Lecture 6: Creating a simplicial complex from data.

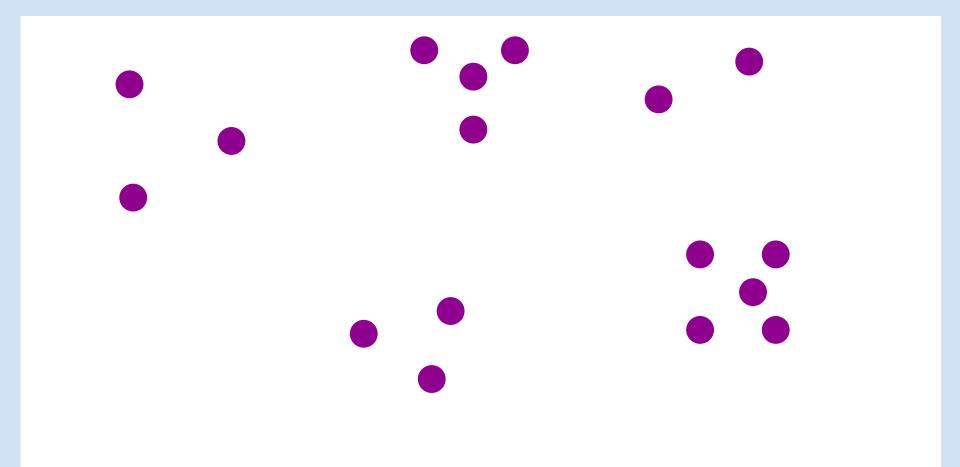
in a series of preparatory lectures for the Fall 2013 online course MATH:7450 (22M:305) Topics in Topology: Scientific and Engineering Applications of Algebraic Topology

Target Audience: Anyone interested in **topological data analysis** including graduate students, faculty, industrial researchers in bioinformatics, biology, business, computer science, cosmology, engineering, imaging, mathematics, neurology, physics, statistics, etc.

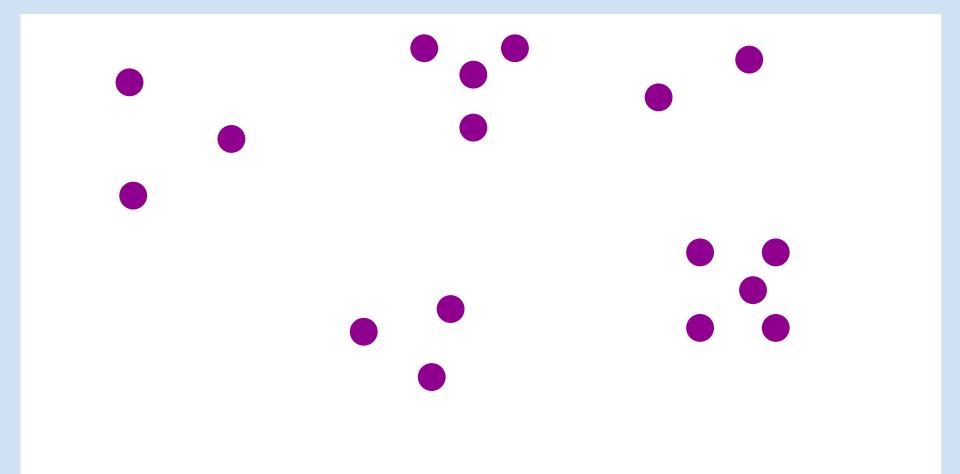
Isabel K. Darcy

Mathematics Department/Applied Mathematical & Computational Sciences University of Iowa

