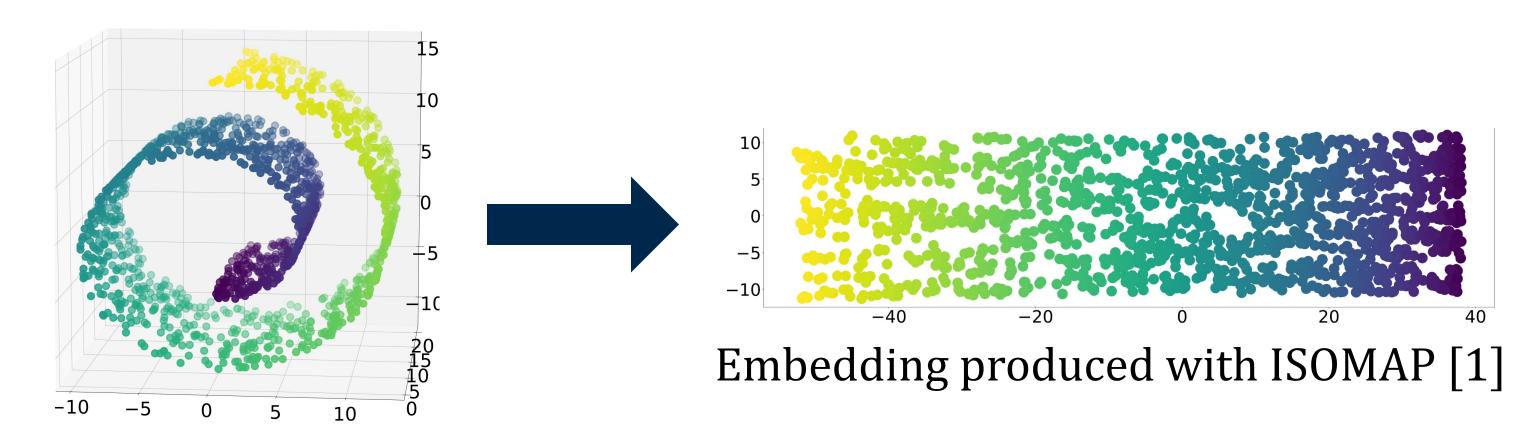
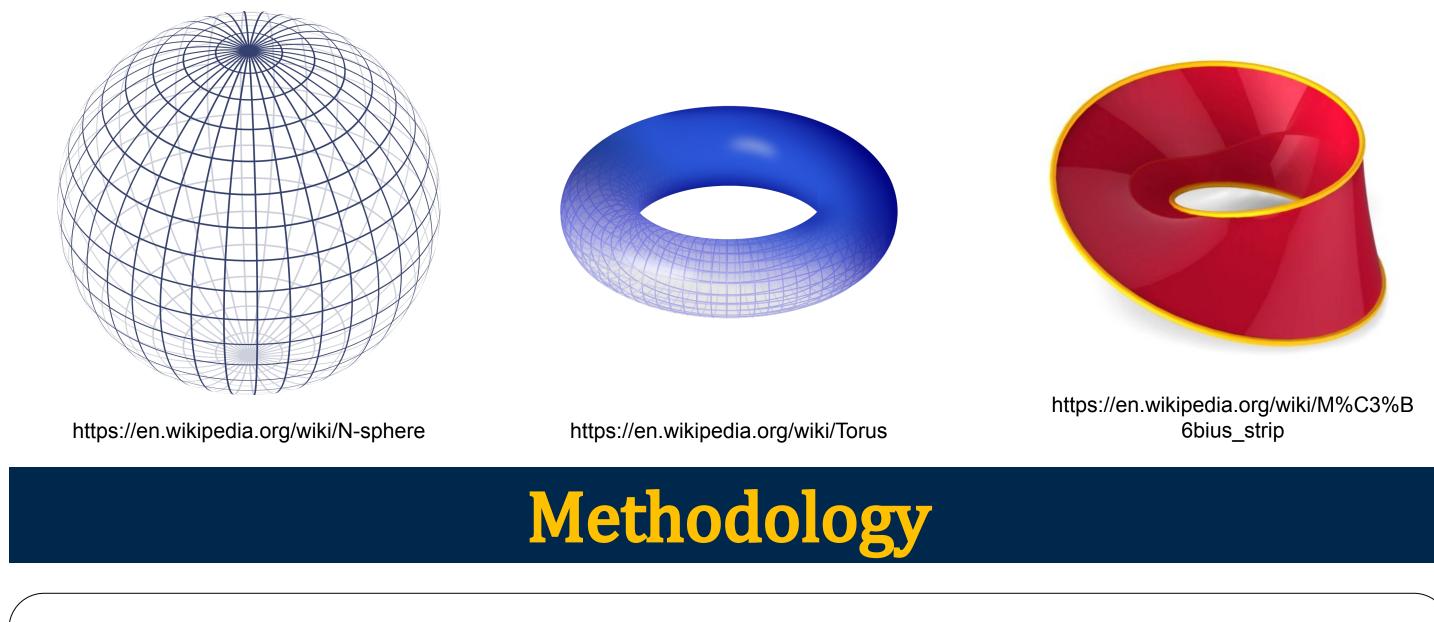


