Table 1: The simulated and hardware-connected result of the performance of RRT in a dynamic space

Iteration										
time until 1st collision	1st	2nd	3th	4th	5th	6th	7th	8th	9th	10th
$t_{simulation}$	1	2	3	4	5	6	7	8	9	10
$t_{hardware}$	1	2	3	4	5	6	7	8	9	10