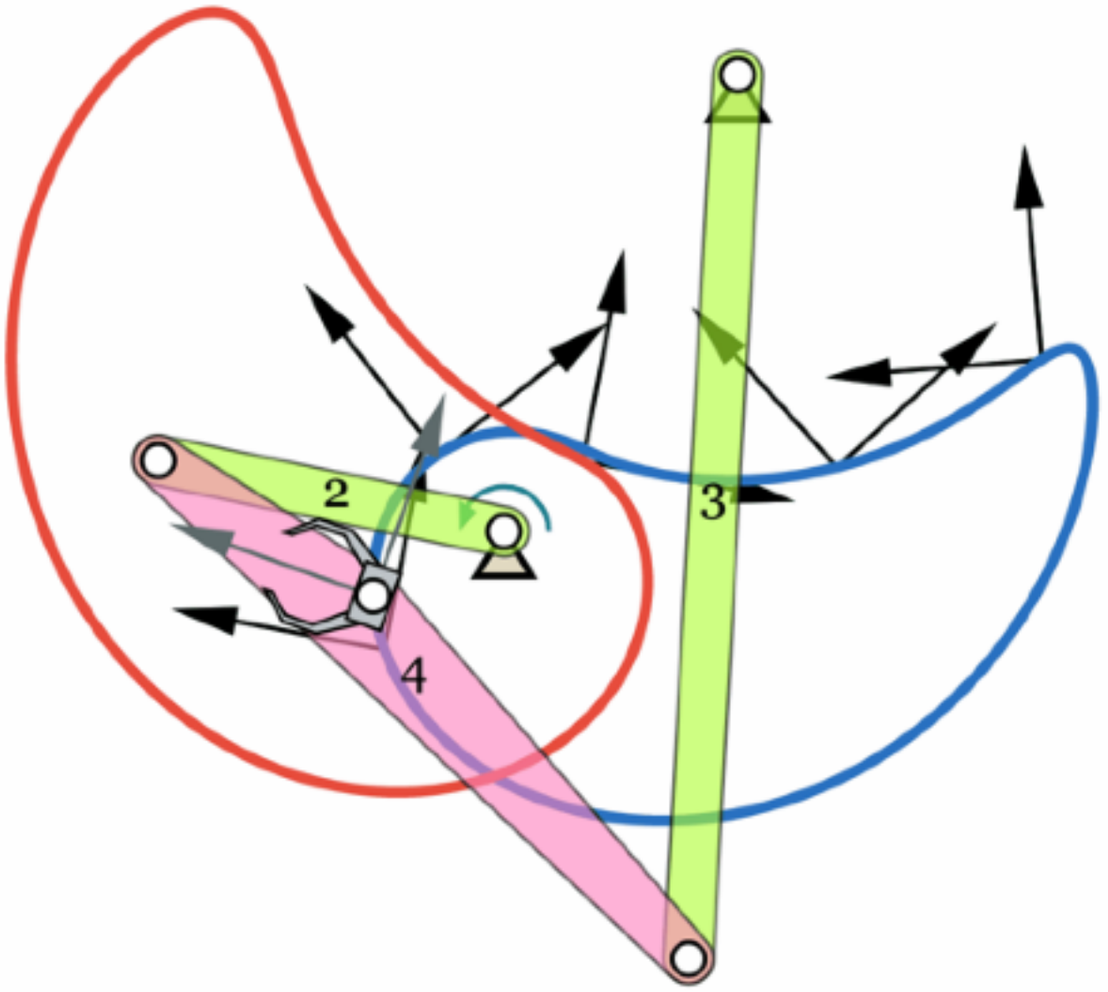
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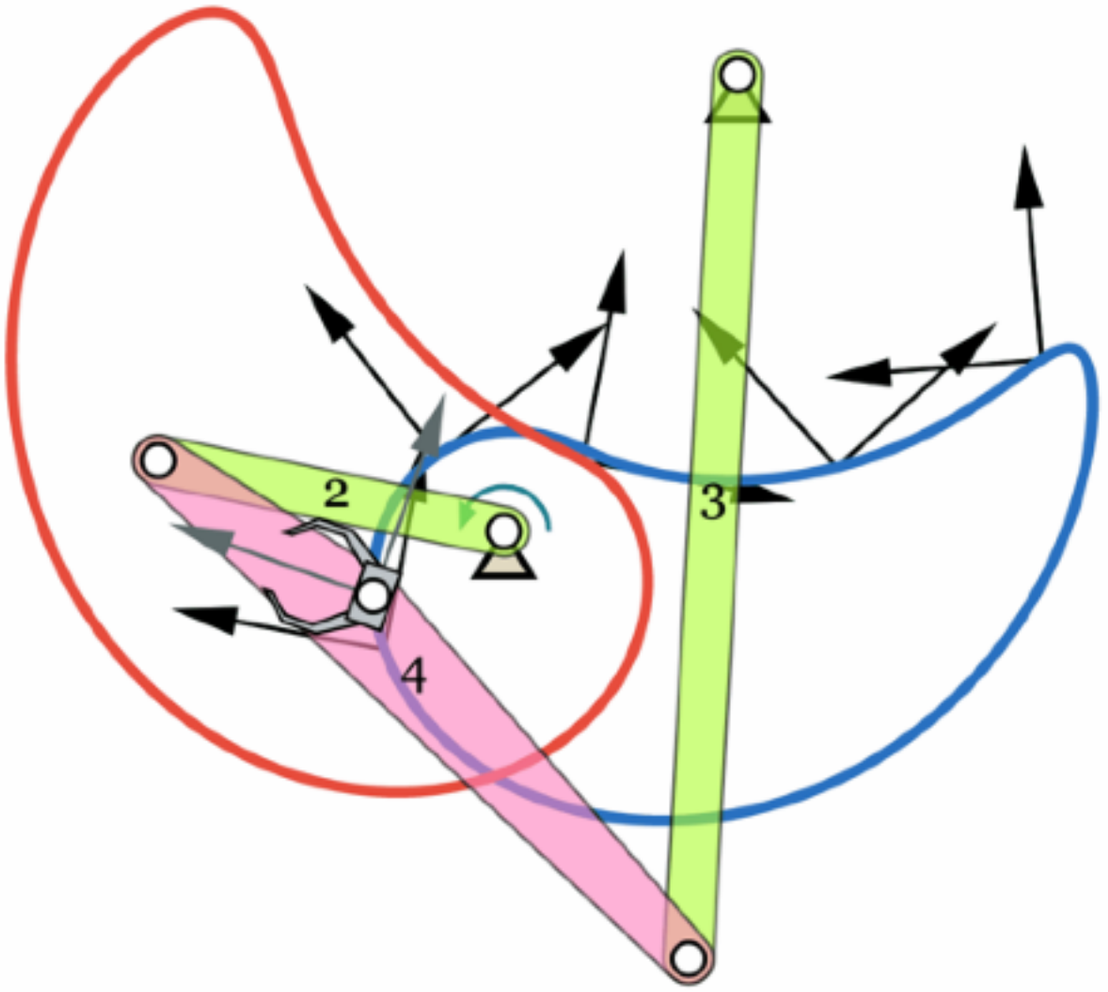
