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A robust and efficient curve skeletonization algorithm for tree-like objects using minimum cost paths

Dakai Jin , Krishna S Iyer , Cheng Chen , Eric A Hoffman ,
Punam K Saha

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Highlights:

- A comprehensive 3-D curve skeletonization algorithm using minimum cost path
- A non-parametric local significance factor for fuzzy centers of maximal balls
- A path cost function ensuring skeletal branches along object centerlines
- The new method outperforms existing ones with respect to accuracy and noisy branch
- Computation complexity reduced from the number of terminal branches to tree-depth

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