

| map | algorithm | DynamicCar | Hovercraft | Quadrotor | Blimp |
|--------------|-----------|---------------------|--------------------------|-----------|-------|
| open area | P-PRM | — | — | | |
| | KPIECE | — | — | | |
| | RRT | — | — | | |
| single wall | P-PRM | — | — | | |
| | KPIECE | — | — | | |
| | RRT | — | — | | |
| 3 ladder | P-PRM | — | — | | |
| | KPIECE | — | — | | |
| | RRT | — | — | | |
| forest | P-PRM | 0.9–1.1 | 0.8–0.9 (2d) | | |
| | KPIECE | ∞ – ∞ | 2.8– ∞ (2d) | | |
| | RRT | 1.4–1.8 | ∞ – ∞ (2d) | | |
| fifthelement | P-PRM | — | — | | |
| | KPIECE | — | — | | |
| | RRT | — | — | | |