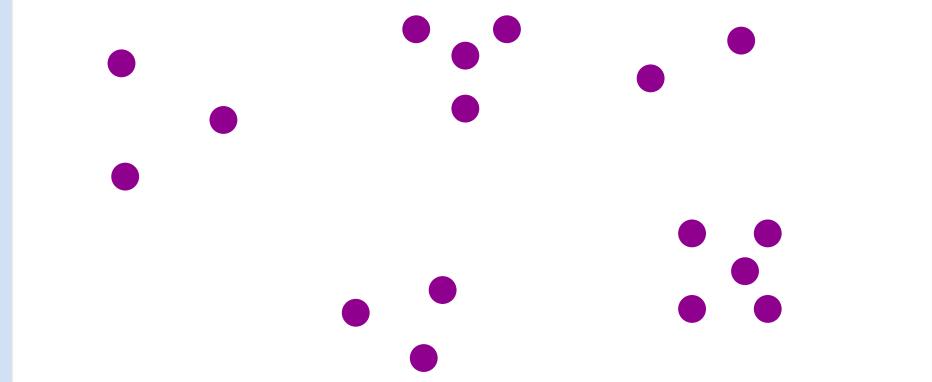
http://www.math.uiowa.edu/~idarcy/AppliedTopology.html



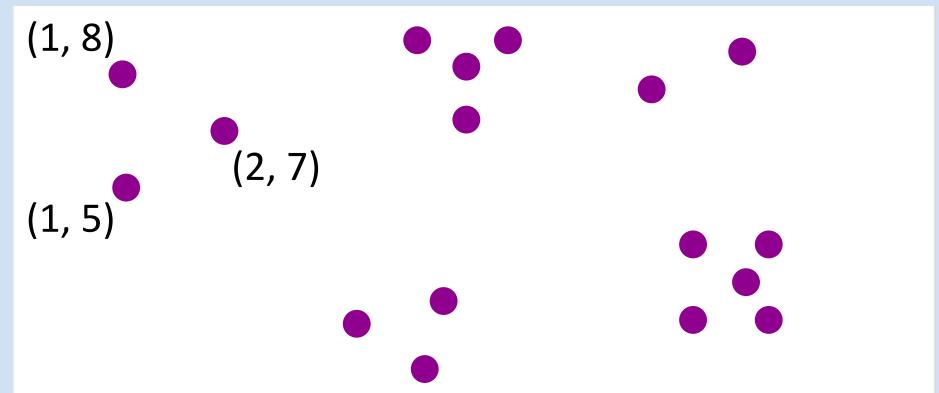
Step 0.) Start by adding 0-dimensional vertices (0-simplices)



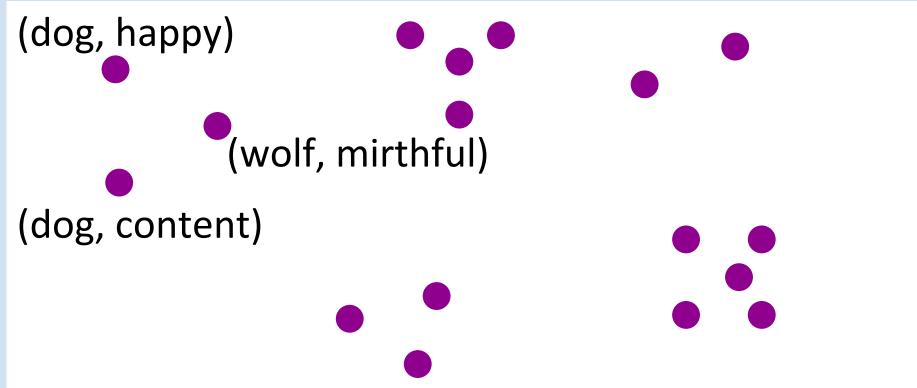
Step 0.) Start by adding data points
= 0-dimensional vertices (0-simplices)



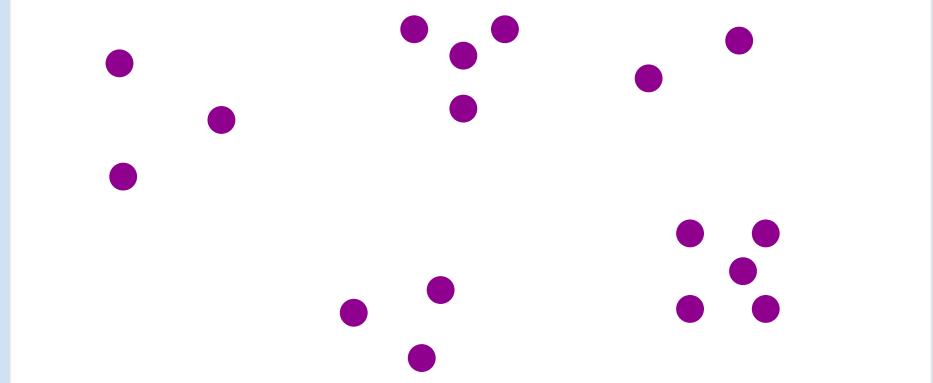
0.) Start by adding 0-dimensional data points



