What is...algebraic topology?

Or: Translating from topology to algebra

The main fields of topology



Algebraic topology translates topology/geometry into algebra & combinatorics

Topology to combinatorics – the fundamental group $\pi_1(X)$



Loops up to deformation in a topological space X form a group $\pi_1(X)$:

- ► Concatenation gives composition Multiplication
- ► Concatenation is associative up to rescaling Associativity
- ▶ "I do not move" is a unit Unit
- "Move backwards" is the inverse Inverse

This is a combinatorial invariant

The keywords - what (a classical course in) algebraic topology studies

- ► Homotopy a.k.a. easy-to-explain-hard-to-compute
 - Fundamental group
 - Seifert-van Kampen theorem
 - Homotopy groups
 - ▷ ...
- ► Homology & cohomology a.k.a. easy-to-compute-hard-to-explain
 - Simplicial & singular homology
 - Mayer–Vietoris sequence
 - > Hurewicz theorem
 - ▷ ...
- ► One also sees generalizations
 - > Categorical aspects
 - Homological algebra
 - Homotopical algebra
 - ▷ ...

Question: Do all non-constant polynomials $f \in \mathbb{C}[X]$ have roots? Problem: Roots are very hard to find explicitly

Idea: Use $\pi(\mathsf{disc} \text{ with hole}) = \pi(S^1) \cong \mathbb{Z}$

(a) If f has no root, then one gets loops $\gamma_R(\theta) = f(re^{i\Theta})/|f(re^{i\Theta})|$ in S^1

(b) γ_R gives an element of $\pi(S^1) \cong \mathbb{Z}$ for all R; use this to contradict (a)



Application two - topological data analysis



- ▶ Draw a circle of radius *d* around your data
- ► Two circles intersect ⇒ draw a line; three circles intersect ⇒ draw a triangle; k+1 circles intersect ⇒ draw a k simplex
- ► How this changes for varying *d* is captured by persistent homology

Thank you for your attention!

I hope that was of some help.