
Subject: fifo - pointer

Posted by [tochaf](#) on Mon, 12 Mar 2007 17:58:13 GMT

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I have a written routine, however this is very heavy and wanted it becomes a little more faster (a lot more faster I hope) . As I have some lack of time (to see this subject that is new for) ,meand I think that many of you make this with closed eyes, without great loses of time. This because I never worked with pointers and seems to me a little late now to finish this work. So I really appreciated an aid here.

I have this:

fifo_add(p) - puts the (pointer to) pixel p into the queue

fifo_first() - returns the (pointer to) pixel which is at the beginning of the queue, and removes it

fifo_empty() - returns true if the queue is empty, false otherwise
(A classic fifo, I think)

J and I = arrays

Ng = an neighborhood of one pixel

BEGIN

-if there exists q in Ng(p) such that

$J(q) \text{ It } J(p) \text{ and } J(q) \text{ It } I(q)$

- fifo_add(p)

-Propagation Step:

-while fifo_empty() =false

- p <--- fifo_first()

- for every pixel q in Ng(p):

- if $J(q) \text{ It } J(p) \text{ and } I(q) \text{ ne } J(q)$

- $J(q) <--- \min(J(p), I(q))$

- fifo_add(q)

if write this is really simple all help is rreeaallyyyy welcome
bye
