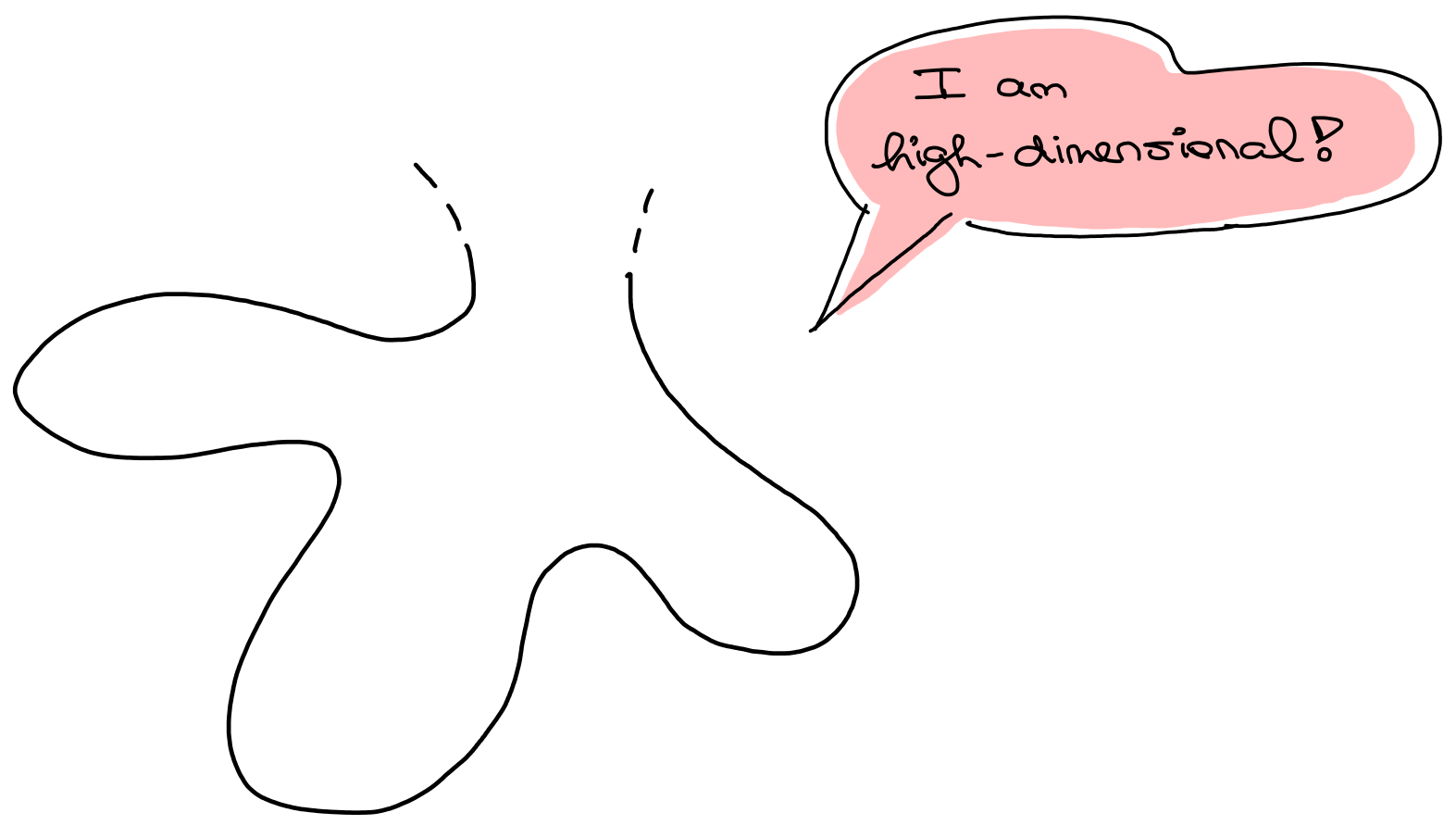



A free lunch :
manifolds of positive reach
can be smoothed
without decreasing the reach

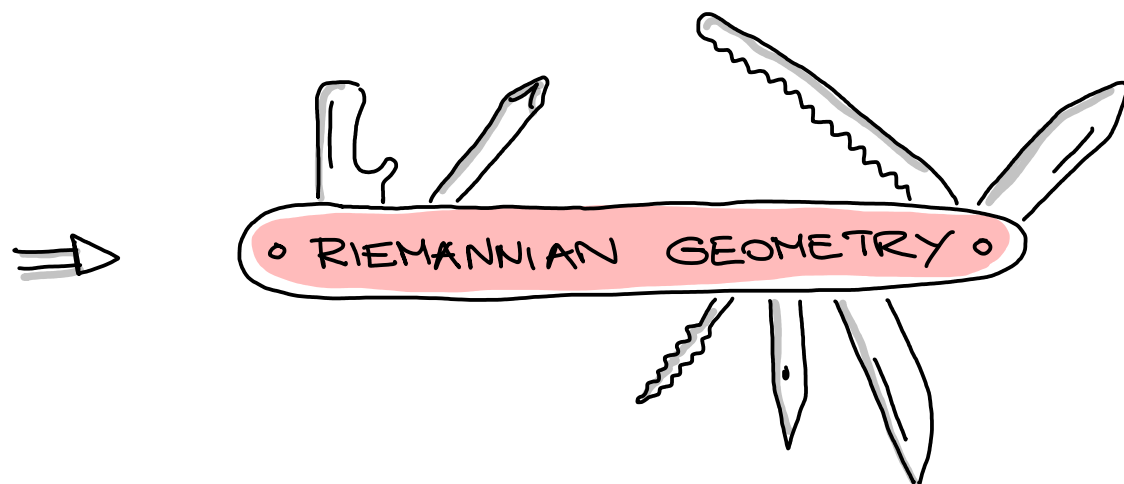
Hana Dal Poz Kouřimská
University of Potsdam




