
Subject: Re: yet another 2d matching question

Posted by [pgrigis](#) on Fri, 30 Jul 2010 15:15:22 GMT

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On Jul 30, 10:01 am, Gray <grayliketheco...@gmail.com> wrote:

> Hi all,
>
> For quite a while I've been using JD Smith's match_2d routine to match
> xy coords between lists. However, this and all the other matching
> codes I've seen out there suffer from a variation of the uniqueness of
> matches problem.
>
> Codes like SRCOR in the NASA IDL library let you specify a one-to-one
> match, i.e. enforcing that each element in list 2 only be matched to
> one element in list 1; using match_2d's match_distance keyword one
> could implement the same effect oneself. However, while that excludes
> multiple matches to the same element, it's all done after the fact,
> after the original match was determined.
>
> What I'm looking for is an algorithm that matches 2 lists, identifies
> multiple-matches, and then looks for additional matches within the
> search radius for elements which would become unmatched after
> enforcing a one-to-one relationship. What I mean is, say element 0 in
> list 2 is matched to both element 3 and element 5 in list 1, and that
> the distance between 2_0 and 1_3 is smaller than the distance between
> 2_0 and 1_5. In that case, 1_5 would become unmatched; but what if
> there is element 2_1 which is also within the search radius of 1_5?
> Then, 1_5 should be re-matched with 2_1.
>
> My best idea thus far is to run match_2d once, identify multiple-
> matches, keep the matches with minimum distance using match_distance,
> then iterate with the remaining elements until match_2d returns no
> matches. Can anyone come up with a better solution?

Hmmm... what about starting with first point (a) in list 1, finding
the nearest
point (b) to (a) in list 2, removing (b) from list 2 and repeat for
all points
in list 1? [this assumes list 1 and list 2 have the same number of
elements N,
which is a necessary condition for a one-to-one matching].

With some smart partitioning of list 1 it will take $\sim \log(N)$ to find
the nearest
point, so we are looking at $\sim N \log(N)$ operations...

Ciao,
Paolo

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>  
> --Gray
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