

initialize()

findPatches(): seed the Voronoi map and iLinkMap cell ids, then build the initial active cells (patch cells spread at the uniform minimum cost)

active cells remain?

yes

no

activeCellSpreadChecker(): a cell whose waiting time has reached its resistance is marked settled and queued to spread (the queue is sorted by effective distance)

write the Voronoi map and links to output

createActiveCell(): spread into the 4 adjacent unclaimed cells, assign the Voronoi id, and connectCell() back to the parent

createLinks() / findPath(): at a boundary between two settled patches, record the least-cost link (keep the cheapest; drop redundant indirect and malformed links)