

f^* - Algorithm: Path of minimal costs (shortest path)

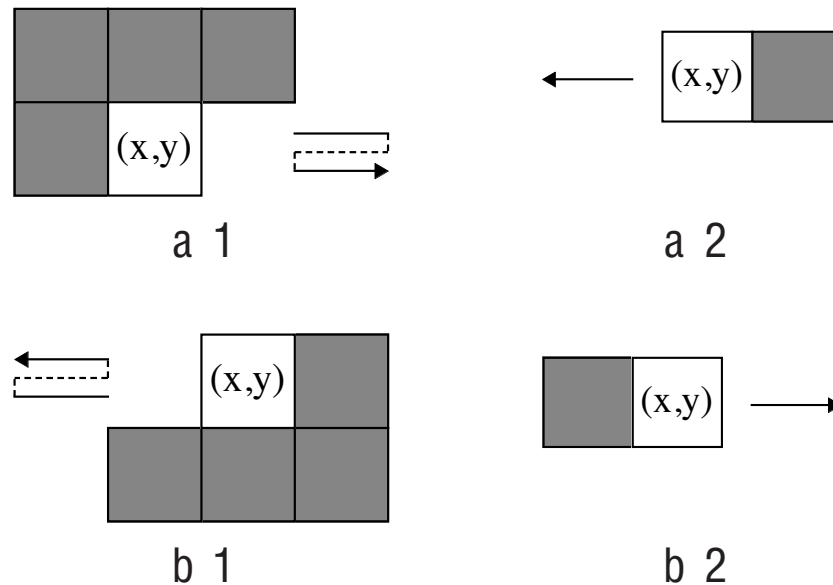


Figure 1: (a) top-to-bottom (b) bottom-to-top. (1) forward mask (2) correction mask.

f^* - Algorithm: Small Example

■	■	■	■	■	□
□	■	□	□	■	■
■	■	■	■	■	■
■	●	■	□	■	■
□	■	■	□	■	■

1	1	1	1	1	
	1			1	1
1	1	1	1	1	1
1	1	1		1	1
	1	1		1	1

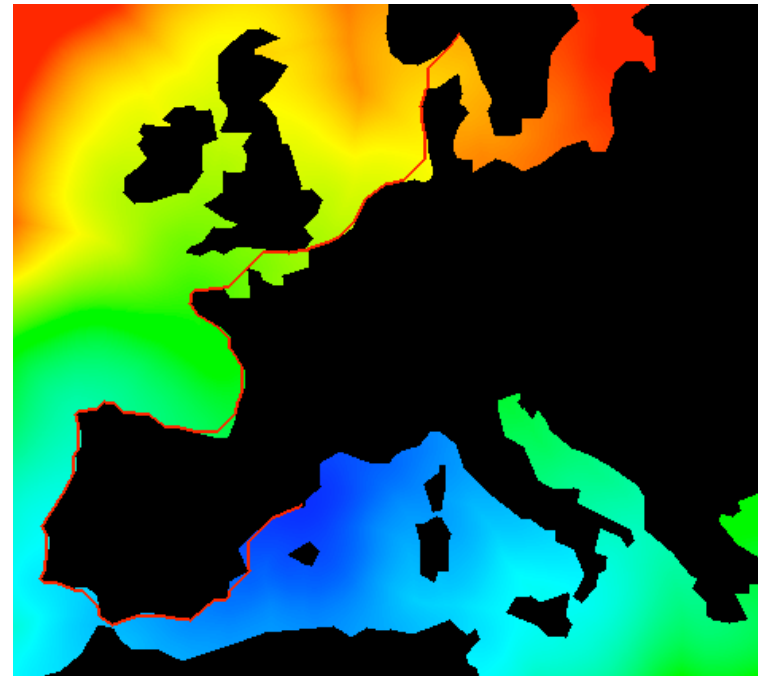
3	3	3	4	4	
	2			3	4
1	1	1	2	3	4
1	0	1		3	4
	1	1		4	4

