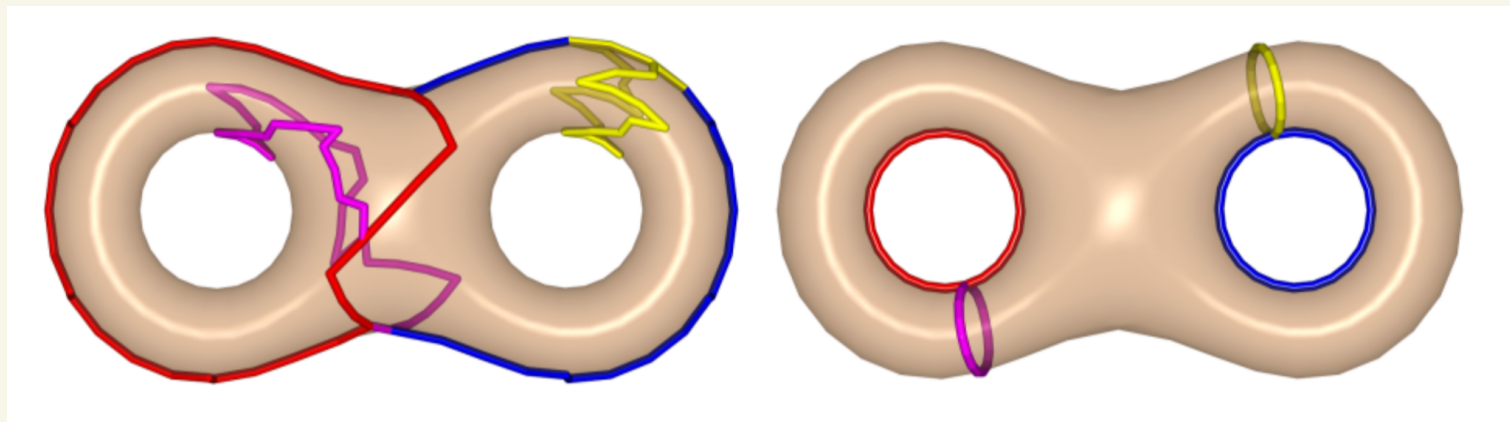
TDA- fall 2025

Optimal
Cycles



Homology generators (CHS)

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

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

of c , $w(c) = \sum_i \alpha_i \cdot w(\sigma_i)$

For a set of cycles $C = \{C_1, \dots, C_g\}$, $C_i \in \mathbb{Z}_p(K)$

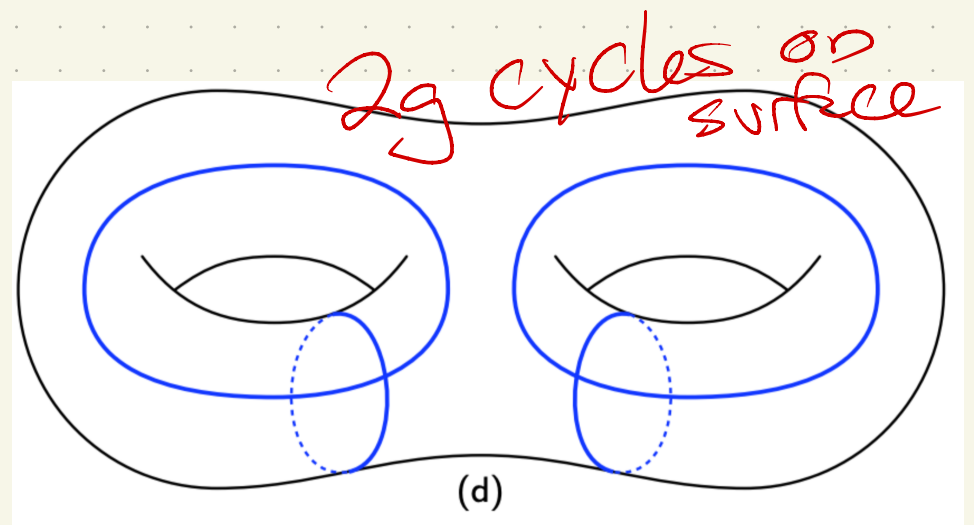
$$w(C) = \sum_{i=1}^g w(C_i).$$

Optimality

We say a set of cycles $C = \{c_1, \dots, c_g\}$ is an H_p -basis is $\{[c_i], i=1, \dots, d\}$ 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.



