

Object embedded in 3-sphere (S^3)

↳ kind of a proxy of R^3

Filtration: a sequence of simplices (can be of different dimension) such that any prefix of this sequence is a complex

or this is like having a set of points and start adding edges to connect these points

or review of complex:

simplex: $\{S_0, \dots, S_n\}$
 Complex: $+ S_i \cap S_j = S_k \Rightarrow \begin{cases} S_k \subseteq S_i \\ S_k \subseteq S_j \end{cases}$
 an abstract simplex
 is a set of symbols
 $+ \text{if } S_k \subseteq S_i \Rightarrow S_k \in C$
 $S_i \in C$

We are interested in B_0, B_1, B_2 for a complex in 3D

the set of simplices we are interested in are

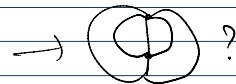
vertex
edge
triangle
tetrahedra

algorithm: sort the simplices and add them one by one

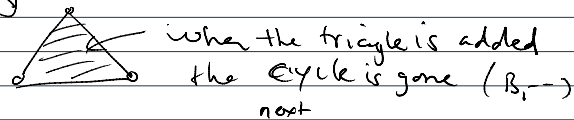
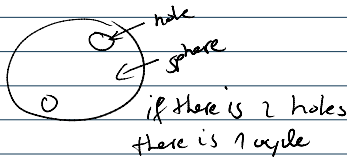
so when:

+ we add a vertex: B_0++

+ we add an edge: $\begin{cases} \text{if it connects 2 components } B_0-- \\ \text{if not, } B_1++ \end{cases}$



+ we add a triangle: B_2++
 either or B_1--



* split the dimension in 2 pieces

+ we add a tetrahedra: B_3++
 B_2--

④ all triangle/tetrahedra (except the last) will decrease the last Betty number, the last one will close the space and increase the next Betty number
 (important: we assume our filtration in the end is S^3)

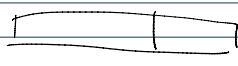
0 [easy
 1 [union find
 2 [going backwards on the filtration, run union find
 3 [easy

if a triangle triggers the union operation, B_2++

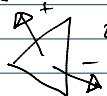
↳ to check this we need to query the sets to which the 2 tetrahedra on its sides connect (find operation)

this is not an online algorithm anymore

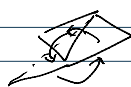
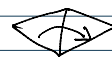
⑤ if the space is a subspace of R^5



build the graph data structure at this point from the mesh



check whether 2 sides belong to the same connected components



we are still doing the algorithm in reverse

can't read the notes

can only be done in 3D
not symbolically

Proof: Boundary of boundary is 0

$S = \{v_0 \dots v_n\}$
 $n+1$ simplices $\{v_0, \dots, v_k, \dots, v_n\}$
 for each of those, we have n $\{v_0 \dots \widehat{v_{k+1}} \dots v_n\}$
 \nwarrow 2 ways to remove $\widehat{v_k}$

$\sum_{k,j} = \sum 2s_1 + 2s_2 \dots$ every simplex two
 $= 0$ dimensions down just creates
 2 copies of the same thing