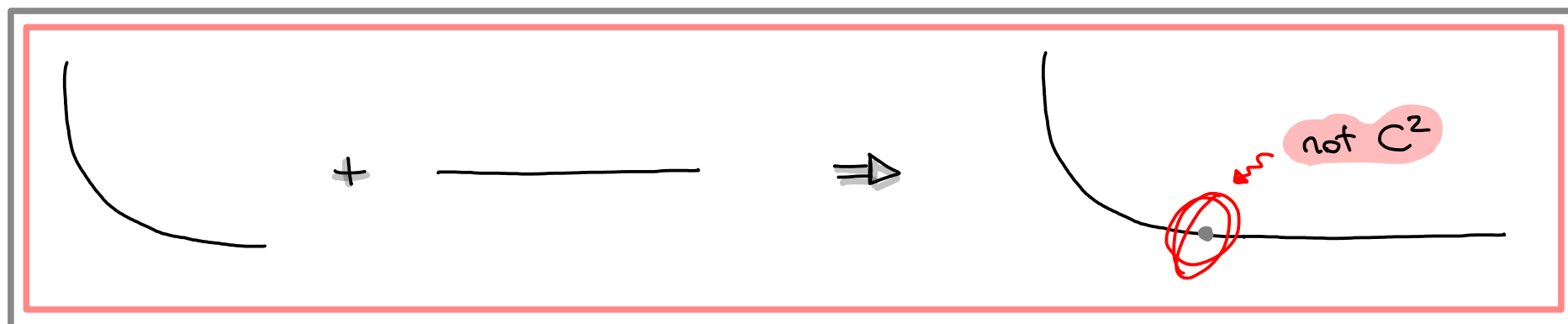
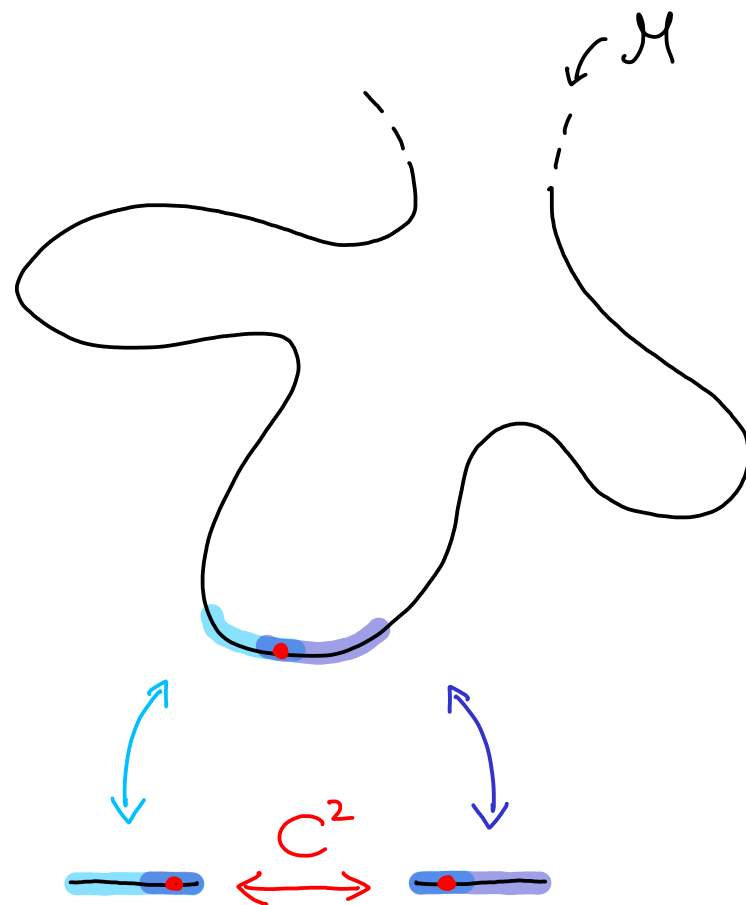
I am
high-dimensional!



if M is C^2  transition maps
2 times cont. differentiable



most computationally relevant manifolds
are not C^2 

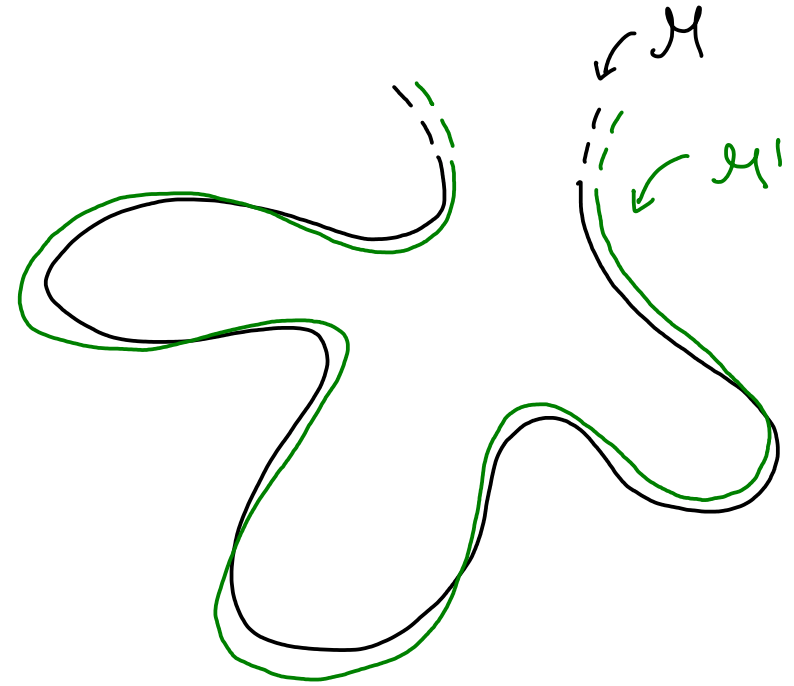


OUR RESULT:

If M is not C^2 but
looks kinda nice
there exists a manifold M' that

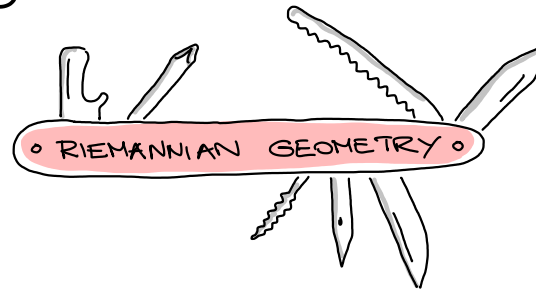
- lies arbitrarily close to M ,
- also looks kinda nice, and
- is smooth.

