#### Learning Algebraic Varieties from Samples

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With Paul Breiding, Bernd Sturmfels and Madeleine Weinstein

#### Linear spaces are varieties. Linear Algebra $\hookrightarrow$ Non-Linear Algebra.

#### Research

The theory, algorithms, and software of linear algebra are familiar tools across mathematics, the applied sciences, and engineering. This ubiquity of linear algebra masks the fairly recent growth of nonlinear algebra in mathematics and its application. The proliferation of nonlinear methods, notably for systems of multivariate polynomial equations, has been fueled by recent theoretical advances, efficient software, and an increased awareness of these tools. This connects to numerous branches in the mathematical sciences, as highlighted in the & description of the SIAM Journal of Applied Algebra and Geometry.

The Nonlinear algebra group at MPI Leipzig works on fundamental problems in algebra, geometry and combinatorics that are relevant for nonlinear models. This involves algebraic geometry (complex and real), commutative algebra, combinatorics, polyhedral geometry, and more. On the applications side, we are especially interested in statistics, oplimization and the life sciences.

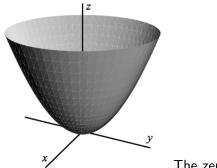


Short overview:

- I Introduction to Varieties (Basic Definitions, Examples, Applications)
- 2 Extracting Information from Samples: Dimension Estimates
- 3 Extracting Information from Samples: Persistent Homology
- Extracting Information from Samples: Computing Polynomials, using Algebraic Geometry Software

#### Algebraic Varieties

Given polynomials  $f_1, \ldots, f_r \in \mathbb{R}[x_1, \ldots, x_n]$ , their common zero set is an algebraic variety V. It lives in  $\mathbb{R}^n$  or  $\mathbb{C}^n$  (affine variety).

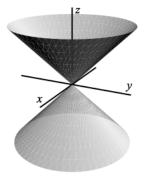


The zero set of 
$$z - x^2 - y^2$$
.

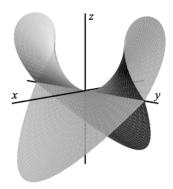
Ideals, varieties and algorithms by Cox, Little, O'Shea.

#### Learning Algebraic Varieties from Samples

#### Introduction to Varieties-Basic Definitions

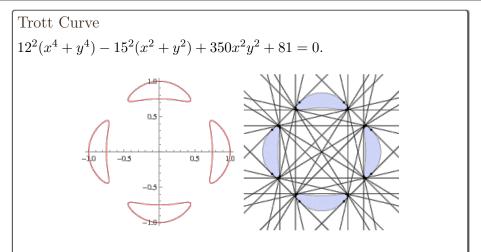


The zero set of  $z^2 - x^2 - y^2$ .



The zero set of  $x^2 - y^2 z^2 + z^3$ .

In these last two examples the surfaces are not smooth everywhere: the cone has a sharp point at the origin, and the last example intersects itself along the whole *y*-axis. These are examples of singular points.



A generic plane quartic over the complex projective plane has precisely 28 bitangent lines. The original proof was given by Cayley in 1879.

#### **Rotation Matrices**

The group SO(3) consists of all  $3 \times 3$ -matrices  $X = (x_{ij})$  with det(X) = 1and  $X^T X = Id_3$ . The last constraint translates into 9 quadratic equations:

 $\begin{aligned} x_{11}^2 + x_{21}^2 + x_{31}^2 &- 1 \\ x_{11}x_{12} + x_{21}x_{22} + x_{31}x_{32} \\ x_{11}x_{13} + x_{21}x_{23} + x_{31}x_{33} \end{aligned}$ 

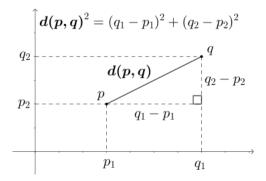
$$\begin{array}{c} x_{11}x_{12} + x_{21}x_{22} + x_{31}x_{32} \\ x_{12}^2 + x_{22}^2 + x_{32}^2 - 1 \\ x_{12}x_{13} + x_{22}x_{23} + x_{32}x_{33} \end{array}$$

 $\begin{array}{l} x_{11}x_{13} + x_{21}x_{23} + x_{31}x_{33} \\ x_{12}x_{13} + x_{22}x_{23} + x_{32}x_{33} \\ x_{13}^2 + x_{23}^2 + x_{33}^2 - 1 \end{array}$ 

These quadrics say that X is an orthogonal matrix. Adding the cubic det(X) - 1 gives 10 polynomials that define SO(3) as a variety in  $\mathbb{R}^9$ .

