

# The Distance Transform

ROB 102: Introduction to AI & Programming

2021/10/13

# Today

## 1. Summary

- What is a distance transform?

## 2. Group activity

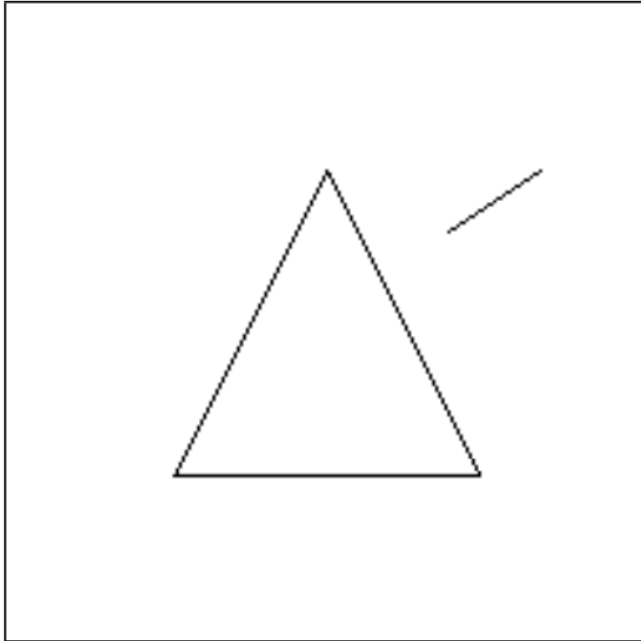
- Manhattan & Euclidean distance transform by hand

## 3. C++ activity

- 1D distance transform
- 2D Manhattan distance transform

# Summary: Distance Transform

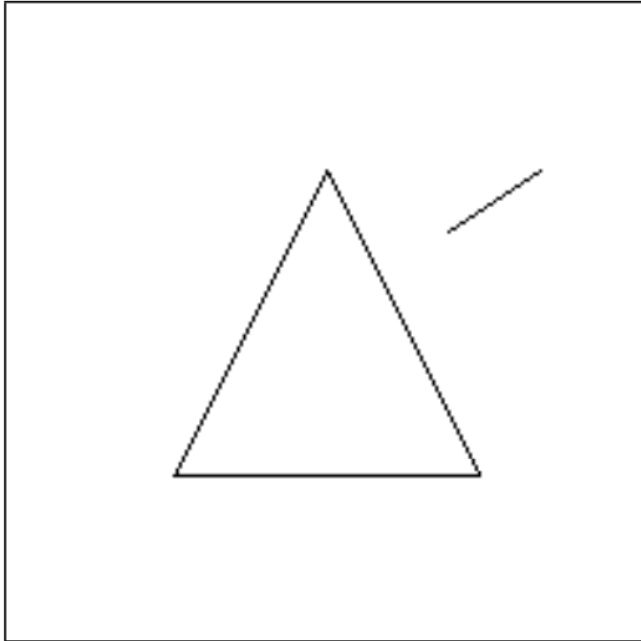
What is a **distance transform**?



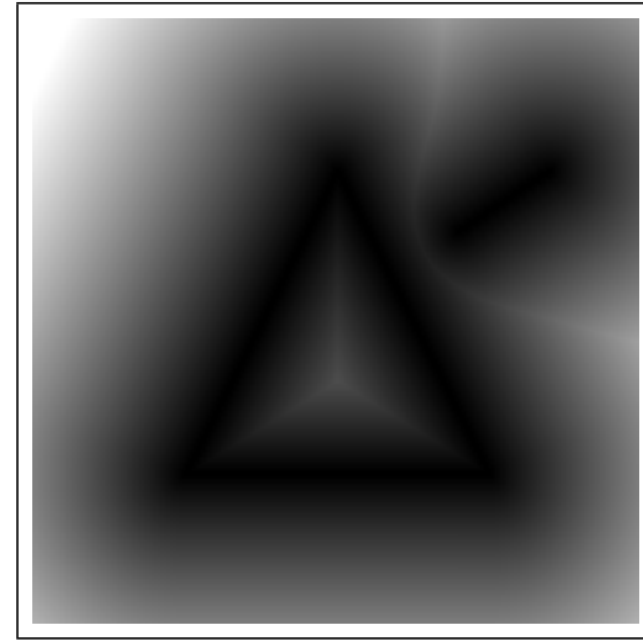
A binary image or map, where each value is either 0 or 1.