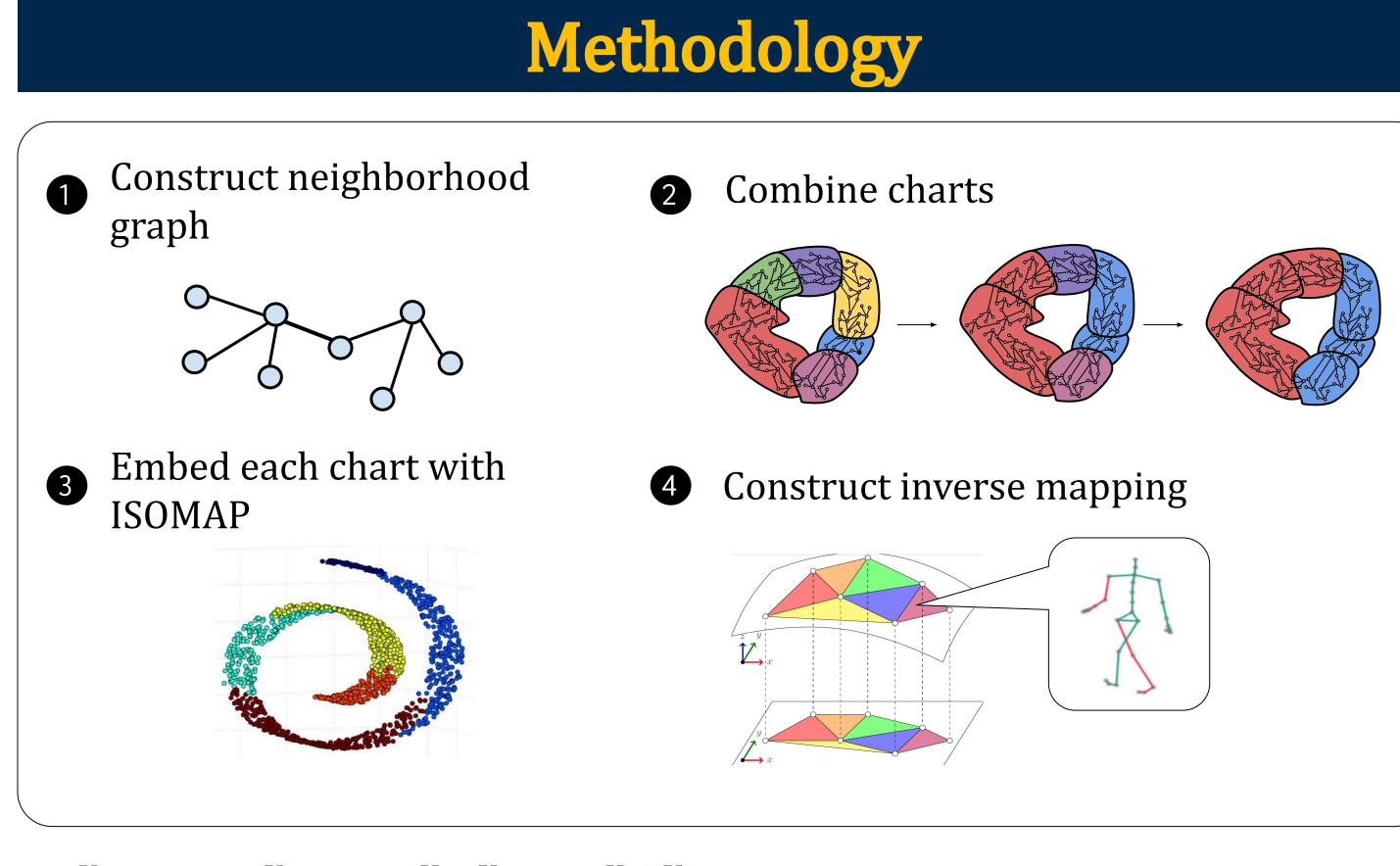
Introduction

If high dimensional data lies along some smooth manifold, it can be "unwrapped" or "flattened" to achieve dimensionality reduction. This process is called manifold learning.



If the manifold is not topologically trivial, this approach may be impossible. For example, the sphere, torus, mobius band, SO(3), and SE(3) all cannot be flattened out. Instead, learn