What I’ve done:

* Ported all the mex TSP code from C++ to MATLAB.
* Improved efficiency by reducing function calls, using structs less, and using efficient for loops.
* Solved the problem of the long thin lines by designing and implementing an algorithm that
  + Checks to see if trying to move a pixel that is part of a line
  + Sees how big the line is
  + If it’s over a threshold, splits the line at what is most likely the base of the larger portion of the TSP
  + Moves all the pixels from the line to neighboring TSPs
    - If it’s moved more than a threshold, it decides that the bigger part of the TSP was at the other side of the line, so it goes back and splits it at the other end
    - If it finds that the TSP is a loop, it just gets rid of the line, because the TSP is connected on the other side