transition maps
are C^∞



\Rightarrow instead of struggling with M ,

you can use



on $M'!$

AGENDA

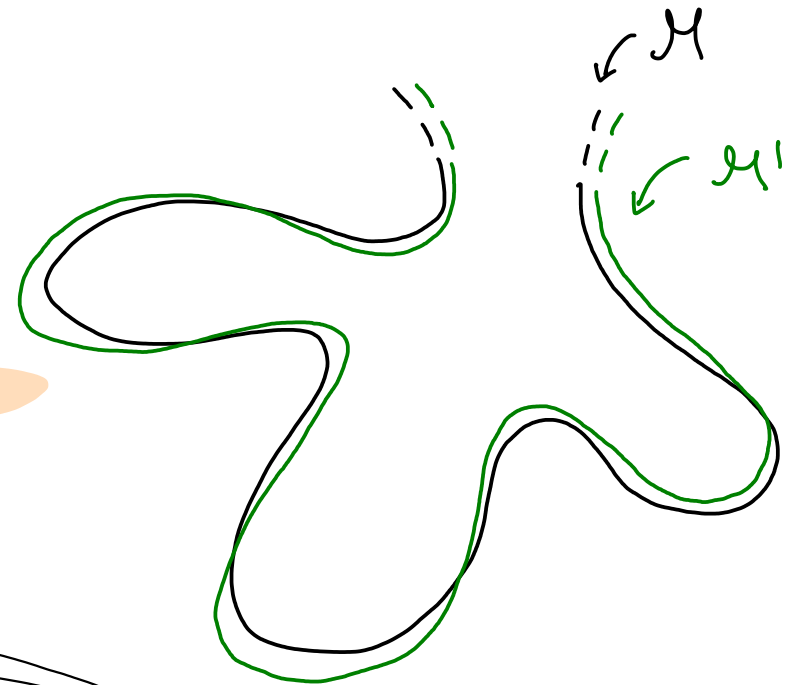
① kinda niceness = reach

② being close in the C' sense

NOT Hausdorff distance D

③ the theorem revisited

- statement
- proof sketch



Joint work with



Matthijs Winttraecken



André Lieutier

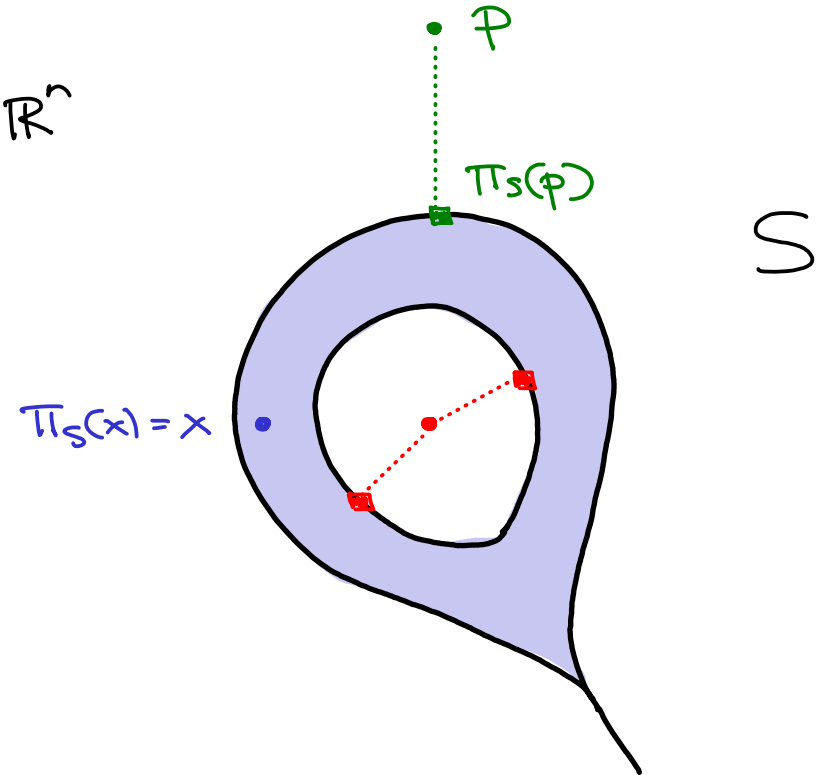
and

MEDIAL AXIS AND THE REACH

► $S \subseteq \mathbb{R}^n$ set

► closest point projection: for $p \in \mathbb{R}^n$

