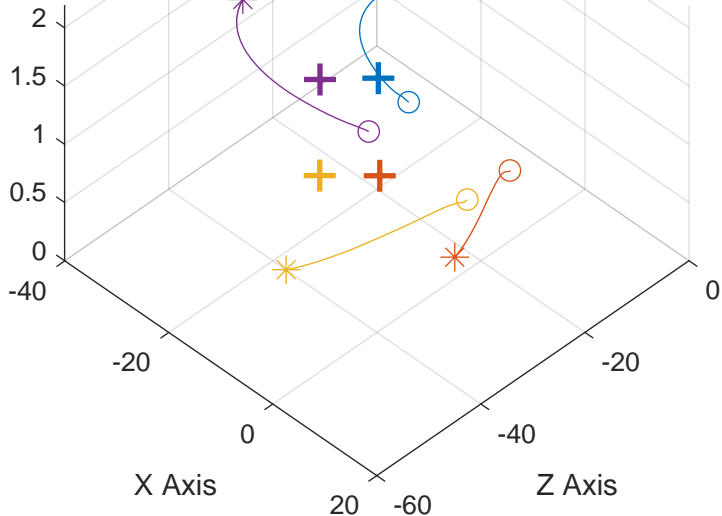


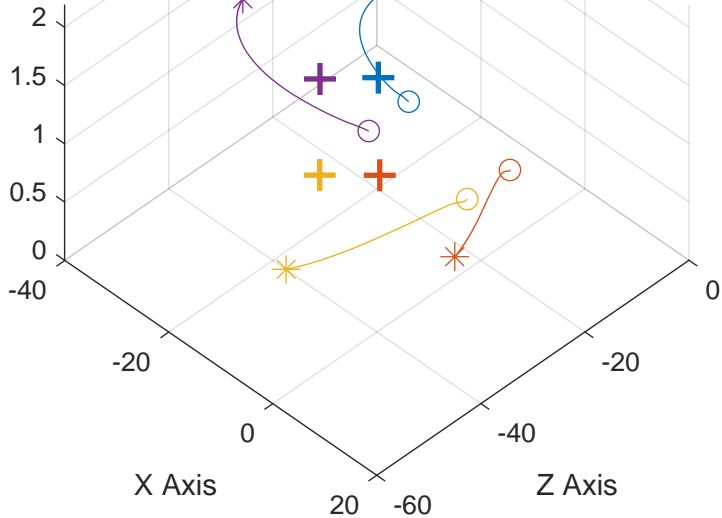
Agent 3D Trajectories

Y Axis



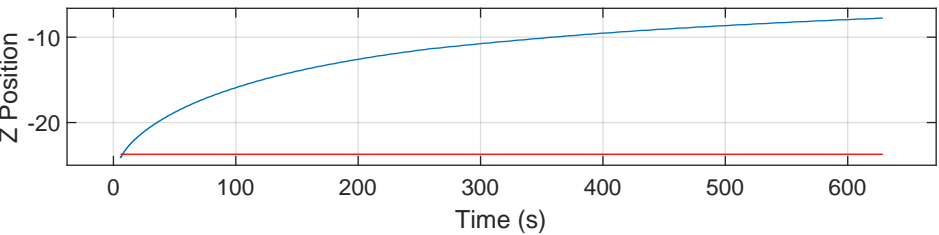
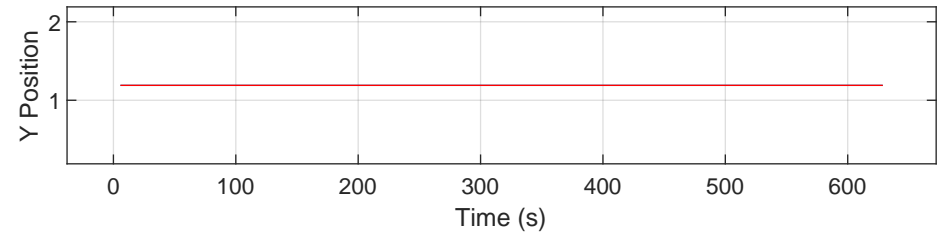
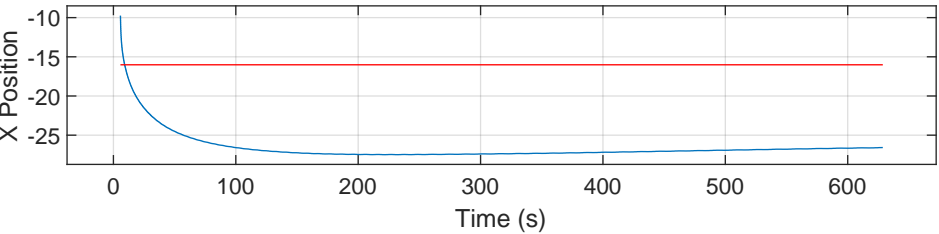
Agent + DefObj 3D Trajectories

Y Axis

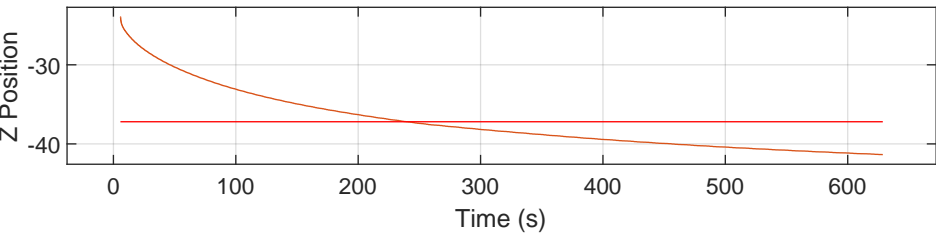
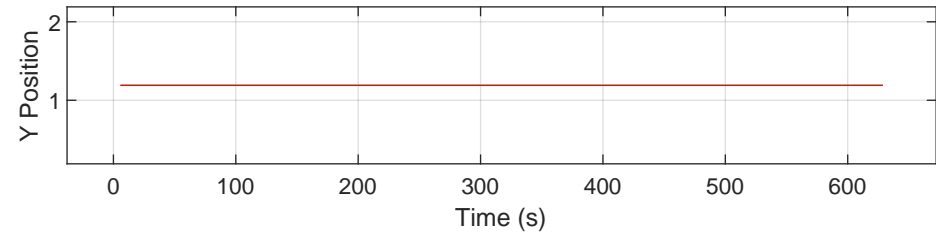
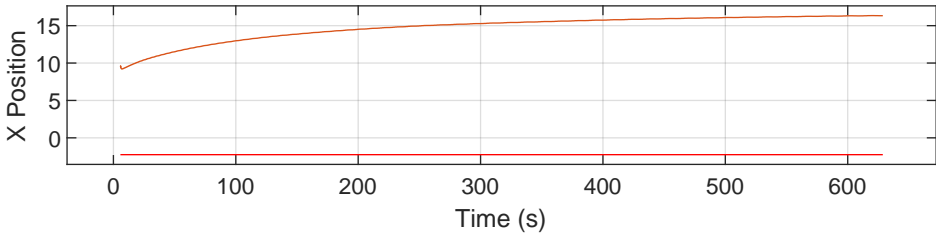


- Agent 1
- Agent 1 start
- Agent 1 end
- Agent 1 dest
- Agent 2
- Agent 2 start
- Agent 2 end
- Agent 2 dest
- Agent 3
- Agent 3 start
- Agent 3 end
- Agent 3 dest
- Agent 4
- Agent 4 start
- Agent 4 end
- Agent 4 dest

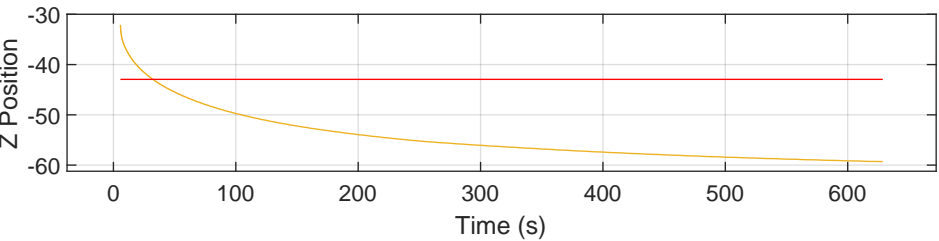
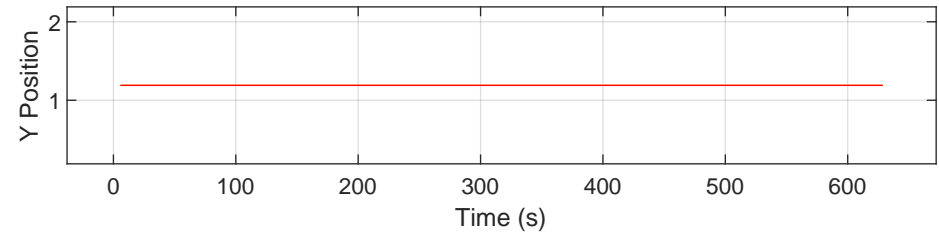
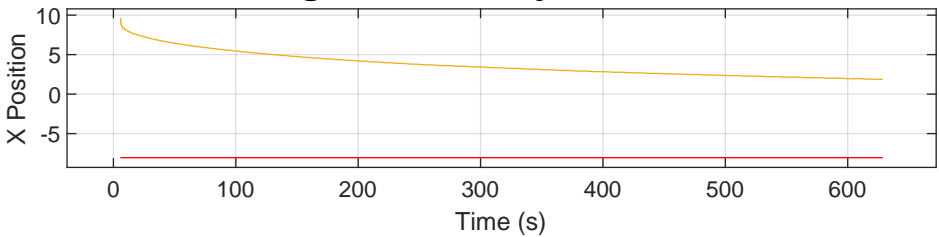
Agent 1 2D Trajectories



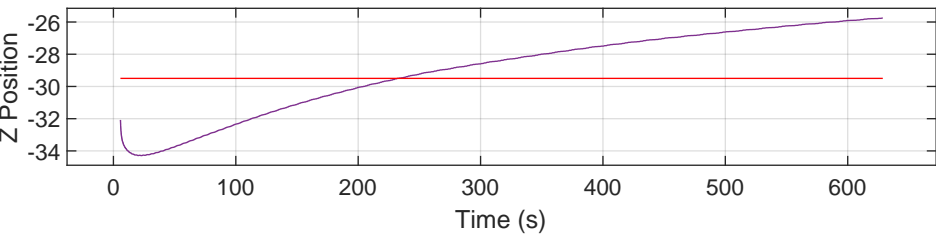
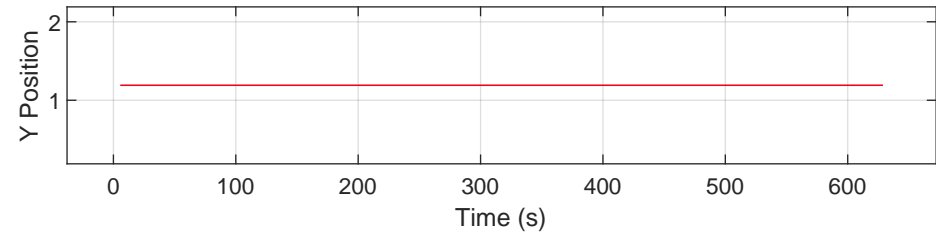
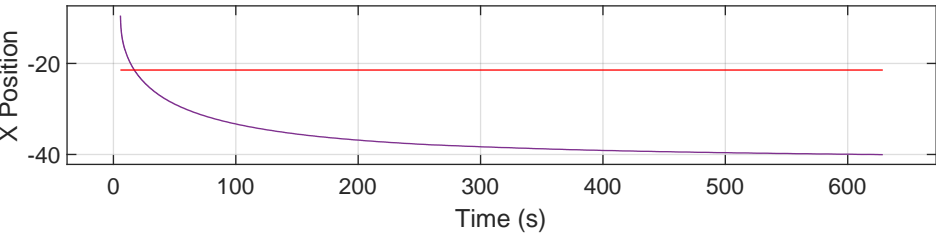
Agent 2 2D Trajectories



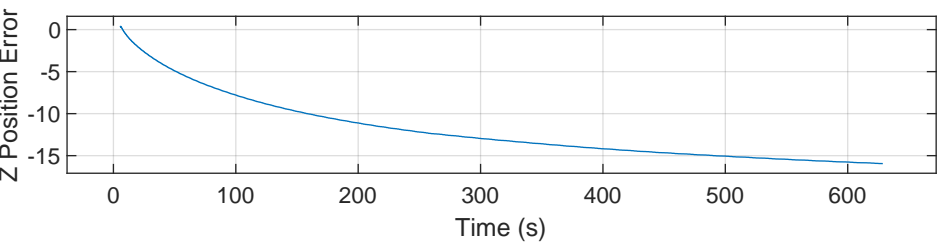
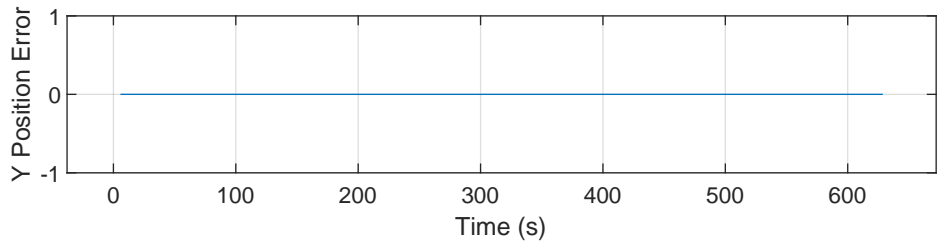
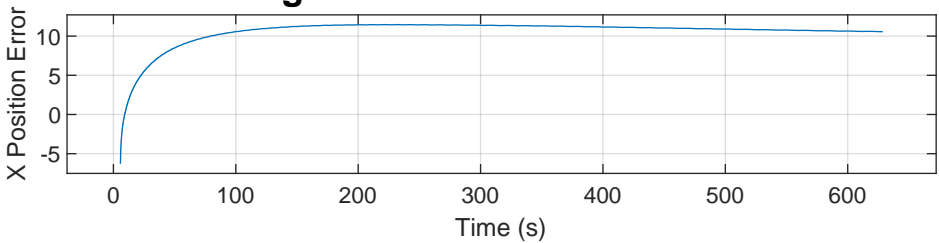
Agent 3 2D Trajectories



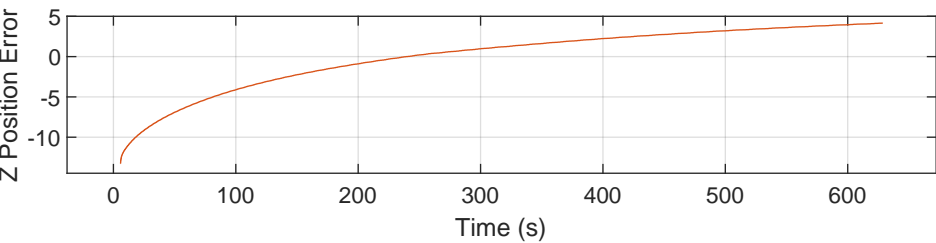
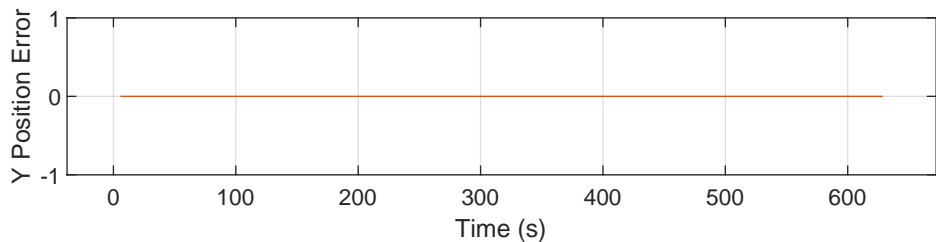
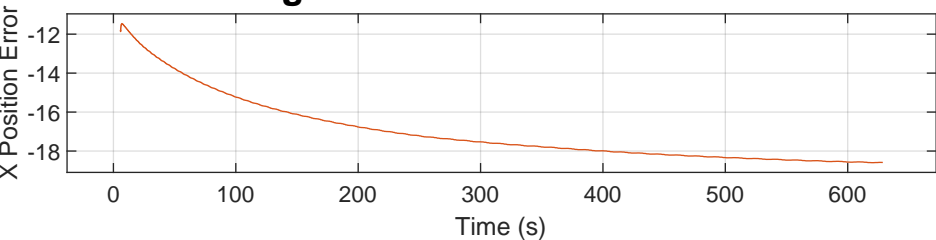
Agent 4 2D Trajectories



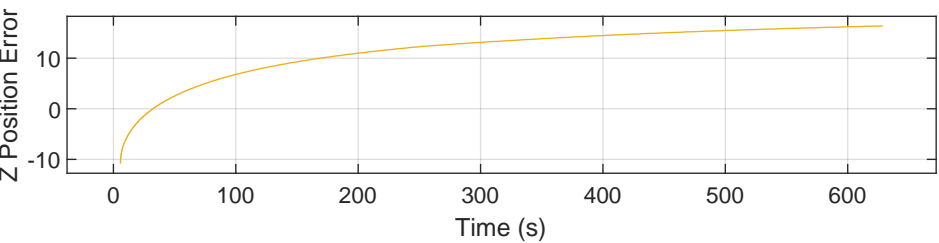
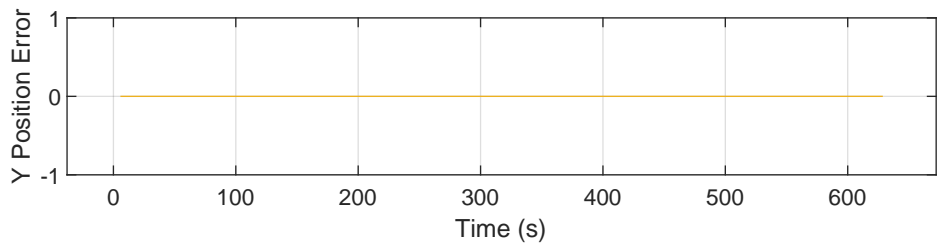
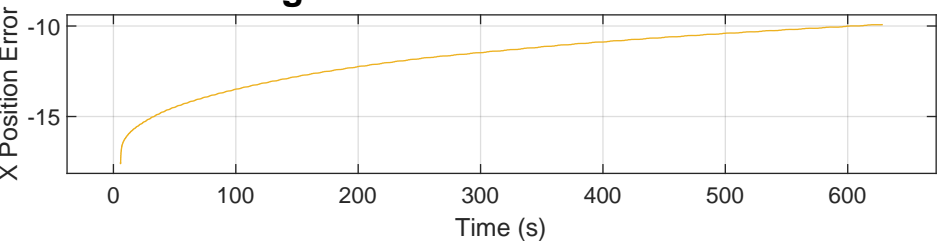
Agent 1 2D Position Error



