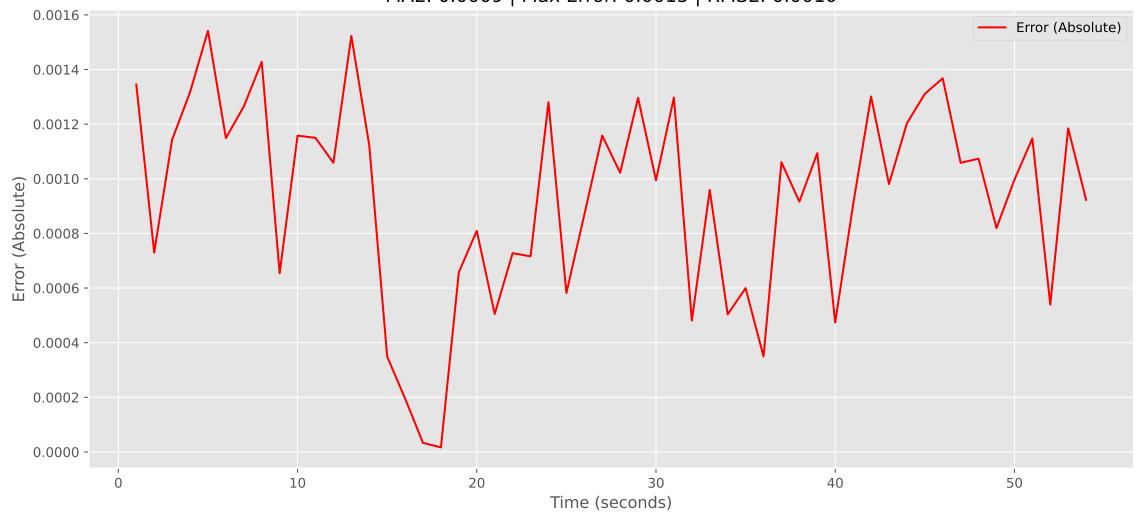
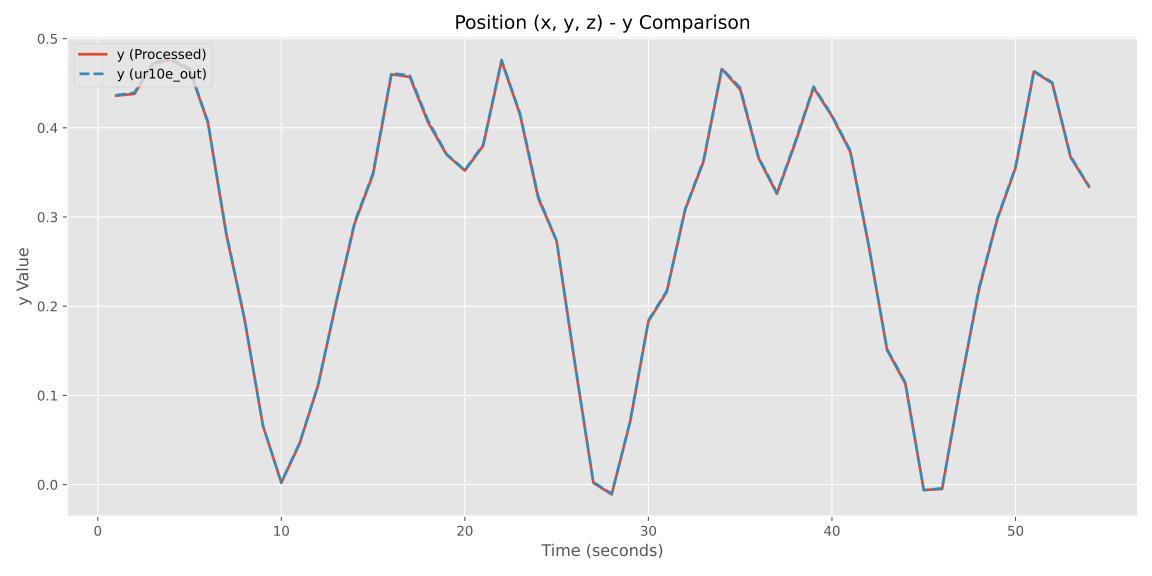
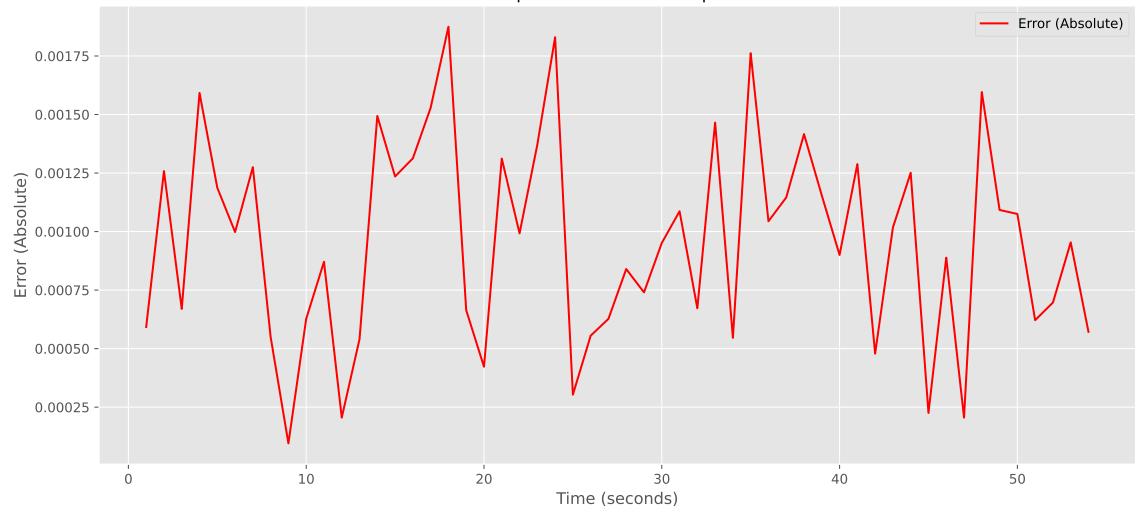