$$\pi_S(p) = \operatorname{argmin}_{x \in S} d(p, x) \in S$$

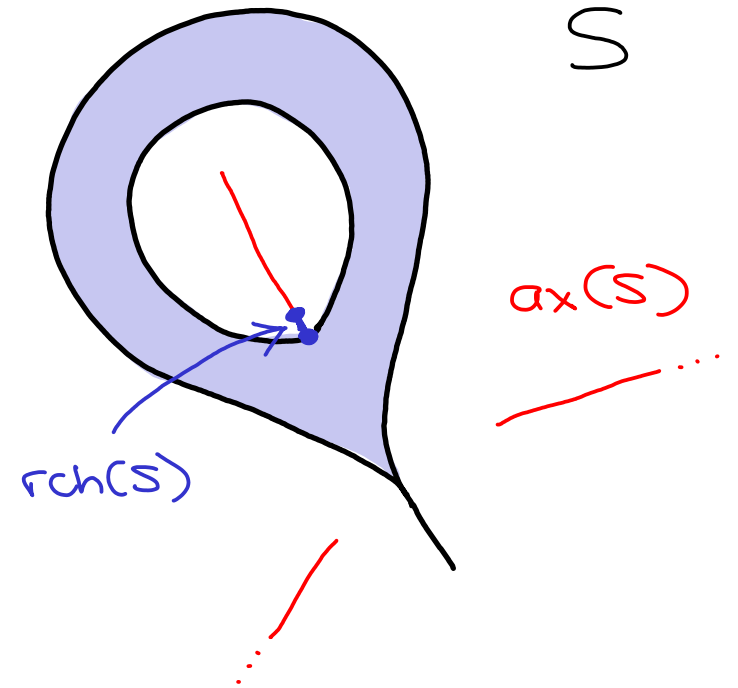


MEDIAL AXIS AND THE REACH

► $S \subseteq \mathbb{R}^n$ set

► closest point projection: for $p \in \mathbb{R}^n$

$$\pi_S(p) = \operatorname{argmin}_{x \in S} d(p, x) \in S$$



► medial axis

$$ax(S) = \{ p \in \mathbb{R}^n \mid \# \pi_S(p) > 1 \} \subseteq \mathbb{R}^n$$

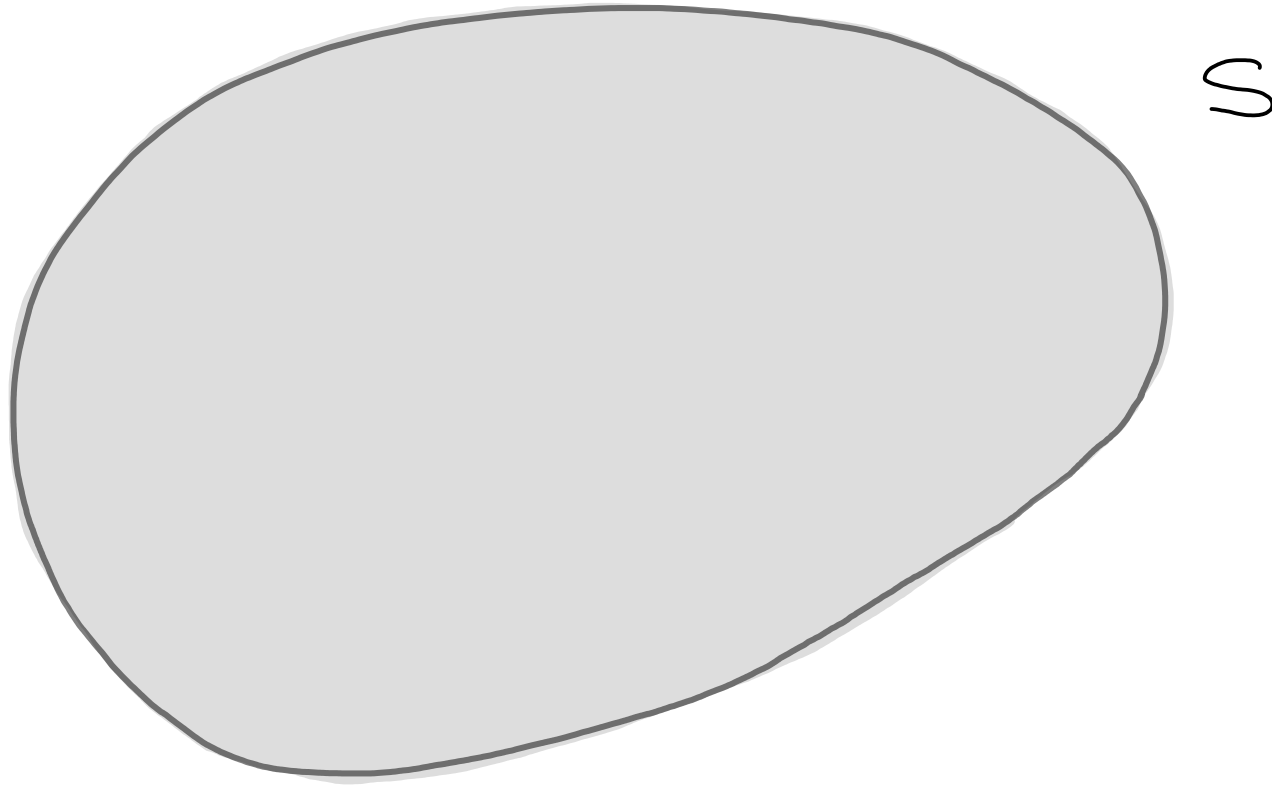
► reach

$$rch(S) = d(S, ax(S))$$