an atlas of coordinate charts [2][3]. We use an atlas to process human motion capture data and learn kinematic models for articulated objects [4].



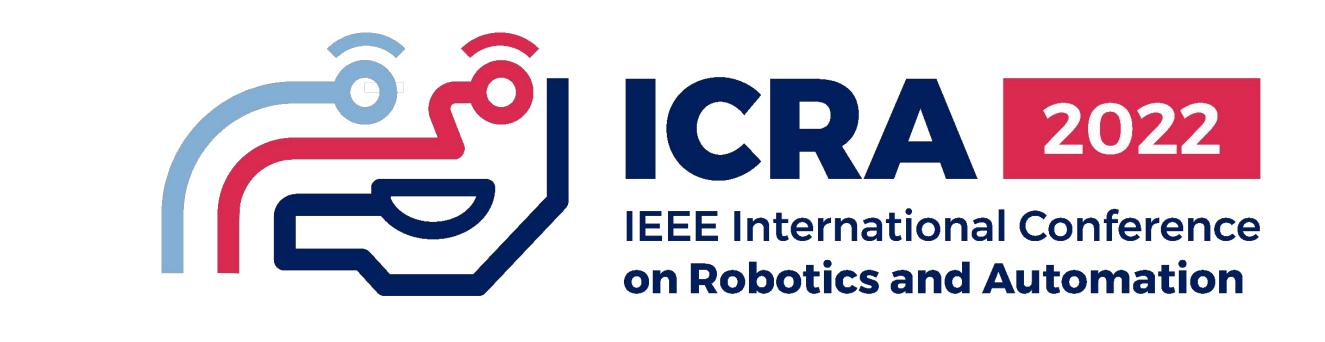


Exemplar cases where two charts cannot be combined without introducing a topological hole. $U_1 \cap U_2$ is disconnected, and $V_1 \cap V_2$ contains a hole. Holes are identified by searching for large atomic cycles [5].

