

#	System	Instance	iDb-A*				SST*				RRT*+TO			
			$p$	$t^{\text{st}}[\text{s}]$	$J^{\text{st}}[\text{s}]$	$J^{\text{f}}[\text{s}]$	$p$	$t^{\text{st}}[\text{s}]$	$J^{\text{st}}[\text{s}]$	$J^{\text{f}}[\text{s}]$	$p$	$t^{\text{st}}[\text{s}]$	$J^{\text{st}}[\text{s}]$	$J^{\text{f}}[\text{s}]$
0	Acrobot	swing down	<b>1.0</b>	3.0	<b>3.8</b>	3.2	0.0	-	-	-	0.9	<b>1.0</b>	4.0	<b>3.2</b>
1	Acrobot	half swing down	<b>1.0</b>	<b>0.5</b>	<b>2.4</b>	<b>2.2</b>	0.0	-	-	-	0.0	-	-	-
2	Acrobot	swing up	<b>1.0</b>	1.4	5.8	4.5	0.3	-	-	-	0.7	<b>0.8</b>	<b>4.0</b>	<b>4.0</b>
3	Acrobot	swing up obstacles v0	<b>1.0</b>	<b>1.6</b>	<b>5.2</b>	4.9	0.3	-	-	-	0.9	2.8	5.6	<b>4.0</b>
4	Acrobot	swing obstacles 1	<b>1.0</b>	2.0	6.0	5.0	0.3	-	-	-	<b>1.0</b>	<b>1.4</b>	<b>5.7</b>	<b>3.7</b>
5	Car+Trailer	bugtrap	<b>1.0</b>	0.7	<b>20.0</b>	<b>19.0</b>	<b>1.0</b>	<b>0.4</b>	57.4	47.6	0.2	-	-	-
6	Car+Trailer	kink	<b>1.0</b>	1.2	<b>25.6</b>	<b>15.8</b>	<b>1.0</b>	<b>0.8</b>	84.0	65.1	<b>1.0</b>	4.5	43.2	17.7
7	Car+Trailer	park	<b>1.0</b>	<b>0.1</b>	7.9	<b>4.2</b>	0.7	6.4	37.6	8.9	0.8	0.3	<b>5.9</b>	5.4
8	Planar Rotor	empty v0	<b>1.0</b>	<b>0.1</b>	1.0	<b>1.0</b>	0.9	0.4	2.7	1.1	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>
9	Planar Rotor	empty v1	<b>1.0</b>	<b>0.1</b>	1.5	<b>1.4</b>	<b>1.0</b>	0.5	3.9	1.4	<b>1.0</b>	<b>0.1</b>	<b>1.4</b>	1.4
10	Planar Rotor	hole	<b>1.0</b>	12.7	<b>3.6</b>	<b>3.1</b>	0.8	56.8	9.9	7.5	<b>1.0</b>	<b>11.7</b>	9.8	3.6
11	Planar Rotor	recovery obstacles	<b>1.0</b>	<b>3.2</b>	<b>4.8</b>	<b>4.4</b>	0.0	-	-	-	0.1	-	-	-
12	Planar Rotor	recovery	<b>1.0</b>	<b>0.3</b>	<b>3.2</b>	<b>3.1</b>	0.0	-	-	-	0.0	-	-	-
13	Planar Rotor	bugtrap	<b>1.0</b>	14.0	<b>5.5</b>	<b>5.0</b>	0.9	22.0	12.7	8.7	<b>1.0</b>	<b>2.6</b>	13.8	8.4
14	Planar Rotor	column	<b>1.0</b>	<b>1.0</b>	<b>3.5</b>	<b>3.3</b>	<b>1.0</b>	9.6	9.8	7.4	<b>1.0</b>	1.5	14.6	3.4
15	Rotor Pole	down	<b>1.0</b>	<b>0.6</b>	<b>3.9</b>	<b>3.2</b>	0.0	-	-	-	<b>1.0</b>	1.3	5.7	5.7
16	Rotor Pole	move v1	<b>1.0</b>	<b>0.1</b>	2.4	2.4	0.2	-	-	-	<b>1.0</b>	0.2	<b>2.4</b>	<b>2.4</b>
17	Rotor Pole	move v0	<b>1.0</b>	0.7	5.2	3.9	0.0	-	-	-	<b>1.0</b>	<b>0.3</b>	<b>3.1</b>	<b>3.1</b>
18	Rotor Pole	up	<b>1.0</b>	4.4	<b>3.2</b>	<b>3.1</b>	0.0	-	-	-	<b>1.0</b>	<b>0.6</b>	3.7	3.7
19	Rotor Pole	swing up obstacles	<b>1.0</b>	<b>2.2</b>	<b>4.0</b>	<b>3.9</b>	0.0	-	-	-	0.8	49.3	5.3	4.0
20	Rotor Pole	window	<b>1.0</b>	<b>7.8</b>	<b>4.4</b>	4.3	0.0	-	-	-	0.7	23.0	15.3	<b>4.1</b>
