
Algorithm 1 *graft_rrt*($q_{source}, q_{goal}, map_size, obstacles, epsilon, threshold, iterations$)

$T1, T2 \leftarrow InitTree()$ \triangleright T1 gets Start Node (Source), T2 gets Goal Node
 $T_{graft} \leftarrow GetTree(rand_center(q_{source}, q_{goal}, map_size, obstacle))$
while $iteration < iterations$ **do**
 $q_{new} \leftarrow Random\ Valid\ Point$
end while