# Summary: Distance Transform

What is a **distance transform**?

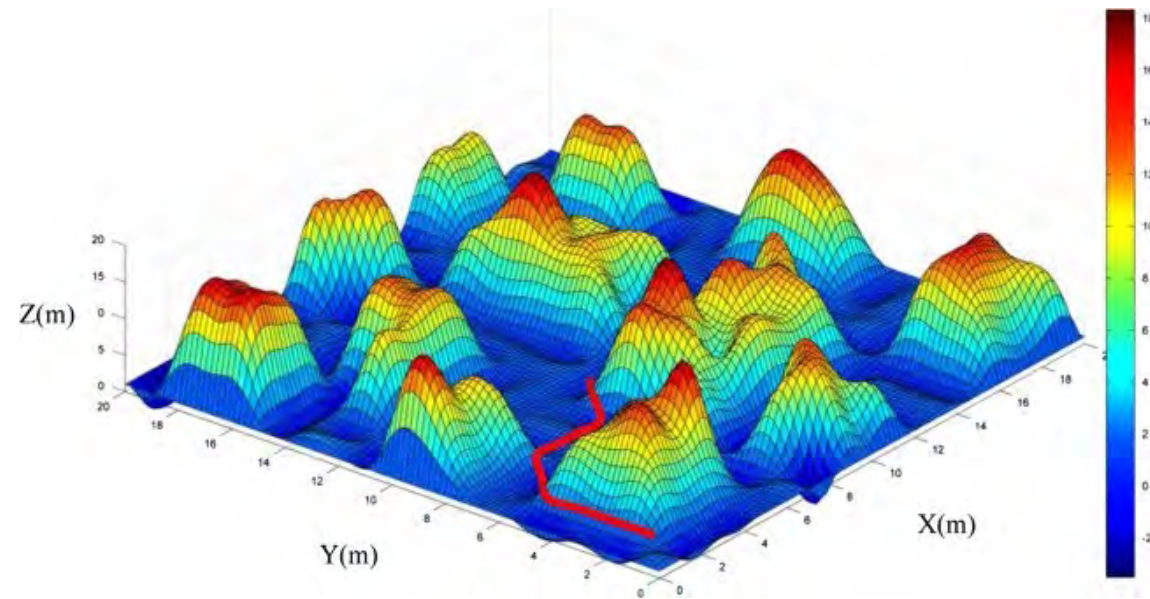


A binary image or map, where each value is either 0 or 1.



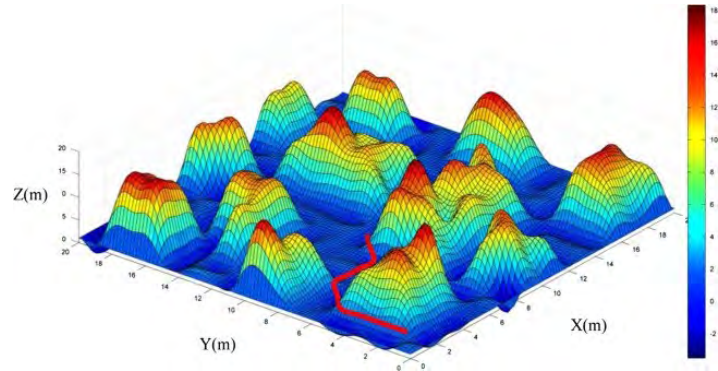
The distance transform gives the distance to the nearest occupied cell at each cell.