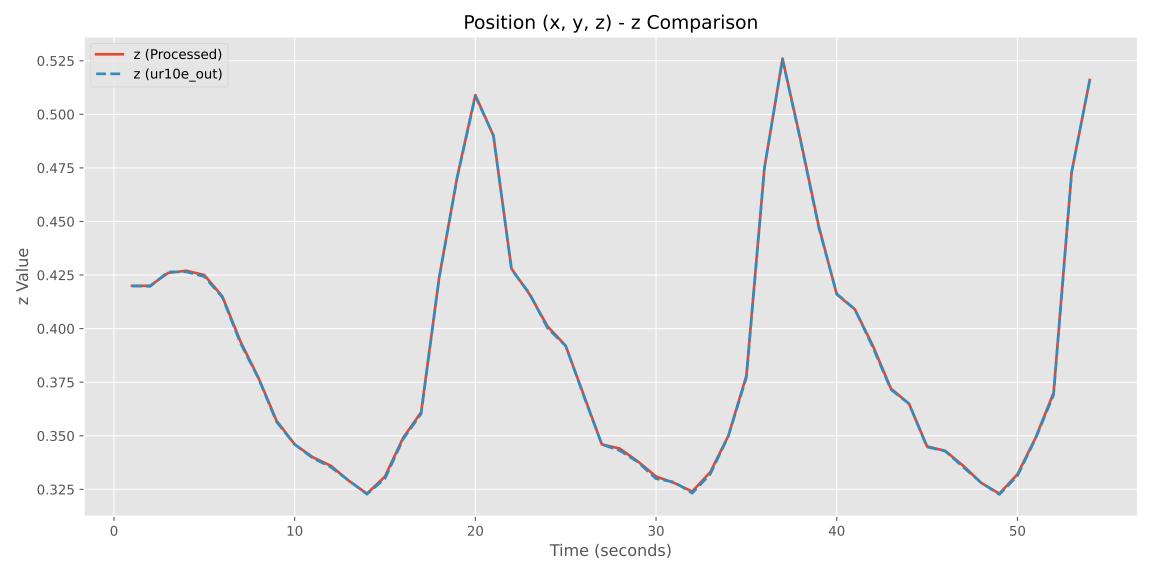
Position (x, y, z) - x Error MAE: 0.0009 | Max Error: 0.0015 | RMSE: 0.0010



