
Subject: Re: Following a ridgeline

Posted by [Kenneth P. Bowman](#) on Mon, 16 Jun 2008 19:37:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article

<9b50eb9a-33ea-40a2-8e0a-5e7e92bf52a8@x35g2000hsb.googlegroups.com>,
"mzagursk@gmail.com" <mzagursk@gmail.com> wrote:

> Hi,

>

> I've got a 2d map (let's say it's a contour map of a mountain). I

> need to be able to 'detect' and 'follow' the ridgeline across the

> whole mountain (which does about a 180 degree turn as well, it's U

> shaped). Anyone know any way to accomplish this?

>

> So far, i've attempted to start at the maximum point, and then look

> for surrounding points that minimizes the downward slope, this

> process, however, creates switchbacks at peaks and doesnt follow the

> peak down along a ridge. Any ideas?

>

> Thanks!

You could look for the maximum curvature of the contour lines.

It might be necessary to add some non-artificial intelligence to

get the final result the way you want.

Ken Bowman