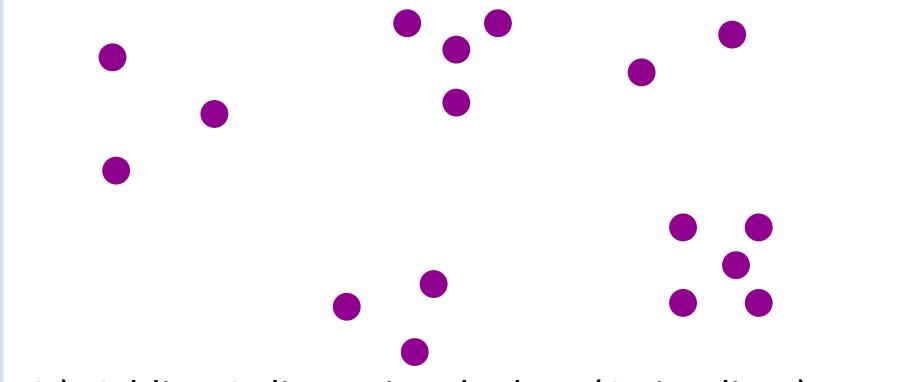
0.) Start by adding 0-dimensional data points



0.) Start by adding 0-dimensional data points

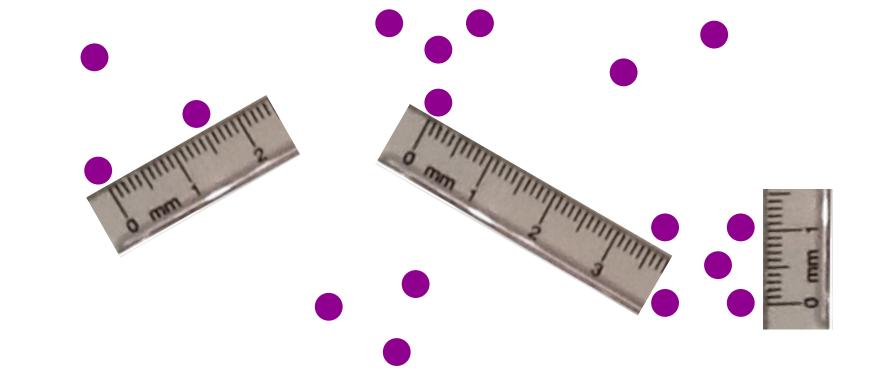


1.) Adding 1-dimensional edges (1-simplices)



1.) Adding 1-dimensional edges (1-simplices)

Add an edge between data points that are "close"



1.) Adding 1-dimensional edges (1-simplices)

Add an edge between data points that are "close"





Adding 1-dimensional edges (1-simplices)
 Let T = Threshold

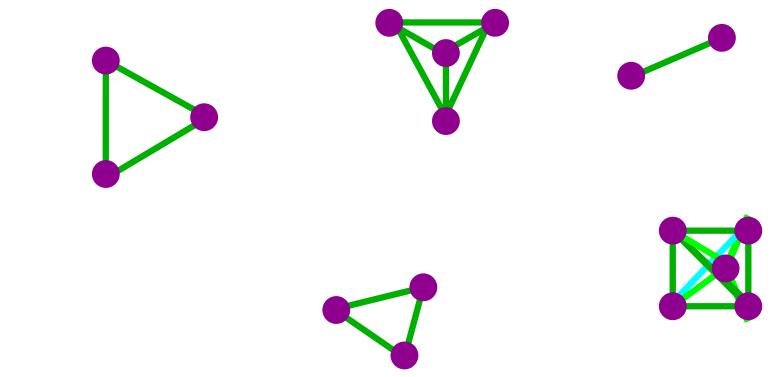
Connect vertices v and w with an edge iff the distance between v and w is less than T



1.) Adding 1-dimensional edges (1-simplices)

