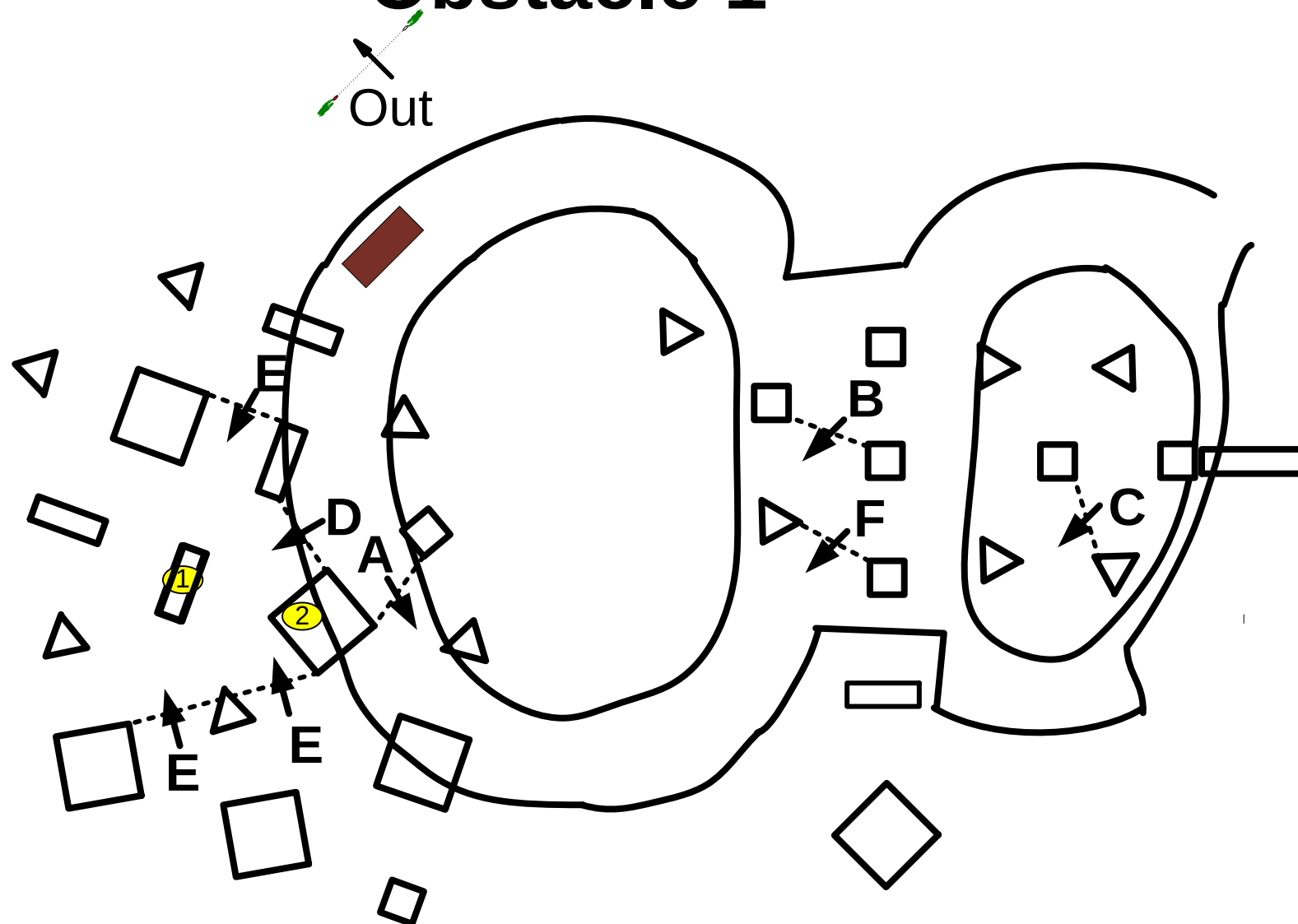




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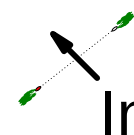
Obstacle 1