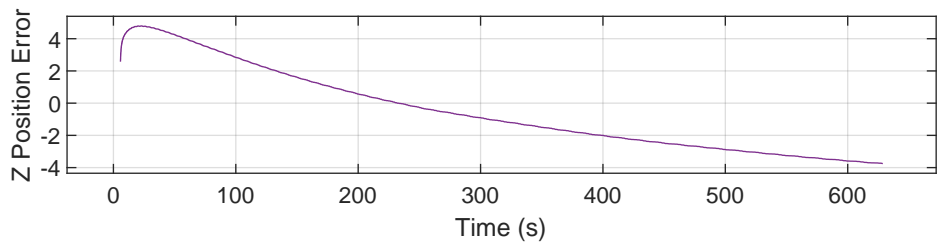
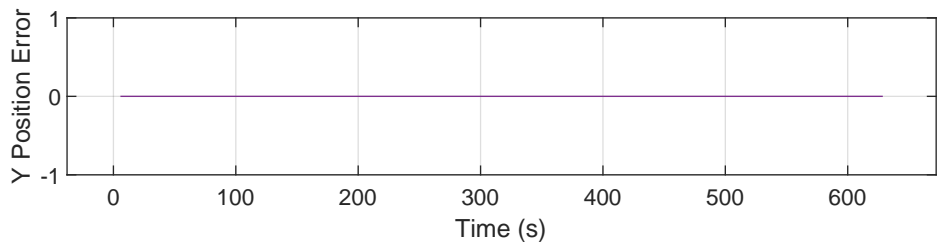
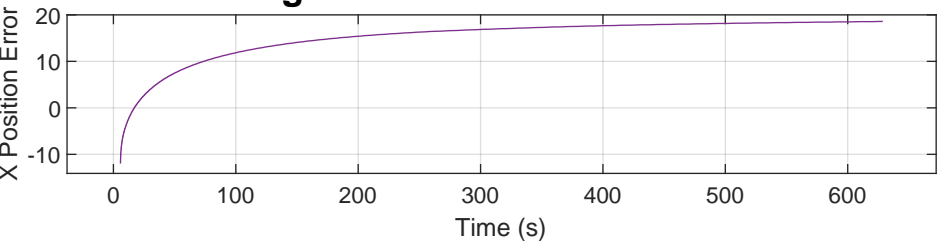
Agent 2 2D Position Error



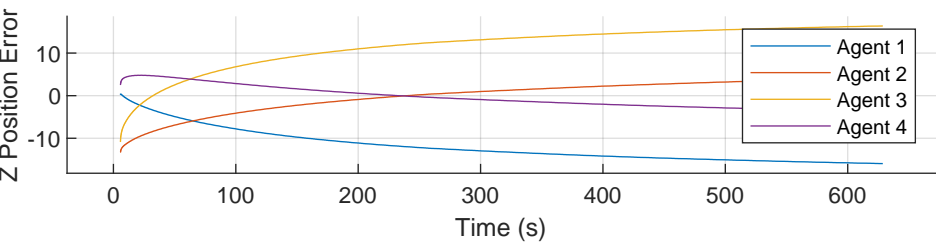
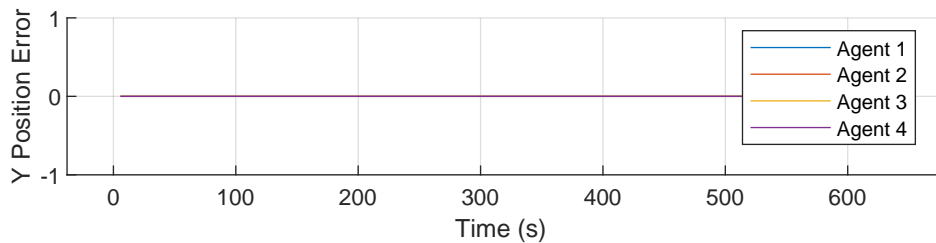
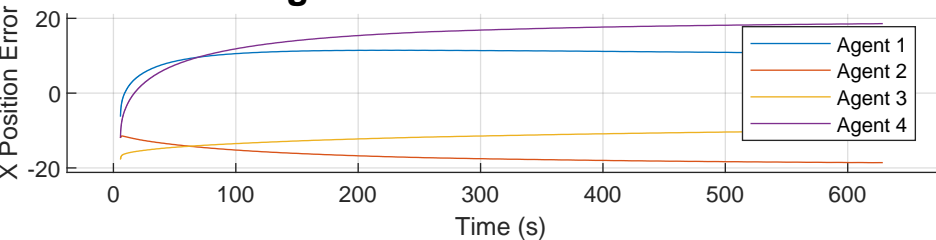
Agent 3 2D Position Error



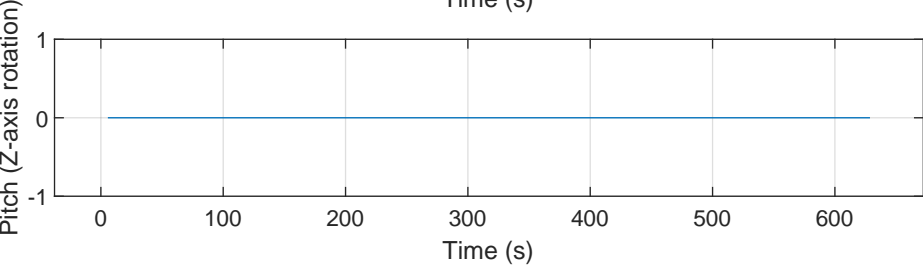
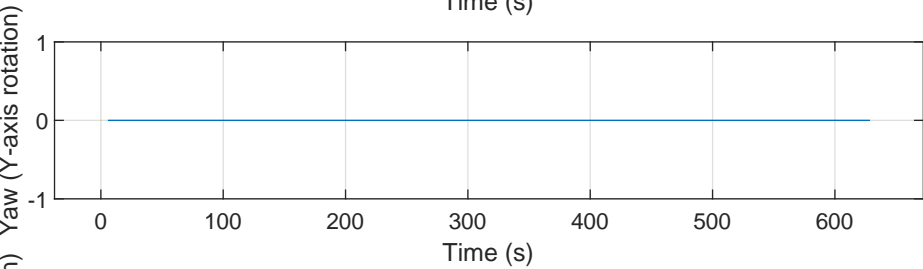
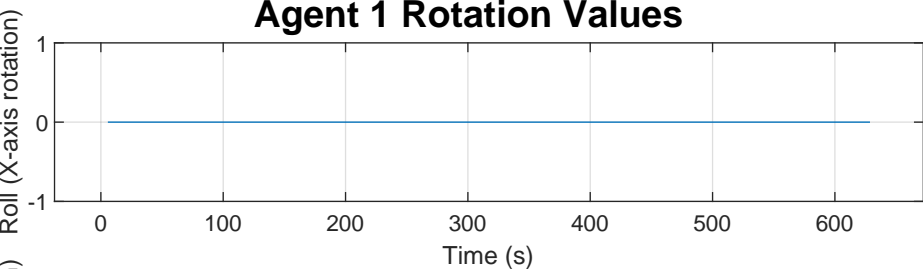
Agent 4 2D Position Error



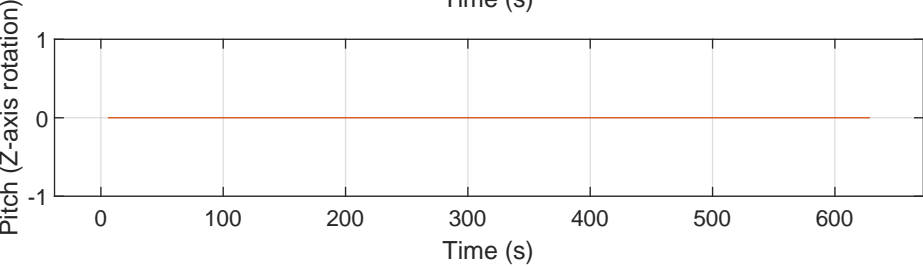
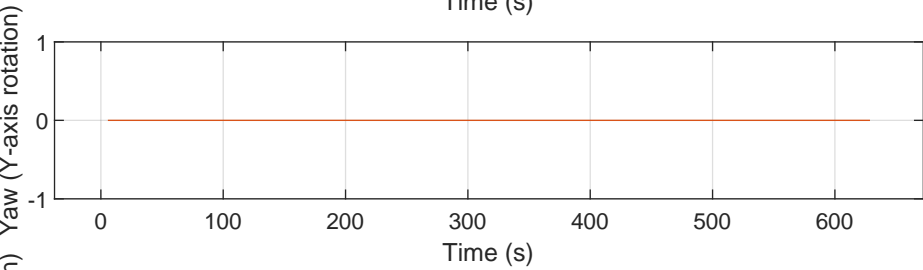
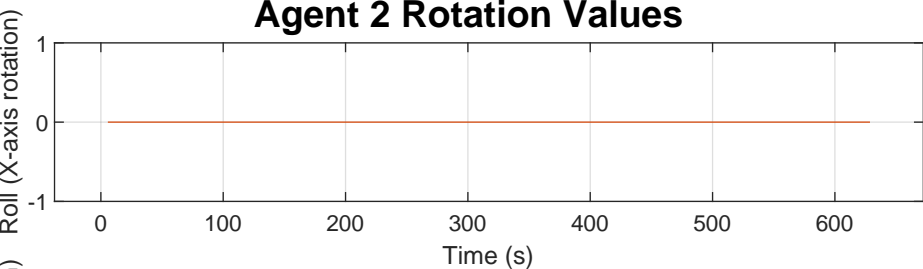
Agents 2D Position Error



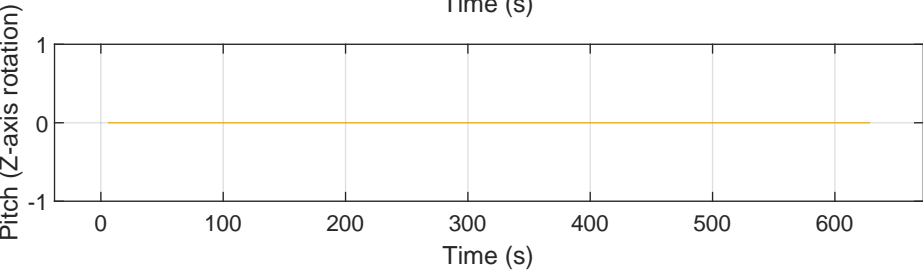
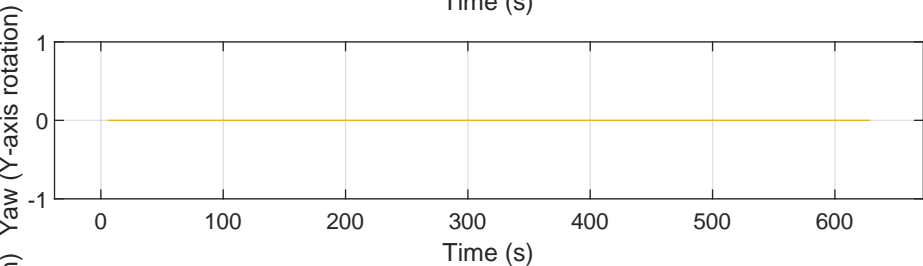
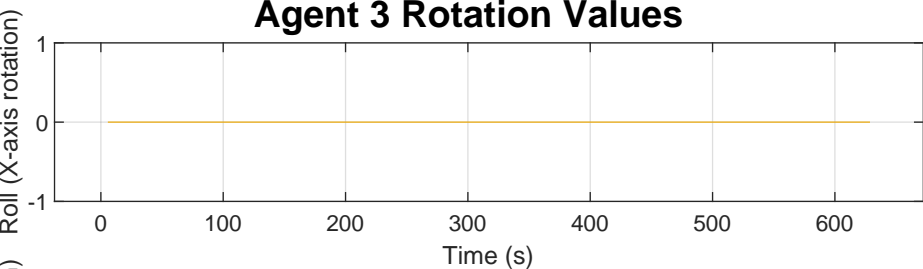
Agent 1 Rotation Values



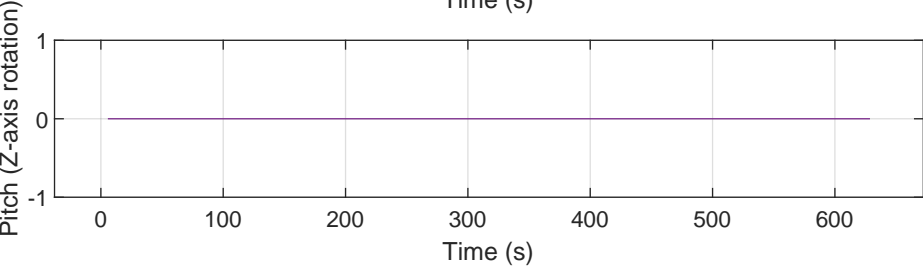
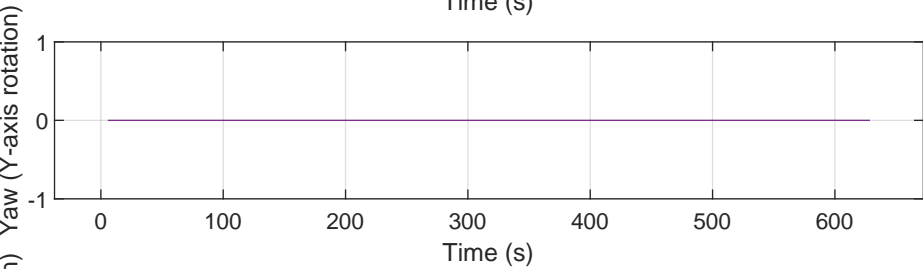
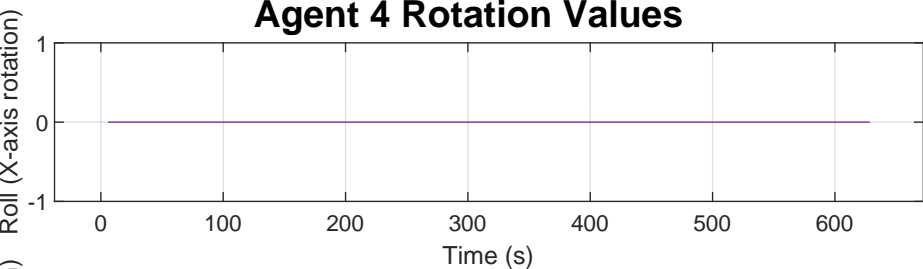
Agent 2 Rotation Values



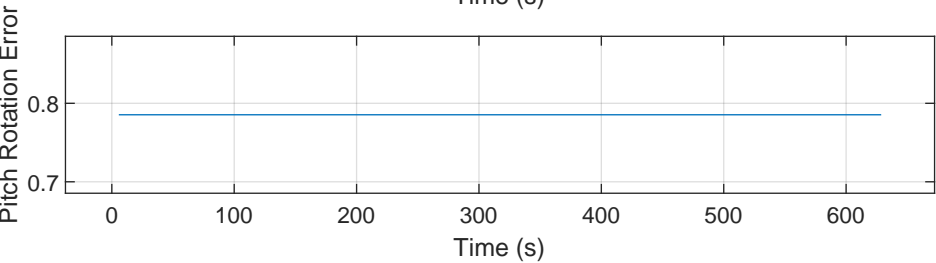
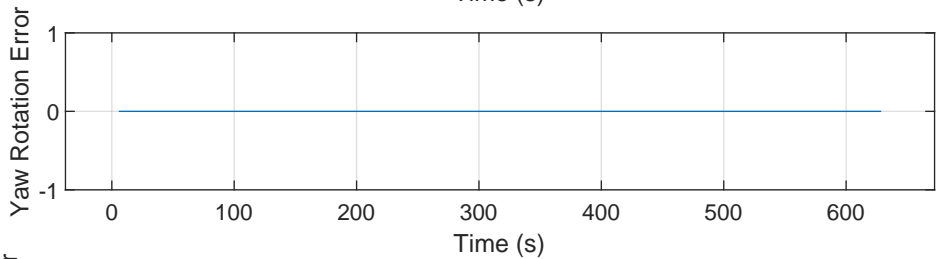
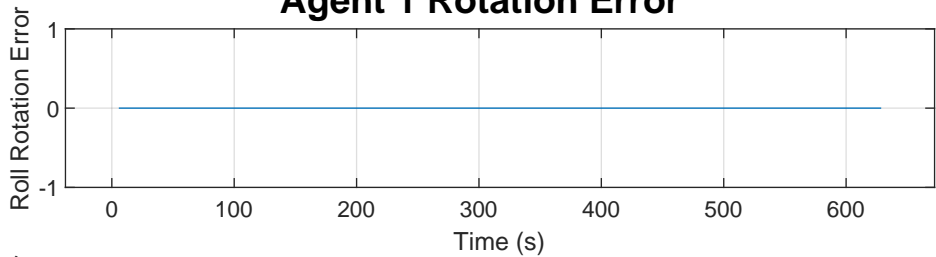
Agent 3 Rotation Values



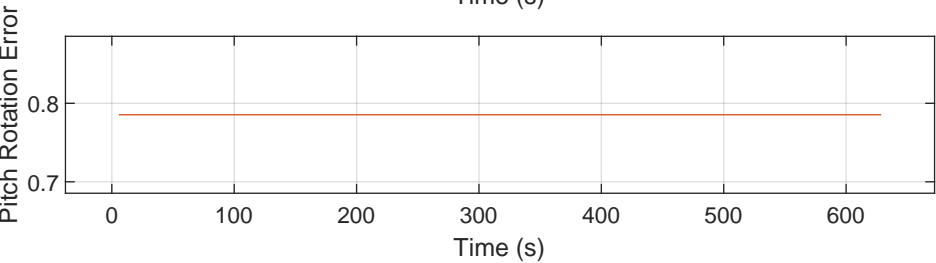
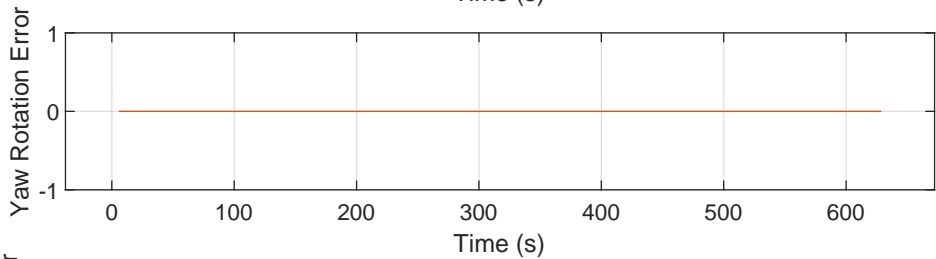
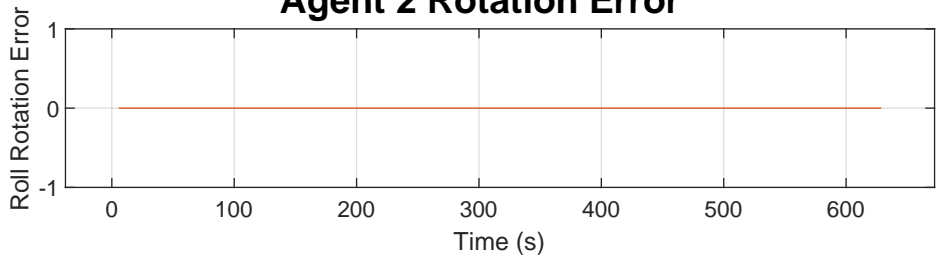
Agent 4 Rotation Values



