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Subject: Distance transform / 3d nearest neighbor  
Posted by [ress](#) on Thu, 12 Aug 2004 23:32:25 GMT  
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I need to do a series of calculations concerning relationships between nearest neighbors on surfaces. IDL provides MORPH\_DISTANCE that gives Euclidean distances, but it does not give the indices of the actual nearest-neighbor voxel. Is there any alternative function to provide this information? If not, is there a clever way to calculate the nearest neighbor that is not order  $N^2$ ?

DR

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