

#	System	Instance	iDb-A*				iDb-A*-m				RRT*+TO				RRT*+TO-m				SST*			
			$p$	$t^{st}[s]$	$J^{st}[s]$	$J^f[s]$	$p$	$t^{st}[s]$	$J^{st}[s]$	$J^f[s]$	$p$	$t^{st}[s]$	$J^{st}[s]$	$J^f[s]$	$p$	$t^{st}[s]$	$J^{st}[s]$	$J^f[s]$	$p$	$t^{st}[s]$	$J^{st}[s]$	$J^f[s]$
0	Acrobot	Swing down	<b>1.0</b>	1.3	3.6	3.2	<b>1.0</b>	1.8	<b>3.5</b>	<b>3.2</b>	0.7	<b>0.4</b>	3.7	3.5	0.5	-	-	-	0.0	-	-	-
1	Acrobot	Falf swing down	<b>1.0</b>	<b>0.3</b>	<b>3.1</b>	<b>2.2</b>	0.8	0.7	3.3	3.2	0.0	-	-	-	0.0	-	-	-	0.0	-	-	-
2	Acrobot	Swing up	<b>1.0</b>	0.9	5.2	5.2	<b>1.0</b>	4.7	7.2	7.1	0.8	0.7	<b>4.0</b>	<b>4.0</b>	0.6	<b>0.3</b>	4.4	<b>4.0</b>	0.8	0.4	4.8	4.1
3	Acrobot	Swing up obstacles v0	<b>1.0</b>	0.9	5.4	5.2	<b>1.0</b>	4.7	7.2	6.8	0.9	1.6	<b>4.4</b>	<b>3.6</b>	0.8	<b>0.5</b>	4.4	4.0	0.7	<b>0.5</b>	6.7	3.8
4	Acrobot	Swing up obstacles v1	<b>1.0</b>	1.1	5.9	4.6	<b>1.0</b>	1.3	<b>4.4</b>	4.4	<b>1.0</b>	1.0	5.8	<b>3.3</b>	<b>1.0</b>	<b>0.4</b>	4.7	3.4	0.9	0.6	5.8	3.8
5	Car with trailer	Bugtrap	<b>1.0</b>	0.4	<b>19.2</b>	<b>19.0</b>	<b>1.0</b>	0.6	22.9	20.3	0.3	-	-	-	0.5	-	-	-	<b>1.0</b>	<b>0.1</b>	53.9	44.5
6	Car with trailer	Kink	<b>1.0</b>	0.7	<b>23.0</b>	15.5	<b>1.0</b>	0.8	25.2	17.4	<b>1.0</b>	3.0	43.8	<b>15.1</b>	<b>1.0</b>	4.8	44.4	27.2	<b>1.0</b>	<b>0.3</b>	91.0	61.4
7	Car with trailer	Park	<b>1.0</b>	<b>0.1</b>	3.4	3.4	<b>1.0</b>	<b>0.1</b>	3.4	3.4	<b>1.0</b>	<b>0.1</b>	<b>3.1</b>	<b>3.1</b>	<b>1.0</b>	<b>0.1</b>	3.4	3.2	<b>1.0</b>	0.5	11.1	4.5
8	Planar rotor	Empty v0	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	<b>0.1</b>	1.0	<b>1.0</b>	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>	0.8	0.4	2.5	1.2
9	Planar rotor	Empty v1	<b>1.0</b>	<b>0.1</b>	<b>1.4</b>	<b>1.4</b>	<b>1.0</b>	<b>0.1</b>	1.5	<b>1.4</b>	<b>1.0</b>	<b>0.1</b>	<b>1.4</b>	1.4	<b>1.0</b>	<b>0.1</b>	<b>1.4</b>	1.4	<b>1.0</b>	0.3	3.2	1.5
10	Planar rotor	Hole	<b>1.0</b>	15.8	<b>3.7</b>	3.0	<b>1.0</b>	7.2	3.8	3.0	<b>1.0</b>	9.5	15.8	<b>2.4</b>	<b>1.0</b>	<b>0.7</b>	4.4	2.5	0.9	18.5	11.4	7.4
11	Planar rotor	Recovery obstacles	<b>1.0</b>	<b>1.8</b>	<b>4.6</b>	<b>4.4</b>	<b>1.0</b>	1.9	4.6	4.4	0.5	-	-	-	0.8	12.5	7.8	4.6	0.0	-	-	-
12	Planar rotor	Recovery	<b>1.0</b>	<b>0.2</b>	<b>3.2</b>	3.1	<b>1.0</b>	<b>0.2</b>	<b>3.2</b>	<b>3.1</b>	0.0	-	-	-	0.0	-	-	-	0.0	-	-	-
