

# Applications of computational (co)homology.

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# Who am I?

- ▶ Finishing PhD Krakow, Poland.
- ▶ Working on the edge between disciplines (Mathematics, Computer Science, Engineering).
- ▶ Believe in topological nature of the Universe.
- ▶ Looking for some nice postdoc position and opportunities to work with nice peoples.

# Where do I want to go today?

- ▶ Topology and Maxwell's equation.
- ▶ Distributed homology computations.

# Topology and Maxwell's equations.

With Ruben Specogna and Francesco Trevisan.

# Discrete Geometric Approach to Maxwell's equations.

- ▶ Formulation of physical laws of electromagnetism by using tools from algebraic topology on a mesh of a circuit.
- ▶ Mesh – topologically trivial, consist of conducting and insulating region.
- ▶ Idea – Build discrete theory on geometric elements of mesh and construct discrete counterparts of Maxwell's laws.
- ▶ Linear system instead of PDE's.
- ▶ Unknowns – values of discrete potential.
- ▶ Some Maxwell's law hold implicitly, some need to be enforced.
- ▶ By Enzo Tonti (1974).

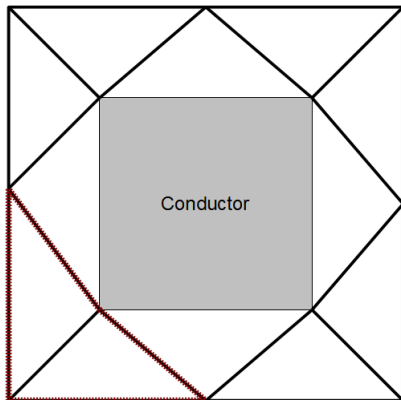
# Discrete potential, idea.

- ▶ As in continuous case – not possible to define continuous potential (coboundary) on homologically nontrivial region.
- ▶ *Cuts* – places where potential is discontinuous need to be found.
- ▶ Edge-based elements, discontinuity on edges.
- ▶ Let's see the inconsistency based on Ampere's law when there are no cuts!

# Local Ampere's law.

- ▶  $\mathbf{I}$  – electric current 2-cochain.
- ▶  $\mathbf{F}$  – magneto motive force 1-cochain.
- ▶ Local Ampere's law says:  $\langle \mathbf{F}, \partial f \rangle = \langle \mathbf{I}, f \rangle$  for every face  $f$  in the mesh.
- ▶ Non-local Ampere's law says:  $\langle \mathbf{F}, \partial c \rangle = \langle \mathbf{I}, c \rangle$  for every 2-chain in the mesh.
- ▶ OK for  $c$  being boundary, problem for homologically nontrivial  $c$ .

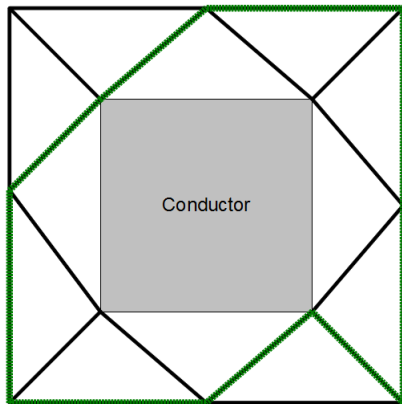
## Non-local Ampere's law.



Ampere's law enforce zero on this cycle (fine, no current flow in air).

