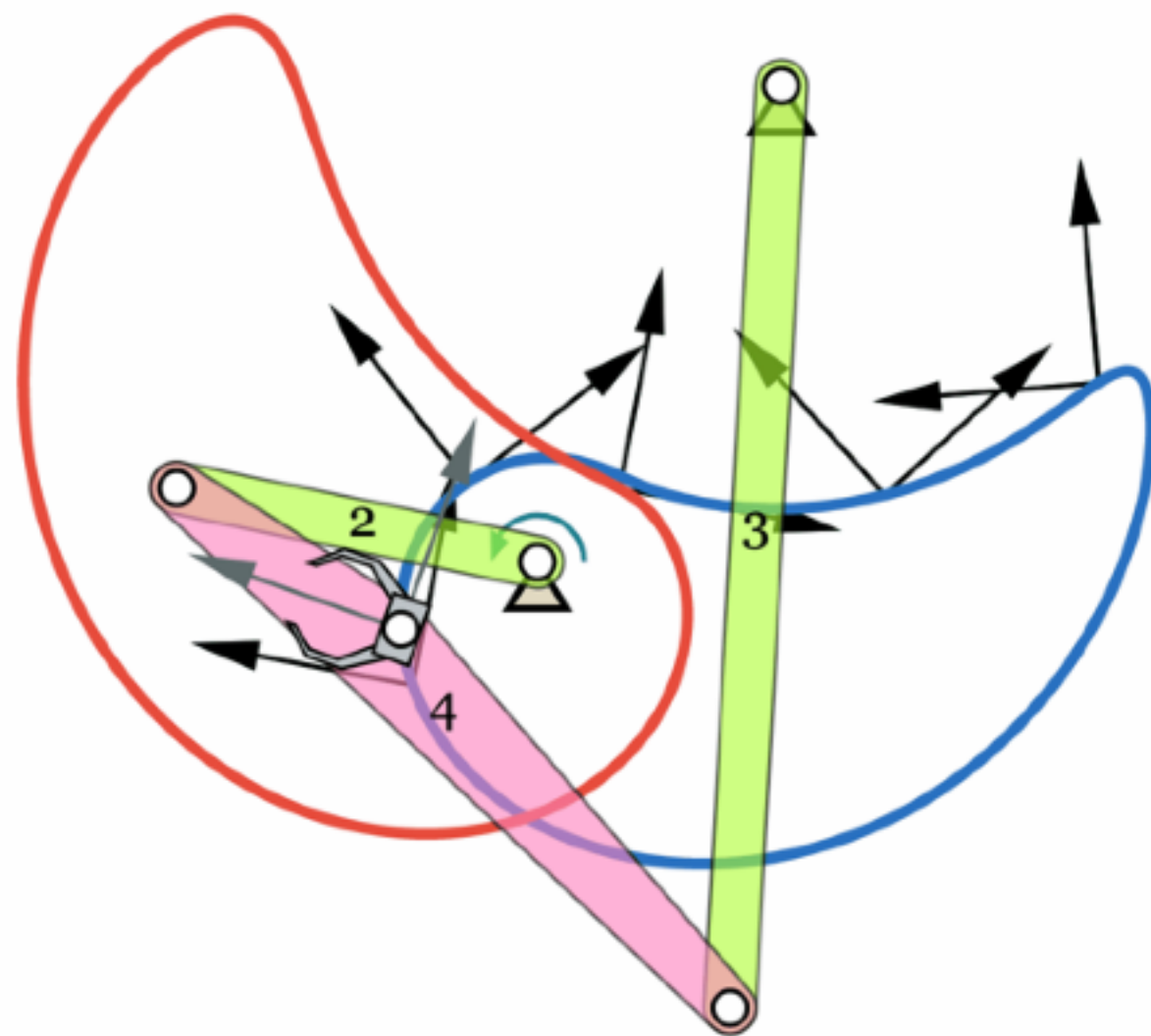
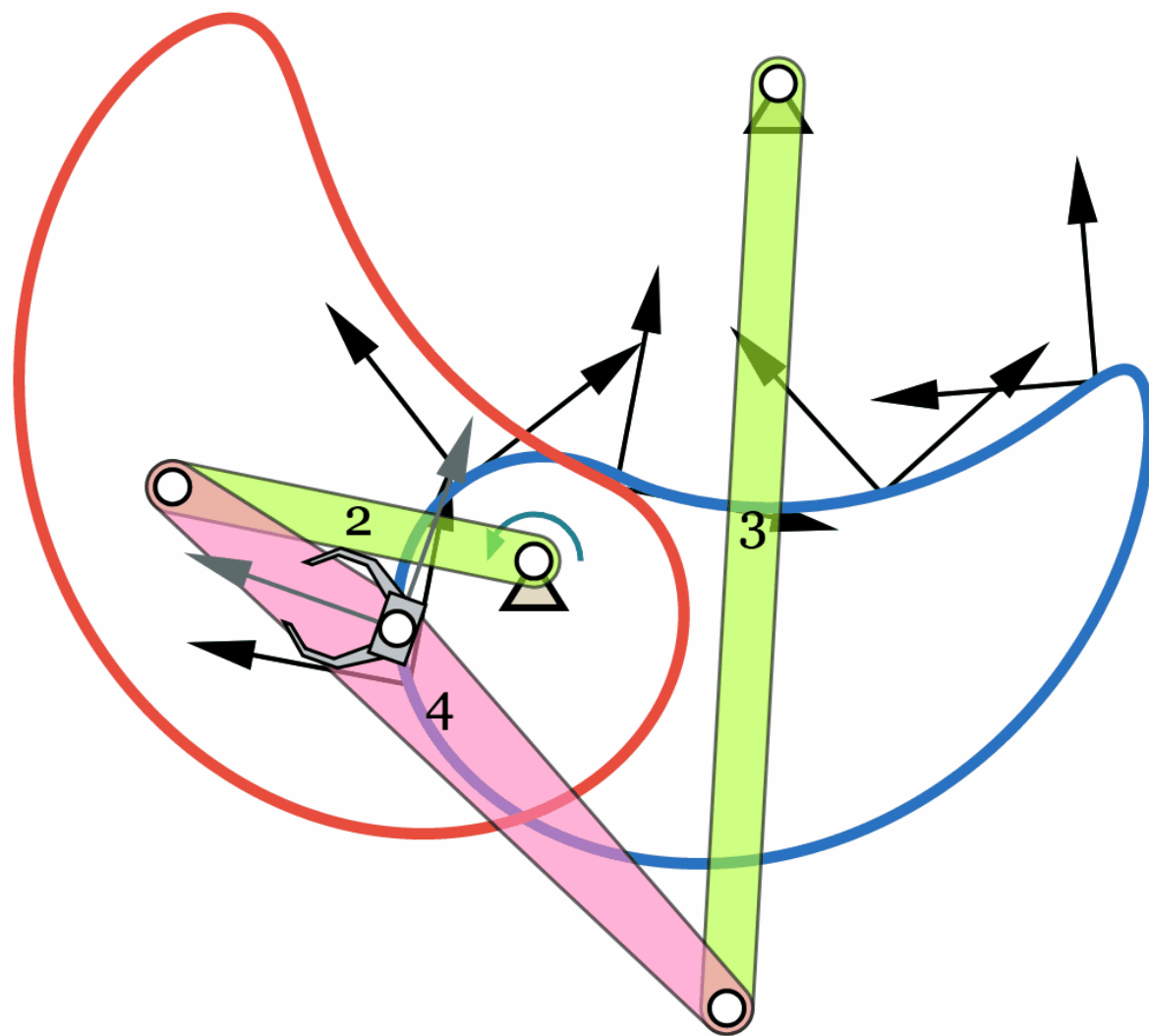