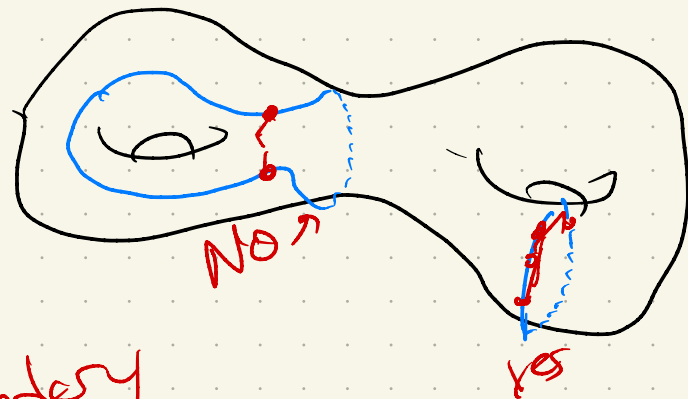
[Erickson & Whittlesey 2005]

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.

← orientable 2-manifolds no boundary

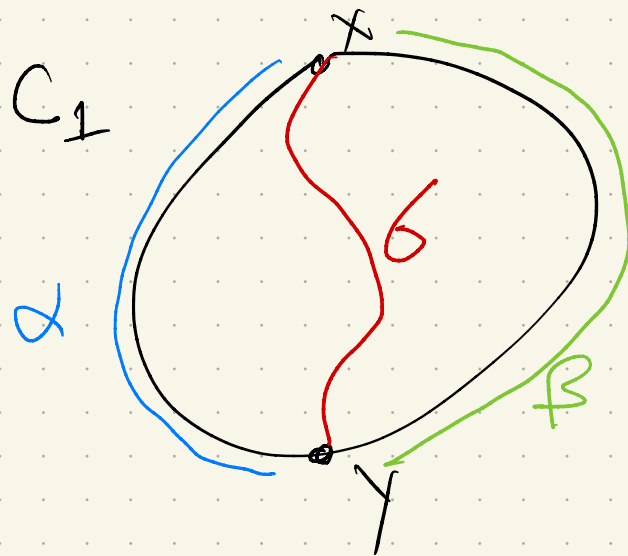


Proof: Spss not: $C_1, \dots, C_{2g}$ but C_1 is not tight

Could be disconnected: C_1 is disconnected

split C_1 into $C_1' + C_1''$: $C_1', C_1'', C_2, \dots, C_{2g}$ → simplify to $C_1', C_2, \dots, C_{2g}$

or, not all shortest paths:

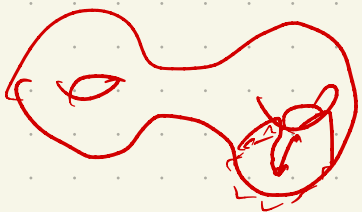


Pick 2 points on cycle such that C_1 doesn't contain $x-y$ shortest path.

Consider shortest path σ :

Consider $\alpha + \sigma$ & $\sigma + \beta$:

$$\alpha + \beta = \delta_1 + \delta_2$$



$\delta_1, \delta_2, C_2, \dots, C_{2g}$

$\rightarrow \delta_i$ is shorter since α or β is replaced by σ . $\square$

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

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

Classic example of
a "greedy algorithm".

