

Need to remember for each transition:

- a: structures(surface_vertices, surface_transform and surface_type for all the surfaces),
- b:(node1.left_leg, node1.right_leg, node1.left_arm, node1.right_arm,) node1.get_virtual_body_pose(P1),
(node2.left_leg, node2.right_leg, node2.left_arm, node2.right_arm,) node2.get_virtual_body_pose(P2),
- c: transition.get_contact_transition_type, transition.get_feature_vector, COM position, COM velocity,
- d: d_{dym}

For a structures S_a ,

(loop through each pair)

For a pair of (P_{a1} , P_{a2}):

- a. A neighboring environment A is determined and it is represented by X_a (using point cloud etc.),
- b. A minimal d_{dym} is found from the above records

For a structures S_b ,

(loop through each pair)

For a pair of (P_{b1} , P_{b2}):

- a. A neighboring environment B is determined and it is represented by X_b (using point cloud etc.),
- b. A minimal $d_{b_{dym}}$ is found from the above records

Question:

Is it possible that A is exactly the same as B while d_{dym} is far from $d_{b_{dym}}$?