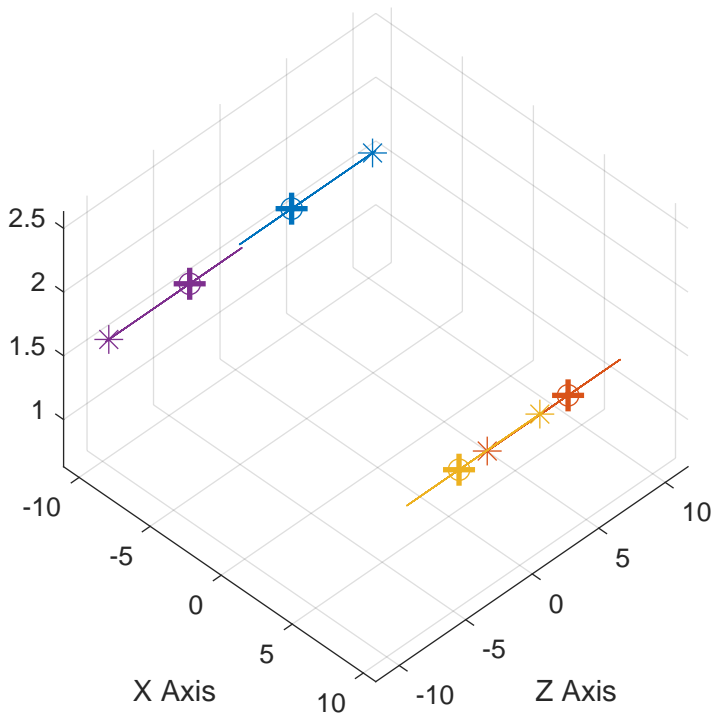


Agent 3D Trajectories

Y Axis

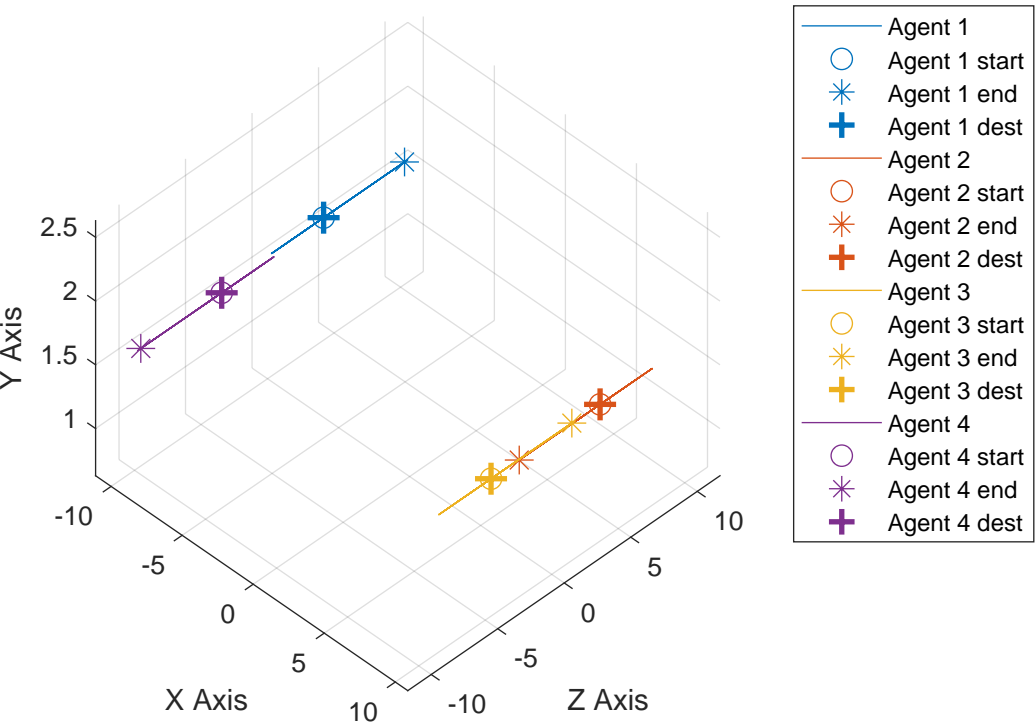


X Axis

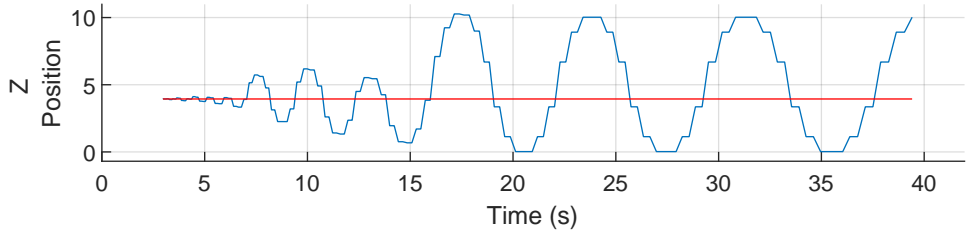
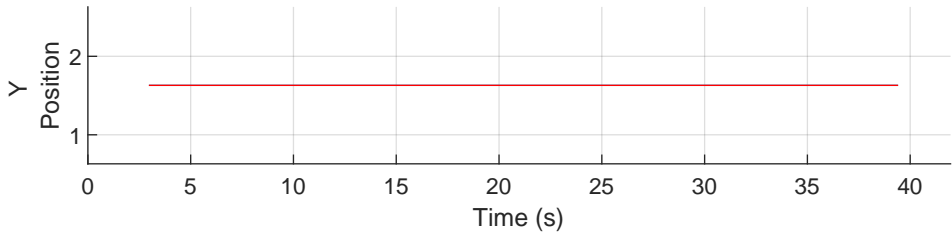
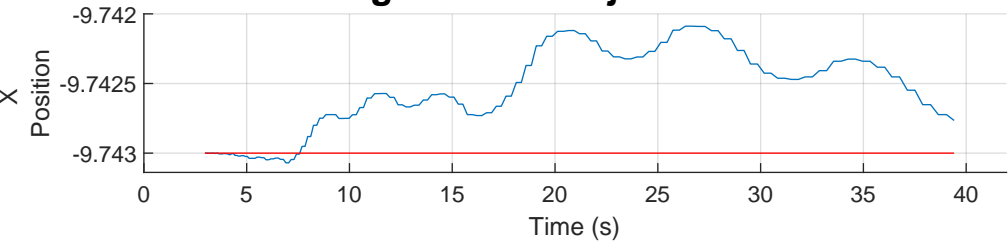
Z Axis



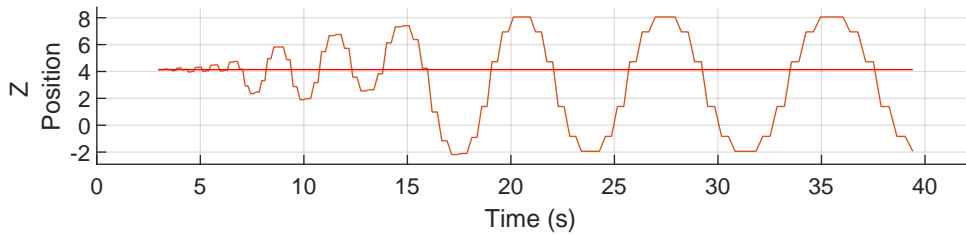
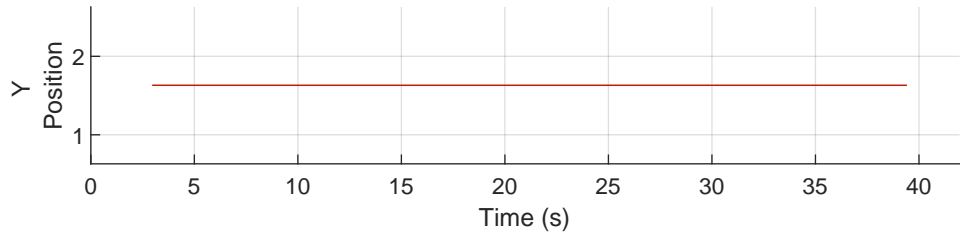
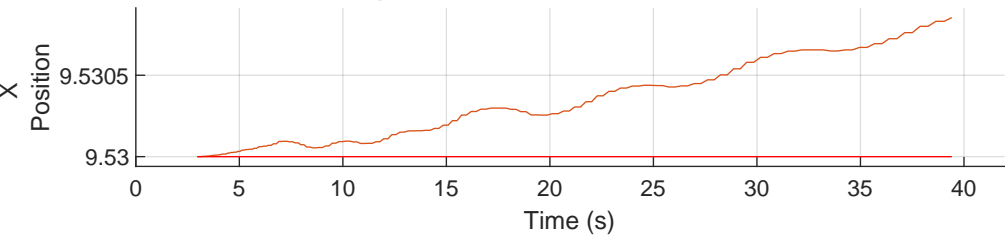
All 3D Trajectories



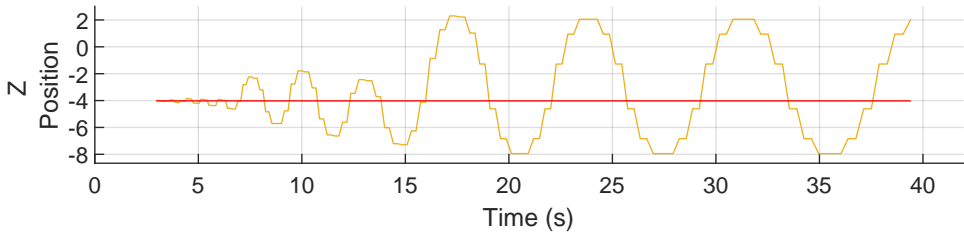
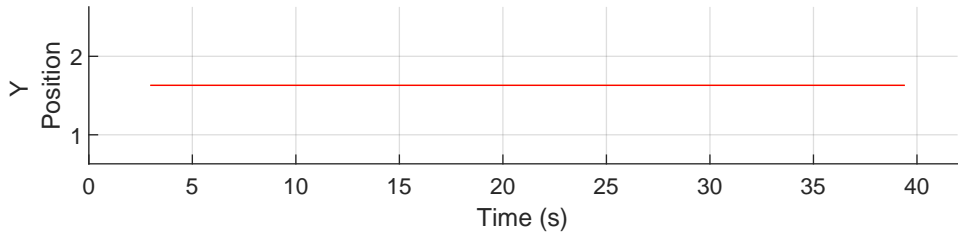
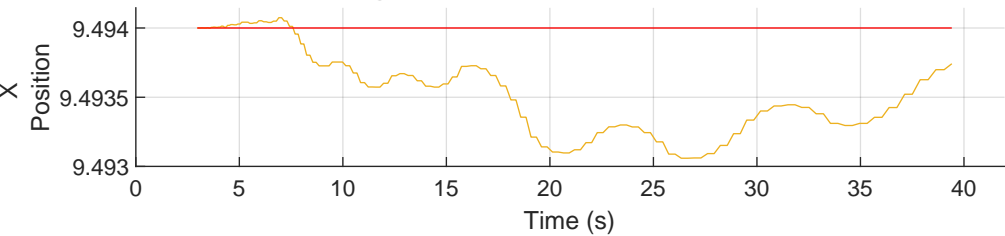
Agent 1 2D Trajectories



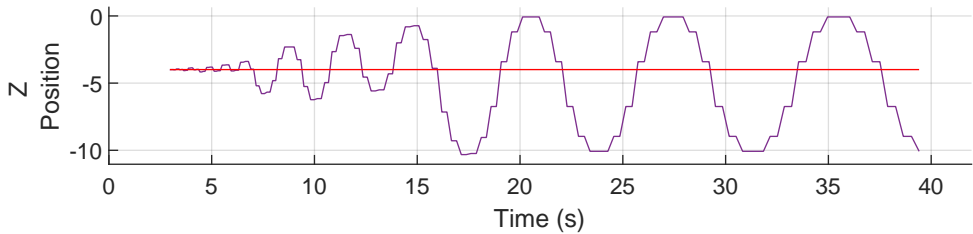
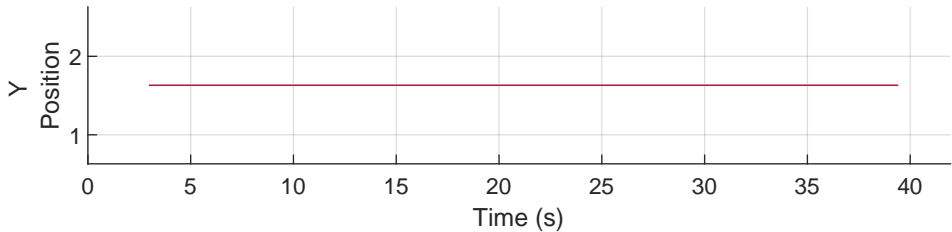
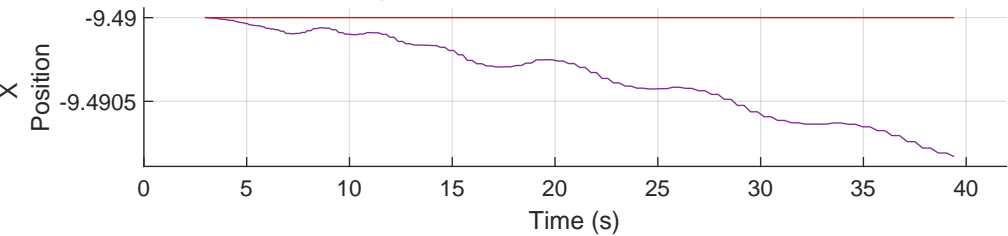
Agent 2 2D Trajectories



Agent 3 2D Trajectories

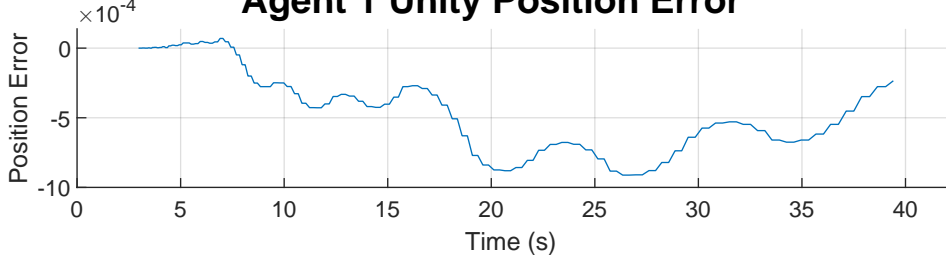


Agent 4 2D Trajectories

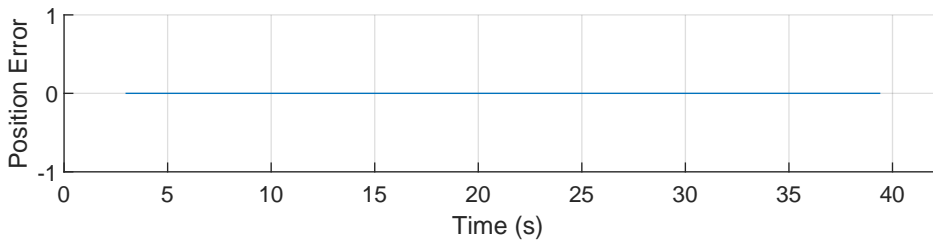


Agent 1 Unity Position Error

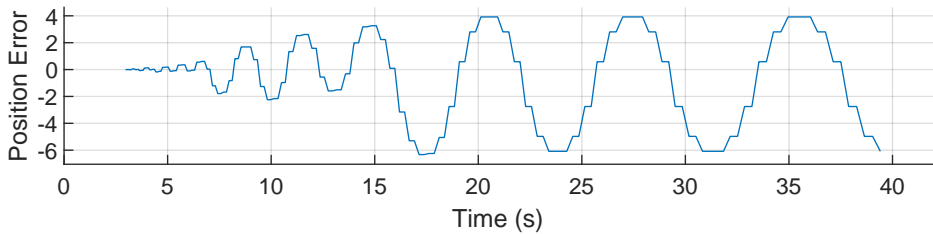
X



Y

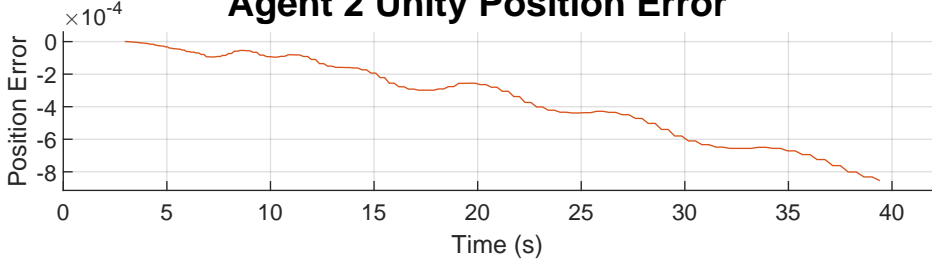


Z

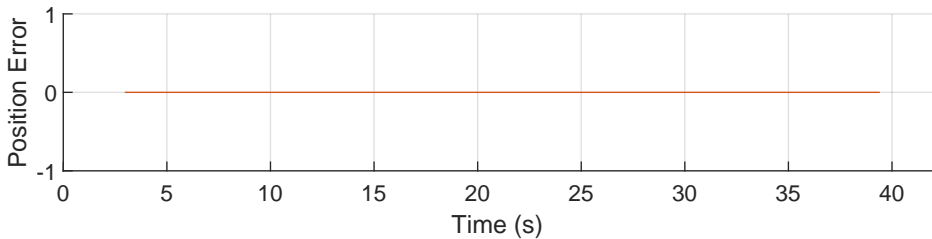


Agent 2 Unity Position Error

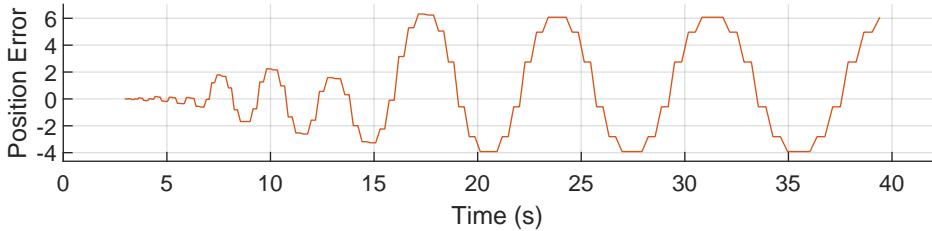
X



Y

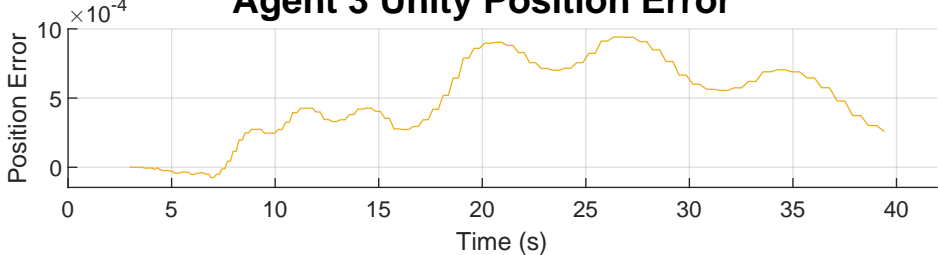


Z

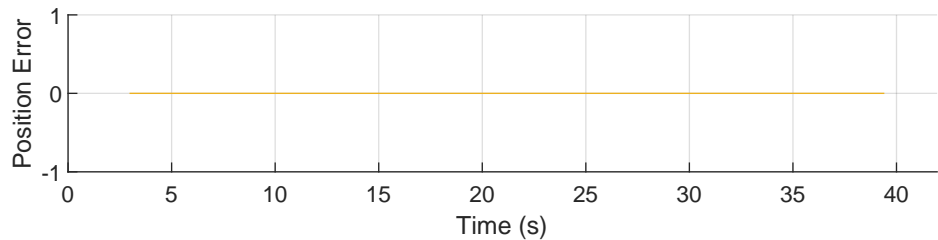


Agent 3 Unity Position Error

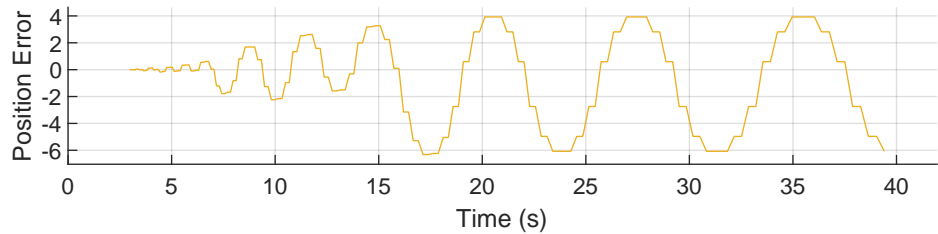
X



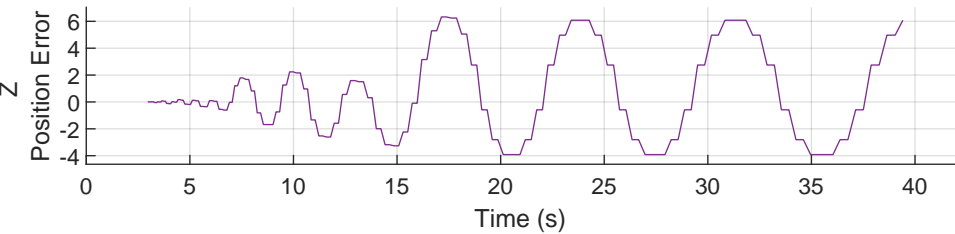
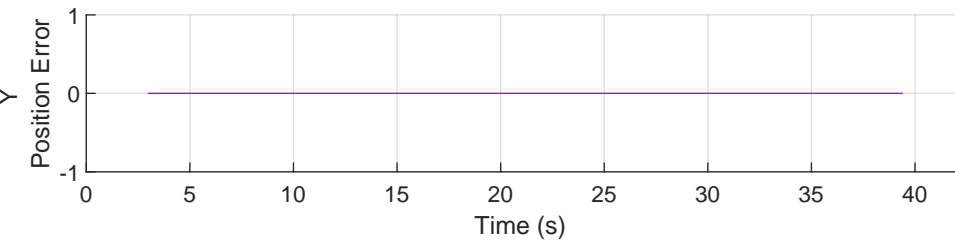
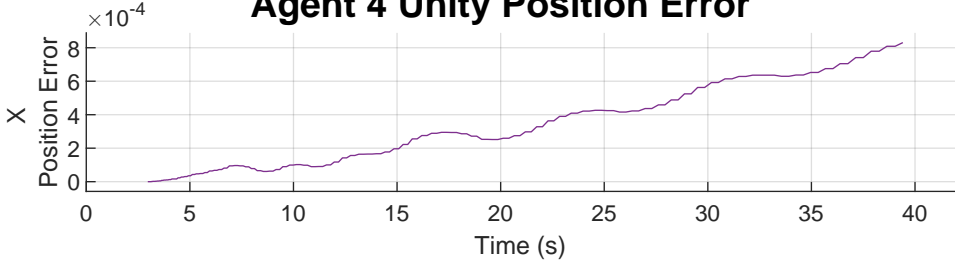
Y



Z

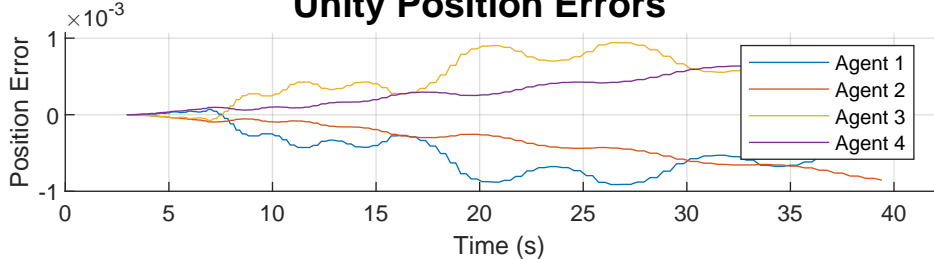


Agent 4 Unity Position Error

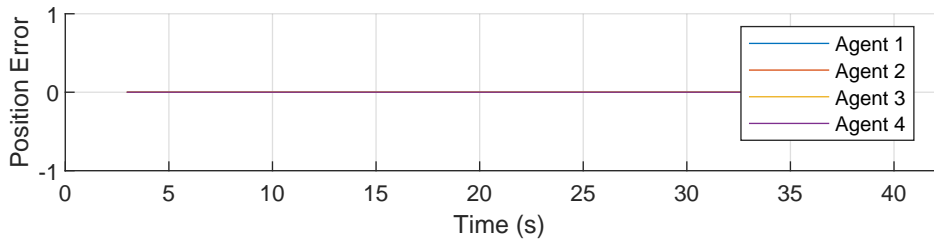


Unity Position Errors

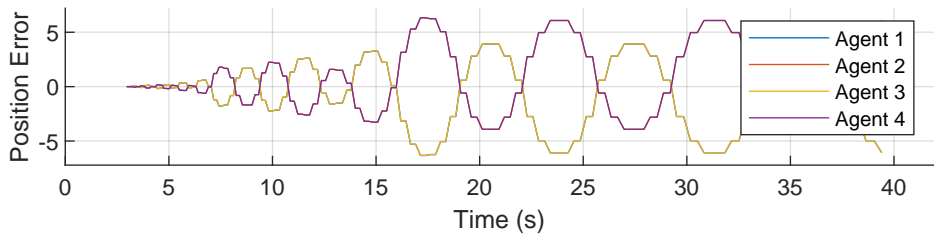
X



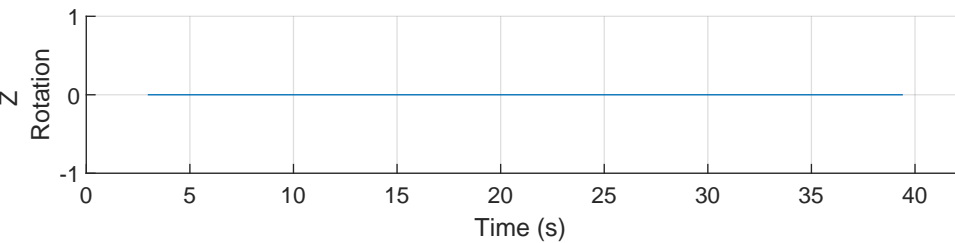
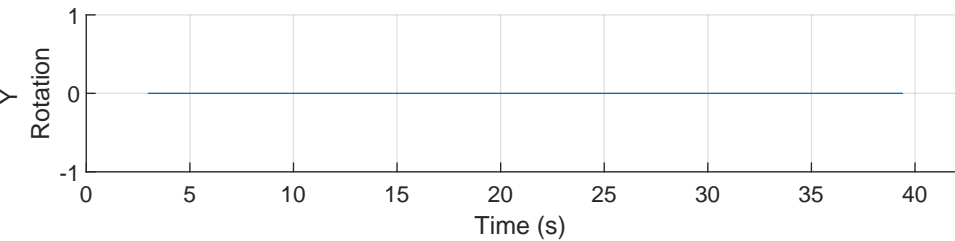
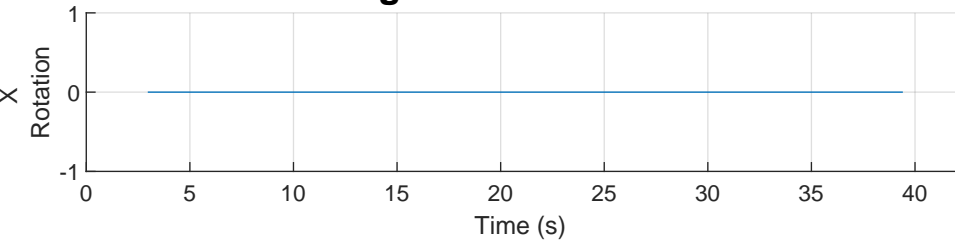
Y