1

= Dislogeable Element 2x

Änderungen vorbehalten



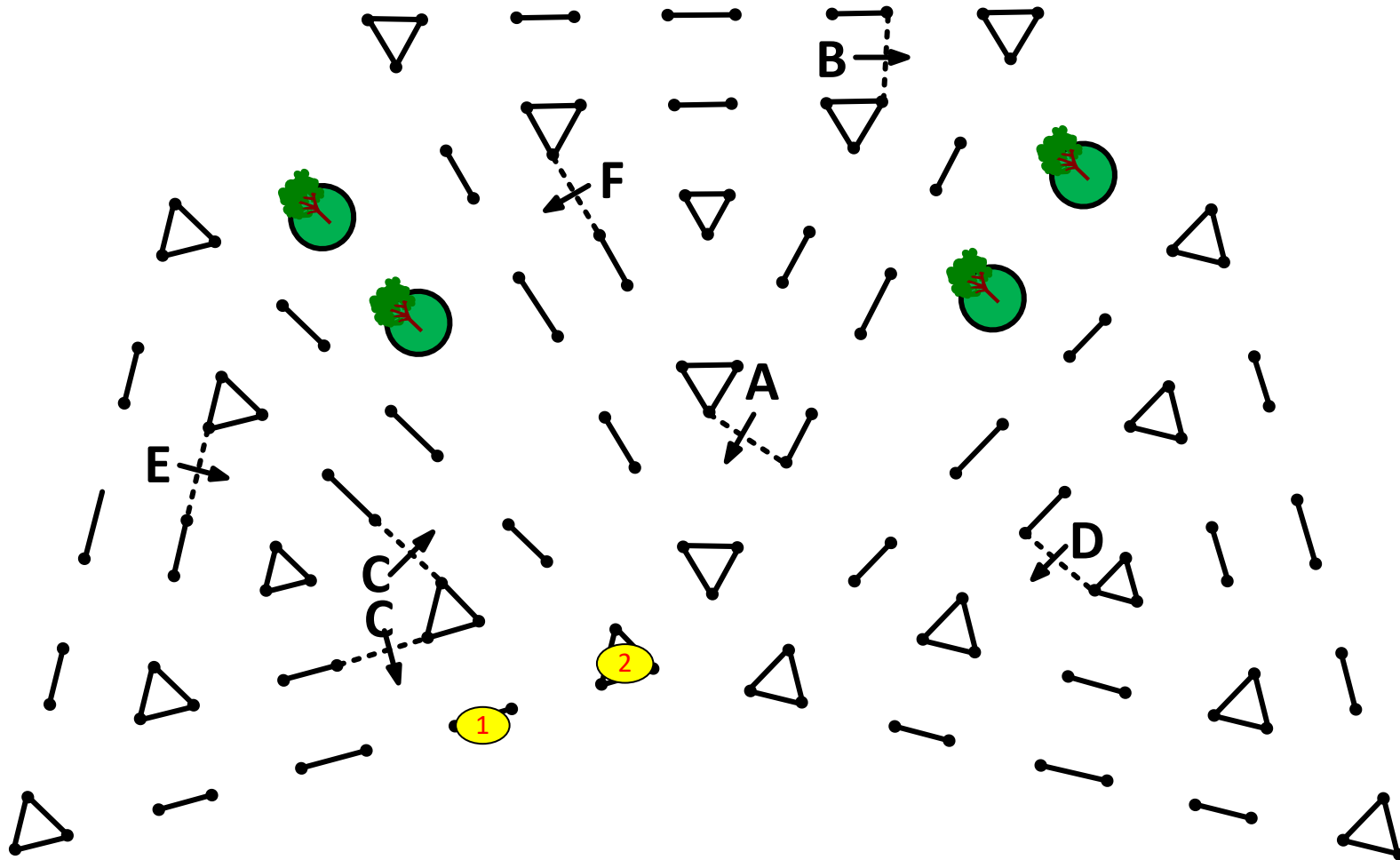
In

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Obstacle 