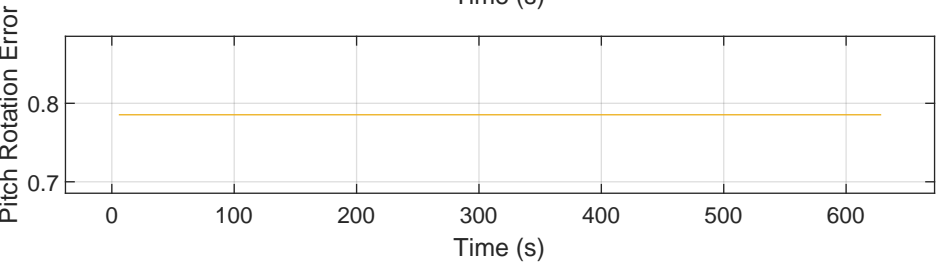
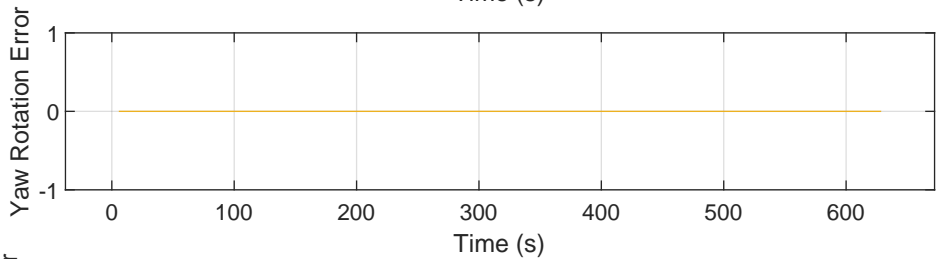
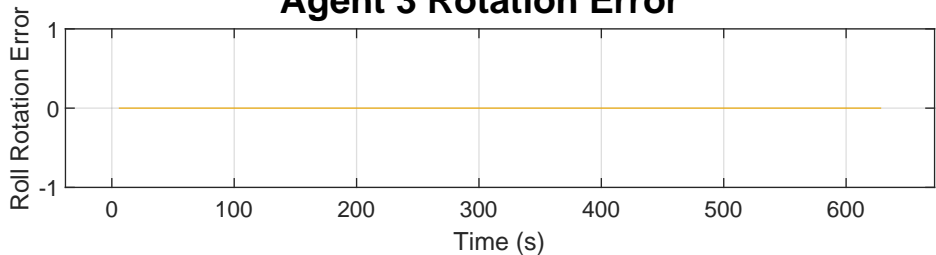
Agent 1 Rotation Error



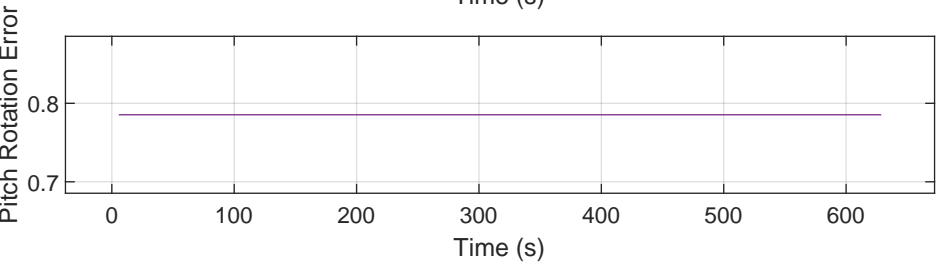
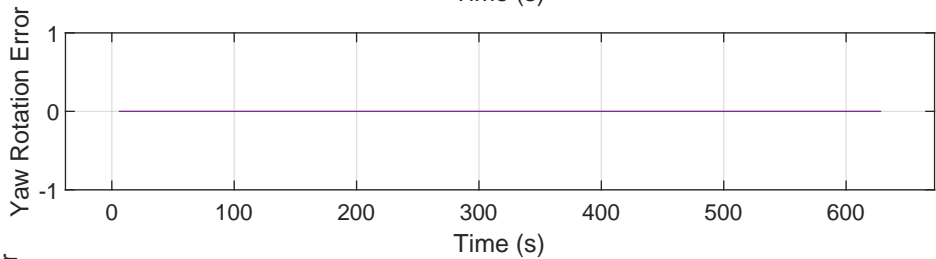
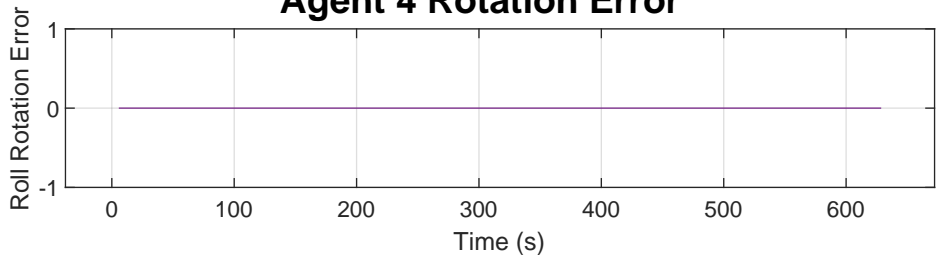
Agent 2 Rotation Error



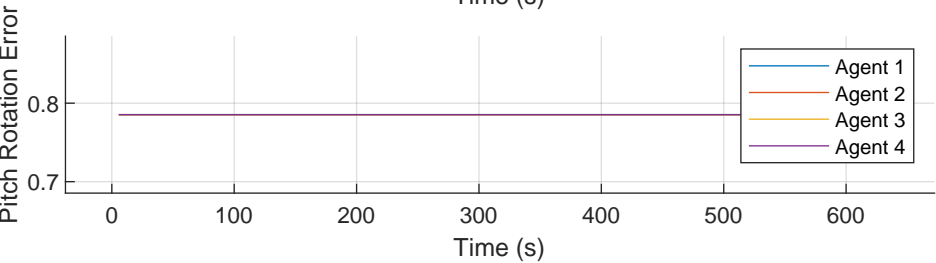
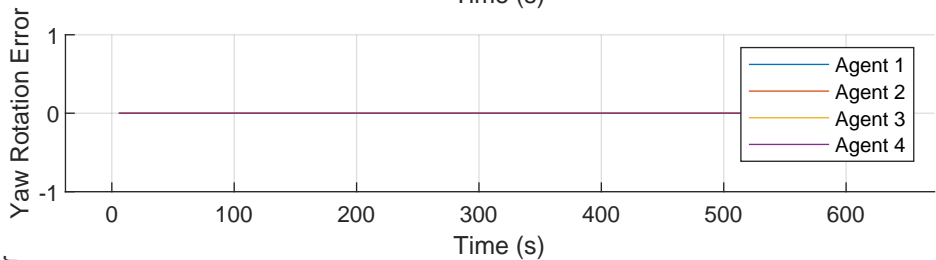
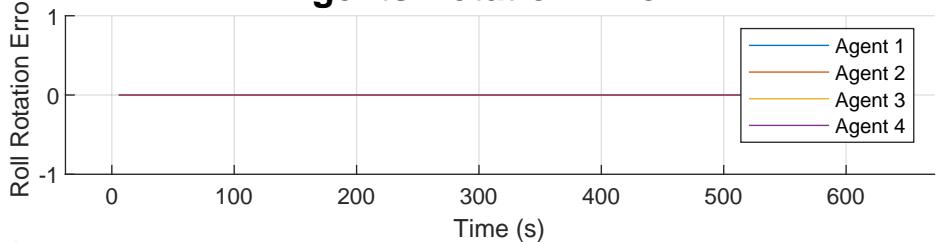
Agent 3 Rotation Error



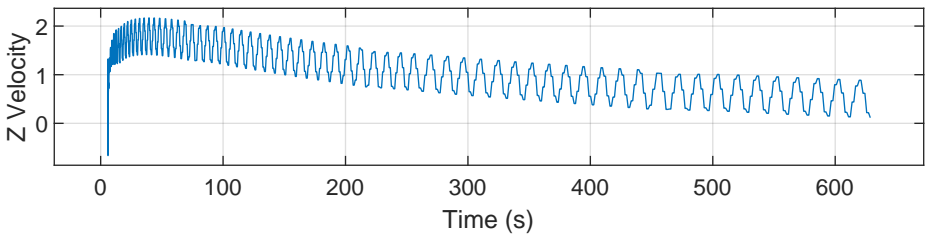
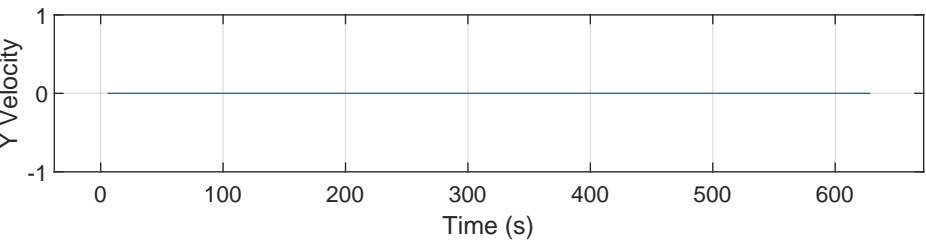
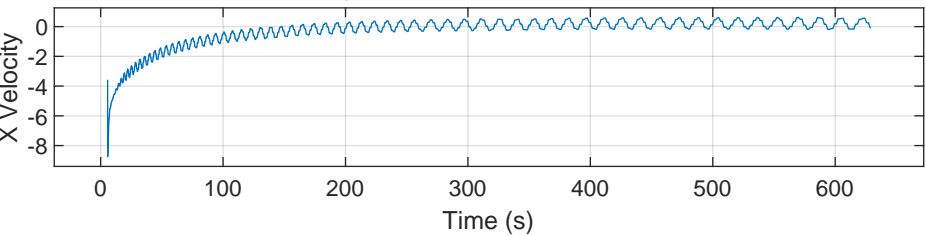
Agent 4 Rotation Error



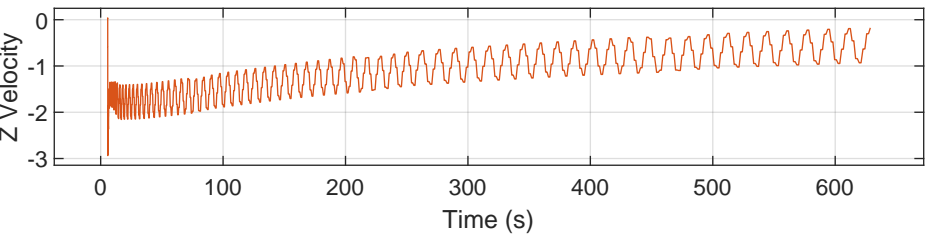
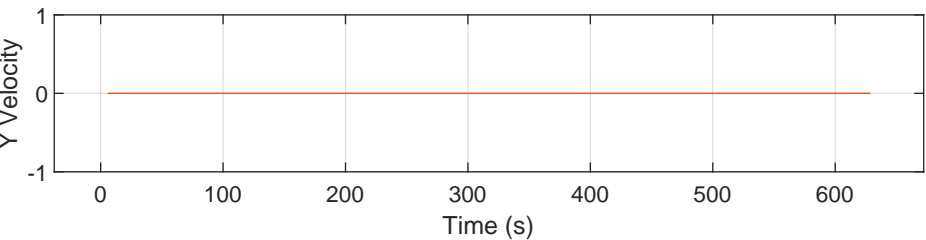
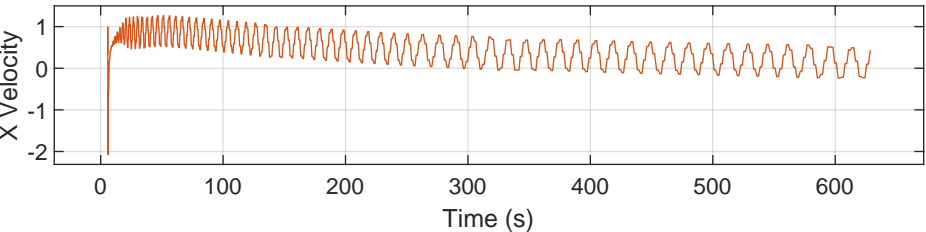
Agents Rotation Error



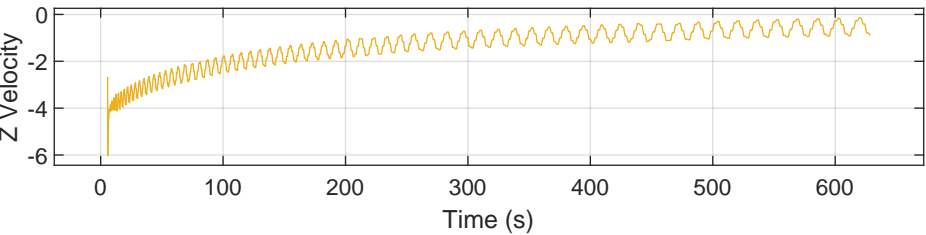
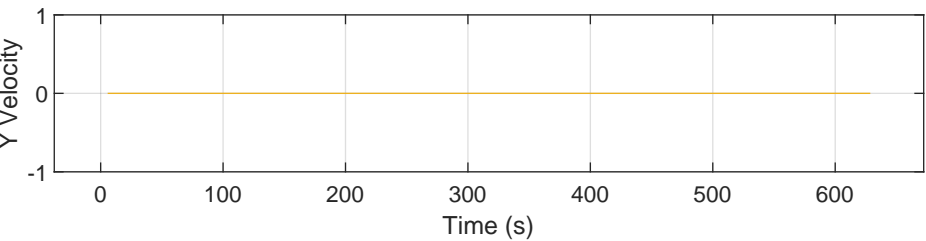
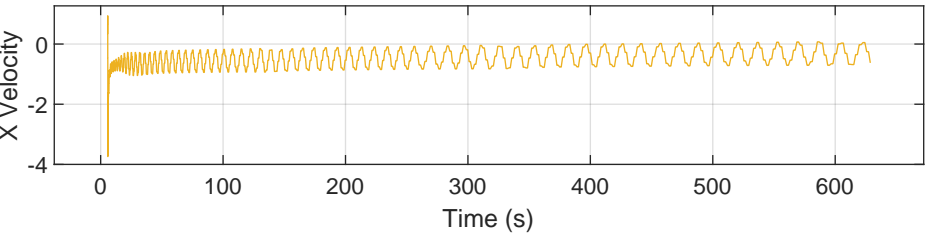
Agent 1 Velocities



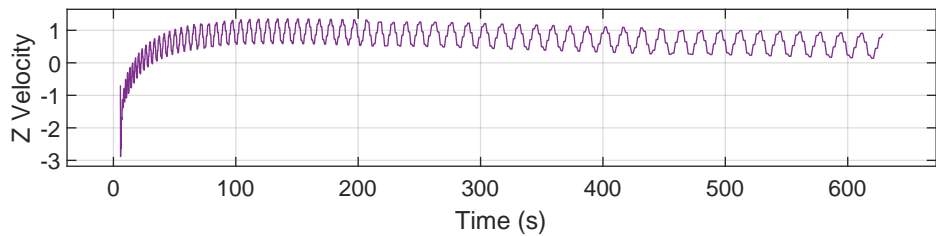
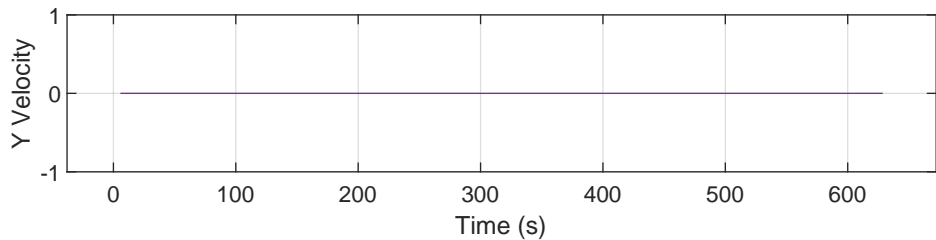
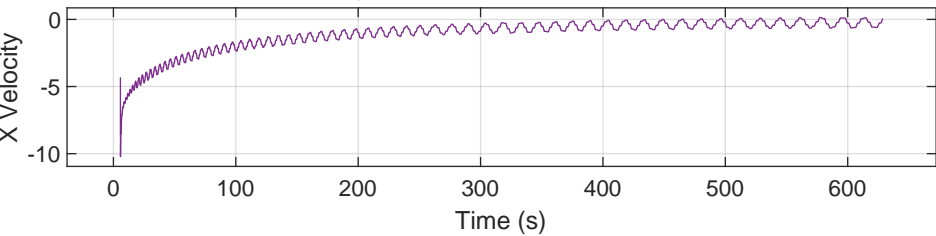
Agent 2 Velocities



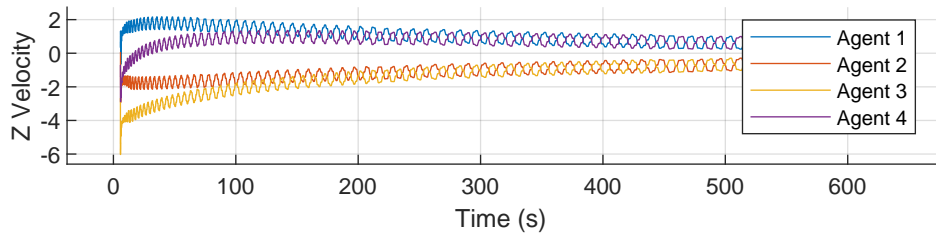
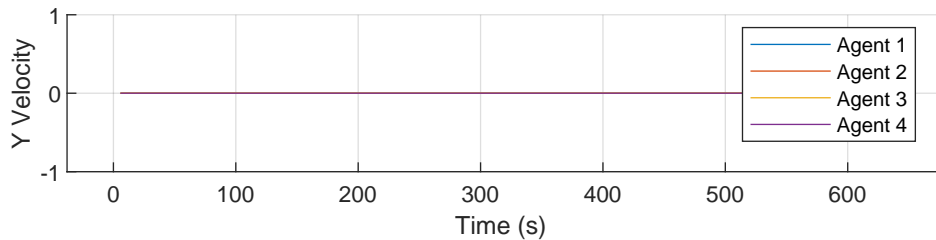
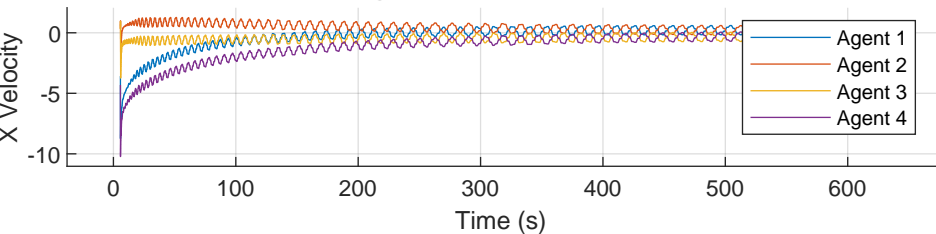
Agent 3 Velocities



