Subject: Least Cost Path using Dijkstra's Algorithm
Posted by Bill[1] on Thu, 21 Oct 2010 13:03:11 GMT

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I would like to take a raster, which represents the "cost" of moving through that pixel, and find the shortest path (i.e. least cost path) through that raster. For example, using geospatial analysis and several layers of data, this can often be used to model cross country mobility with each raster cell represent the ease or difficulty of moving through that cell.

Has any written an IDL program that does a least cost path from a starting cell to an ending cell using Dijkstra's Algorithm?
http://en.wikipedia.org/wiki/Dijkstra's_algorithm

It's a simple concept but can be very memory intensive depending on the size of your raster, in my case could easily be 20,000 samples by 20,000 lines.

Thanks for your help. I am new to IDL so was looking for a jump start.