Paths Must be Chosen Based on Possible Movement

Path planning is a form of **search problem**.

In other words, intelligence, as we defined it earlier in the class.

The **constraints** are **imposed by** the vehicle **dynamics**.

For example,
- a vehicle has a turning radius
- which prohibits it from turning too sharply
- (otherwise, we could skip the whole 3-point notion and simply spin the car about its midpoint!).