# Distance Transform Applications



Obstacle avoidance for robot navigation ([link](#))

# Distance Transform Applications



Obstacle avoidance for robot navigation ([link](#))

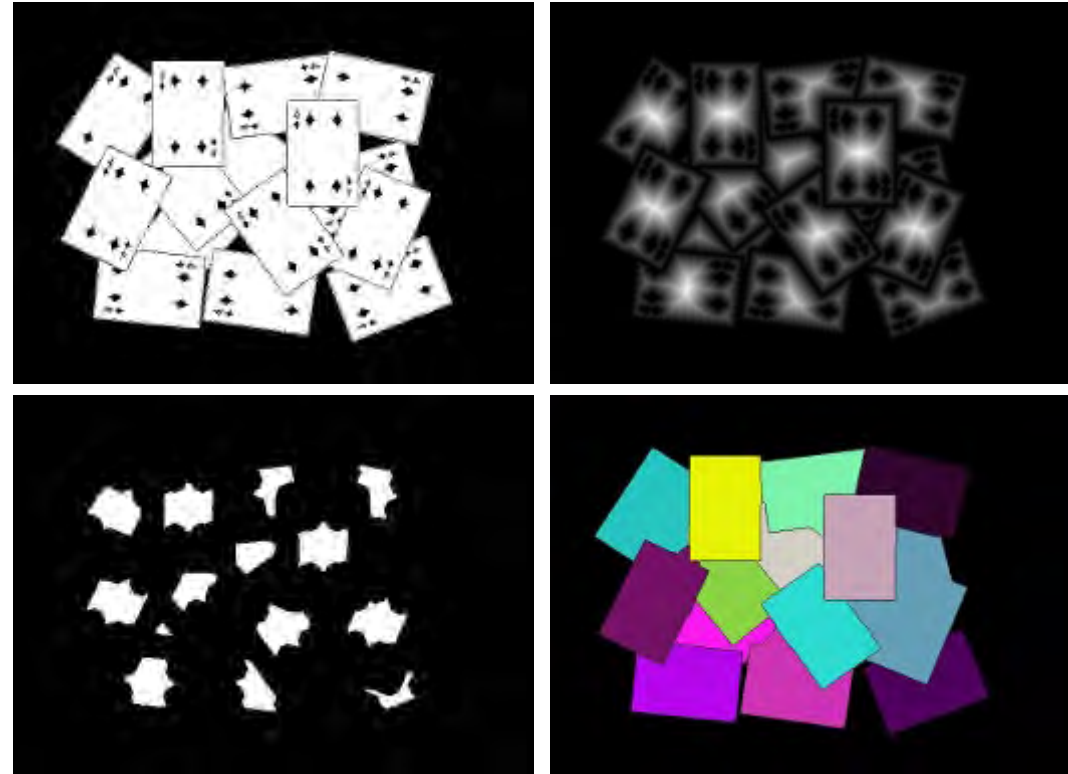
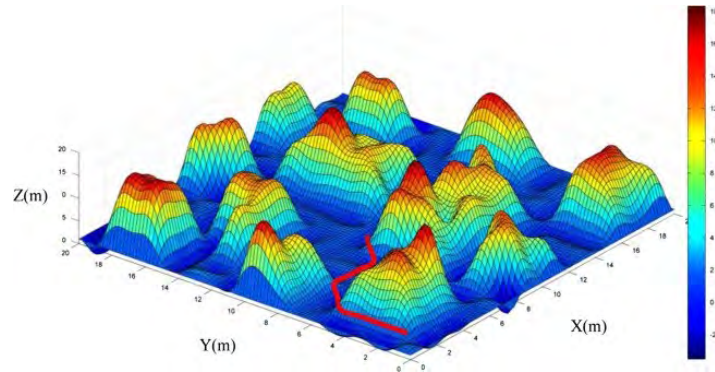


Image segmentation ([link](#))

# Distance Transform Applications



Obstacle avoidance for robot navigation ([link](#))

