
Subject: Distance transform / 3d nearest neighbor
Posted by [ress](#) on Thu, 12 Aug 2004 23:32:25 GMT
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I need to do a series of calculations concerning relationships between nearest neighbors on surfaces. IDL provides MORPH_DISTANCE that gives Euclidean distances, but it does not give the indices of the actual nearest-neighbor voxel. Is there any alternative function to provide this information? If not, is there a clever way to calculate the nearest neighbor that is not order N^2 ?

DR