introduced by Federer
in 1960's

MEDIAL AXIS AND THE REACH

THE REACH $\hat{=}$ measures "badness" of cavities

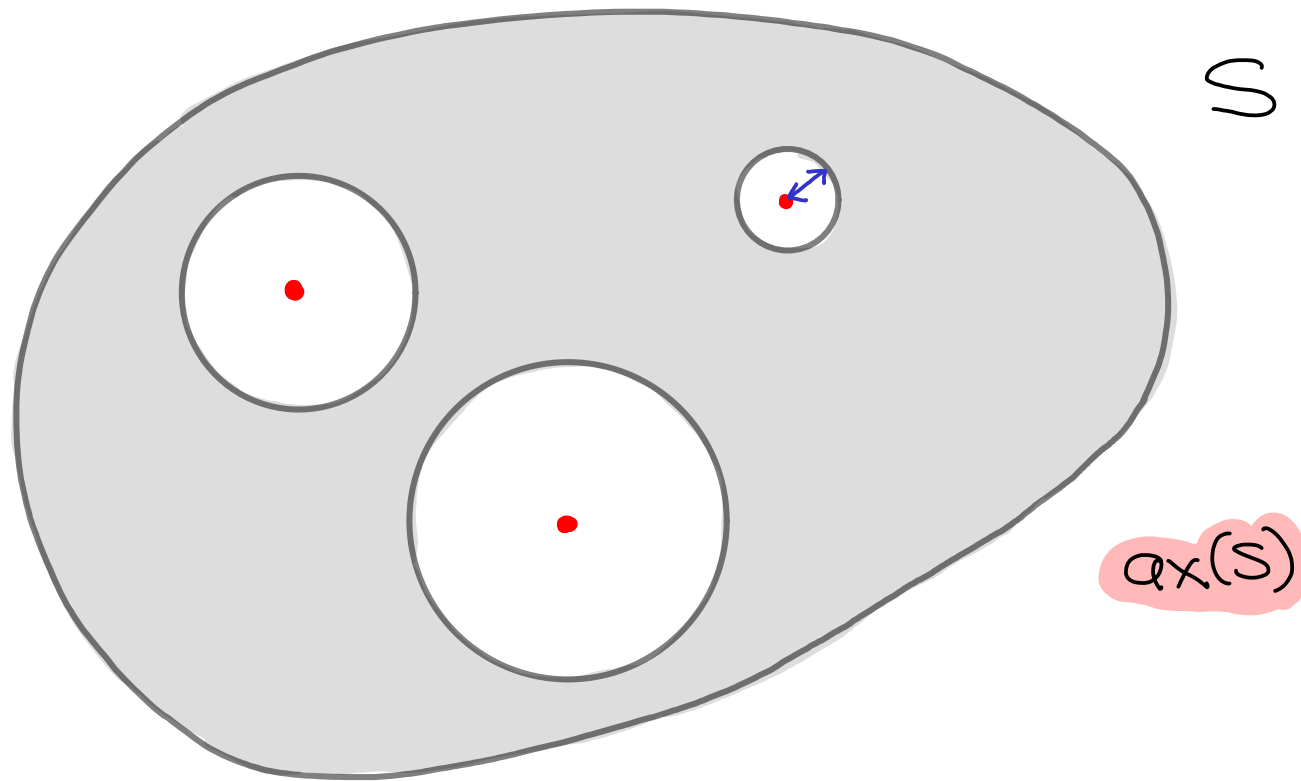


$$ax(S) = \emptyset$$

$$rch(S) = \infty$$

MEDIAL AXIS AND THE REACH

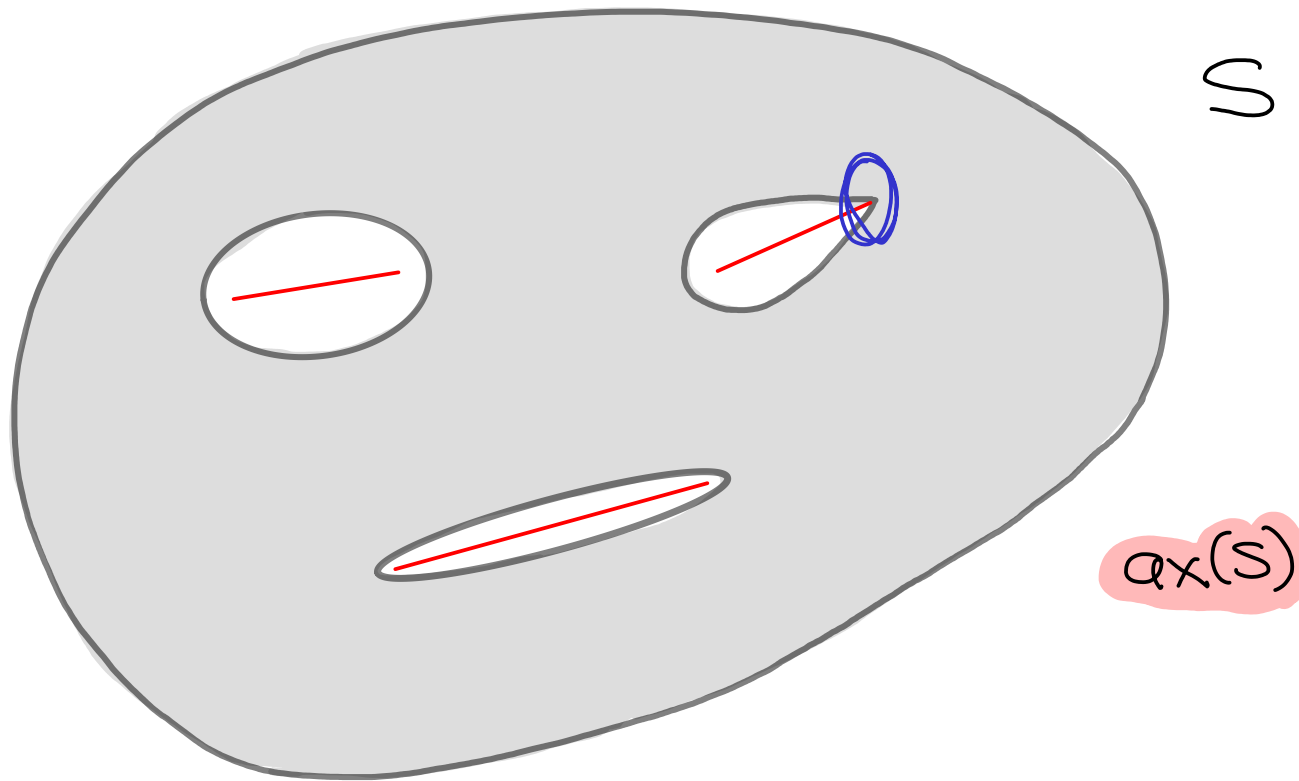
THE REACH $\hat{=}$ measures "badness" of cavities



$rch(S)$ = radius of the smallest cavity

MEDIAL AXIS AND THE REACH

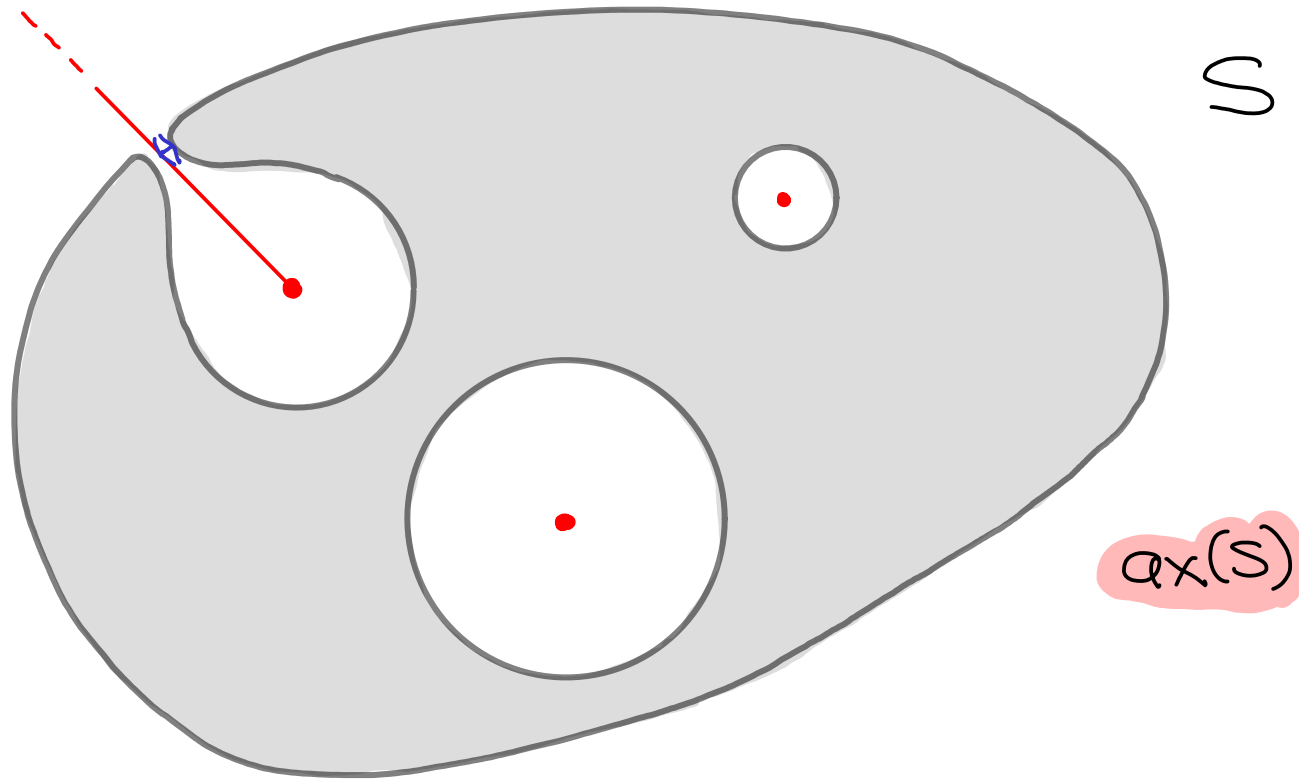
THE REACH $\hat{=}$ measures "badness" of cavities



