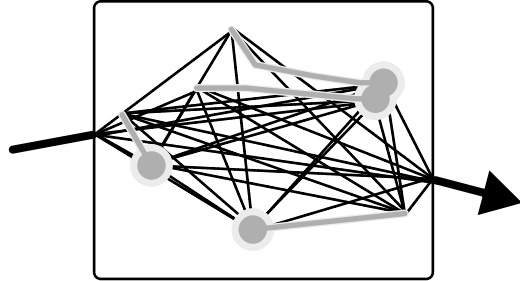
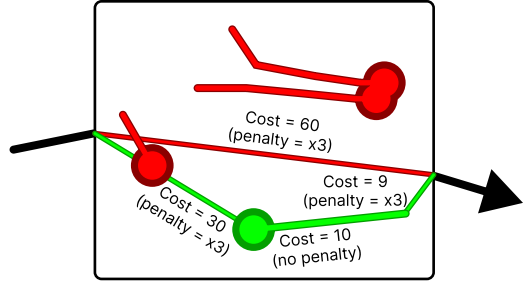


(1) Create intersection bounding box



(2) Generate graph structure



(3) Find most likely (least costly) path