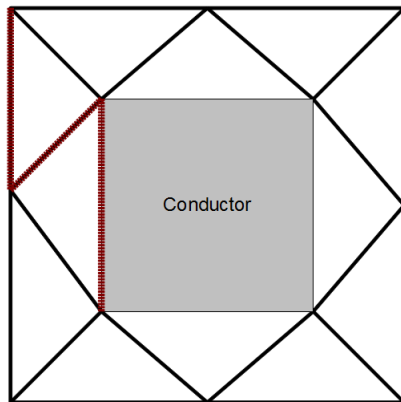


## Non-local Ampere's law.



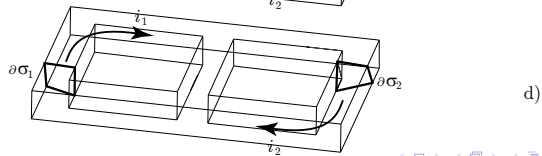
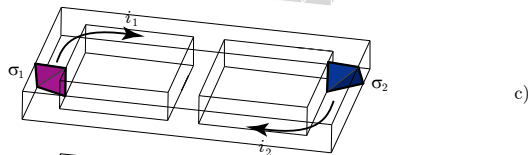
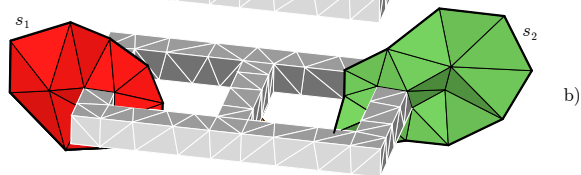
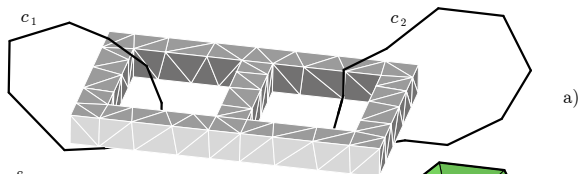
Ampere's law enforce zero on this cycle (wrong, the 2-cycle having red cycle as boundary have to cross conductor!).  
This is inconsistency on Ampere's law.

## Correction.



- ▶ Place some nonzero value  $\epsilon$  on  $H^1$  generator.
- ▶ Ampere's law will enforce  $\epsilon$  current through conductor.

# Panoramic view.



# Summary.

- ▶ Suppose we want to impose Ampere's law on cycles in (a).
- ▶ In general the value of a current is nonzero there (b).
- ▶ We introduce a concept of independent current being a generator of  $H_2(\text{conductor}, \partial \text{conductor})$  (c).
- ▶ The user (engineer / designer) needs to choose the value for independent currents.
- ▶ They are extra degrees of freedom in the problem.

# Backwards.

- ▶ We need to enforce Ampere's law on cycles in  $[H_1(\text{insulator})]$  (d).
- ▶ To enforce Ampere's law on  $H_1(\text{insulator})$  basis we use a dual  $H^1(\text{insulator})$  basis elements (multiply the cochains by the value of independent current).
- ▶ In this way we impose in parts of conductor the current we want.
- ▶ **In practice we do it backwards** – start from  $H^1(\text{insulator})$  basis, ending in independent currents.

# Why we only care about discrete Ampere's law?

- ▶ What about:
  - ▶ Discrete current continuity law,
  - ▶ Discrete magnetic Gauss's law,
  - ▶ Discrete Faraday's law?
- ▶ They are all imposed once discrete Ampere's law is imposed.
- ▶ Long and technical discussion can be find in: P. D., R. SPECOGNA, *Cohomology in electromagnetic modeling*, M3AS, under review.

# Technicalities.

- ▶ Cohomology generators are provided as an input for EM solvers.
- ▶ They are used to fix the current through some parts of circuit.
- ▶ Heuristic methods to meet engineers requirements of generators with minimal support are being developed (P.D, R. Specogna).

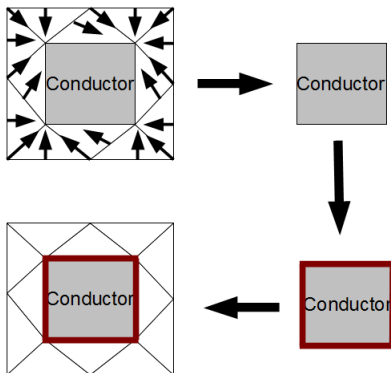
# How to compute cohomology gens?

- ▶ Easy! Simply use the existing code for homology computations, but "transpose" the incidence index.
- ▶ This would clearly work for SNF (  $\partial^T = \delta$  ).
- ▶ However computing SNF for real-world complexes is not the best idea.



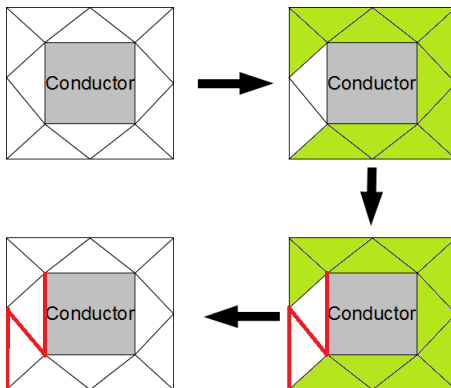
# Shavings.

