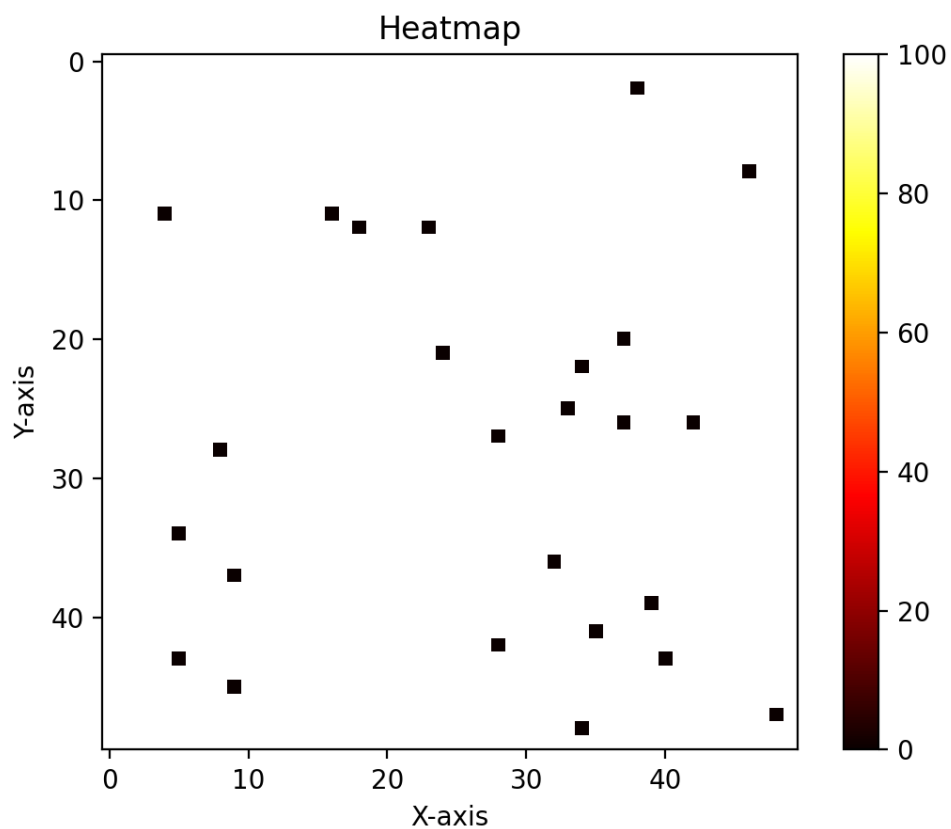


- What happens when you increase/decrease thresh? Please provide images of the environment with the higher/lower thresh values.

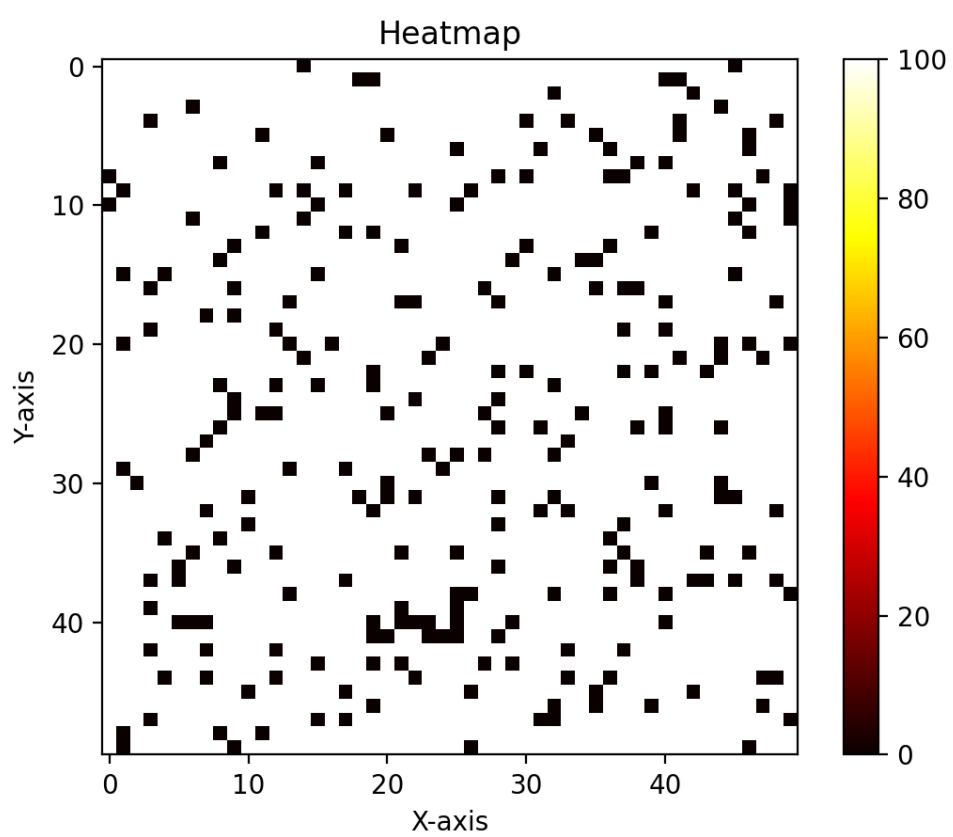
Increasing threshold is increasing the number of obstacles.

Decreasing the threshold decrease the number of obstacles.