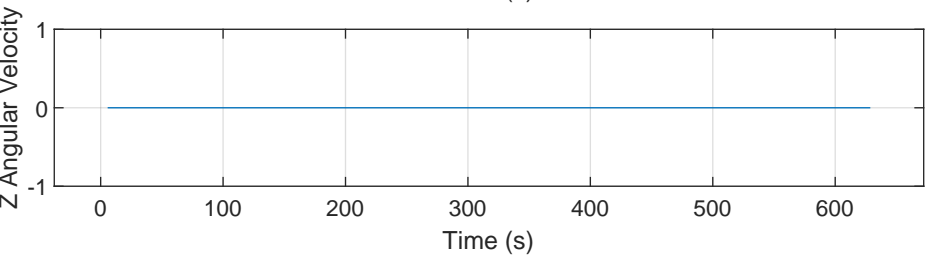
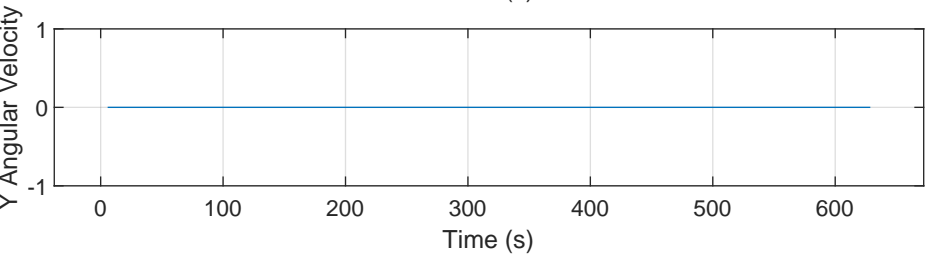
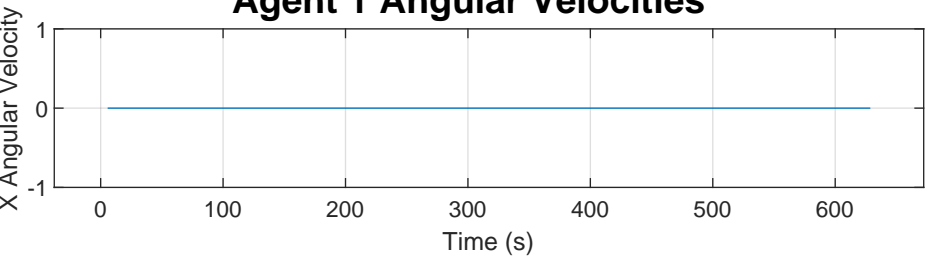
Agent 4 Velocities



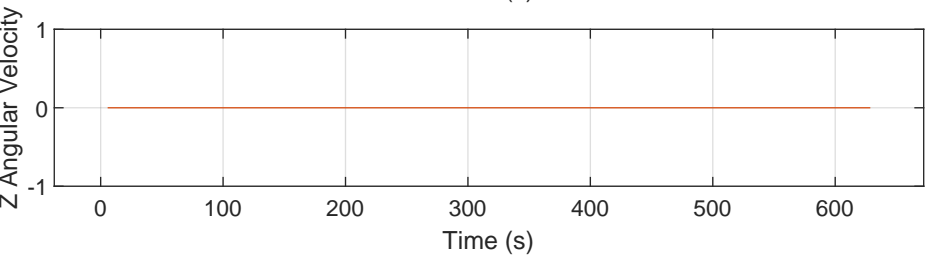
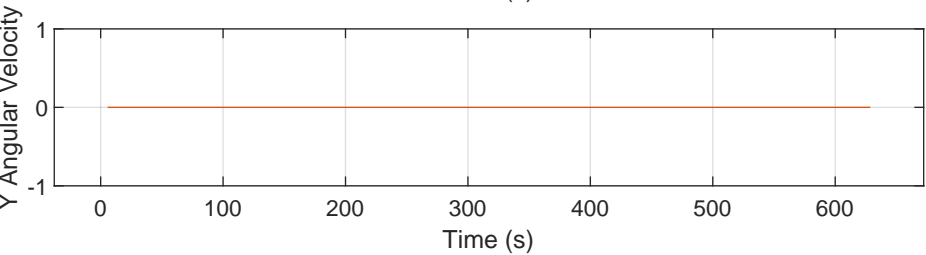
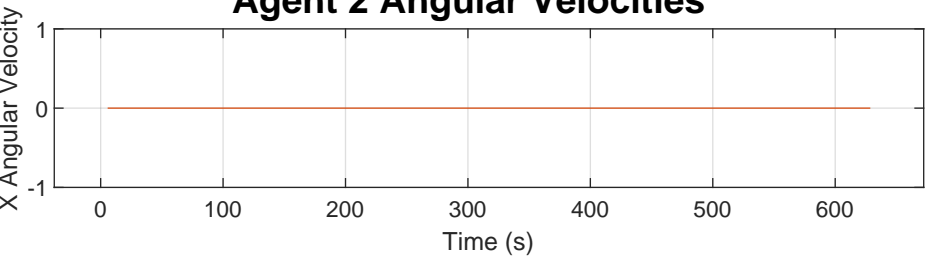
Agents Velocity



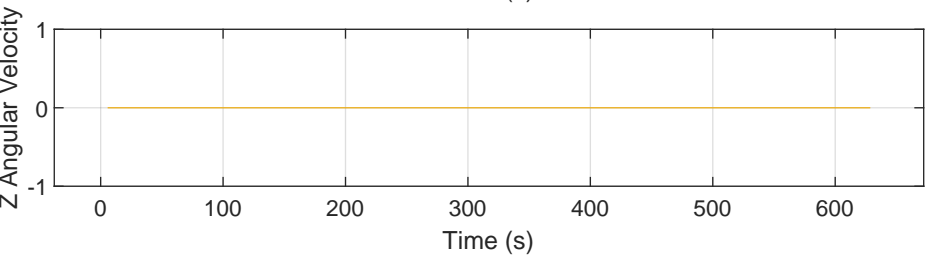
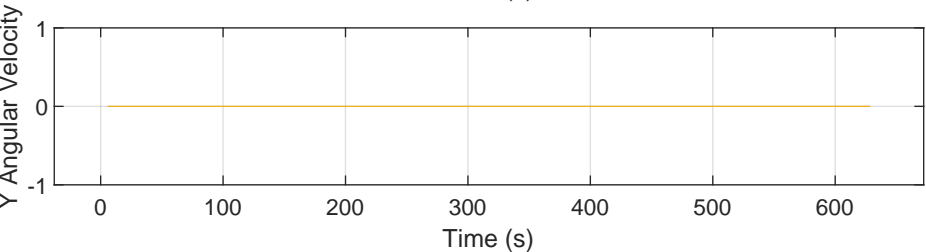
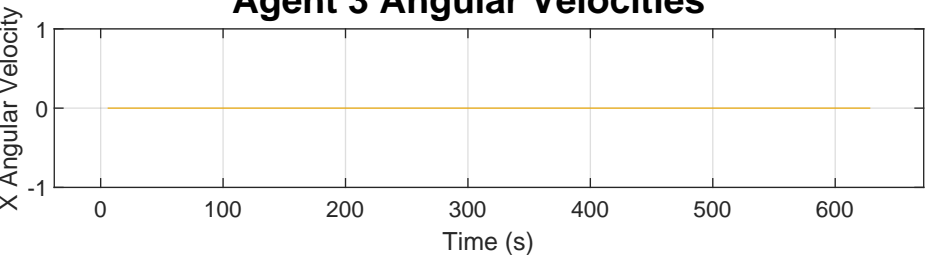
Agent 1 Angular Velocities



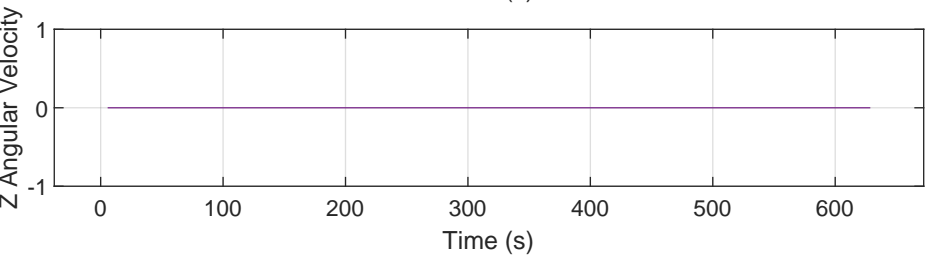
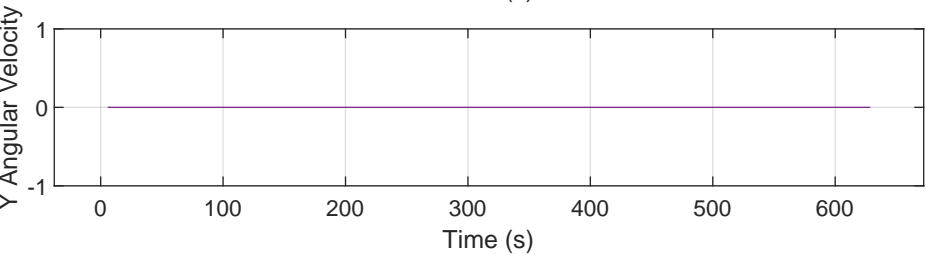
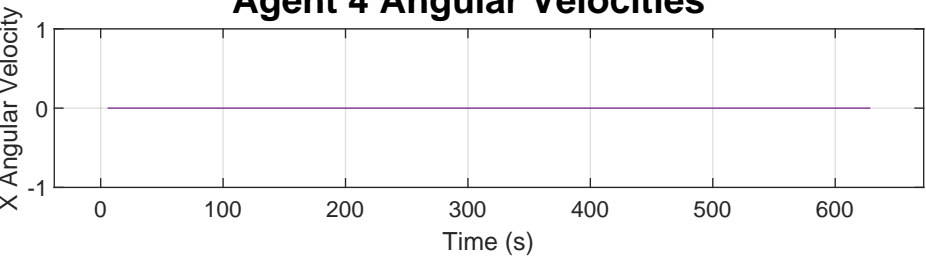
Agent 2 Angular Velocities



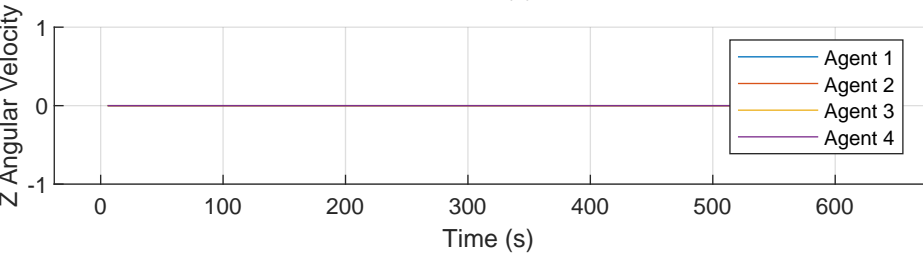
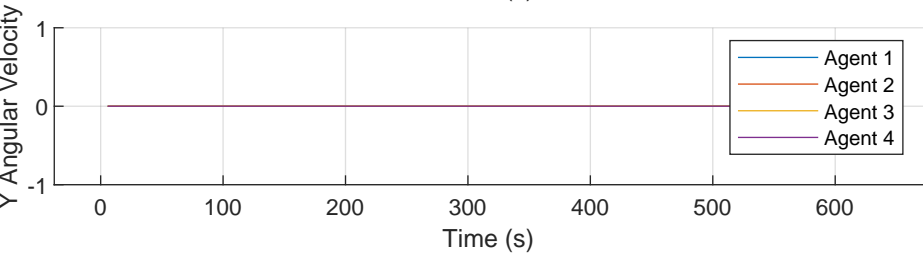
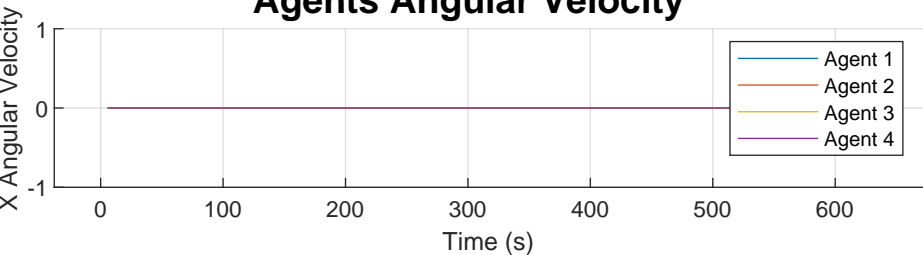
Agent 3 Angular Velocities



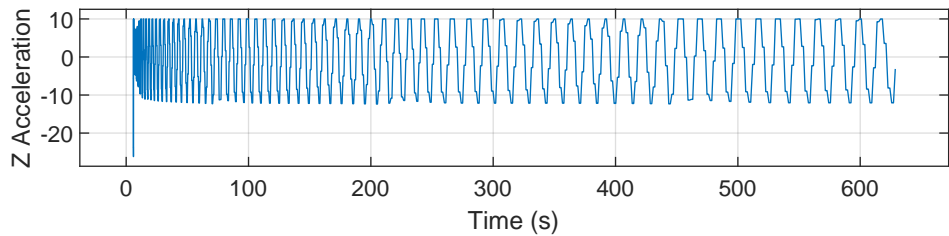
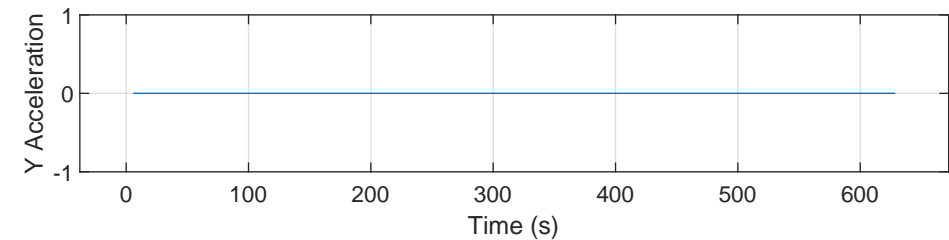
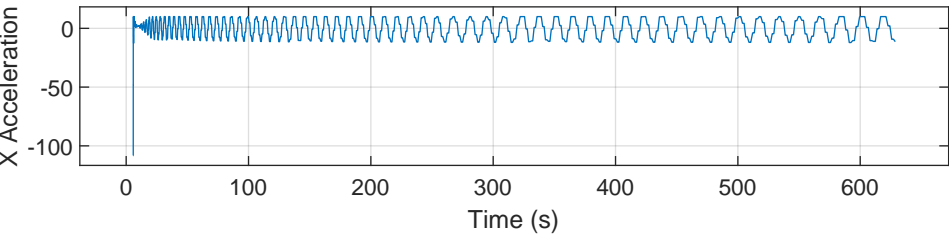
Agent 4 Angular Velocities



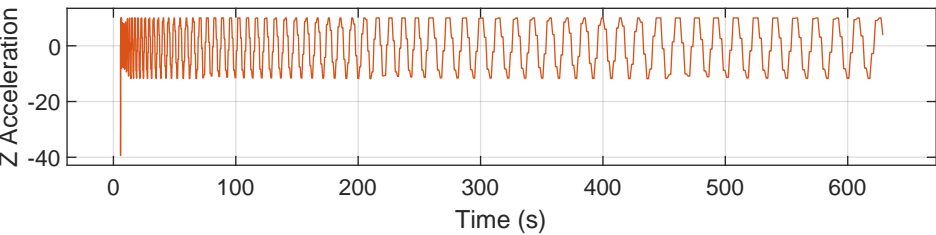
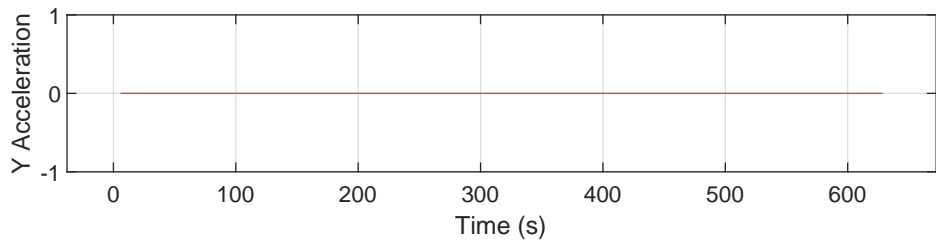
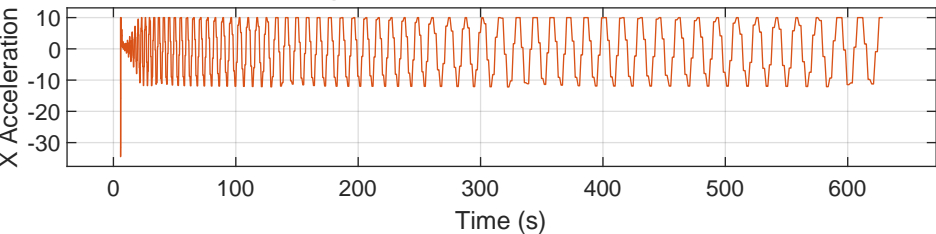
Agents Angular Velocity



