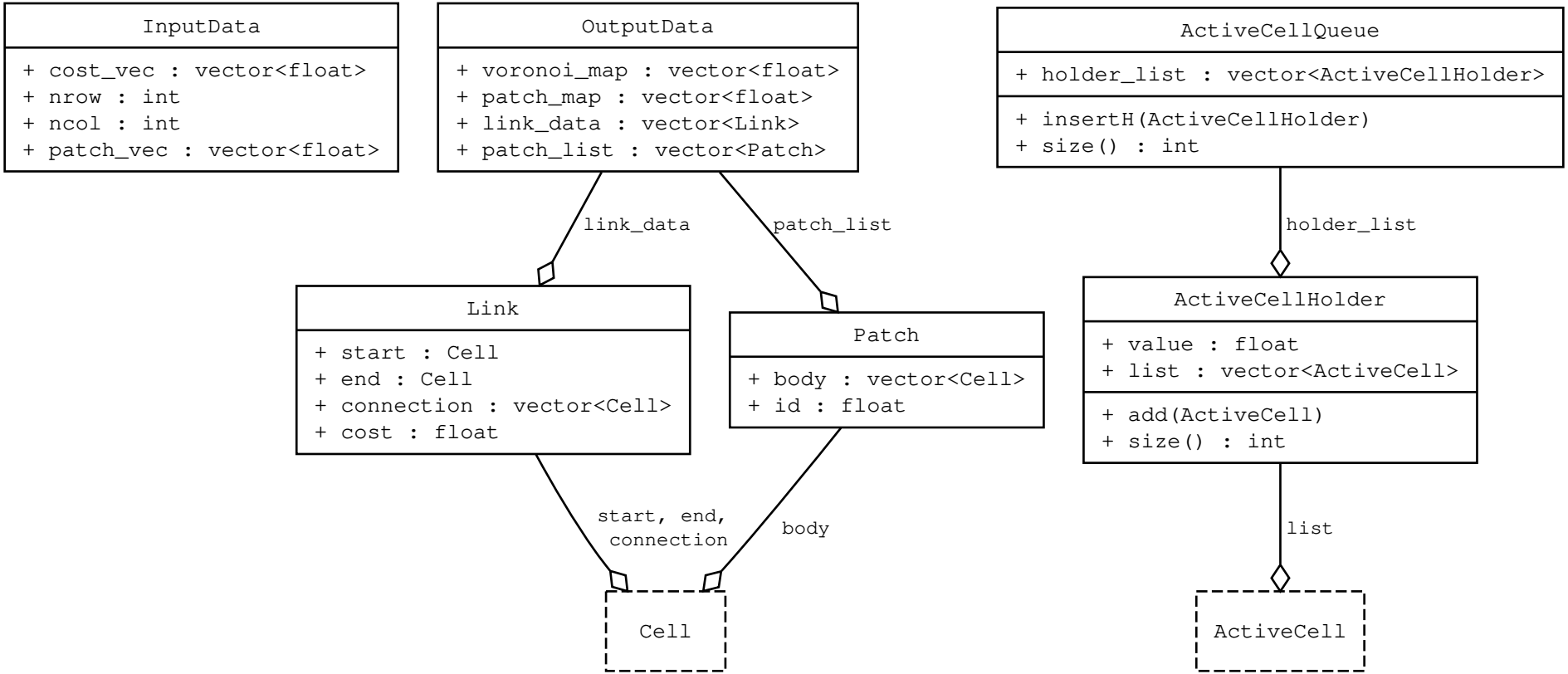
InputData
+ cost_vec : vector<float>
+ nrow : int
+ ncol : int
+ patch_vec : vector<float>
OutputData
+ voronoi_map : vector<float>
+ patch_map : vector<float>
+ link_data : vector<Link>
+ patch_list : vector<Patch>
ActiveCellQueue
+ holder_list : vector<ActiveCellHolder>
+ insertH(ActiveCellHolder)
+ size() : int
link_data
patch_list
holder_list
Link
+ start : Cell
+ end : Cell
+ connection : vector<Cell>
+ cost : float
Patch
+ body : vector<Cell>
+ id : float
ActiveCellHolder
+ value : float
+ list : vector<ActiveCell>
+ add(ActiveCell)
+ size() : int
start, end,
connection
body
list
Cell
ActiveCell