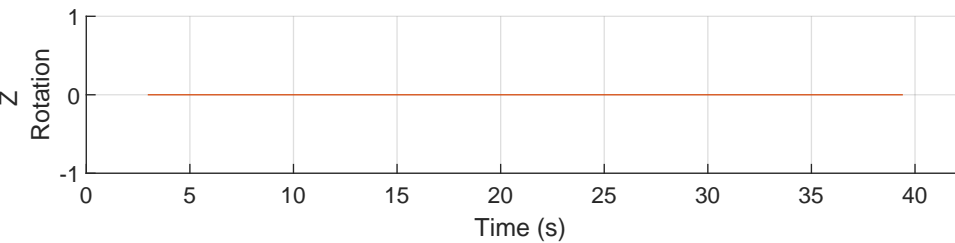
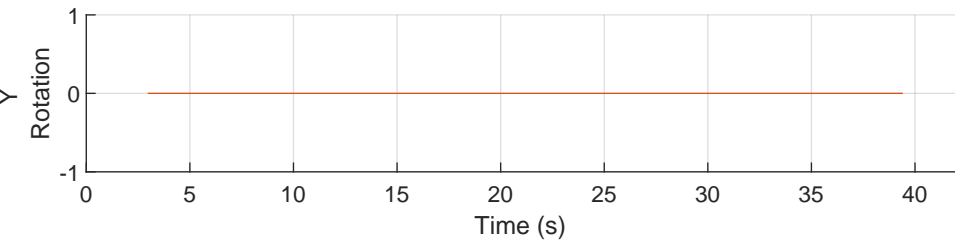
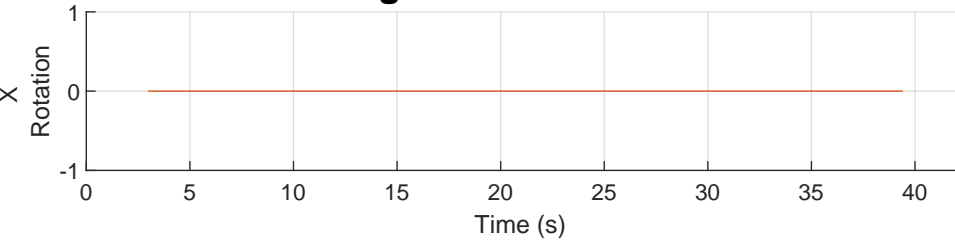
Z



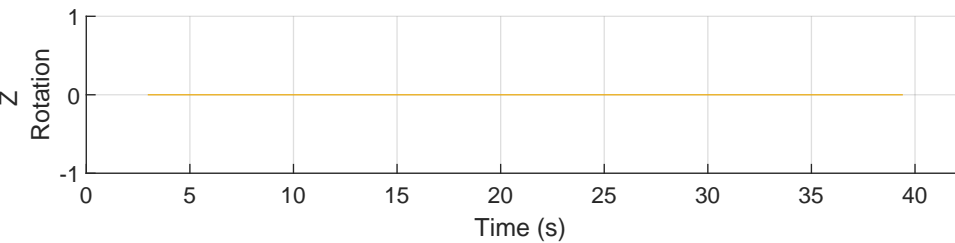
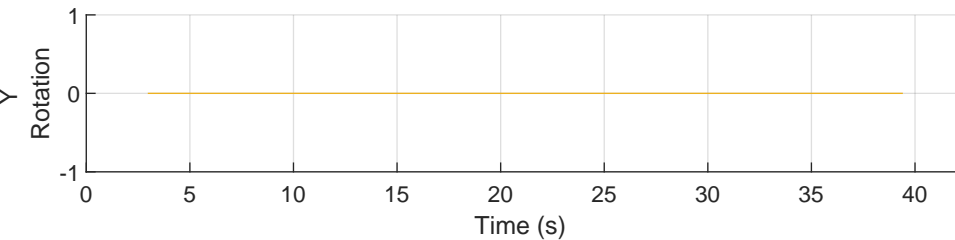
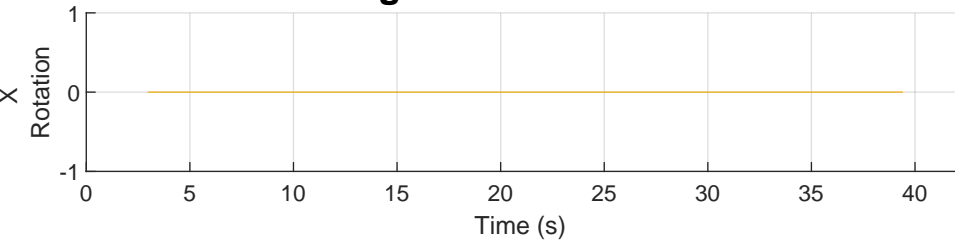
Agent 1 Rotation



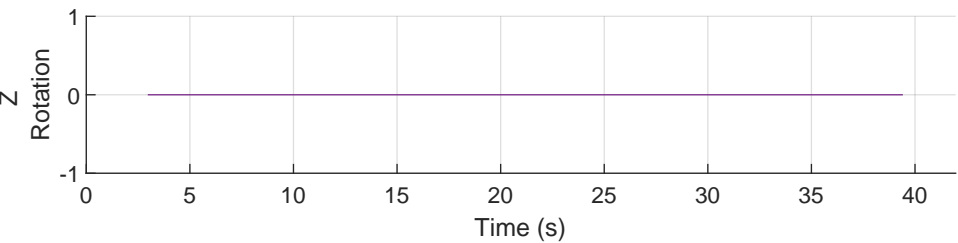
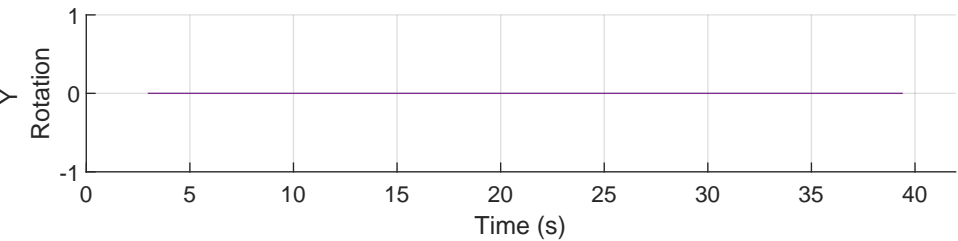
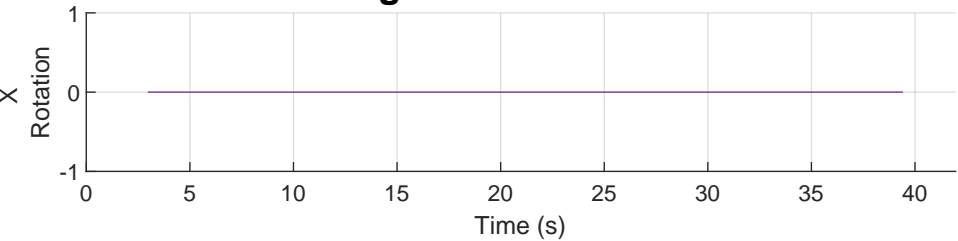
Agent 2 Rotation



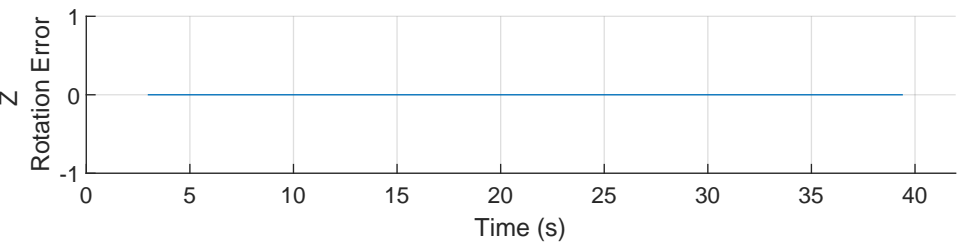
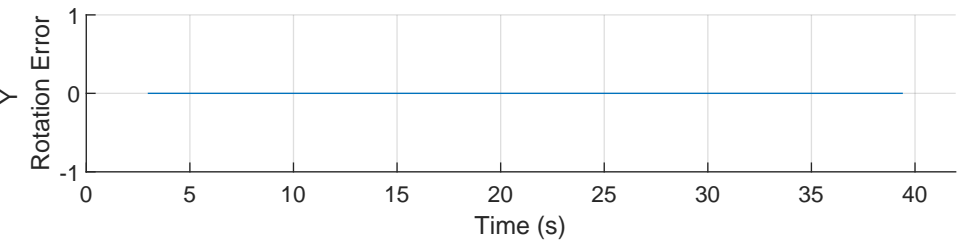
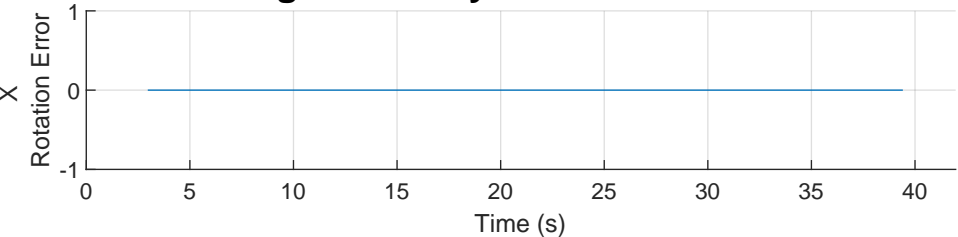
Agent 3 Rotation



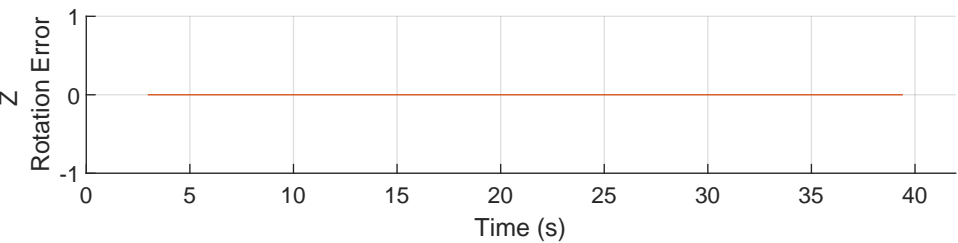
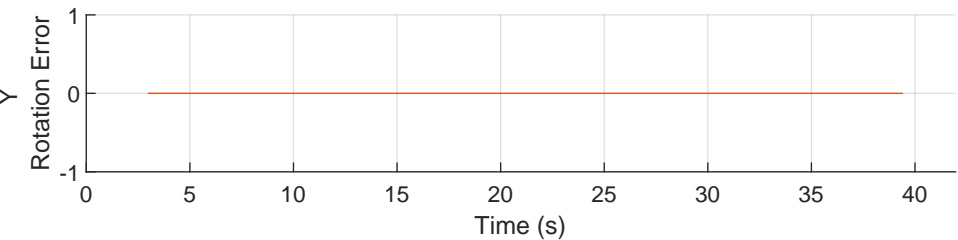
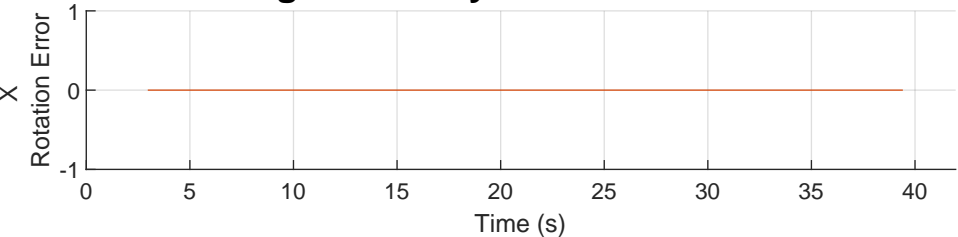
Agent 4 Rotation



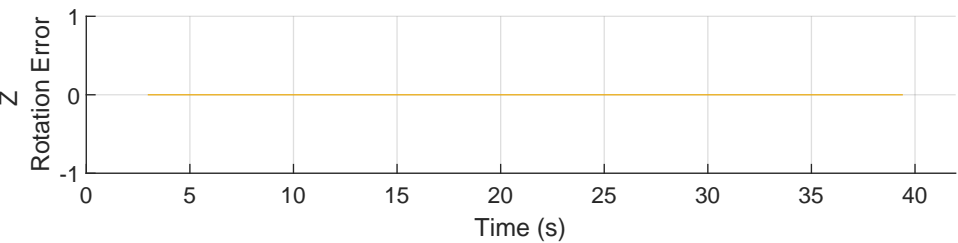
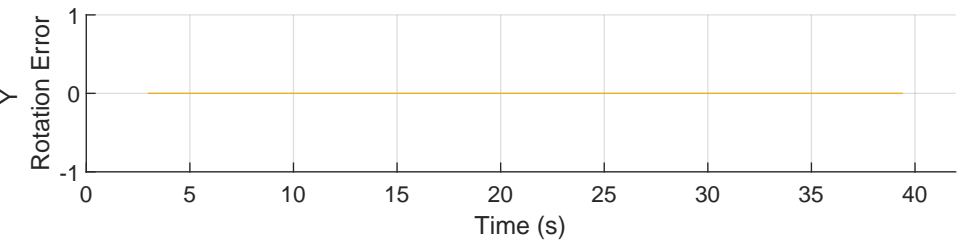
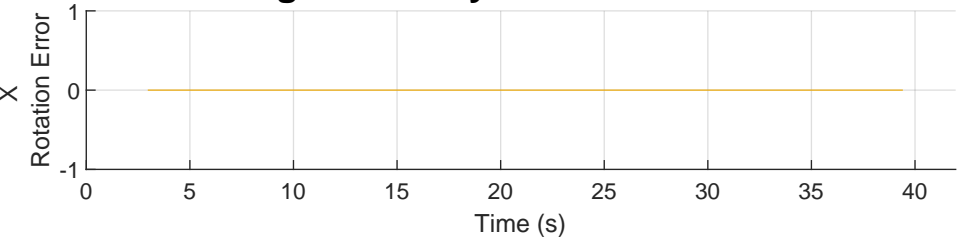
Agent 1 Unity Rotation Error



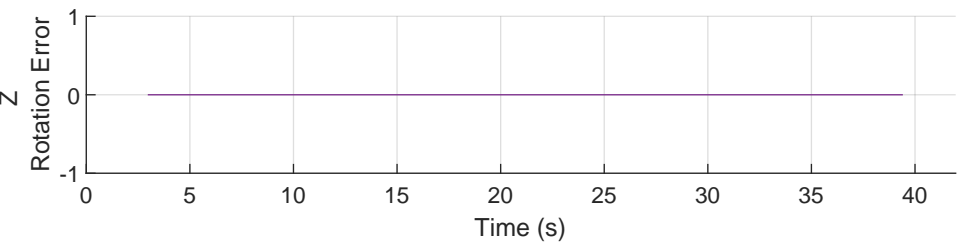
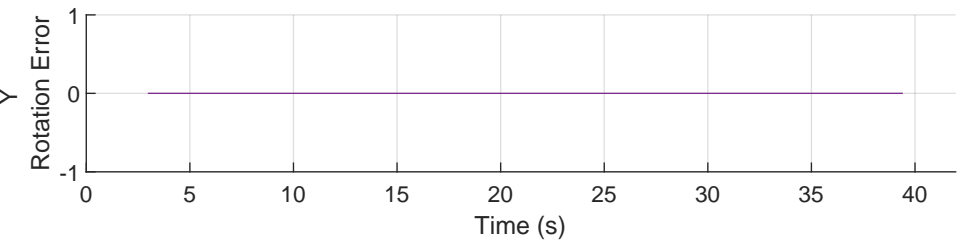
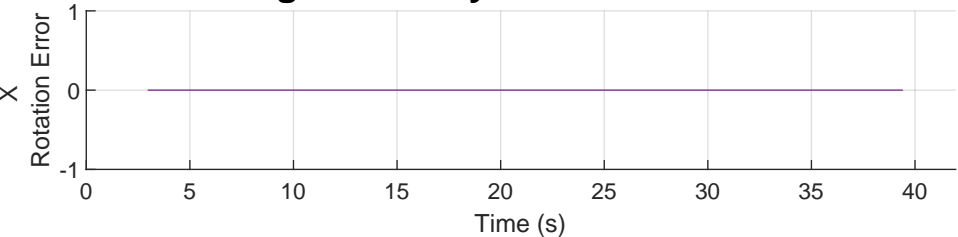
Agent 2 Unity Rotation Error



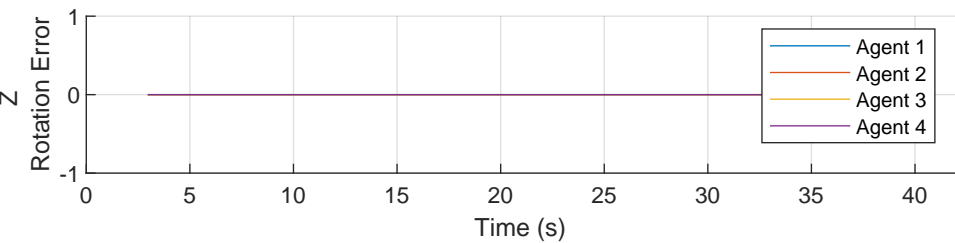
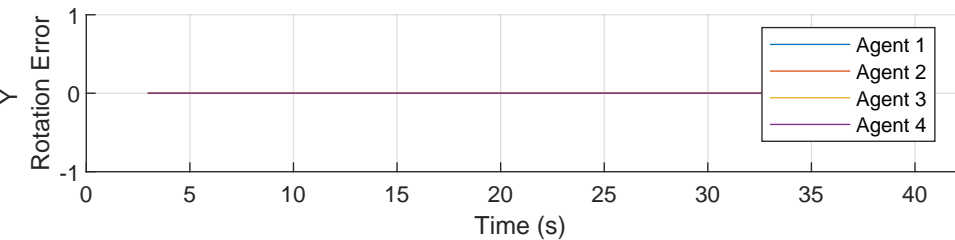
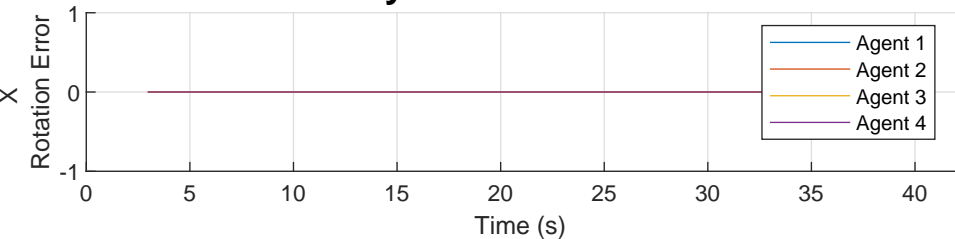
Agent 3 Unity Rotation Error



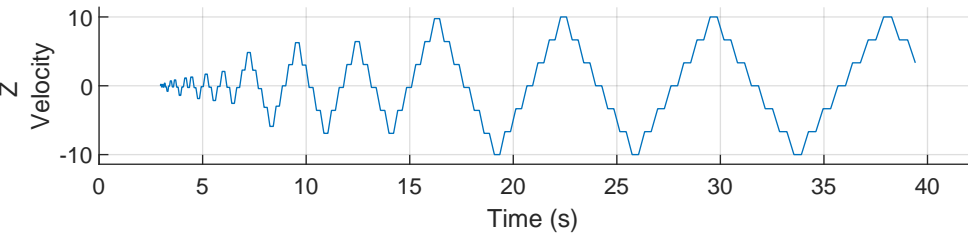
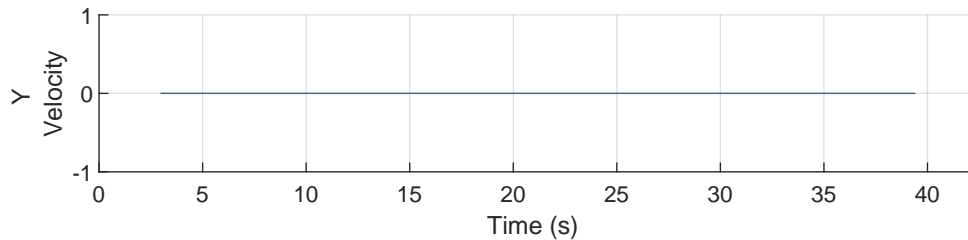
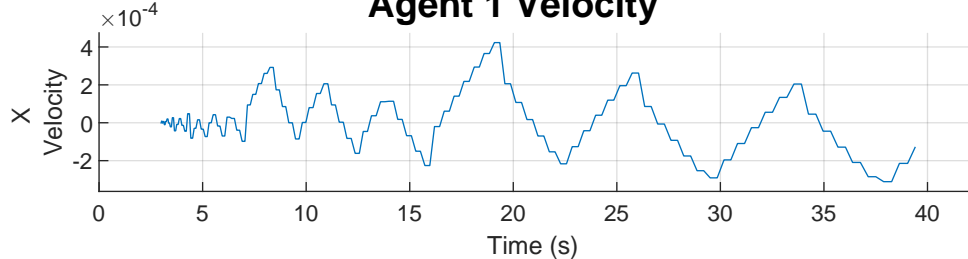
Agent 4 Unity Rotation Error



Unity Rotation Errors

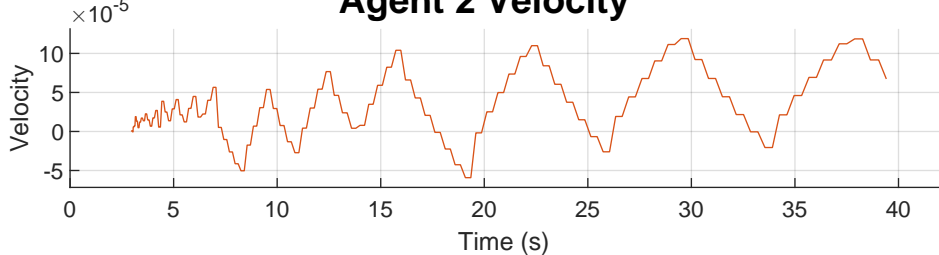


Agent 1 Velocity

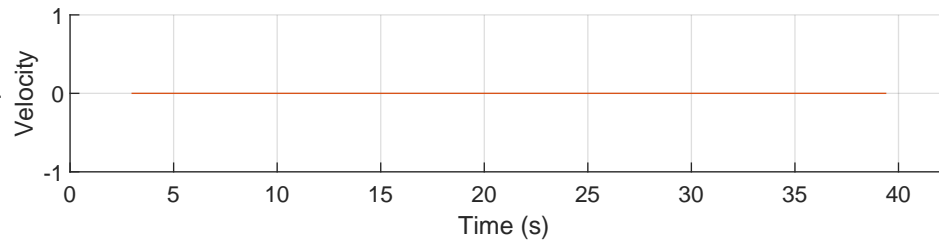


Agent 2 Velocity

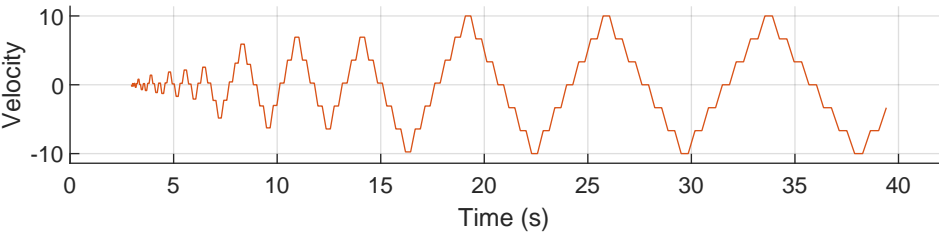
X



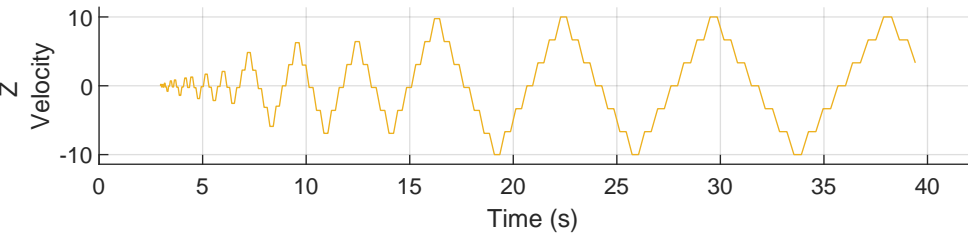
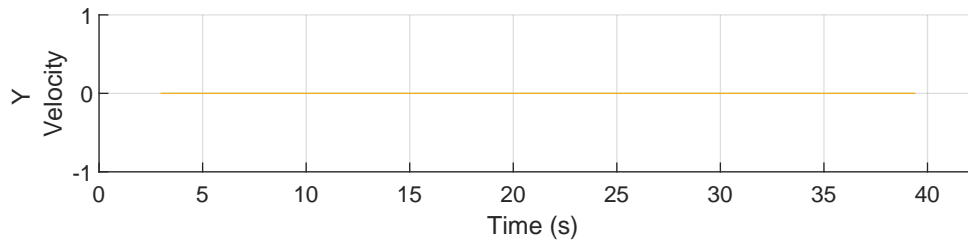
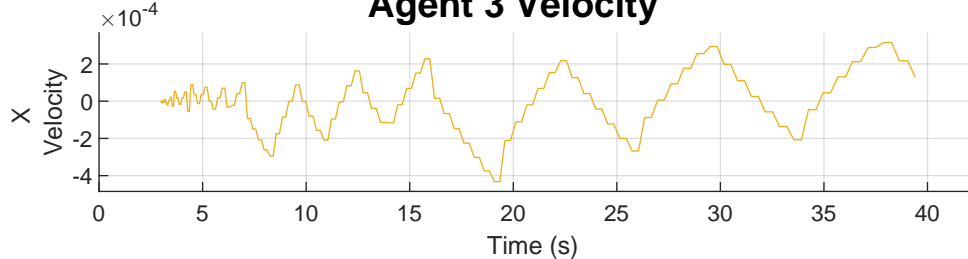
Y



