Linear-time distance mapping

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Borgefors' algorithm

Input:

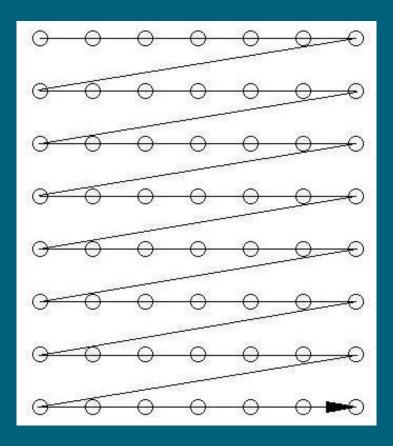
Binary array A containing feature elements (1's) and non-feature elements (0's).

Output:

Distance map *B*: non-binary array containing the distance to the closest feature element.

```
remark initialization
 for i=1 to n1 do
  for j=1 to n2 do
   if a(i,j)=1 then b(i,j)=0
   else
                     b(i,j)=\infty
remark forward scan
 for i=1 to n1 do
  for j=1 to n2 do
   b(i,j)=\min\{
               b(i-1,j-1)+d2,
               b(i-1,j)+d1,
               b(i-1,j+1)+d2,
               b(i,j-1)+d1,
               b(i , j )
remark backward scan
 for i=n1 downto 1 do
  for j=n2 downto 1 do
   b(i,j)=\min\{
               b(i ,j ) ,
b(i ,j+1)+d1,
               b(i+1, j-1)+d2,
               b(i+1,j )+d1,
               b(i+1,j+1)+d2
```

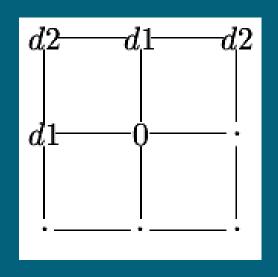
The two scans

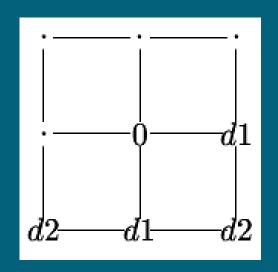


forward scan

backward scan

Chamfer masks





forward scan

backward scan

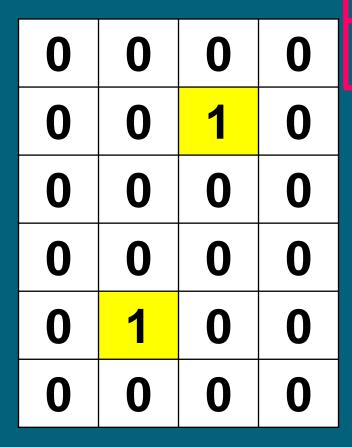
best choice: d1=3, d2=4

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

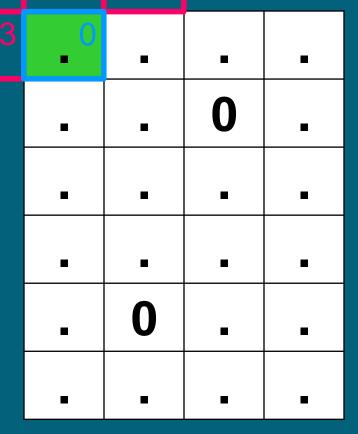
input (feature)