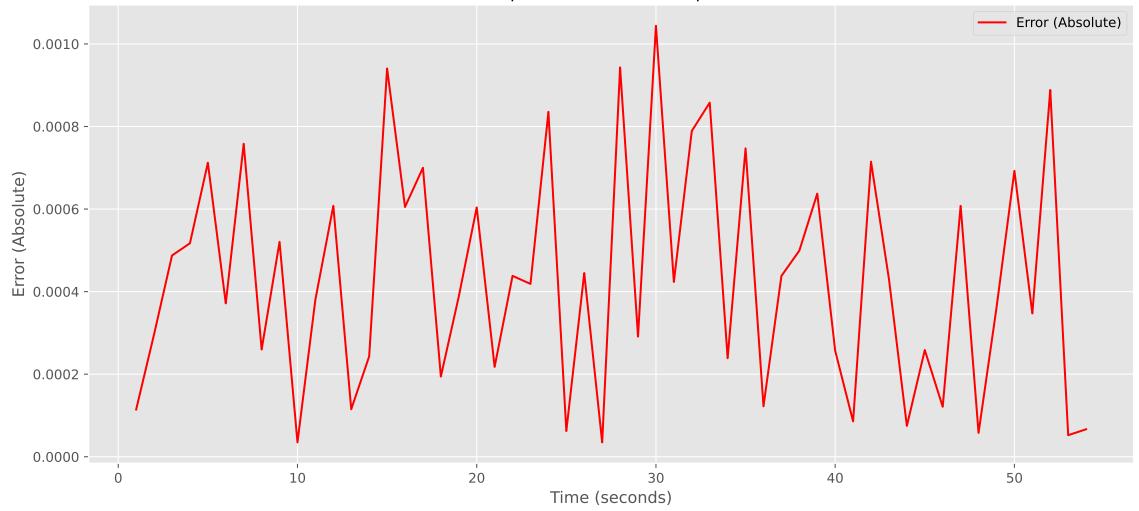


Position (x, y, z) - y Error MAE: 0.0010 | Max Error: 0.0019 | RMSE: 0.0011



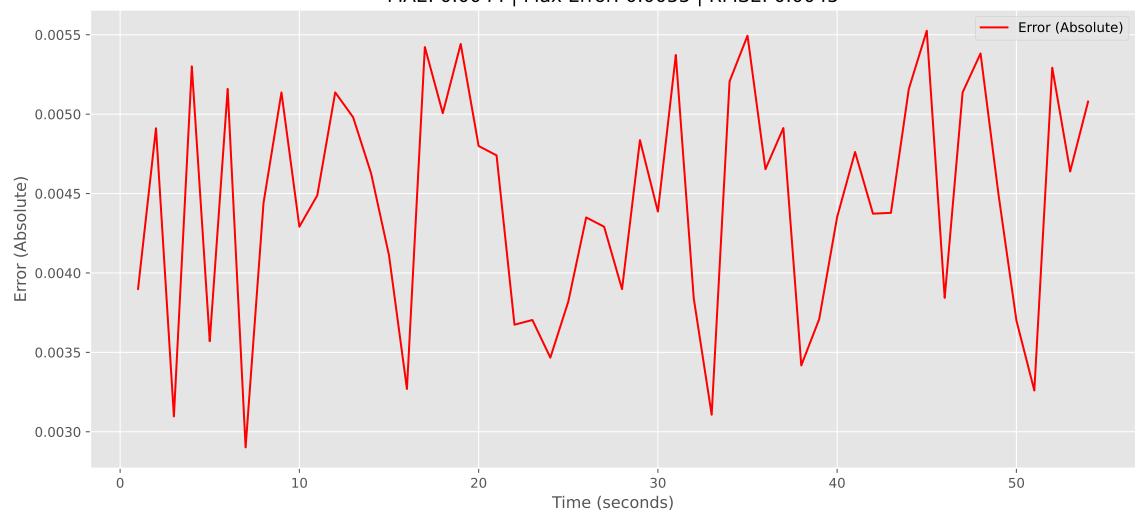


Position (x, y, z) - z Error MAE: 0.0004 | Max Error: 0.0010 | RMSE: 0.0005



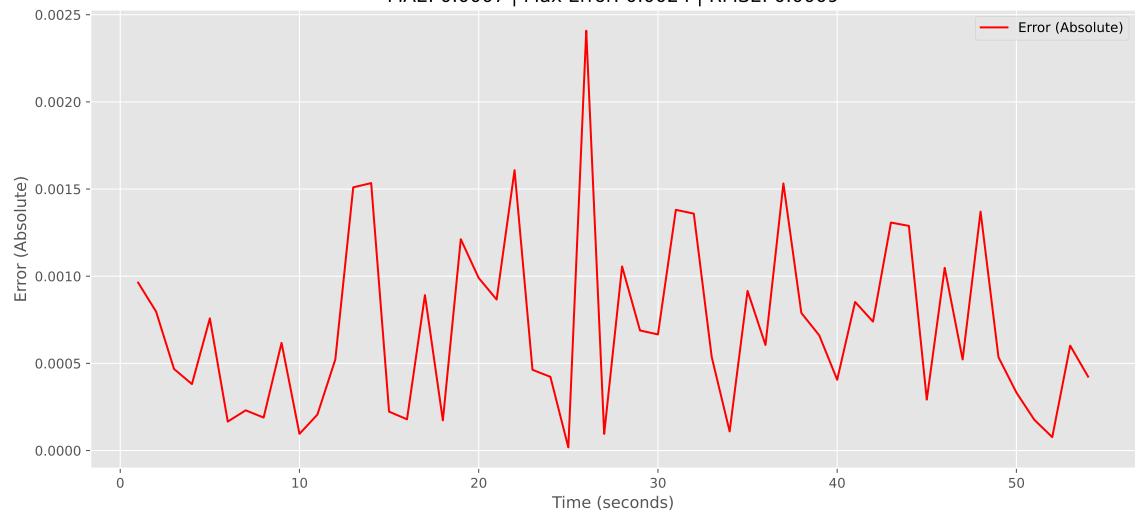
Euler Angles (roll, pitch, yaw) - roll Comparison roll (Processed) roll (ur10e_out) 2 roll