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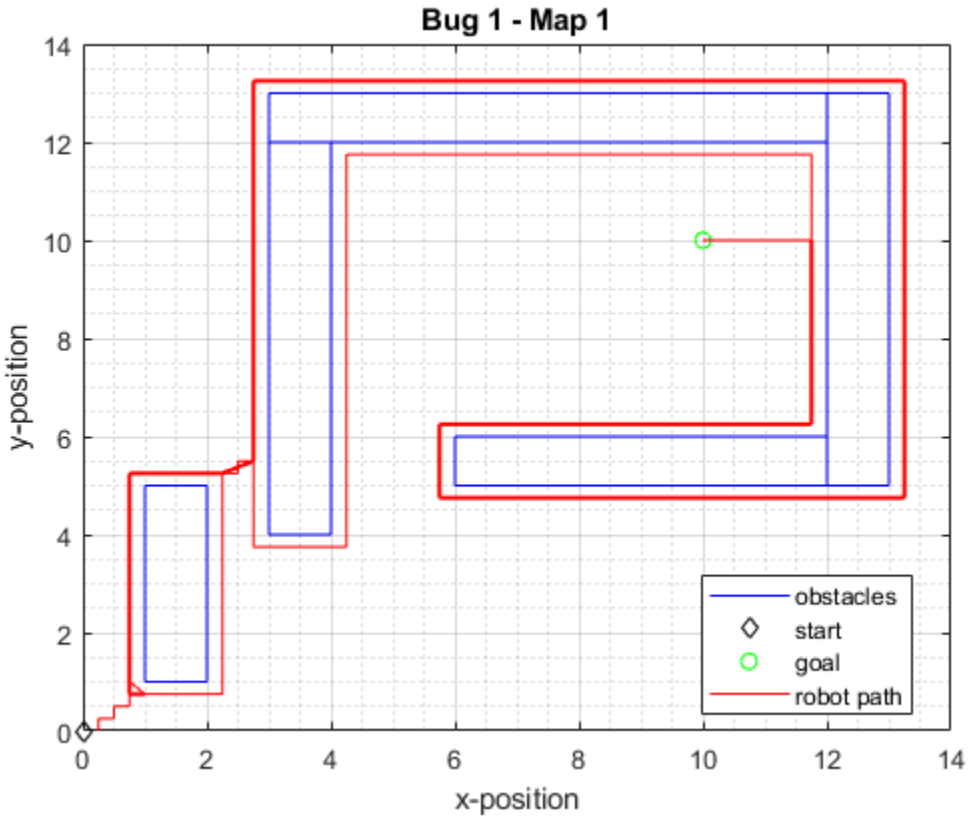
Housekeeping