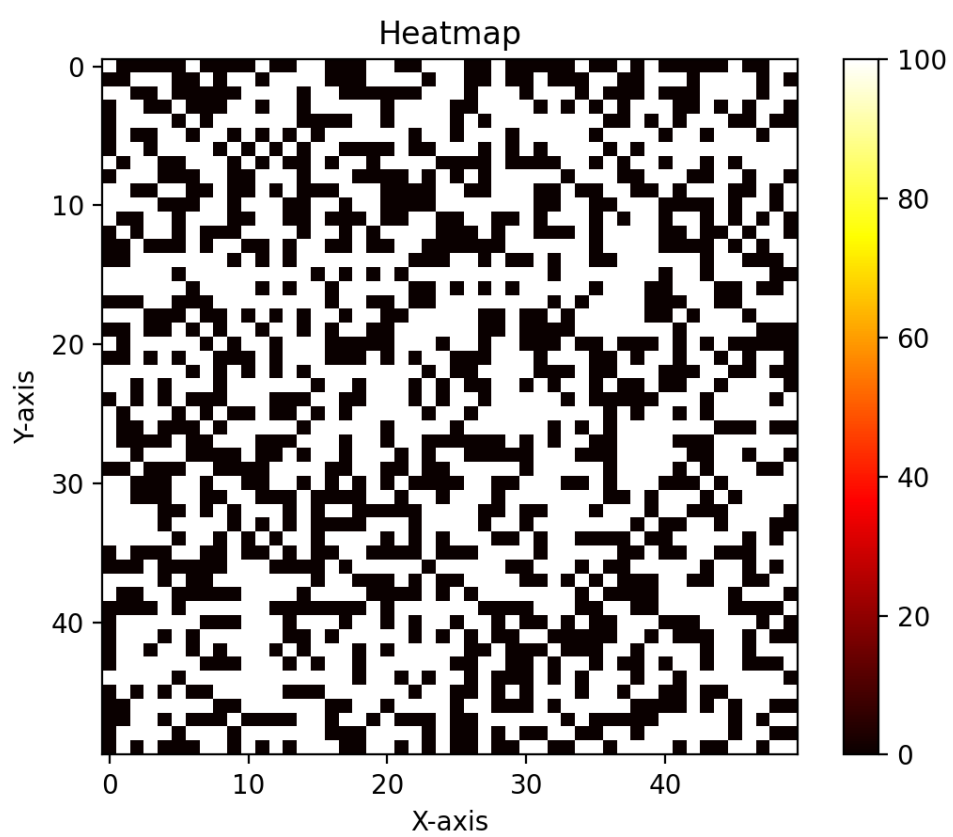
Threshold 1%



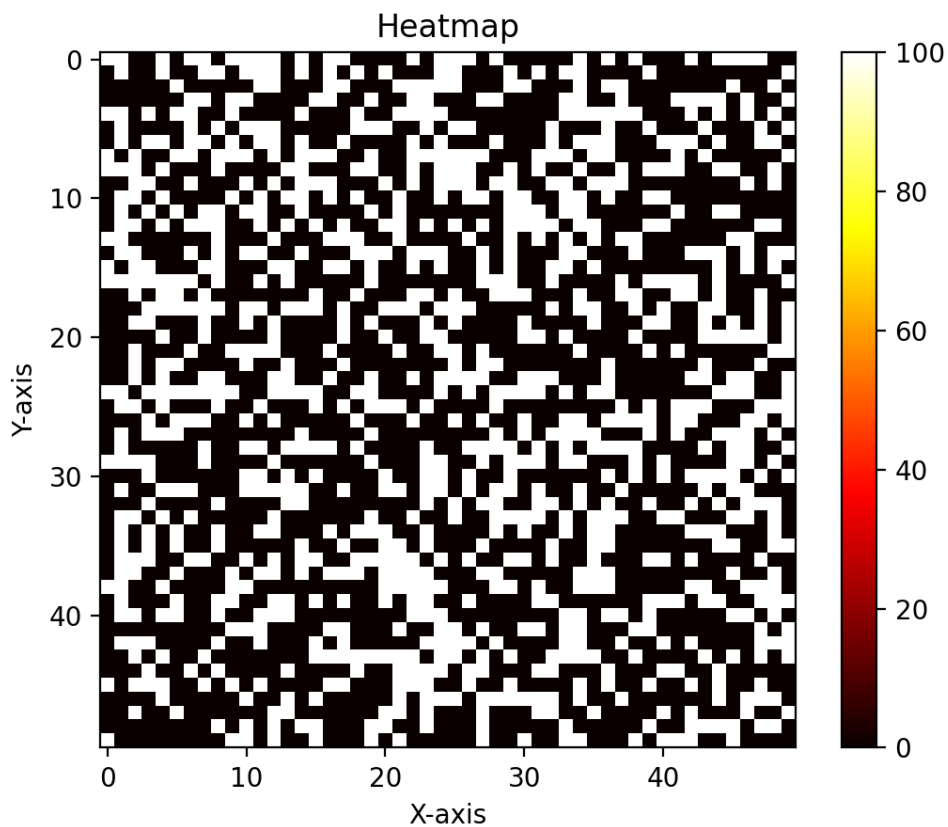
Threshold 10%



Threshold 40%



Threshold 70%



- What does it mean if a cell had a value between 0 and 100? Where could/Why would this be useful?

Confidence level: 0 indicating we are sure there is no object.

100% indicating we are sure there is a object and the value between that will represent what's the confidence level that there is a object.

- (Optional) Bonus Question: Can you generate the random map in 1 line of code? (i.e. other than thresh definition and the plotting code, you only have 1 line of code)

Done in the code!