- ▶ *Shaving* is a kind of reduction that preserves generators.
- ▶ Elementary (Whitehead) reduction is a shaving for homology.



# Shavings.

- ▶ Clearly Whitehead's reductions are not shaving for cohomology
- ▶ Removing acyclic subspace is!



# Perspectives.

- ▶ Very good combination of EM and cohomology code.
- ▶ Planning to use it in modeling plasma inside ITER fusion device (finally, after 4 years we have its mesh!).
- ▶ Code for (co)homology computations for hybrid meshes (hexahera, tetrahedra, pyramids,...) – in fact we can handle any regular CW-complex (Thomas Wanner was to talk about this...)
- ▶ Cohomology – useful in many other fields – from texture matching in graphics to obstacle avoidance in robotics.
- ▶ Look for others nice applications of cohomology. We already have code and some experience. Everyone's invited!

# Distributed computations of (co)homology over field.

(work in progress)

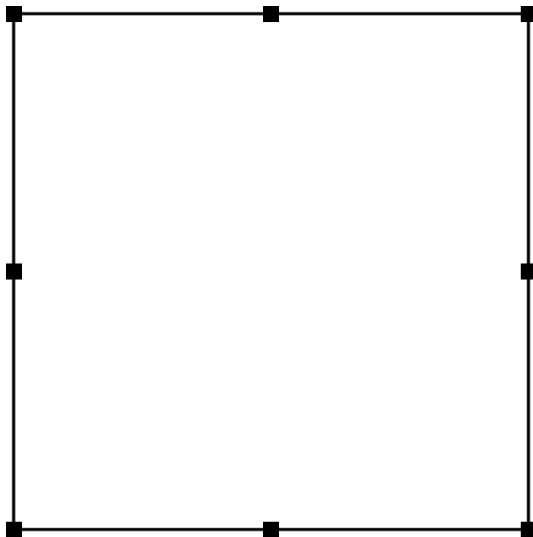
# Beginning

- ▶ P.D. M. Mrozek and H. Wagner – make a few people in Google interested in application of topology for text mining.
- ▶ Problem we have faced – how to compute homology for **huge** point clouds?
- ▶ Working on highly efficient C++ implementation of Flag complexes.
- ▶ Use Discrete Morse Theory to save as much memory during complex construction as possible.
- ▶ Still – size of RAM memory is our limitation.
- ▶ Even with largest computers available we cannot handle the data of interest of Google.
- ▶ Way out – distribute computations – do far we have some experience from sensor networks.

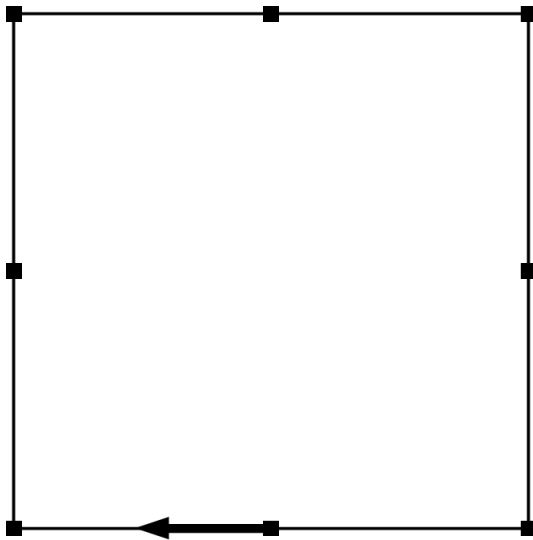
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# Illustration