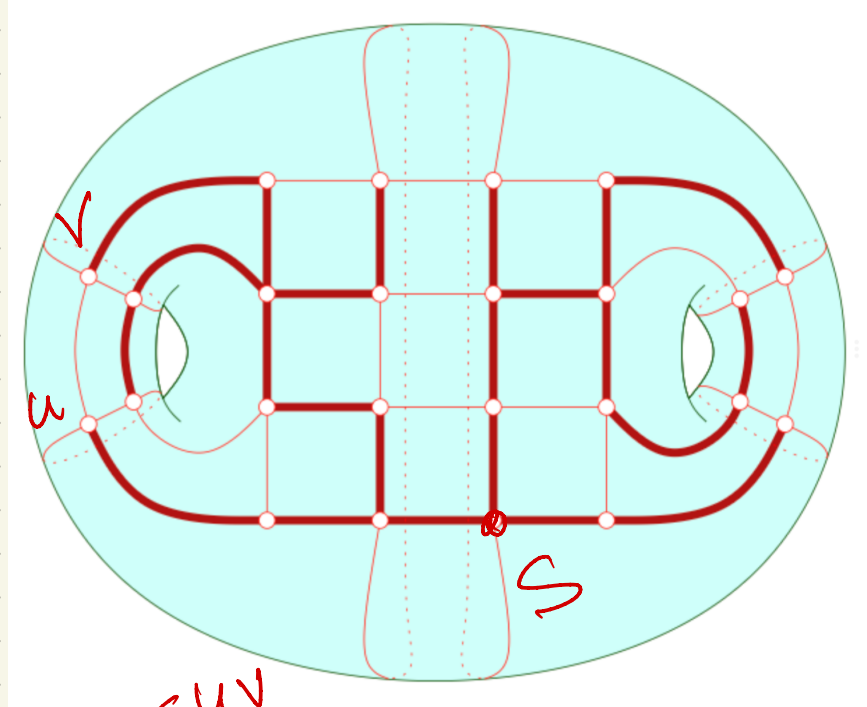
Runtime: $O(n \log n)$

↓
(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 u, v , shortest path in cycle:



↳ for any edge $e = uv$ not in T ,
 e + unique u to v path in T

Book's version:

Algorithm 8 GENERATOR(K)

Input:

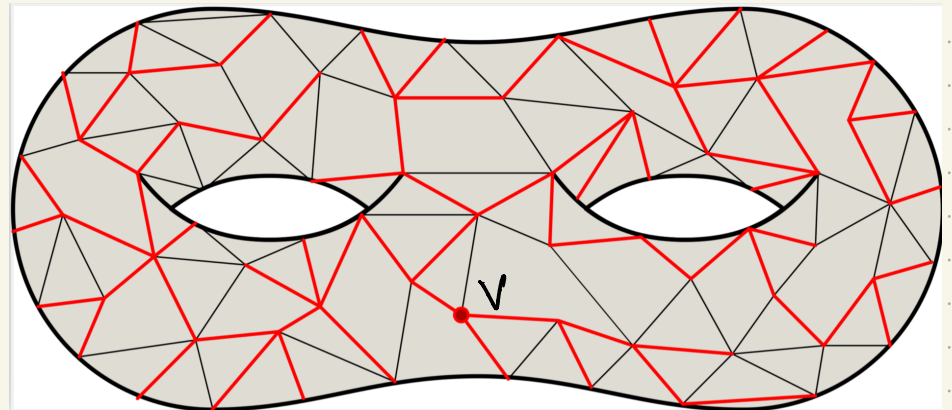
A 2-complex K

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
 σ a binary vector of length d .

Valid if two p -cycles have same
annotation iff they are homologous.

