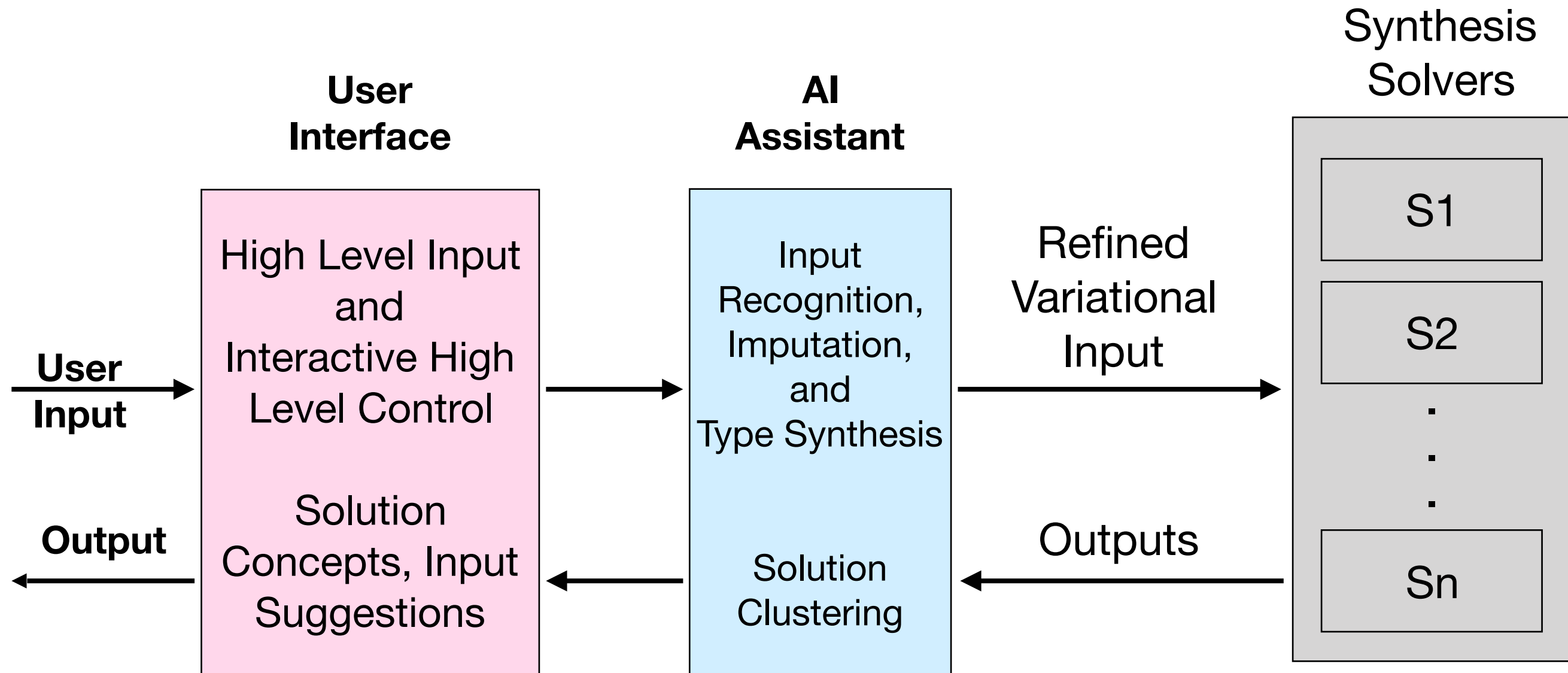


Proposed Framework



Motion Generation : Classical Burmester Problem

