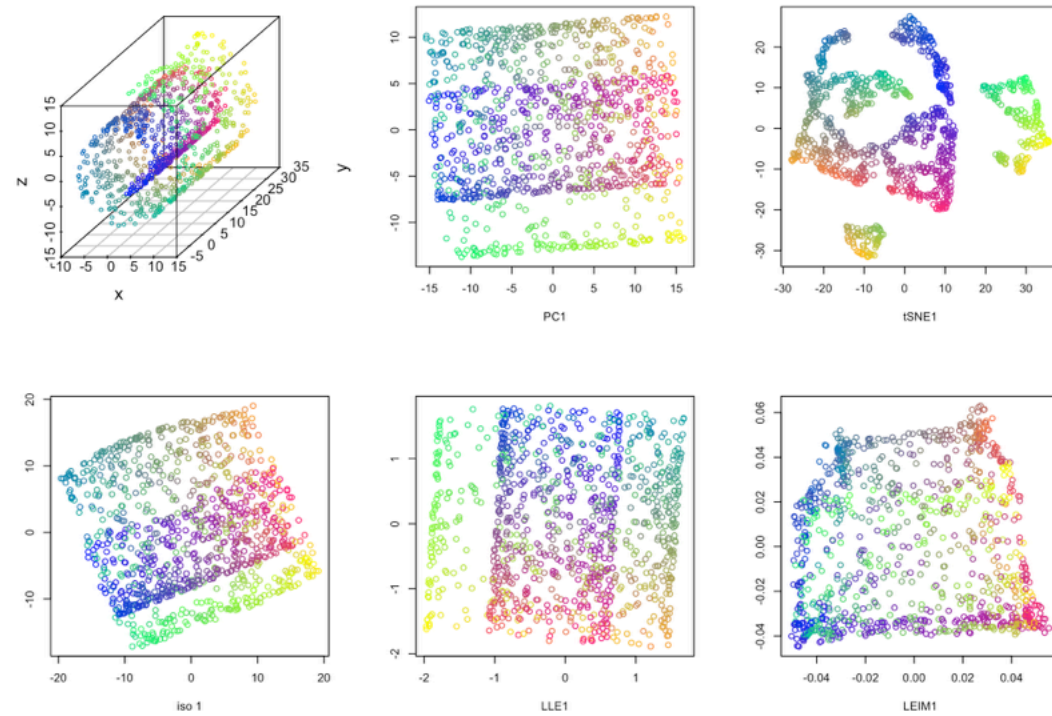
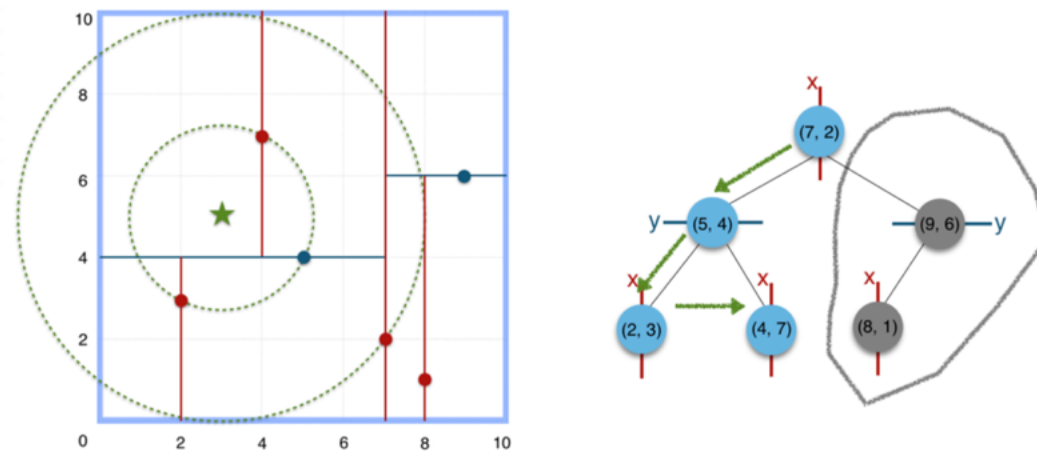


