CLAIMS

1.- A method for evaluating the level of threat of at least one entity (SE) among a plurality of entities in a battlefield environment, the level of threat being evaluated with respect to a reference entity (RE) to be protected, the method being carried out by a system for evaluating comprising a calculator and an obtaining unit, the method comprising the steps of:

- segmenting the battlefield environment into a plurality of layers (L1, L2, L3, L4, L5), the step of segmenting being carried out by the calculator;
- obtaining data representative of a position of said entity (SE) with respect to the layers (L1, L2, L3, L4, L5) of the battlefield environment, the step of obtaining being carried out by the obtaining unit;
- determining the level of threat of said entity (SE) using the obtained data, the step of determining being carried out by the calculator; and
- associating at least one geographical parameter with each layer (L1, L2, L3, L4, L5), the step of associating being carried out by the calculator, said parameter(s) comprising the distance range delimiting the layer (L1, L2, L3, L4, L5), said distance range being associated with a begin range and an end range, the distance range associated with each layer (L1, L2, L3, L4, L5) being dynamically defined for each entity of the plurality of entities depending on predefined criteria.

2.- The method for evaluating according to claim 1, wherein the method further comprises a step of associating with each layer (L1, L2, L3, L4, L5) a category of tactical actions that may be engaged by the reference entity (RE).

3.- The method for evaluating according to claim 1 or claim 2, wherein at the obtaining step, data representative of the behavior of said entity (SE) are also obtained, the data representative of the behavior including data relative to the kinematics of said entity (SE) and data representative of the identity of said entity (SE) with relation to the reference entity (RE).

4.- The method for evaluating according to any one of claims 1 to 3, wherein at the obtaining step, data representative of the dangerousness of said entity (SE) are also obtained.

5.- The method for evaluating according to any one of claims 1 to 4, wherein at the obtaining step, data representative of the urgency of the potential threat represented by said entity (SE) and/or data representative of the capability to engage and deter or kill the potential threat represented by said entity (SE) are also obtained.

6.- The method for evaluating according to any one of claims 1 to 5, wherein at the determining step, a machine learning algorithm is applied.

7.- The method for evaluating according to any one of claims 1 to 6, wherein at the determining step, the obtained data are aggregated using a Choquet integral and/or a generalized additive independence model.

8.- The method for evaluating according to any one of claims 1 to 7, wherein the entities and the reference entity (RE) are ships.

9.- A decision support method comprising the steps of:

- carrying out a method for evaluating the level of threat of at least one entity (SE) among a plurality of entities in a battlefield environment according to any one of claims 1 to 8,
- generating tactical recommendations in association with said entity (SE) depending on the determined level of threat.

10.- The decision support method according to claim 9, wherein the decision support method is carried out iteratively.

11.- A computer program comprising instructions for carrying out the steps of a method according to any one of claims 1 to 10 when said computer program is executed on a suitable computer device.

12.- A computer readable medium having encoded thereon a computer program according to claim 11.

13.- A system for evaluating the level of threat of at least one entity (SE) among a plurality of entities in a battlefield environment, the level of threat being evaluated with respect to a reference entity (RE) to be protected, the system comprising:

- a calculator (204) adapted to segment the battlefield environment into a plurality of layers (L1, L2, L3, L4, L5), and
- an obtaining unit (202) adapted to obtain data representative of a position of said entity (SE) with respect to the layers (L1, L2, L3, L4, L5) of the battlefield environment,

the calculator (204) being further adapted to determine the level of threat of said entity (SE) using the obtained data and being further adapted to associate at least one geographical parameter with each layer, said parameter(s) comprising the distance range delimiting the layer, said distance range being associated with a begin range and an end range, the distance range associated with each layer being dynamically defined for each entity of the plurality of entities depending on predefined criteria.

14.- A decision support system comprising a system for evaluating according to claim 13, the calculator (204) being further adapted to generate tactical recommendations in association with said entity (SE) depending on the determined level of threat and being further adapted to associate at least one geographical parameter with each layer, said parameter(s) comprising the distance range delimiting the layer, said distance range being associated with a begin range and an end range, the distance range associated with each layer being dynamically defined for each entity of the plurality of entities depending on predefined criteria.