
Subject: Re: An algorithm puzzle

Posted by [Jonathan Dursi](#) on Sat, 14 Jun 2008 06:09:49 GMT

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On Jun 14, 12:09 am, David Fanning <n...@dfanning.com> wrote:

> Y.T. writes:

>> I'm currently brute-forcing it with two for-loops where I calculate
>> the distance between every single element and every single "other"
>> element and then finding the minimum. Needless to say this takes about
>> a metric forever and I figured you folks usually have really clever
>> ideas so I'm throwing this out here to see whether there isn't some
>> obscure usage of histogram that does exactly what I want...

>

> And I'll steal an IDL T-shirt from the IDL Workbench Seminar

> next Tuesday for the first person who's solution runs in

> less than, say, 10 seconds! Be sure to specify your size. :-)

Ok, I won't swear this is 100% yet because it's late, but it's a fun problem and I wanted to give it a go.

These sorts of shortest-path problems immediately call to mind something

like Dijkstra's algorithm:

http://en.wikipedia.org/wiki/Dijkstra%27s_algorithm

which is a remarkably simple algorithm for finding the shortest paths between points in a graph. For these sorts of problems, 'greedy' methods work really well.

So this is my attempt at an implementation -- the trick here being to pretend

that all zeros are really just one vertex with lots of neighbors, and to

proceed from there. This is a really hacky attempt, but seems to work

at least for the simple cases:

IDL> print, byte(barr)

```
0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
```

```

0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0

```

```

IDL> dijkstra, barr, rarr
in iter:    1:    36 active cells
at end of iter:    1:    16 active cells
in iter:    1:    16 active cells
at end of iter:    1:     4 active cells
in iter:    1:     4 active cells
at end of iter:    1:     0 active cells

```

```

IDL> print, byte(rarr)
0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 2 2 2 2 2 2 1 0 0
0 0 1 2 3 3 3 3 2 1 0 0
0 0 1 2 3 4 4 3 2 1 0 0
0 0 1 2 3 4 4 3 2 1 0 0
0 0 1 2 3 3 3 3 2 1 0 0
0 0 1 2 2 2 2 2 2 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0

```

```

pro dijkstra, barr, rarr

```

```

    infinity = 1e14

```

```

    s = size(barr,/dimensions)
    rarr = fltarr(s[0]+2,s[1]+2)+1
    rarr[1:s[0], 1:s[1]] = barr

```

```

    rarr[where(rarr gt 0)] = infinity

```

```

    min4neigh = min([[[shift(rarr,1,0)],[[shift(rarr,-1,0)]],
[[shift(rarr,0,1)],[[shift(rarr,0,-1)]]],dimension=3)
    rarr[where((rarr ge infinity) and (min4neigh eq 0))] = 1.
    min8neigh = min([[[shift(rarr,1,1)],[[shift(rarr,-1,1)]],
[[shift(rarr,-1,-1)],[[shift(rarr,1,-1)]]],dimension=3)
    rarr[where((rarr ge infinity) and (min8neigh eq 0))] =
sqrt(2.)

```

```

    iter = 1
    active = where(rarr ge infinity, nactive)
    while (nactive gt 0) do begin
        print, 'in iter: ', iter, ': ', nactive, ' active

```

```

cells'
    min4neigh = min([[[shift(rarr,1,0)]],
[[shift(rarr,-1,0)]],[[shift(rarr,0,1)]],[[shift(rarr,
0,-1)]]],dimension=3)
    min8neigh = min([[[shift(rarr,1,1)]],
[[shift(rarr,-1,1)]],[[shift(rarr,-1,-1)]],[[shift(rarr,
1,-1)]]],dimension=3)

    newdist = min([min4neigh[active]+1.,
[min8neigh[active] + sqrt(2.)],dimension=2)
    better = where(newdist lt infinity,nbetter)
    if (nbetter eq 0) then begin
        print, 'Something is horribly wrong --
iteration did nothing'
    end else begin
        rarr[active] = newdist
    end

    active = where(rarr ge infinity, nactive)
    print, 'at end of iter: ', iter, ': ', nactive,'
active cells'
endwhile

    rarr = rarr[1:s[0],1:s[1]]
return
end

```

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