

Algorithm 2 **pt2ptDistance**(Source indoor position p_s , destination indoor position p_t)

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1:  $v_s \leftarrow \text{getHostPartition}(p_s)$ 
2:  $v_t \leftarrow \text{getHostPartition}(p_t)$ 
3:  $dist \leftarrow \infty$ 
4: for each door  $d_s \in P2D_{\square}(v_s)$  do
5:    $dist_1 \leftarrow dist_V(p_s, d_s)$ 
6:   for each door  $d_t \in P2D_{\square}(v_t)$  do
7:      $dist_2 \leftarrow dist_V(p_t, d_t)$ 
8:     if  $dist > dist_1 + d2dDistance(d_s, d_t) + dist_2$  then
9:        $dist \leftarrow dist_1 + d2dDistance(d_s, d_t) + dist_2$ 
10: return  $dist$ 
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