$$rch(S) = 0$$

MEDIAL AXIS AND THE REACH

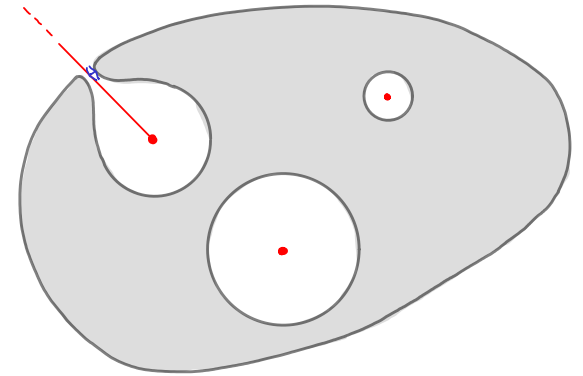
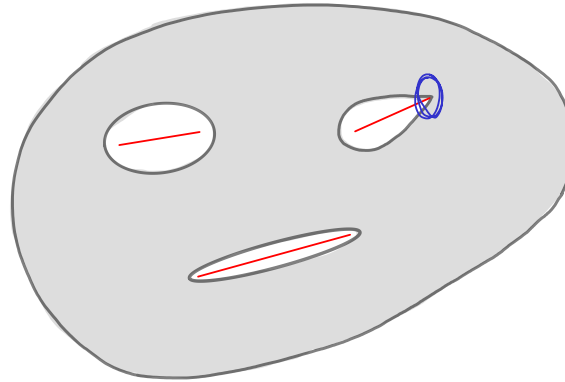
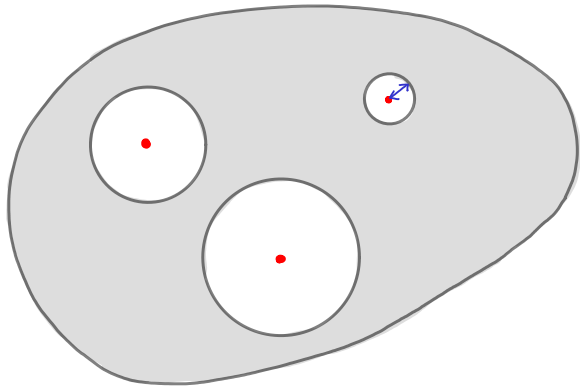
THE REACH $\hat{=}$ measures "badness" of cavities



$rch(S)$ = size of the bottleneck

MEDIAL AXIS AND THE REACH

THE REACH $\hat{=}$ measures "badness" of cavities



the bigger the reach,
the better!

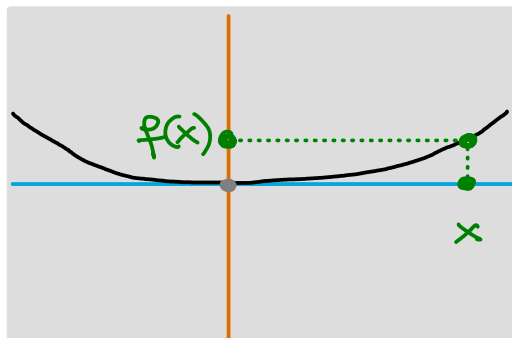
reach zero
= trouble!

SETTINGS

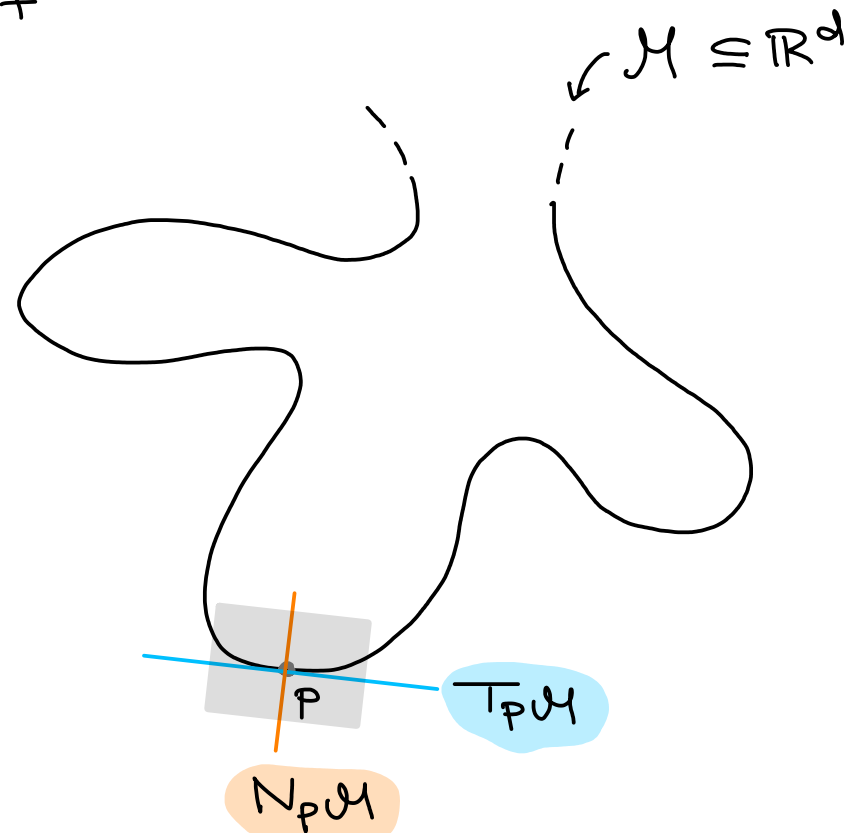
- $\dim \mathcal{M} = n \Rightarrow$ locally, \mathcal{M} is a graph of

$$f: U \subseteq \mathbb{R}^n \longrightarrow \mathbb{R}^{d-n}$$

$$\mathbb{R}^{d-n} \cong N_p \mathcal{M}$$



$$U \subseteq \mathbb{R}^n \cong T_p \mathcal{M}$$



once cont. differentiable,
derivatives are Lipschitz

- $\text{rch}(\mathcal{M}) > 0 \Rightarrow f$ at least $C^{1,1}$ [Lytchak '04]