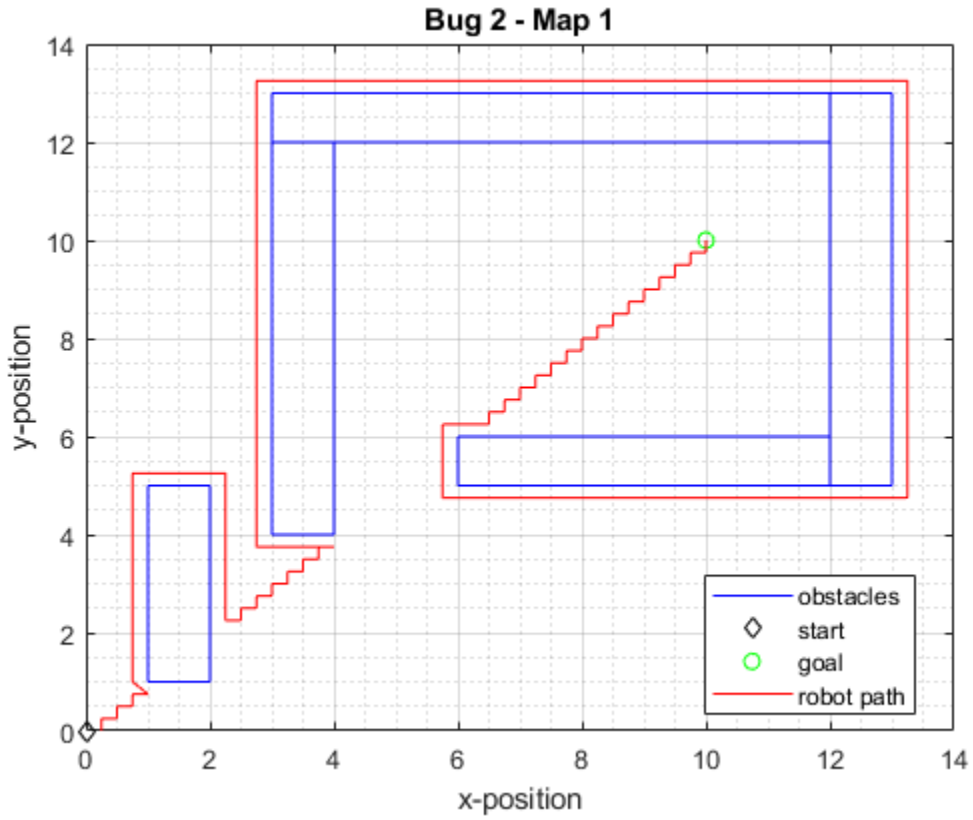
Variable Init

Bug1 Map1

```
Warning: Ignoring extra legend entries.
```

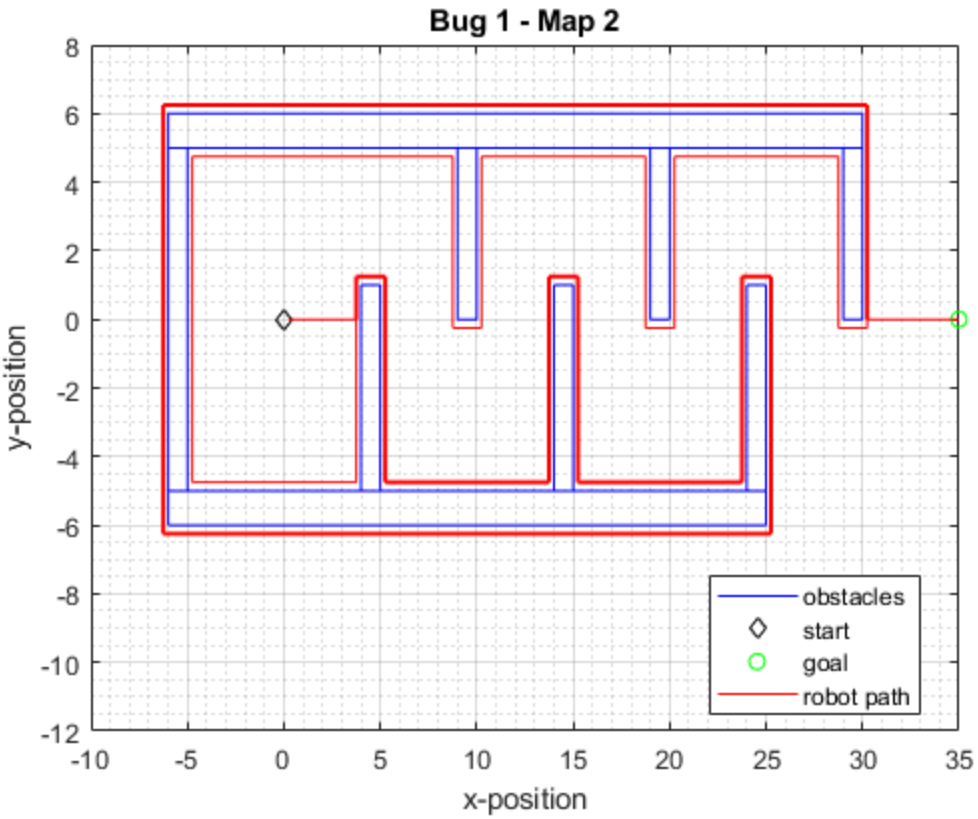


Bug2 Map1



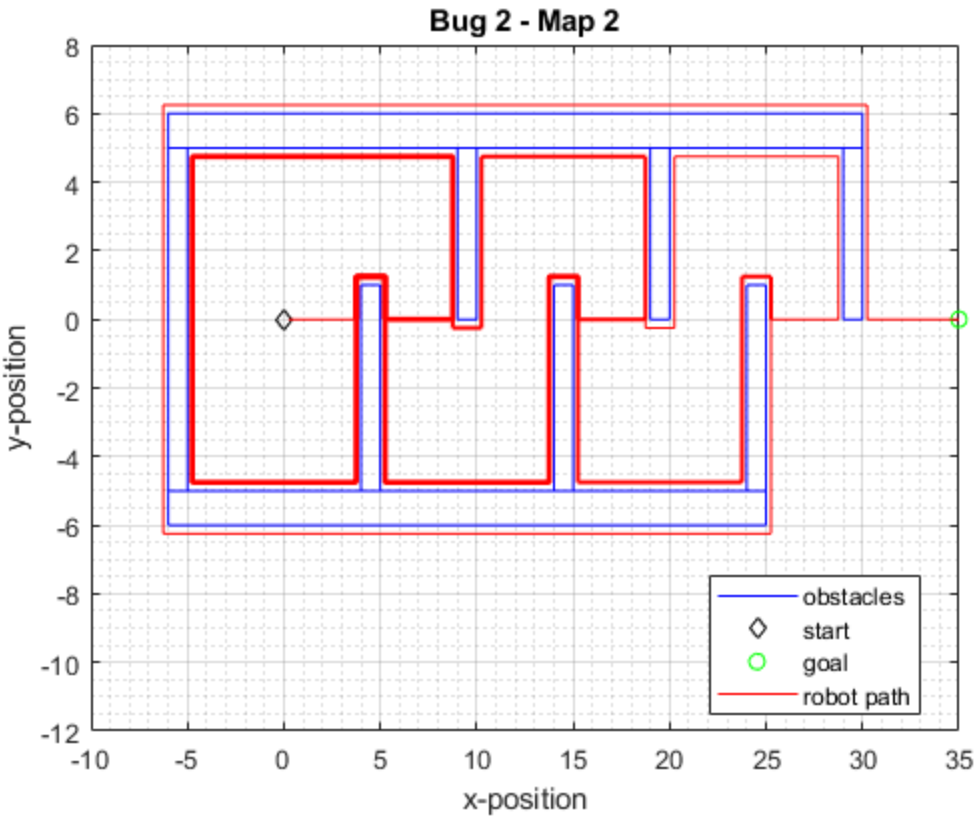
Bug1 Map2

```
Warning: Ignoring extra legend entries.
```



Bug2 Map2

```
Warning: Ignoring extra legend entries.
The path length for bug1 map1 = 133.500000
The path length for bug2 map1 = 60.250000
The path length for bug1 map2 = 373.250000
The path length for bug2 map2 = 419.500000
For the Bug 1 algorithm, I would expect the path length for a
right turning robot to be the same as for a left turning robot
because the robot has to circumnavigate the entire obstacle
regardless and then motion to goal at the closest point.
The upper bound on the path length is D+(3/2)*sum(obstacle_perimeter).
However, I would expect different lengths for the Bug 2
algorithm since the upper bound of the path length depends on
the number of m-line intersections and many of those intersections
could be further from the goal as the previous intersection thus
increasing the path length more.
```



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