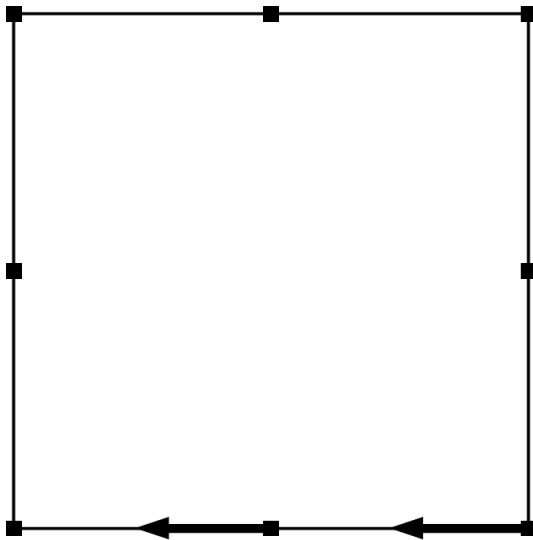


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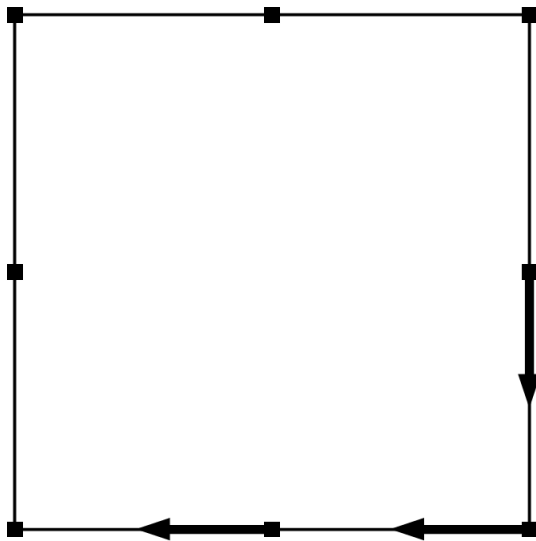




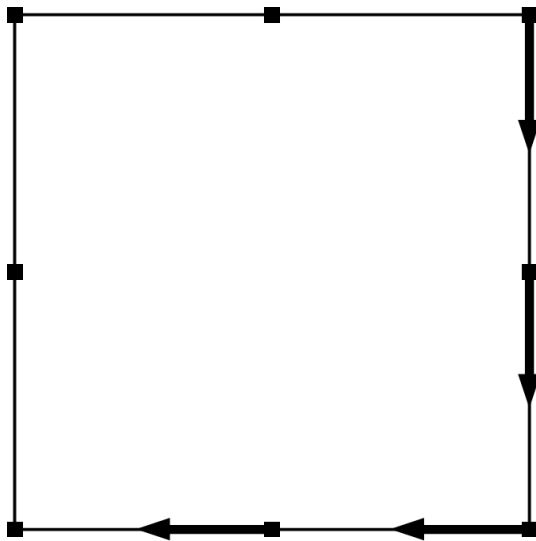
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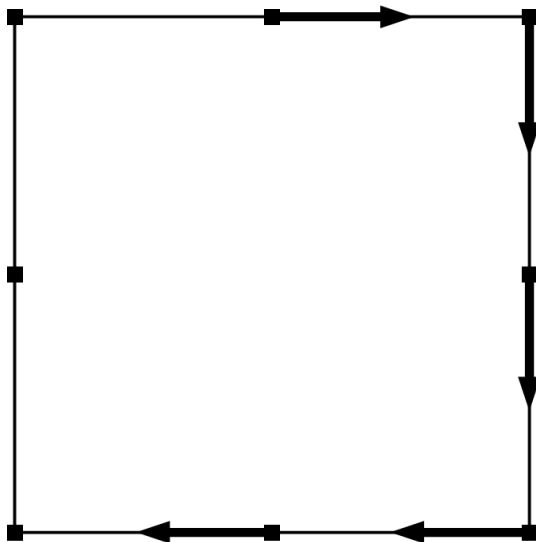
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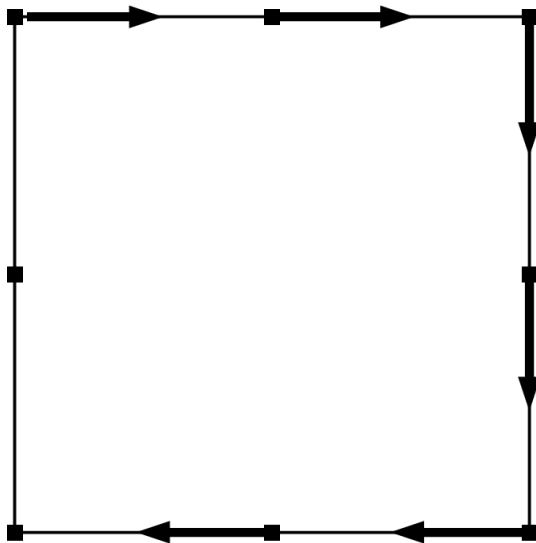