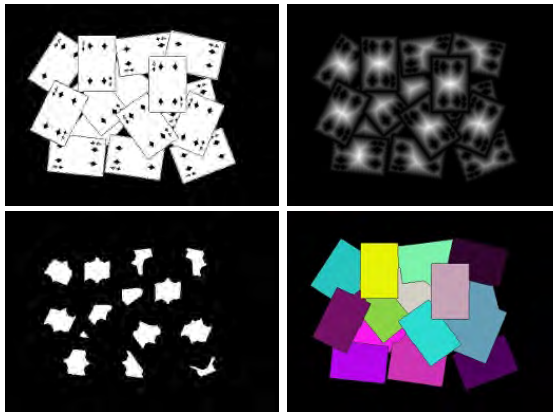
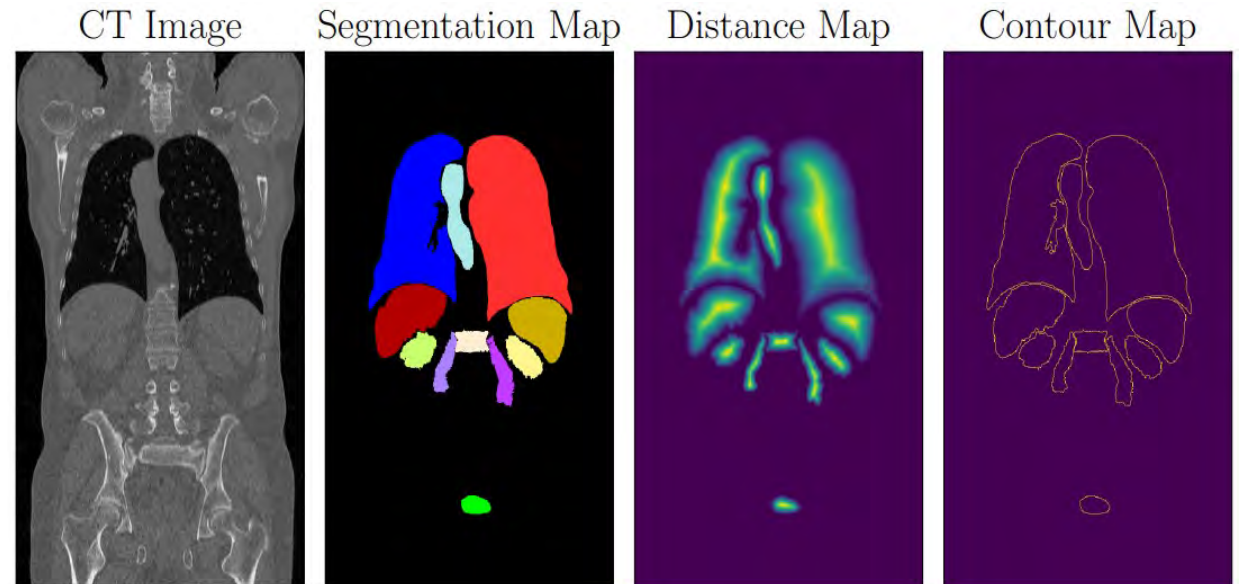
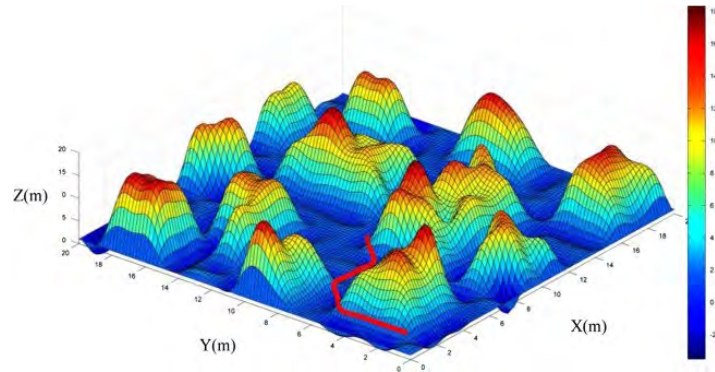


Image segmentation ([link](#))



Deep Learning for medical imaging ([link](#))

# Distance Transform Applications



Obstacle avoidance for robot navigation ([link](#))

