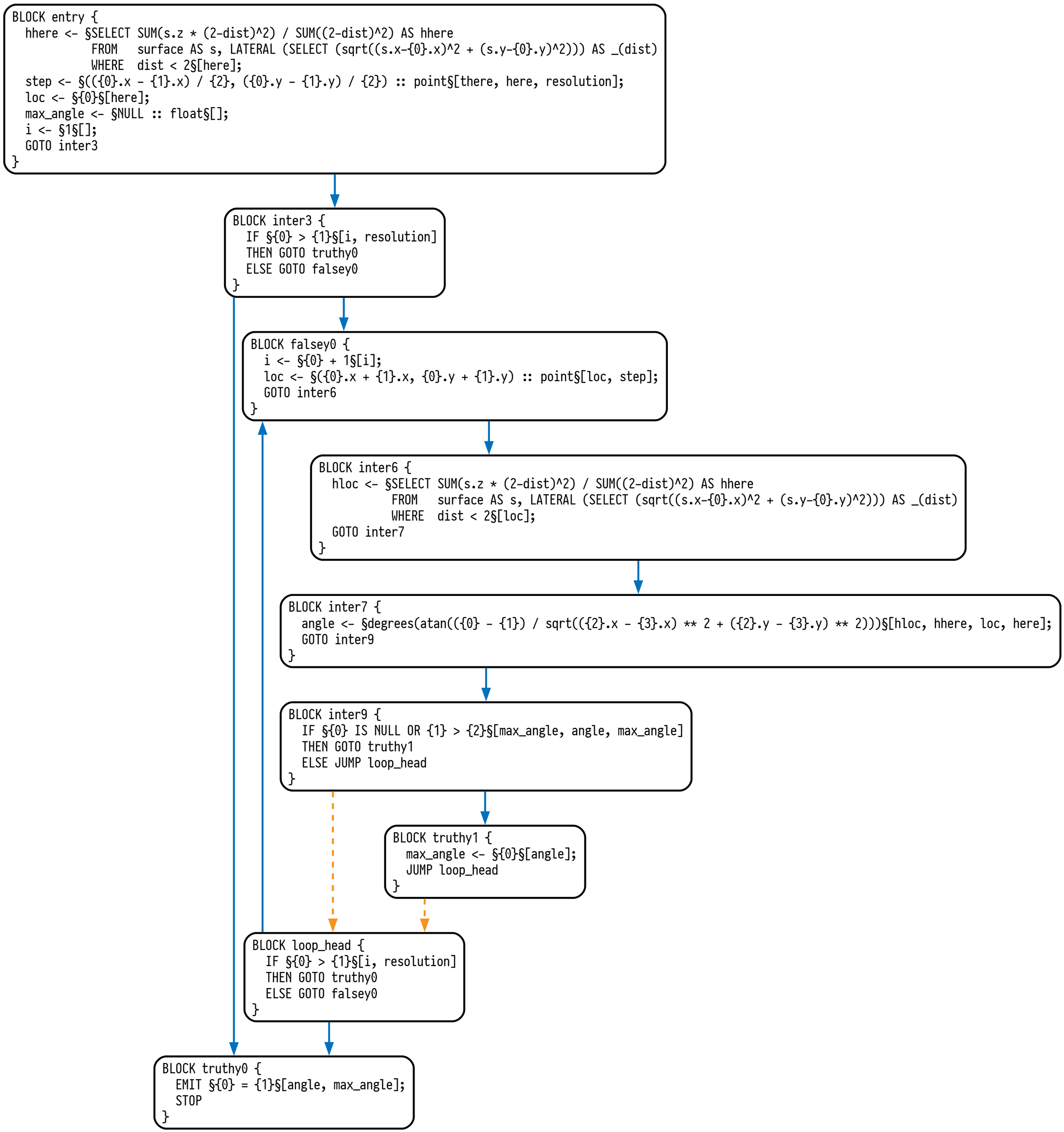
BLOCK entry {
hhere <- §SELECT SUM(s.z * (2-dist)^2) / SUM((2-dist)^2) AS hhere
FROM surface AS s, LATERAL (SELECT (sqrt((s.x-{0}.x)^2 + (s.y-{0}.y)^2))) AS _(dist)
WHERE dist < 2§[here];
step <- §(({0}.x - {1}.x) / {2}, ({0}.y - {1}.y) / {2}) :: point§[there, here, resolution];
loc <- §{0}§[here];
max_angle <- §NULL :: float§[];
i <- §1§[];
GOTO inter3
}
BLOCK inter3 {
IF §{0} > {1}§[i, resolution]
THEN GOTO truthy0
ELSE GOTO falsey0
}
BLOCK falsey0 {
i <- §{0} + 1§[i];
loc <- §({0}.x + {1}.x, {0}.y + {1}.y) :: point§[loc, step];
GOTO inter6
}
BLOCK inter6 {
hloc <- §SELECT SUM(s.z * (2-dist)^2) / SUM((2-dist)^2) AS hhere
FROM surface AS s, LATERAL (SELECT (sqrt((s.x-{0}.x)^2 + (s.y-{0}.y)^2))) AS _(dist)
WHERE dist < 2§[loc];
GOTO inter7
}
BLOCK inter7 {
angle <- §degrees(atan(({0} - {1}) / sqrt(({2}.x - {3}.x) ** 2 + ({2}.y - {3}.y) ** 2)))§[hloc, hhere, loc, here];
GOTO inter9
}
BLOCK inter9 {
IF §{0} IS NULL OR {1} > {2}§[max_angle, angle, max_angle]
THEN GOTO truthy1
ELSE JUMP loop_head
}
BLOCK truthy1 {
max_angle <- §{0}§[angle];
JUMP loop_head
}
BLOCK loop_head {
IF §{0} > {1}§[i, resolution]
THEN GOTO truthy0
ELSE GOTO falsey0
}
BLOCK truthy0 {
EMIT §{0} = {1}§[angle, max_angle];
STOP
}