map	algorithm	KinematicCar	DynamicCar	Hovercraft	Quadrotor	Blimp
single wall	P–PRM	1.0–1.9	1.3–2.3	2.5–4.6	–	–
	KPIECE	765–1510	88–148	24–54	–	–
3 ladder	P–PRM	0.9–1.3	1.3–1.9	2.4–3.6	–	–
	KPIECE	319–684	63–109	21–37	–	–
parking lot	P–PRM	1.3–2.3	1.4–2.4	1.7–2.9	–	–
	KPIECE	492–1145	101–162	25–49	–	–
intersection	P–PRM	1.7–3.1	1.3–2.2	2.2–3.7	–	–
	KPIECE	202–701	48–89	18–30	–	–
forest	P–PRM	1.4–2.4	1.9–3.1	1.3–4.3	1.7–2.4	1.1–14.5
	KPIECE	876–1611	237–324	65–96	1.5–7.6	76–109
fifthelement	P–PRM	–	–	–	1.9–4.0	1.8–2.8
	KPIECE	–	–	–	2.8–4.3	46–63