13	Planar rotor	Bugtrap	<b>1.0</b>	7.5	5.2	<b>5.0</b>	<b>1.0</b>	6.0	<b>5.2</b>	5.1	<b>1.0</b>	<b>1.2</b>	12.0	8.7	<b>1.0</b>	2.0	11.3	8.2	<b>1.0</b>	10.8	10.4	8.6
14	Planar rotor	Column	<b>1.0</b>	<b>0.4</b>	<b>3.4</b>	3.3	<b>1.0</b>	0.6	3.5	3.3	<b>1.0</b>	0.5	6.7	3.5	<b>1.0</b>	0.6	5.6	<b>3.2</b>	<b>1.0</b>	4.6	9.3	7.1
15	Rotor pole	down	<b>1.0</b>	0.4	3.9	3.2	<b>1.0</b>	0.4	3.9	3.2	<b>1.0</b>	0.8	5.7	5.7	<b>1.0</b>	<b>0.3</b>	<b>3.1</b>	<b>3.1</b>	0.0	-	-	-
16	Rotor pole	Move v1	<b>1.0</b>	<b>0.1</b>	2.4	2.4	<b>1.0</b>	<b>0.1</b>	2.4	2.4	<b>1.0</b>	0.2	<b>2.4</b>	<b>2.4</b>	<b>1.0</b>	0.3	<b>2.4</b>	<b>2.4</b>	0.5	-	-	-
17	Rotor pole	Move v0	<b>1.0</b>	0.5	2.6	2.6	<b>1.0</b>	0.6	5.2	2.6	<b>1.0</b>	<b>0.2</b>	<b>2.4</b>	<b>2.4</b>	<b>1.0</b>	0.3	<b>2.4</b>	<b>2.4</b>	0.0	-	-	-
18	Rotor pole	up	<b>1.0</b>	5.8	3.9	3.2	<b>1.0</b>	2.6	3.2	3.1	<b>1.0</b>	0.4	3.7	3.7	<b>1.0</b>	<b>0.3</b>	<b>3.1</b>	<b>3.1</b>	0.0	-	-	-
19	Rotor pole	Swing up obstacles	<b>1.0</b>	1.3	<b>4.0</b>	3.9	<b>1.0</b>	1.3	4.1	3.9	<b>1.0</b>	10.9	4.5	<b>3.2</b>	<b>1.0</b>	<b>1.2</b>	7.5	3.2	0.0	-	-	-
20	Rotor pole	Window	<b>1.0</b>	4.5	<b>4.4</b>	4.2	<b>1.0</b>	4.6	4.7	4.5	<b>1.0</b>	6.0	6.0	<b>3.1</b>	<b>1.0</b>	<b>1.1</b>	9.2	3.7	0.0	-	-	-
21	Rotor pole	Column	<b>1.0</b>	6.6	<b>4.1</b>	<b>3.2</b>	<b>1.0</b>	6.9	5.3	5.0	0.8	51.5	6.2	4.0	0.9	<b>0.5</b>	6.2	3.8	0.0	-	-	-
22	Rotor pole	Small window	<b>1.0</b>	1.8	<b>4.5</b>	4.5	<b>1.0</b>	2.0	4.6	4.6	0.8	40.5	5.8	3.9	<b>1.0</b>	<b>0.6</b>	5.3	<b>3.6</b>	0.0	-	-	-
23	Quadrotor v0	Empty v0	<b>1.0</b>	<b>0.1</b>	1.4	<b>1.0</b>	<b>1.0</b>	0.2	1.4	<b>1.0</b>	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	<b>0.1</b>	<b>1.0</b>	<b>1.0</b>	0.0	-	-	-
24	Quadrotor v0	Empty v1	<b>1.0</b>	0.3	2.3	1.4	<b>1.0</b>	0.3	2.3	1.8	<b>1.0</b>	<b>0.1</b>	<b>1.2</b>	<b>1.2</b>	<b>1.0</b>	<b>0.1</b>	<b>1.2</b>	<b>1.2</b>	0.0	-	-	-
25	Quadrotor v0	Obstacle	<b>1.0</b>	1.0	6.7	<b>3.2</b>	<b>1.0</b>	<b>0.8</b>	6.3	4.0	<b>1.0</b>	1.1	<b>5.0</b>	3.6	<b>1.0</b>	1.4	6.0	3.7	0.0	-	-	-
26	Quadrotor v0	Recovery	<b>1.0</b>	<b>0.5</b>	5.6	<b>2.6</b>	<b>1.0</b>	0.6	<b>5.5</b>	3.3	0.0	-	-	-	0.0	-	-	-	0.0	-	-	-
27	Quadrotor v0	Recovery obstacles	<b>1.0</b>	<b>0.7</b>	5.7	3.5	<b>1.0</b>	0.8	5.1	4.0	0.9	4.0	5.0	<b>3.5</b>	0.8	14.7	<b>4.8</b>	3.6	0.0	-	-	-
28	Quadrotor v0	Window	<b>1.0</b>	1.5	4.4	<b>2.4</b>	<b>1.0</b>	1.5	4.4	2.6	0.7	<b>0.4</b>	<b>3.1</b>	2.6	<b>1.0</b>	1.6	5.3	3.9	0.0	-	-	-
