

#	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>	1.1	<b>3.8</b>	3.2	<b>1.0</b>	1.6	4.5	<b>3.2</b>	0.6	<b>0.7</b>	4.8	3.6	0.2	-	-	-	0.0	-	-	-
1	Acrobot	Falf swing down	<b>1.0</b>	<b>0.3</b>	3.2	<b>2.2</b>	0.7	0.7	<b>2.9</b>	2.9	0.0	-	-	-	0.0	-	-	-	0.0	-	-	-
2	Acrobot	Swing up	<b>1.0</b>	0.9	5.2	5.1	<b>1.0</b>	4.7	7.1	7.1	0.8	0.6	5.1	4.0	0.6	<b>0.5</b>	<b>5.0</b>	4.2	0.8	<b>0.5</b>	6.5	<b>3.4</b>
3	Acrobot	Swing up obstacles v0	<b>1.0</b>	0.9	6.0	5.2	<b>1.0</b>	4.9	7.0	6.9	<b>1.0</b>	0.8	4.9	<b>3.6</b>	0.8	<b>0.3</b>	<b>4.4</b>	3.7	0.8	0.4	5.8	4.2
4	Acrobot	Swing up obstacles v1	<b>1.0</b>	1.1	5.3	4.6	<b>1.0</b>	1.3	4.4	4.4	<b>1.0</b>	0.7	4.7	<b>3.2</b>	<b>1.0</b>	0.4	<b>4.2</b>	3.4	0.9	<b>0.3</b>	5.6	3.9
5	Car with trailer	Bugtrap	<b>1.0</b>	0.5	<b>19.3</b>	<b>19.0</b>	<b>1.0</b>	0.4	22.7	20.3	0.8	14.3	133.5	78.8	0.9	8.7	118.5	55.5	<b>1.0</b>	<b>0.2</b>	60.4	46.1
6	Car with trailer	Kink	<b>1.0</b>	0.8	<b>23.0</b>	<b>15.5</b>	<b>1.0</b>	0.8	25.2	17.4	<b>1.0</b>	1.9	86.1	21.2	<b>1.0</b>	0.9	79.8	32.1	<b>1.0</b>	<b>0.4</b>	72.7	62.2
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>3.3</b>	<b>3.2</b>	<b>1.0</b>	<b>0.1</b>	3.9	3.9	<b>1.0</b>	0.7	15.6	5.5
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>	0.9	0.2	1.7	1.1
9	Planar rotor	Empty v1	<b>1.0</b>	<b>0.1</b>	<b>1.4</b>	1.4	<b>1.0</b>	<b>0.1</b>	1.5	1.4	<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>	0.4	3.7	<b>1.3</b>
10	Planar rotor	Hole	<b>1.0</b>	4.8	3.5	3.2	<b>1.0</b>	9.4	4.7	3.1	<b>1.0</b>	9.1	6.0	2.4	<b>1.0</b>	<b>0.5</b>	<b>3.2</b>	<b>2.4</b>	0.9	43.3	12.2	7.5
11	Planar rotor	Recovery obstacles	<b>1.0</b>	<b>1.9</b>	<b>4.6</b>	4.4	<b>1.0</b>	<b>1.9</b>	4.8	<b>4.4</b>	0.3	-	-	-	0.7	12.1	7.7	5.7	0.0	-	-	-
12	Planar rotor	Recovery	<b>1.0</b>	<b>0.2</b>	<b>3.2</b>	<b>3.1</b>	<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>	6.6	<b>5.2</b>	5.1	<b>1.0</b>	8.4	5.4	<b>5.0</b>	<b>1.0</b>	3.1	18.2	8.7	0.9	<b>2.8</b>	13.6	8.5	<b>1.0</b>	9.8	12.6	8.2
14	Planar rotor	Column	<b>1.0</b>	0.6	<b>3.5</b>	3.3	<b>1.0</b>	0.8	3.5	3.3	<b>1.0</b>	3.3	9.0	4.3	<b>1.0</b>	<b>0.5</b>	4.5	<b>3.2</b>	<b>1.0</b>	5.3	8.5	7.2
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>	0.4	-	-	-
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>	0.1	-	-	-
18	Rotor pole	up	<b>1.0</b>	6.0	3.9	3.2	<b>1.0</b>	2.6	3.2	<b>3.1</b>	<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>	<b>1.3</b>	<b>4.0</b>	3.9	<b>1.0</b>	<b>1.3</b>	4.1	3.9	0.9	6.6	9.1	3.3	<b>1.0</b>	2.0	7.8	<b>3.2</b>	0.0	-	-	-
20	Rotor pole	Window	<b>1.0</b>	4.5	<b>4.4</b>	4.2	<b>1.0</b>	4.5	4.7	3.3	0.9	6.2	6.2	<b>3.1</b>	0.9	<b>1.2</b>	9.8	3.4	0.0	-	-	-
