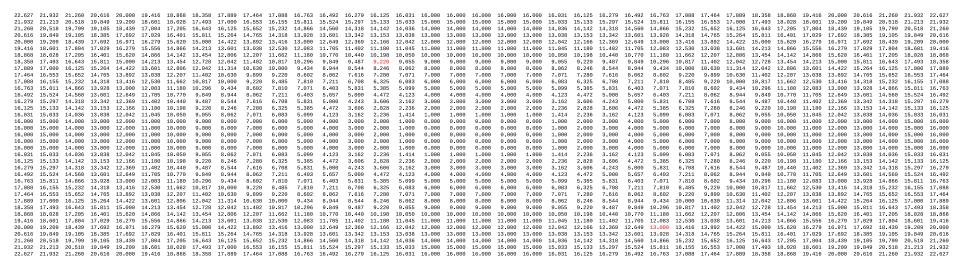
RESULT OF THE EDT



distance_transform_edt(255-world_obstacles)
// Image normalize by Matlab from 0 to 255
// imagesc(matrix); colormap(gray)

The previous matrix is so dark that if the range of gray colors is not expanded from 0 to 255 we won't see any difference when plotting that matrix.

$$\frac{\text{matrix}[i,j]}{max \text{ (matrix)}} 255$$

