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## Erratum

### “A Unified Distance Transform Algorithm and Architecture”

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**David W. Paglieroni**

It was stated incorrectly in the introduction to the manuscript referenced above that the “standard” algorithms for computing distance transforms (DT’s) (i.e., the raster propagation algorithms), cannot be used to generate nearest feature transforms (FT’s) or equivalently, signed distance transforms (SDT’s). Although some raster propagation algorithms cannot be used to generate FT’s (e.g., Rosenfeld and Pfaltz 1966, 1968), others can (e.g., Ye, “The Signed Euclidean Distance Transform and its Applications,” Proc. 9th Int. Conf. on Pattern Recognition, Rome, Italy, vol. 1, November 1988, p. 459–499).

It was also stated incorrectly in the introduction that the “standard” algorithms do not yield exact Euclidean results. This statement needs to be qualified. There are currently no *serial* raster propagation algorithms that yield exact Euclidean DT or SDT results. However, there are some that yield Euclidean SDT’s that are guaranteed to be off by no more than 1 pixel in x and y (e.g., Ye, 1988).