•	•	•	•
•	•	0	•
•	•	•	•
•	•	•	•
•	0	•	•
•	•	•	•

initialization ($, " \rightarrow \infty$)



input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

3	0	•	•
•	•	0	•
•	•	•	•
•	•	•	
•	0	•	•
	•	•	•

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

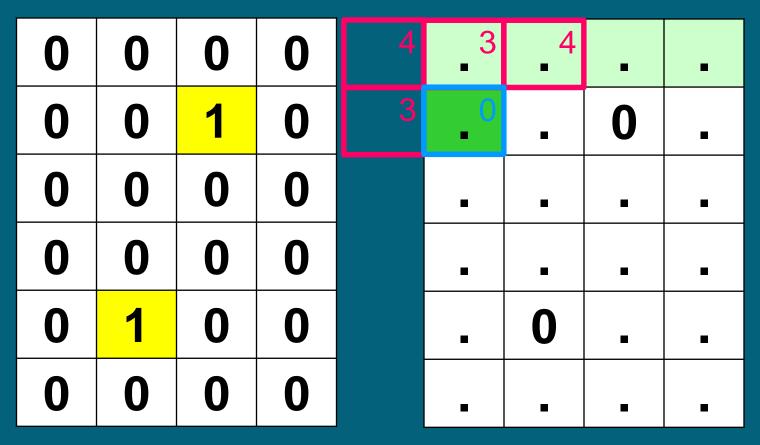
input (feature)

•	3	- 0	•
•	•	0	•
•	•	•	•
•	•	•	•
-	0	-	•
•	-	•	•

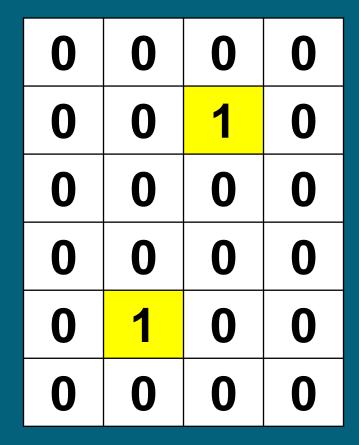
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

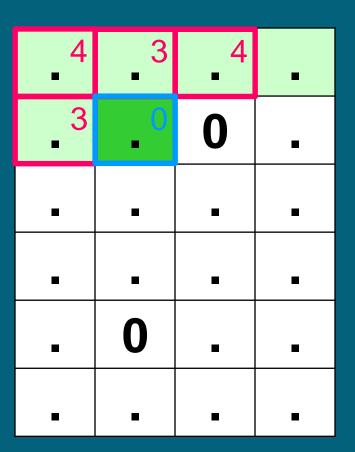
•	-	3	0
	•	0	•
•	•	•	•
•	•	•	
•	0	•	•
•	•	-	



input (feature)

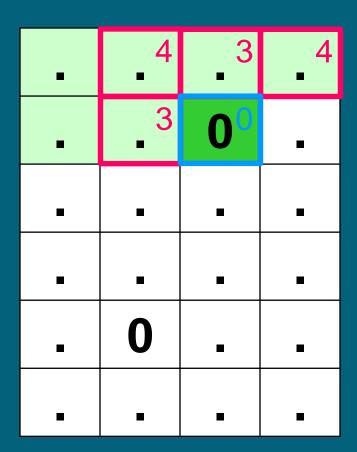


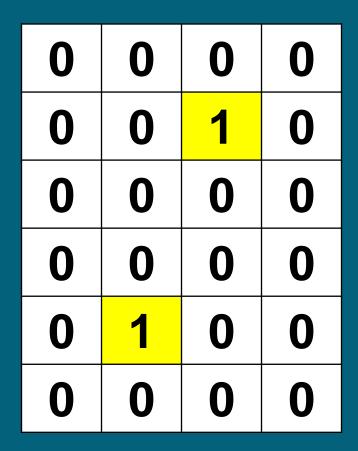
input (feature)



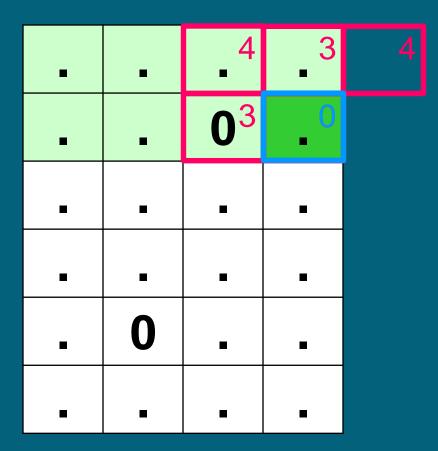
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