For data in  $\mathbb{R}^n$  we use the Euclidean metric:

$$||u - v|| = \sqrt{\sum_{i=1}^{n} (u_i - v_i)^2}.$$



**Projective Space** 

The set of all lines in  $\mathbb{R}^{n+1}$  passing through the origin  $\mathbf{0} = (0, ..., 0)$  is called the *n*-dimensional real projective space and is denoted by  $\mathbb{P}^n_{\mathbb{R}}$ . We can also identify it with

$$(\mathbb{R}^{n+1} \setminus \mathbf{0})/\mathbb{R}^*,$$

where  $(x_1, \ldots, x_{n+1}) \simeq (\lambda x_1, \ldots, \lambda x_{n+1})$  for all  $\lambda \in \mathbb{R}^*$ , i.e., two points in  $\mathbb{R}^{n+1} \setminus \{0\}$  are equivalent if they are on the same line through the origin.

#### Homogeneous Coordinates

An element of  $\mathbb{P}^n_{\mathbb{R}}$  is called a point. If P is a point, then any (n + 1)-tuple  $(a_1, \ldots, a_{n+1})$  in the equivalence class P is called a set of homogeneous coordinates for P. Equivalence classes are often denoted by  $P = [a_1 : \ldots : a_{n+1}]$  to distinguish from the affine coordinates. Note that  $[a_1 : \ldots : a_{n+1}] = [\lambda a_1 : \ldots : \lambda a_{n+1}]$ 

for all  $\lambda \in \mathbb{R}^*$ .

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Projective Varieties
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Given homogeneous polynomials  $f_1, \ldots, f_r \in \mathbb{R}[x_1, \ldots, x_n]$ , their common zero set is an projective variety V. It lives in a projective space  $\mathbb{P}^n_{\mathbb{R}}$  or  $\mathbb{P}^n_{\mathbb{C}}$ .

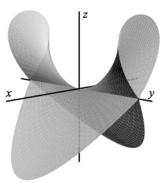
#### Low Rank Matrices

Consider the set of  $m \times n$ -matrices of rank  $\leq r$ . This is the zero set of  $\binom{m}{r+1}\binom{n}{r+1}$  polynomials, namely the  $(r+1) \times (r+1)$ -minors. These equations are homogeneous of degree r+1. Hence this variety lives naturally in the projective space  $\mathbb{P}^{mn-1}_{\mathbb{R}}$ .

For data in  $\mathbb{P}^n_{\mathbb{R}}$  we use the Fubini-Study metric. Points u and v in  $\mathbb{P}^n_{\mathbb{R}}$  are represented by their homogeneous coordinate vectors. The Fubini-Study distance between u and v is the angle between the lines spanned by u and v:

dist<sub>FS</sub>
$$(u, v) = \arccos \frac{|\langle u, v \rangle|}{||u|| ||v||}.$$

Implicit Representation of Affine Varieties Let  $\mathbf{V}(f_1, \ldots, f_s)$  be a variety. These defining equations  $f_1 = \ldots = f_s = 0$  of V are called an **implicit representation** of V.



Parametrizations of Affine Varieties

Let  $V(f_1, \ldots, f_s)$  be a variety. A rational parametric representation of V consists of rational functions  $r_1, \ldots, r_n \in \mathbb{R}(t_1, \ldots, t_m)$  such that the points given by

$$x_1 = r_1(t_1, \dots, t_m),$$
  

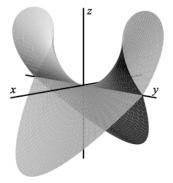
$$x_2 = r_2(t_1, \dots, t_m),$$
  

$$\vdots$$
  

$$x_n = r_n(t_1, \dots, t_m)$$

lie in V. We also require that V be the "smallest" variety containing these points.

