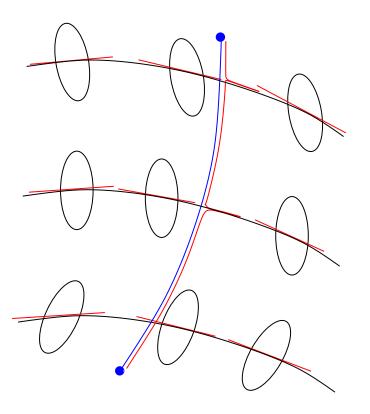
Next step: singular metric fields.



The idea: Replace $M \to PP^TMPP^T$ where PP^T is a projection annihilating ignored directions.

Outline of where we are with *null Riemannian Geometry*:

• Regularize:

$$M_{\epsilon} = M - (1 - \epsilon) P_N P_N^T M P_N P_N^T$$
(1)

or

$$M_{\epsilon} = P_N P_N^T M P_N P_N^T + \epsilon I \tag{2}$$

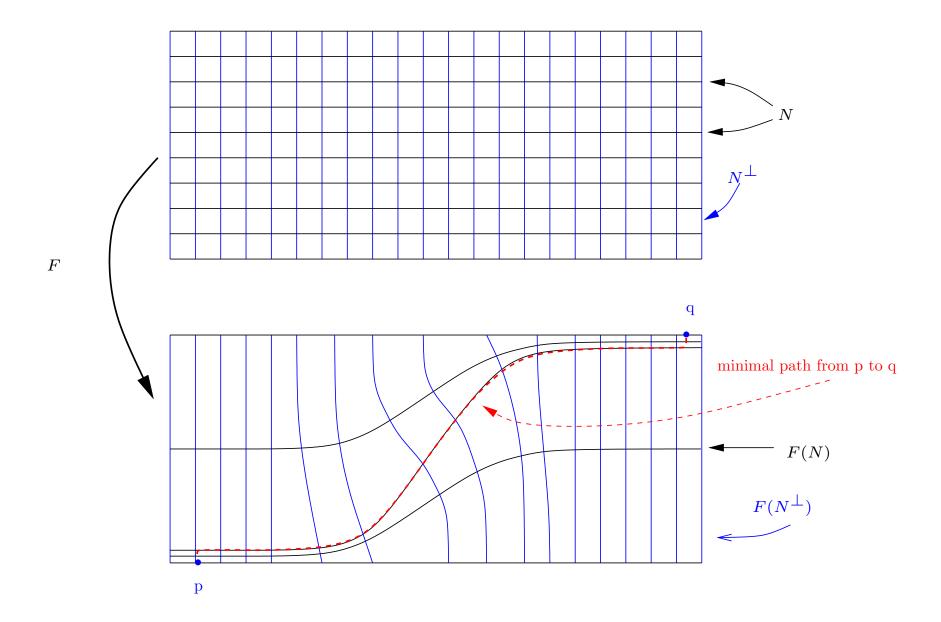
• It is straightforward to prove that on compact manifolds, the resulting distances (the lengths of geodesics) converge under fairly mild conditions. I.e.

$$\rho_{M_{\epsilon}} \to_{\epsilon \to 0} \rho_M. \tag{3}$$

 $\langle a \rangle$

The converse is of course false: there are distance functions which converge but whose underlying metric field does not (oscillations are enough). Geodesics are wildly non-unique of course.

- The relation to singular Riemannian geometry: some details here.
 - Singular Riemannian Geometry: introduced into control theory by R. Brockett, asks for shortest paths between two points in which the geodesic tangents are restricted to a k-distribution H. To be useful, iterated Lie Brackets must fill the tangent space. (H satisfies the Hormander condition.)
 - Example: Navigating around a plane on a tricyle. The state space is 3 dimensional (counting 2-d position and orientation of tricyle) but the controls access two dimensional subapces of each tangent space.
 - Relation of singular Riemannian geometry to null Riemannian geometry?



- Rough Conjecture: minimal length paths exist which are everywhere in N or N^{\perp} , where N is the null distribution.
- Algorithms: under construction.
- What problems are we developing the algorithms on?
 - Problem: distances on graphs \rightarrow variation on graphs.

$$M(x) = \nabla f \nabla f^T + I \to M_{\epsilon}(x) = \nabla f \nabla f^T + \epsilon I$$
(4)

- Problem: distances in (smoothed) image spaces modulo translation
- Problem: distances in state spaces modulo time shifts: The idea is that the metric is obtained with pullback from the initial time t = 0 to the present time t = T and then the vector field directions define the null directions.