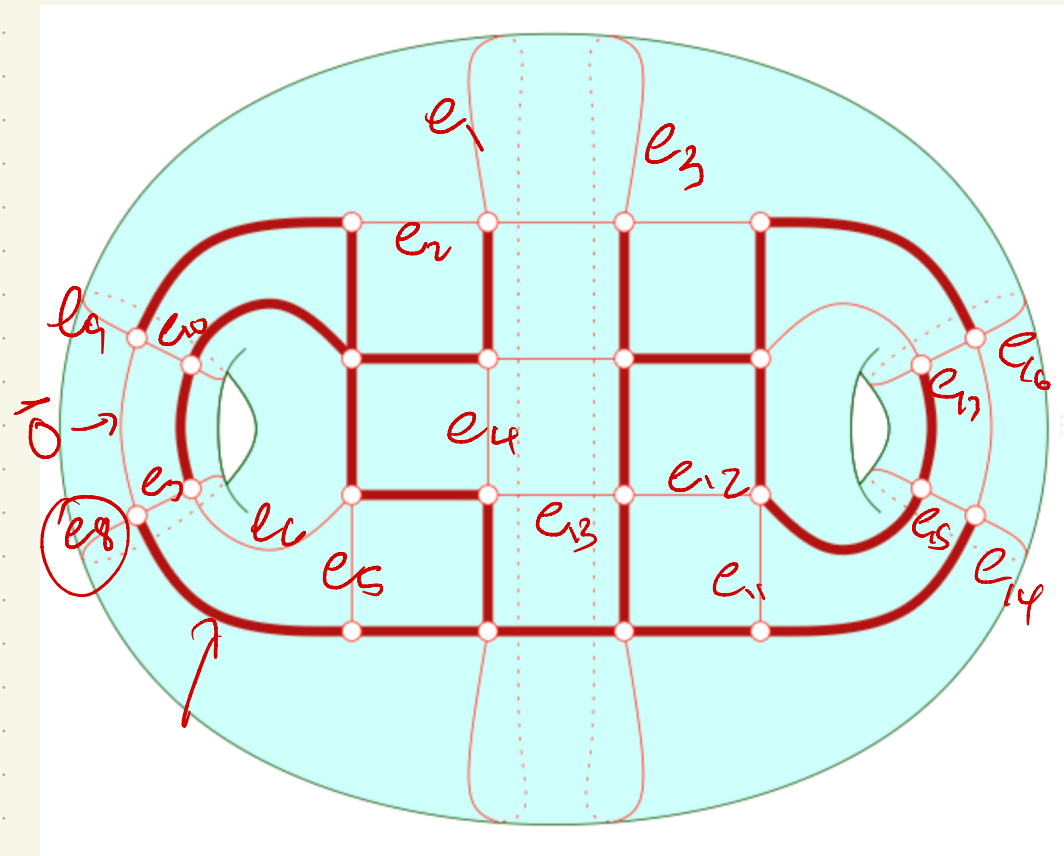
... how to create?

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 try:

$$m = 17$$

fast to
doOnly works
for H_1 

End result:

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

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

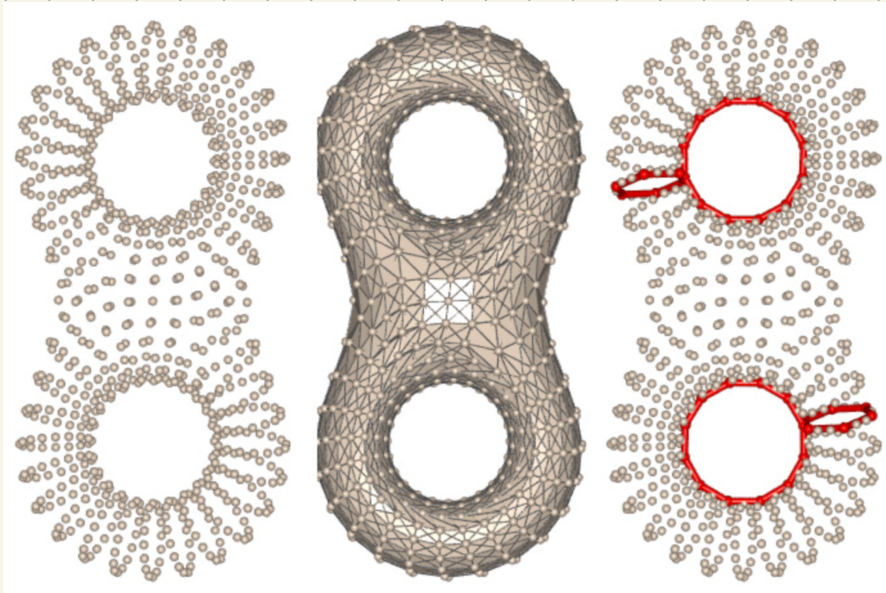
- 1: Sort the cycles from $\mathcal{C}$ in non-decreasing order of their weights; that is, $\mathcal{C} = \{c_1, \dots, c_n\}$ implies $w(c_i) \leq w(c_j)$ for $i \leq j$
- 2: Let $B := \{c_1\}$
- 3: **for** $i = 2$ **to** n **do**
- 4: **if** $[c_i]$ is independent w.r.t. B **then**
- 5: $B := B \cup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

If $\varphi = 1$, use previous pieces:

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

Adaptation to point clouds

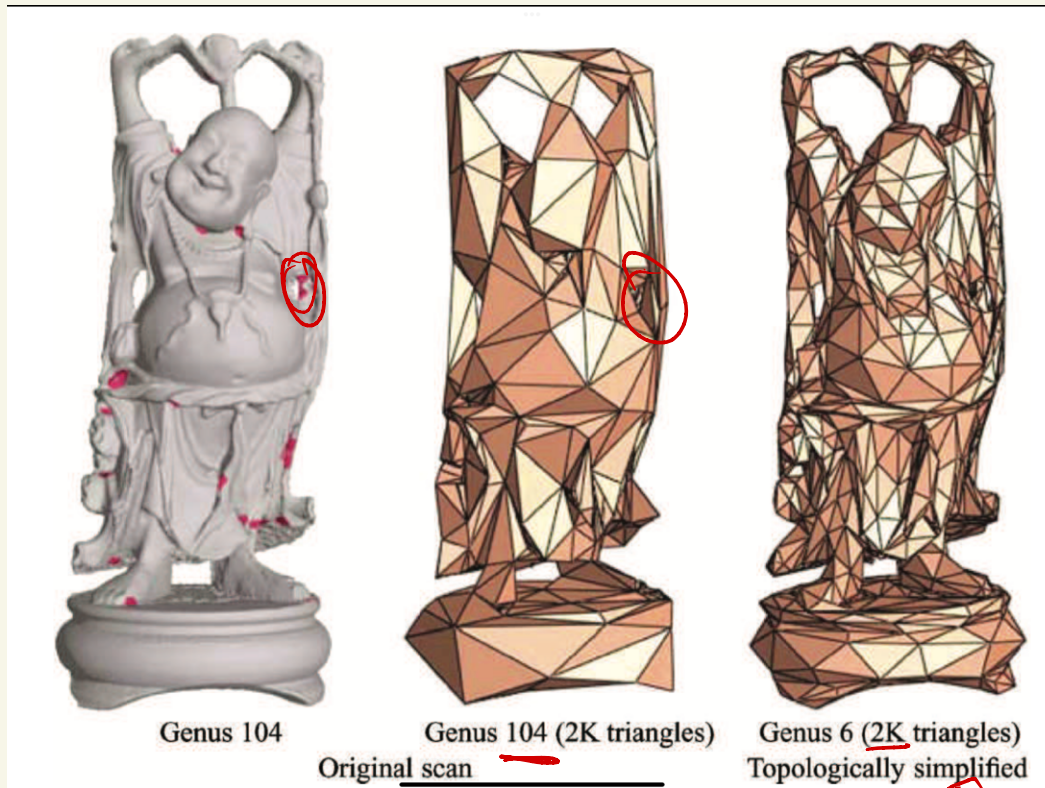
Use Rips complex Dey-Sun-Wang 2010



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

Applications

① Noise detection:



Idea:

small cycles
are often due
to noise

Wood-Hoppe-Desbrun-
Schröder 2004

Genus 6

② Surface Parameterization
Classic problem of how to project
meshes into 2d:

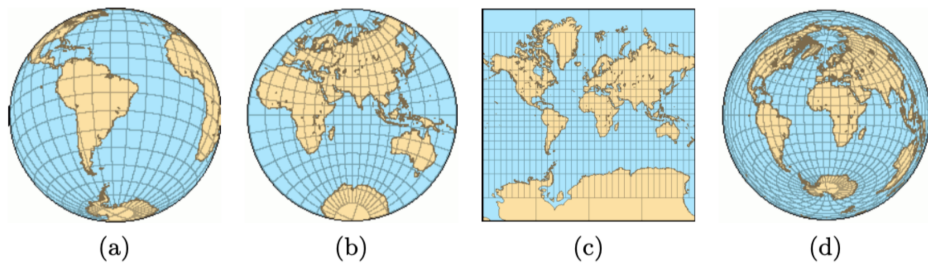
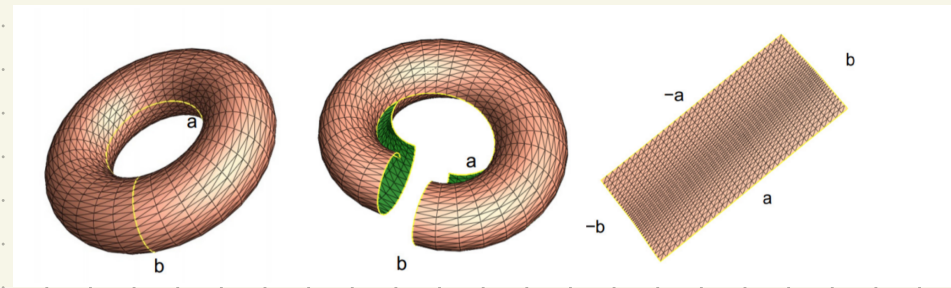


Fig. 1. Orthographic (a), stereographic (b), Mercator (c), and Lambert (d) projection of the Earth.