4

Motion Generation : Classical Burmester Problem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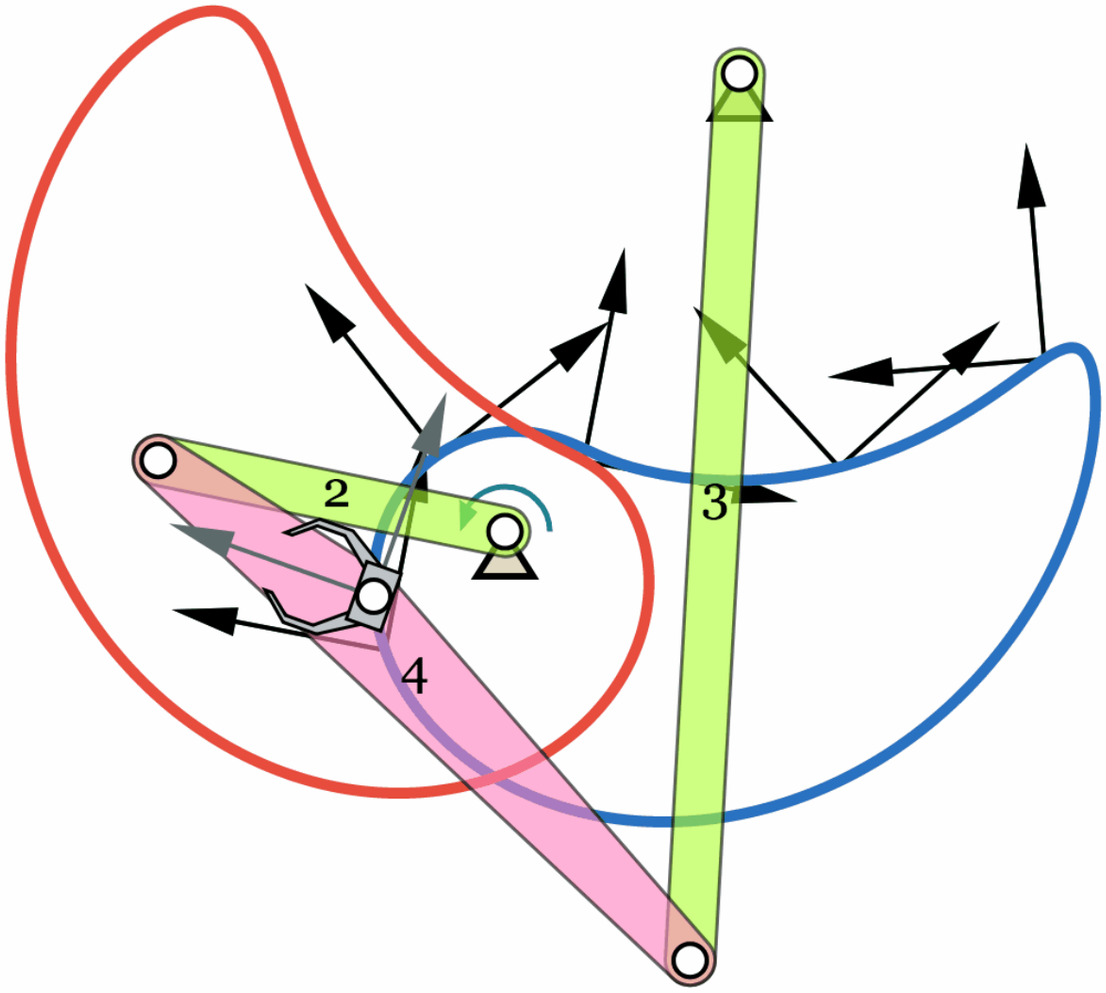
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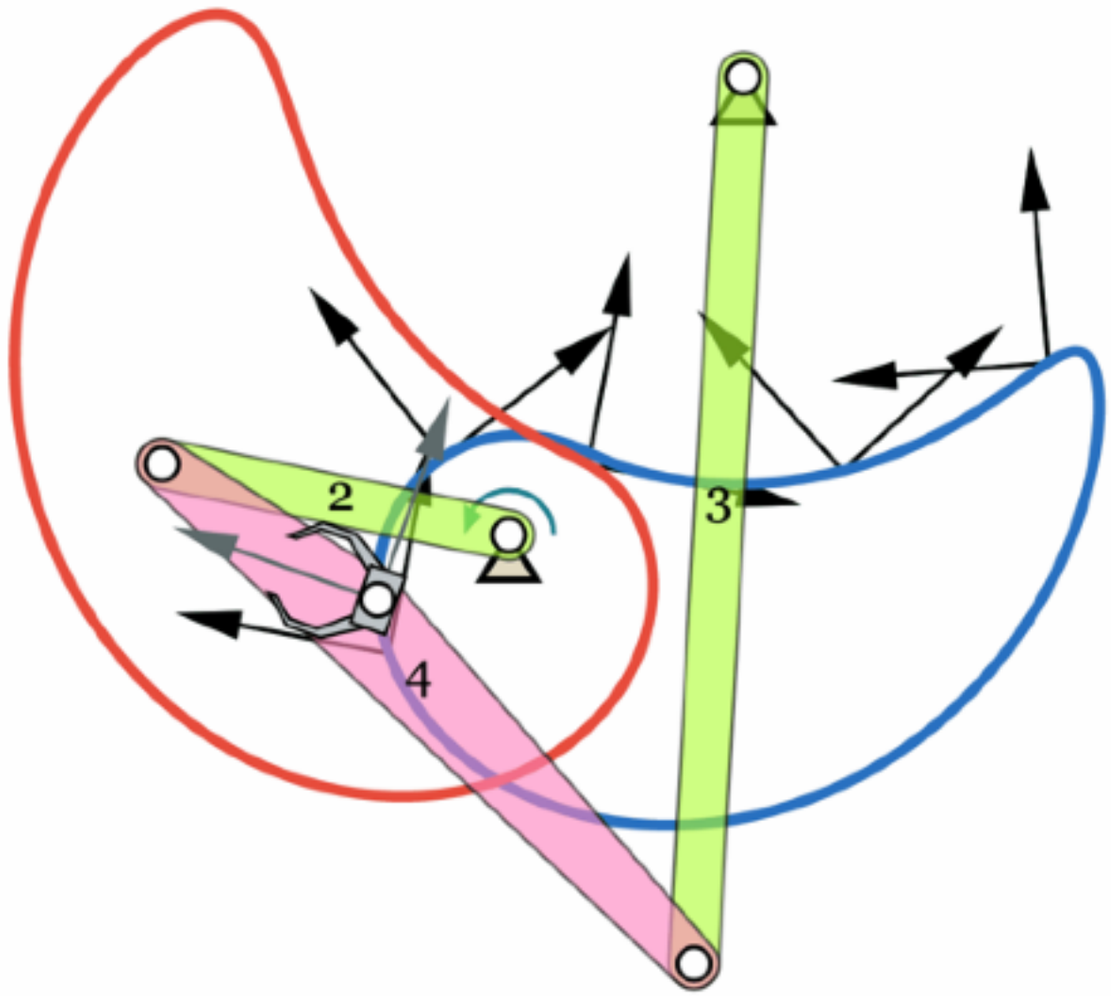