Topologically-Informed Atlas Learning

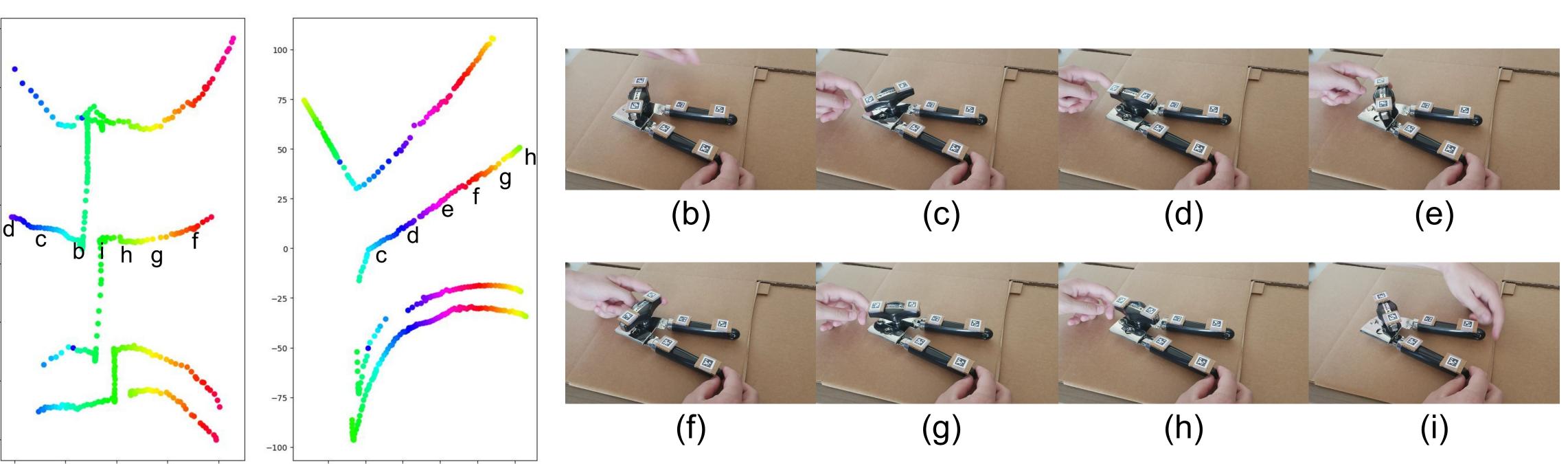
Thomas Cohn¹, Nikhil Devraj¹, Odest Chadwicke Jenkins¹
¹Computer Science and Engineering, Robotics Institute,
University of Michigan, Ann Arbor, Michigan