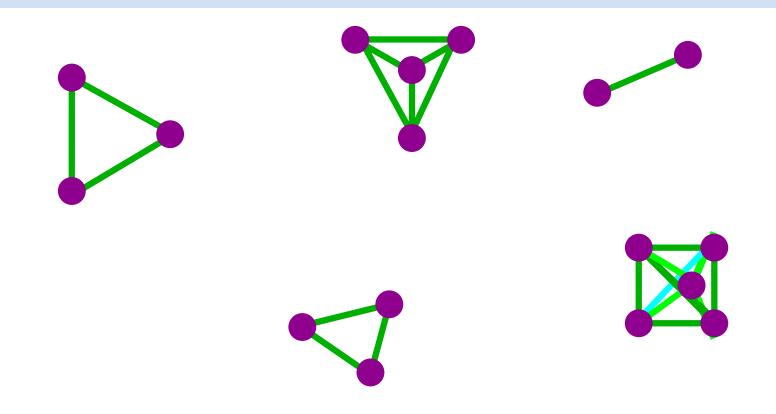
Let T = Threshold =

Connect vertices v and w with an edge iff the distance between v and w is less than T

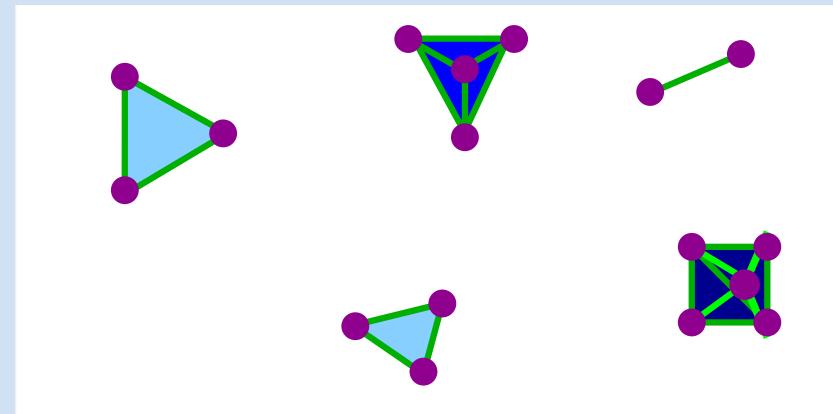


1.) Adding 1-dimensional edges (1-simplices)

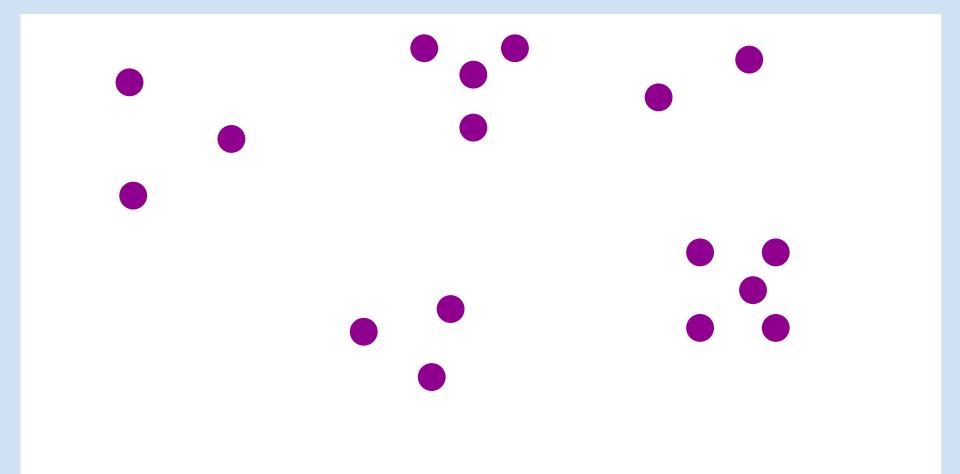
Add an edge between data points that are "close"