$$\|f\|_1 = \max \{ \|f\|, \|Df\| \}$$

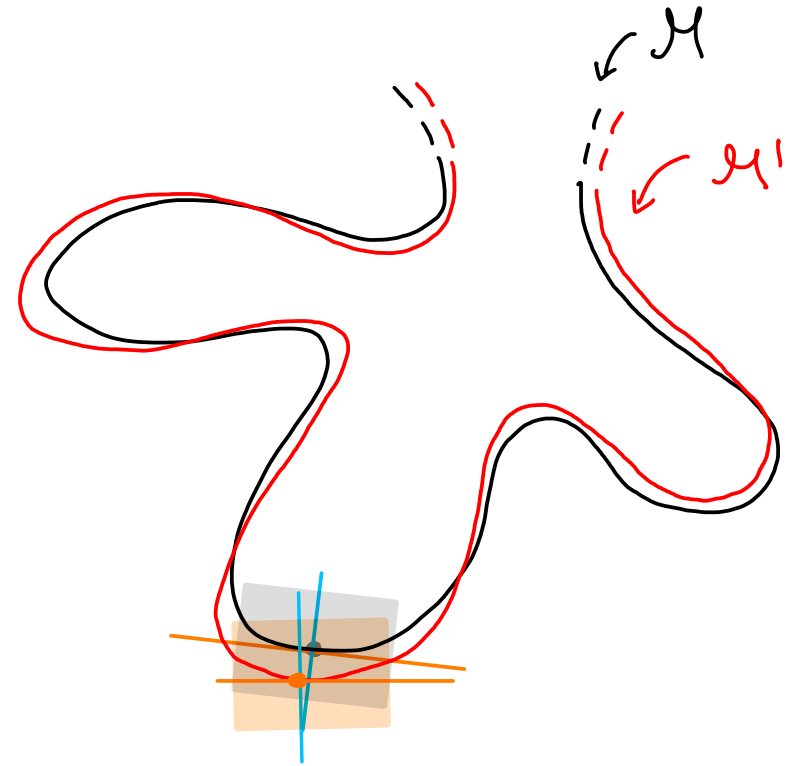
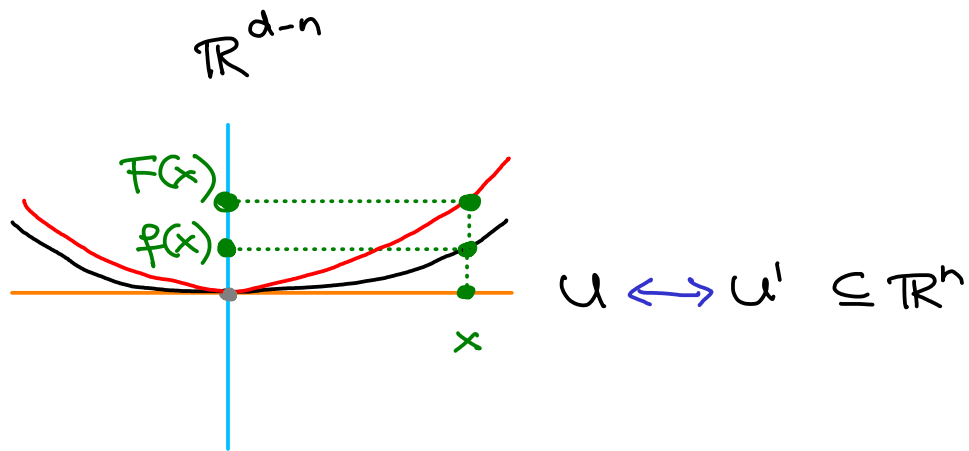
supremum norm operator norm

SETTINGS

- \mathcal{M} and \mathcal{M}' homeomorphic,

$$f: U \subseteq \mathbb{R}^n \longrightarrow \mathbb{R}^{d-n} \quad \text{graph of } \mathcal{M}$$

$$F: U' \subseteq \mathbb{R}^n \longrightarrow \mathbb{R}^{d-n} \quad \text{graph of } \mathcal{M}'$$

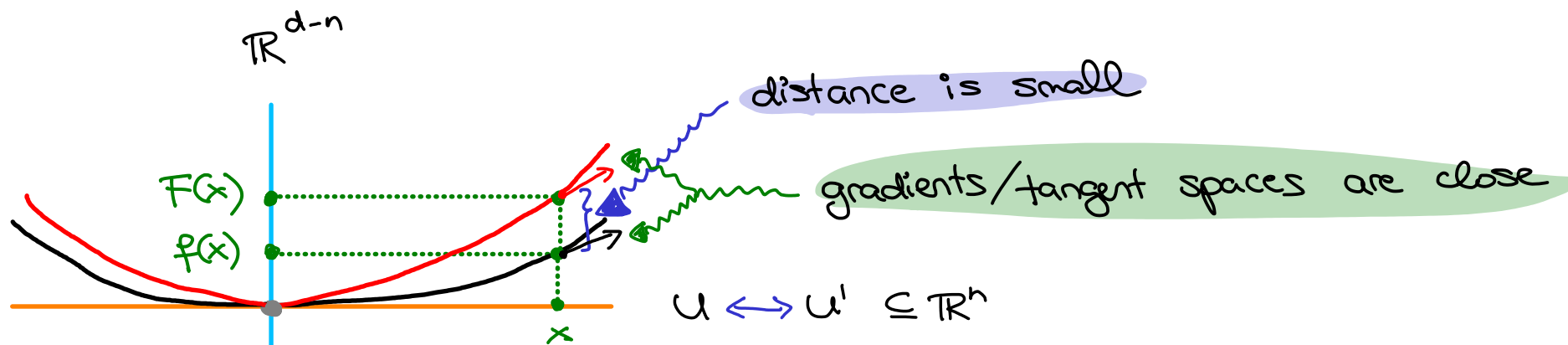


$\Rightarrow \mathcal{M}$ and \mathcal{M}' ϵ -close in the C^1 sense if for all neighbourhoods

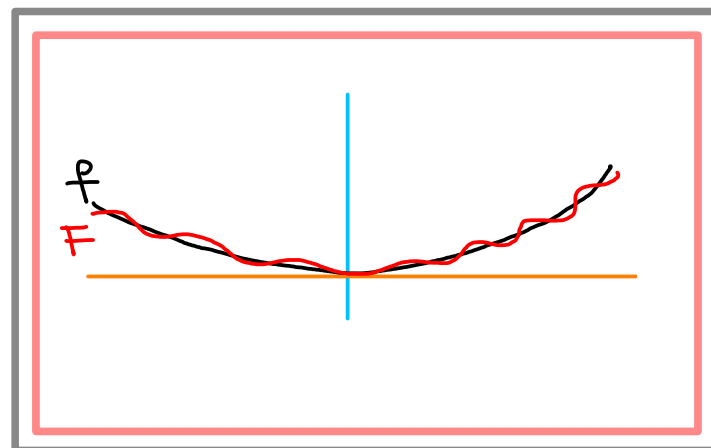
$$\|f - F\|_1 < \epsilon$$

SETTINGS

... in other words ...



