
Subject: Constructing an exact Euclidean distance map
Posted by [Rob Klooster](#) on Mon, 04 Feb 2013 13:20:27 GMT
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Dear all,

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?

Best regards,
Rob Klooster.
