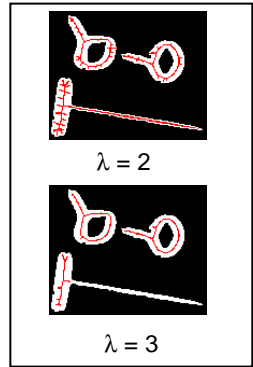
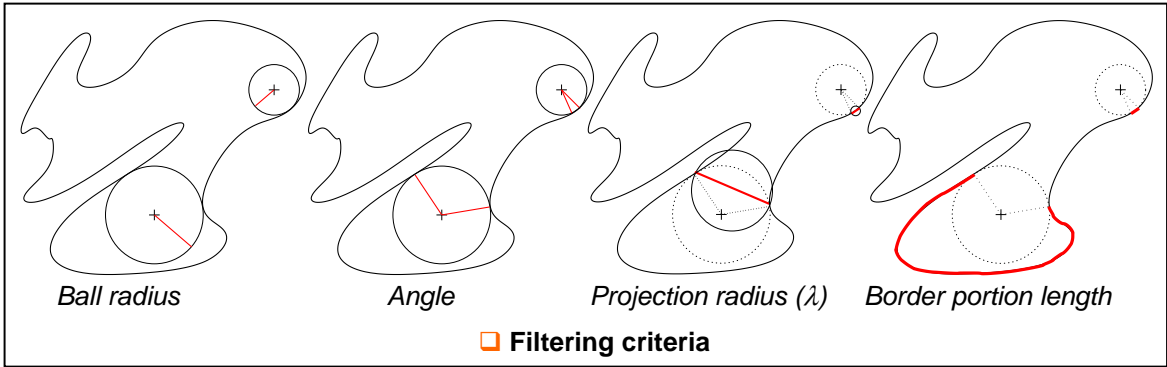
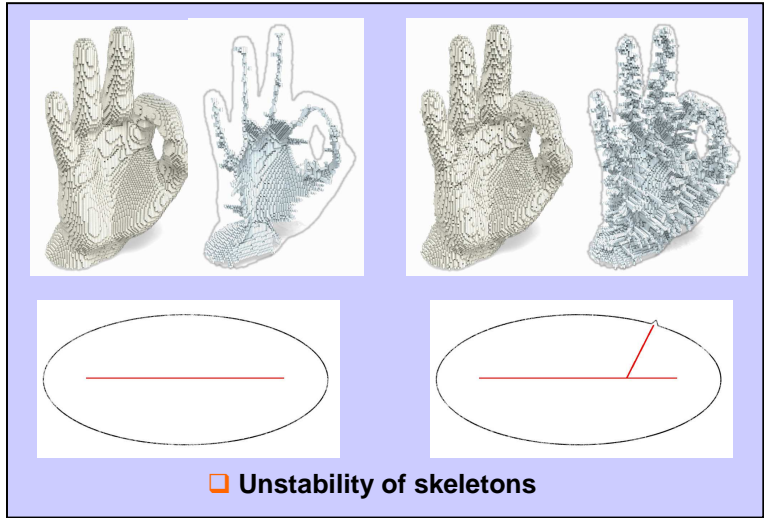
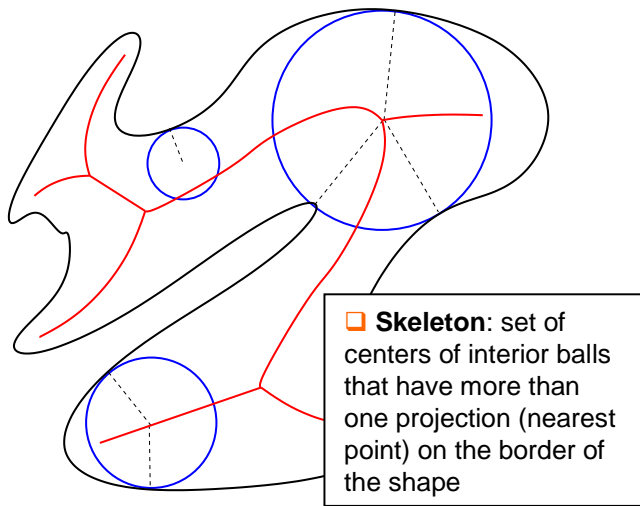
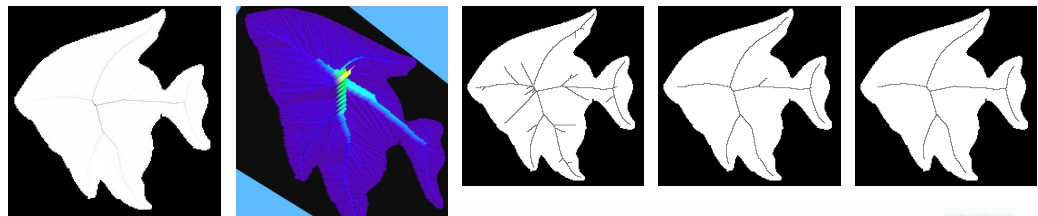


Hierarchic Euclidean skeletons in cubical complexes

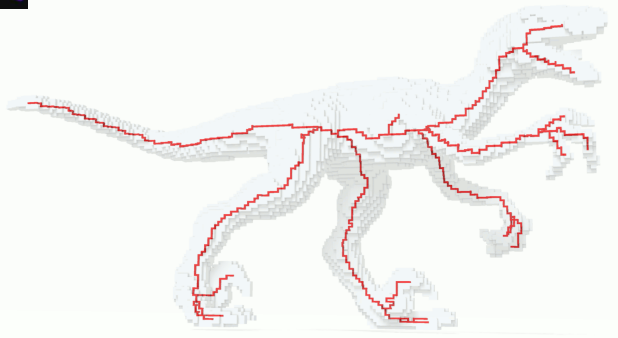
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Topological map: any threshold of a topological map on a shape S is homotopy-equivalent to S
 Any map on S induces a topological map



- New framework for hierarchical Euclidean skeletons**
- **Purely discrete:** based on cubical complexes
 - **Topological guarantees:** based on the collapse operation
 - **Flexible:** the filtering criterion can be defined *ad libitum*
 - **Stable:** with respect to the variations of the parameter
 - Generalizes previously proposed approaches (Ogniewicz et al., Pierrot-Deseilligny et al., da Fontoura Costa et al.)
 - Proven properties (topology preservation, stability)
 - Efficient algorithms to compute topological maps



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