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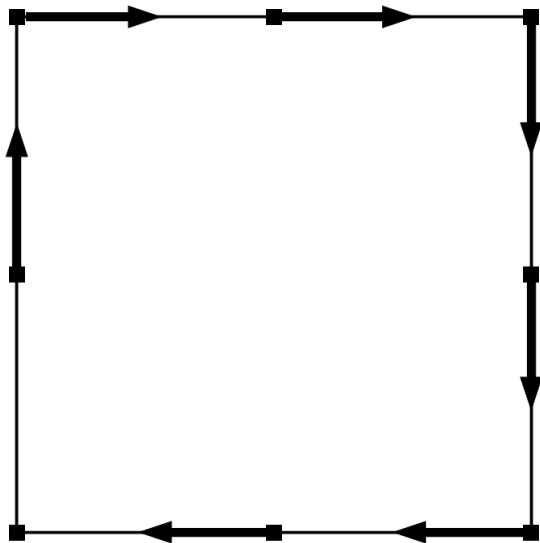
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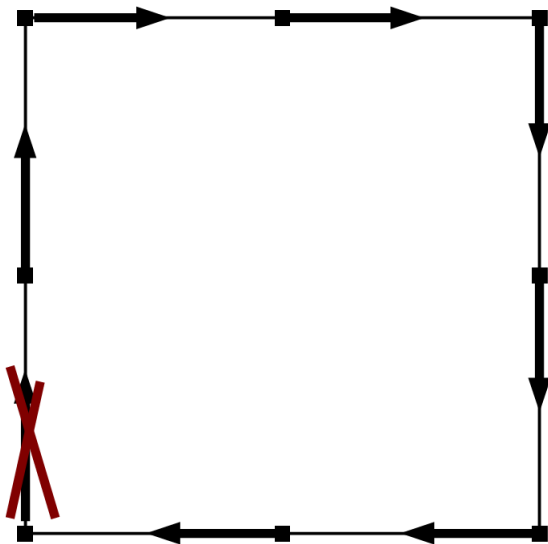
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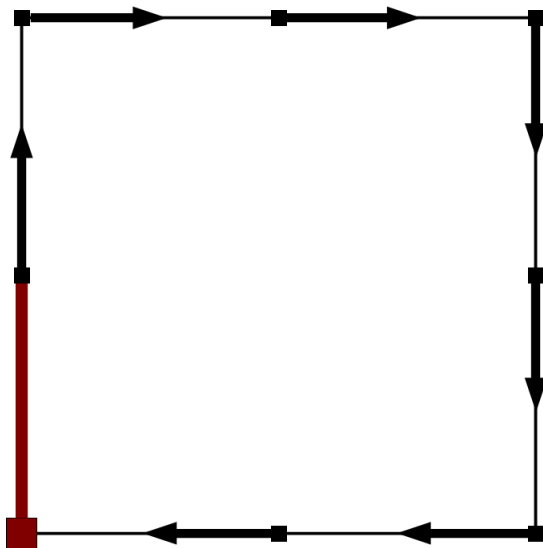
# Illustration