In many situations, we have a parametrization of a variety V, where  $r_1, \ldots, r_n$  are polynomials rather than rational functions. This is what we call a **polynomial parametric representation** of V.



This picture was not plotted using the implicit representation

$$x^2 - y^2 z^2 + z^3 = 0.$$

Rather, we used the parametric representation given by

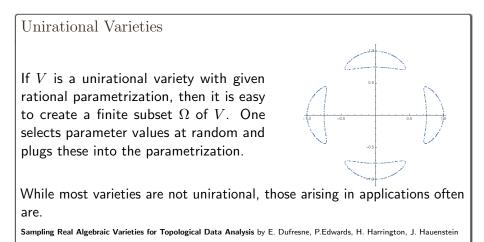
$$\begin{array}{rcl} x & = & t(u^2 - t^2), \\ y & = & u, \\ z & = & u^2 - t^2 \end{array}$$

There are two parameters t and u since we are describing a surface, and the above picture was drawn using t, u in the range  $-1 \le t, u \le 1$ .

#### Does every variety have such a parametrization?

No, smooth plane curves of degree  $\geq 3$  do not.

In fact, most affine varieties cannot be parametrized in the sense described here. Those that can are called unirational. In general, it is difficult to tell whether a given variety is unirational or not.



Sampling from the uniform distribution on an algebraic manifold by P. Breiding, O. Marigliano

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Ideal, Prime Ideal

A subset I \subset \mathbb{R}[x_1, \dots, x_n] is an ideal if it satisfies:

1 0 \in I.

2 If f, g \in I, then f + g \in I.

3 If f \in I and h \in \mathbb{R}[x_1, \dots, x_n], then hf \in I.

An ideal I \subset \mathbb{R}[x_1, \dots, x_n] is prime if whenever f, g \in \mathbb{R}[x_1, \dots, x_n] and fg \in I, then either f \in I or g \in I.
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Let  $V \subset \mathbb{R}^n$  be an affine variety. Then we set

$$I(V) = \{ f \in \mathbb{R}[x_1, \dots, x_n] : f(a_1, \dots, a_n) = 0 \text{ for all } (a_1, \dots, a_n) \in V \}.$$

I(V) is an ideal! We call I(V) the ideal of V.

Irreducibility

An affine variety  $V \subset \mathbb{R}^n$  is irreducible if whenever V is written in the form  $V = V_1 \cup V_2$ , where  $V_1$  and  $V_2$  are affine varieties, then either  $V_1 = V$  or  $V_2 = V$ .

 $\mathbf{V}(xz,yz)$  is not an irreducible variety.

Characterization of Irreducibility

Let  $V \subset \mathbb{R}^n$  be an affine variety. Then V is irreducible if and only if I(V) is a prime ideal.

Decomposing a Variety

Let  $V \subset \mathbb{R}^n$  be an affine variety. Then V can be written as a finite union  $V = V_1 \cup \ldots \cup V_m$ , where each  $V_i$  is an irreducible variety.

The most important invariant of a linear subspace of affine space is its dimension.

Dimension

The dimension d of V is the maximum integer such that there exist

$$V_0 \subset V_1 \subset \ldots \subset V_d = V,$$

where all of the subsets are proper and all of the sets  $V_i$  are irreducible varieties.

#### Degree

The degree of an affine or projective variety of dimension d is the number of intersection points of the variety with d hyperplanes in general position (for an algebraic set, the intersection points must be counted with their intersection multiplicity).

Hypersurfaces

The most basic varieties are defined by just one polynomial.



For example, the equation

$$x_1^2 + x_2^2 + \dots + x_n^2 - 1 = 0$$

defines an algebraic hypersurface of dimension n-1 in the Euclidean space of dimension n.

#### Factor Analysis

In factor analysis, correlated continuous variables are modeled as conditionally independent given hidden (latent) variables that are called factors. In many applications the focus is on interpreting the factors as unobservable theorized concepts. In fact, the desire to explain observed correlations between individuals' exam performances by the concept of intelligence was the driving force in the original development of factor analysis (Spearman, 1904, 1927).

