

map	algorithm	DynamicCar	Hovercraft	Quadrotor	Blimp
open area	P-PRM	1.000	1.000	—	—
	KPIECE	1.000	1.000	—	—
	RRT	1.000	1.000	—	—
	BEAST	1.000	1.000	—	—
single wall	P-PRM	1.000	0.404	—	—
	KPIECE	0.908	0.964	—	—
	RRT	0.908	0.136	—	—
	BEAST	1.000	0.984	—	—
3 ladder	P-PRM	1.000	0.164	—	—
	KPIECE	0.928	0.960	—	—
	RRT	0.976	0.012	—	—
	BEAST	0.980	1.000	—	—
forest	P-PRM	0.810	0.758 (2d)	1.000	0.992
	KPIECE	0.409	0.496 (2d)	1.000	0.088
	RRT	0.672	0.246 (2d)	0.996	0.676
	BEAST	0.802	0.786	1.000	1.000
fifthelement	P-PRM	—	—	1.000	1.000
	KPIECE	—	—	1.000	0.276
	RRT	—	—	1.000	0.592
	BEAST	—	—	1.000	1.000