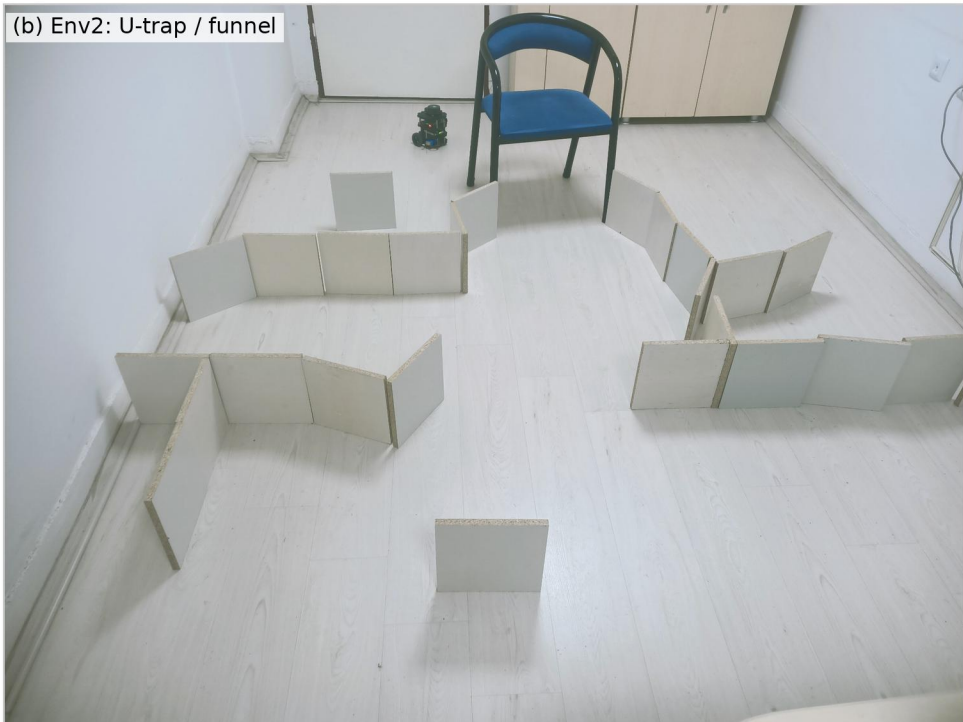


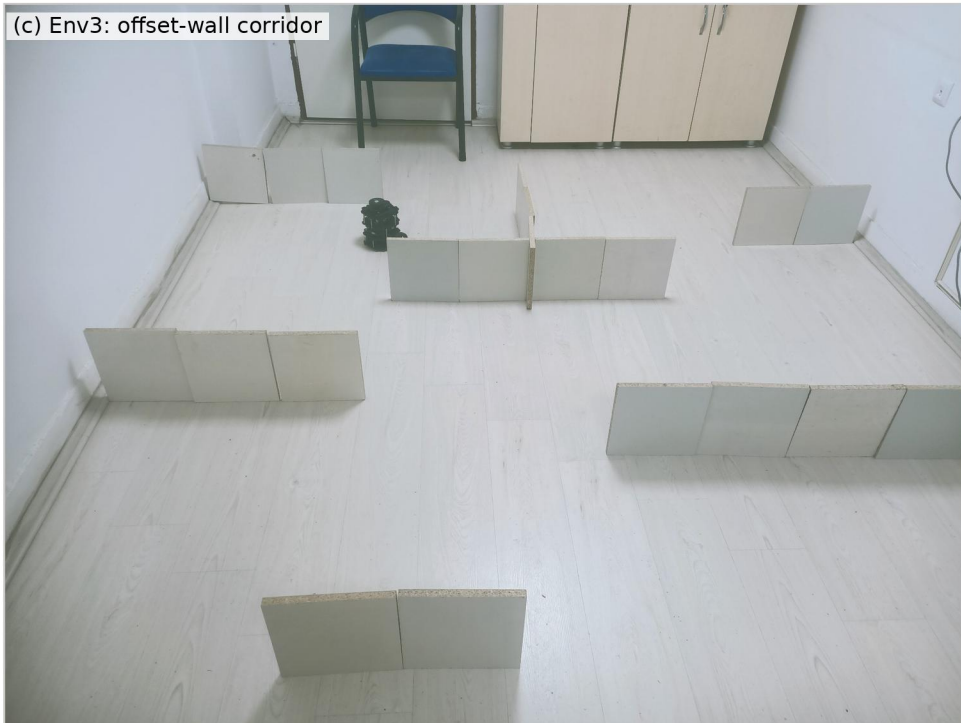
(a) Env1: narrow gate corridor



(b) Env2: U-trap / funnel



(c) Env3: offset-wall corridor



(d) Env4: dual U-trap + clutter

