Mobile sink solutions interaction:

Input:

Particle1, particle2

OutPut:

[indices1, indices2]

Start:

1. adjaMatrix=inf \* ones(length(particle1.x)) // initialize AdjaMatrix
2. for p1=1:length(particle1)

tmpPoint1=[particle1(p1) particle1(p1)]

for p2=1:length(particle2)

tmpPoint2=[particle2 (p2) particle2 (p2)]

adjaMatrix(p1,p2)=equlidianDist(tmpPoint1,tmpPoint2)

end

end

1. indices1=1:length(particle1)
2. indices2=zeros(size(particle2));
3. for i=1:length(indices2)
4. [~,indices2(i)]=min(adjaMatrix(i,:));
5. adjaMatrix(:,indices2(i))=inf;
6. End
7. Make interaction between particle1(indices1) and particle2(indices2)

End