2



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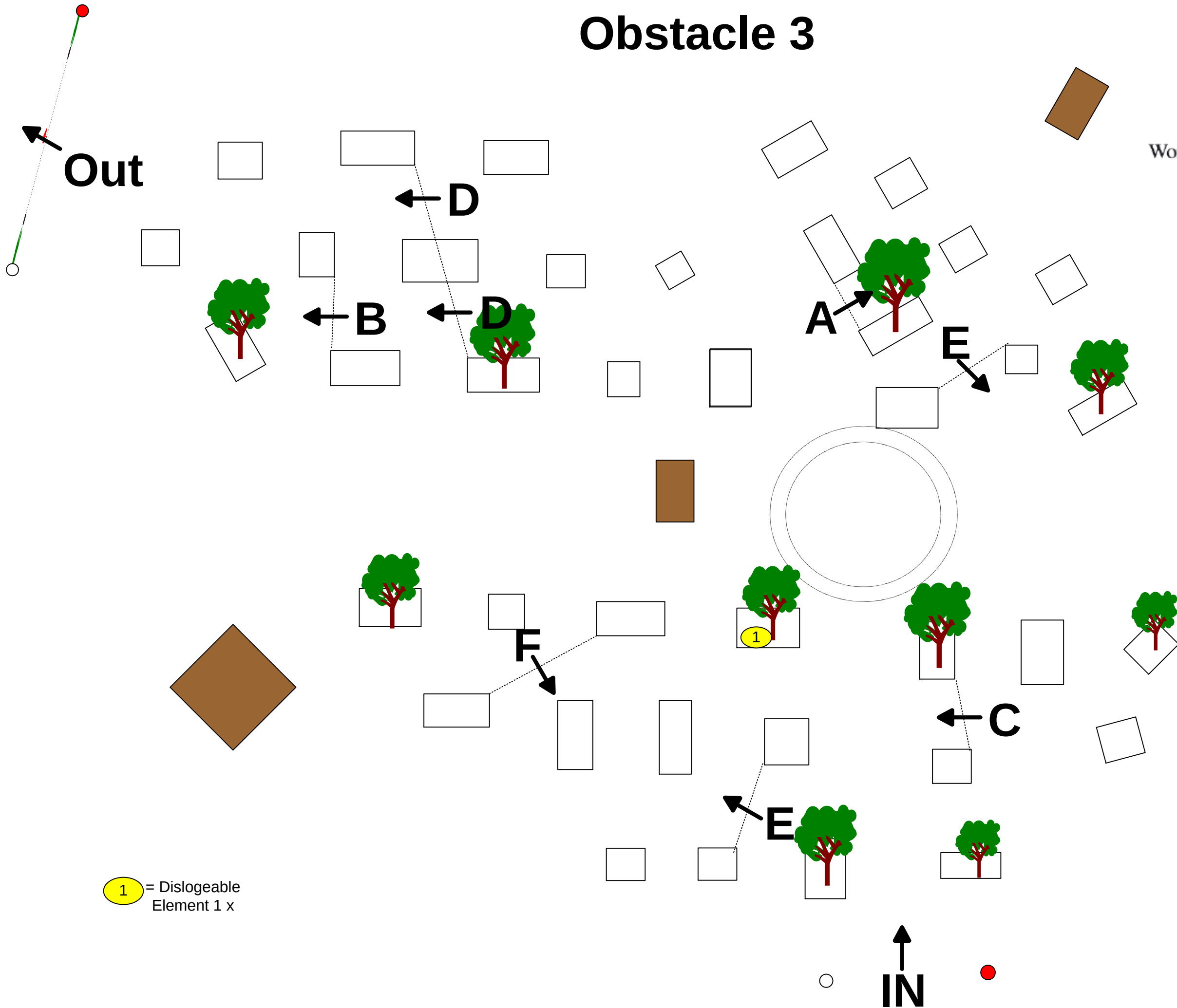
Dislogable Element 2x