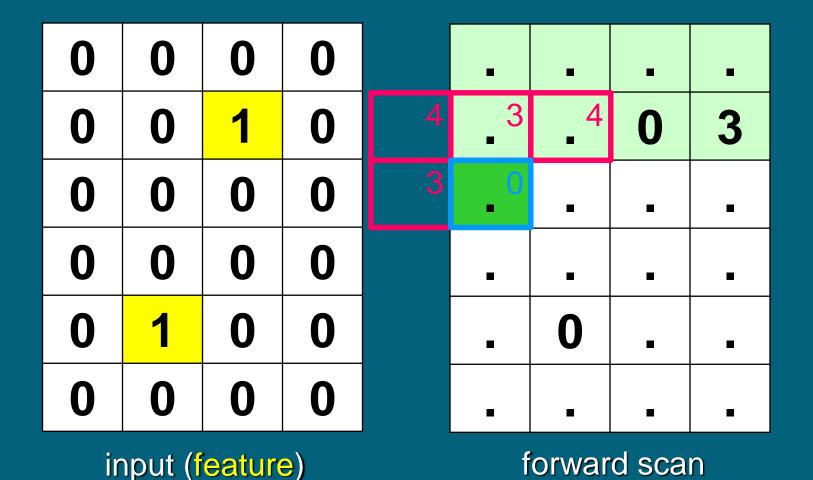
input (feature)





input (feature)

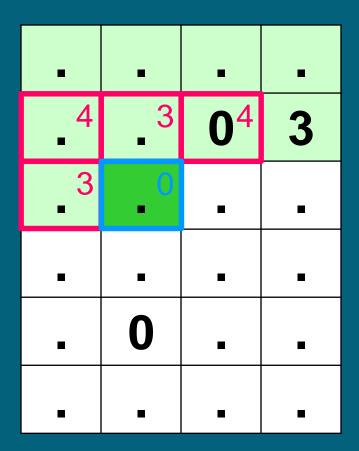




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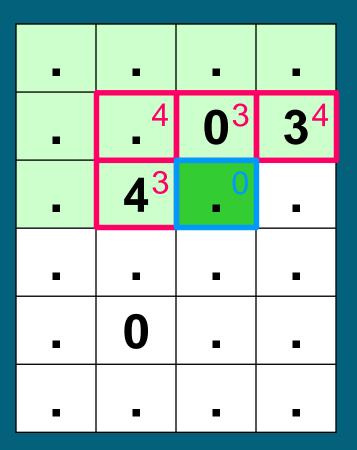
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

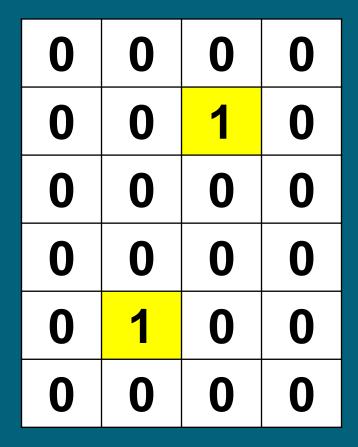
input (feature)



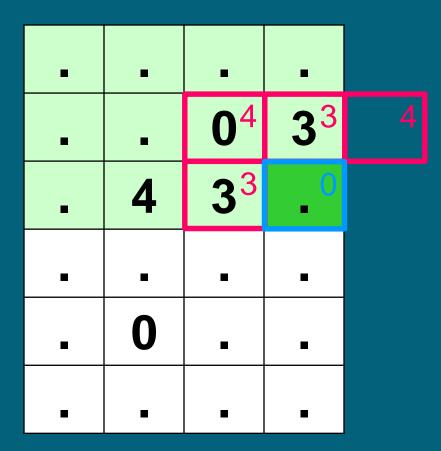
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

