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Subject: Re: Least Cost Path using Dijkstra's Algorithm  
Posted by [David Fanning](#) on Fri, 22 Oct 2010 13:31:34 GMT  
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Ben Tupper writes:

> I don't want to be contrary, but I wouldn't be too quick to dismiss IDL  
> in general regarding the algorithm. It isn't that hard to code up the  
> necessary search and nodes. IDL might do just fine.  
>  
> But the size of the specific problem looks pretty daunting. I'm still on  
> the early side of my coffee, but a 20000 x 20000 single precision array  
> is about 1.6 GB isn't it? Yikes!

Alright, if Ben is writing the program I'll up the  
odds to thin and none. ;-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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