Agent 1 Acceleration

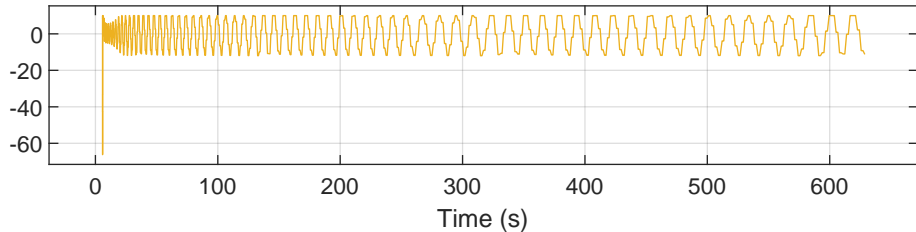


Agent 2 Acceleration

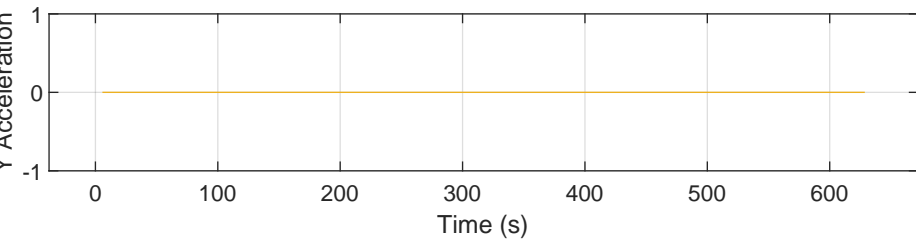


Agent 3 Acceleration

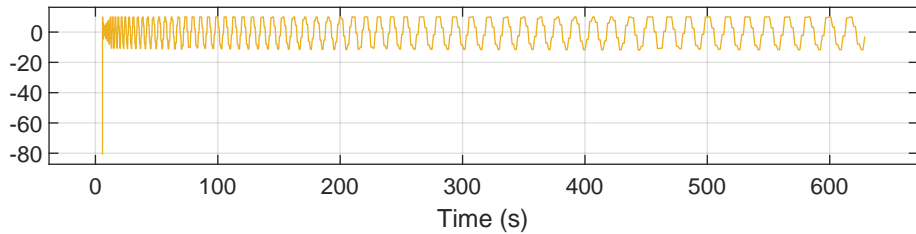
X Acceleration



Y Acceleration

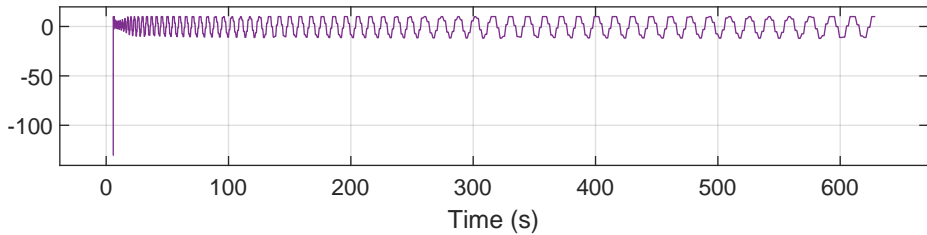


Z Acceleration

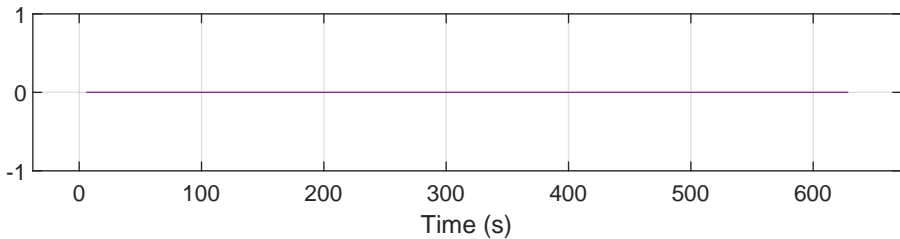


Agent 4 Acceleration

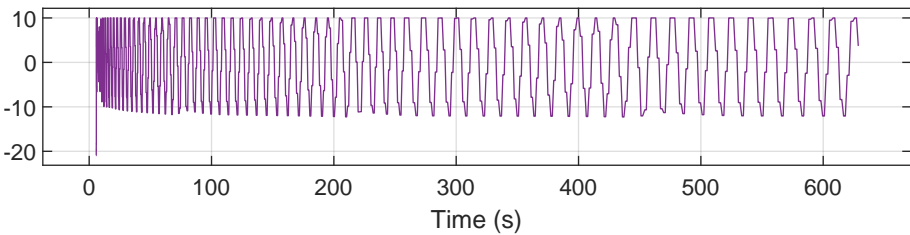
X Acceleration



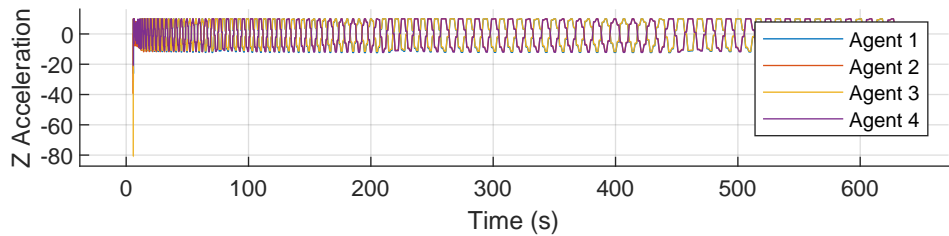
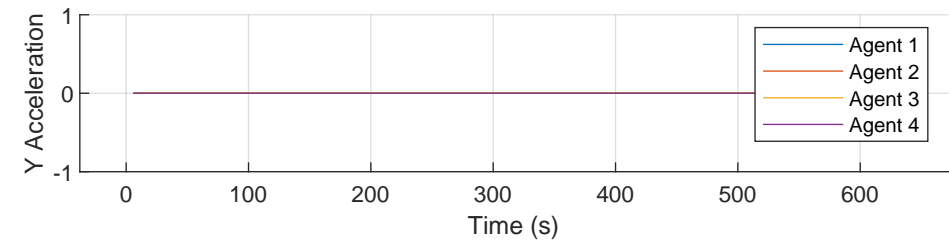
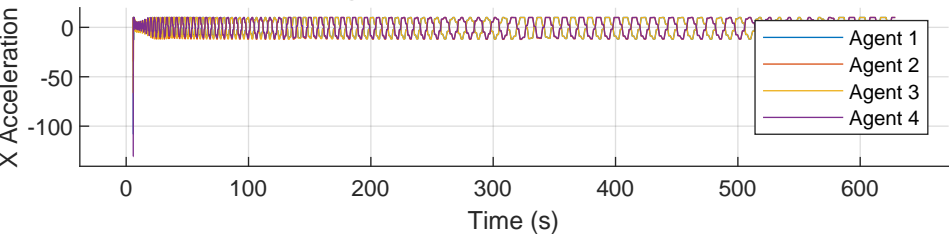
Y Acceleration



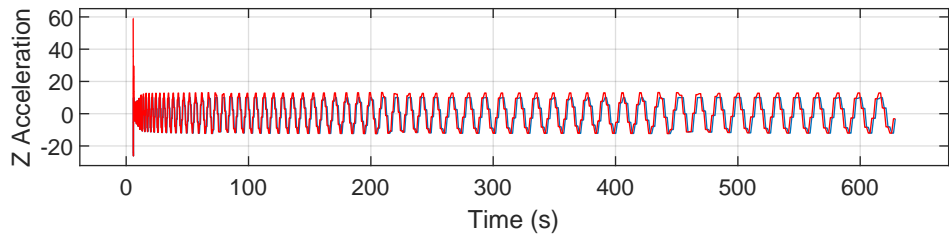
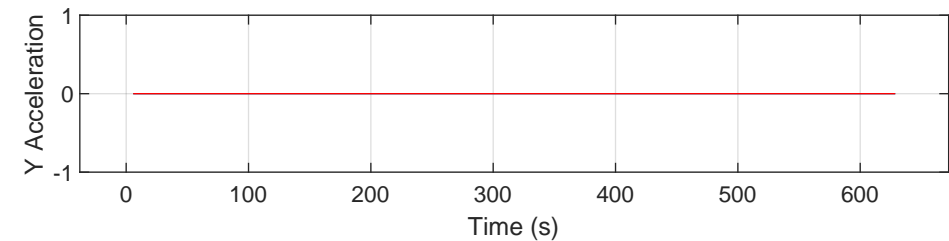
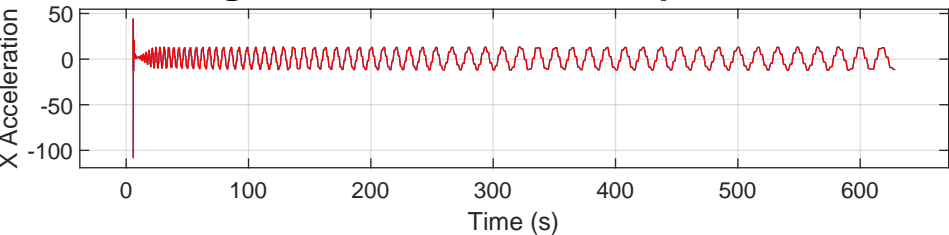
Z Acceleration



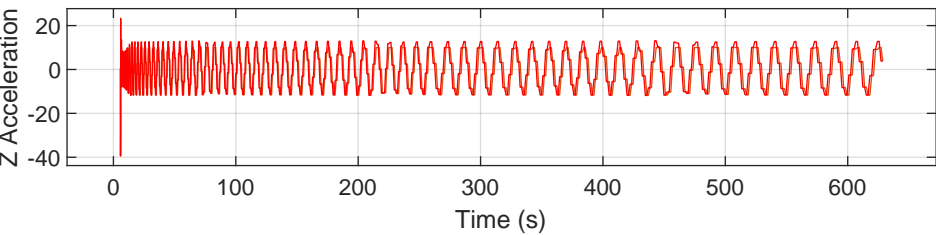
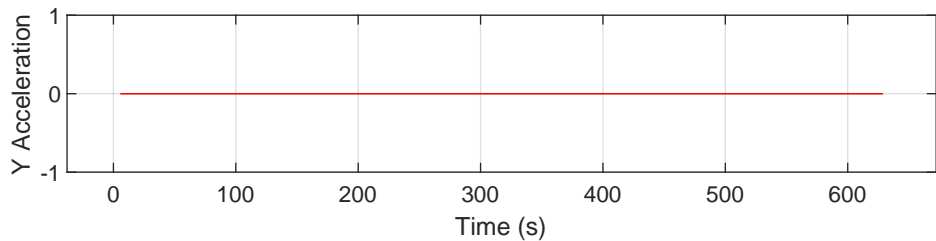
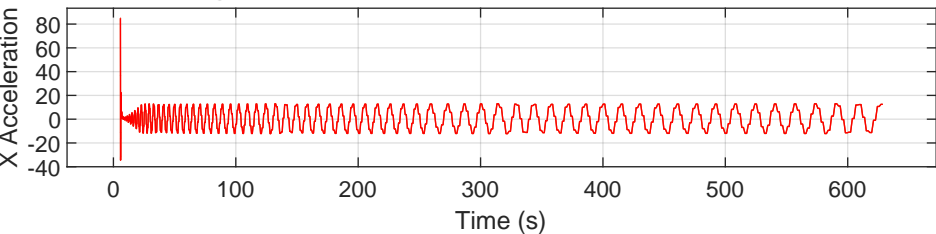
Agents Acceleration



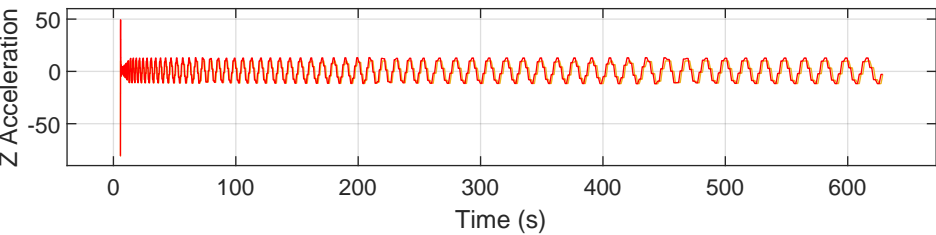
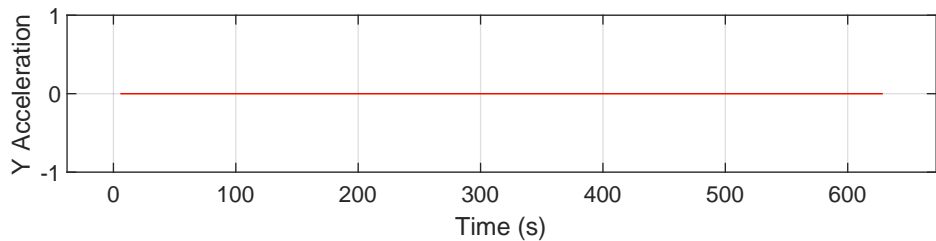
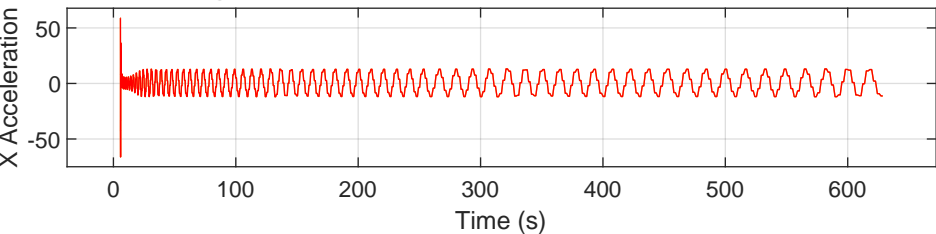
Agent 1 Acceleration Comparison



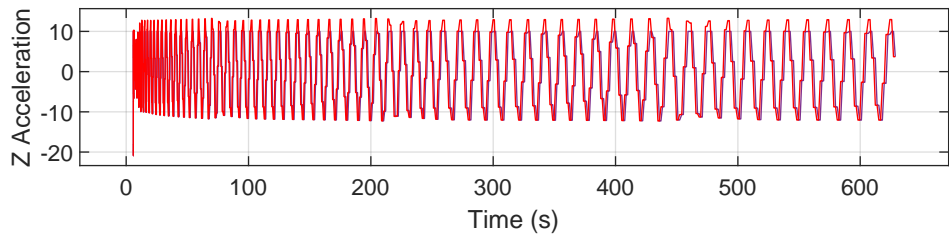
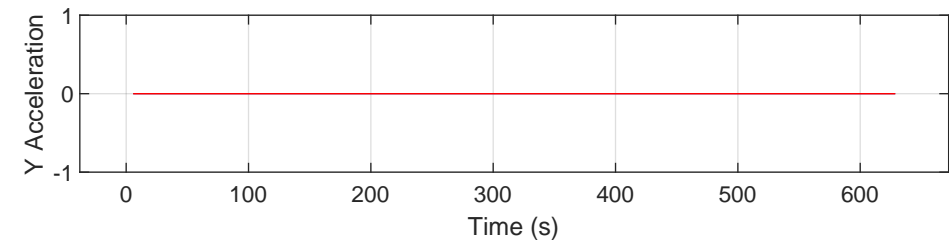
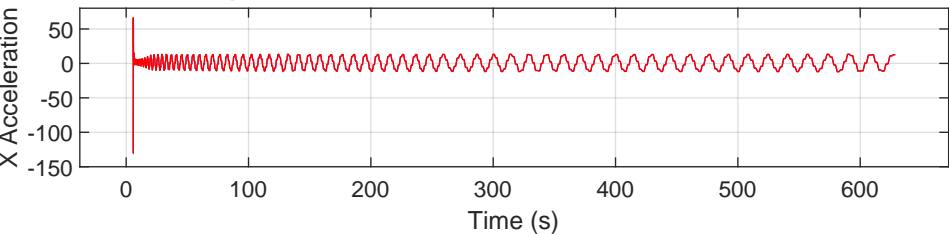
Agent 2 Acceleration Comparison



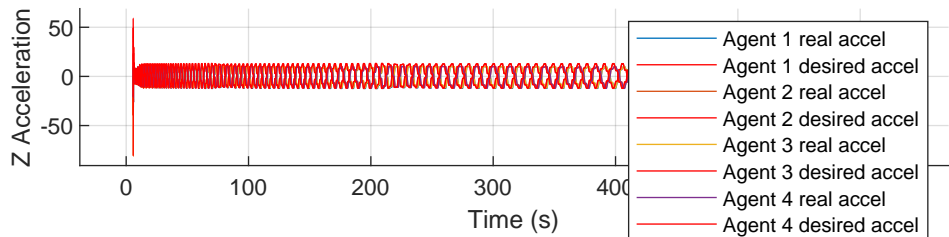
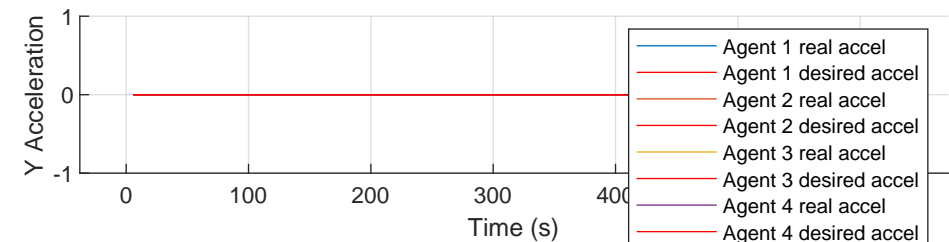
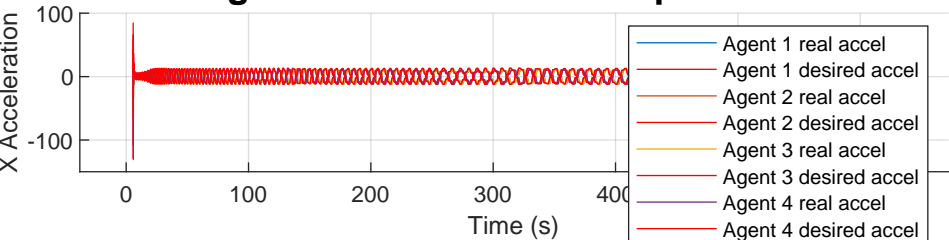
Agent 3 Acceleration Comparison



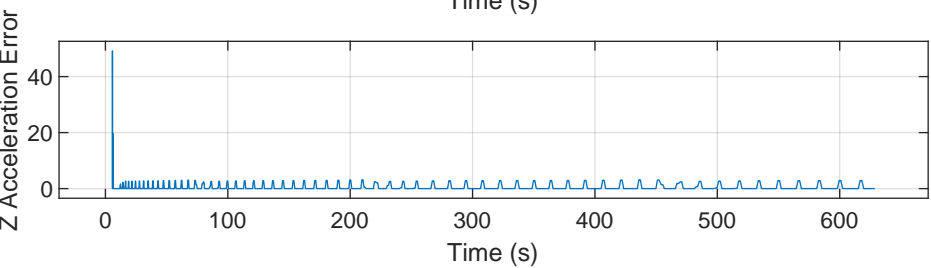
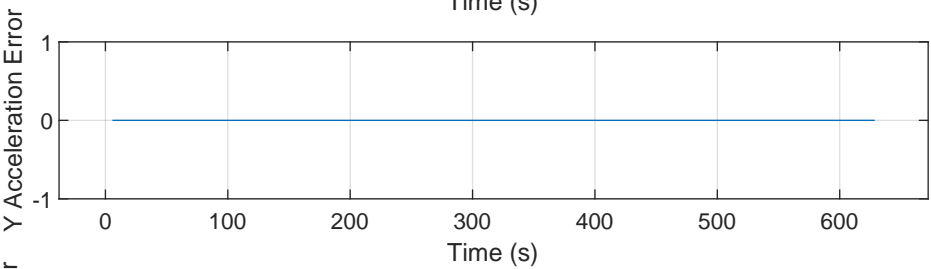
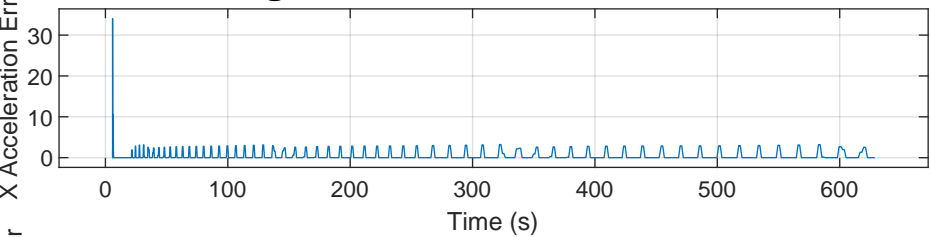
Agent 4 Acceleration Comparison



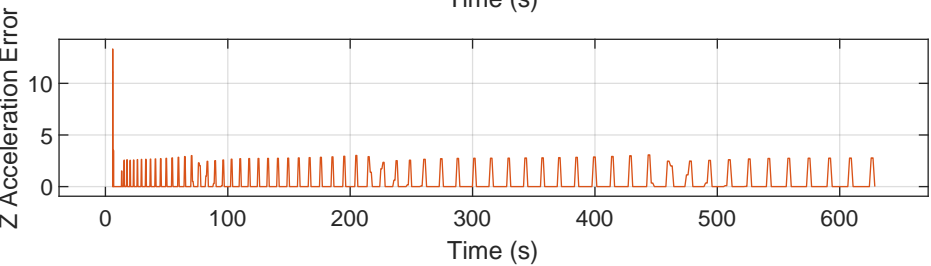
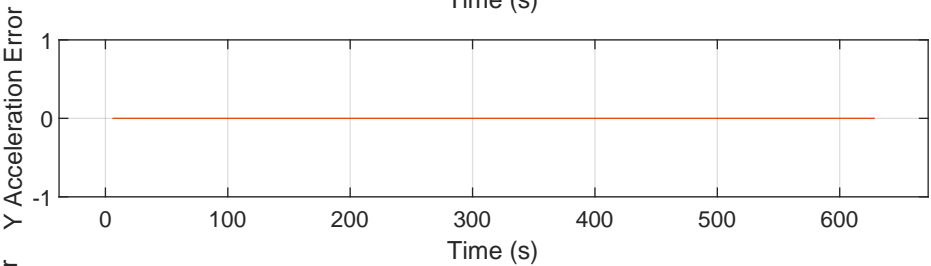
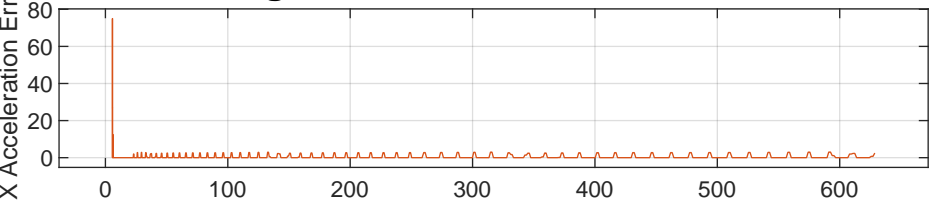
Agents Acceleration Comparison