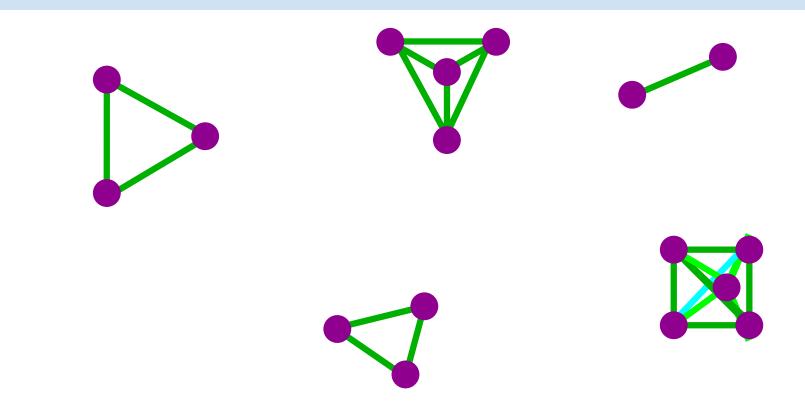
2.) Add all possible simplices of dimensional > 1.



2.) Add all possible simplices of dimensional > 1.

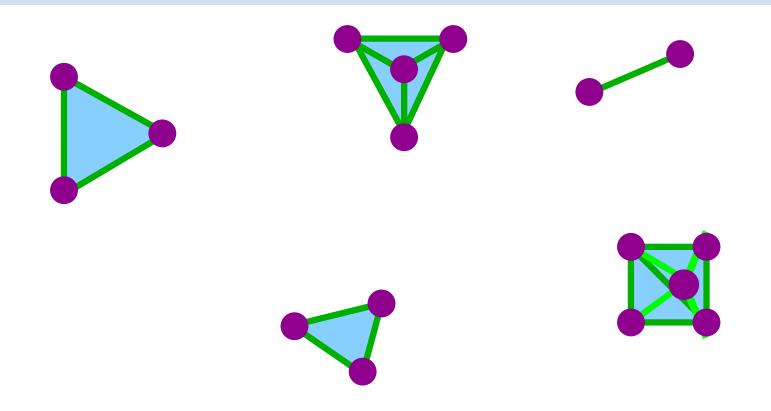


Step 0.) Start by adding data points
= 0-dimensional vertices (0-simplices)



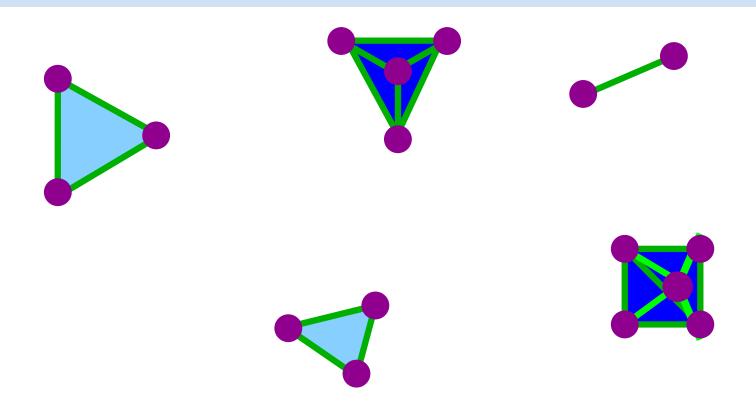
1.) Adding 1-dimensional edges (1-simplices)

Add an edge between data points that are "close"



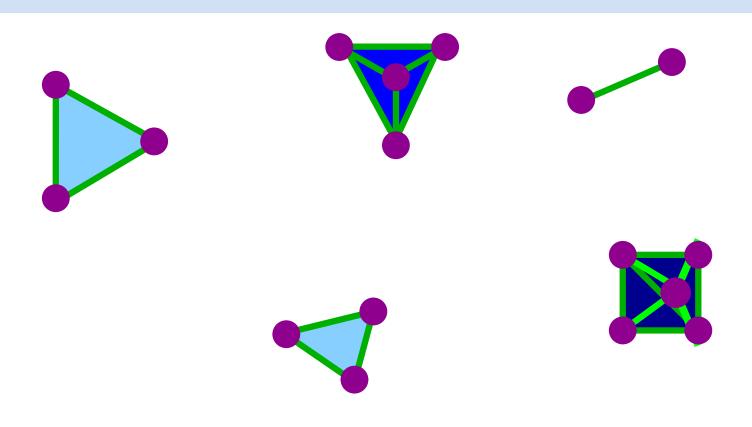
2.) Add 2-dimensional triangles (2-simplices)

Add all possible 2-simplices.

