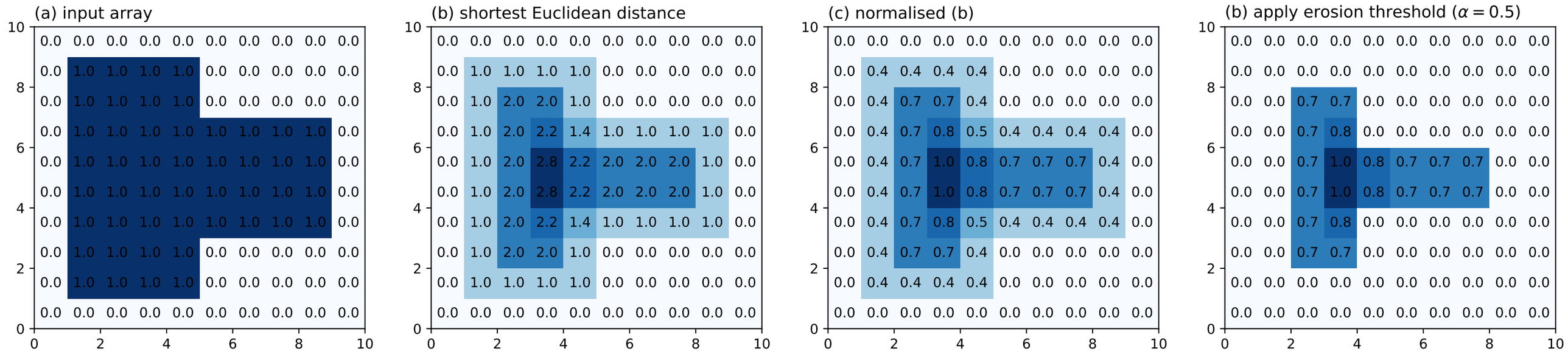
(a) input array
(b) shortest Euclidean distance
(c) normalised (b)
(b) apply erosion threshold ($\alpha = 0.5$)