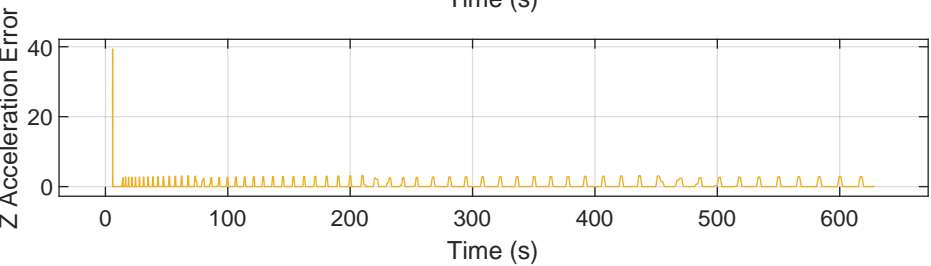
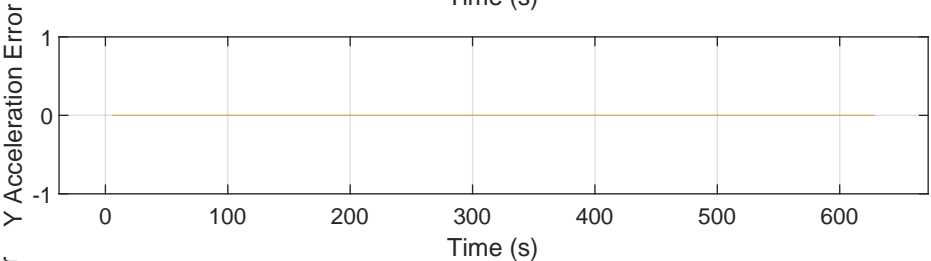
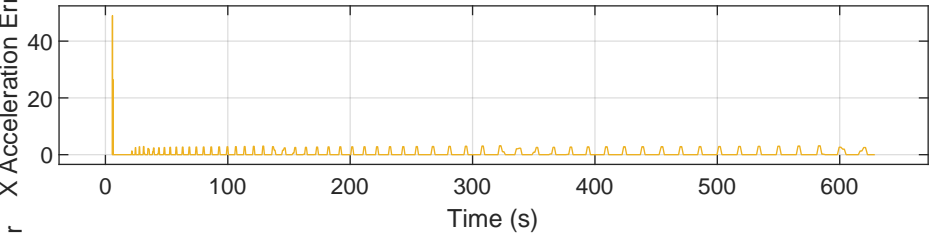
Agent 1 Acceleration Error



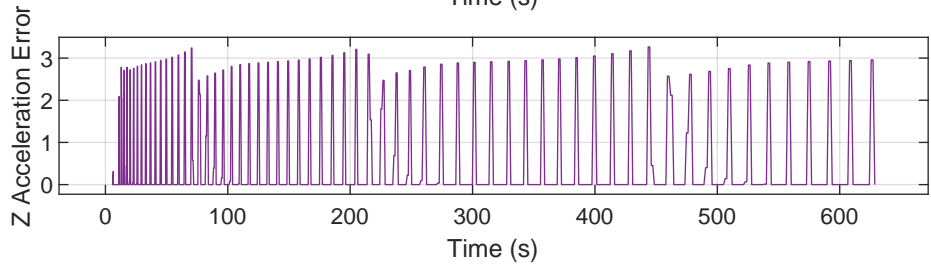
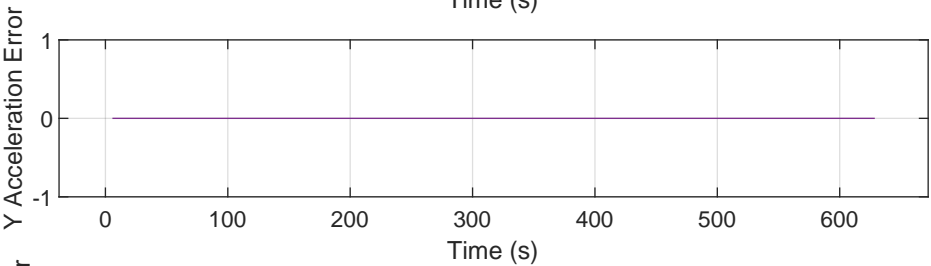
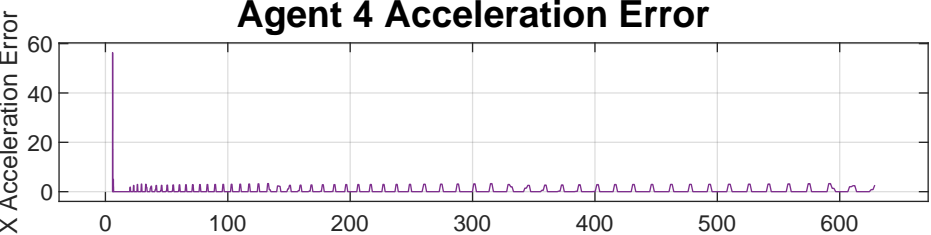
Agent 2 Acceleration Error



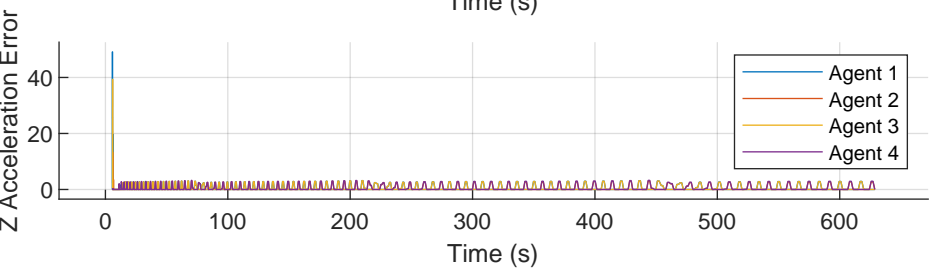
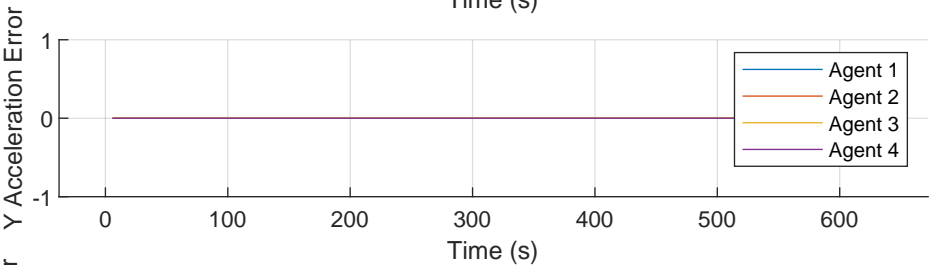
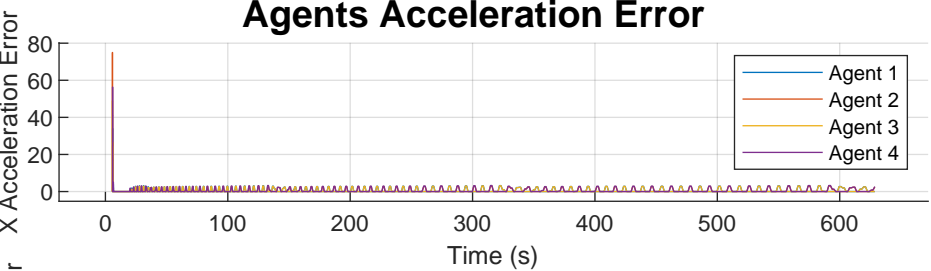
Agent 3 Acceleration Error



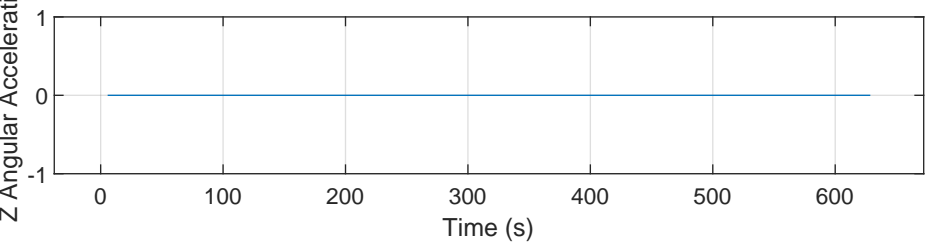
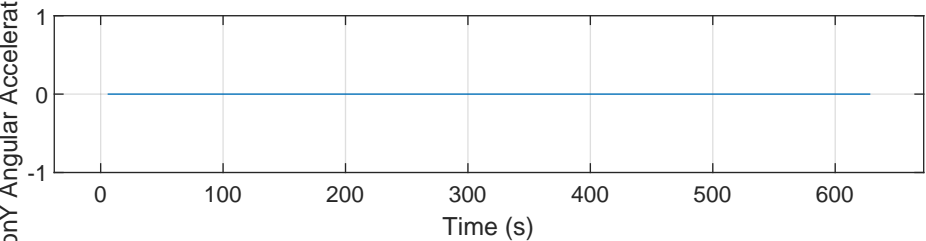
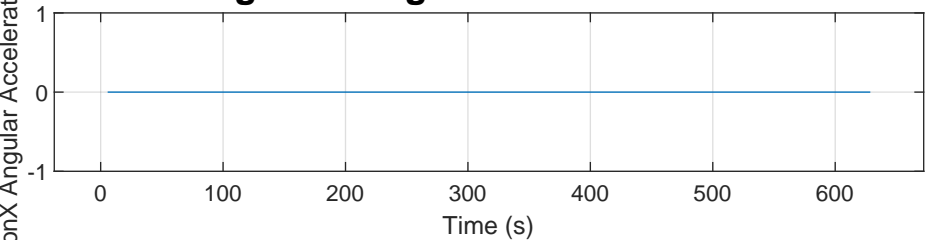
Agent 4 Acceleration Error



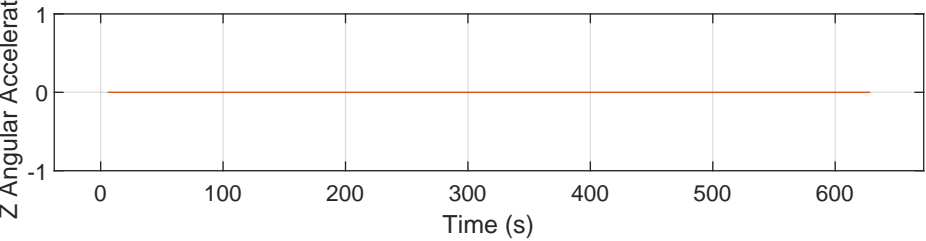
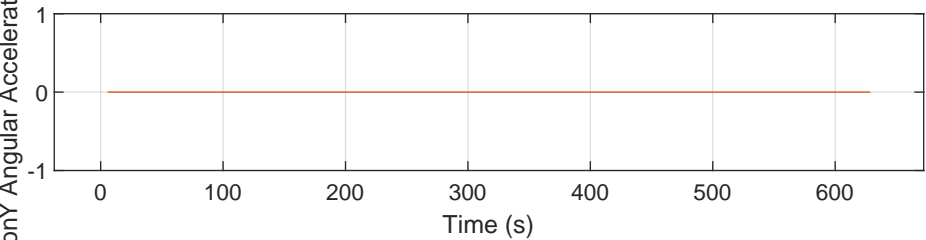
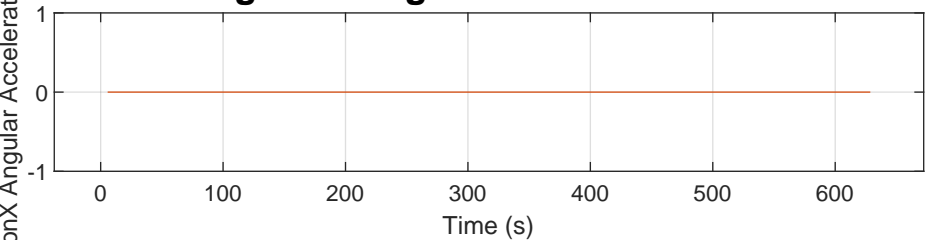
Agents Acceleration Error



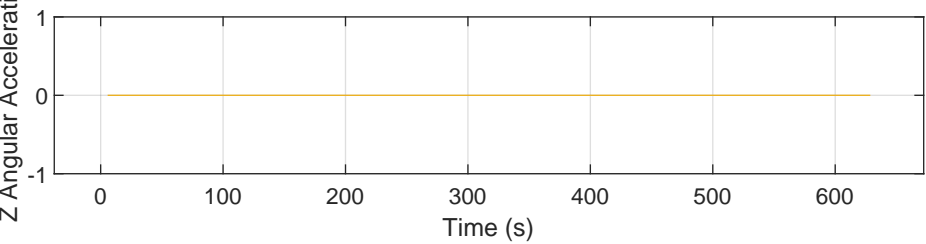
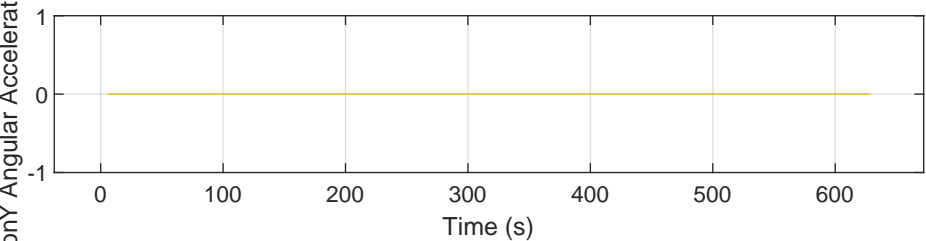
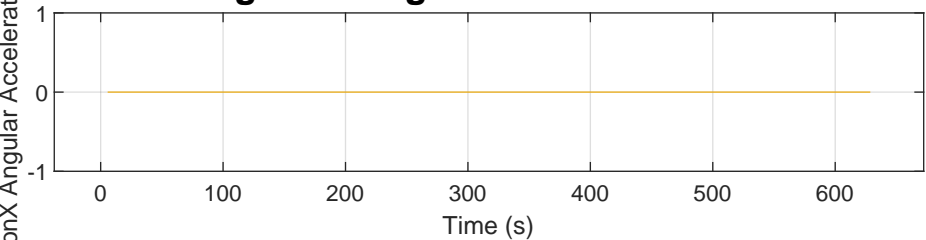
Agent 1 Angular Acceleration



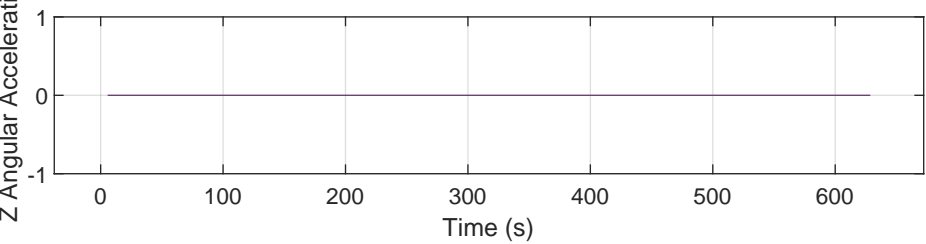
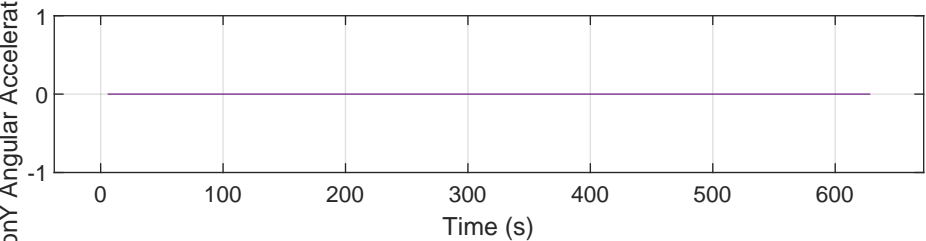
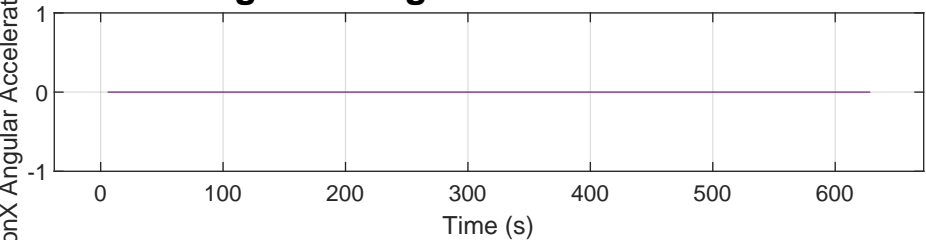
Agent 2 Angular Acceleration



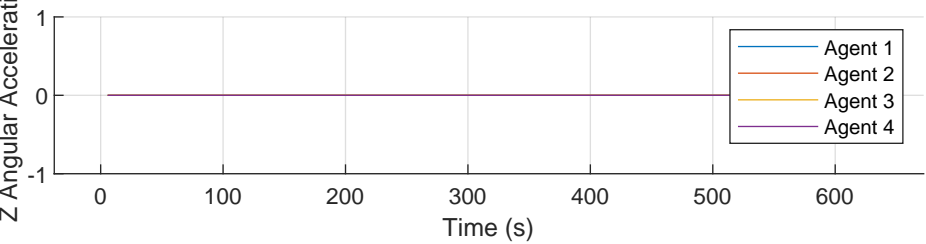
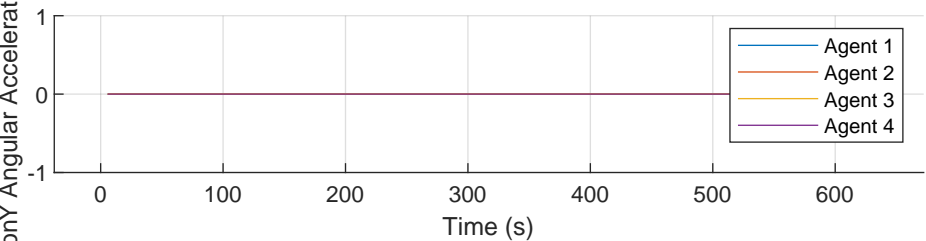
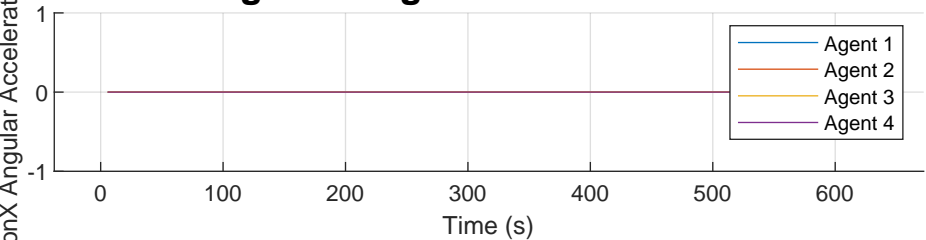
Agent 3 Angular Acceleration