Value 0 --1 -**-**2 -**-**3 -10 20 30 40 50 Time (seconds)

Euler Angles (roll, pitch, yaw) - roll Error MAE: 0.0044 | Max Error: 0.0055 | RMSE: 0.0045



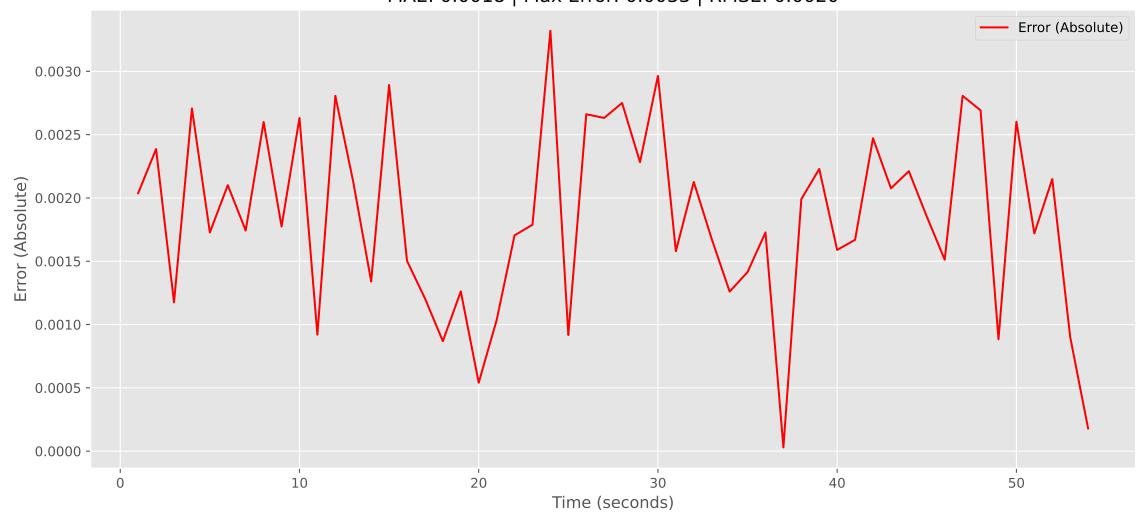
Euler Angles (roll, pitch, yaw) - pitch Comparison pitch (Processed) pitch (ur10e_out) 0.00 --0.05 --0.10 pitch Value -0.15 --0.20 --0.25 --0.30 -10 20 40 50 30 Time (seconds)

