#### Reconstruction de formes en grandes dimensions

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in 3D











Shape



#### in dD





# How to reconstruct without building the whole Delaunay complex?





Rips complexes

our approach with André Lieutier and David Salinas

#### **Rips complexes**



 $\operatorname{Rips}(P, \alpha) = \{ \sigma \subset P \mid \operatorname{Diameter}(\sigma) \le 2\alpha \}$ 

 $\operatorname{Rips}(P,\alpha) \supset \operatorname{Cech}(P,\alpha)$ 



#### Overview



**Can be high-dimensional!** 

# Simplification by iteratively applying elementary operations





- Identifies vertices a and b to vertex c
- Preserves homotopy type if  $Lk(ab) = Lk(a) \cap Lk(b)$

The result may not be a flag complex anymore ...

 $\implies$  data structure = (1-skeleton, blocker set)

 $\sigma$  blocker of K iff dim  $\sigma \geq 2$ ,  $\forall \tau \subsetneq \sigma, \tau \in K$  and  $\sigma \notin K$ 

**\*** Collapse of a simplex  $\sigma$ 

Removes  $\sigma$  and its cofaces

- Preserves homotopy type if  $Lk(\sigma)$  is a cone
- The result is a flag complex if  $\sigma$  a vertex or an edge



#### **Physical system**





Is high-dimensional!

#### **Reconstruction theorems**



#### **Reconstruction theorems**









#### **Cech complex**



#### **Cech complex**









 $MedialAxis(A) = \{ m \in \mathbb{R}^d \mid m \text{ has at least two closest points in } A \}$ 

 $\operatorname{Reach} A = d(A, \operatorname{MedialAxis}(A))$ 

#### **Cech complex**







#### **Rips complexes**



 $\operatorname{Rips}(P, \alpha) = \{ \sigma \subset P \mid \operatorname{Diameter}(\sigma) \le 2\alpha \}$ 

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When distances are measured using  $L_{\infty}$ 



 $\operatorname{Rips}(P,\alpha) = \{ \sigma \subset P \mid \operatorname{Diameter}(\sigma) \leq 2\alpha \}$ 

 $\operatorname{Rips}(P, \alpha) = \operatorname{Cech}(P, \alpha)$ 



 $P + \alpha B^{\infty}(0,1)$ 



 $P+\alpha C$ 



 $P+\alpha C$ 



 $P+\alpha C$ 





where C compact convex set that satisfies:

- (i)  $B(0,1) \subset C \subset \delta B(0,1)$  for some  $\delta \ge 1$ ; ("distortion" to unit ball)
- (ii) C is  $(\theta, \varkappa)$ -round for  $\theta = \arccos(-\frac{1}{d})$  and  $\varkappa > 0$ ; ("curvature")
- (iii) C is  $\xi$ -eccentric for  $\xi < 1$ . ("distance" between  $\bigcap_{q \in Q} (q + C)$  and  $\operatorname{Hull}(Q)$ )







Admissible values of  $\varepsilon$  and  $\alpha$  are solutions of a system of equations that depends upon  $(\delta, \varkappa, \xi)$ .

C	d	$\lambda$	$\eta$
<i>d</i> -ball with [NSW04]	$\forall d$	$3 - \sqrt{8} \approx 0.17$	$2 + \sqrt{2} \approx 3.41$
<i>d</i> -ball with this proof	$\forall d$	0.077	3.96
	2	0.04	4.04
	3	0.01	6.14
<i>d</i> -cube	4	0.004	8.18
	5	0.002	10.2
[ Rips $(P, \alpha)$ with $\ell_{\infty}$ ]	10	0.0002	20.23
	100	0.000002	200.23

#### What now?

- **\*** The largest ratio  $\frac{\varepsilon}{\operatorname{Reach} A}$  that we get for  $\operatorname{Rips}(P, \alpha)$  with  $\ell_{\infty}$ :
  - # Decreases quickly with d
  - ℁ Is it tight?











Input



easy to compute









Rips and Cech complexes generally don't share the same topology, but ...







Deduce a condition under which the topology of  $\{\operatorname{Cech}(P,t) \cap \operatorname{Rips}(P,\alpha)\}_{\alpha < t < \vartheta_d \alpha}$  is "stable"

0









Sublevel sets of  $d(\cdot, P)$  are offsets of P.





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Sublevel sets of  $d(\cdot, P)$  are offsets of P.

• Topology of sublevel sets changes at critical values  $t_0$ .

 $\bigstar$   $t_0$  critical value  $\iff c_P(t_0) = t_0$ 













 $c_P(t) = d_H(\operatorname{Centers}(P, t) \mid P)$ 





 $\{\operatorname{Cech}(P,t)\cap\operatorname{Rips}(P,\alpha)\}_{\alpha\leq t\leq\vartheta_d\alpha}$ 





#### Shapes with a positive reach



Reconstruction	d	$\lambda$	$\eta$
$P^{\alpha}$ with [NSW04]	$\forall d$	$3 - \sqrt{8} pprox 0.17$	$2 + \sqrt{2} \approx 3.41$
$\operatorname{Rips}\left(P,\alpha\right)$	2	0.063	5.00
	3	0.055	5.46
	4	0.050	5.76
	5	0.047	5.97
	10	0.041	6.50
	100	0.035	7.22
	$+\infty$	$\frac{2\sqrt{2-\sqrt{2}}-\sqrt{2}}{2+\sqrt{2}}\approx 0.0340$	7.22

#### Overview



**Can be high-dimensional!** 

### **Does simplification exist?**

How to get an object with the right dimension?

- **Different strategies:** 
  - \* Edge contractions;
  - \* Vertex and edge collapses ...
  - \* Seems to work well in practice



- And yet, not all obvious that the Rips complex whose vertices sample a shape contains a subcomplex homeomorphic to that shape.
  - \* A triangulated Bing's house is contractible but not collapsible



\* Geometry has to play a key role.



 $\operatorname{Rips}(P, \alpha)$ 







#### **Future work**

#### Shapes with $\alpha$ -nice triangulations?



How to turn all this into a practical algorithm?

- In general
  - \* Collapsibility of 3-complexes is NP-hard [Martin Tancer 2012]
  - \* Geometry has to play a key role.
- For Rips complexes
  - \* whose vertices sample a convex set, a 0-manifold or a 1-manifold
  - \* How to go beyond?

#### Wrap-up



- Fonction de distance, théorie de Morse, points critiques, gradient, axe médian, reach, ...
- Homéomorphisme, type d'homotopie, se rétracte par déformation, ...
- Complexes simpliciaux abstraits, Nerves, Flag complexes, collapse, ...
- Triangulation de Delaunay, Cech complex, Rips complex, ...
- Structure de données, complexité, preuves de NP-complétude, ...

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