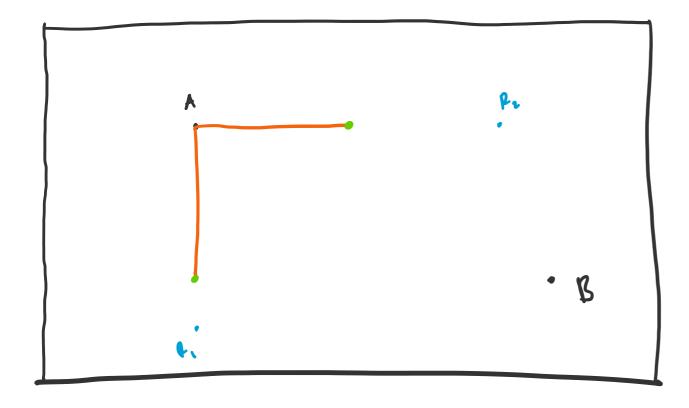
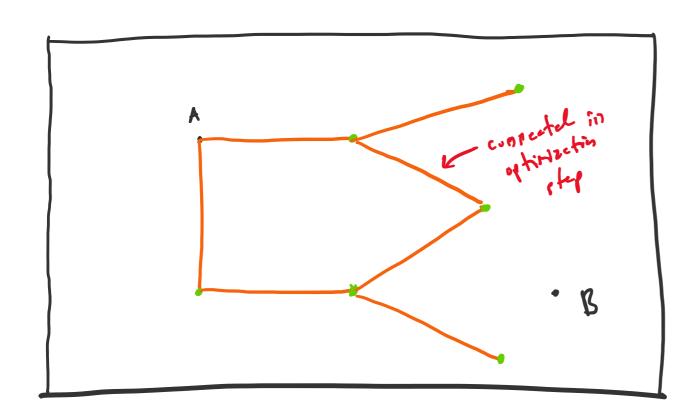
RRT:

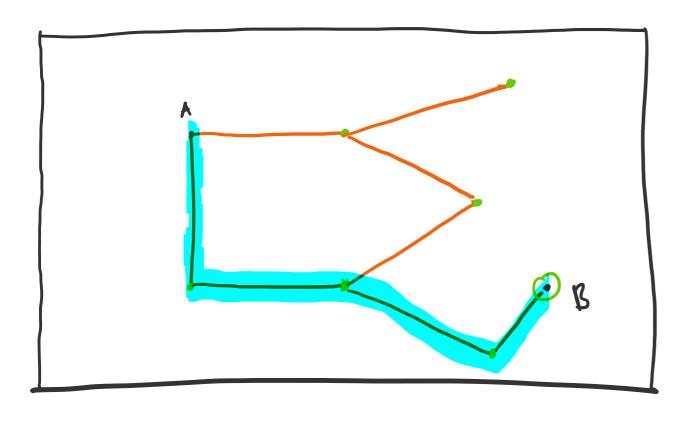
- 1. Sample random point
- 2. Find nearest neighbor in tree to that point
- 3. Extend towards the sample
- 4. Add new node to tree
- 5. Check if the goal is reached
- 6. Repeat

RRT*:

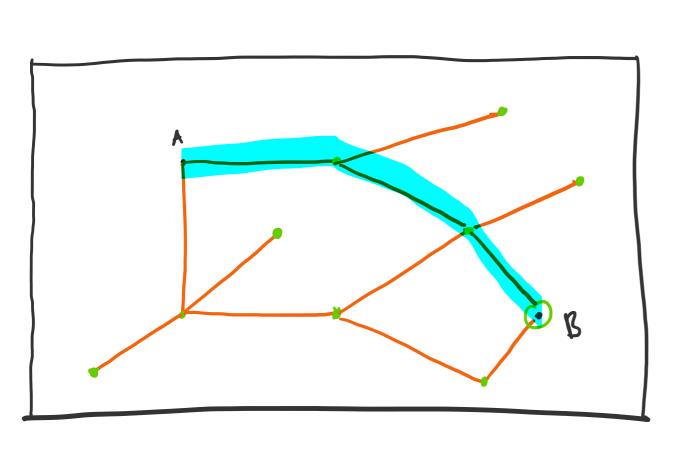
- 1. Sample random point
- 2. Find nearest neighbor in tree to that point
- 3. Extend towards the sample
- 4. Find all neighbors in tree within radius r of sample
- 5. Choose best parent node (lowest cost)
- 6. Add new node with best parent
- 7. Rewire tree (improve nearby nodes)
- 8. Check if goal reached



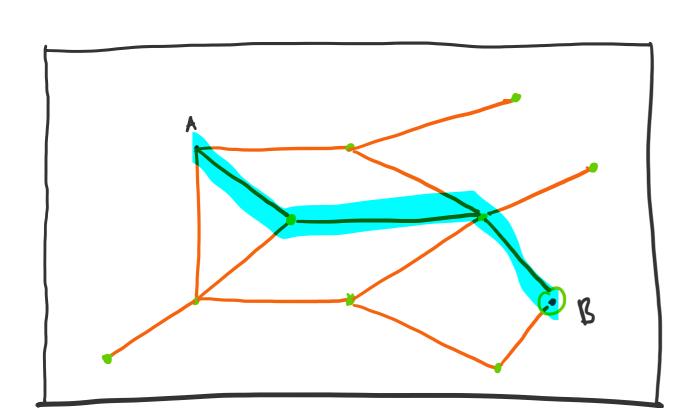




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