Z

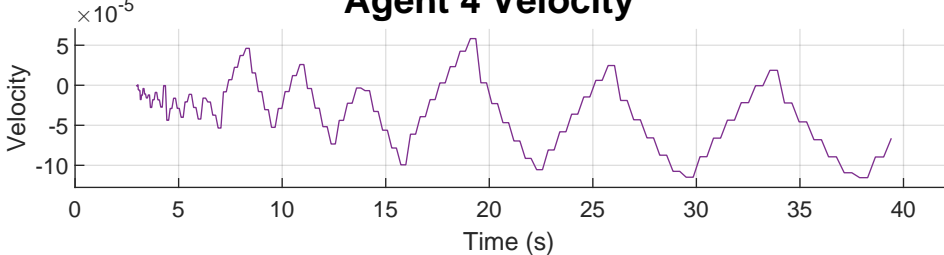


Agent 3 Velocity

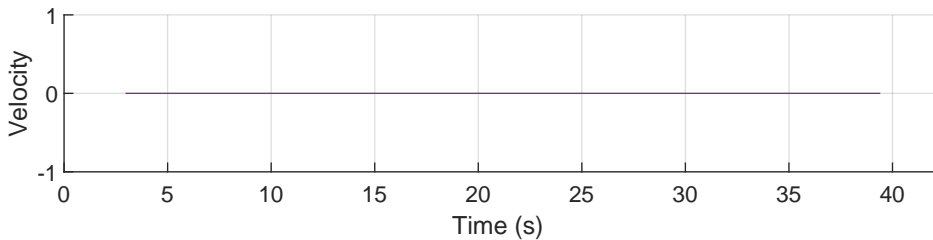


Agent 4 Velocity

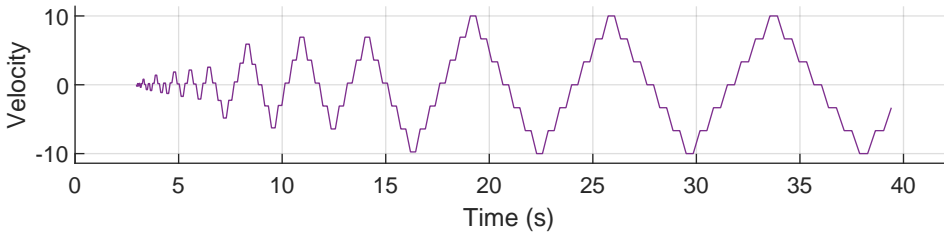
X



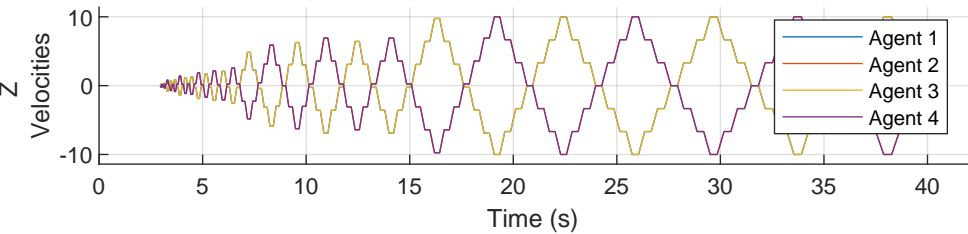
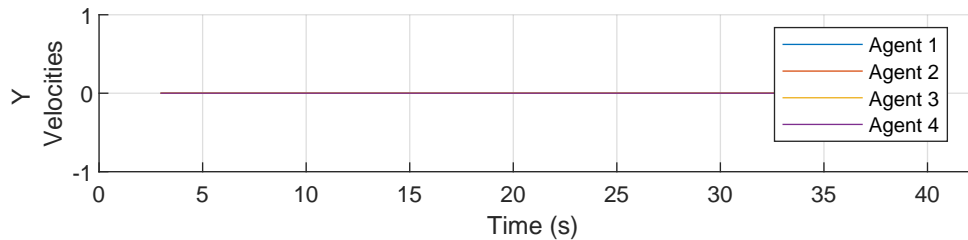
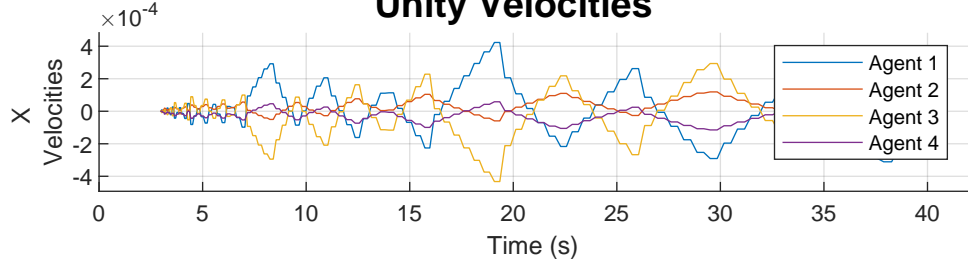
Y



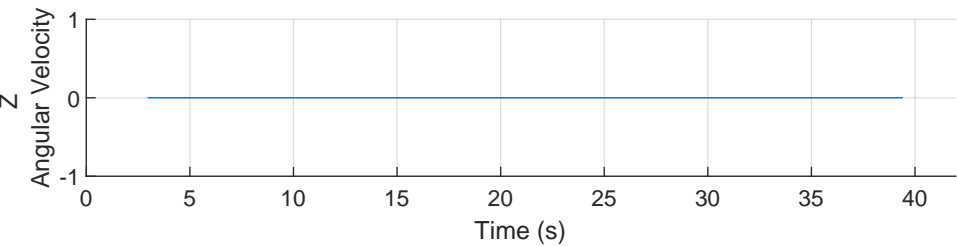
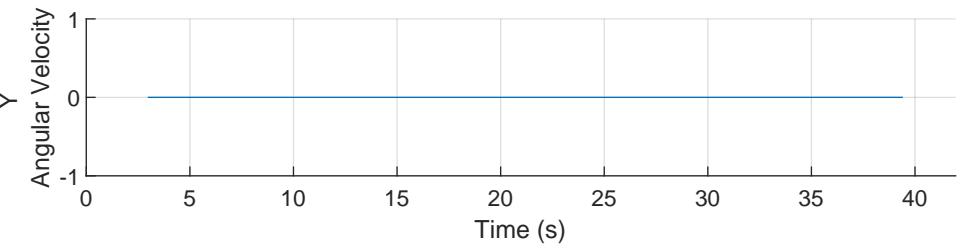
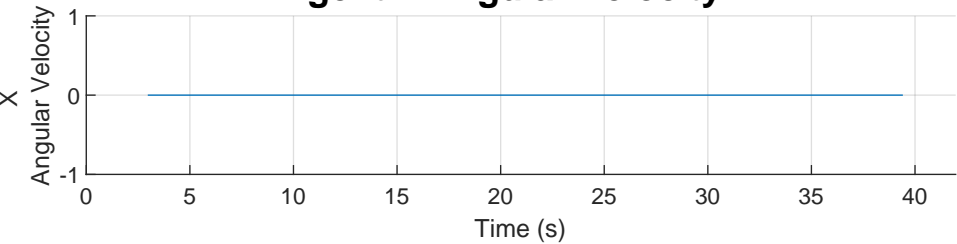
Z



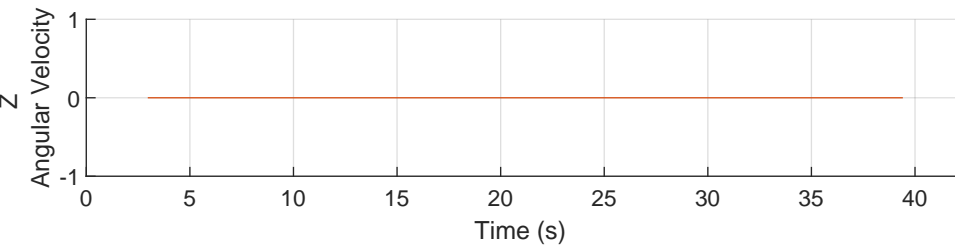
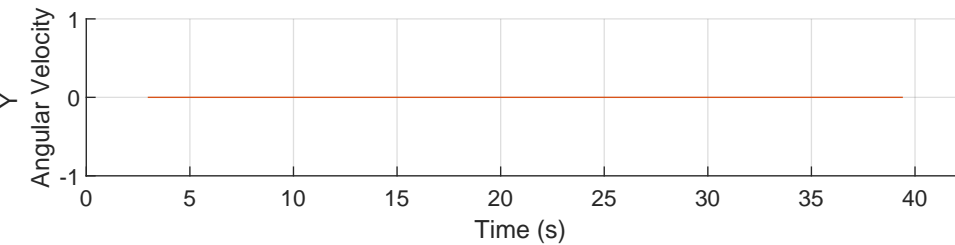
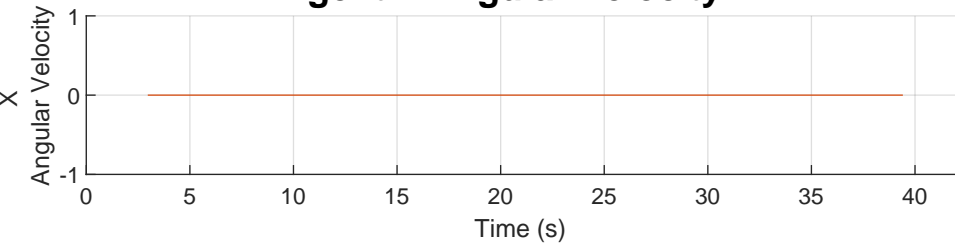
Unity Velocities



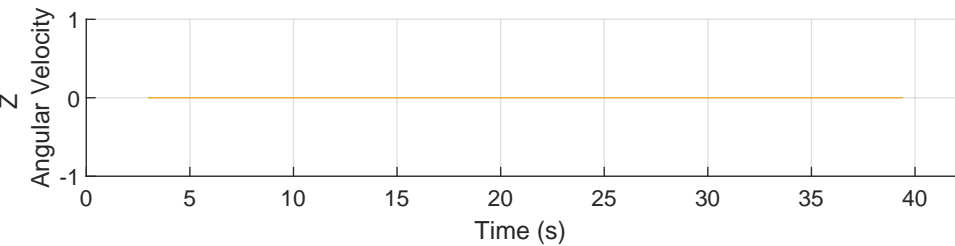
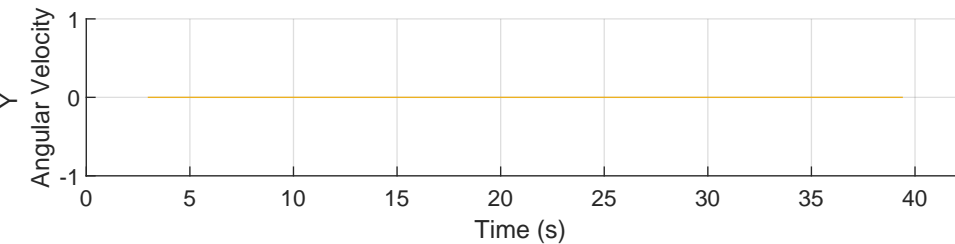
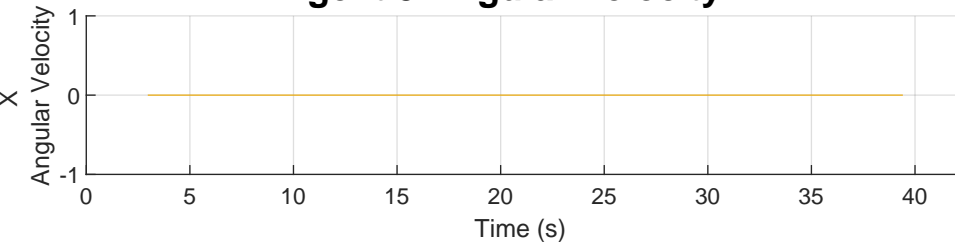
Agent 1 Angular Velocity



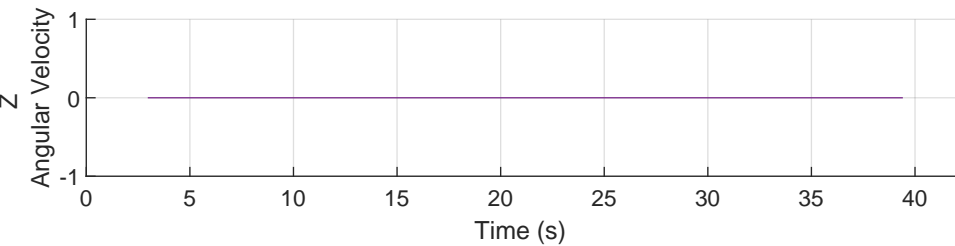
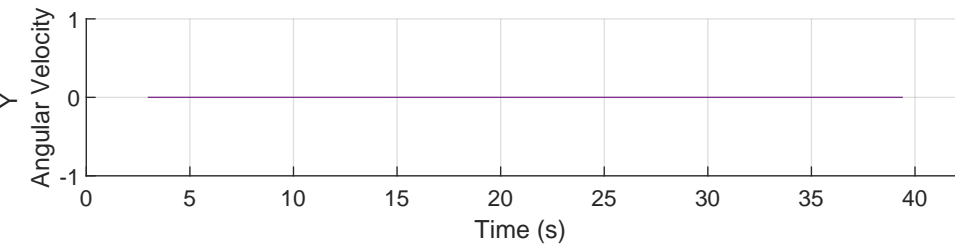
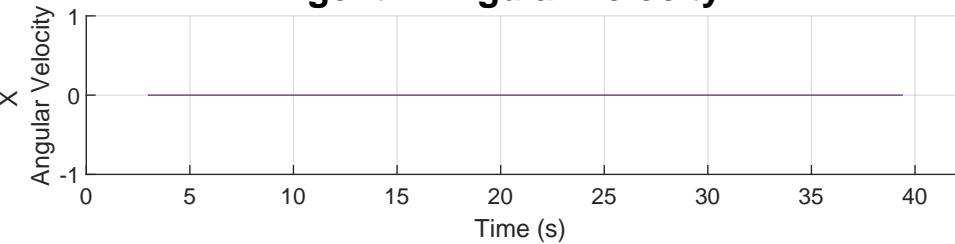
Agent 2 Angular Velocity



Agent 3 Angular Velocity

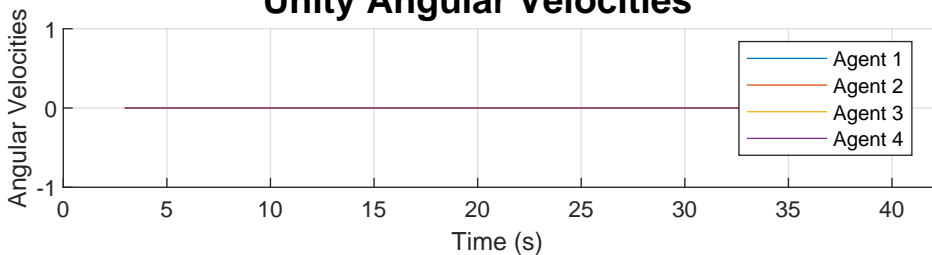


Agent 4 Angular Velocity

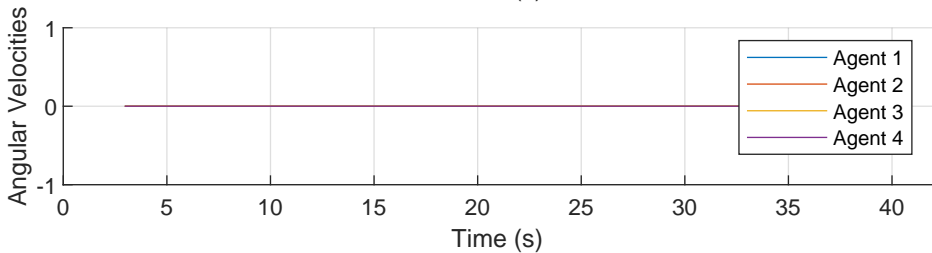


Unity Angular Velocities

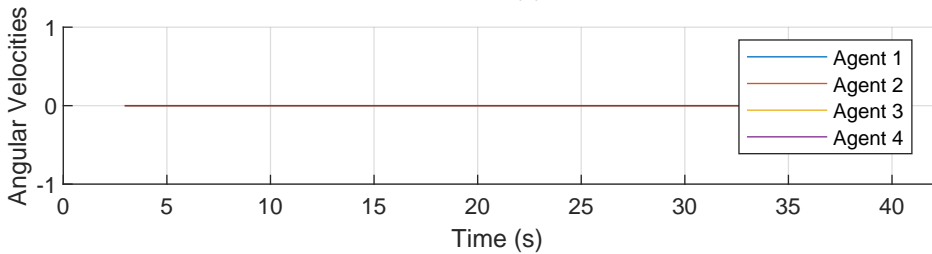
X



Y

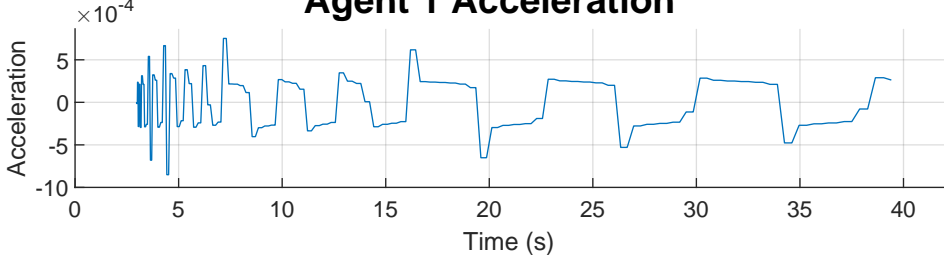


Z

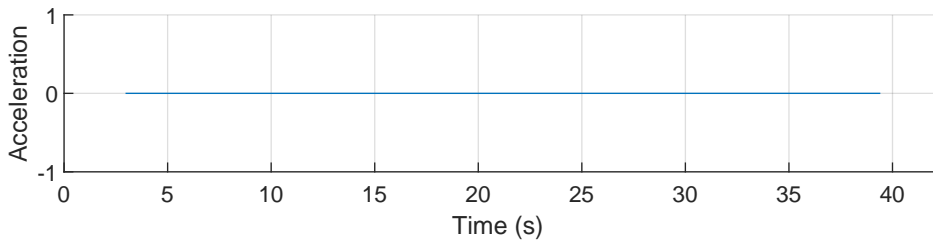


Agent 1 Acceleration

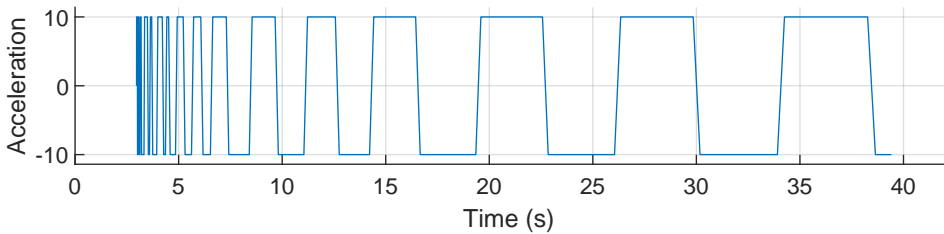
X



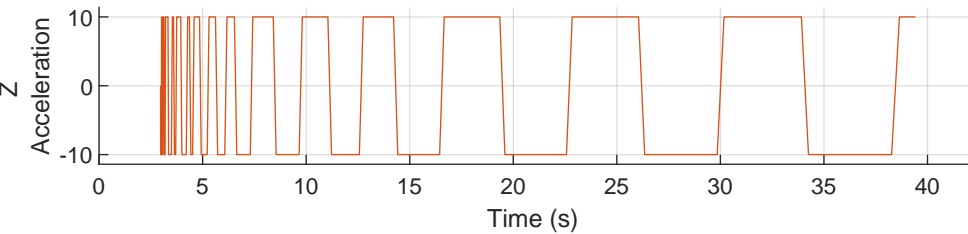
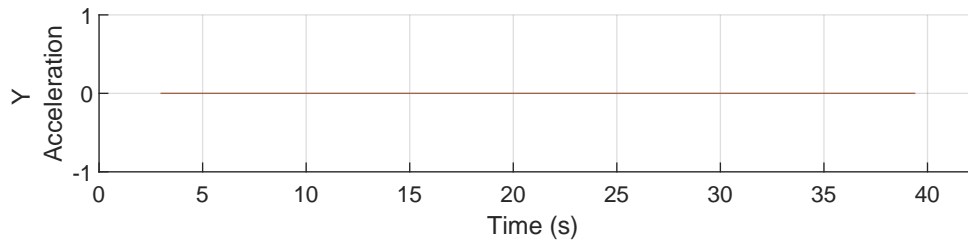
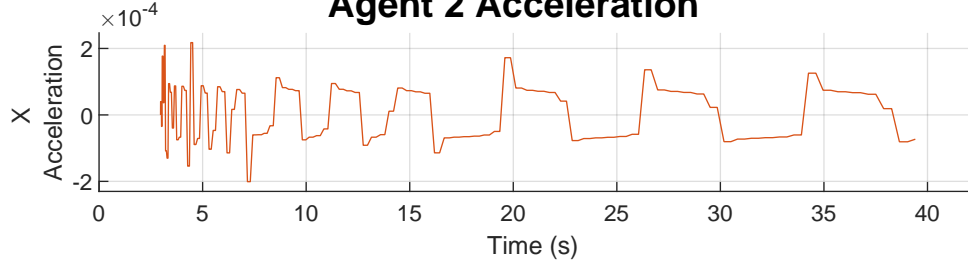
Y



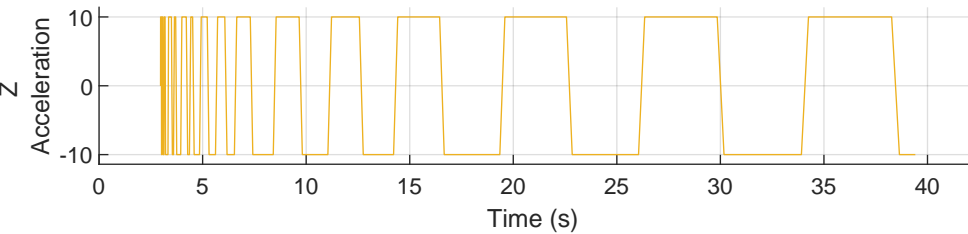
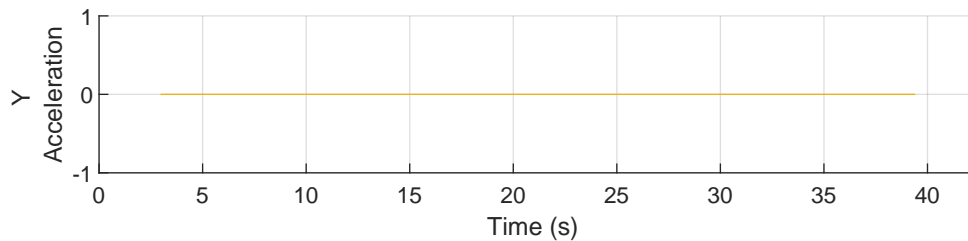
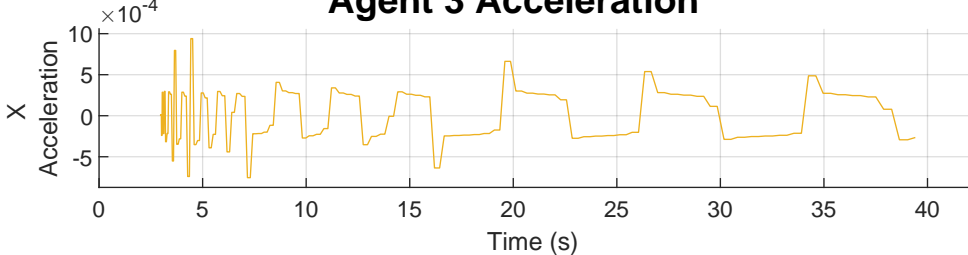
Z



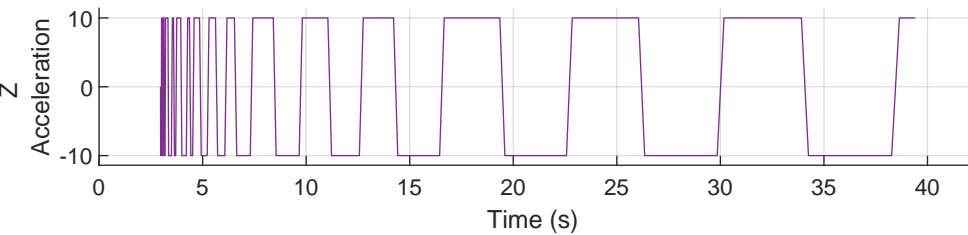
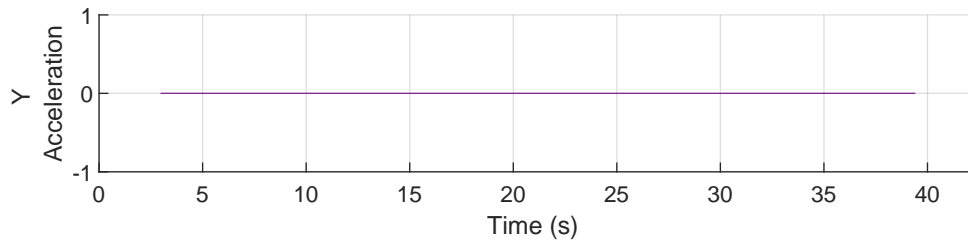
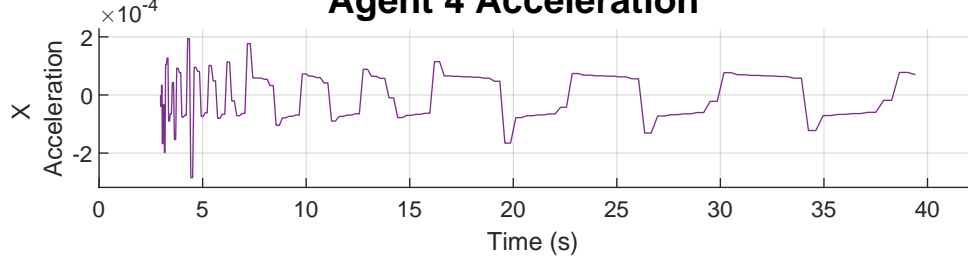
Agent 2 Acceleration