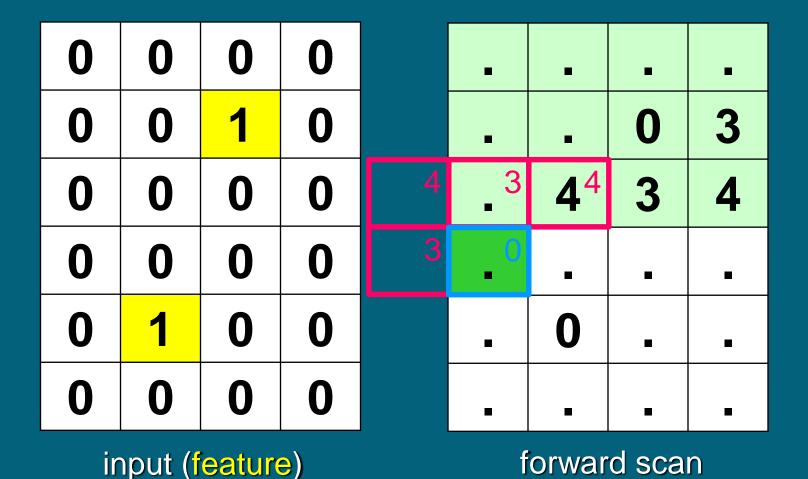
input (feature)





input (feature)

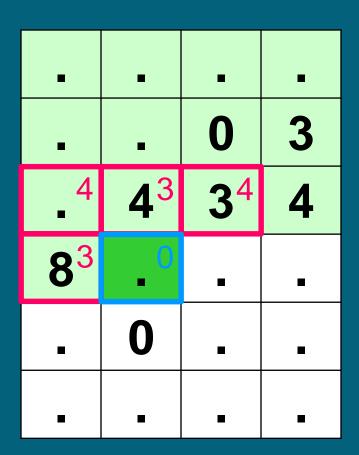




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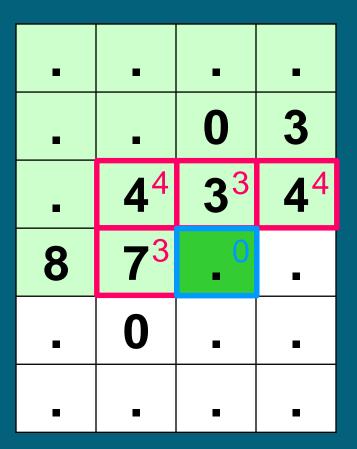
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



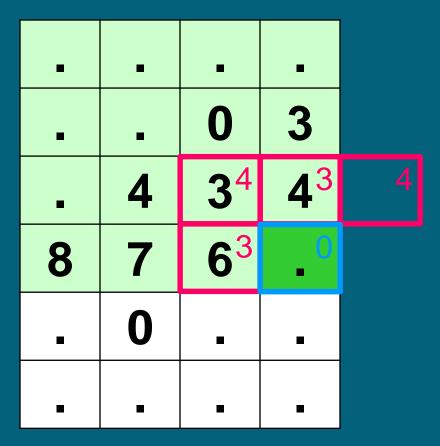
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