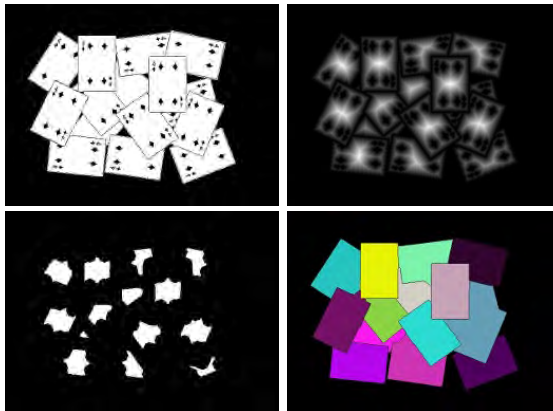
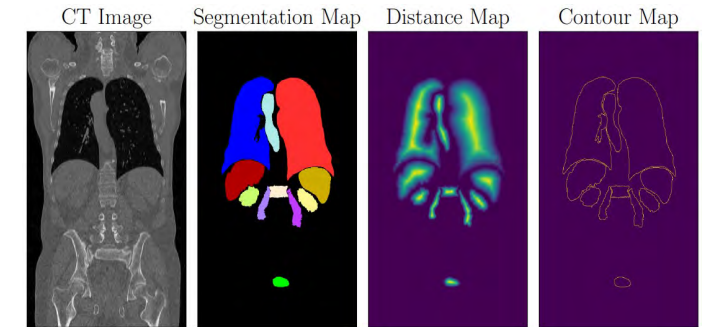
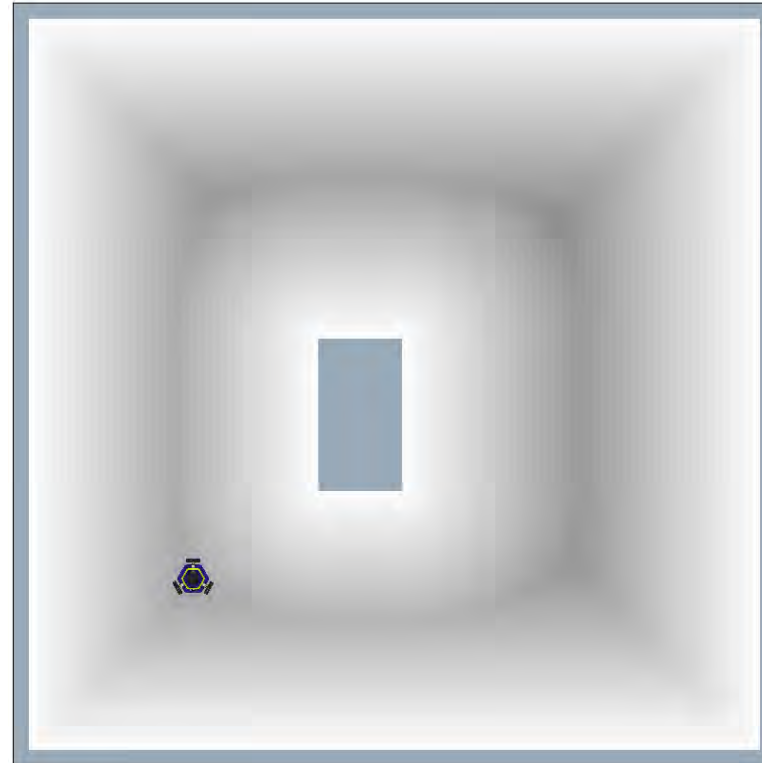


Image segmentation ([link](#))



Deep Learning for medical imaging ([link](#))