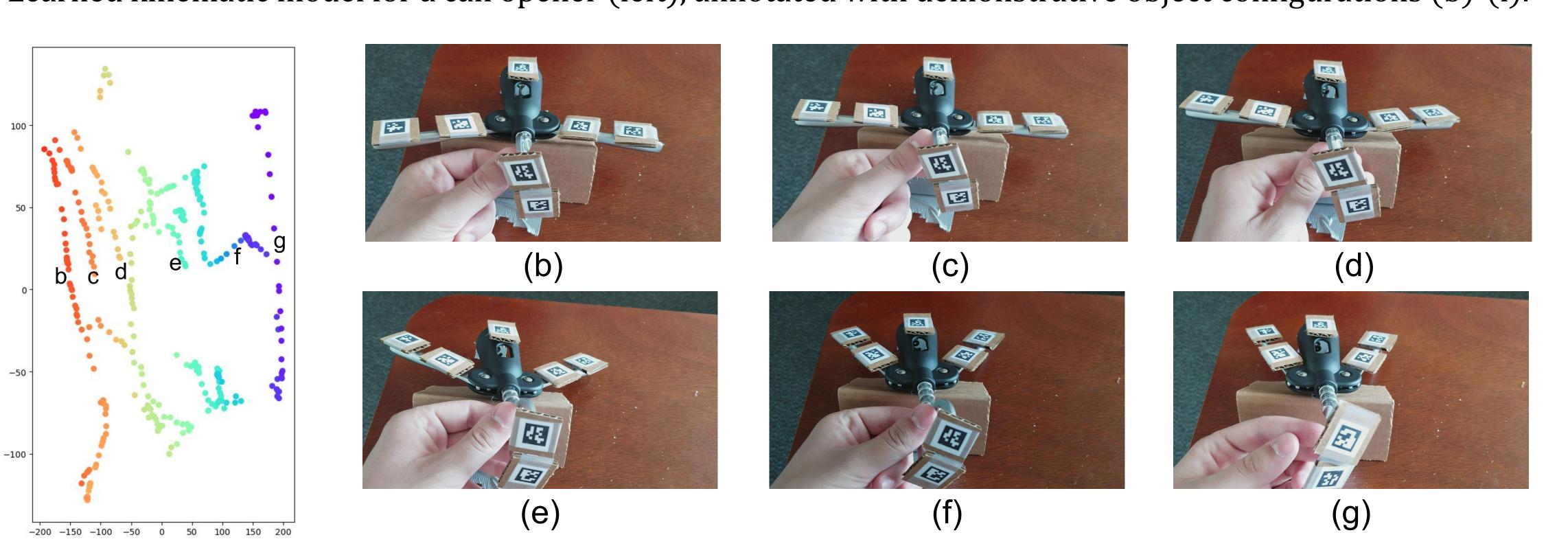


Key idea: Estimating data topology improves manifold learning

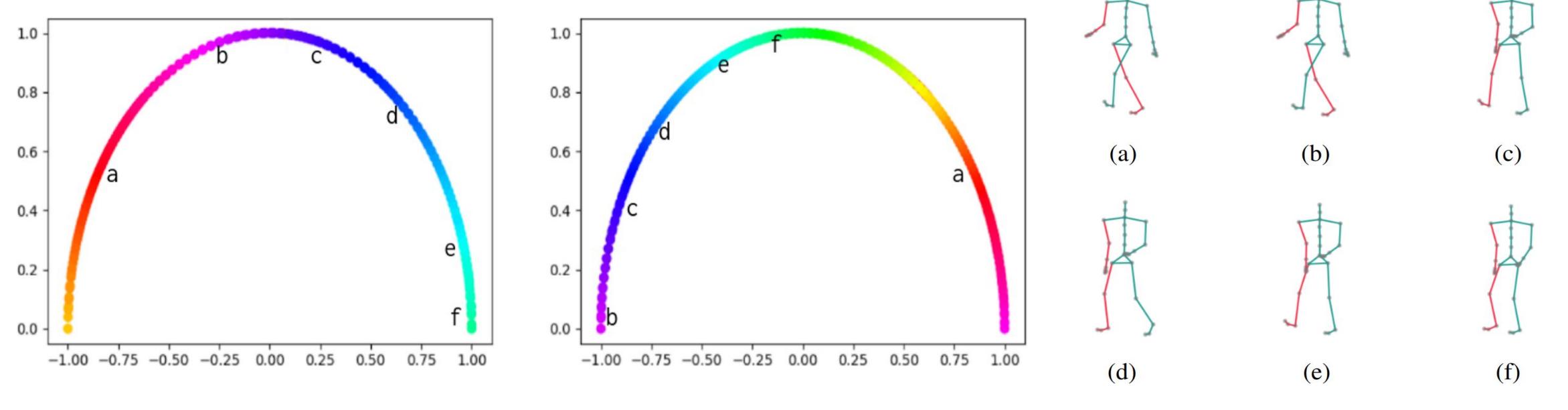
Results



Learned kinematic model for a can opener (left), annotated with demonstrative object configurations (b)-(i).