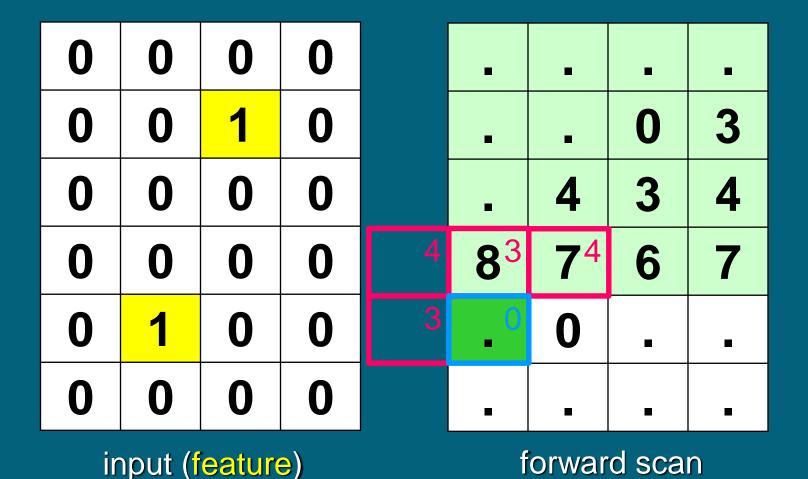
input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

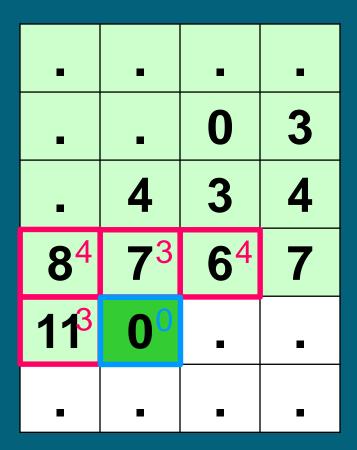




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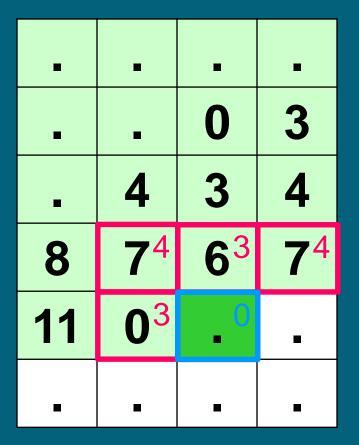
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



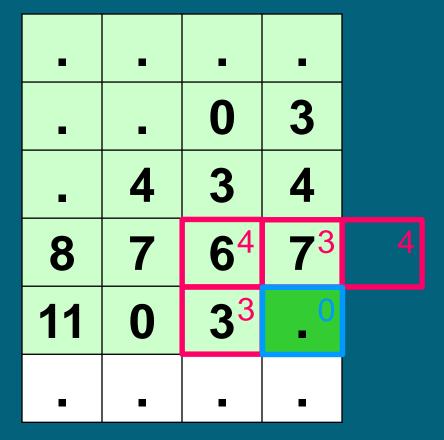
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

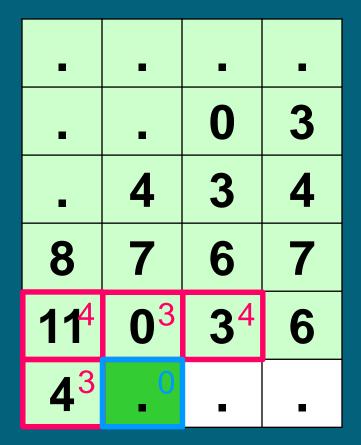


0	0	0	0		•	•	-	•
0	0	7	0		-	-	0	3
0	0	0	0		-	4	3	4
0	0	0	0		8	7	6	7
0	1	0	0		11 ³	04	3	6
0	0	0	0	3	0	•	•	•

input (feature)

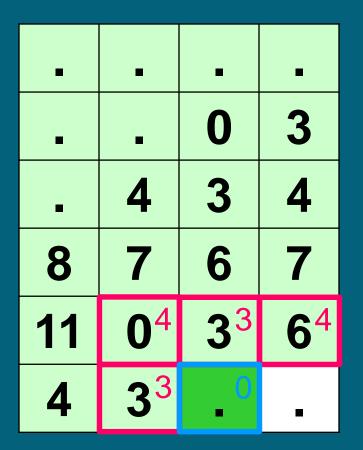
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