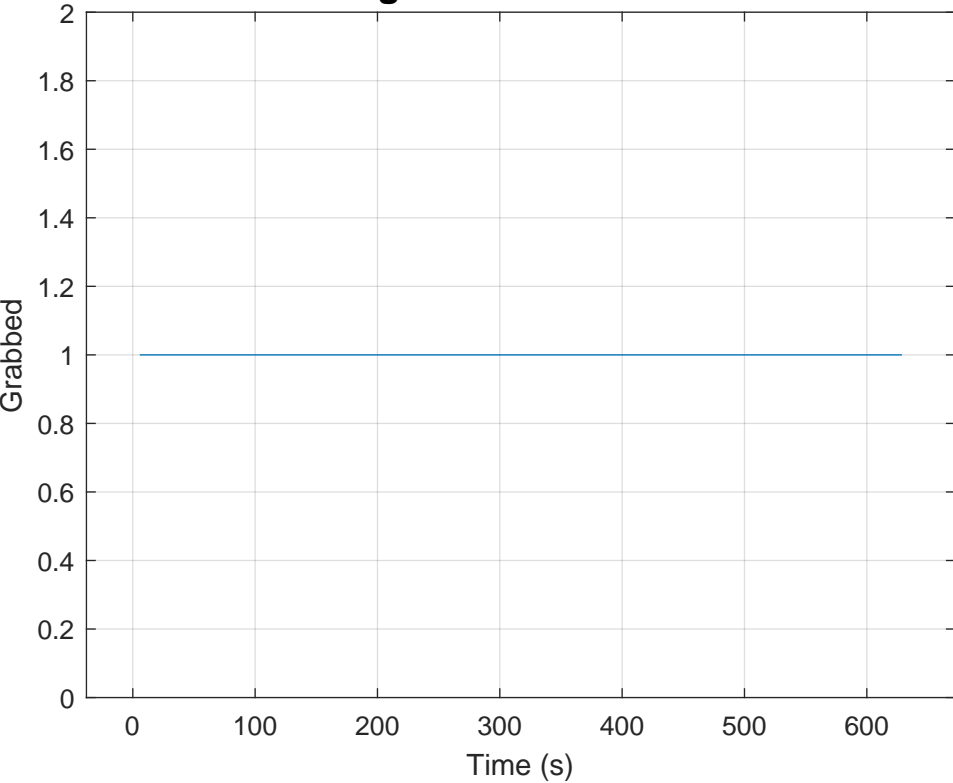
Agent 4 Angular Acceleration



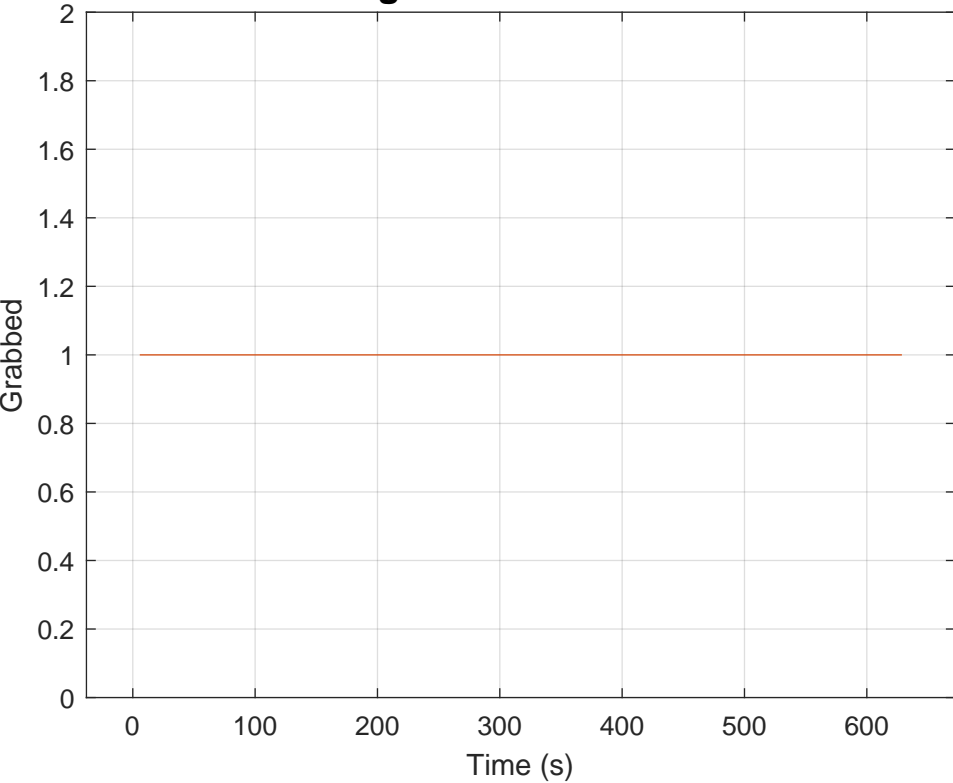
Agents Angular Acceleration



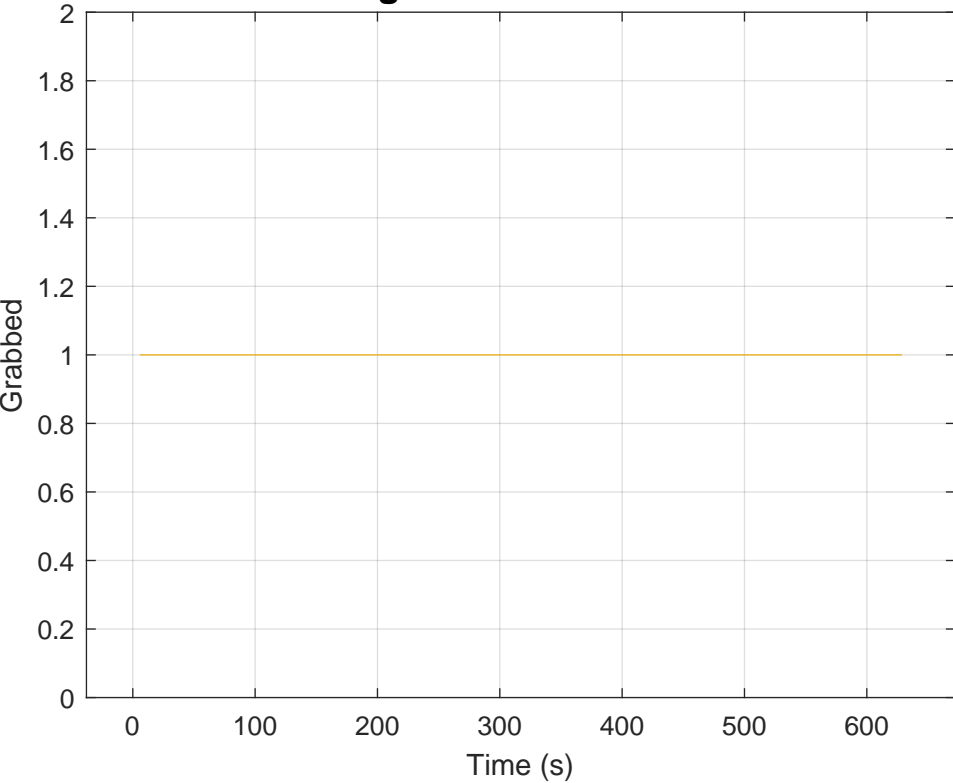
Agent 1 Grabbed



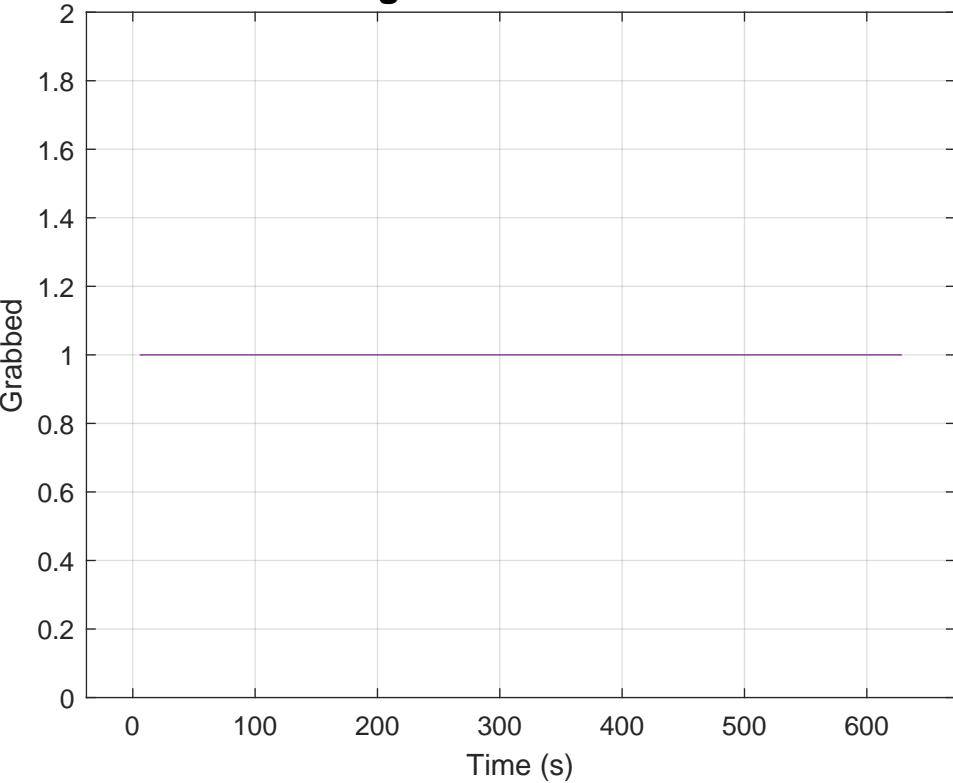
Agent 2 Grabbed

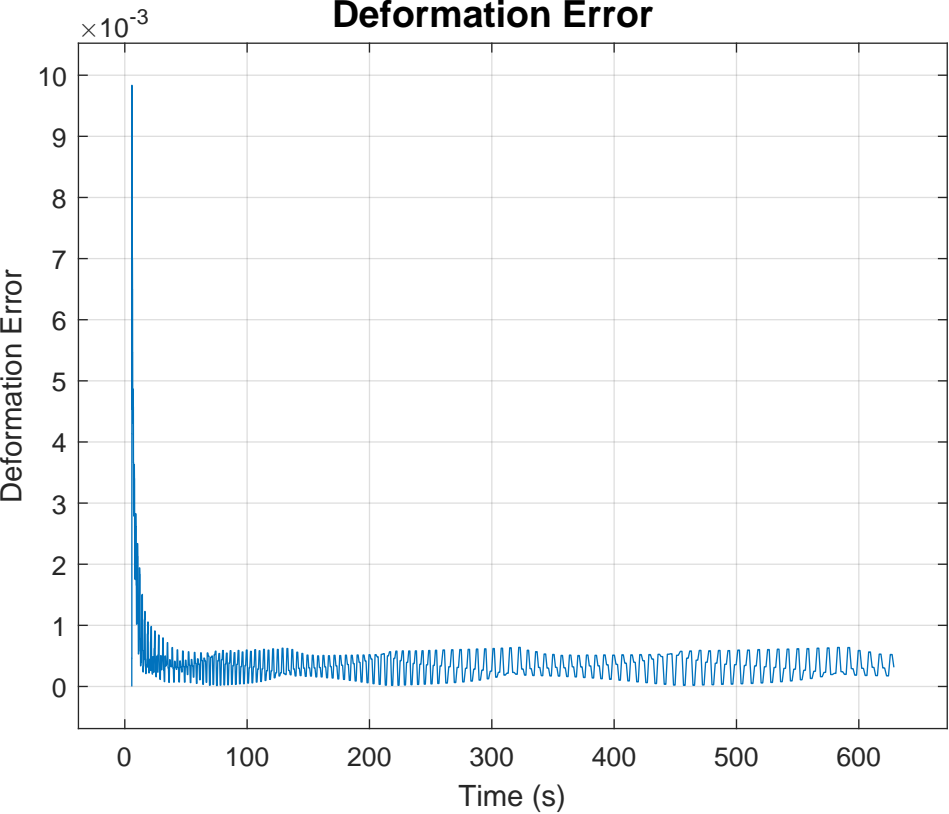


Agent 3 Grabbed



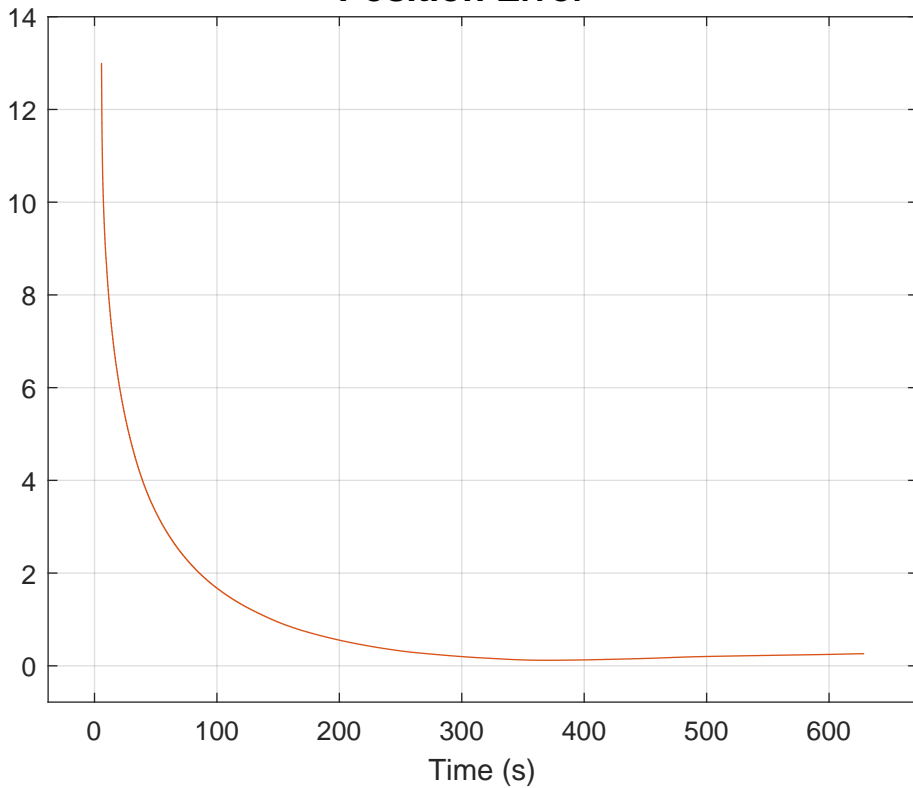
Agent 4 Grabbed



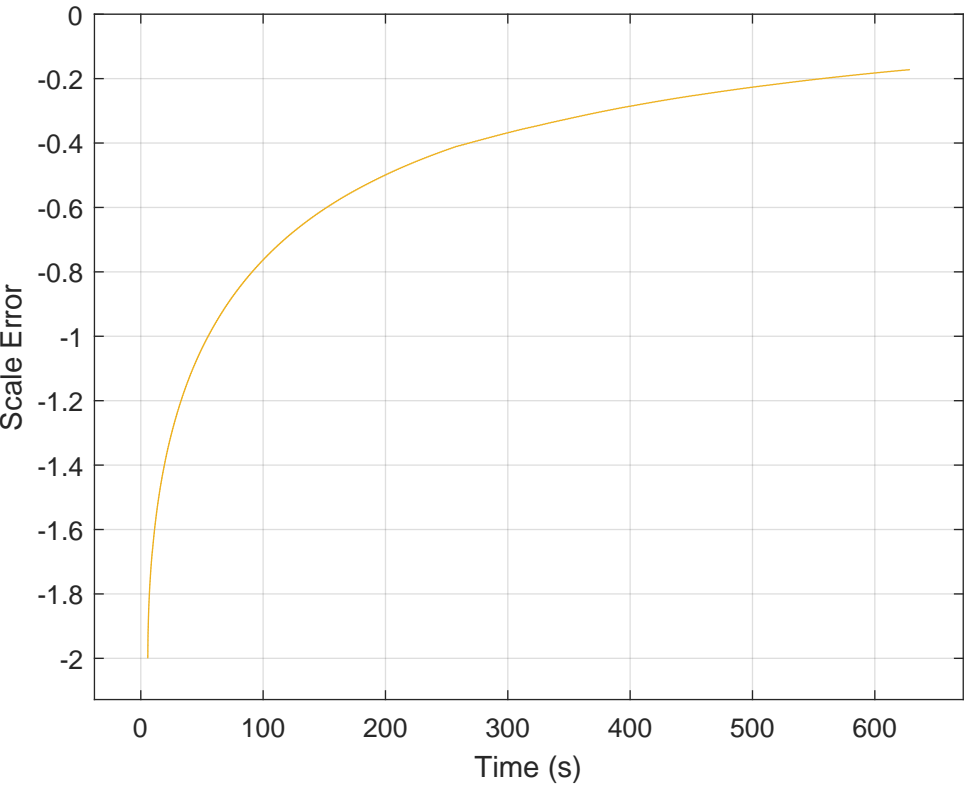


Position Error

Position Error

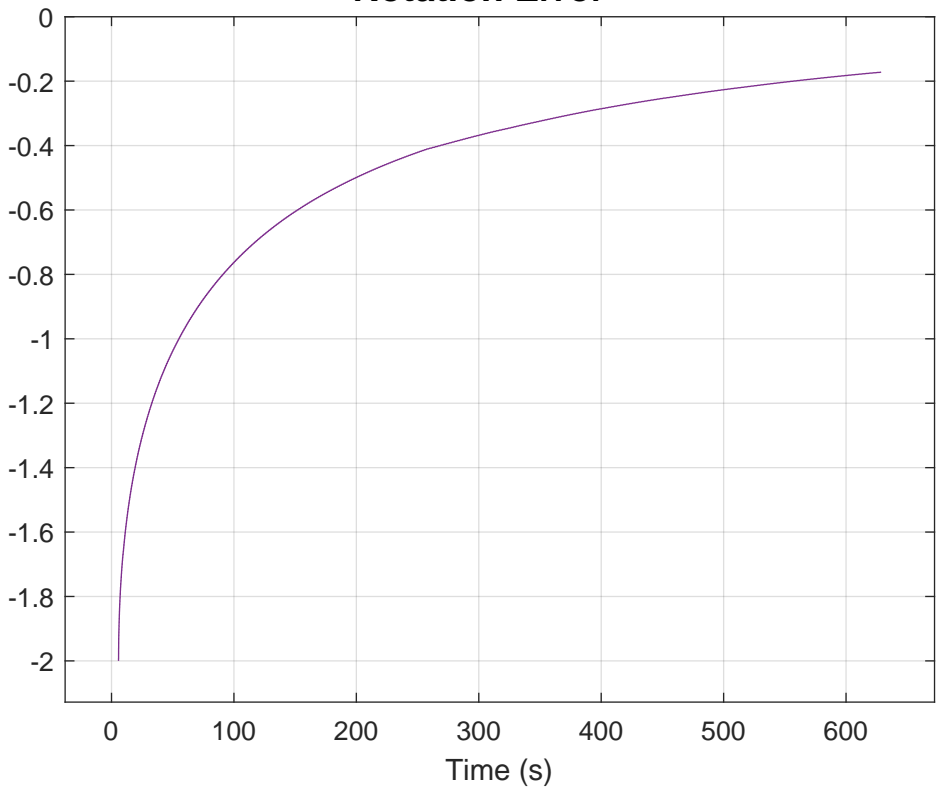


Scale Error



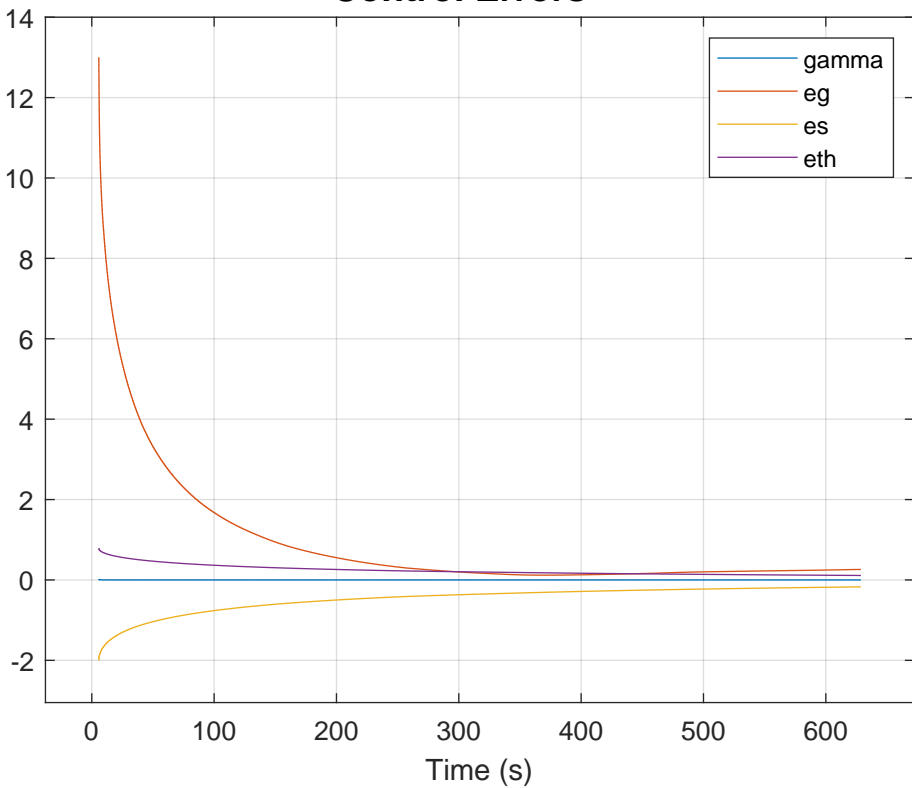
Rotation Error

Rotation Error

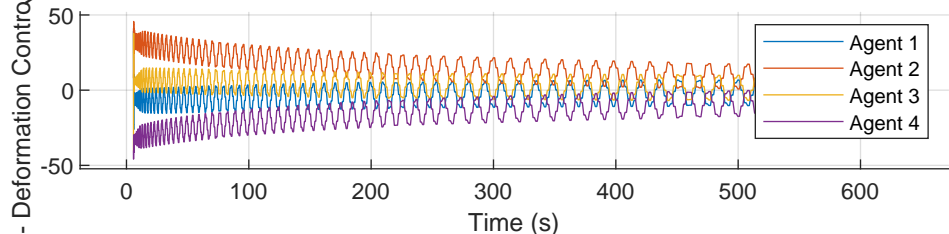
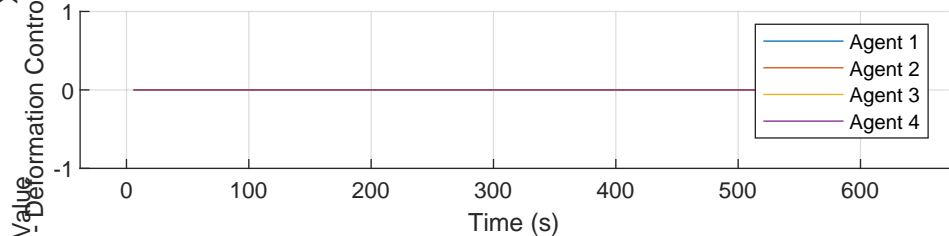
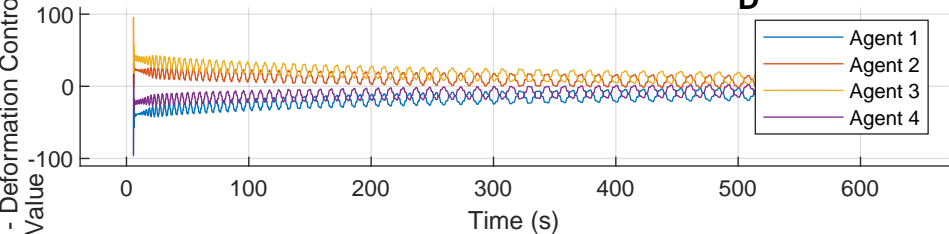


Control Errors

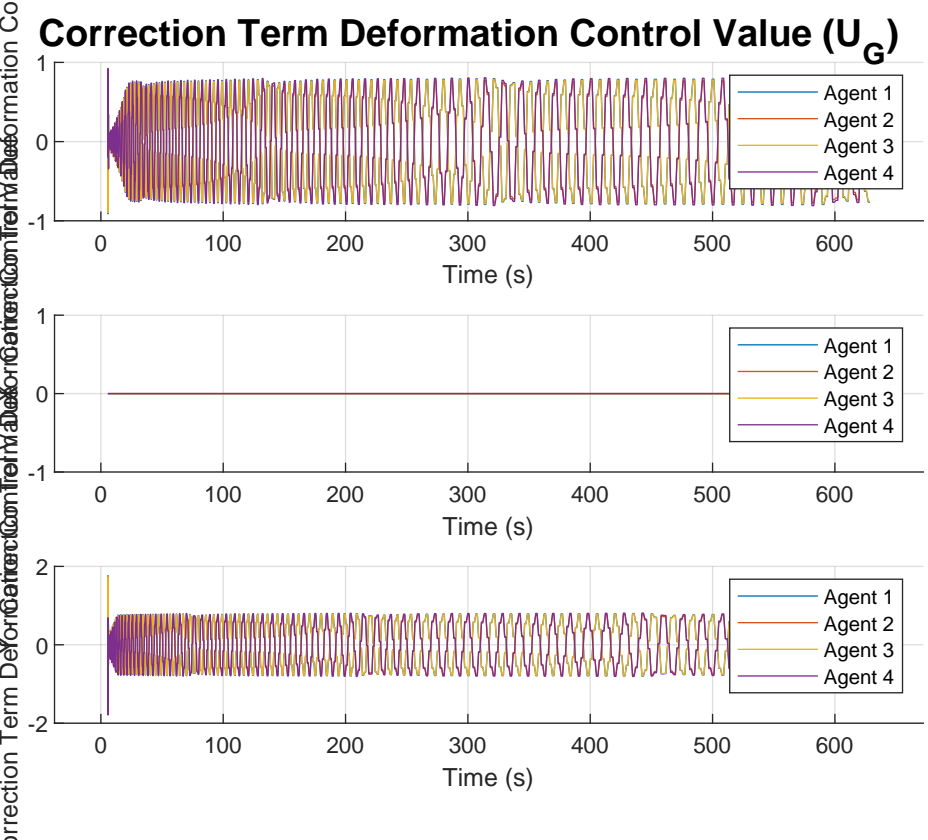
Control Errors



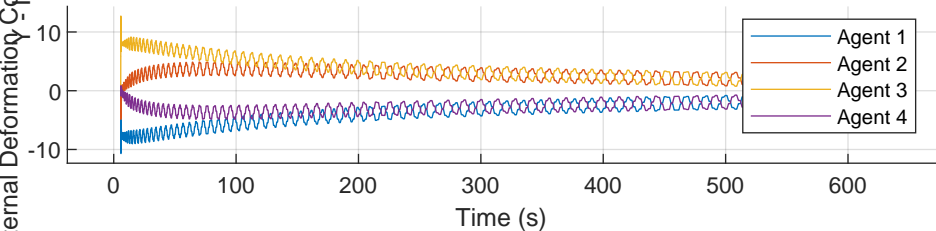
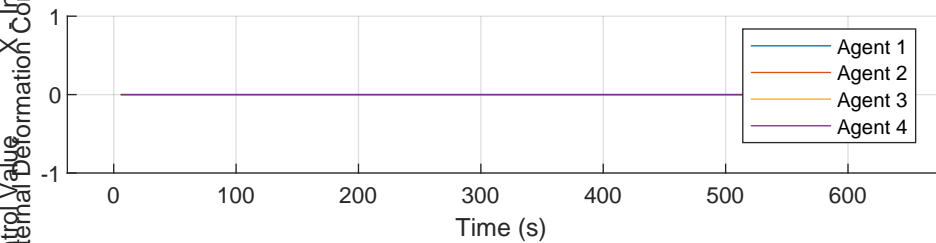
