Subject: Re: Constructing an exact Euclidean distance map
Posted by David Fanning on Mon, 04 Feb 2013 13:42:15 GMT
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Rob Klooster writes:

> I am looking for a way to get a (near) exact Euclidean distance map (EDM) of a binary image in a fast way. Using morph_distance is fast, but even the "approximate Euclidean distance" is not very close to the exact EDM. I have tried using the brute-force way of looping over all objects, looping over all pixels belonging to the edge of that object and calculating the distance of all pixels to that edge pixel, storing the value if it's smaller than the previous value. This is obviously quite slow. Any ideas to speed things up?

You could try being less anal. (Difficult to put into practice, alas!)

What are you doing that requires an exact map?

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")