How to construct medial axis graph reliably

Medial axis pixels form at the collision of growth fronts from **opposite sides**.

1. Initial growth from the surface, partially establishing the descendent/ascendant tree.
2. From each core (ones with no descendent), apply the generation sequenced growth toward the surface.
3. Augment the descendent/ascendant tree by linking adjacent regions in the growth.
4. Define the medial axis cores as – those as
5. From each surface voxels, grow toward the core.
6. At each iteration, form connected components (CC).
7. Treat each CC as a vertex, and construct a DAG that encodes the decedent/ascendant relation.
8. CC without any ascendant is a core.
9. CC that share ascendants with no common neighbor ancestors is a core. [This needs more careful thought.]
10. For each pair of cores, construct a unidirectional graph using the current approach.
11. Then cluster them using the current approach.