**ROB 102:** The distance transform can help us build the repulsion potential to perform autonomous navigation.



# Distance Functions

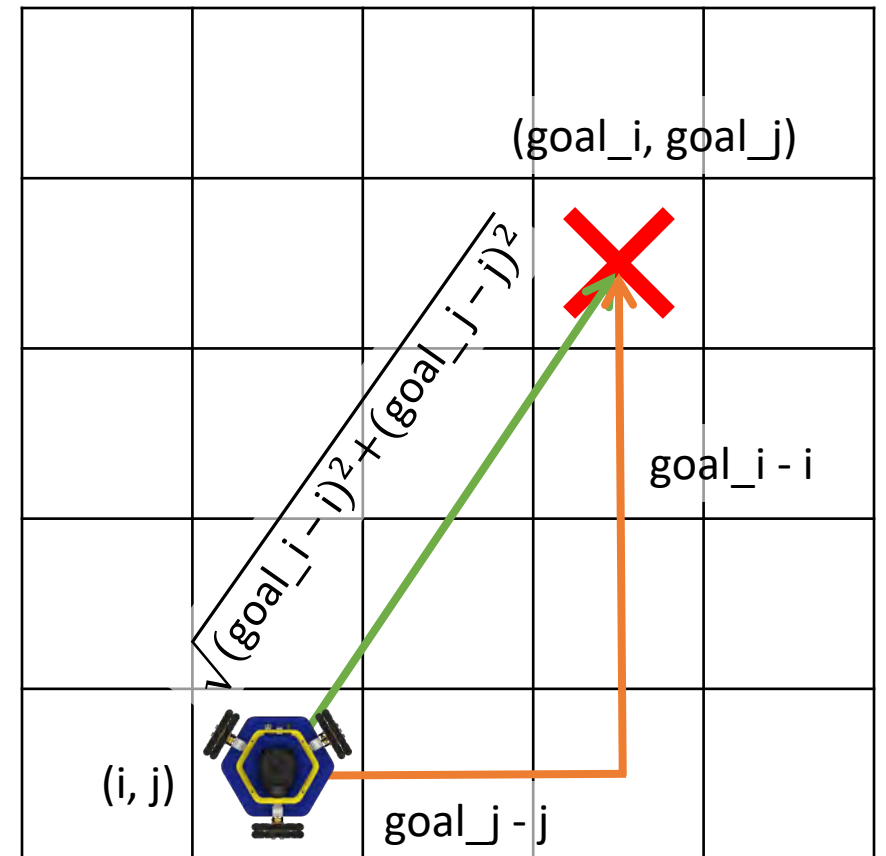
In lecture, we saw two distance functions.

Euclidean:

$$\text{dist} = \sqrt{(\text{goal}_i - i)^2 + (\text{goal}_j - j)^2}$$

Manhattan:

$$\text{dist} = |\text{goal}_i - i| + |\text{goal}_j - j|$$



The name “Manhattan distance” comes from the grid layout of city blocks in Manhattan. The shortest path from one location to another requires walking along the grid.

# Distance Functions

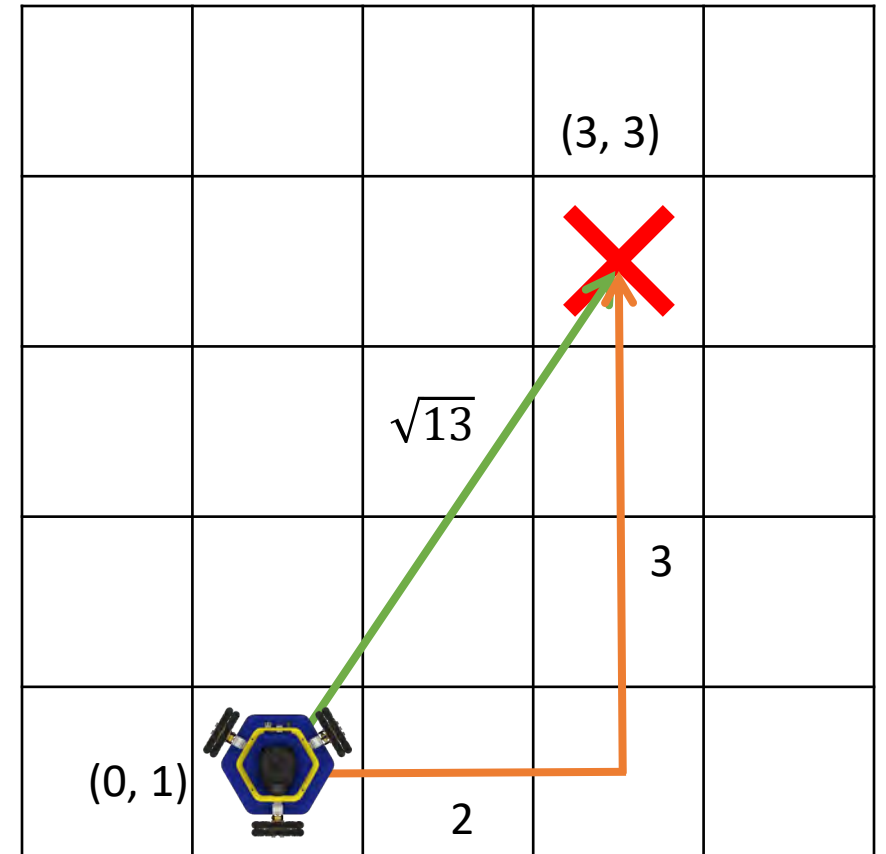
In lecture, we saw two distance functions.