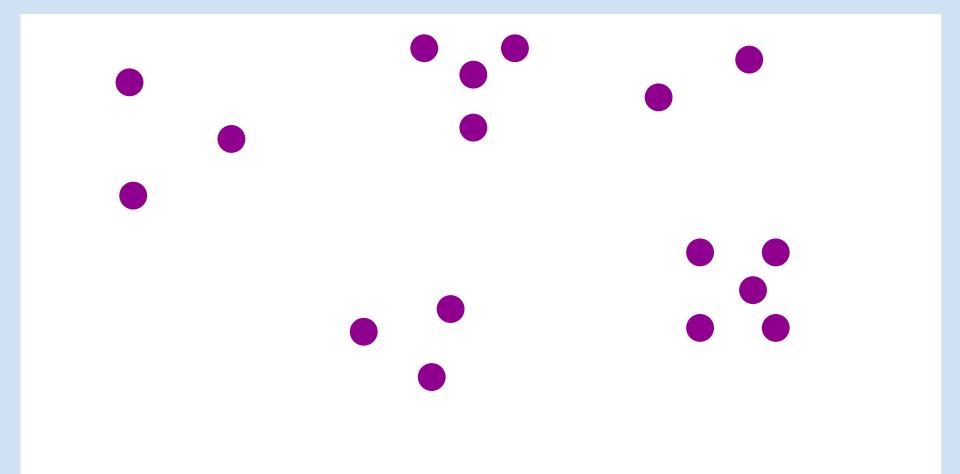


3.) Add 3-dimensional tetrahedrons (3-simplices)

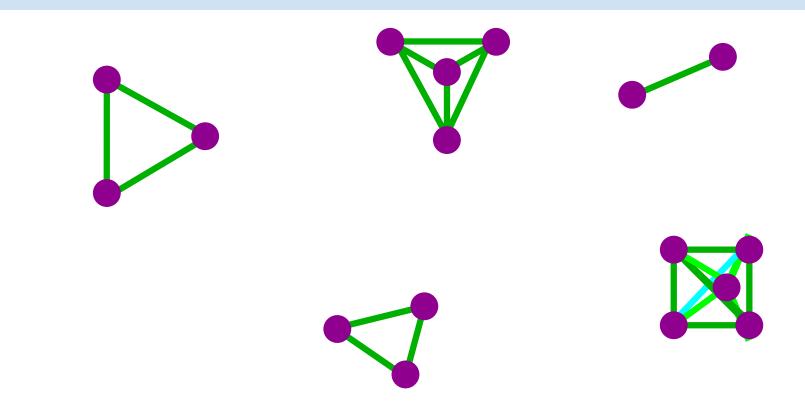
Add all possible 3-simplices.



4.) Add 4-simplicesAdd all possible 4-simplices.

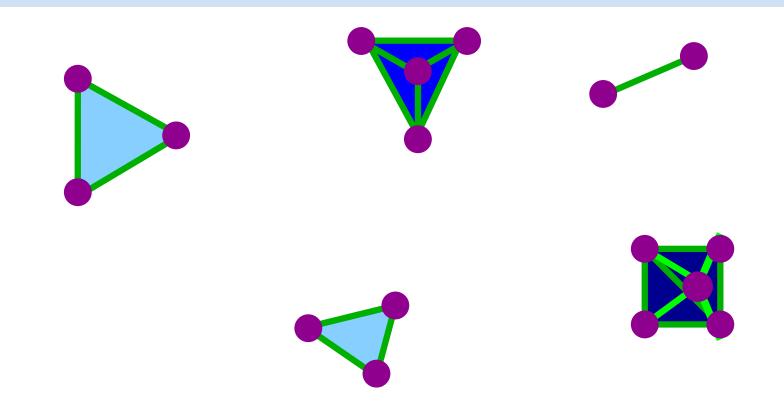


Step 0.) Start by adding data points
= 0-dimensional vertices (0-simplices)