here, f and F
are NOT
close in C^1



OUR THEOREM

► $M \subseteq \mathbb{R}^d$ compact manifold of $\text{rch}(M) > 0$

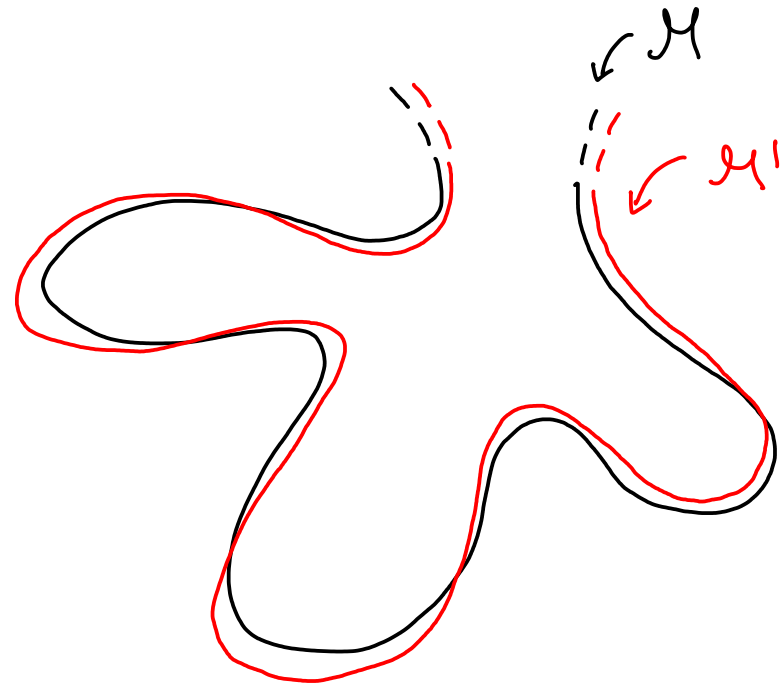
► $\varepsilon > 0$

Then there exists a manifold $M' \subseteq \mathbb{R}^d$ such that :

► M' is C^∞

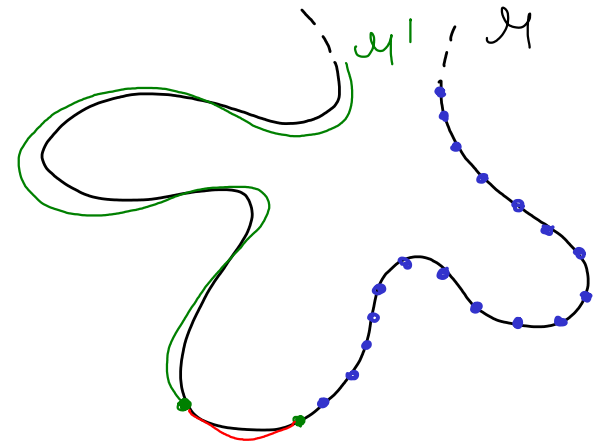
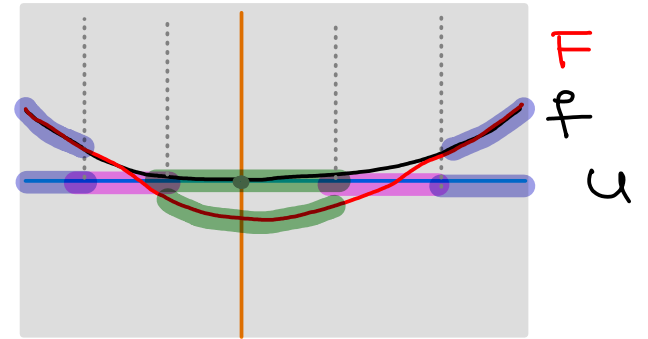
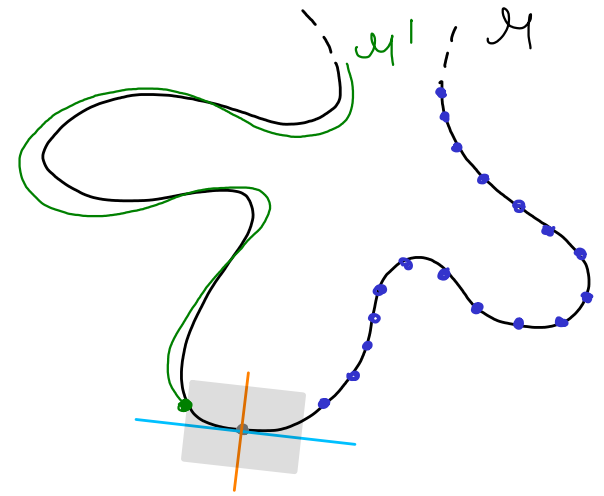
► M and M' are ε -close in the C^1 sense

► $\text{rch}(M') \geq \text{rch}(M) - \varepsilon$



PROOF SKETCH

- ① Sample M depending on the given ε
 \Rightarrow work with one neighbourhood at a time
- ② - Split U into three sets:
 - U_1 "close to the origin"
 - U_3 "close to ∂U "
 - U_2 "in between"
 - Use KERNEL-BASED SMOOTHING to smooth $f|_{U_1} \rightsquigarrow F|_{U_1}$
 - Use partition of unity to achieve $F|_{U_3} = f|_{U_3}$
- ③ - Replace the graph of f with the graph of F
 - Control the reach using Federer's work
- ④ Repeat steps ② and ③ iteratively for all points of the sample



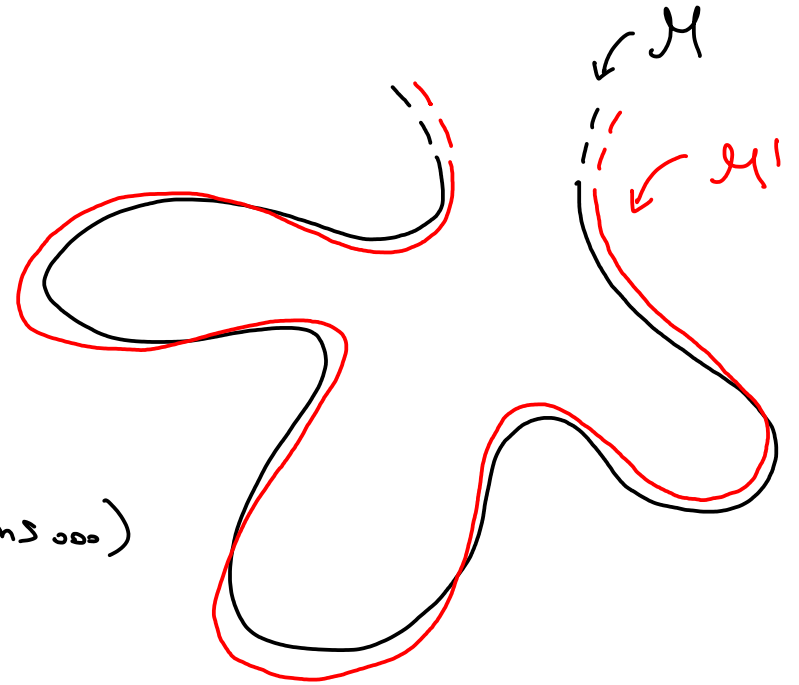
SUMMARY

If you're struggling with a manifold ...

▶ the reach is worth keeping an eye on!
(the higher, the better)

▶ viewing it as a map is worth trying!
(... if you're brave enough to face the norms...)

▶ if not, apply our theorem and you'll
get a smooth manifold (almost) for free!



THANK YOU FOR YOUR ATTENTION!