Euclidean:

$$\begin{aligned}\text{dist} &= \sqrt{(3 - 0)^2 + (3 - 1)^2} \\ &= \sqrt{(3)^2 + (2)^2} = \sqrt{13}\end{aligned}$$

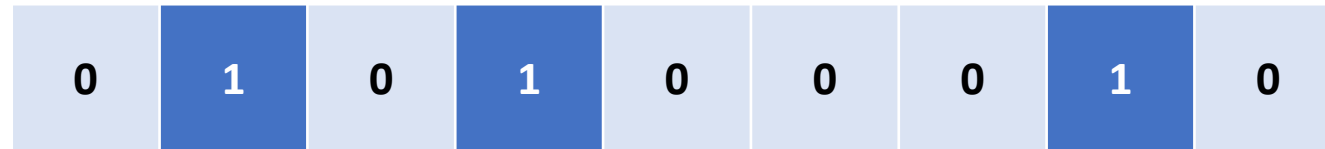
Manhattan:

$$\begin{aligned}\text{dist} &= |3 - 0| + |3 - 1| \\ &= |3| + |2| = 5\end{aligned}$$



# Class Activity: 1D Distance Transform

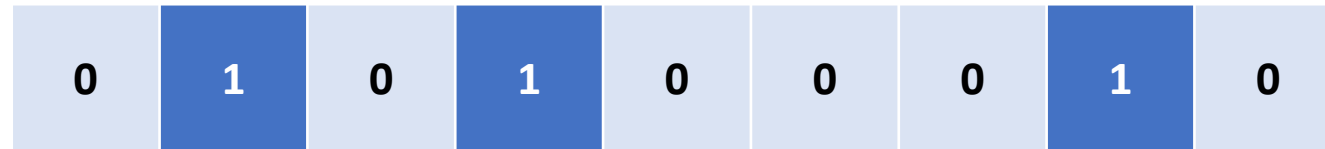
What is the distance transform of this 1D map?



These cells are occupied, so their distance to the nearest occupied cell is zero

# Class Activity: 1D Distance Transform

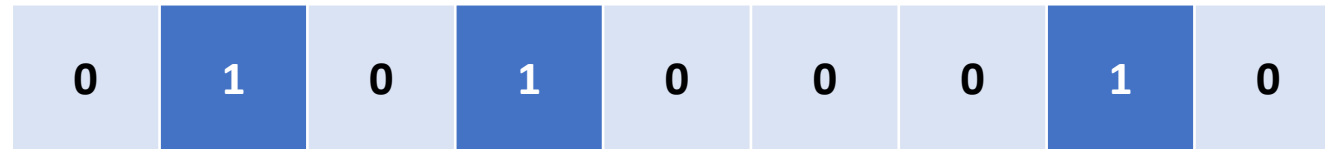
What is the distance transform of this 1D map?