#### Factor Analysis

Spearman was trying to discover the hidden structure of human intelligence. His observation was that schoolchildren's grades in different subjects were all correlated with each other. He went beyond this to observe a particular pattern of correlations, which he thought he could explain as follows: the reason grades in math, English, history, etc., are all correlated is performance in these subjects is all correlated with something else, a general or common factor, which he named "general intelligence", for which the natural symbol was of course g or  $\mathbf{G}$ .

#### Factor Analysis

If X is our data matrix, with n rows for the different observations (students) and p columns for the different variables ( $X_{ij}$  is the value of variable j in observation i)(school subjects), then Spearman's model becomes:

$$X = \epsilon + \mathbf{G}w,$$

where  $\epsilon$  is an error or residual term, where G is an  $n \times 1$  matrix and w is a  $1 \times p$  matrix. If we assume that the features and common factor are all centered to have mean 0, and that there is no correlation between  $\epsilon_{ij}$  and  $G_i$  for any j, then the correlation between the jth feature,  $X_{j}$ , and G is just  $w_j$ .

Factor Analysis

Under these assumptions, it follows that the correlation between the ith feature and the jth feature is just the product of the factor loadings:

$$v_{ij} = cov[X_{\cdot i}, X_{\cdot j}] = w_i w_j.$$

Up to this point, this is all so much positing and assertion and hypothesis. What Spearman did next, though, was to observe that this hypothesis carried a very strong implication about the ratios of correlation coefficients. Pick any four distinct features, i, j, k, l. Then, if the model is true,

$$\begin{array}{rcl} \frac{v_{ij}/v_{kj}}{v_{il}/v_{kl}} &=& \frac{w_i w_j/w_k w_j}{w_i w_l/w_k w_l} \\ &=& \frac{w_i/w_k}{w_i/w_k} \\ &=& 1 \end{array}$$

#### Factor Analysis

The relationship  $v_{ij}v_{kl} = v_{il}v_{kj}$  is called the "tetrad equation". In Spearman's model, this is one tetrad equation for every set of four distinct variables. Spearman found that the tetrad equations held in his data on school grades (to a good approximation), and concluded that a single general factor of intelligence must exist. This was, of course, logically fallacious. Later work, using large batteries of different kinds of intelligence tests, showed that the tetrad equations do not hold in general, or more exactly that departures from them are too big to explain away as sampling noise.

#### Factor Analysis

Tetrads have played a major role throughout the history of factor analysis and also appear in recent research. While tetrads are ubiquitous in the literature, there has been very little work attempting to find invariants of models with more than one factor. The work by Kelley (1935) who derived the pentad, a fifth degree polynomial vanishing over covariance matrices from two-factor models, constitutes the exception.

Today

#### Algebraic Statistics is the use of algebra to advance statistics.

M. Drton, B. Sturmfels, S. Sullivant. Lectures on Algebraic Statistics, Springer 2009.

L. Pachter and B. Sturmfels. Algebraic Statistics for Computational Biology. Cambridge University Press 2005.

#### Rank Constraints

Consider  $m \times n$ -matrices with linear entries having rank  $\leq r$ . We saw the r = 1 case earlier. A *rank variety* is the set of all matrices of fixed size and rank that satisfy some linear constraints. The constraints often take the simple form that two entries are equal. This includes symmetric matrices, Hankel matrices, Toeplitz matrices, Sylvester matrices, etc. Many classes of structured matrices generalize naturally to tensors.

Any  $n \times n$  matrix A of the form

$$A = \begin{bmatrix} a_0 & a_1 & a_2 & \dots & \dots & a_{n-1} \\ a_1 & a_2 & & & \vdots \\ a_2 & & & & \vdots \\ \vdots & & & & a_{2n-4} \\ \vdots & & & & & a_{2n-4} \\ \vdots & & & & & a_{2n-3} \\ a_{n-1} & \dots & \dots & a_{2n-4} & a_{2n-3} & a_{2n-2} \end{bmatrix}$$

is a **Hankel matrix**. If the i, j element of A is denoted  $A_{i,j}$ , then we have