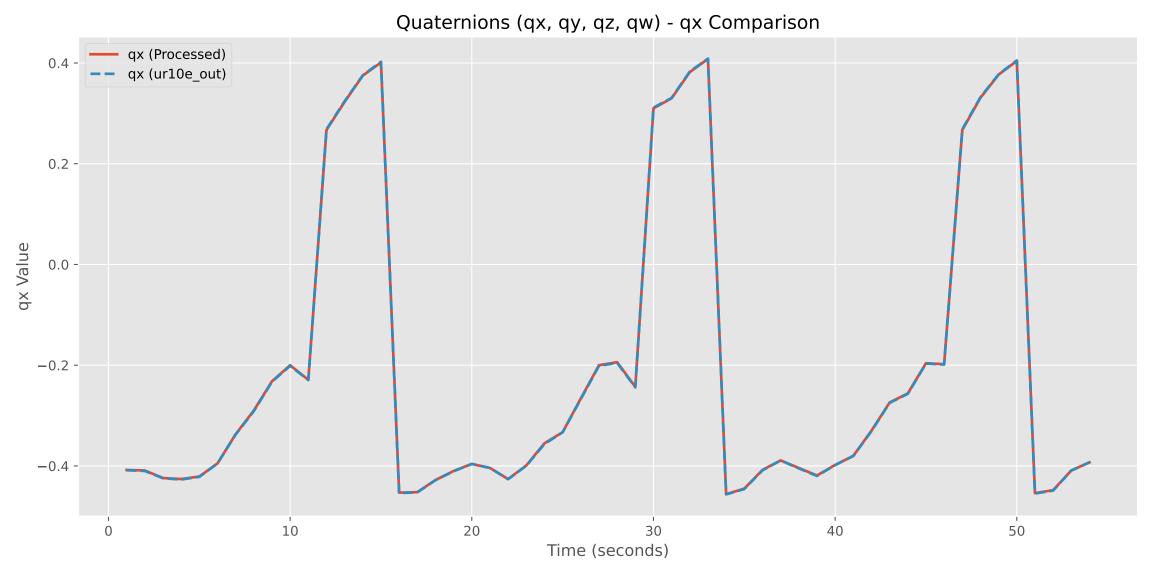
Euler Angles (roll, pitch, yaw) - pitch Error MAE: 0.0007 | Max Error: 0.0024 | RMSE: 0.0009



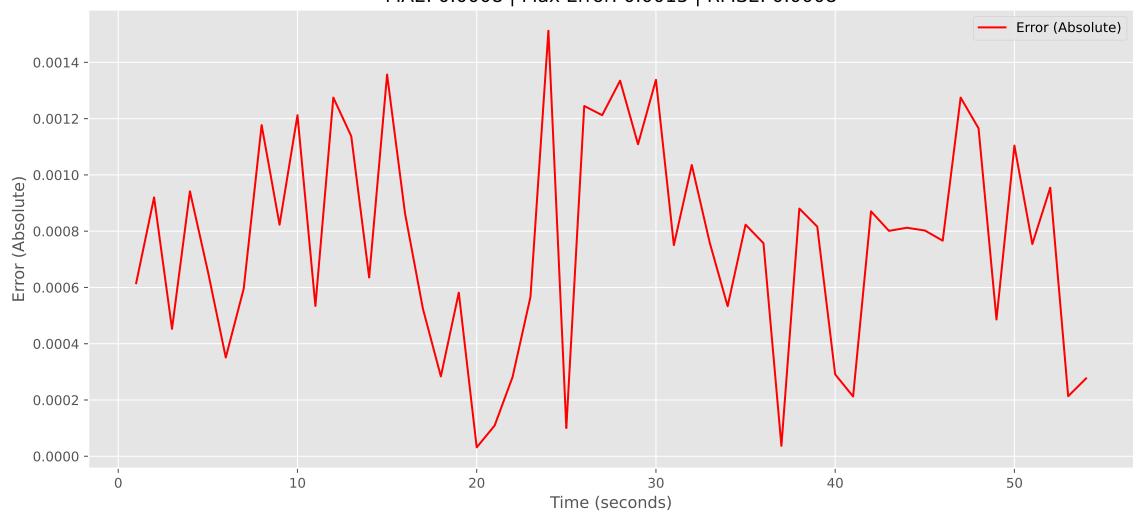
Euler Angles (roll, pitch, yaw) - yaw Comparison yaw (Processed) yaw (ur10e_out) 2.7 -2.6 yaw Value 2.4 -2.3 -2.2 -20 40 10 50 30 Time (seconds)

