map	algorithm	DynamicCar	Hovercraft	Quadrotor	Blimp
	P–PRM	1.000	1.000	–	–
open area	KPIECE	0.708	0.880	–	–
	RRT	0.980	0.872	–	–
	BEAST	1.000	1.000	–	–
	P–PRM	0.544	0.032	–	–
single wall	KPIECE	0.448	0.420	–	–
	RRT	0.416	0.000	–	–
	BEAST	0.996	0.844	–	–
	P–PRM	0.780	0.000	–	–
3 ladder	KPIECE	0.568	0.636	–	–
	RRT	0.432	0.000	–	–
	BEAST	0.980	0.920	–	–
	P–PRM	0.810	0.641 (2d)	1.000	0.864
forest	KPIECE	0.178	0.202 (2d)	0.996	0.032
	RRT	0.405	0.069 (2d)	0.924	0.160
	BEAST	0.802	0.726	1.000	0.992
	P–PRM	–	–	1.000	0.920
fifthelement	KPIECE	–	–	1.000	0.156
	RRT	–	–	0.976	0.480
	BEAST	–	–	1.000	0.996