

map	algorithm	KinematicCar	DynamicCar	Hovercraft	Quadrotor	Blimp
single wall	P-PRM	1.0–1.9	1.3–2.3	2.5–4.6	–	–
	KPIECE	765.4–1510.2	87.7–147.8	24.2–54.3	–	–
3 ladder	P-PRM	0.9–1.3	1.3–1.9	2.4–3.6	–	–
	KPIECE	319.3–684.3	62.6–109.0	21.2–37.0	–	–
parking lot	P-PRM	1.3–2.3	1.4–2.4	1.7–2.9	–	–
	KPIECE	491.5–1144.7	101.5–162.4	24.7–49.1	–	–
intersection	P-PRM	1.7–3.1	1.3–2.2	2.2–3.7	–	–
	KPIECE	201.5–701.3	47.7–88.7	17.8–29.6	–	–
forest	P-PRM	1.4–2.4	1.9–3.1	1.3–4.3	1.7–2.4	1.1–14.5
	KPIECE	876.4–1610.7	236.6–324.4	64.9–96.3	1.5–7.6	76.2–108.8
fifthelement	P-PRM	–	–	–	1.9–4.0	1.8–2.8
	KPIECE	–	–	–	2.8–4.3	46.4–63.2