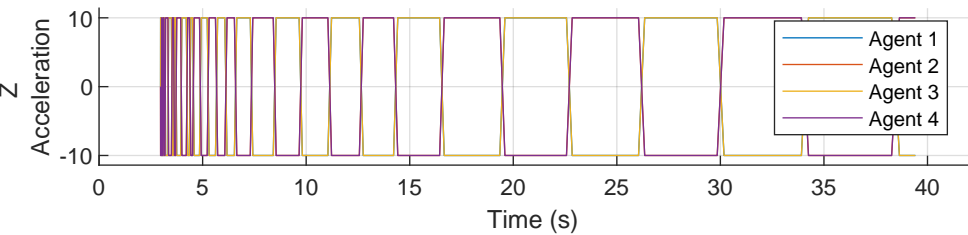
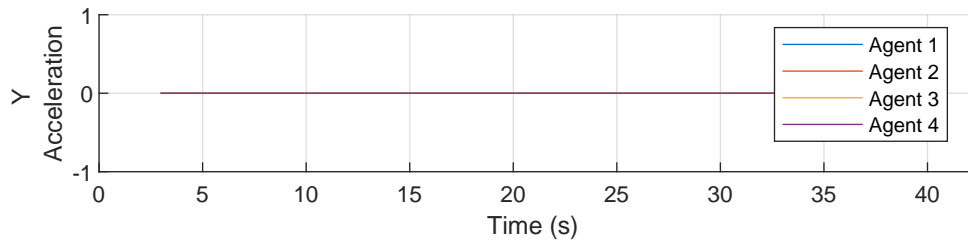
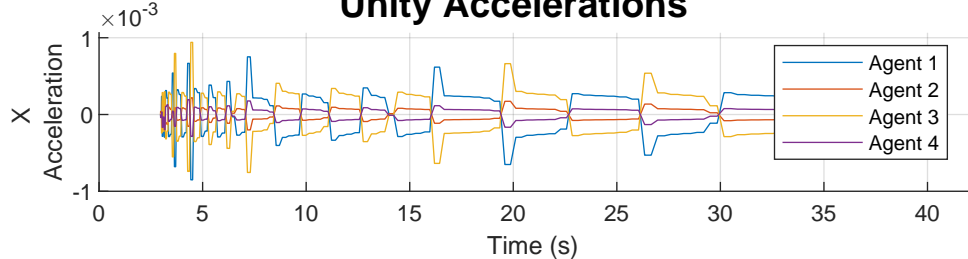
Agent 3 Acceleration



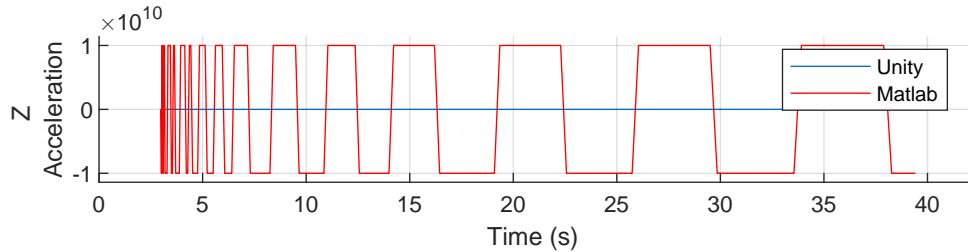
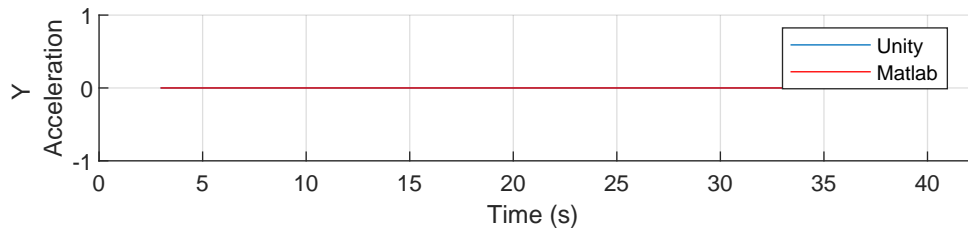
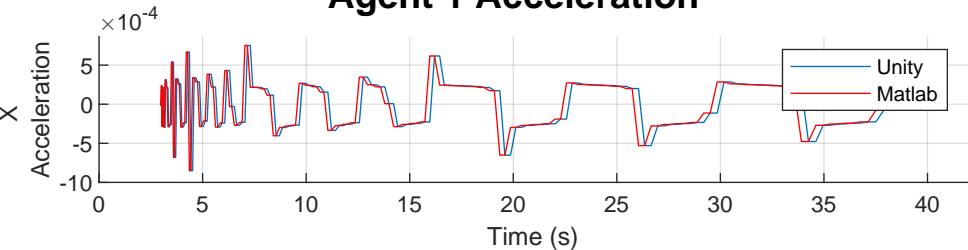
Agent 4 Acceleration



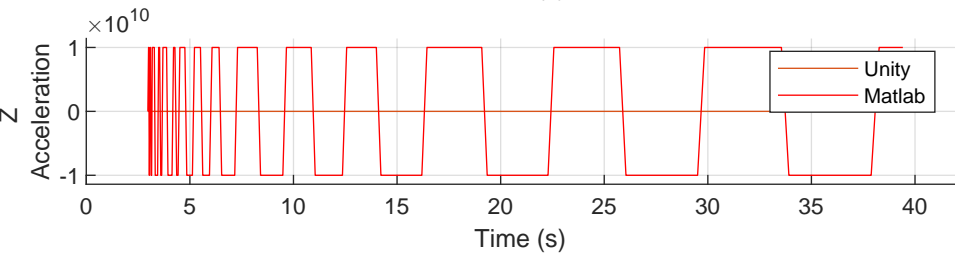
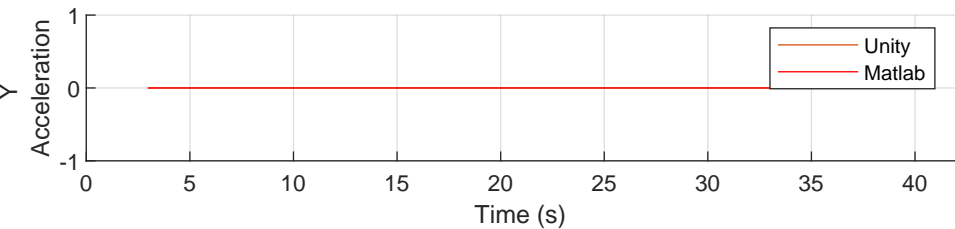
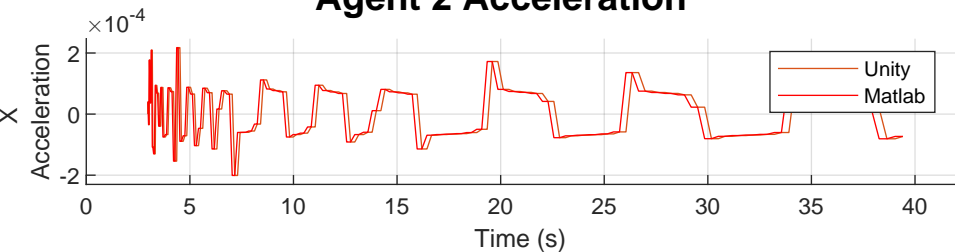
Unity Accelerations



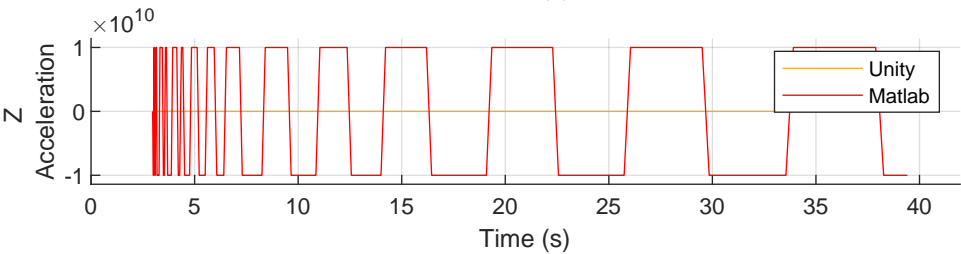
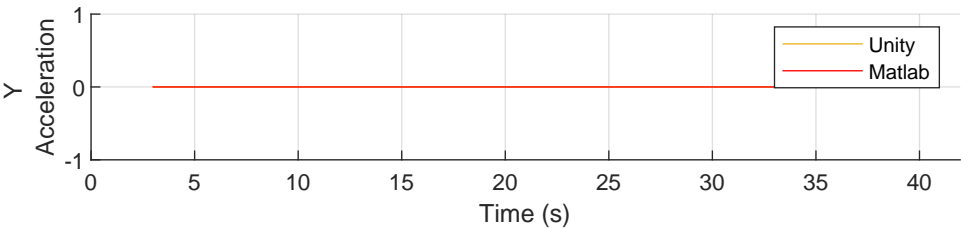
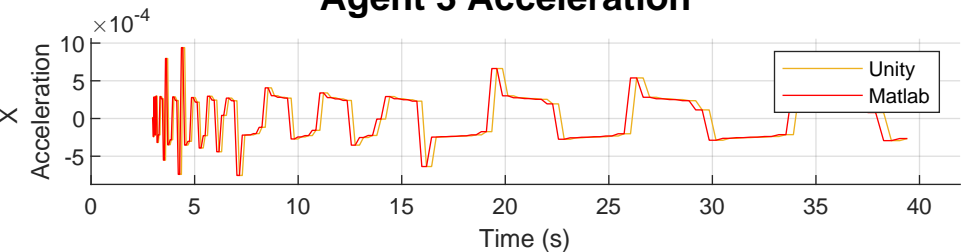
Agent 1 Acceleration



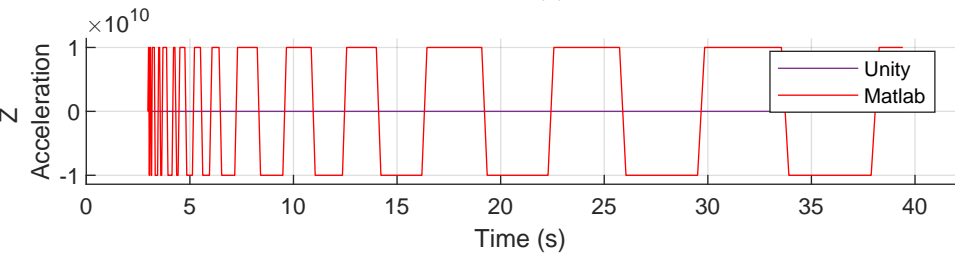
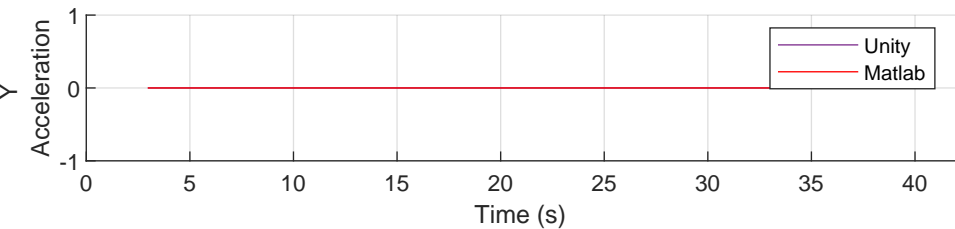
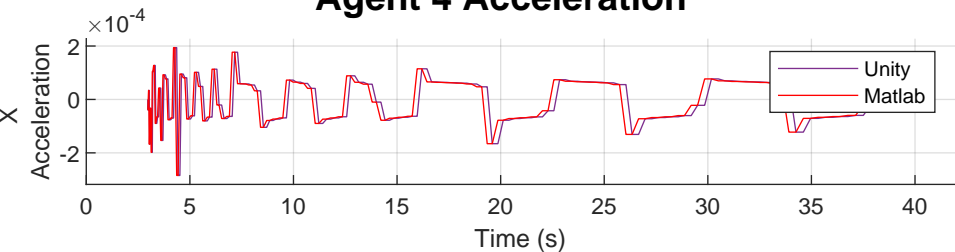
Agent 2 Acceleration



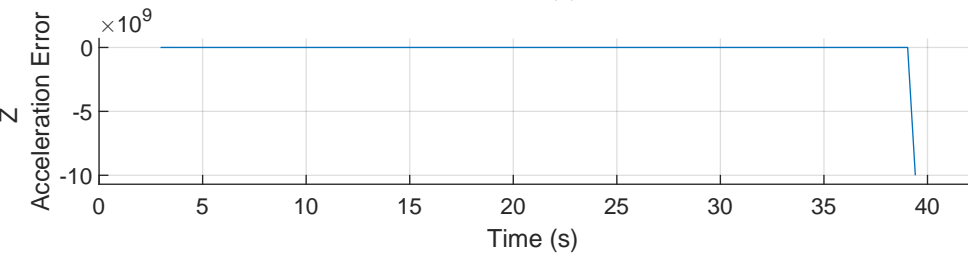
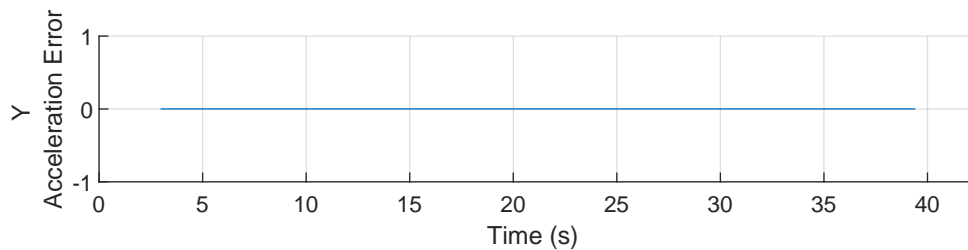
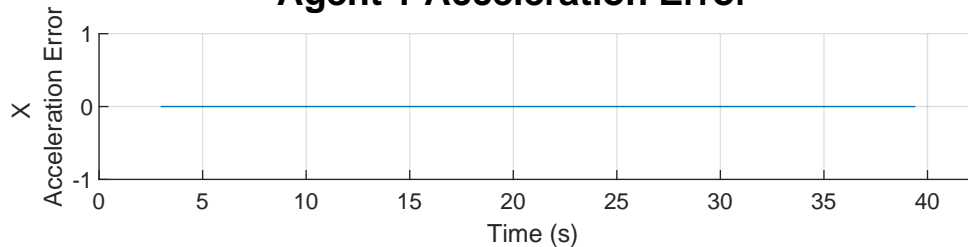
Agent 3 Acceleration



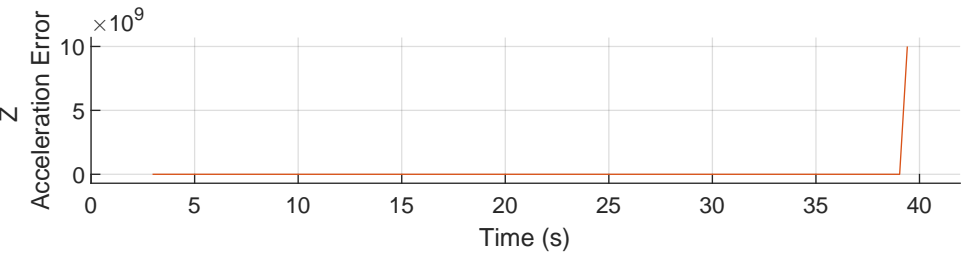
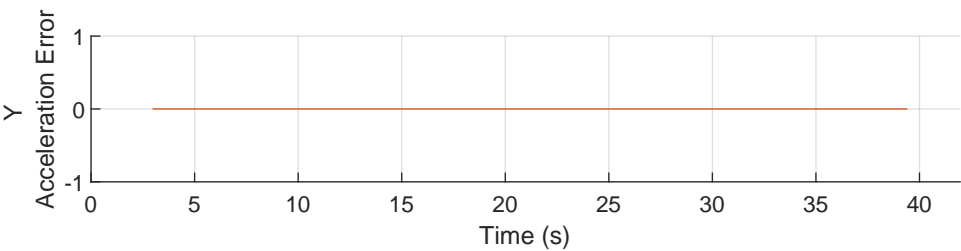
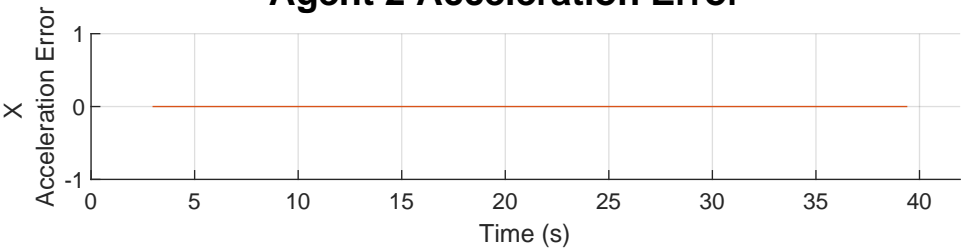
Agent 4 Acceleration



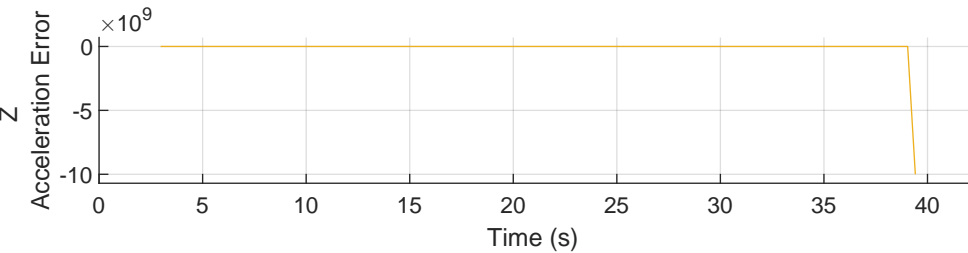
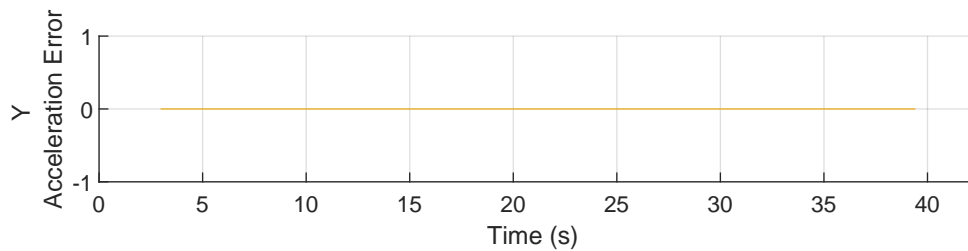
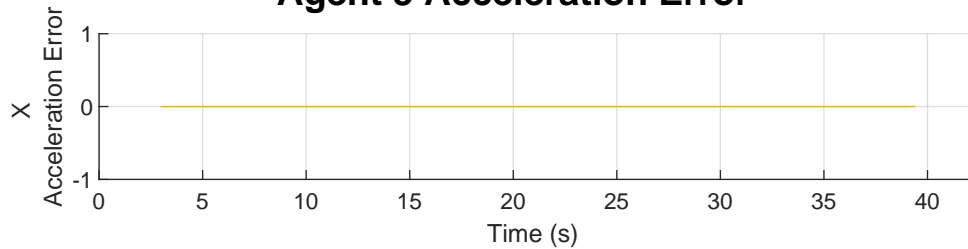
Agent 1 Acceleration Error



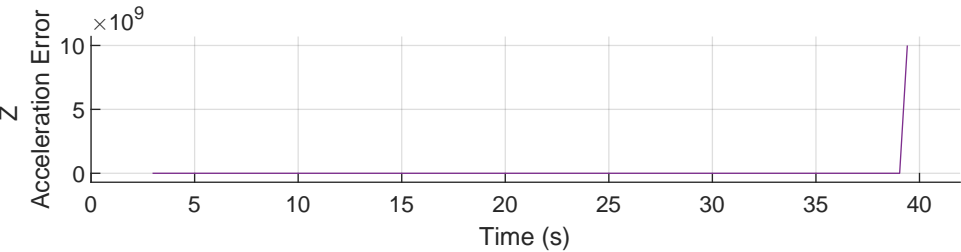
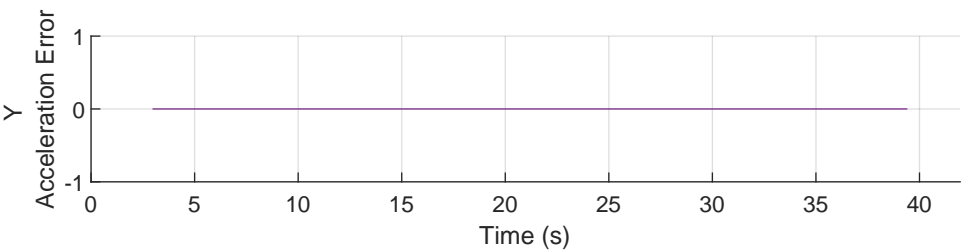
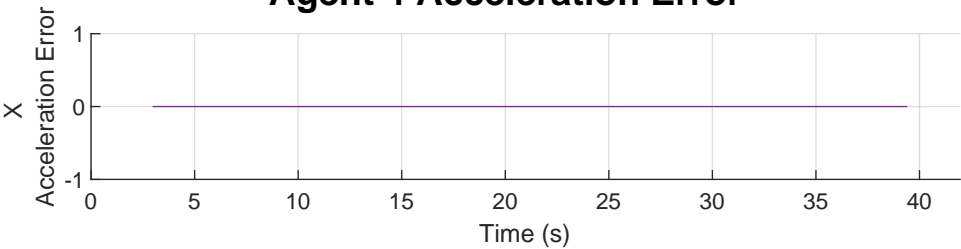
Agent 2 Acceleration Error



