Environment	Algorithm	$n_{\min}$	$n_{\max}$	n_{avg}	$t_{\min}$	$t_{\max}$	t_{avg}	c^*
2D-Local Minima (figures **??**)	P-RRT*	9261	10253	9582	1.73	1.92	1.85	51.0
	RRT*	851206	856121	853781	55.3	55.9	55.5	51.0
2D-Cluttered (figures **??**)	P-RRT*	2874	3411	3042	0.52	0.66	0.56	38.7
	RRT*	-	-	-	-	-	-	-
2D-Maze (A) (figures **??**)	P-RRT*	150686	152782	151178	29.2	28.9	29.1	163
	RRT*	4005814	4008126	4007931	259	260	260	163
2D-Maze (B) (figures **??**)	P-RRT*	254714	256921	254982	49.2	49.7	49.5	93.0
	RRT*	-	-	-	-	-	-	-
3D-Narrow Passages(figures **??**)	P-RRT*	46419	48726	47981	8.92	9.48	9.2	69.7
	RRT*	163319	168748	165261	10.9	11.6	11.2	69.9
3D-Multiple Barriers(figures **??**)	P-RRT*	84528	91827	87496	16.3	17.6	16.8	80.6
	RRT*	1941263	1978796	1961825	127	129	127	80.9
3D-Maze(figures **??**)	P-RRT*	41380	43861	42931	8.03	8.27	8.32	225
	RRT*	843428	849692	846452	54.9	55.6	55.2	226
Poineer 3-DX robot(figures **??**)	P-RRT*	10126	11371	10431	1.91	2.13	1.93	61.2
	RRT*	951672	959165	954827	62.3	63.4	62.9	61.3