3	3	3	4	4	
	2			3	4
1	1	1	2	3	4
1	0	1		3	4
	1	1		4	4

f^* - Algorithm: Path for ships

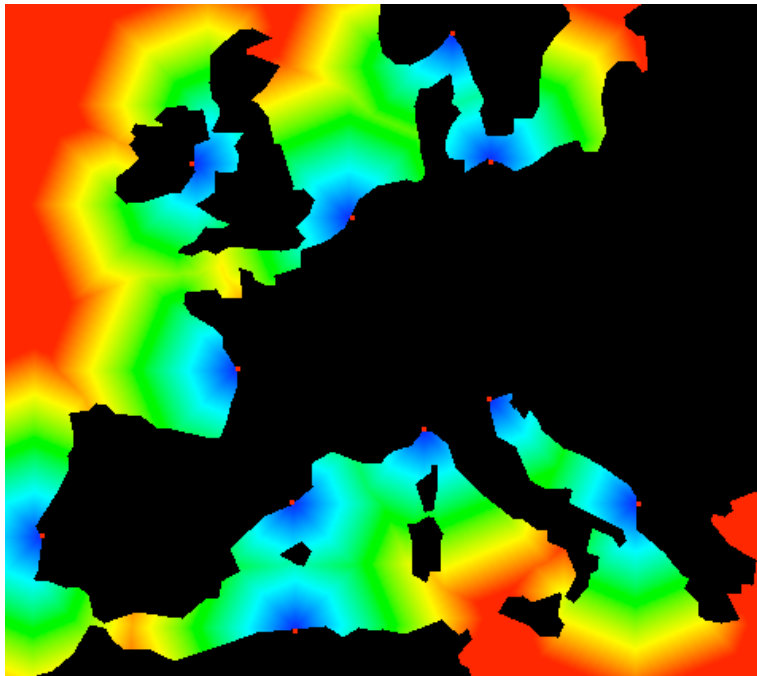


0 5'300 km



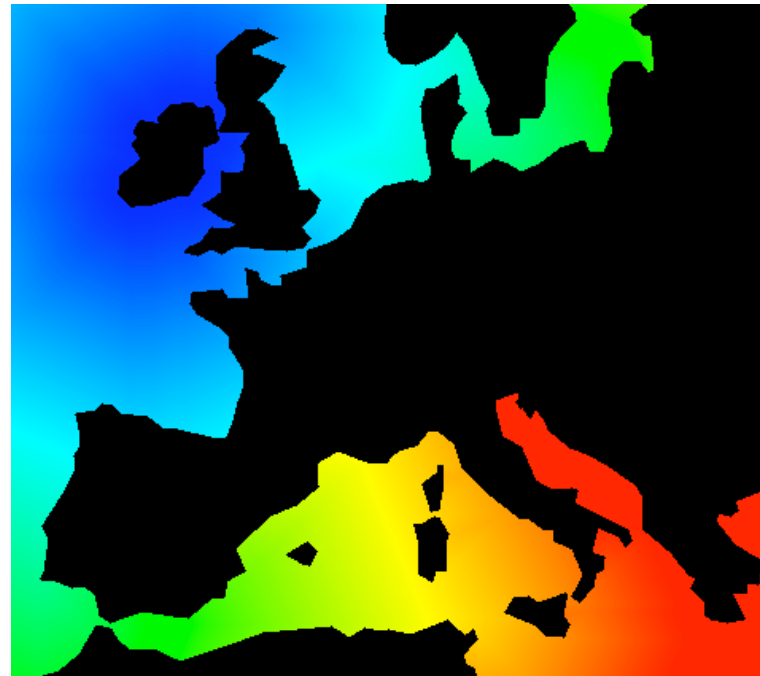
0 max

f^* - Algorithm: Path for ships II



0