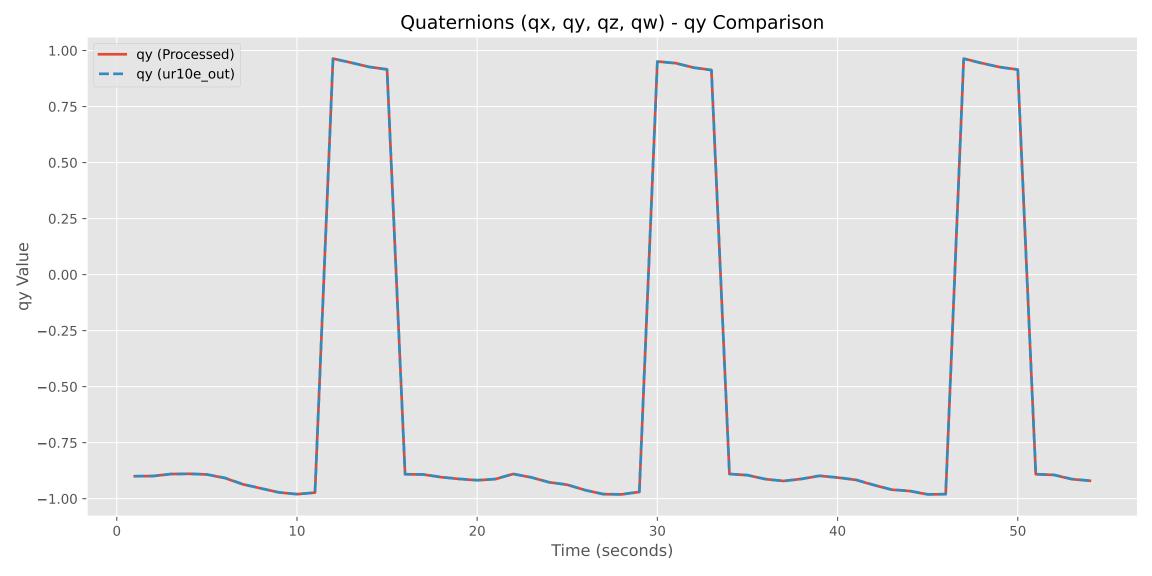
Euler Angles (roll, pitch, yaw) - yaw Error MAE: 0.0018 | Max Error: 0.0033 | RMSE: 0.0020