Out. In

Obstacle 3



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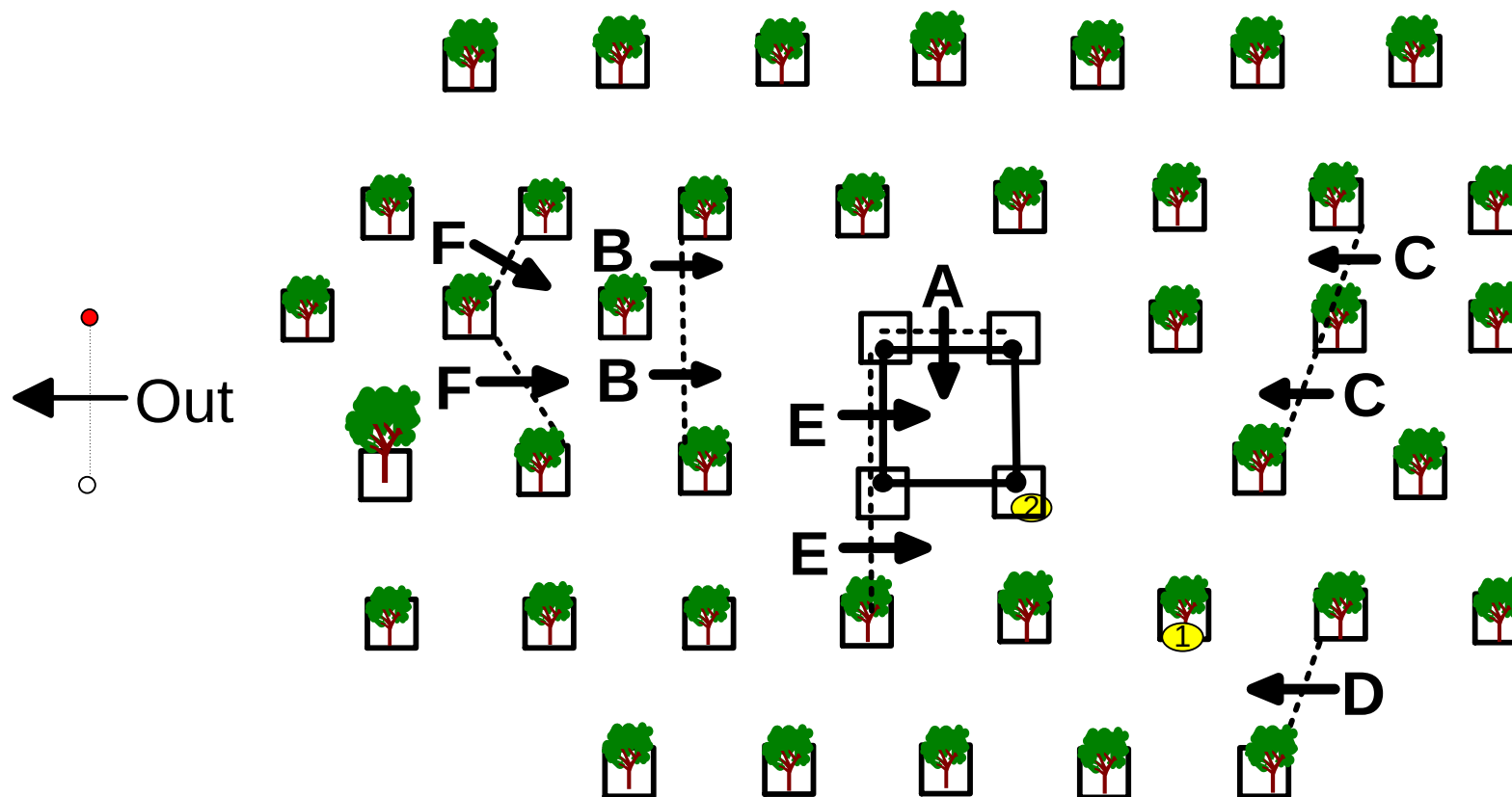
1 = Dislogeable
Element 1 x

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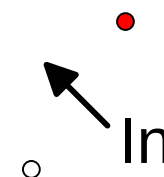
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Obstacle 4