Agent 3 Acceleration Error

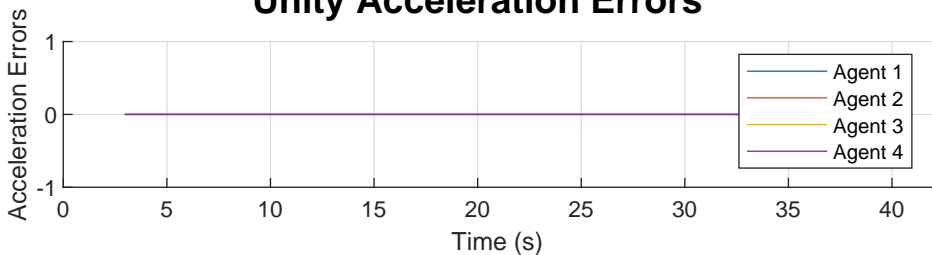


Agent 4 Acceleration Error

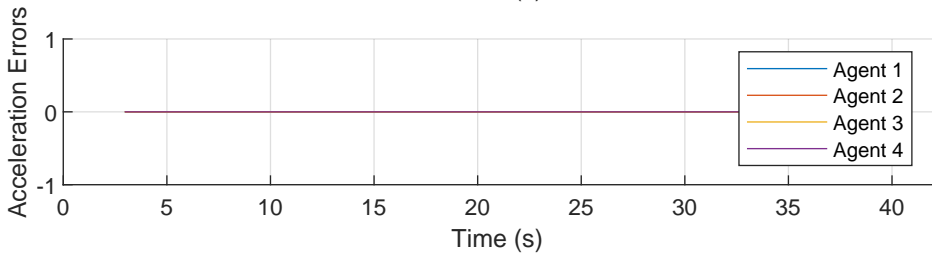


Unity Acceleration Errors

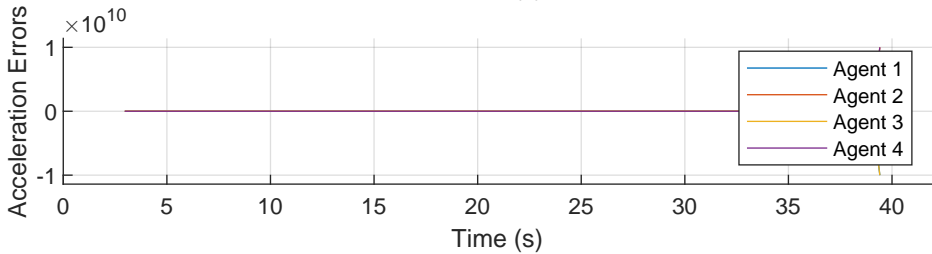
X



Y

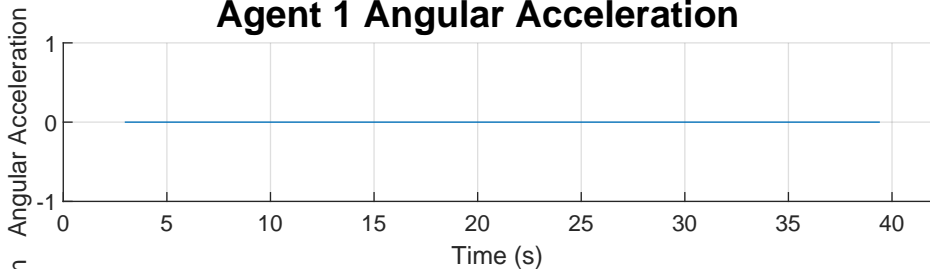


Z

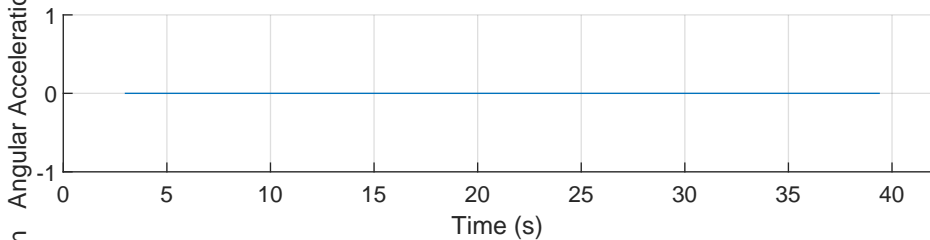


Agent 1 Angular Acceleration

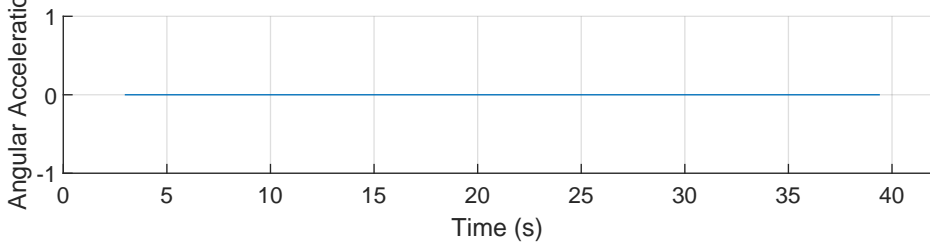
X



Y

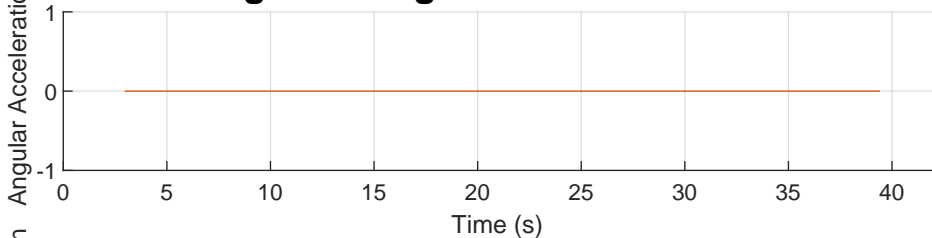


Z

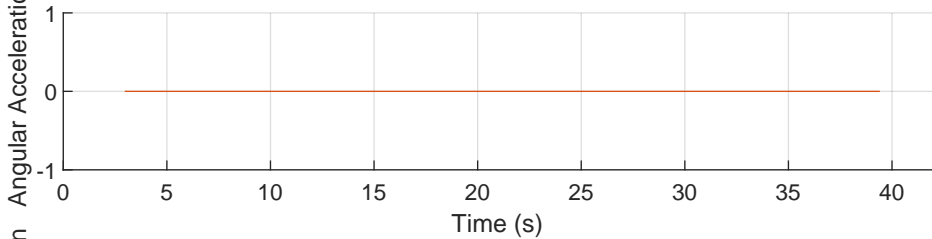


Agent 2 Angular Acceleration

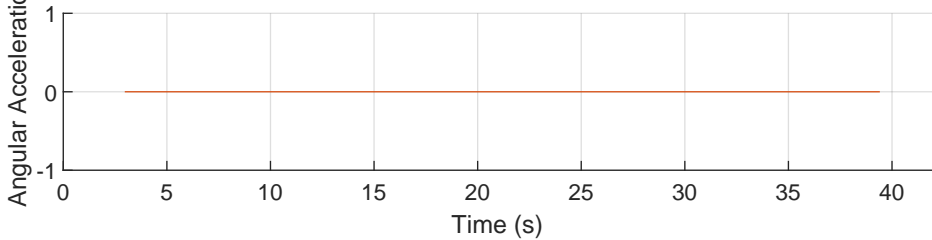
X



Y

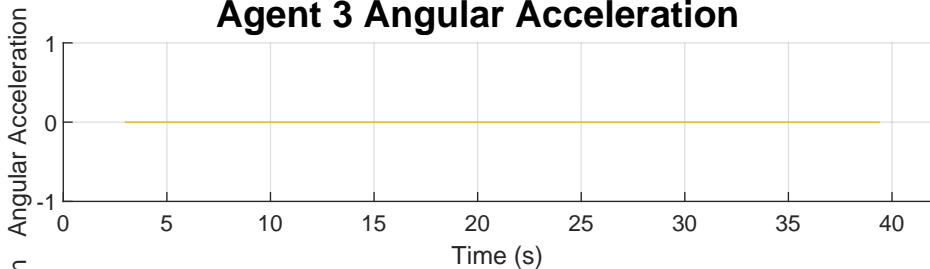


Z

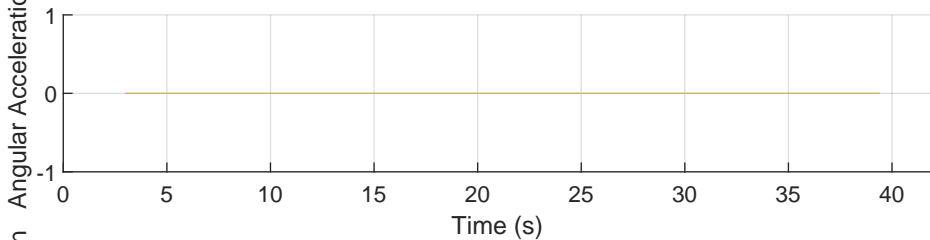


Agent 3 Angular Acceleration

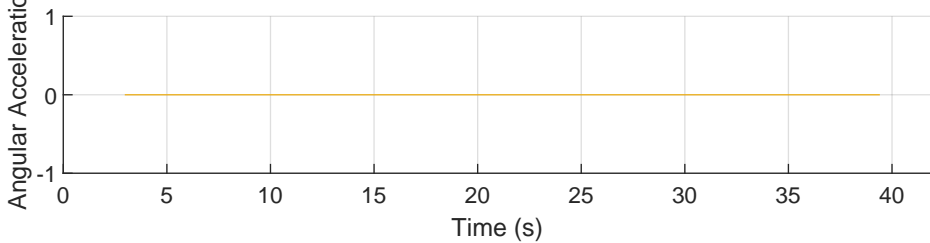
X



Y

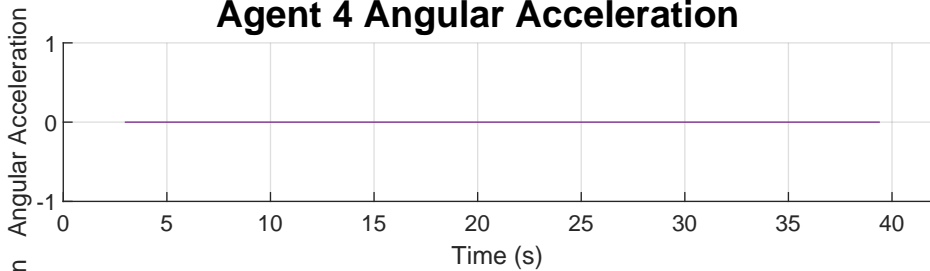


Z

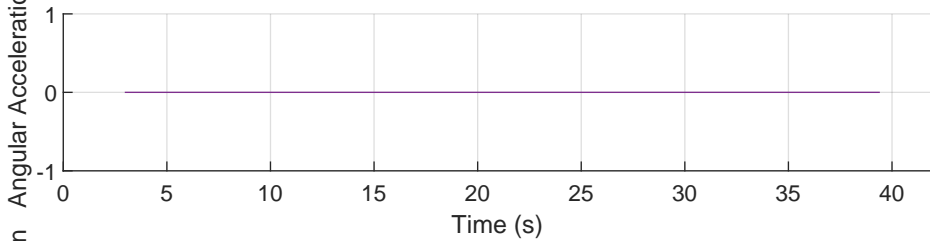


Agent 4 Angular Acceleration

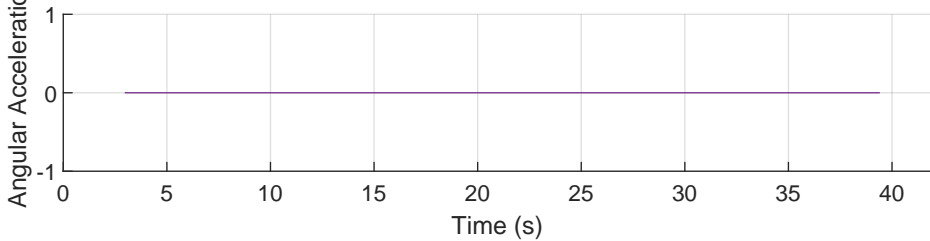
X



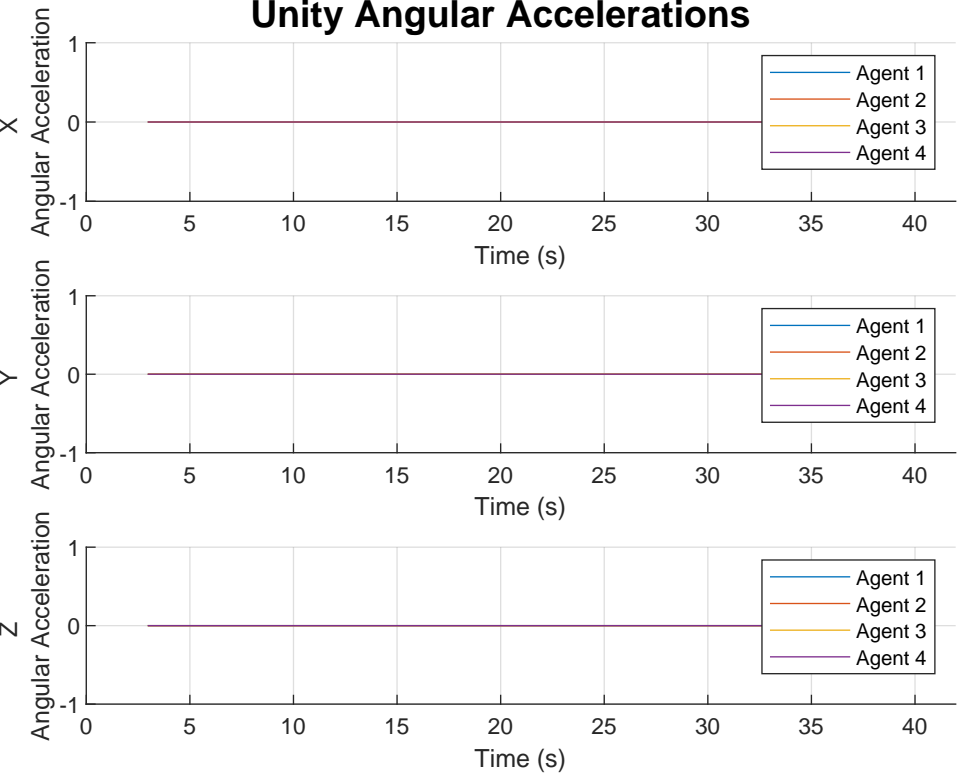
Y



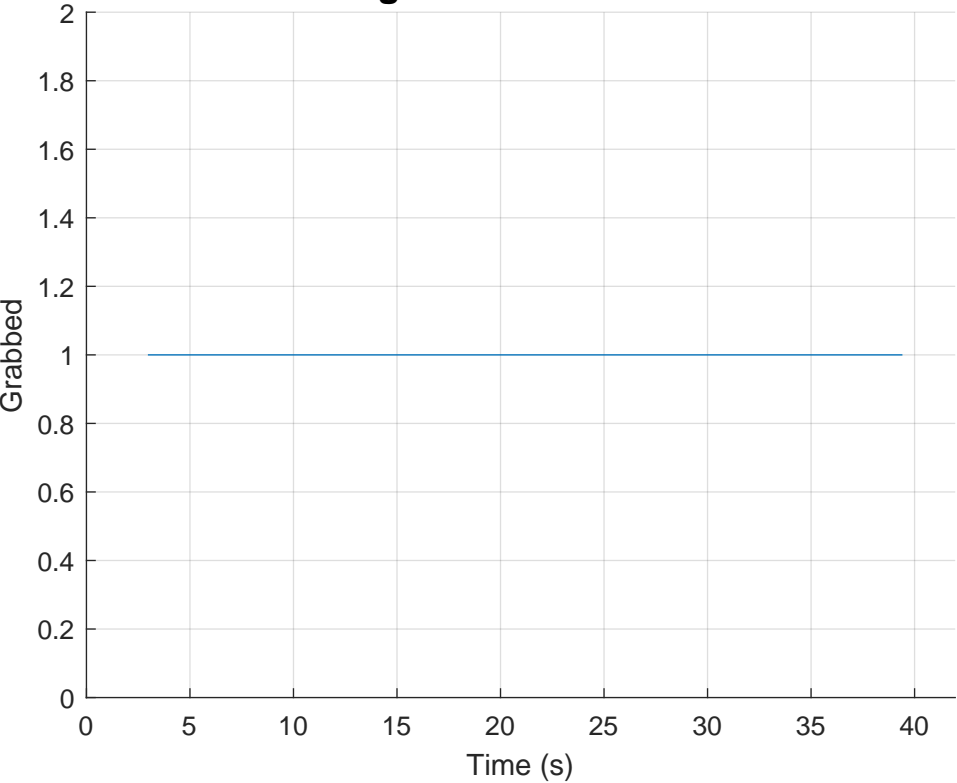
Z



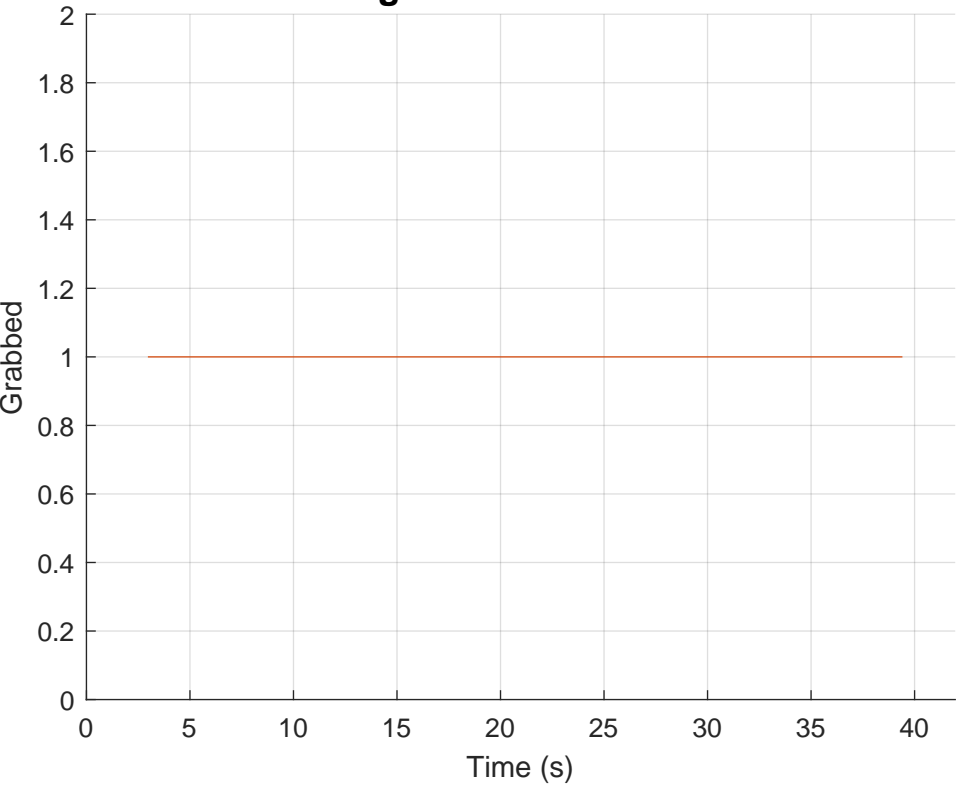
Unity Angular Accelerations



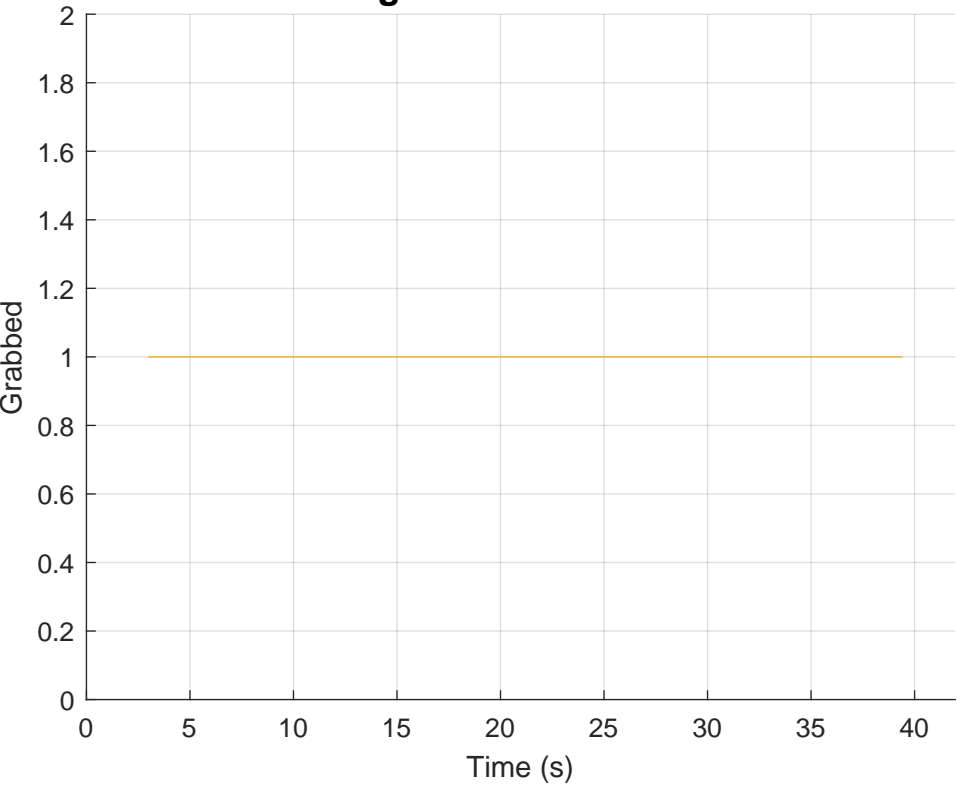
Agent 1 Grabbed



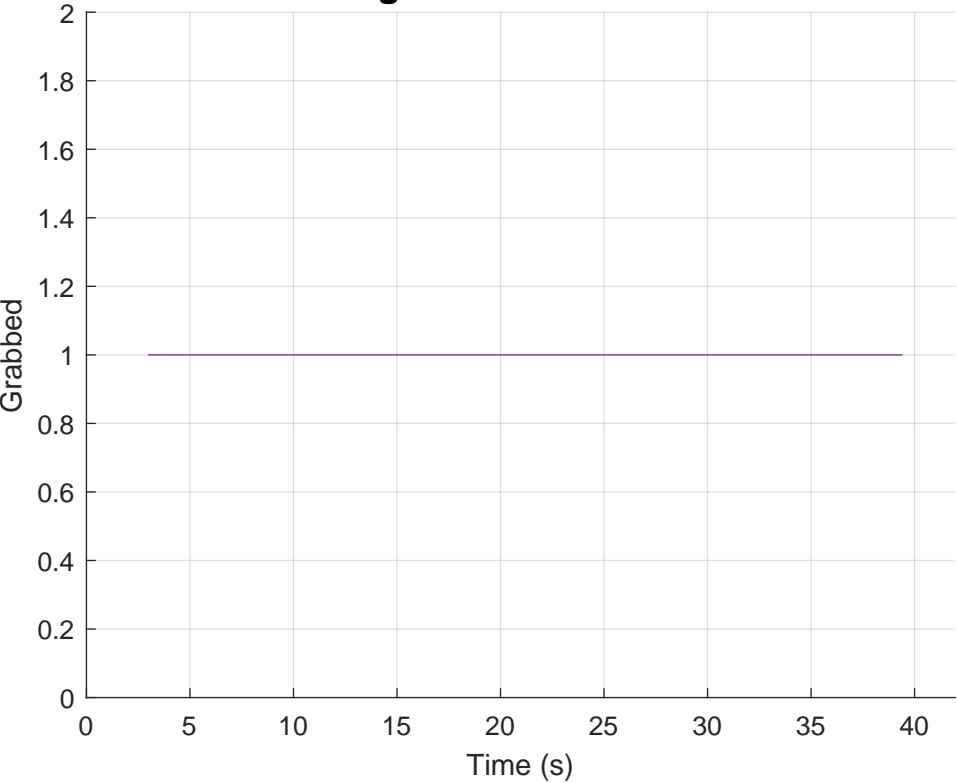
Agent 2 Grabbed



Agent 3 Grabbed

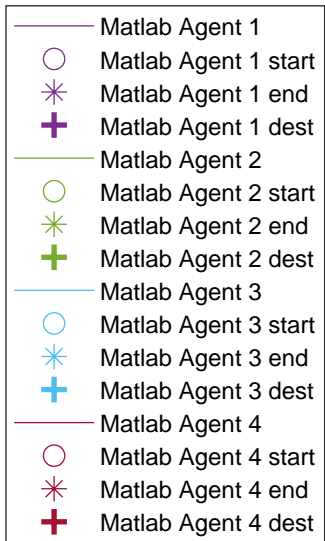
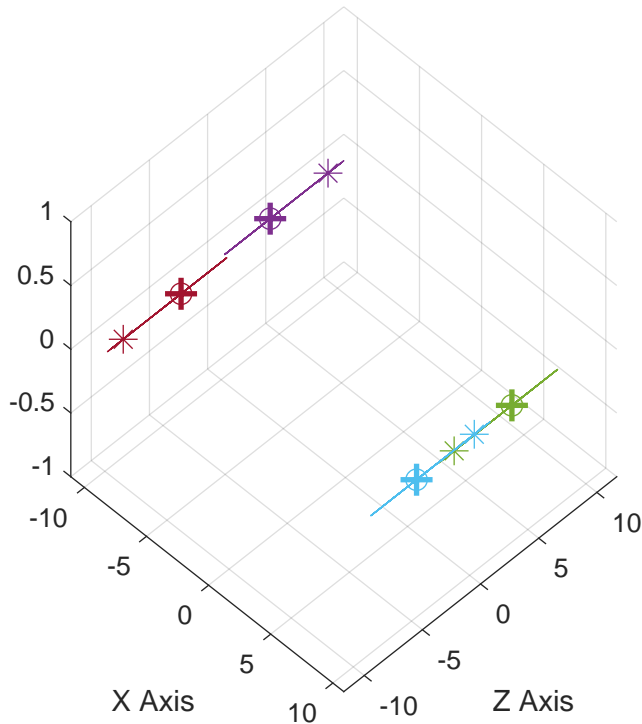


Agent 4 Grabbed

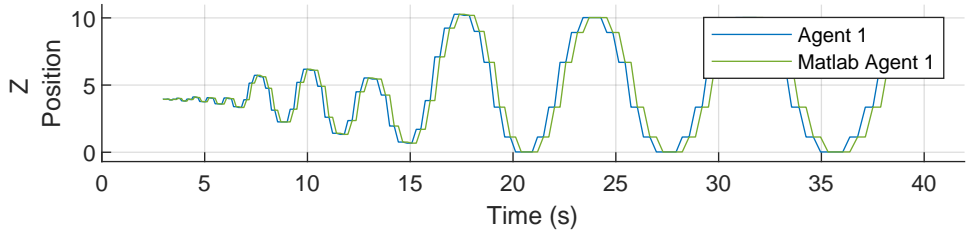
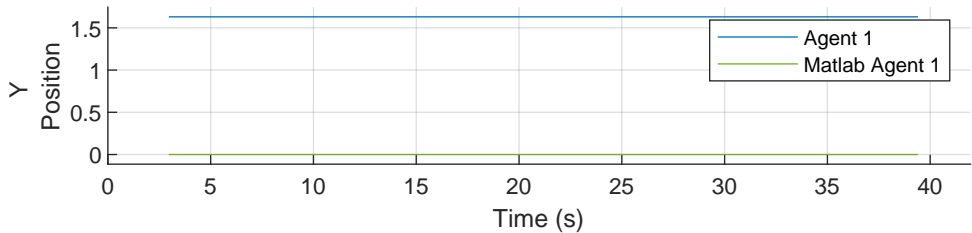
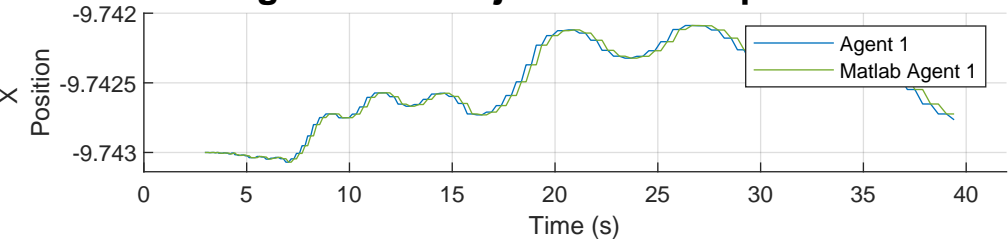


Matlab Agent 3D Trajectories

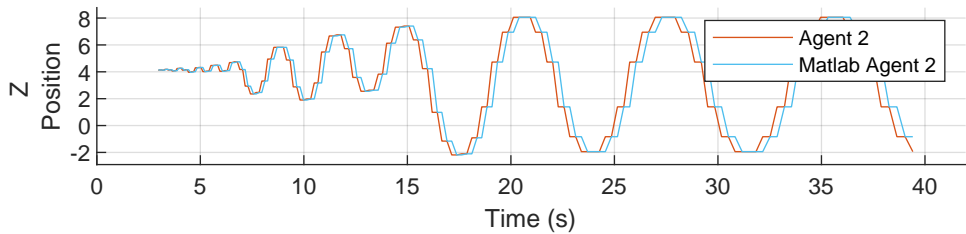
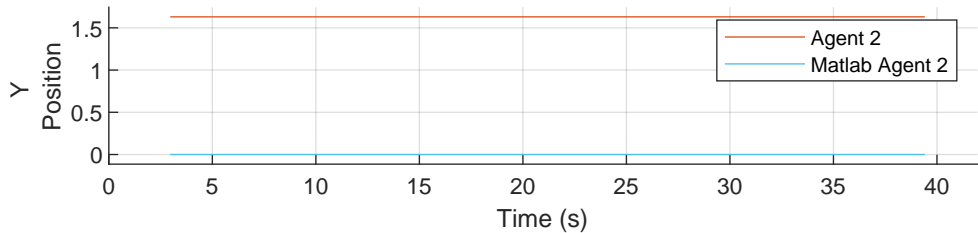
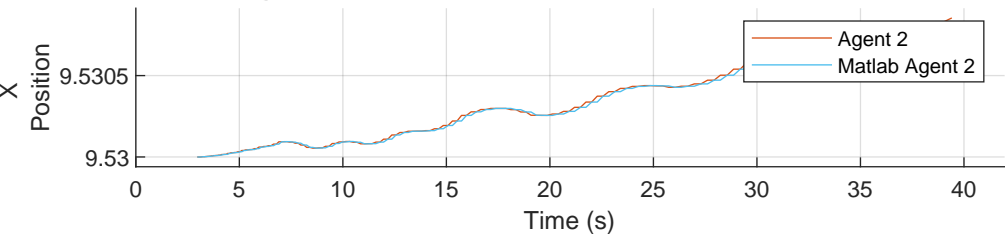
Y Axis