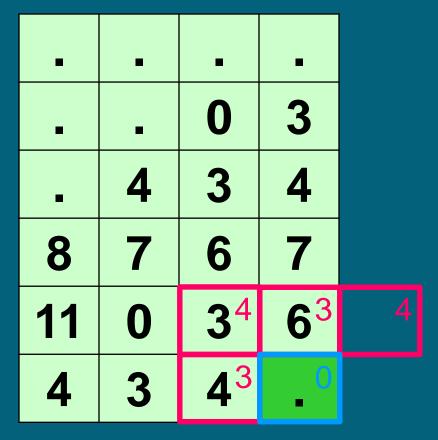
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

3 6 3

input (feature)

forward scan (completed)

•	•	•	•
•		0	•
•	•	•	•
•	•	•	•
•	0	•	•
•	•	•	•

•	•	•	•
•	•	0	3
•	4	3	4
8	7	6	7
11	0	3	6
4	3	4	7

initialization (" $\rightarrow \infty$) forward scan (influence zone 1)

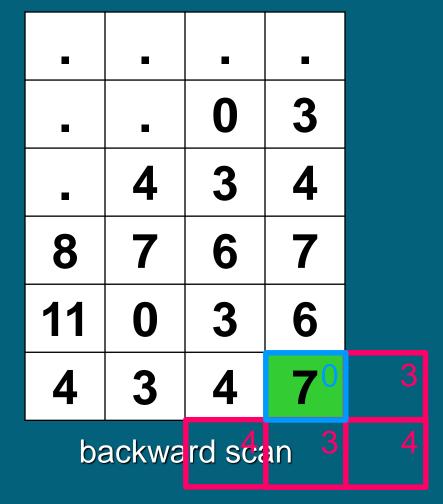
•	•	•	-
•	•	0	•
•	•	•	•
•	•	•	•
•	0	•	•
•	•	•	•

•	•	-	•
•	•	0	3
•	4	3	4
8	7	6	7
11	0	3	6
4	3	4	7

initialization ($, \cdot " \rightarrow \infty$) forward scan (influence zone 2)

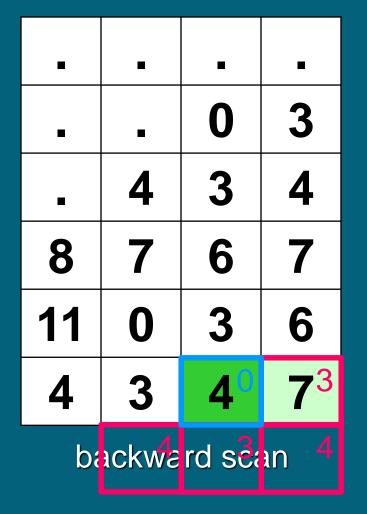
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

•	•	•	•
•	•	0	3
•	4	3	4
8	7	6	7
11	0	3	6
4	3 ⁰	4 ³	7
à	ıckwa	rd sca	เท

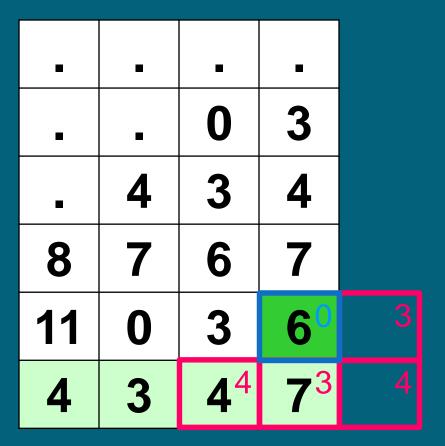
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

Backward scan

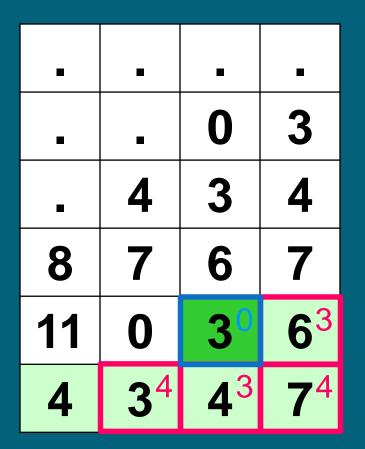
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