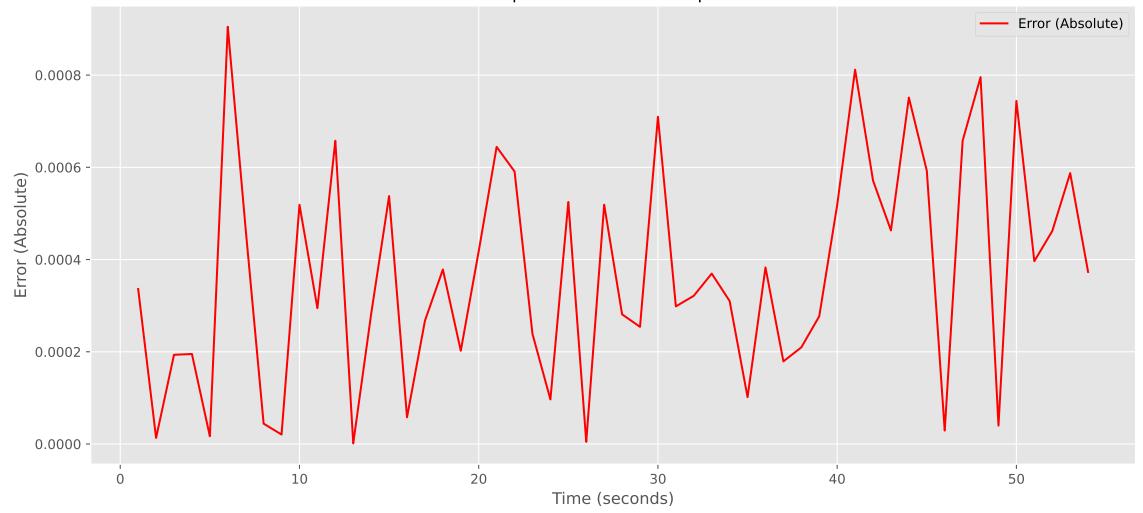


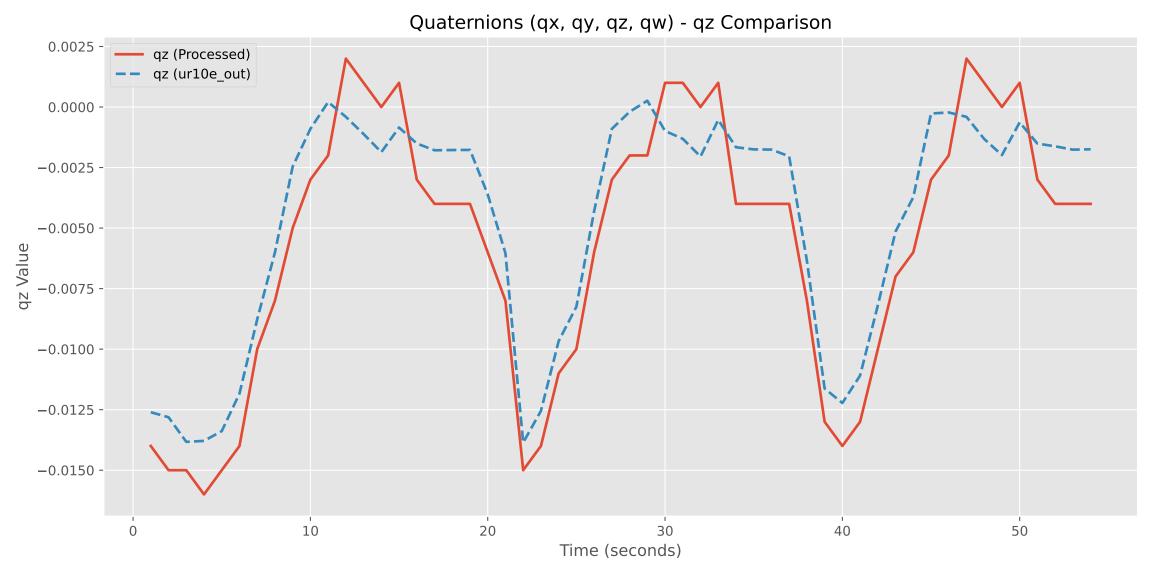
Quaternions (qx, qy, qz, qw) - qx Error MAE: 0.0008 | Max Error: 0.0015 | RMSE: 0.0008