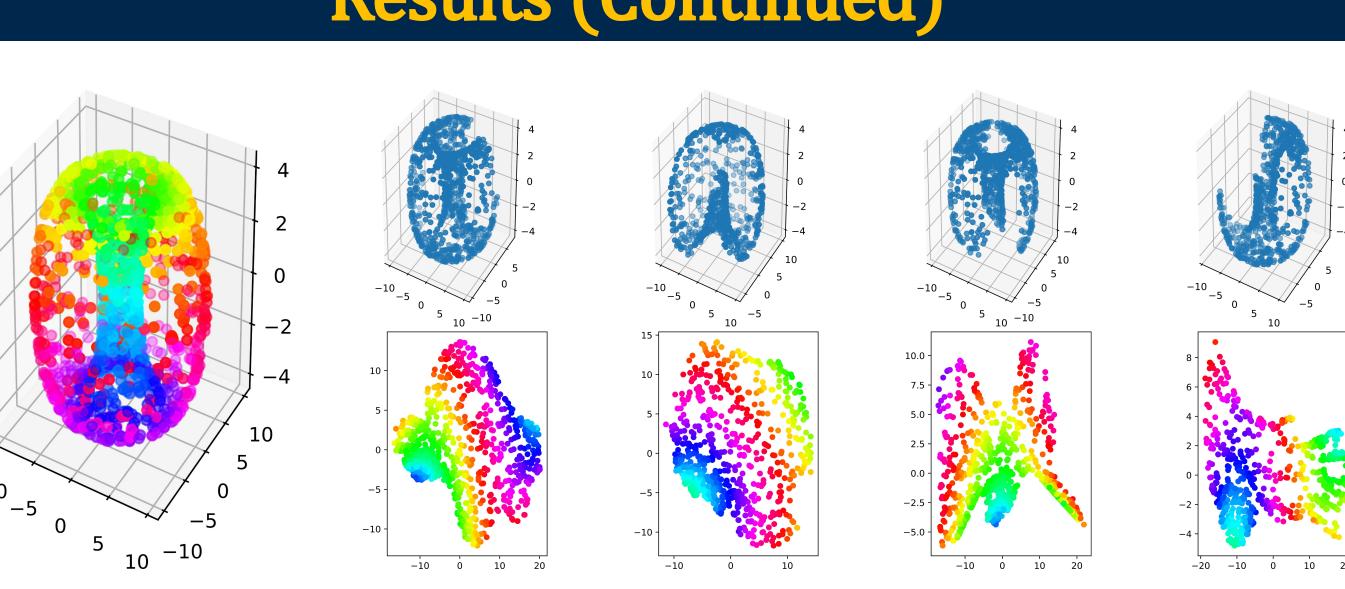


Learned kinematic model for a corkscrew bottle opener (left), annotated with demonstrative object configurations (b)-(g).



Learned embedding of motion capture data of a human walking, annotated with the embedding location of demonstrative poses.

Results (Continued)



Atlas learning for data sampled from a torus (left). Our method constructs four charts, and we show each chart domain with its corresponding embedding.

Embedding Trustworthiness							
		Autoencoder	Autoencoder	Autoencoder	Autoencoder	Our Atlas	Our Atlas
		(4 Charts)	(4 Charts)	(15 Charts)	(15 Charts)	Learning	Learning
Experiment	ISOMAP	Worst	Mean	Worst	Mean	Worst	Mean
Sphere	0.844	0.999	0.999	0.998	0.999	0.999	0.999
Torus	0.916	0.900	0.916	0.820	0.898	0.996	0.998
Mobius Strip	0.995	0.996	0.997	0.944	0.988	0.998	0.999
Мосар	0.991	0.782	0.858	0.829	0.914	0.996	0.996
Can Opener Kinematic Model	0.953	0.351	0.536	0.316	0.517	0.996	0.997
Bottle Opener Kinematic Model	0.985	0.46	0.686	0.243	0.491	0.993	0.993

Numerical accuracy (according to the manifold trustworthiness metric [6]) of the embeddings produced by ISOMAP [5], an atlas learning autoencoder [2], and our method. Best results for each experiment are bolded.

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We thank Professor Alejandro Uribe (Department of Mathematics, University of Michigan, Ann Arbor) for his invaluable guidance and direction in developing the initial theory behind this work. The human motion capture data used in this project was obtained from mocap.cs.cmu.edu. The database was created with funding from NSF EIA-0196217.

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