ABSTRACT

Method for computing a path between a starting point and an end point on a map representative of a terrain

The invention relates to a method for computing a path between a starting point and an end point (B) on a map representative of a terrain, said map being shown in the form of a digital image made up of a matrix of elementary units, each elementary unit having an associated crossing cost value. The method includes a step for dividing (42) said digital image into blocks of varying sizes according to a breakdown criterion depending on the crossing cost values of the elementary units belonging to one said block, then a step for associating (42) a crossing cost value with each block, and lastly a step for obtaining (48) a path between the starting point and the end point, made up of at least two linear segments, optimizing an overall crossing cost equal to a sum of the local crossing costs, each linear segment having an associated local crossing cost, wherein one linear segment connects a first point of a first block and a second point of a second block adjacent to the first block, the second point of the second block being selected according to a distance criterion relative to the first point of the first block.

Figure 4