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

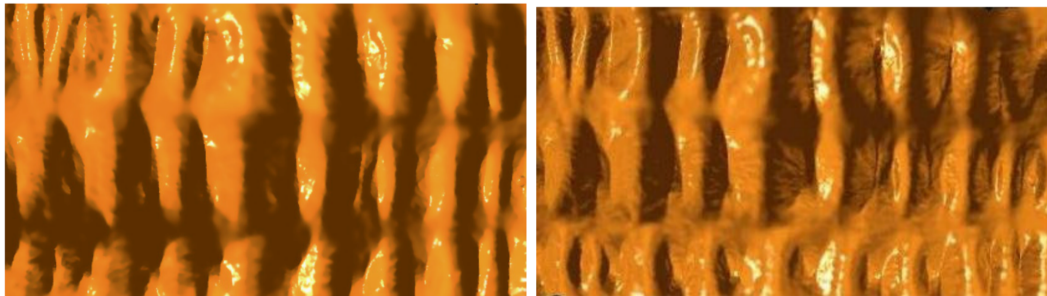


Fig. 7. Left : The zoomed-in results from method in [9]. Right : The zoomed-in results from our method.

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 $y_0 \in \mathbb{Z}_2^m \setminus \text{span}(A)$

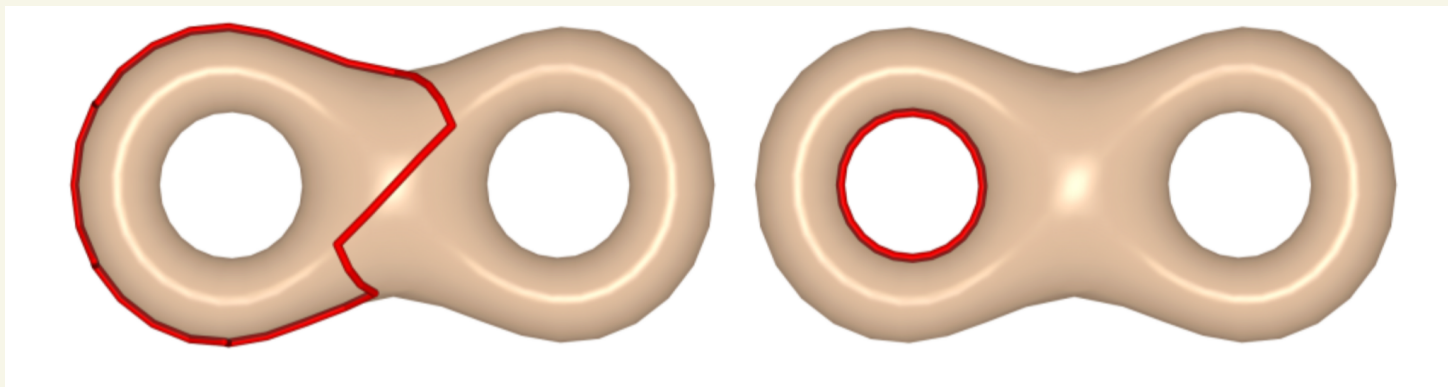
OUTPUT: a vector $y \in y_0 + \text{span}(A)$

MINIMIZE: the Hamming weight of y

Key: Build a triangulation s.t.
 p^{th} -boundary matrix 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 $\vec{x} \in \mathbb{Z}^m$ be $\vec{x} = (x_0, \dots, x_i, \dots, x_m)$

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

& D_p be boundary matrix $\partial_p: C_p \rightarrow C_{p-1}$

Let W be
weight matrix:

$$\begin{bmatrix} \end{bmatrix}$$

Why?