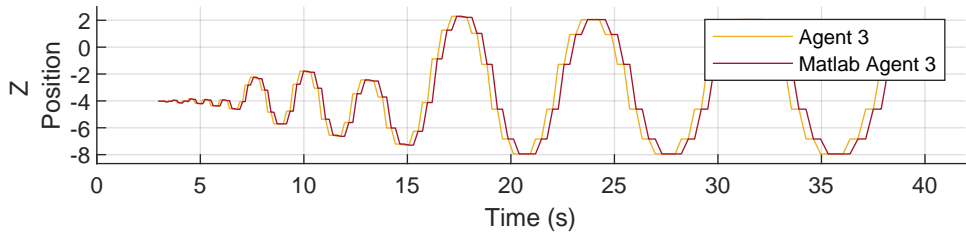
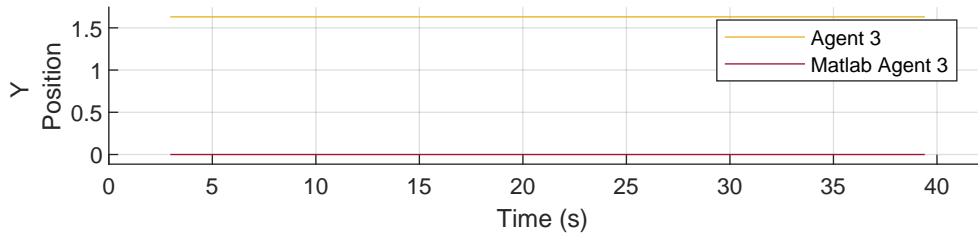
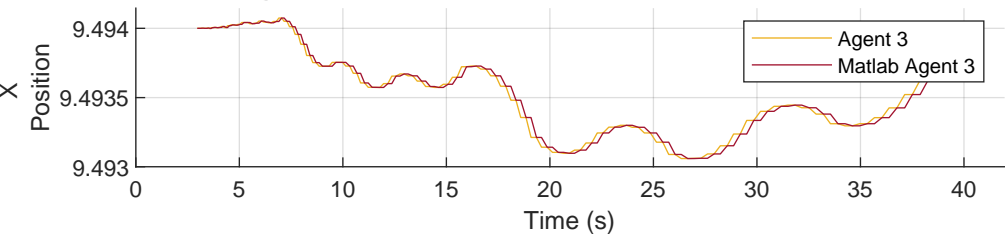
Agent 1 2D Trajectories Comparison



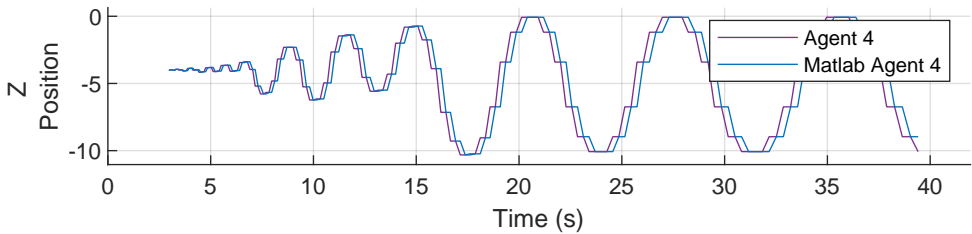
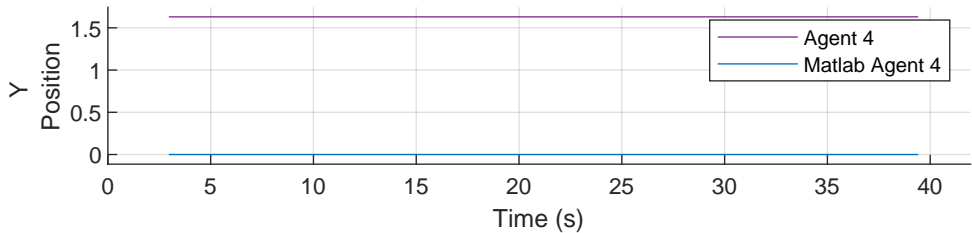
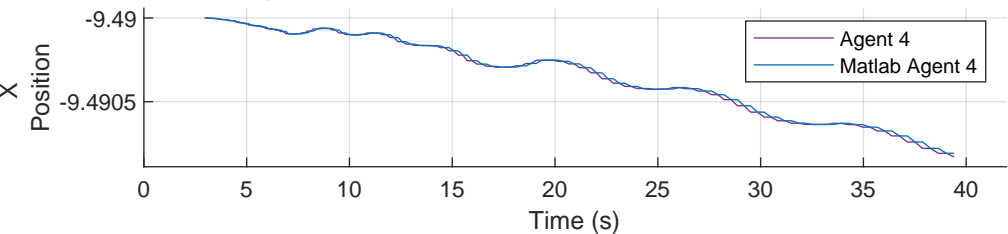
Agent 2 2D Trajectories Comparison



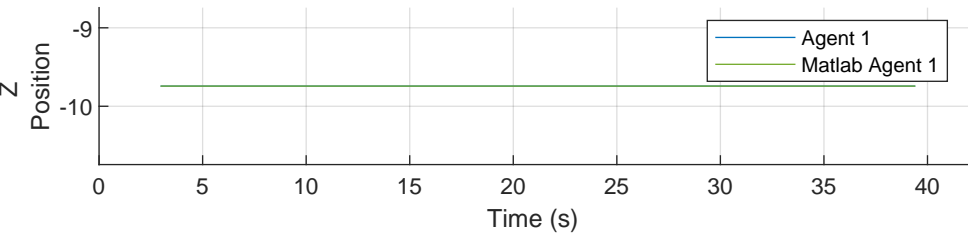
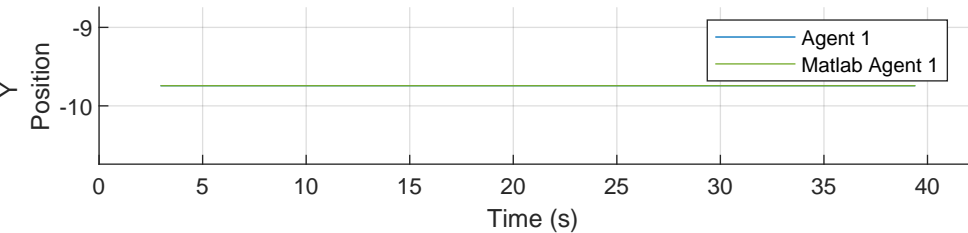
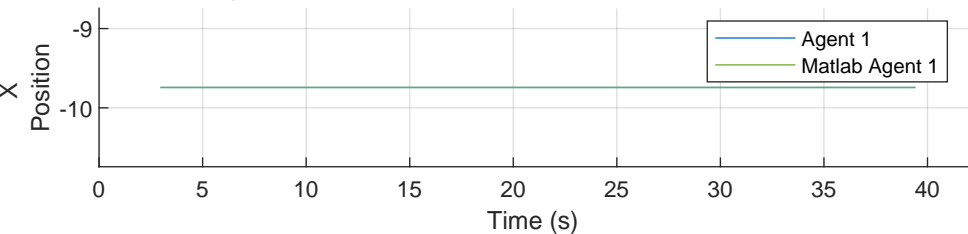
Agent 3 2D Trajectories Comparison



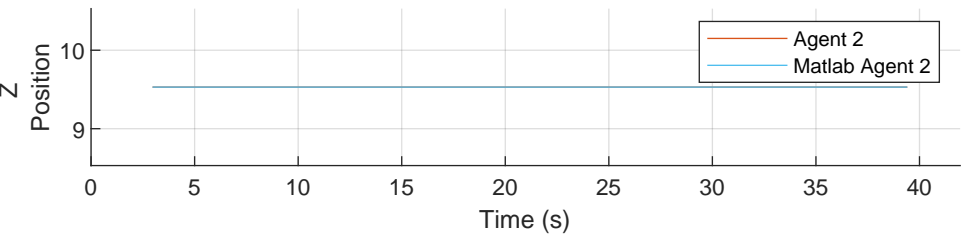
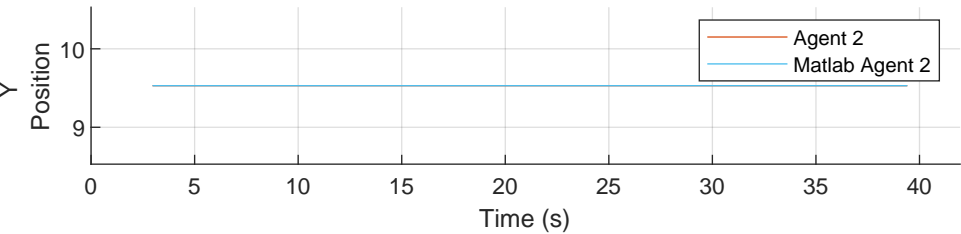
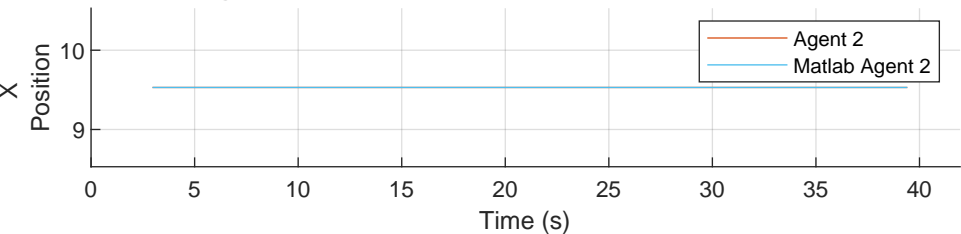
Agent 4 2D Trajectories Comparison



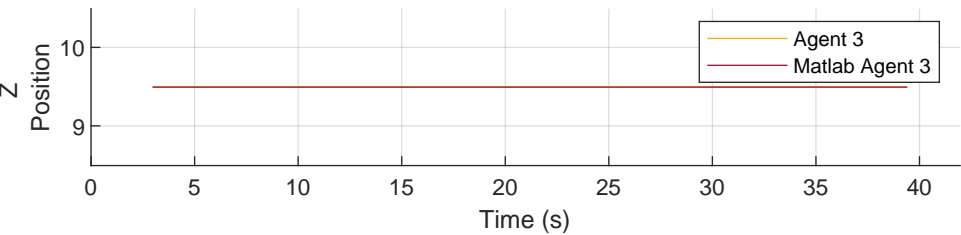
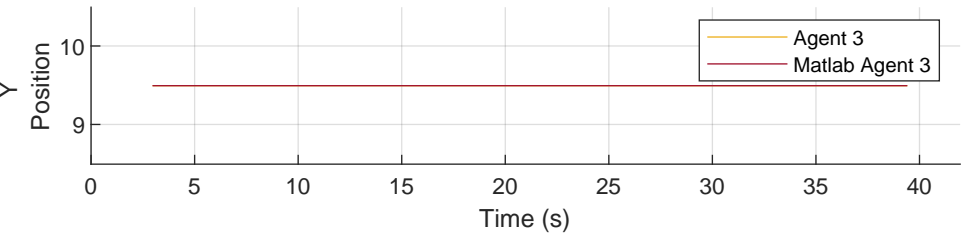
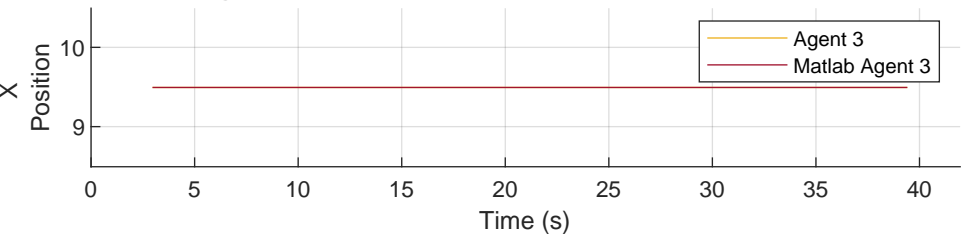
Agent 1 2D Destination Comparison



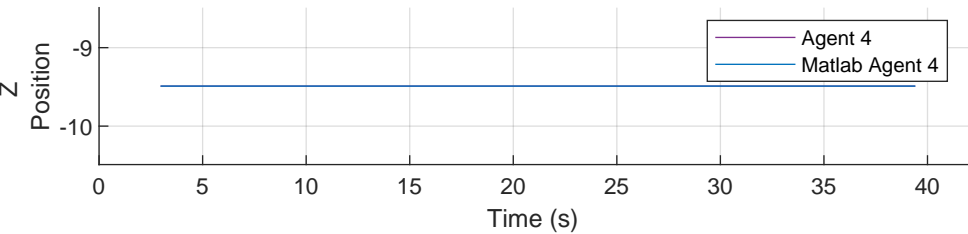
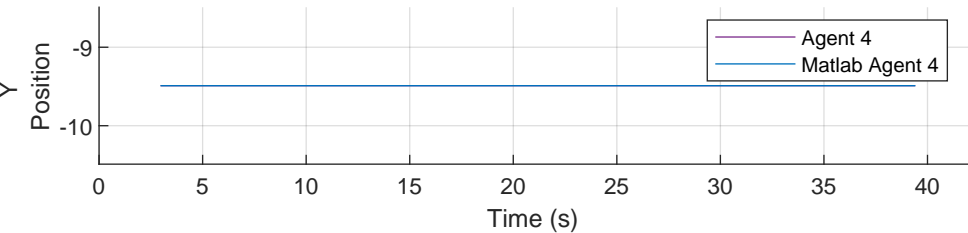
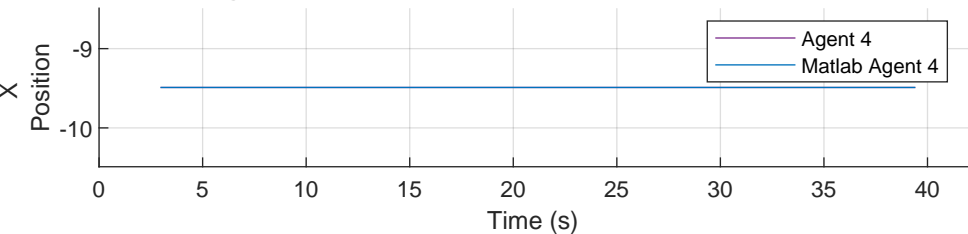
Agent 2 2D Destination Comparison



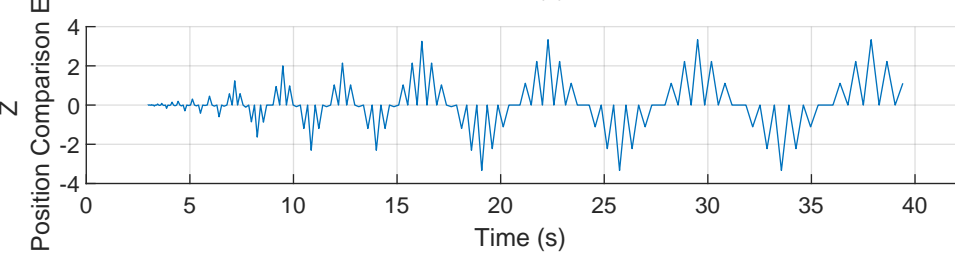
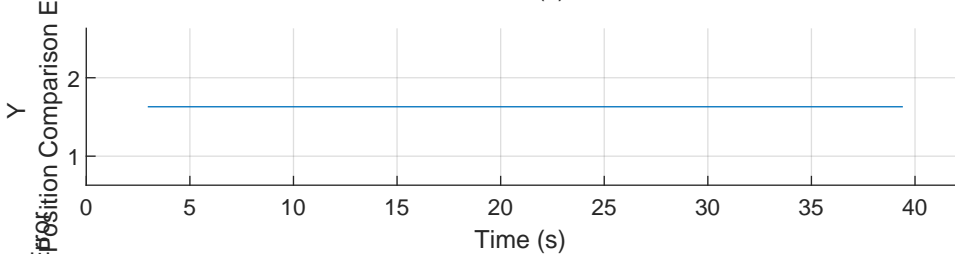
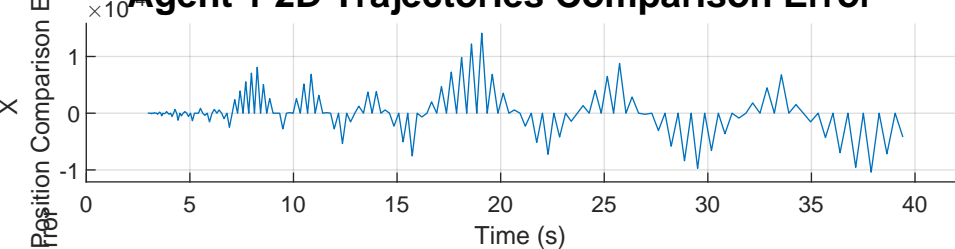
Agent 3 2D Destination Comparison



Agent 4 2D Destination Comparison



Agent 1 2D Trajectories Comparison Error

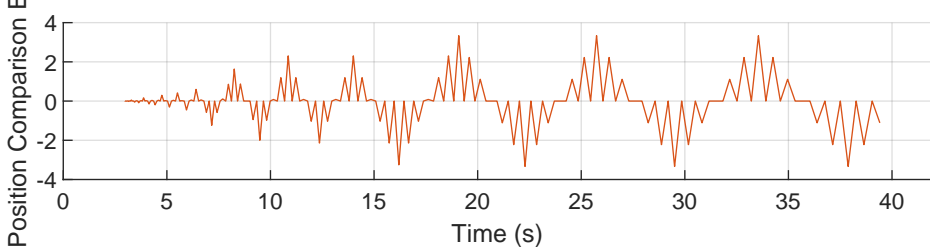
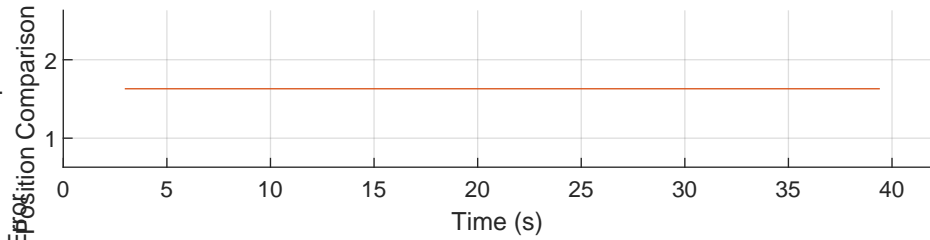
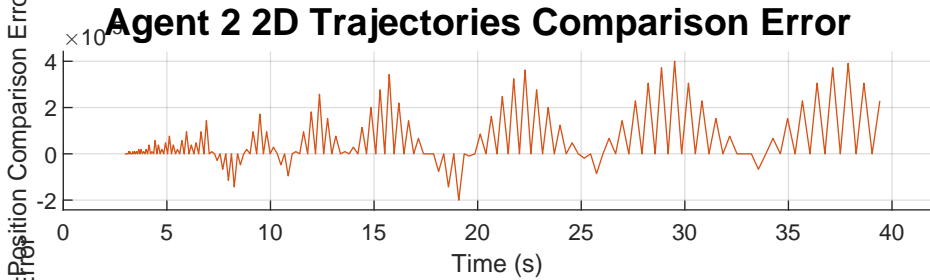


Agent 2 2D Trajectories Comparison Error

X

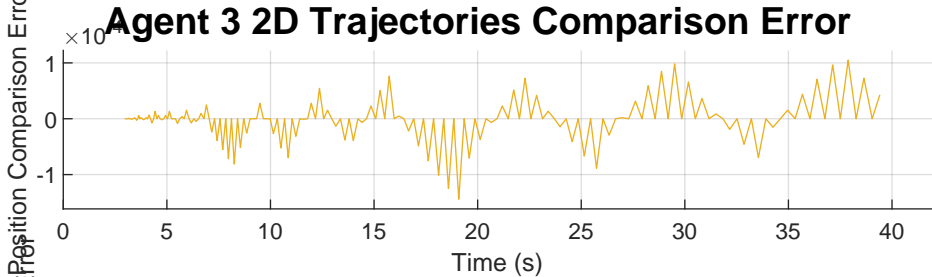
Y

Z

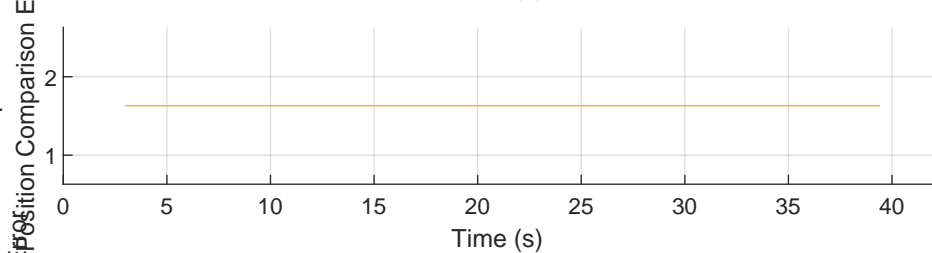


Agent 3 2D Trajectories Comparison Error

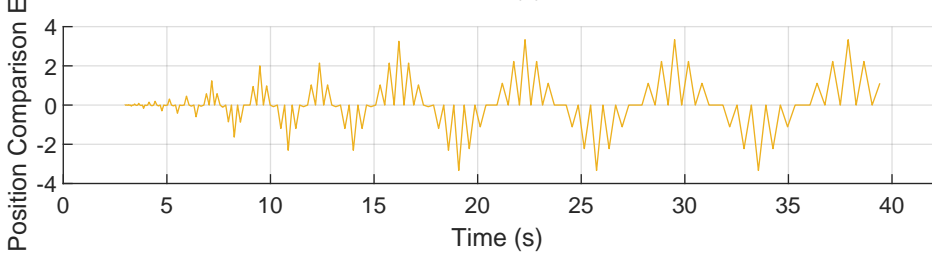
X



Y



Z

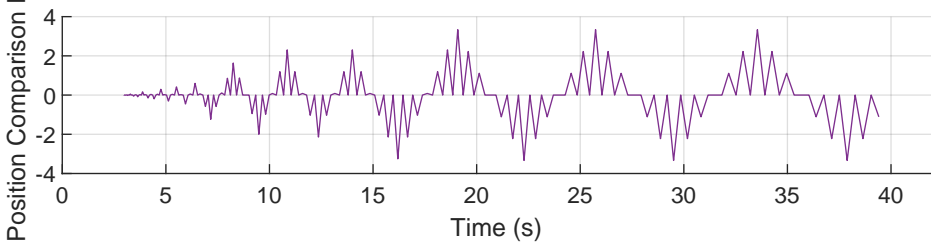
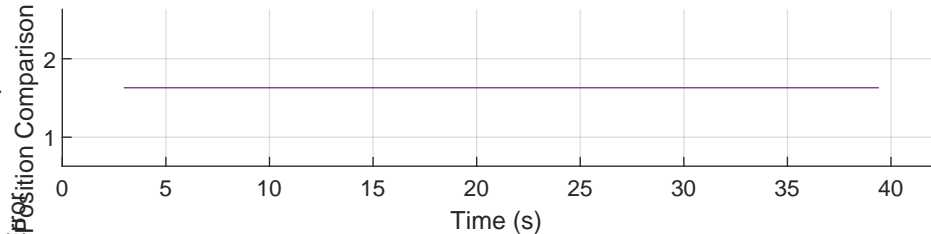
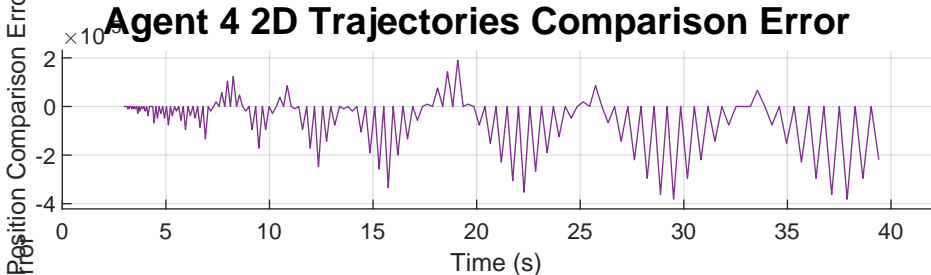


Agent 4 2D Trajectories Comparison Error

X

Y

Z



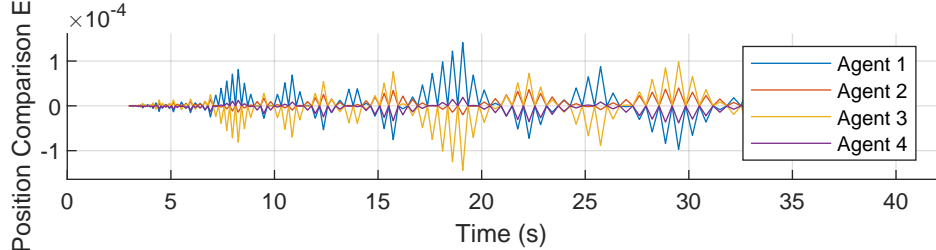
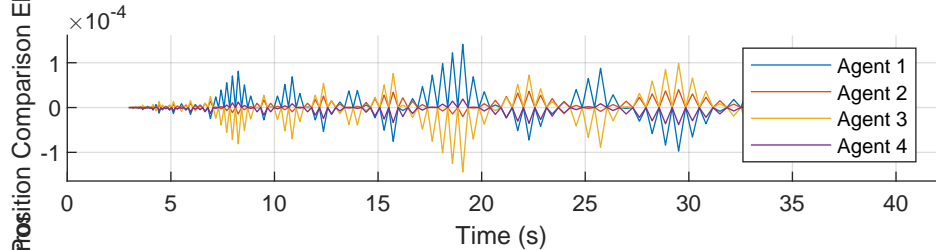
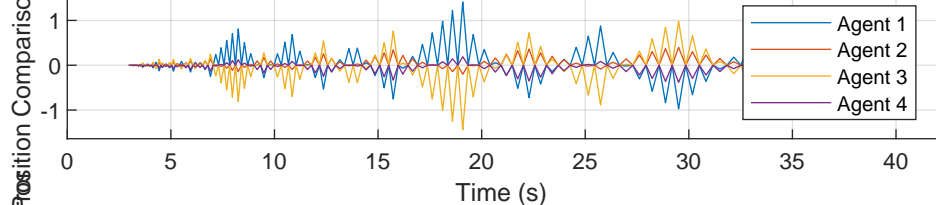
UnityMatlab Position Comparison Error