21	Rotor Pole	column	<b>1.0</b>	<b>11.5</b>	<b>4.1</b>	<b>3.2</b>	0.0	-	-	-	0.3	-	-	-
22	Rotor Pole	small window	<b>1.0</b>	<b>3.2</b>	<b>4.5</b>	<b>4.5</b>	0.0	-	-	-	0.3	-	-	-
23	Quadrotor v0	empty v0	<b>1.0</b>	0.2	1.5	<b>1.0</b>	0.0	-	-	-	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>
24	Quadrotor v0	empty v1	<b>1.0</b>	0.4	2.3	1.4	0.0	-	-	-	<b>1.0</b>	<b>0.2</b>	<b>1.2</b>	<b>1.2</b>
25	Quadrotor v0	obstacle	<b>1.0</b>	1.7	6.6	<b>3.2</b>	0.0	-	-	-	<b>1.0</b>	<b>1.4</b>	<b>5.5</b>	3.6
26	Quadrotor v0	recovery	<b>1.0</b>	<b>0.8</b>	<b>6.2</b>	<b>2.6</b>	0.0	-	-	-	0.0	-	-	-
27	Quadrotor v0	recovery obstacles	<b>1.0</b>	<b>1.3</b>	<b>5.3</b>	3.5	0.0	-	-	-	<b>1.0</b>	6.0	6.0	<b>3.3</b>
28	Quadrotor v0	window	<b>1.0</b>	2.5	4.4	<b>2.4</b>	0.0	-	-	-	0.8	<b>0.6</b>	<b>3.1</b>	3.1
29	Quadrotor v1	empty v0	<b>1.0</b>	<b>0.1</b>	0.9	<b>0.8</b>	0.8	<b>0.1</b>	<b>0.9</b>	0.9	<b>1.0</b>	<b>0.1</b>	1.0	1.0
30	Quadrotor v1	empty v1	<b>1.0</b>	<b>0.1</b>	1.3	1.0	<b>1.0</b>	1.6	6.3	2.9	<b>1.0</b>	<b>0.1</b>	<b>0.9</b>	<b>0.9</b>
31	Quadrotor v1	obstacle	<b>1.0</b>	<b>1.1</b>	<b>2.7</b>	<b>2.4</b>	0.1	-	-	-	<b>1.0</b>	1.3	4.3	3.6
32	Quadrotor v1	recovery	<b>1.0</b>	<b>0.2</b>	2.2	2.1	0.0	-	-	-	0.8	0.7	<b>2.0</b>	<b>2.0</b>
33	Quadrotor v1	recovery obstacles	<b>1.0</b>	1.4	<b>3.1</b>	3.0	0.0	-	-	-	<b>1.0</b>	<b>1.1</b>	3.8	<b>2.8</b>
34	Quadrotor v1	window	<b>1.0</b>	1.5	<b>2.6</b>	<b>2.2</b>	0.1	-	-	-	0.3	-	-	-
35	Unicycle 1 v0	bugtrap	<b>1.0</b>	0.5	<b>22.6</b>	<b>20.9</b>	<b>1.0</b>	<b>0.1</b>	77.8	24.0	<b>1.0</b>	1.3	48.9	23.4
36	Unicycle 1 v0	kink	<b>1.0</b>	0.3	<b>21.4</b>	<b>13.2</b>	<b>1.0</b>	<b>0.1</b>	52.8	15.2	<b>1.0</b>	0.8	26.8	13.7
37	Unicycle 1 v0	park	<b>1.0</b>	<b>0.1</b>	<b>3.1</b>	<b>3.1</b>	<b>1.0</b>	<b>0.1</b>	6.4	3.2	<b>1.0</b>	<b>0.1</b>	<b>3.1</b>	<b>3.1</b>
38	Unicycle 1 v1	kink	<b>1.0</b>	<b>0.2</b>	<b>23.8</b>	<b>21.1</b>	<b>1.0</b>	8.9	43.2	24.0	<b>1.0</b>	3.9	64.0	26.8
39	Unicycle 1 v2	wall	<b>1.0</b>	0.7	<b>20.8</b>	<b>18.4</b>	<b>1.0</b>	<b>0.2</b>	47.6	19.0	0.1	-	-	-
40	Unicycle 2	bugtrap	<b>1.0</b>	1.3	<b>25.2</b>	<b>25.0</b>	<b>1.0</b>	<b>0.7</b>	99.1	45.7	<b>1.0</b>	2.8	53.0	28.4
41	Unicycle 2	kink	<b>1.0</b>	<b>0.4</b>	<b>17.8</b>	<b>17.7</b>	<b>1.0</b>	0.9	92.9	39.5	<b>1.0</b>	0.9	30.9	18.2
42	Unicycle 2	park	<b>1.0</b>	<b>0.1</b>	<b>5.8</b>	<b>5.8</b>	<b>1.0</b>	<b>0.1</b>	16.8	6.1	<b>1.0</b>	<b>0.1</b>	6.0	<b>5.8</b>