21	Rotor pole	Column	<b>1.0</b>	6.7	<b>4.1</b>	<b>3.2</b>	<b>1.0</b>	6.7	5.3	5.0	0.9	38.4	17.5	4.0	<b>1.0</b>	<b>0.5</b>	6.8	3.6	0.0	-	-	-
22	Rotor pole	Small window	<b>1.0</b>	<b>1.8</b>	<b>4.5</b>	4.5	<b>1.0</b>	2.0	4.6	4.6	0.8	49.6	11.3	3.9	0.9	29.2	14.1	<b>3.7</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	<b>1.0</b>	<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>	0.9	6.7	<b>3.2</b>	<b>1.0</b>	<b>0.8</b>	6.3	4.0	<b>1.0</b>	1.2	5.3	3.5	<b>1.0</b>	1.4	<b>4.8</b>	3.6	0.0	-	-	-
26	Quadrotor v0	Recovery	<b>1.0</b>	<b>0.5</b>	5.6	<b>2.6</b>	<b>1.0</b>	<b>0.5</b>	<b>5.5</b>	3.3	0.0	-	-	-	0.0	-	-	-	0.0	-	-	-
27	Quadrotor v0	Recovery obstacles	<b>1.0</b>	<b>0.6</b>	5.7	3.6	<b>1.0</b>	0.8	5.1	3.9	<b>1.0</b>	1.4	5.8	<b>3.2</b>	0.8	11.8	<b>3.7</b>	3.3	0.0	-	-	-
28	Quadrotor v0	Window	<b>1.0</b>	1.5	4.4	<b>2.5</b>	<b>1.0</b>	1.5	4.4	2.7	0.7	<b>0.5</b>	4.0	4.0	<b>1.0</b>	1.0	<b>4.0</b>	2.6	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	0.8	<b>0.1</b>	0.8	0.8
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>	2.6	7.5	3.6
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>	1.3	4.3	3.6	<b>1.0</b>	1.5	4.2	3.6	0.4	-	-	-
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	0.8	0.4	<b>2.0</b>	<b>2.0</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>	1.6	3.9	2.9	<b>1.0</b>	1.6	4.8	<b>2.7</b>	0.0	-	-	-
34	Quadrotor v1	Window	<b>1.0</b>	1.0	<b>2.5</b>	<b>2.2</b>	<b>1.0</b>	1.1	2.6	2.2	<b>1.0</b>	<b>0.6</b>	5.0	2.6	<b>1.0</b>	1.3	5.7	3.6	0.5	-	-	-
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	<b>1.0</b>	1.6	55.8	32.6	0.2	-	-	-	<b>1.0</b>	<b>0.1</b>	71.0	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	<b>13.2</b>	<b>1.0</b>	0.2	27.3	14.8	<b>1.0</b>	0.2	26.8	16.0	<b>1.0</b>	<b>0.1</b>	50.3	14.9
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>	3.1	3.1	<b>1.0</b>	<b>0.1</b>	<b>2.9</b>	<b>2.9</b>	<b>1.0</b>	<b>0.1</b>	4.4	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>	0.9	1.1	69.8	23.3	<b>1.0</b>	0.9	82.3	30.0	<b>1.0</b>	2.8	41.9	23.8
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>	0.9	1.0	27.6	24.0	0.9	0.6	30.4	23.5	<b>1.0</b>	<b>0.1</b>	47.1	19.0
40	Unicycle 2	Bugtrap	<b>1.0</b>	<b>0.8</b>	25.3	<b>25.0</b>	<b>1.0</b>	<b>0.8</b>	<b>25.1</b>	<b>25.0</b>	0.8	4.5	68.1	32.9	0.2	-	-	-	<b>1.0</b>	1.3	101.1	42.9
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>	0.4	42.8	19.2	<b>1.0</b>	0.4	42.2	20.3	<b>1.0</b>	0.6	95.4	36.4
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>	<b>5.6</b>	<b>5.6</b>	<b>1.0</b>	<b>0.1</b>	<b>5.6</b>	<b>5.6</b>	<b>1.0</b>	<b>0.1</b>	19.4	5.9