$$A_{i,j} = A_{j,i} = a_{i+j-2}.$$

Any  $n \times n$  matrix A of the form

$$A = \begin{bmatrix} a_0 & a_{-1} & a_{-2} & \dots & a_{-(n-1)} \\ a_1 & a_0 & a_{-1} & \ddots & & \vdots \\ a_2 & a_1 & \ddots & \ddots & \ddots & \vdots \\ \vdots & \ddots & \ddots & \ddots & a_{-1} & a_{-2} \\ \vdots & & \ddots & a_1 & a_0 & a_{-1} \\ a_{n-1} & \dots & \dots & a_2 & a_1 & a_0 \end{bmatrix}$$

is a **Toeplitz matrix**. If the i, j element of A is denoted  $A_{i,j}$ , then we have

$$A_{i,j} = A_{i+1,j+1} = a_{i-j}.$$

The distance geometry problem (DGP) is that of finding the coordinates of a set of points by using the distances between some pairs of such points. There exists nowadays a large community that is actively working on this problem, because there are several real-life applications that can lead to the formulation of a DGP:

# Determine the location of sensors in telecommunication networks.

In such a case, the positions of some sensors are known (which are called anchors) and some of the distances between sensors (which can be anchors or not) are also known: the problem is to identify the positions in space for all sensors.

#### Determine the conformation of a given molecule.

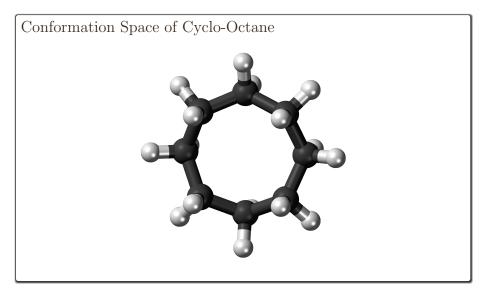
Experimental techniques are able to estimate distances between pairs of atoms of a given molecule, and the problem becomes the one of identifying the three-dimensional conformation of the molecule, i.e. the positions of all its atoms. In this field, the main interest is on proteins, because discovering their three-dimensional conformation allows us to get clues about the function they are able to perform.

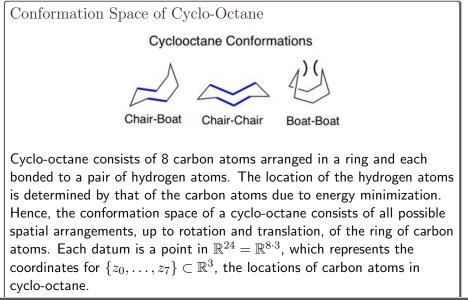
In  $\mathit{distance\ geometry},$  one encodes a metric space with p points in the matrix M

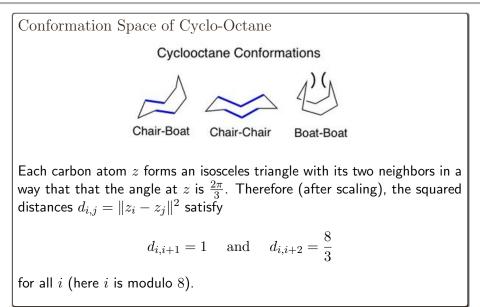
 $\begin{bmatrix} 2d_{1p} & d_{1p}+d_{2p}-d_{12} & d_{1p}+d_{3p}-d_{13} & \cdots & d_{1p}+d_{p-1,p}-d_{1,p-1} \\ d_{1p}+d_{2p}-d_{12} & 2d_{2p} & d_{2p}+d_{3p}-d_{23} & \cdots & d_{2p}+d_{p-1,p}-d_{2,p-1} \\ d_{1p}+d_{3p}-d_{13} & d_{2p}+d_{3p}-d_{23} & 2d_{3p} & \cdots & d_{3p}+d_{p-1,p}-d_{3,p-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ d_{1p}+d_{p-1,p}-d_{1,p-1} & d_{2p}+d_{p-1,p}-d_{2,p-1} & d_{3p}+d_{p-1,p}-d_{3,p-1} & \cdots & 2d_{p-1,p} \end{bmatrix}$ 

Here  $d_{ij}$  is the squared distance between points i and j. This symmetric matrix is positive semidefinite if and only if the metric space is Euclidean, and its embedding dimension is the rank of M. Hence the rank varieties of these matrices encode the finite Euclidean metric spaces. We will now take a look at the conformation space of the cyclo-octane, which corresponds to the case p = 8 and r = 3.

