Lecture 1. Introduction and Syllabus

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Outline

Course Information

Part I: Geometric Data Analysis

Part II: Topological Data Analysis

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- ▶ The course runs for about 12 weeks, every Monday 15:00-17:50.
 - Courseweb
 - https://yao-lab.github.io/course/csic5011/2023/
 - Occasionally invited speakers from academia or industry will present
 - Projects based evaluation, no final exam! Homework with bonus.

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Part I: Geometric Data Analysis

Part I. Geometric Data Analysis

A duality in linear dimensionality reduction

- Principal Component Analysis (PCA)
- Multidimensional Scaling (MDS)
- Random matrix theory and phase transitions
- Random projection and restricted isometry property
- Extended PCA/MDS via SDP
 - Robust PCA
 - Sparse PCA
 - Graph Realization or Sensor Network Localization
- Supervised PCA
 - Ridge Regression and PCA
 - Slice Inverse Regression and Linear Discriminant Analysis

Part I: Geometric Data Analysis

Part I. Geometric Data Analysis (continued)

 Manifold Learning: nonlinear dimensionality reduction via spectral method on graphs

- Locally Linear Embedding (PCA+), Isomap (MDS+)
- Laplacian LLE, Diffusion Map, LTSA
- *Other topics in representation learning
 - tSNE
 - Steerable PCA
 - Dictionary learning and Matrix Factorization
 - Deep learning

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- Summary: all these methods are based on spectral methods -
 - Can you hear the shape of drum? (by Hermann Weyl and Mark Kac)

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 - Can you hear the shape of data? (in this course)

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Part I: Geometric Data Analysis

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Part II. Topological Data Analysis

Clustering method (0-homology)

- k-center
- k-means
- hierarchical linakge
- Topological Data Analysis and Morse Theory
 - Reeb graph and mapper
 - Persistent homology and discrete Morse theory
 - *Critical nodes and graphs
- *Euler Calculus and signal processing

Part II. Topological Data Analysis (continued)

Hodge Theory: a bridge connecting geometry and topology

- Spectral clustering and graph Laplacian
- Statistical ranking and graph Helmoholtzian/Hodge Laplacian
 - Experimental design and random graph theory
 - Online ranking and stochastic algorithms
 - Budget control and information maximization
 - Individual learning vs. social choice theory
- Game theory
 - Finite game flow and combinatorial Hodge Theory
- *Quantum Hodge Decomposition and TDA