  
One cell away from  
an occupied cell

# Class Activity: 1D Distance Transform

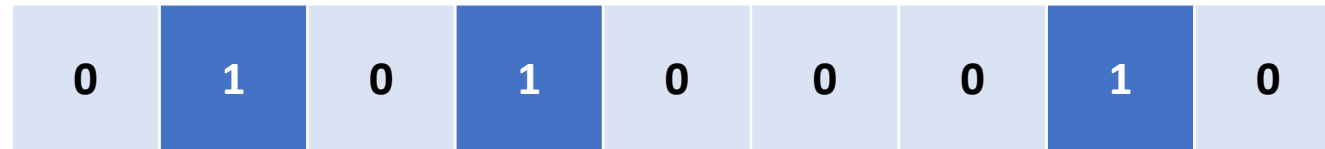
What is the distance transform of this 1D map?



One cell away from  
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# Class Activity: 1D Distance Transform

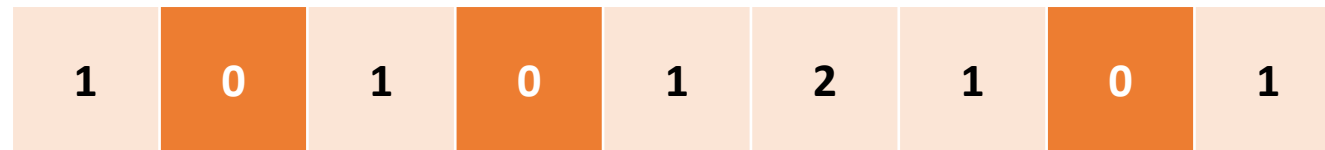
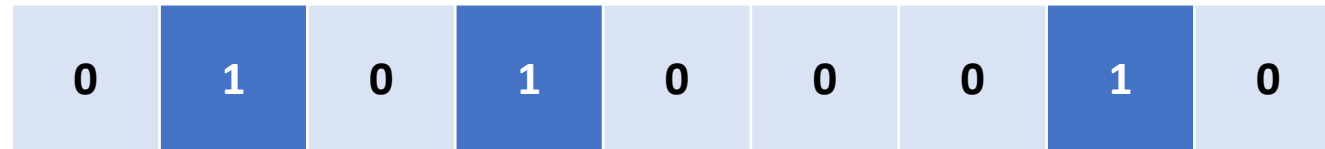
What is the distance transform of this 1D map?



One cell away from  
an occupied cell

# Class Activity: 1D Distance Transform

What is the distance transform of this 1D map?



Two cells away from  
an occupied cell

# Group Activity: 2D Distance Transform

Find the Euclidean and Manhattan distance transform for this binary map:

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



# Group Activity: 2D Distance Transform

Find the Euclidean and Manhattan distance transform for this binary map:

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

$\sqrt{2}$	1	1	$\sqrt{2}$	$\sqrt{5}$
1	0	0	1	2
1	0	1	1	$\sqrt{2}$
$\sqrt{2}$	1	1	0	1
$\sqrt{5}$	2	$\sqrt{2}$	1	$\sqrt{2}$

Euclidean Distance Transform

# Group Activity: 2D Distance Transform

Find the Euclidean and Manhattan distance transform for this binary map:

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

$\sqrt{2}$	1	1	$\sqrt{2}$	$\sqrt{5}$
1	0	0	1	2
1	0	1	1	$\sqrt{2}$
$\sqrt{2}$	1	1	0	1
$\sqrt{5}$	2	$\sqrt{2}$	1	$\sqrt{2}$

Euclidean Distance Transform

2	1	1	2	3
1	0	0	1	2
1	0	1	1	2
2	1	1	0	1
3	2	2	1	2

Manhattan Distance Transform

# Coding Activity: Manhattan Distance Transform in C++

1. Get the template code from the course website
  - Find it under the in-class activities section for today's class
  - You can compile and run the code on your computer or on [repl.it](https://repl.it)
2. Complete the 1D distance transform function
3. Complete the 2D Manhattan distance transform function
  - Depending on your implementation, you might need the `cellToIdx()` or `idxToCell()` functions
4. Try different binary maps to test your functions