

ilqgames::RelativeTimeTracker



```
graph BT; A[ilqgames::CurvatureCost] --> B[ilqgames::TimeInvariantCost]; B --> C[ilqgames::Cost]; C --> D[ilqgames::RelativeTimeTracker];
```

ilqgames::Cost

ilqgames::TimeInvariantCost

ilqgames::CurvatureCost