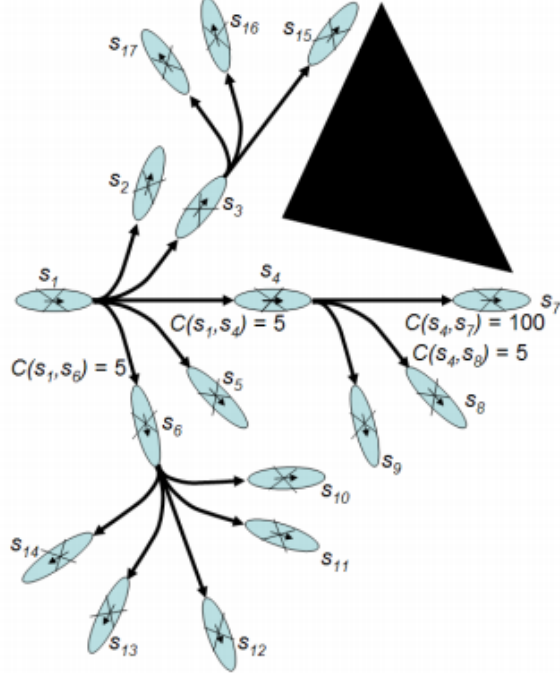


motion primitives

*construct
the graph:*



*search the graph
for solution:*

