1. From each surface voxels, grow toward the core.
2. At each iteration, form connected components (CC).
3. Treat each CC as a vertex, and construct a DAG that encodes the decedent/ascendant relation.
4. CC without any ascendant is a core.
5. CC that share ascendants with no common neighbor ancestors is a core. [This needs more careful thought.]
6. For each pair of cores, construct a unidirectional graph using the current approach.
7. Then cluster them using the current approach.