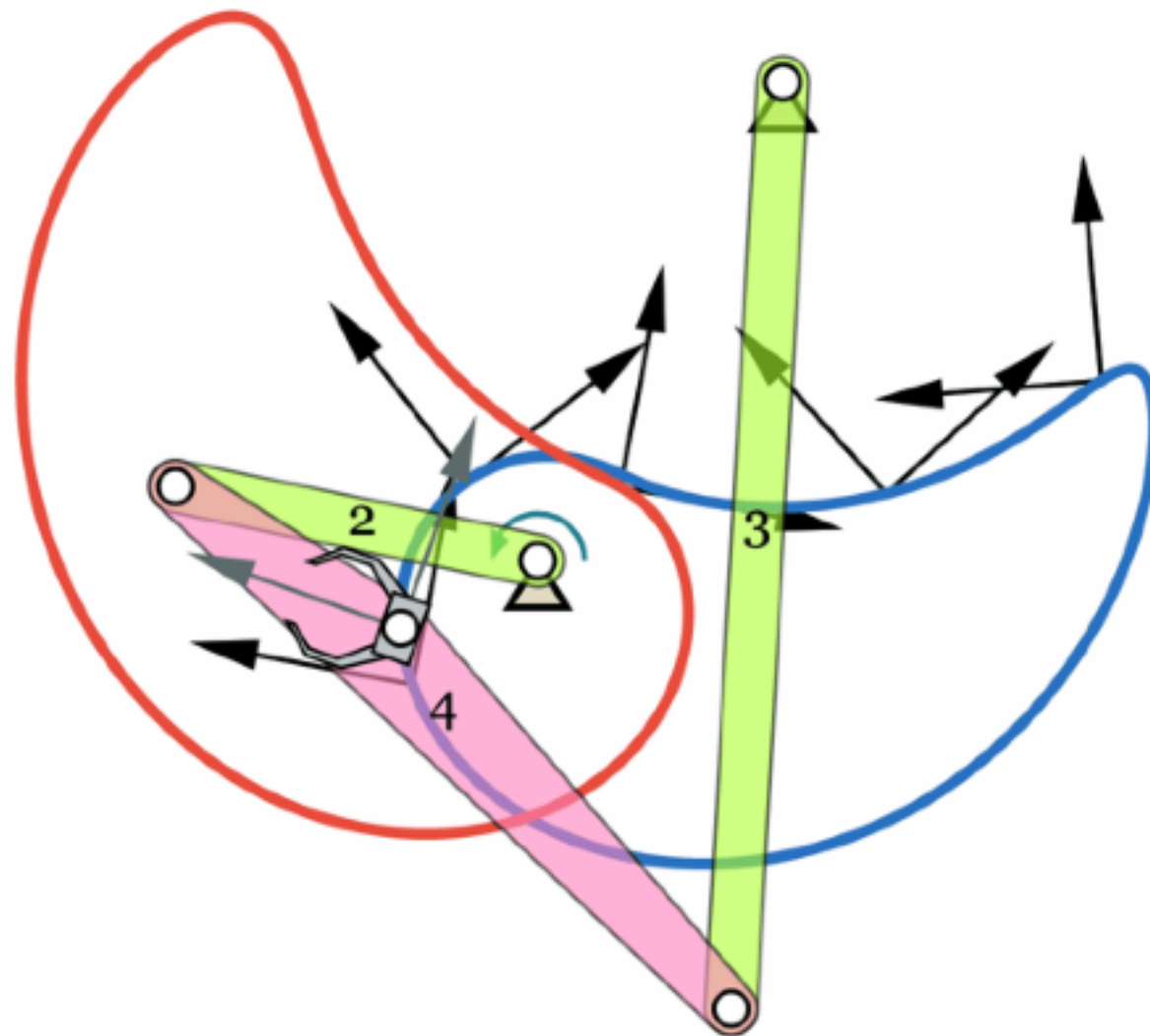


# Motion Generation : Classical Burmester Problem





# Motion Generation : Classical Burmester Problem



# Path Generation