Learning Algebraic Varieties from Samples



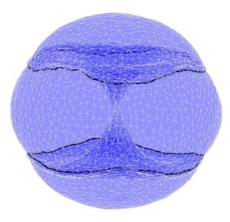




#### Conformation Space of Cyclo-Octane

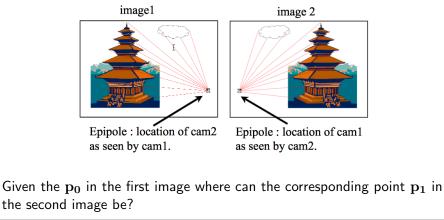
M.W. Brown, S. Martin et. al: Algorithmic dimensionality reduction for molecular structure analysis

S. Martin, A. Thompson, E. A. Coutsias, and J. P. Watson: Topology of cyclo-octane energy landscape.



#### Distortion varieties

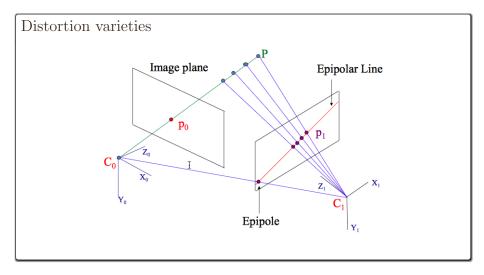
We have two views of a scene taken from different viewpoints. We see an image point  $\mathbf{p}_0$ , which is the projection of a 3D point.



#### Distortion varieties

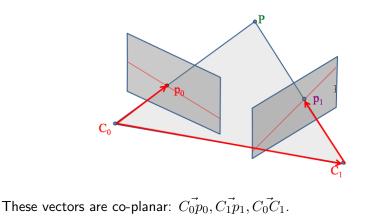
The essential matrices are  $3\times 3$  matrices that "encode" the epipolar geometry of two views.

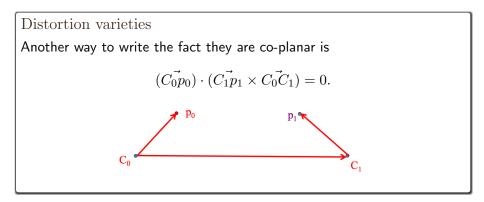
**Motivation:** Given a point in one image, multiplying by the essential matrix will tell us which epipolar line to search along in the second view.



#### Distortion varieties

The optical centers of the two cameras, a point P, and the image points  $p_0$  and  $p_1$  of P all lie in the same plane (**epipolar plane**).



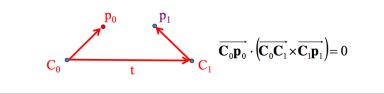


Distortion varieties

So we can write the coplanar constraint as

$$\mathbf{p_0} \cdot (\mathbf{t} \times \mathbf{Rp_1}) = 0,$$

where  ${\bf R}$  is the rotation of camera 1 with respect to camera 0 and  ${\bf t}$  is the translation of the camera 1 origin with respect to camera 0.



#### Distortion varieties

The cross product of a vector  $\mathbf{a}$  with a vector  $\mathbf{b}$ ,  $\mathbf{a} \times \mathbf{b}$ , can be represented as a  $3 \times 3$  matrix times the vector  $\mathbf{b}$ :

$$\begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix} \mathbf{b} = \mathbf{a} \times \mathbf{b}.$$

The matrix on the left is a skew-symmetric matrix and we denote it by  $[\mathbf{a}]_{\times}.$ 

Distortion varieties

We rewrite the epipolar constraint as a matrix product:

 $\mathbf{p_0}^T[\mathbf{t}] \times \mathbf{Rp_1} = 0.$ 

Then

$$E = [\mathbf{t}]_{\times} \mathbf{R}$$

is the  $3 \times 3$  matrix called the **essential matrix**. It relates the image of a point in one camera to its image in the other camera, given a translation and rotation.

Play the Fundamental Matrix Song

The variety of essential matrices is defined by ten cubics, known as the *Démazure cubics*.

J. Kileel, Z. Kukelova, T. Pajdla and B. Sturmfels: Distortion varieties, Foundations of Computational Mathematics, (2018).