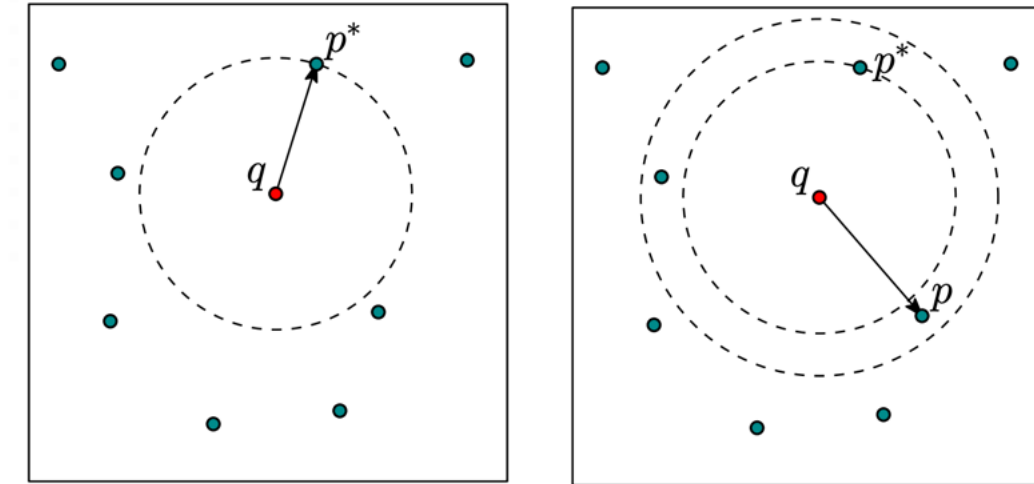
Manifold Learning with Approximate Nearest Neighbors



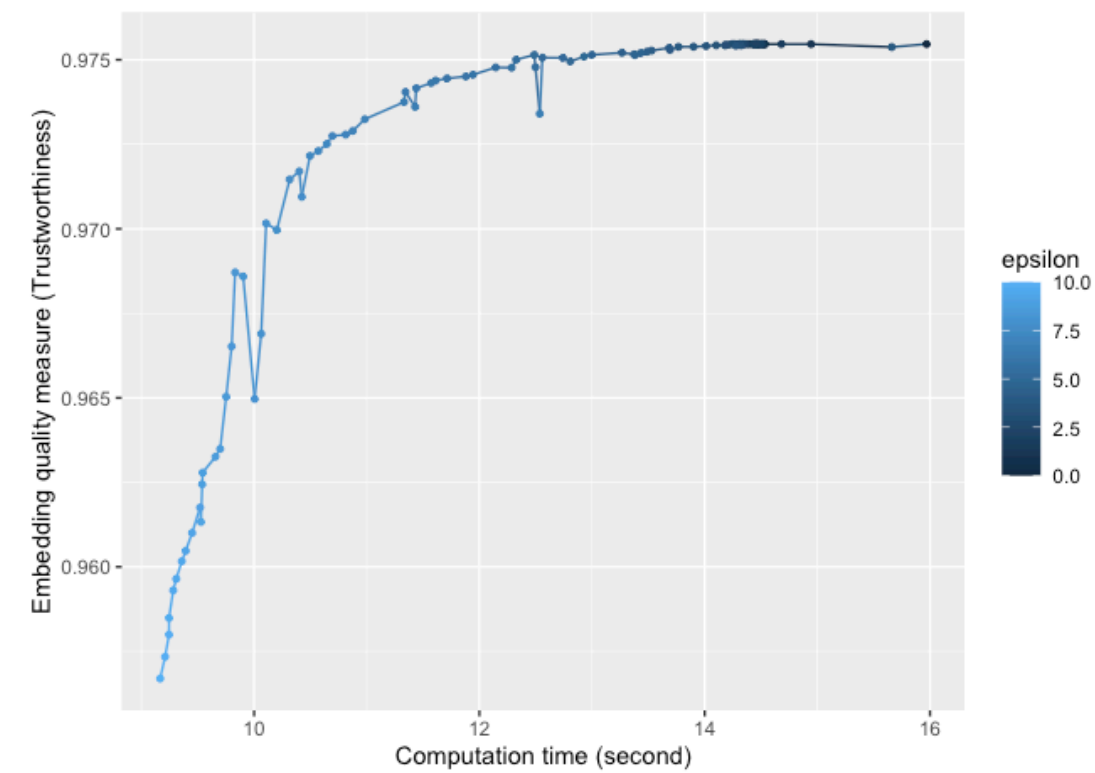
a) Manifold learning embeddings for 3-D Swiss Roll data.



b) k-d trees for nearest neighbor searching.



c) $(1 + \epsilon)$ approximate nearest neighbors.



d) Isomap embedding quality against computation time using approximate nearest neighbors.