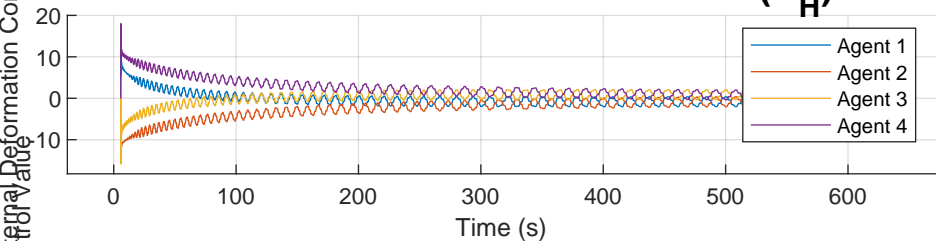
Deformation Control Value (U_D)



Correction Term Deformation Control Value (U_G)

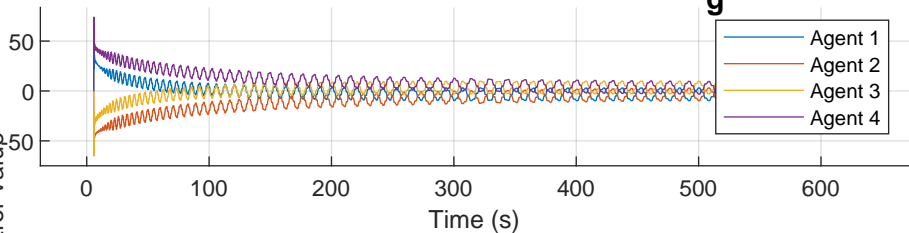


Internal Deformation Control Value (U_H)

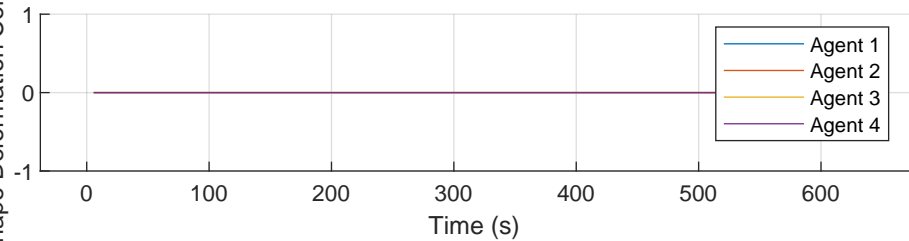


Shape Deformation Control Value (U_g)

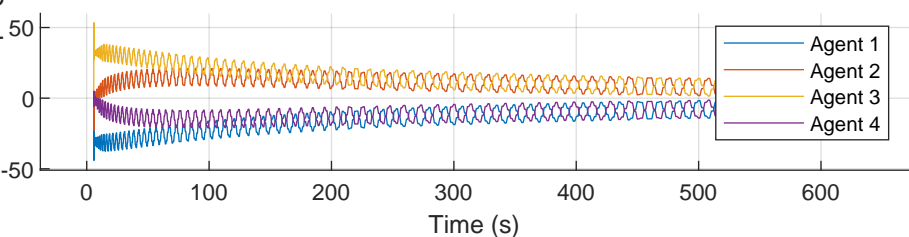
Y - Shape Deformation Control Value



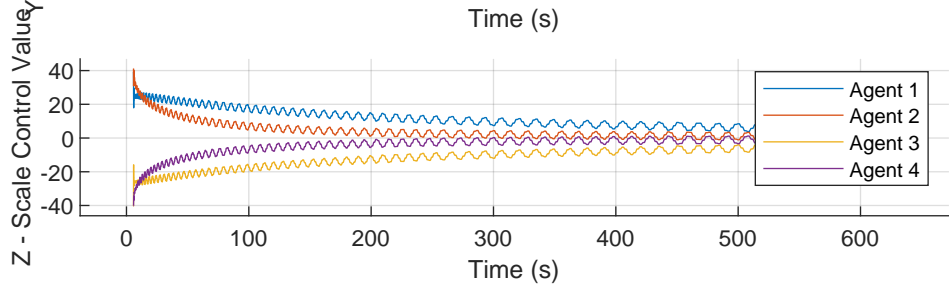
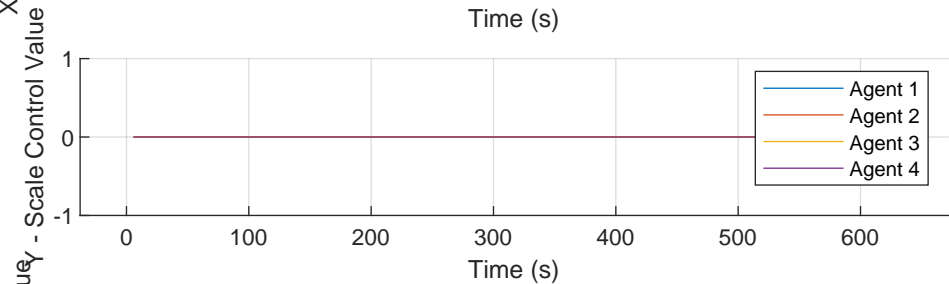
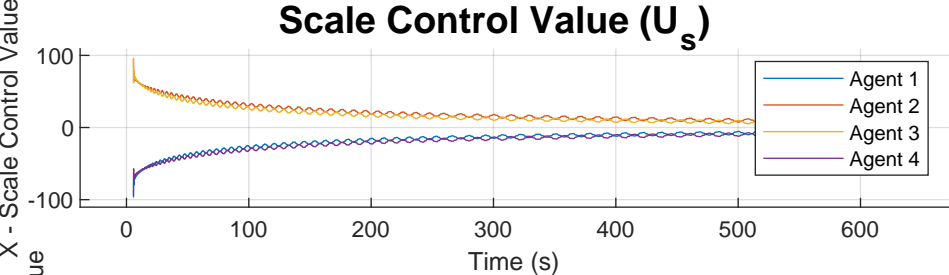
X - Shape Deformation Control Value



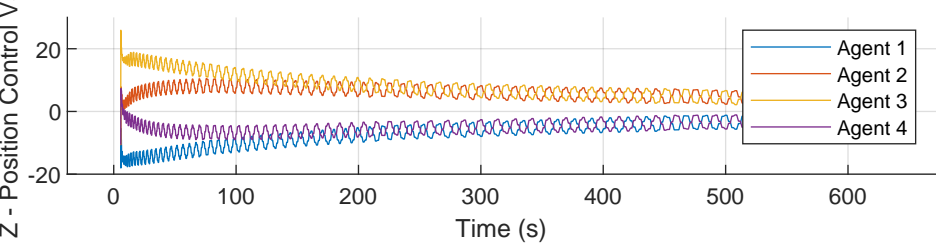
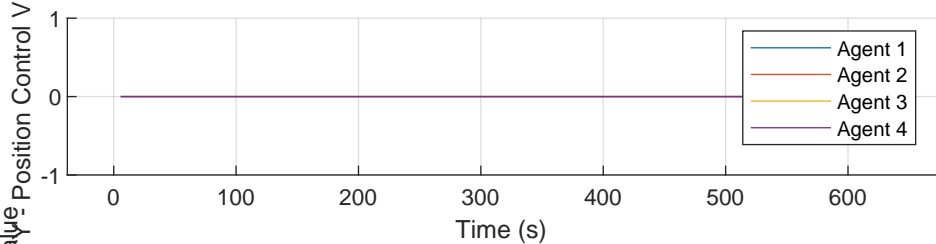
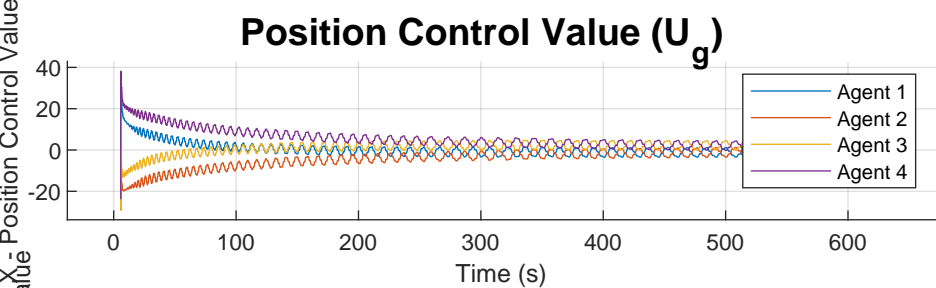
Z - Shape Deformation Control Value



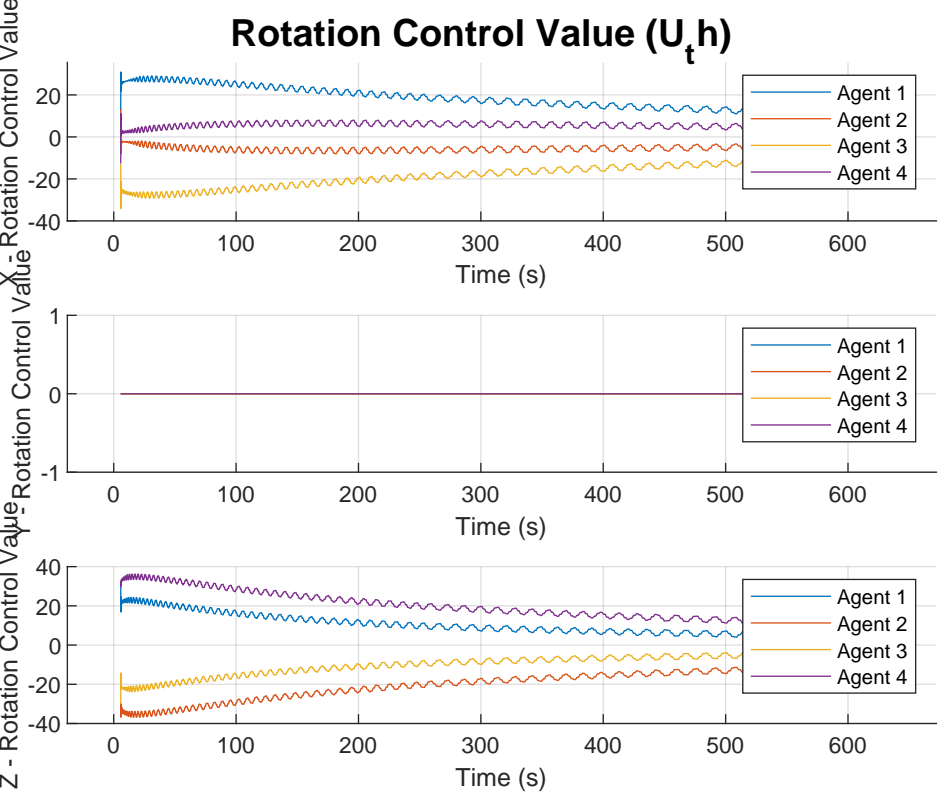
Scale Control Value (U_s)



Position Control Value (U_g)



Rotation Control Value ($U_t h$)



Global Control Value (U_f)