1 = Dislogeable Element, 2x

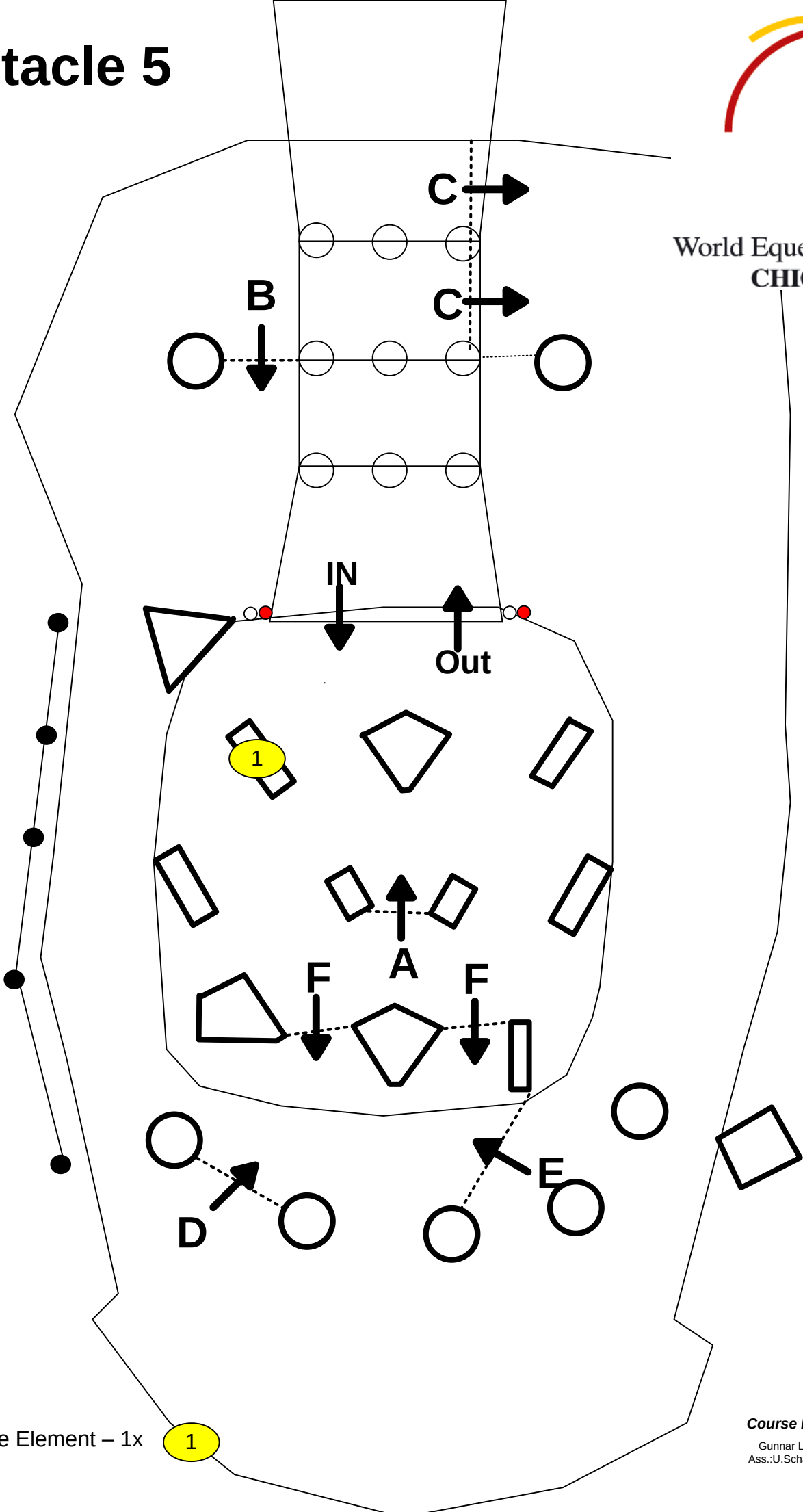
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Obstacle 5