# Illustration



# Illustration





# Morse complex.

- ▶ Theory by Robin Forman.
- ▶ Cells of Morse complex – critical cells of original one.
- ▶ By looking at gradient flow path  $p$  we can see how orientation of a cell  $A$  induces the indicated orientation on another cell  $B$  –  $o(p, A, B)$ .
- ▶ Incidence between cells  $A$  and  $B$  in Morse complex:  
 $\sum o(p, A, B)$  for every  $p$  joining  $A$  and  $B$ .
- ▶ Homology of Morse complex are homology of initial complex.
- ▶ Discrete Morse theory as presented by Robin Forman – already used to compute homology (Thomas Leviner).

# Towards distributed computations, speculations.

- ▶ Observation – a single Morse pairing is very "local".
- ▶ Suppose we have a way of building Morse pairings in a distributed way...
- ▶ ...so that no closed V-paths appears.
- ▶ Then only hard to distribute part of the computations is computing incidence of cells in Morse Complex.
- ▶ What if we do the pairings in a way, that it is easy to get incidence?

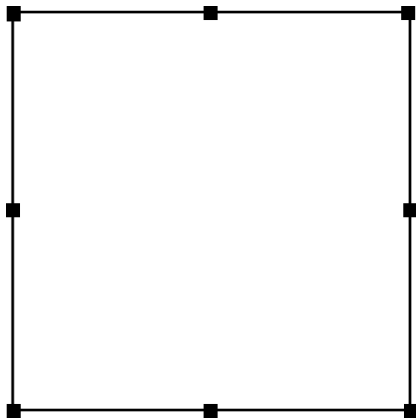
## Towards distributed computations, fact.

- ▶ Suppose we iteratively compute Morse complexes so that at least one pair is created at each step,
- ▶ then after some number of iteration the process stabilizes,
- ▶ in this way we can obtain homology over a field.

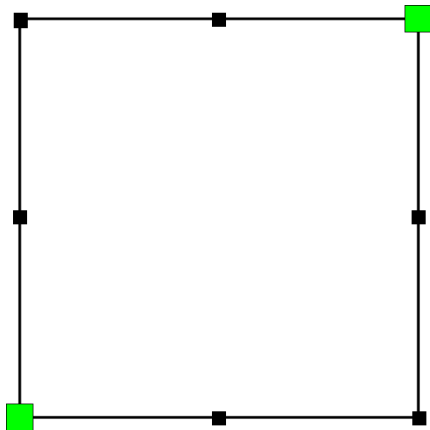
# Cone contraction algorithm.

1. Boundaryless cell with nonempty coboundary – cone.
2. Let us have a set of cones in our complex lying at least 3 hops one from another.
3. Each process work on a single cone and simplices with all vertices lying no further than 2 from a single cone.
4. A Morse contraction among simplices incidental to cone is made.
5. Then the state of the complex is written back to hard disk.
6. When there are no more cones, finish.

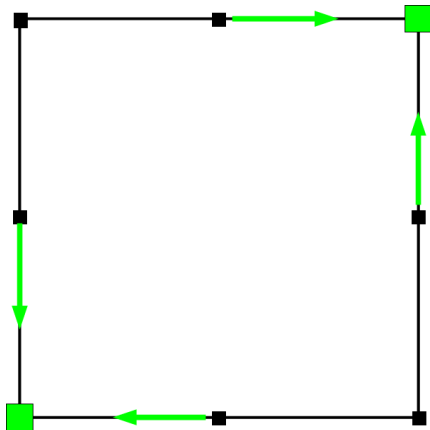
**Simple graph example.**



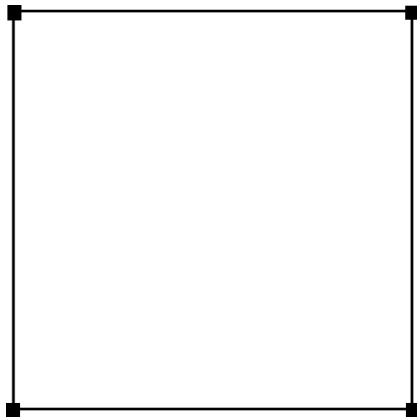
Simple graph example.



Simple graph example.