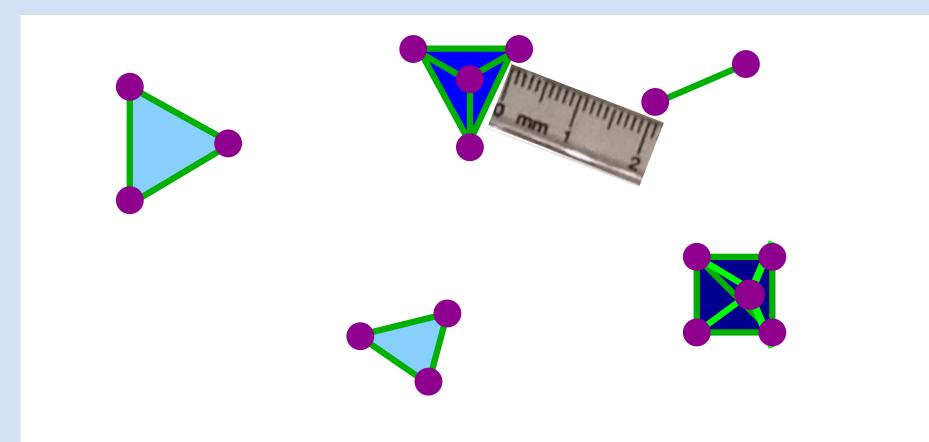


1.) Adding 1-dimensional edges (1-simplices)

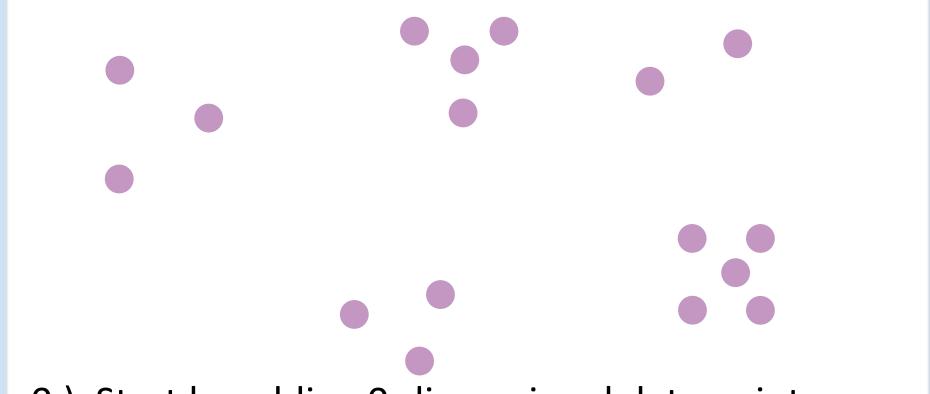
Add an edge between data points that are "close"



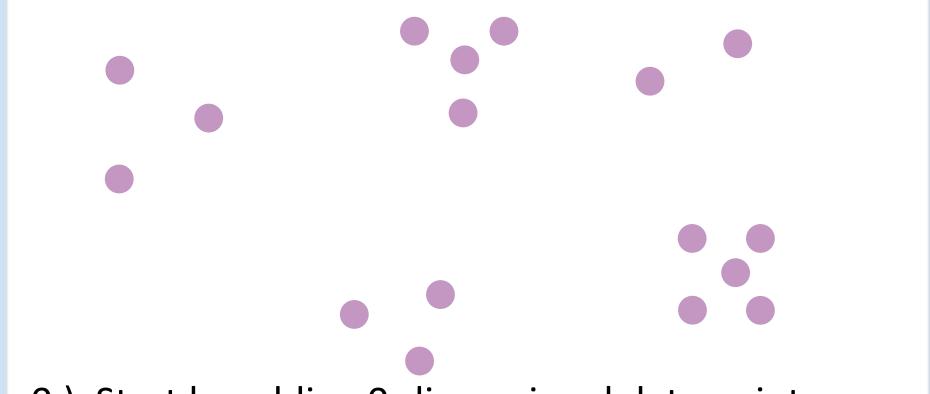
2.) Add all possible simplices of dimensional > 1.



Let T = Threshold = Connect vertices v and w with an edge iff the distance between v and w is less than T



0.) Start by adding 0-dimensional data points



0.) Start by adding 0-dimensional data points