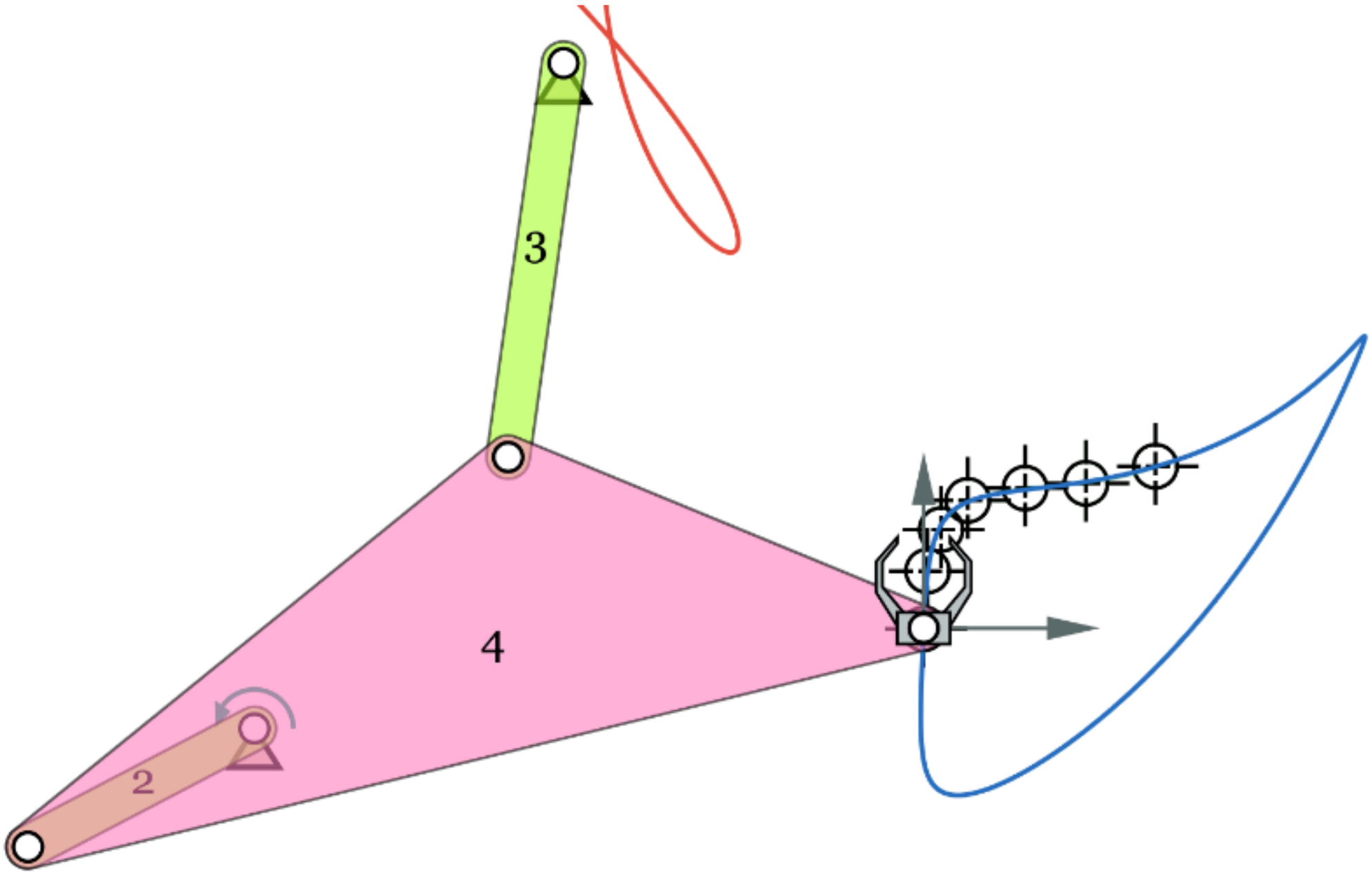
Motion Generation :
Classical Burmester Problem



Path Generation