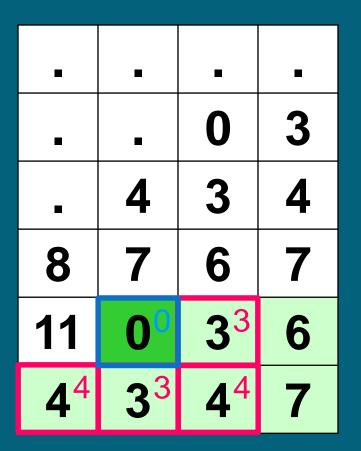
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

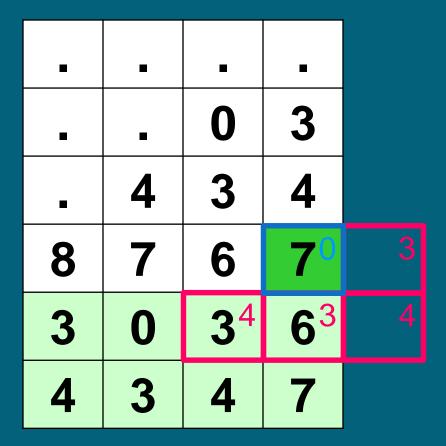


0	0	0	0		-	-	-	•
0	0	1	0		•	•	0	3
0	0	0	0		•	4	3	4
0	0	0	0		8	7		7
0	1	0	0		11 ⁰		3	
0	0	0	0	4	4 ³	3 ⁴	4	7

input (feature)

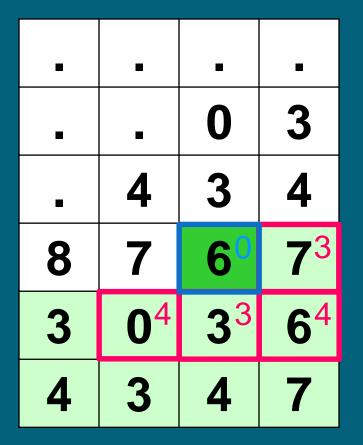
0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

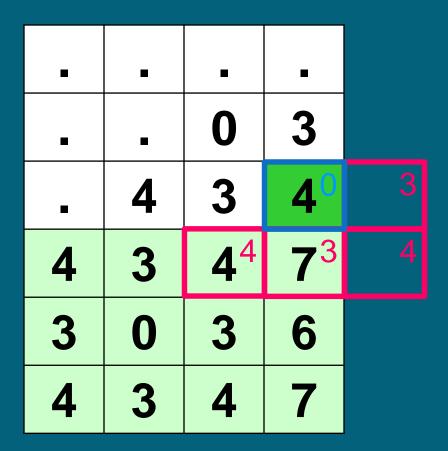
•	•	•	•
•	•	0	3
•	4	3	4
8	7 0	4 ³	7
3 ⁴	0 ³	3 ⁴	6
4	3	4	7

0	0	0	0		•	-		•
0	0	1	0		•	•	0	3
0	0	0	0		•	4	3	4
0	0	0	0		80	3 ³ 0 ⁴	4	7
0	1	0	0	4	3 ³	04	3	6
0	0	0	0		4	3	4	7

input (feature)

