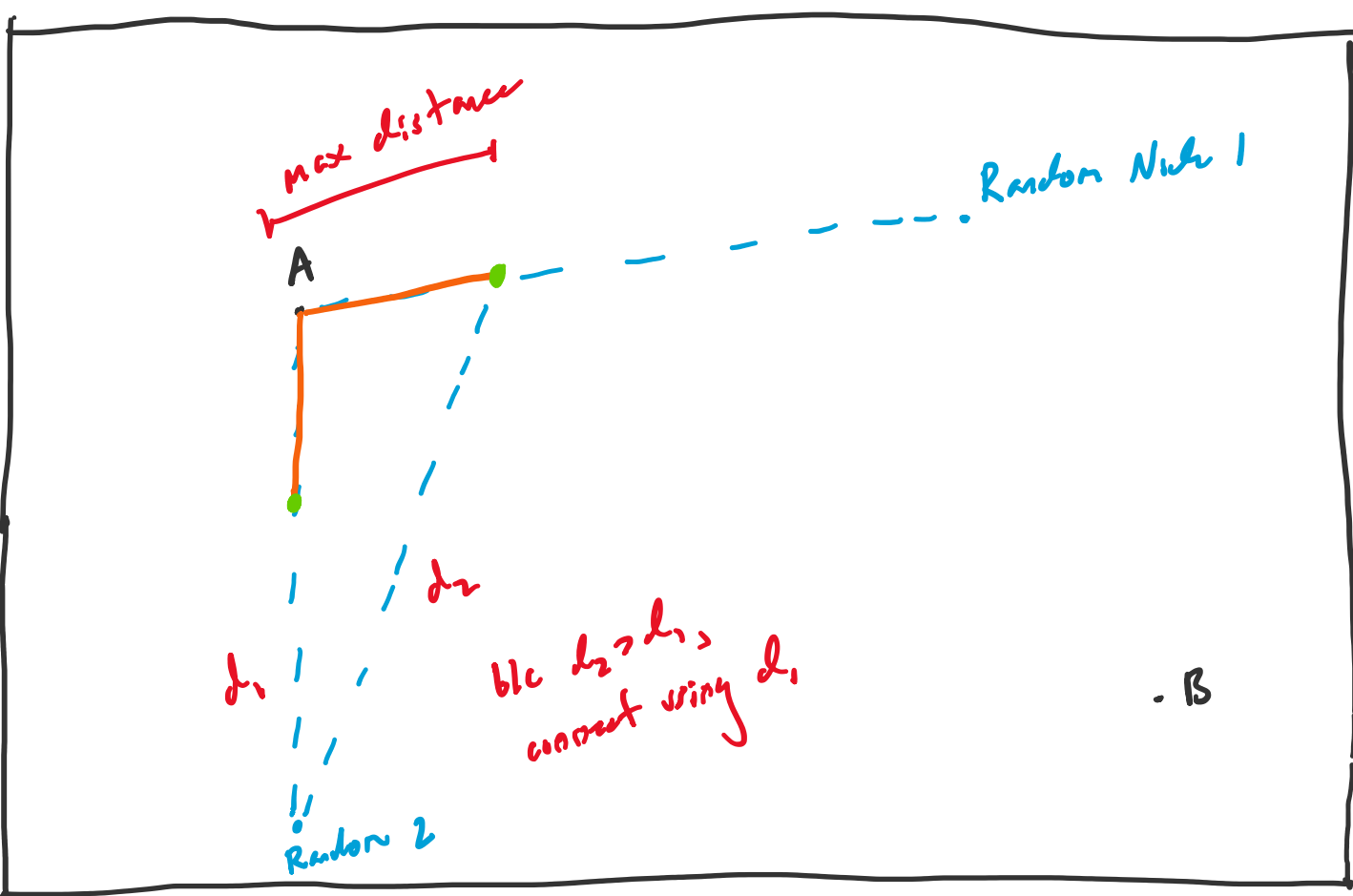# RRT
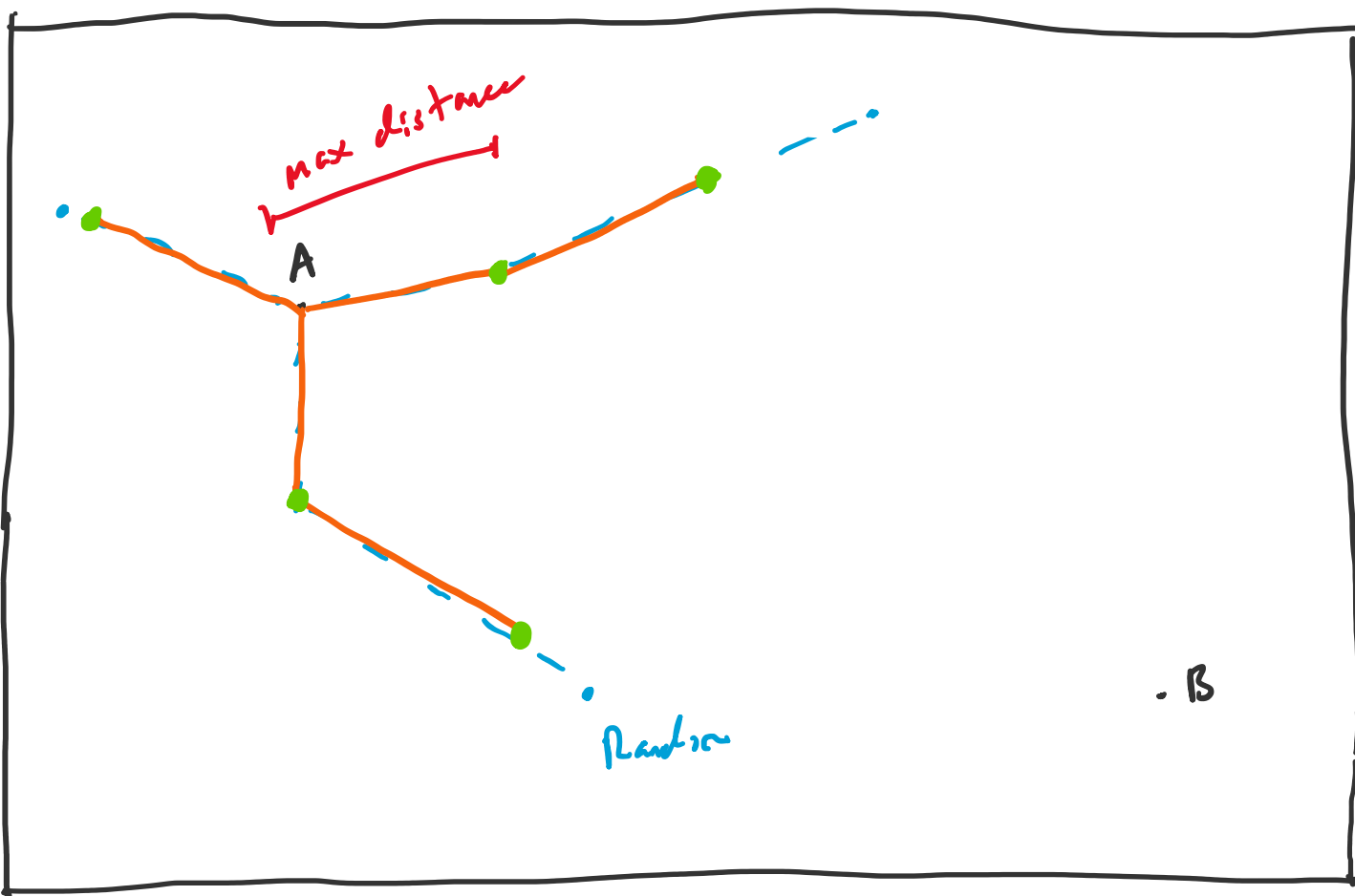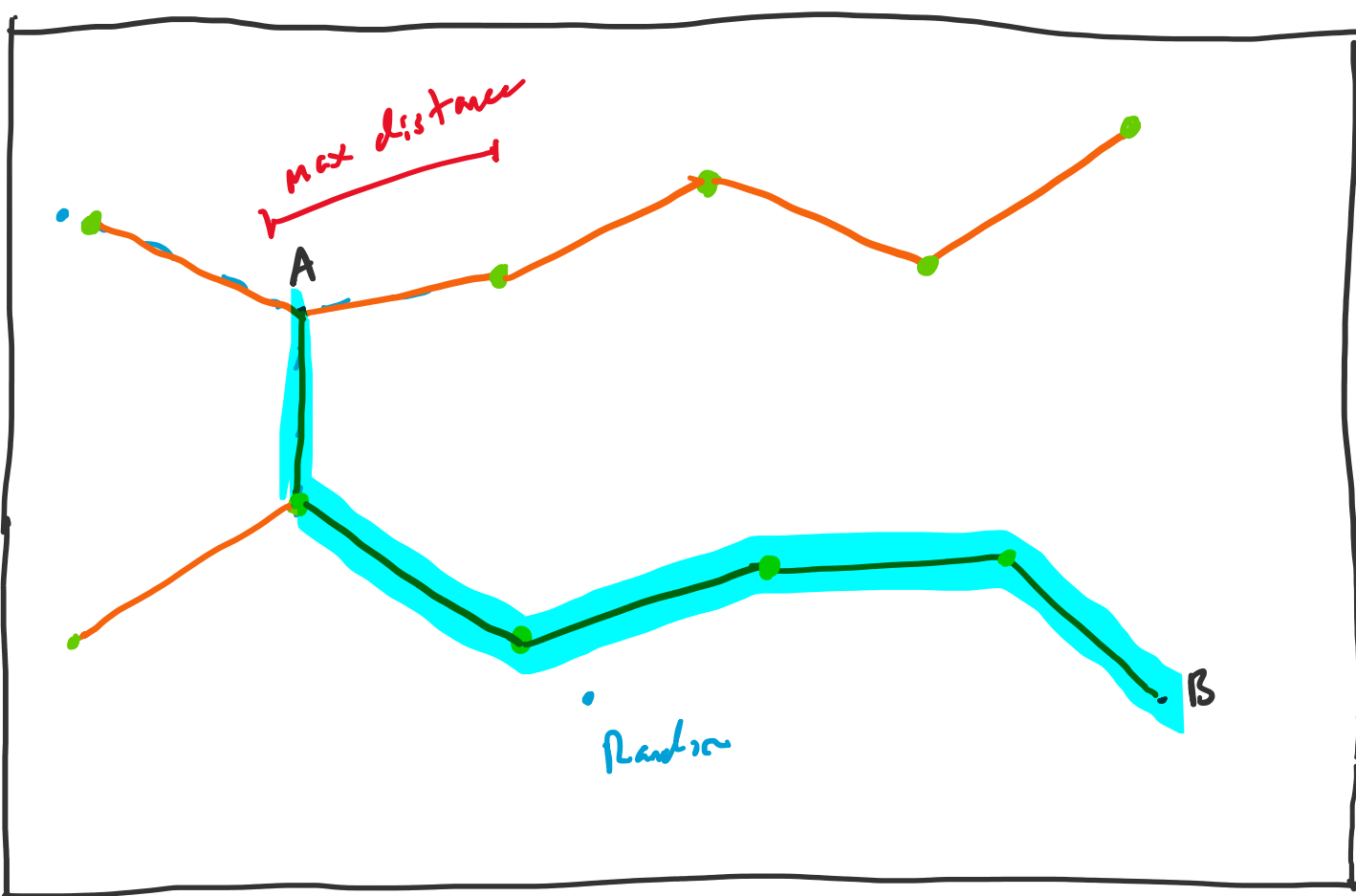
Select random point in the state space & connect to nearest node on tree

Adding more nodes...

continue until until d_{goal} < max distance

Path Found!

- suboptimal
- Fast
    - only has to find closest neighbor