map	algorithm	DynamicCar	Hovercraft	Quadrotor	Blimp
	P–PRM	1.1–1.9	0.7–1.1	–	–
open area	KPIECE	18–35	3.2–6.9	–	–
	RRT	3.2–5.8	5.9–10.6	–	–
	P–PRM	4.9–6.3	9.2–11.4	–	–
single wall	KPIECE	6.2–9.1	2.1–3.7	–	–
	RRT	6.2–8.1	11–13	–	–
	P–PRM	2.9–3.4	8.7–10.2	–	–
3 ladder	KPIECE	2.4–4.6	1.3–1.7	–	–
	RRT	5.0–6.3	9.1–10.6	–	–
	P–PRM	1.3–2.4	1.0–1.6 (2d)	1.0–1.3	2.5–3.3
forest	KPIECE	47–79	4.5–9.0 (2d)	0.5–0.8	60–75
	RRT	9.3–22.6	12–20 (2d)	7.1–10.6	28–43
	P–PRM	–	–	1.0–1.2	1.2–1.7
fifthelement	KPIECE	–	–	3.8–4.9	32–44
	RRT	–	–	4.6–6.1	5.1–21.2