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Dislogable Element – 1x

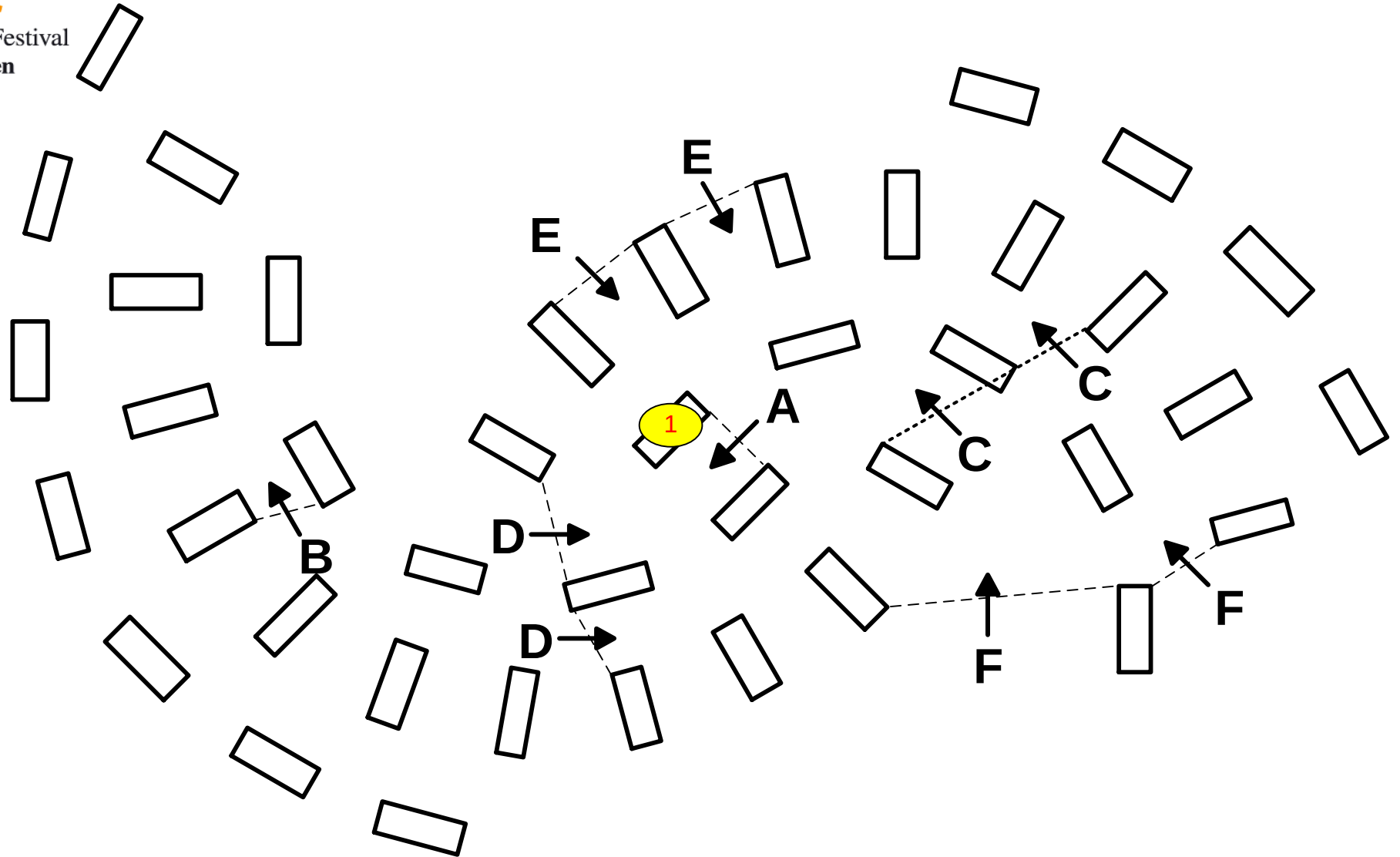
1

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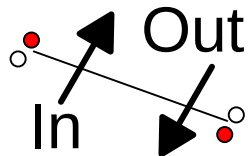


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Obstacle 6



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Dislogable Element – 1 x





The diagram shows a 2D environment with a central cross-shaped obstacle. The environment is populated with various obstacles: squares, diamonds, and triangles. Some obstacles are labeled with letters: 'A' (two locations), 'B' (two locations), 'C', 'D', 'E', and 'F'. Three specific obstacles are highlighted with yellow circles and numbers: '1' (a diamond), '2' (a triangle), and '3' (a square). Dashed lines with arrows indicate movement paths or relationships between these labeled points and other obstacles.

In →

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Out →

A diagram showing a neural network layer. On the left, an arrow labeled 'In' points towards a cluster of three nodes (two red, one white). On the right, an arrow labeled 'Out' points away from a cluster of three nodes (two red, one white).

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