Take cycle x .

$$W_x = \begin{bmatrix} \omega_{\sigma_1} & & & \\ & \omega_{\sigma_2} & & \\ & & \ddots & \\ & & & \omega_{\sigma_m} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix}$$

Then $|W_x| =$

Then: ILP is

Given a p -chain c , weights w ,

minimize $\|w x\|_1$

x, y

s.t.

$$X = C + D_{p+1} y$$

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

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

where $m = \#$ of p -simplices

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

Problem! Integer Linear Programming
Hard!

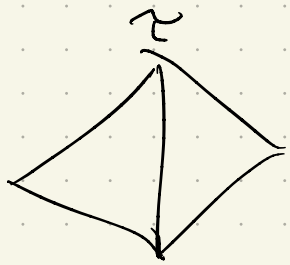
But:

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_{p+1} is totally unimodular
when K triangulates a $(p+1)$ -dim
compact orientable manifold

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



$\Rightarrow$ each row z

• Known sufficiency conditions for
0-1 matrices work for D_{p+1}

Heller-Tompkins 56

Torsion

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

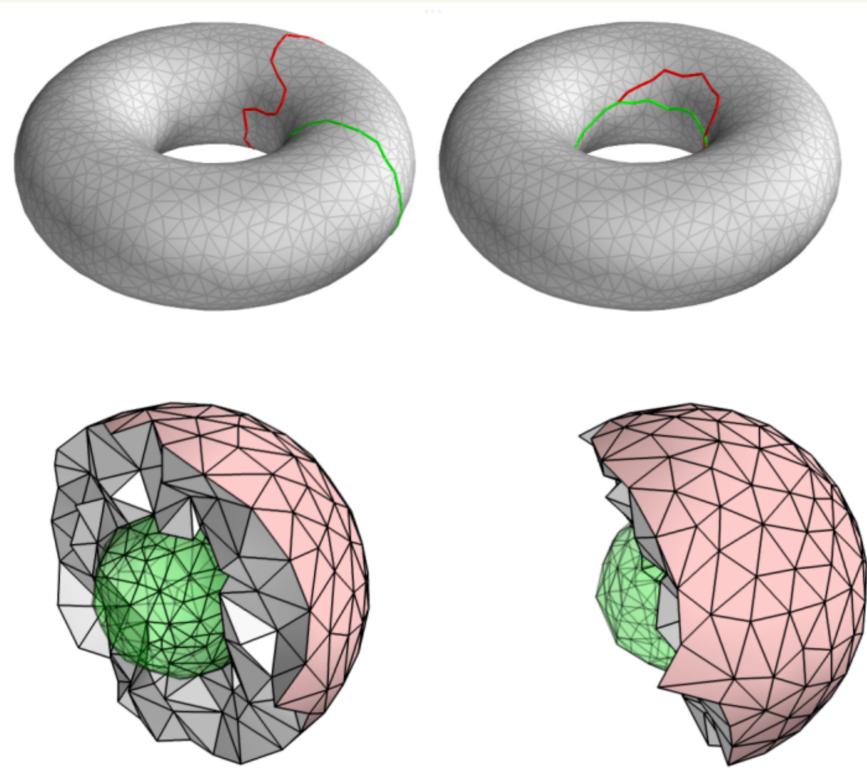
More generally: Any group G can be written as $G = F \oplus T$

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

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

↑ torsion subgroup

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



Dey-Hirani -
 Krishnamoorthy
 2011

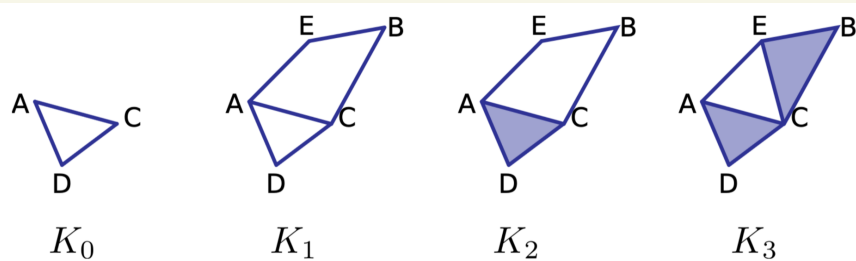
Next time:

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



$$H_1(K_0) \xrightarrow{f_*} H_1(K_1) \xrightarrow{g_*} H_1(K_2) \xrightarrow{h_*} H_1(K_2)$$