29	Quadrotor v1	Empty v0	<b>1.0</b>	<b>0.1</b>	<b>0.8</b>	<b>0.8</b>	<b>1.0</b>	<b>0.1</b>	<b>0.8</b>	<b>0.8</b>	<b>1.0</b>	<b>0.1</b>	1.0	1.0	<b>1.0</b>	<b>0.1</b>	1.0	1.0	0.7	<b>0.1</b>	0.9	0.9
30	Quadrotor v1	Empty v1	<b>1.0</b>	<b>0.1</b>	1.1	1.0	<b>1.0</b>	0.2	1.2	1.0	<b>1.0</b>	<b>0.1</b>	<b>0.9</b>	<b>0.9</b>	<b>1.0</b>	<b>0.1</b>	<b>0.9</b>	<b>0.9</b>	<b>1.0</b>	1.3	6.1	2.9
31	Quadrotor v1	Obstacle	<b>1.0</b>	<b>0.7</b>	<b>2.7</b>	<b>2.4</b>	<b>1.0</b>	<b>0.7</b>	3.0	2.6	<b>1.0</b>	1.4	4.0	3.5	<b>1.0</b>	1.3	4.1	3.5	0.3	-	-	-
32	Quadrotor v1	Recovery	<b>1.0</b>	<b>0.2</b>	2.1	2.1	<b>1.0</b>	<b>0.2</b>	2.2	2.1	0.9	0.3	<b>1.8</b>	<b>1.8</b>	0.0	-	-	-	0.0	-	-	-
33	Quadrotor v1	Recovery obstacles	<b>1.0</b>	<b>0.9</b>	<b>3.2</b>	3.0	<b>1.0</b>	1.0	3.4	3.2	<b>1.0</b>	1.1	3.6	<b>2.8</b>	<b>1.0</b>	6.0	4.6	2.8	0.0	-	-	-
34	Quadrotor v1	Window	<b>1.0</b>	<b>1.0</b>	<b>2.6</b>	<b>2.2</b>	<b>1.0</b>	1.1	2.6	2.2	<b>1.0</b>	1.2	4.9	2.6	<b>1.0</b>	1.6	5.9	4.2	0.5	106.4	10.9	10.9
35	Unicycle 1 v0	Bugtrap	<b>1.0</b>	0.3	<b>22.2</b>	<b>20.9</b>	<b>1.0</b>	0.3	22.5	21.0	0.5	-	-	-	0.1	-	-	-	<b>1.0</b>	<b>0.1</b>	68.8	23.3
36	Unicycle 1 v0	Kink	<b>1.0</b>	0.2	<b>21.5</b>	<b>13.2</b>	<b>1.0</b>	0.2	22.1	13.3	<b>1.0</b>	0.6	24.5	13.9	<b>1.0</b>	0.5	29.7	14.6	<b>1.0</b>	<b>0.1</b>	51.1	14.8
37	Unicycle 1 v0	Park	<b>1.0</b>	<b>0.1</b>	3.1	3.1	<b>1.0</b>	<b>0.1</b>	3.1	3.1	<b>1.0</b>	<b>0.1</b>	<b>3.0</b>	3.0	<b>1.0</b>	<b>0.1</b>	<b>3.0</b>	<b>2.9</b>	<b>1.0</b>	<b>0.1</b>	5.4	3.0
38	Unicycle 1 v1	Kink	<b>1.0</b>	<b>0.1</b>	<b>23.8</b>	<b>21.1</b>	<b>1.0</b>	<b>0.1</b>	<b>23.8</b>	<b>21.1</b>	<b>1.0</b>	5.7	45.6	24.6	0.9	2.3	51.3	31.7	<b>1.0</b>	2.7	44.7	23.9
39	Unicycle 1 v2	Wall	<b>1.0</b>	0.5	<b>19.6</b>	<b>18.3</b>	<b>1.0</b>	0.5	22.2	<b>18.3</b>	0.2	-	-	-	0.1	-	-	-	<b>1.0</b>	<b>0.1</b>	48.9	19.1
40	Unicycle 2	Bugtrap	<b>1.0</b>	0.8	25.3	<b>25.0</b>	<b>1.0</b>	0.8	<b>25.1</b>	<b>25.0</b>	0.8	1.9	48.9	29.9	0.3	-	-	-	<b>1.0</b>	<b>0.5</b>	90.2	44.3
41	Unicycle 2	Kink	<b>1.0</b>	<b>0.3</b>	<b>17.7</b>	<b>17.7</b>	<b>1.0</b>	<b>0.3</b>	<b>17.7</b>	<b>17.7</b>	<b>1.0</b>	0.7	34.1	18.1	<b>1.0</b>	0.7	34.9	19.5	<b>1.0</b>	0.5	108.6	36.1
42	Unicycle 2	Park	<b>1.0</b>	<b>0.1</b>	5.8	5.8	<b>1.0</b>	<b>0.1</b>	5.8	5.8	<b>1.0</b>	<b>0.1</b>	5.7	<b>5.6</b>	0.9	<b>0.1</b>	<b>5.6</b>	<b>5.6</b>	<b>1.0</b>	<b>0.1</b>	25.5	6.0