X

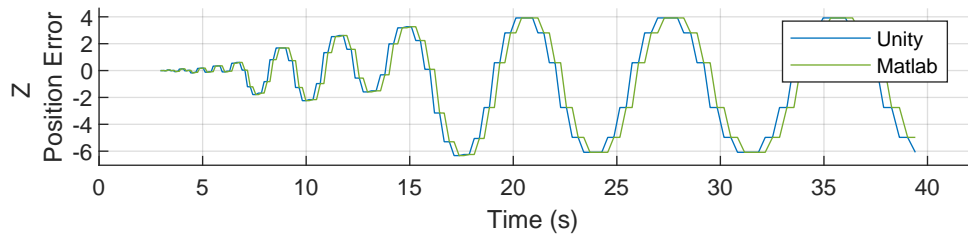
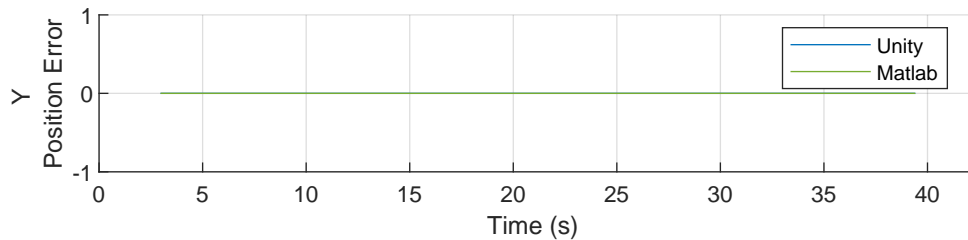
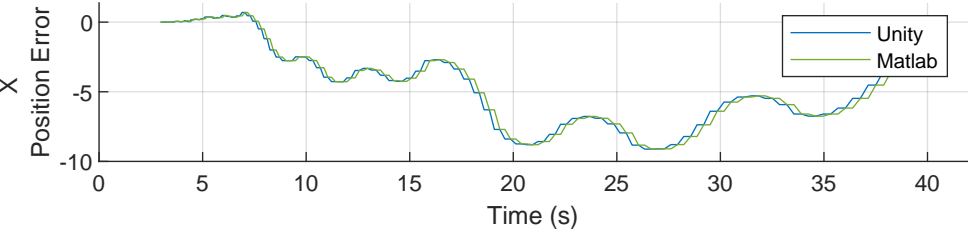
Y

Z

Position Comparison Error

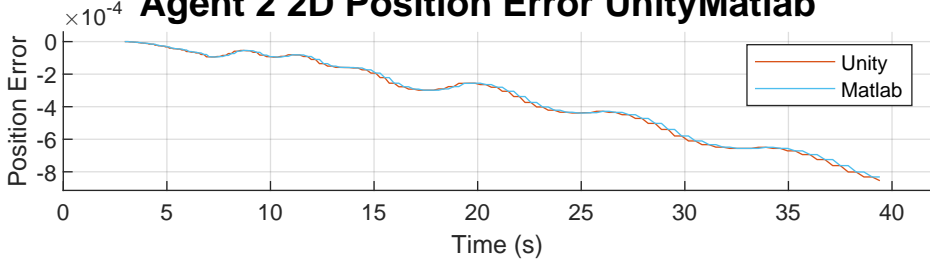


Agent 1 2D Position Error UnityMatlab

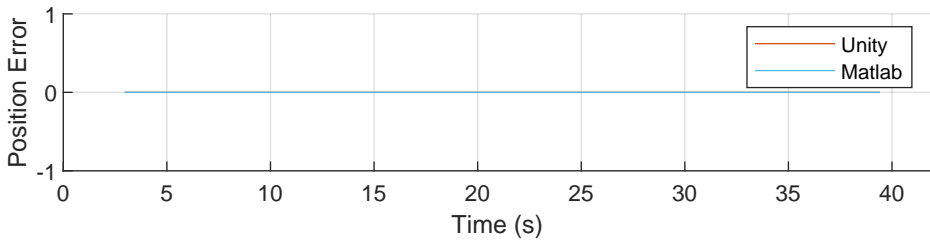


Agent 2 2D Position Error UnityMatlab

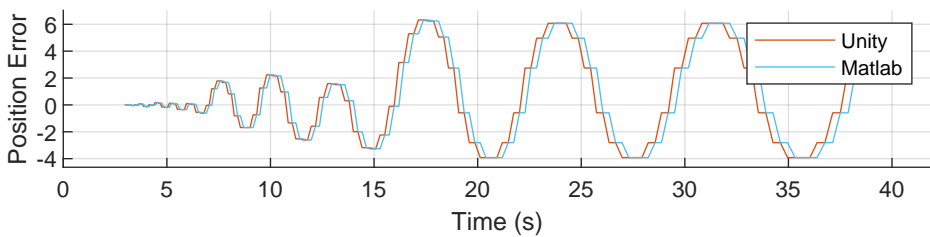
X



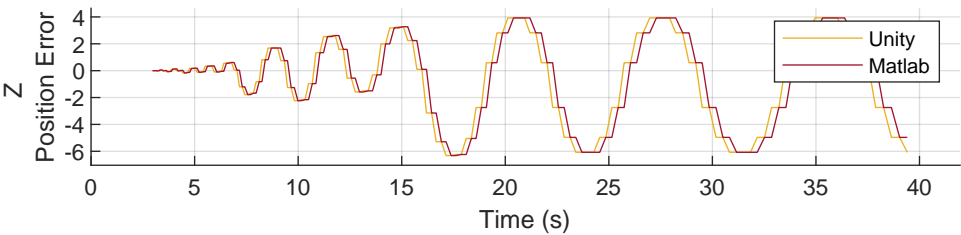
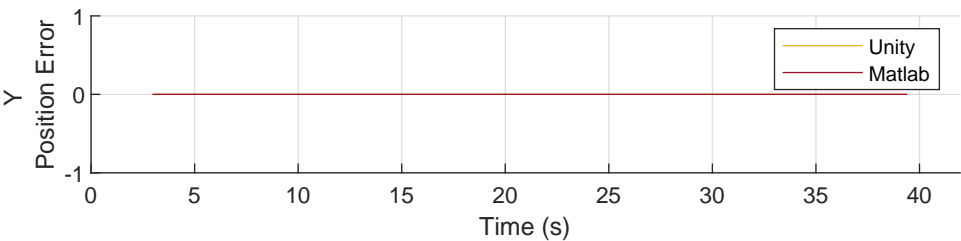
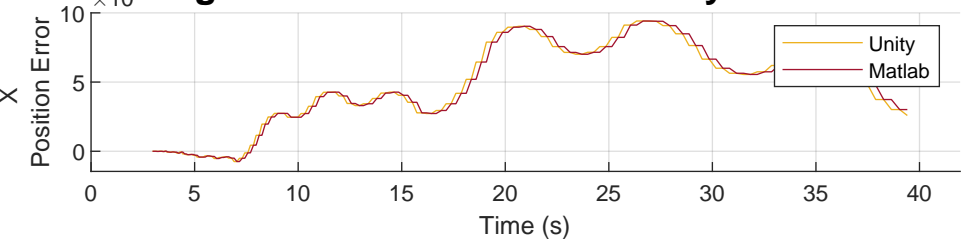
Y