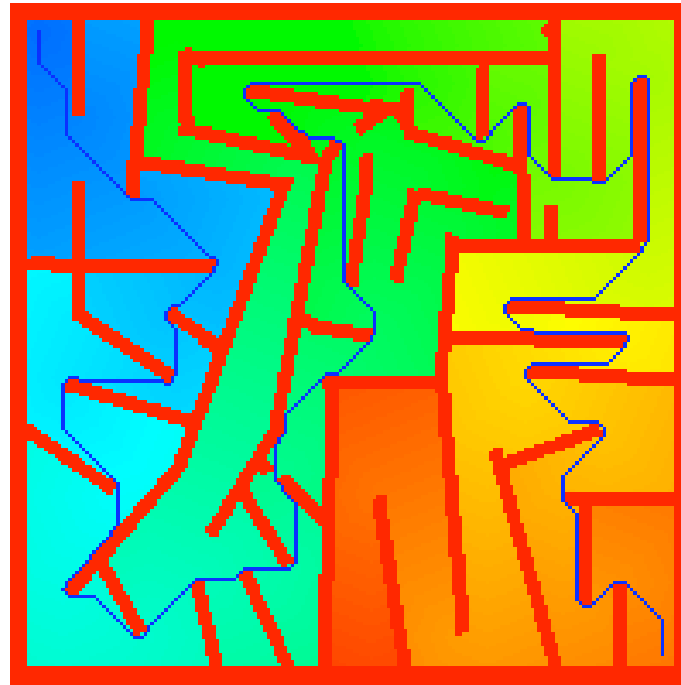
800 km



0

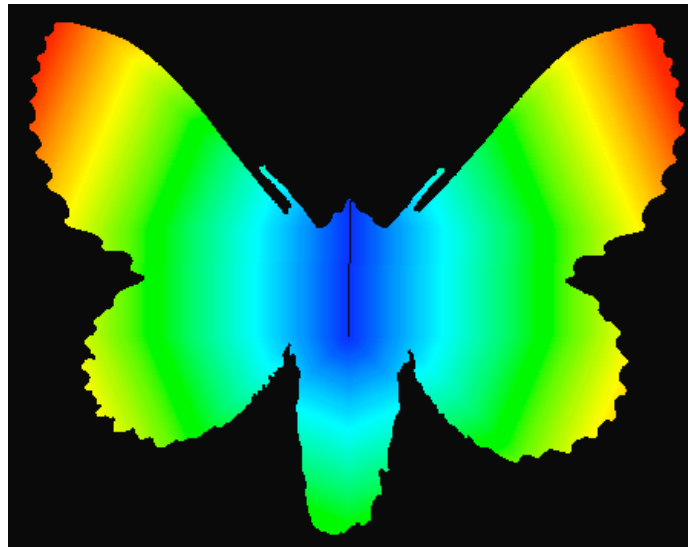
4'500 km

f^* - Algorithm: maze

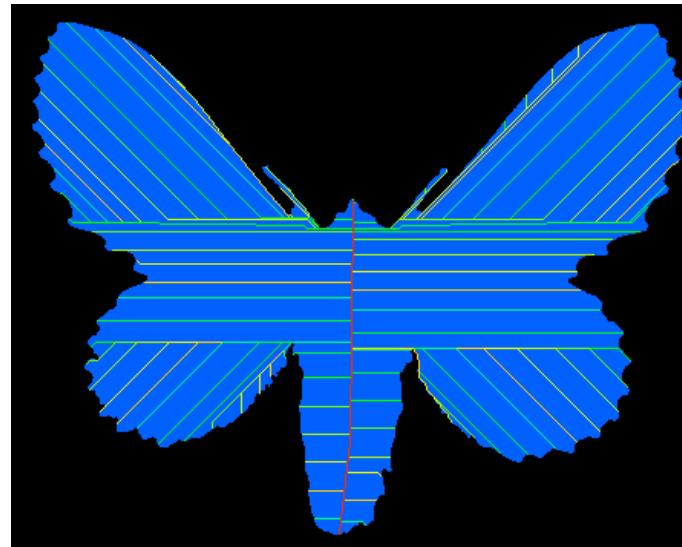


0 Distance max

f^* - Algorithm: Symmetry axis



0 Distance max



f^* - Algorithm: 3D