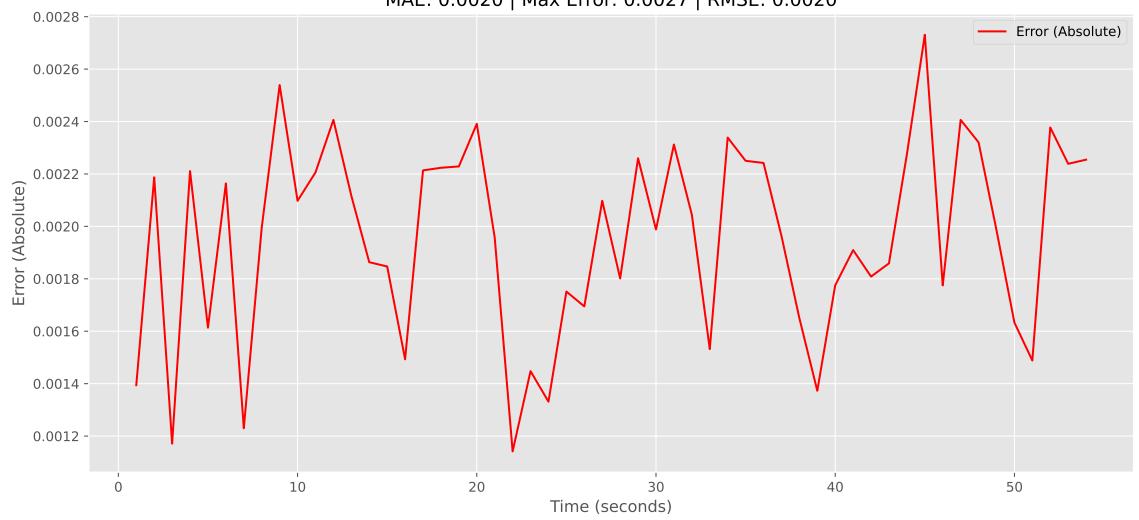


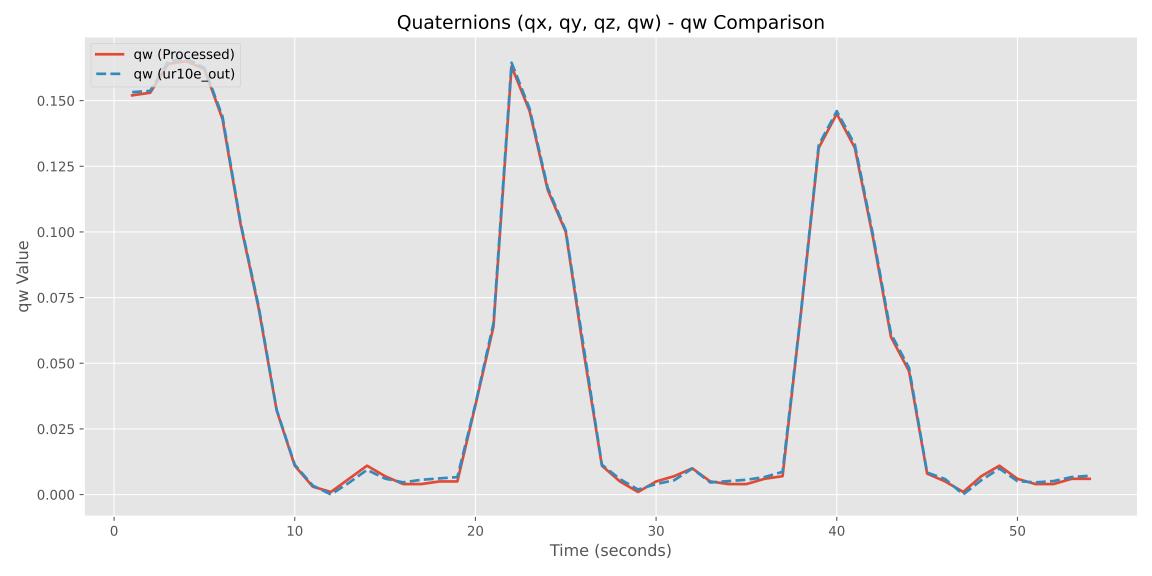
Quaternions (qx, qy, qz, qw) - qy Error MAE: 0.0004 | Max Error: 0.0009 | RMSE: 0.0004





Quaternions (qx, qy, qz, qw) - qz Error MAE: 0.0020 | Max Error: 0.0027 | RMSE: 0.0020





Quaternions (qx, qy, qz, qw) - qw Error MAE: 0.0010 | Max Error: 0.0018 | RMSE: 0.0010

