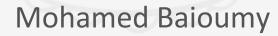
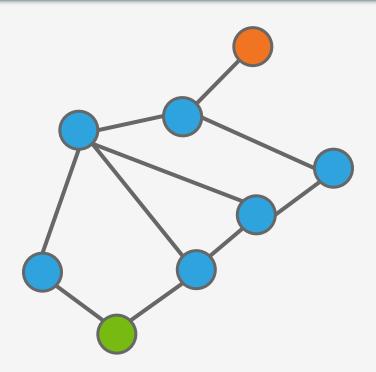
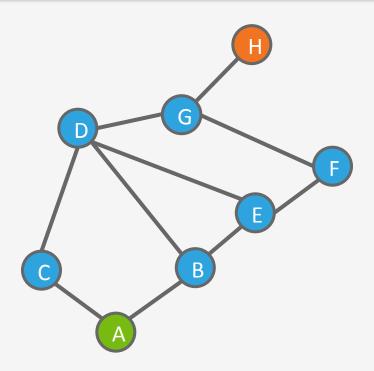
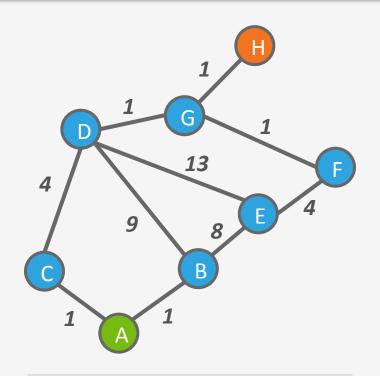
3.4.1

Path planning



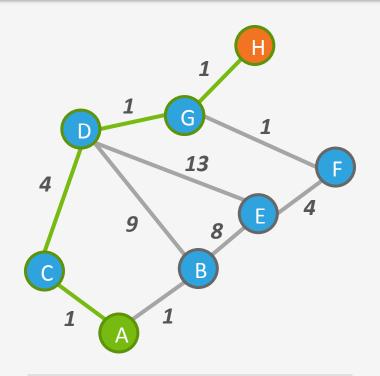




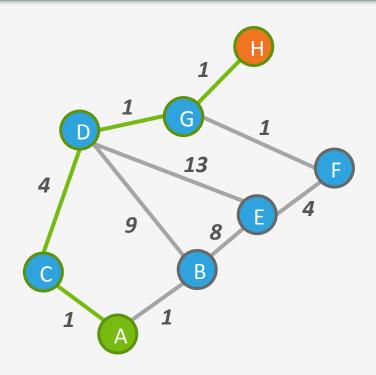


Distance-based

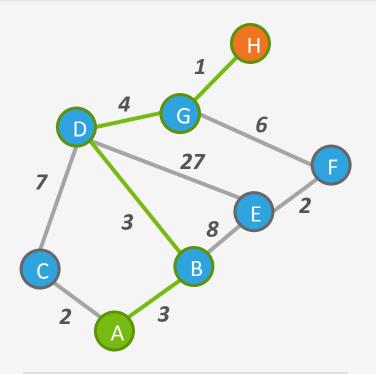
ACDGH is lowest cost



Distance-based *ACDGH* is lowest cost



Distance-based *ACDGH* is lowest cost



Time-based *ABDGH* is lowest cost