Subject: Re: Least Cost Path using Dijkstra's Algorithm
Posted by ben.bighair on Fri, 22 Oct 2010 13:25:22 GMT
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On 10/22/10 8:15 AM, David Fanning wrote:
> Bill writes:
>
>> Hopefully, speed. Is there a reason why I shouldn't?
>>
>> Currently, this is something typically accomplished with a GIS
>> package, such as ArcGIS. Hopefully, sometimes these processes are
>> painfully slower than they need to be. I work with a colleague that
>> did this in MatLab. I would like to go it with IDL, so I can
>> integrate this into ArcGIS.
>
> I think the chances of implementing this algorithm in
> anything other than a "painfully slow" way in IDL
> are slim and none. Too many necessary FOR loops, probably.
>

Hi,

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!

Ben