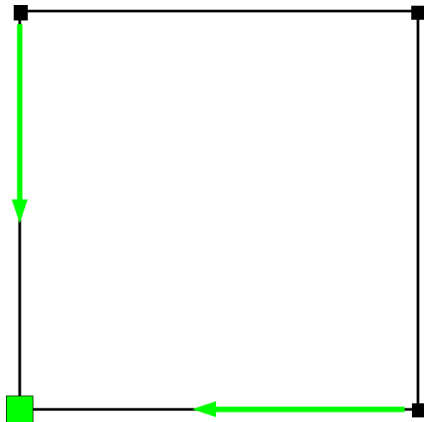


**Simple graph example.**

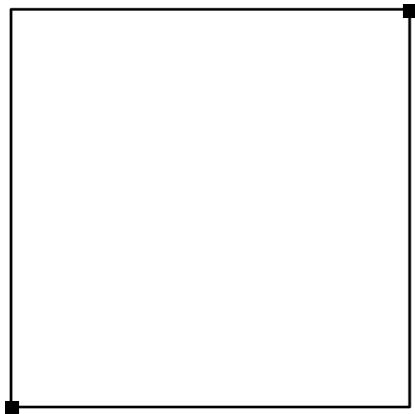




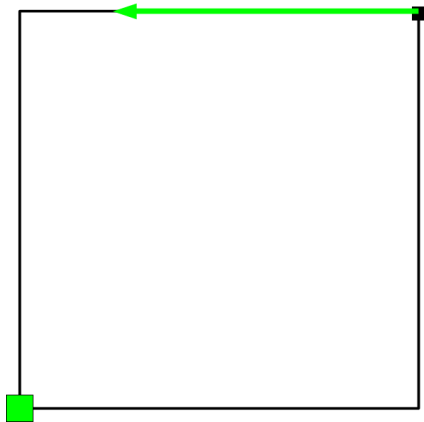
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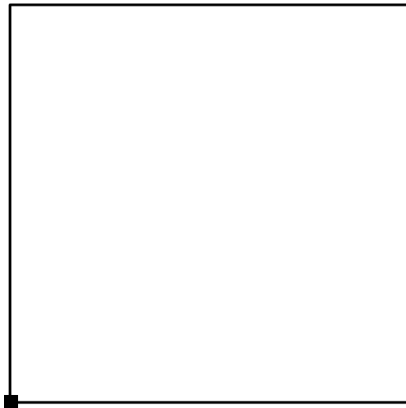
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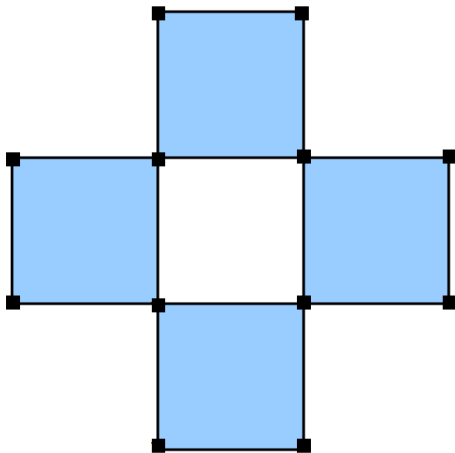
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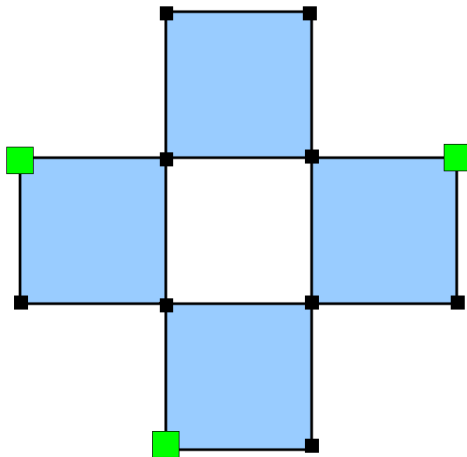
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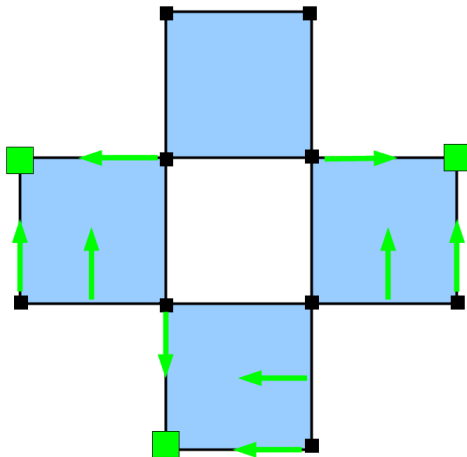
More complicated example.



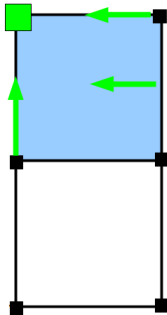
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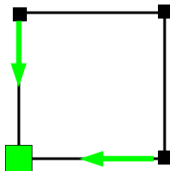


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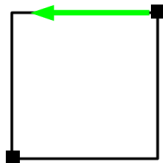




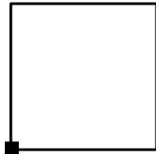
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**More complicated example.**



# Cone contraction algorithm.

- ▶ Pessimistic number of iteration – cubical.
- ▶ In flavor of distributed graph (MapReduce) algorithms (do not have shared memory).
- ▶ Easy to construct Flag / VR complex in distributed way.
- ▶ Experimental code for a single machine (whole complex still at RAM).
- ▶ Distributed implementation for a single machine and based on MPI in progress.
- ▶ MapReduce implementation in plans.

The end.

**Thank you for your attention!**



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