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

•	•	•	•
•	•	0	3
•	4	3 ⁰	4 ³
4	3 ⁴	4 ³	7 ⁴
3	0	3	6
4	3	4	7

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

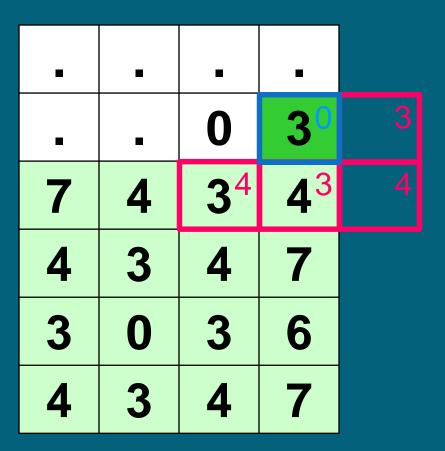
-	•	•	•
•	•	0	3
•	4 ⁰	3 ³	4
4 ⁴	3 ³	4 ⁴	7
3	0	3	6
4	3	4	7

0	0	0	0		-			•
0	0	1	0		•	•	0	3
0	0	0	0		0	4 ³		4
0	0	0	0	4	4 ³	3 ⁴	4	7
0	1	0	0		3	0	3	6
0	0	0	0		4	3	4	7

input (feature)

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

•	•	-	-
•	•	00	3 ³
7	4 ⁴	3 ³	4 ⁴
4	3	4	7
3	0	3	6
4	3	4	7

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

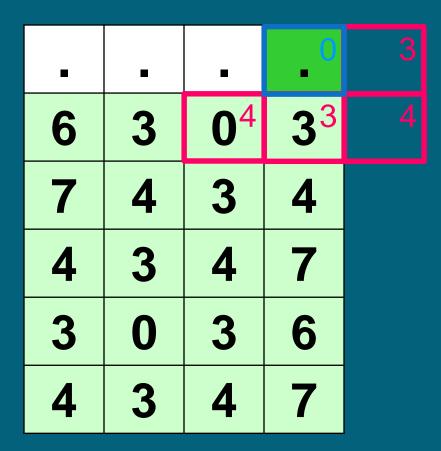
•	•	•	•
•	- 0	0 ³	3
7 ⁴	4 ³	3 ⁴	4
4	3	4	7
3	0	3	6
4	3	4	7

0	0	0	0		•	•	•	•
0	0	~	0		0	3 ³	0	3
0	0	0	0	4	7 ³	4 ⁴	3	
0	0	0	0		4			7
0	1	0	0		3	0	3	6
0	0	0	0		4	3	4	7

input (feature)

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)



0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

•	-	0	4 ³
6	3 ⁴	0 ³	3 ⁴
7	4	3	4
4	3	4	7
3	0	3	6
4	3	4	7

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

•	0	3 ³	4
6 ⁴	3 ³	04	3
7	4	3	4
4	3	4	7
3	0	3	6
4	3	4	7

0	0	0	0		0	4 ³	3	3
0	0	1	0	4	6 ³			
0	0	0	0		7		3	
0	0	0	0		4		4	
0	1	0	0		3	0	3	
0	0	0	0		4	3	4	7

input (feature)

0	0	0	0
0	0	~	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

7	4	3	4
6	3	0	3
7	4	3	4
4	3	4	7
3	0	3	6
4	3	4	7

input (feature)

backward scan (completed)

•	•	•	•
•	•	0	3
•	4	3	4
8	7	6	7
11	0	3	6
4	3	4	7

7	4	3	4
6	3	0	3
7	4	3	4
4	3	4	7
3	0	3	6
4	3	4	7

forward scan (completed) backward scan (influence zone 1)

•	•	•	•
•	•	0	3
•	4	3	4
8	7	6	7
11	0	3	6
4	3	4	7

7	4	3	4
6	3	0	3
7	4	3	4
4	3	4	7
3	0	3	6
4	3	4	7

forward scan (completed) backward scan (influence zone 2)

0	0	0	0
0	0	1	0
0	0	0	0
0	0	0	0
0	1	0	0
0	0	0	0

input (feature)

7	4	3	4
6	3	0	3
7	4	3	4
4	3	4	7
3	0	3	6
4	3	4	7

distance map