Z

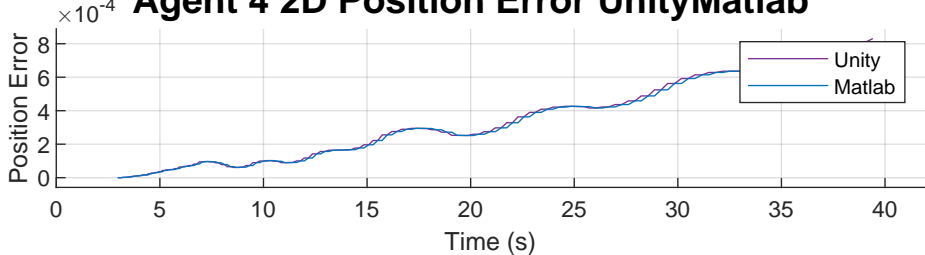


Agent 3 2D Position Error UnityMatlab

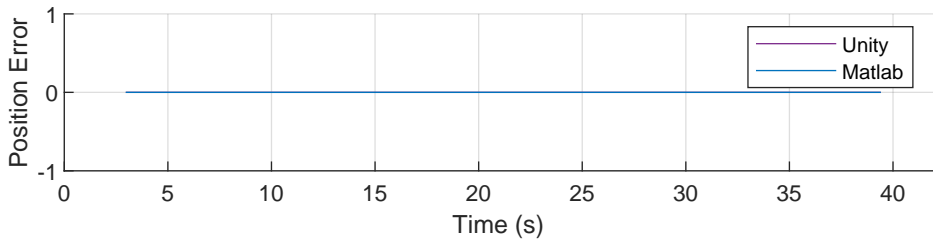


Agent 4 2D Position Error UnityMatlab

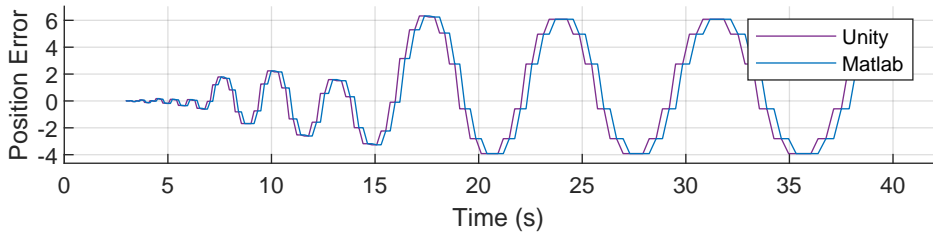
X



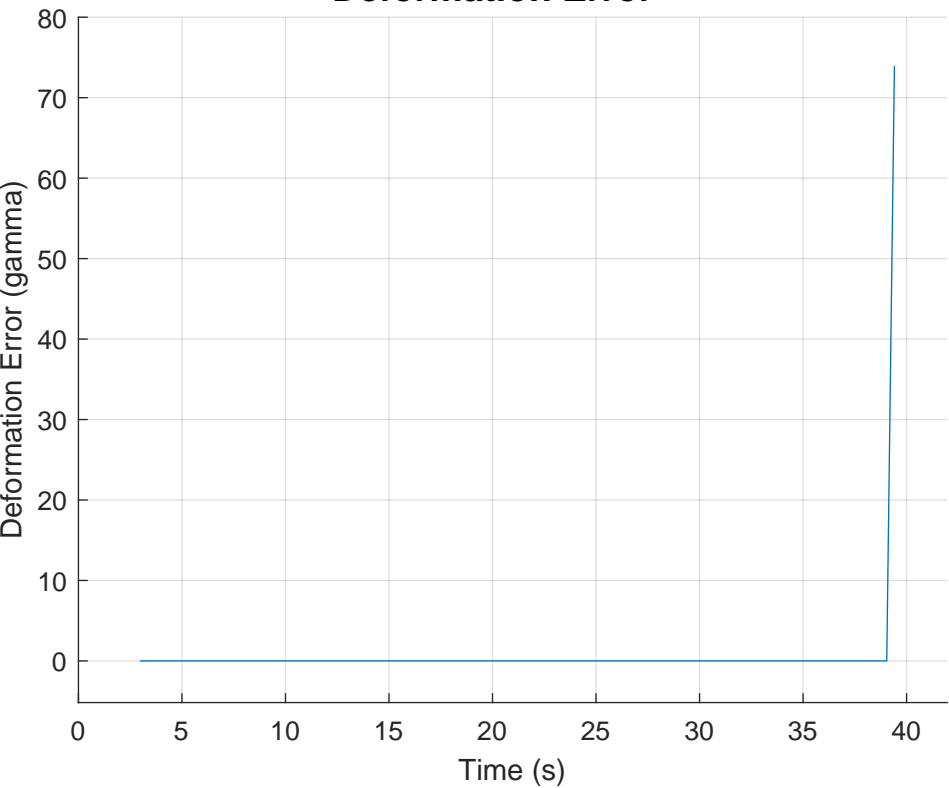
Y



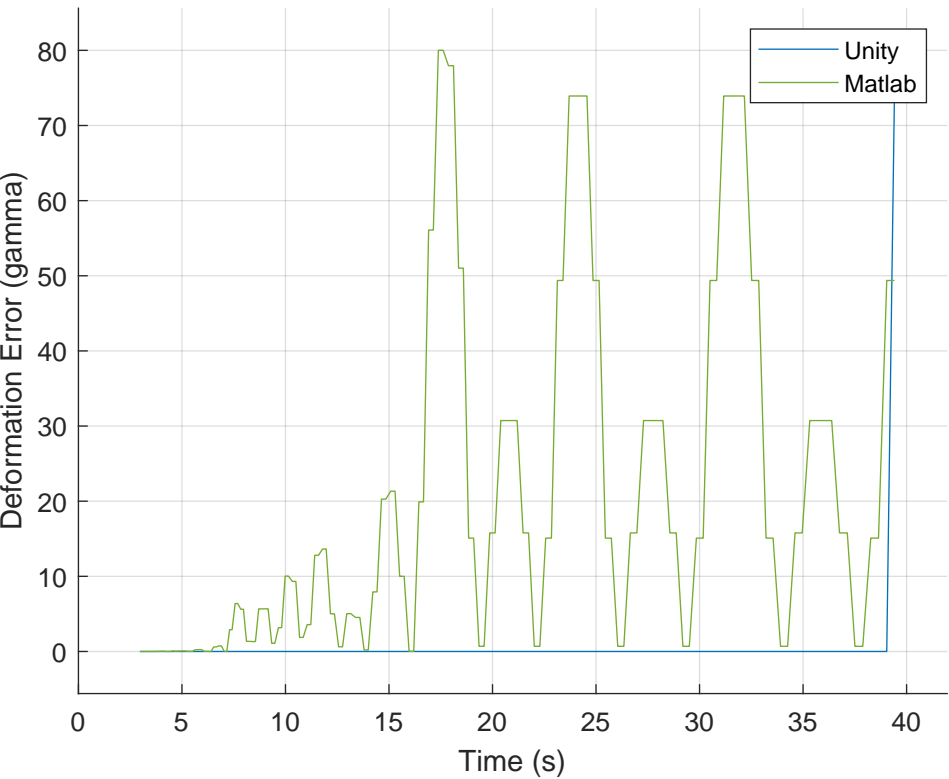
Z



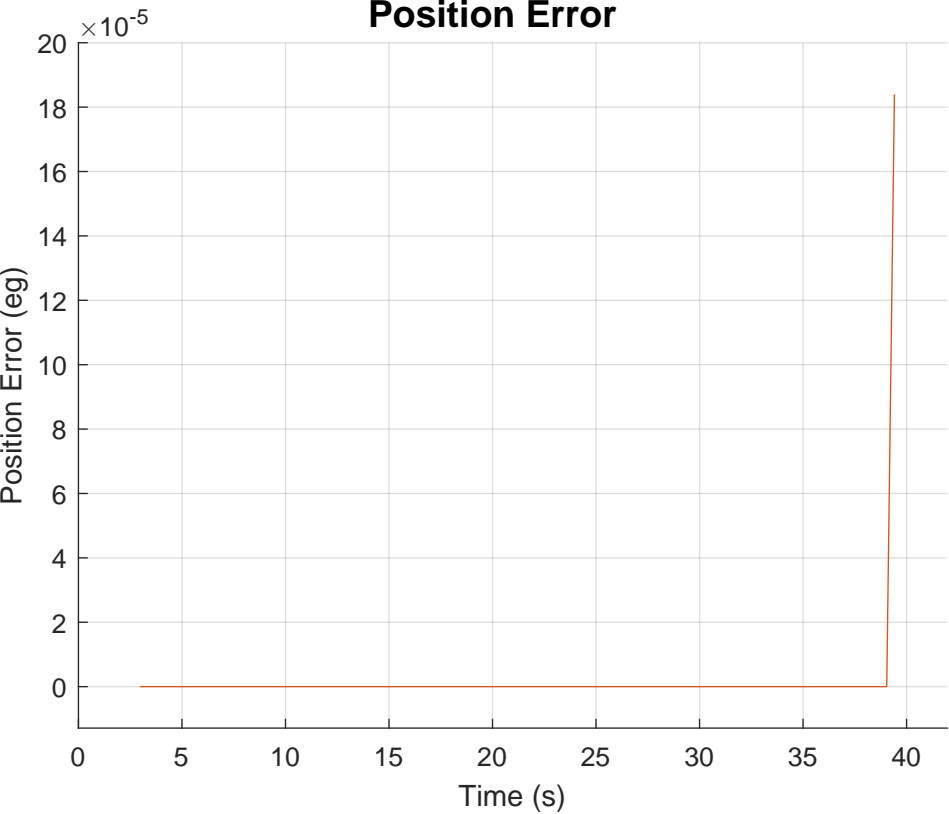
Deformation Error



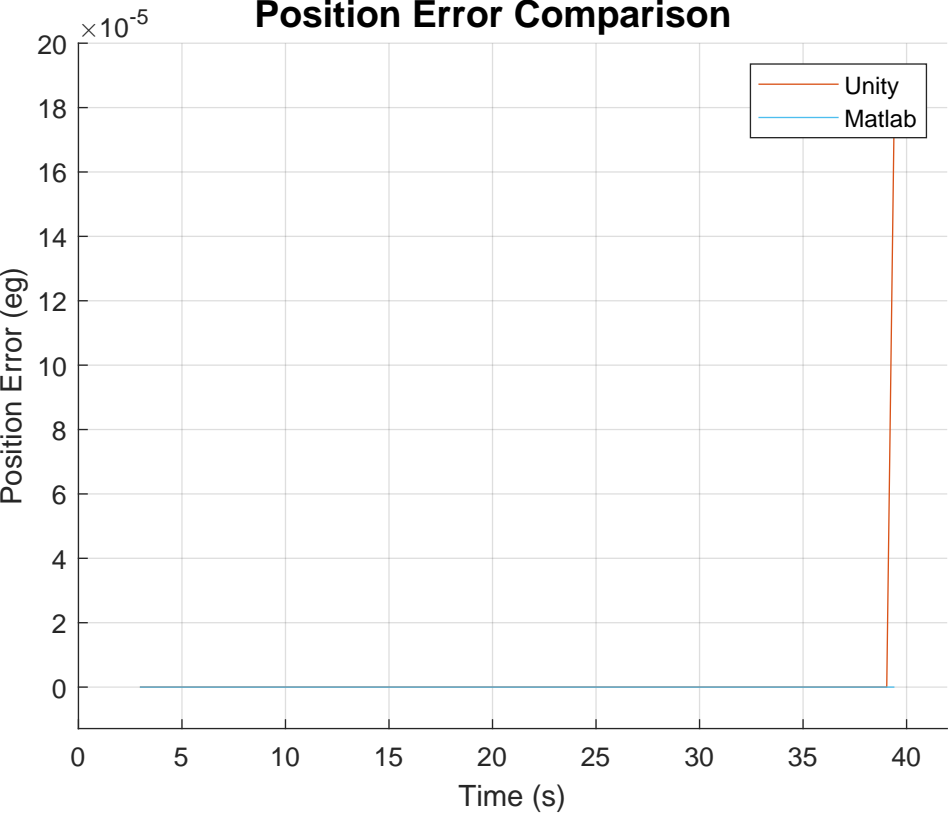
Deformation Error Comparison

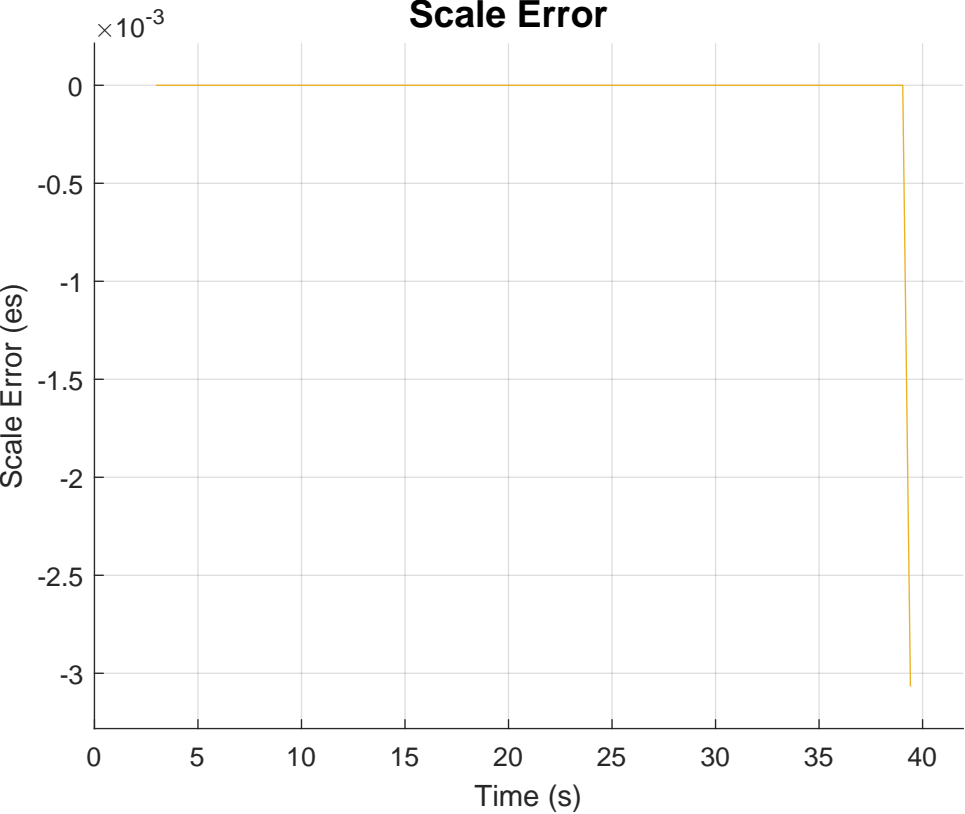


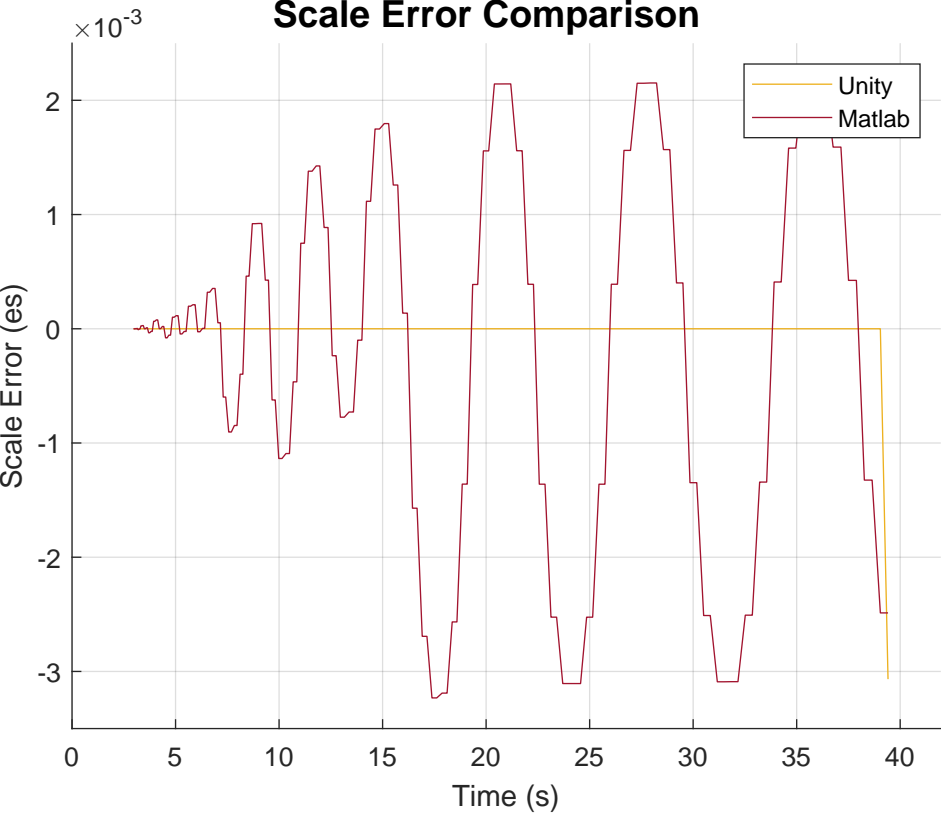
Position Error

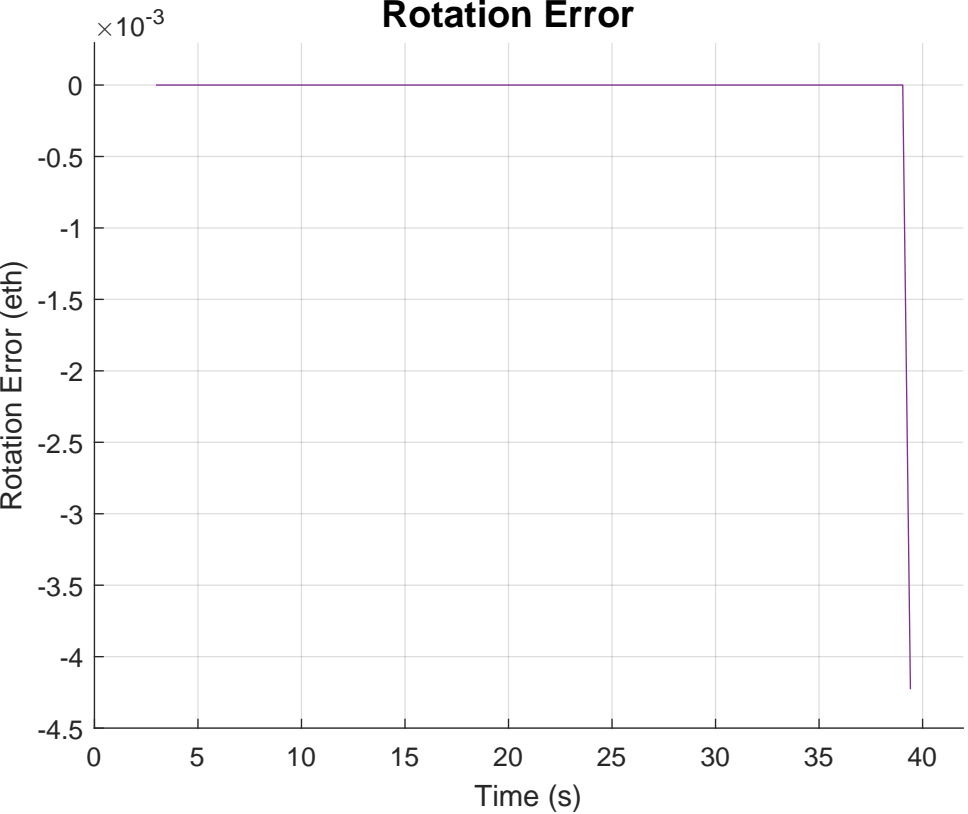


Position Error Comparison

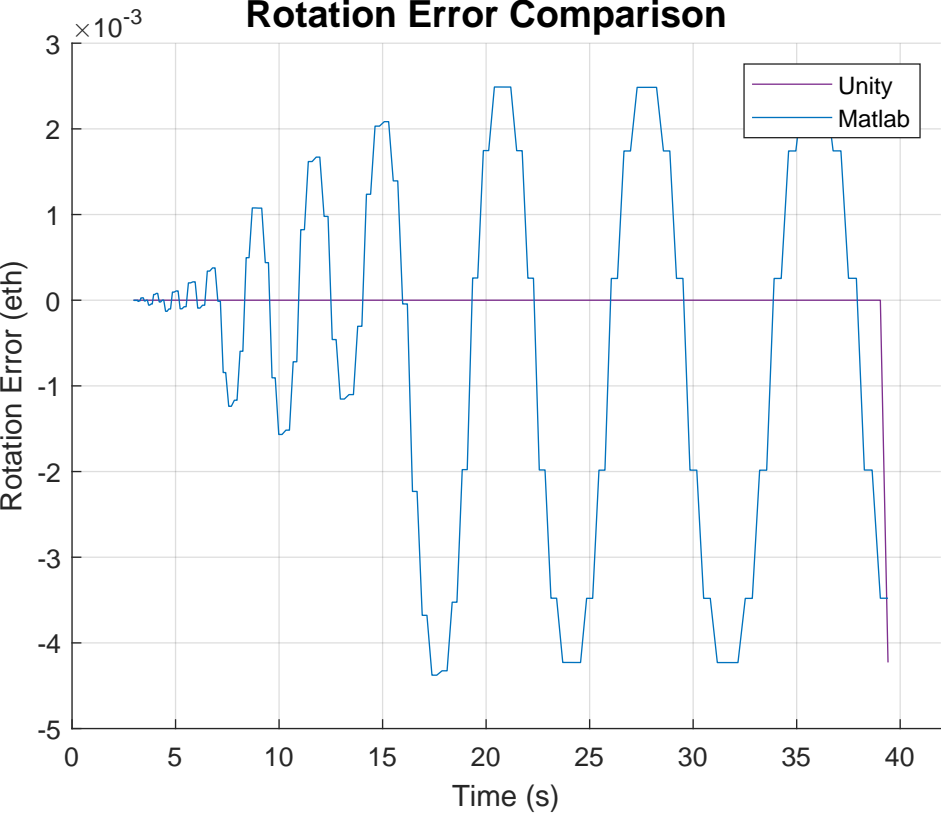




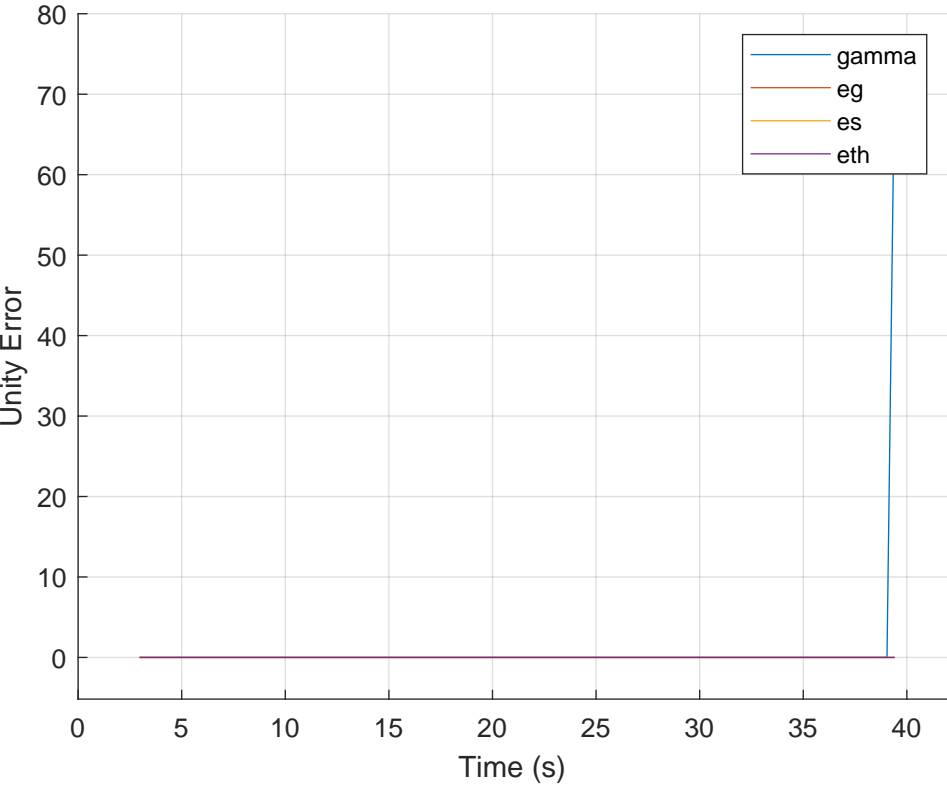




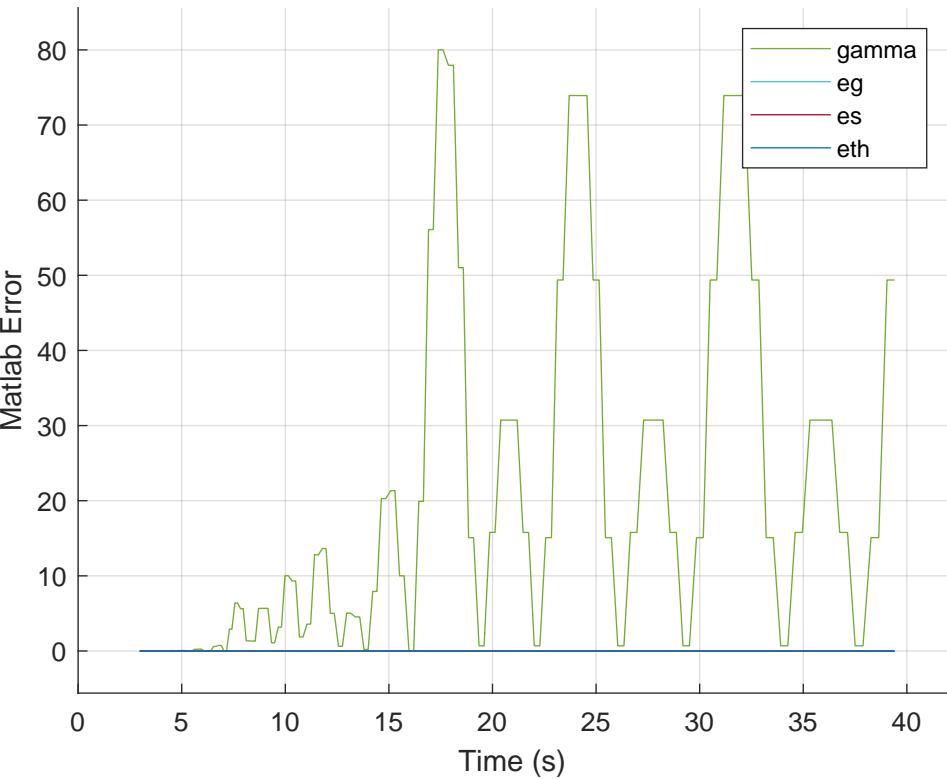
Rotation Error Comparison



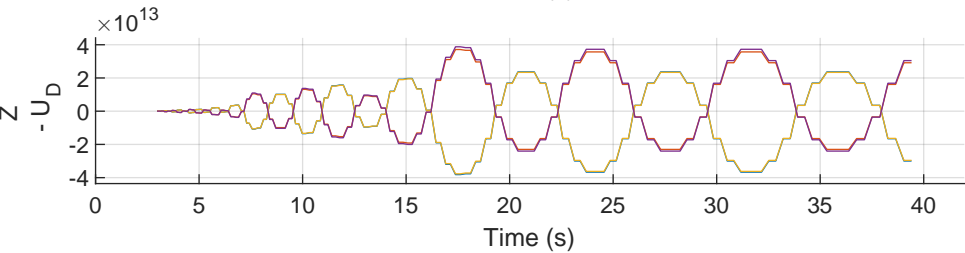
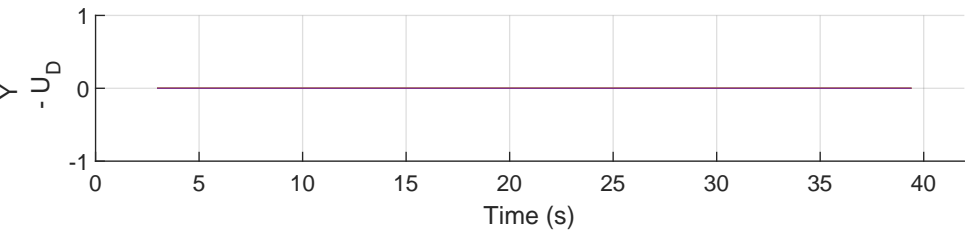
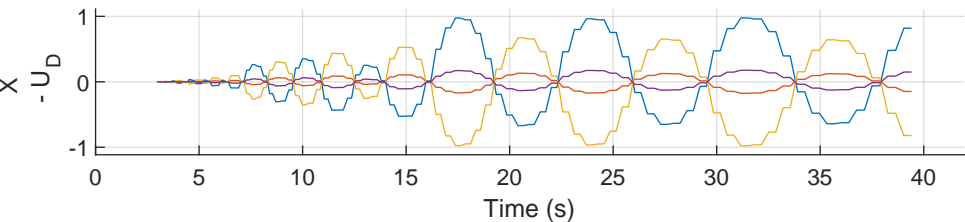
All Unit Errors



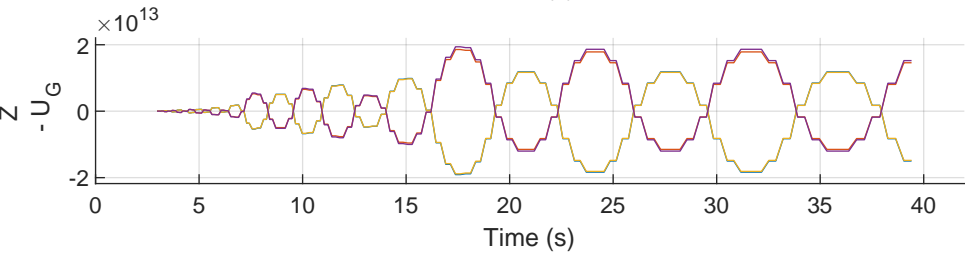
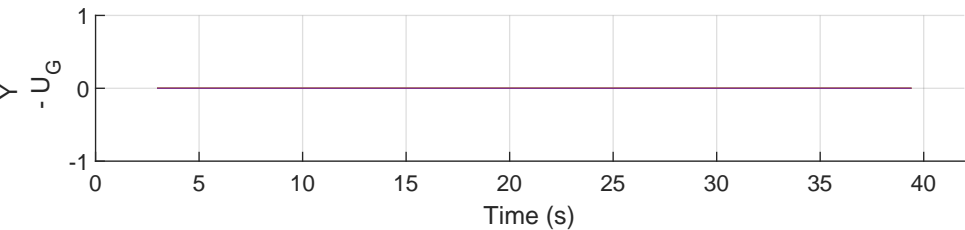
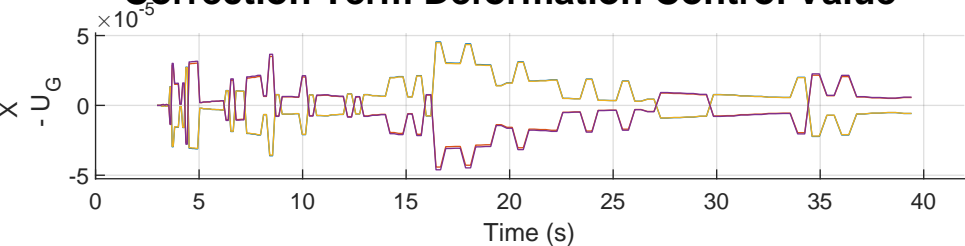
All Matlab Errors



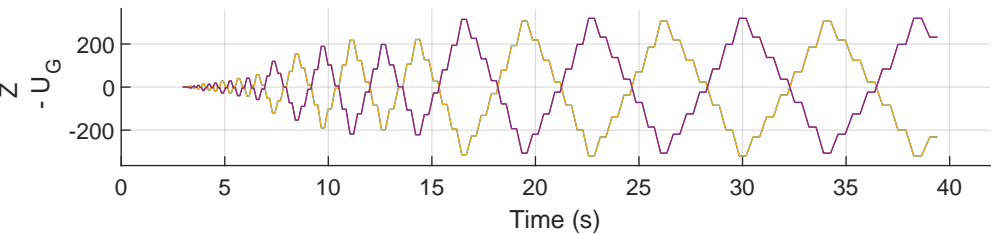
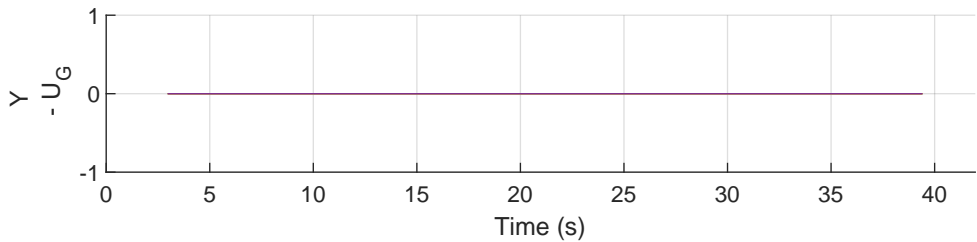
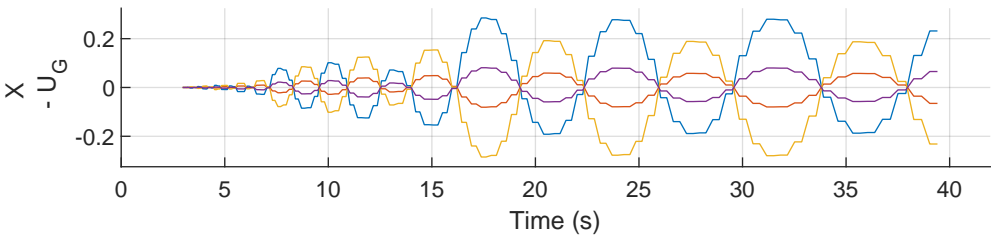
Deformation Control Value



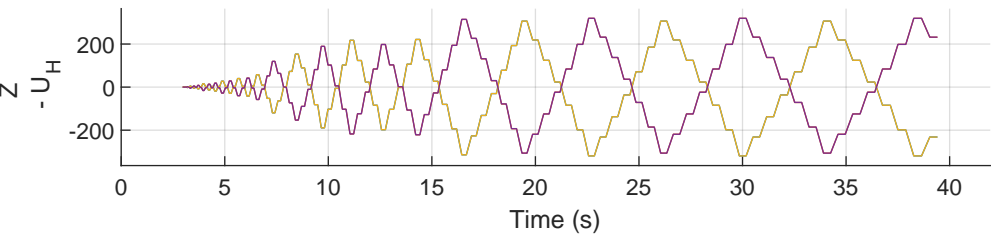
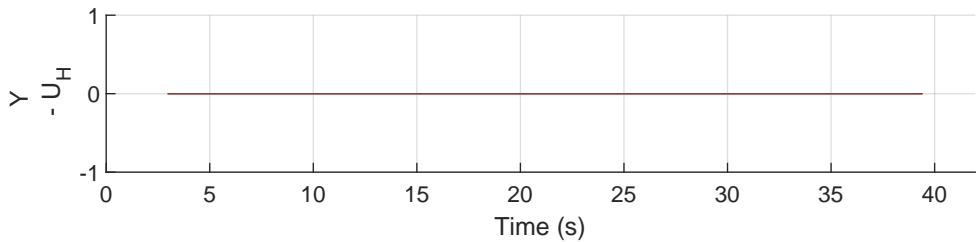
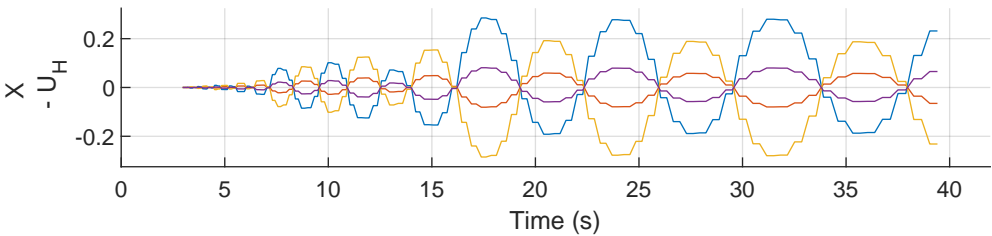
Correction Term Deformation Control Value



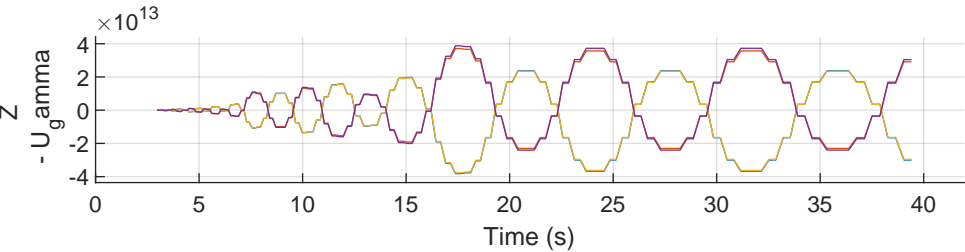
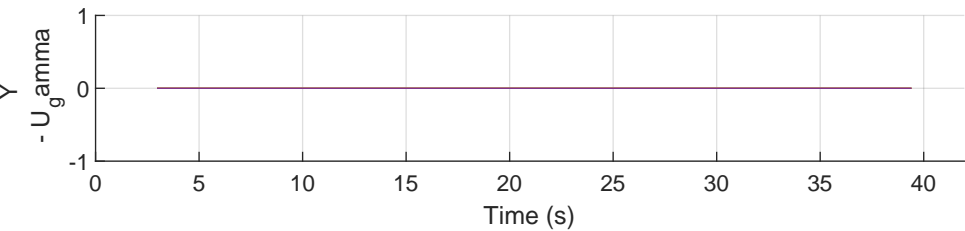
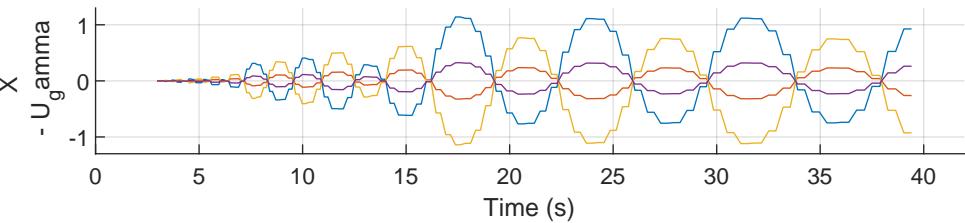
Internal Deformation Control Value



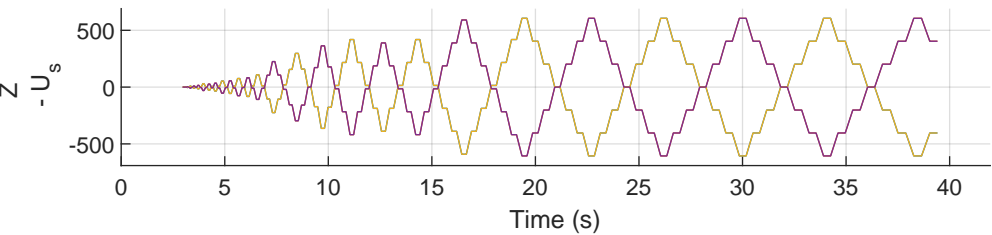
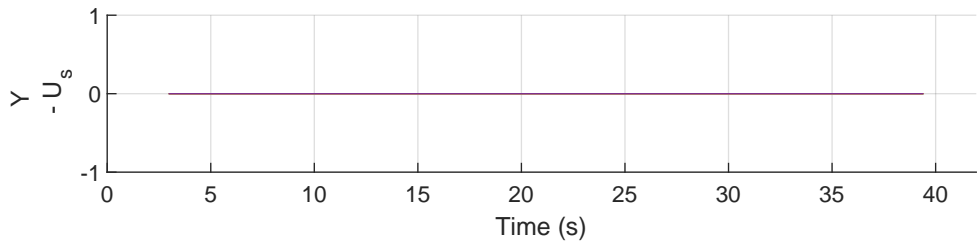
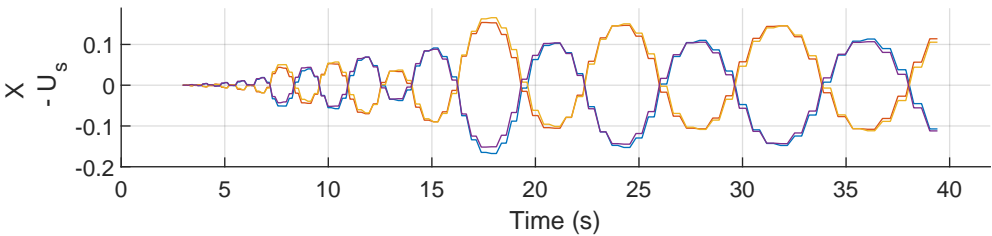
Internal Deformation Control Value



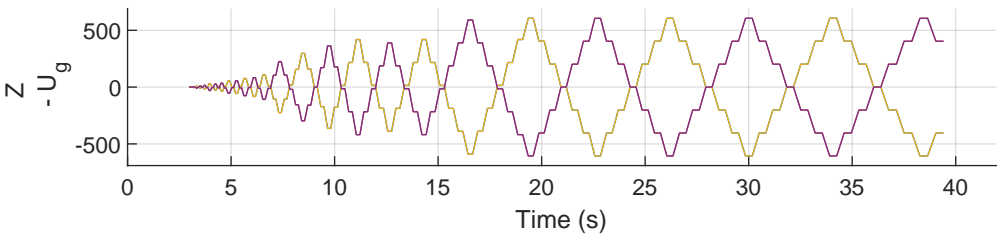
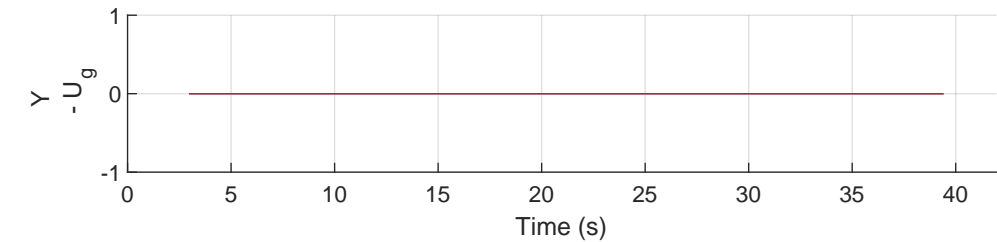
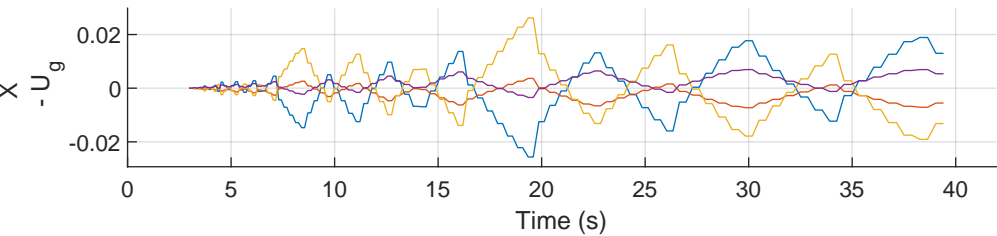
Shape Deformation Control Value



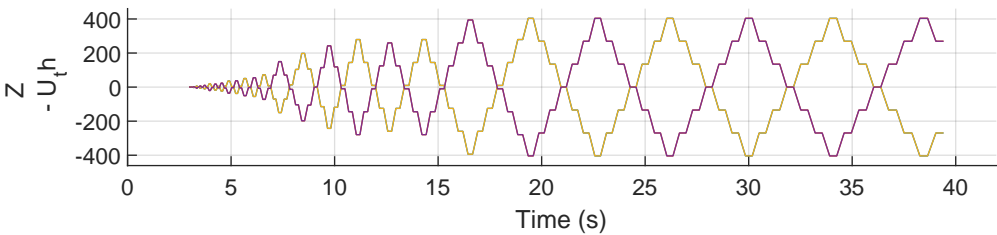
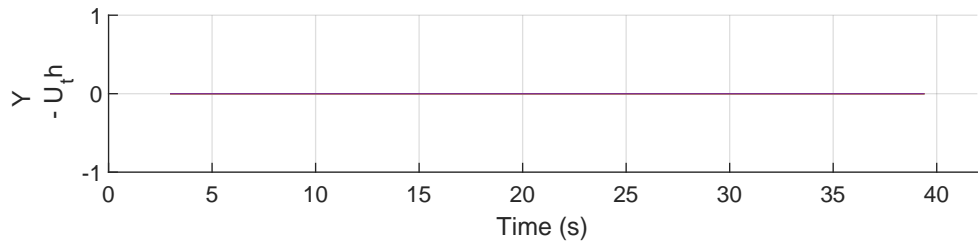
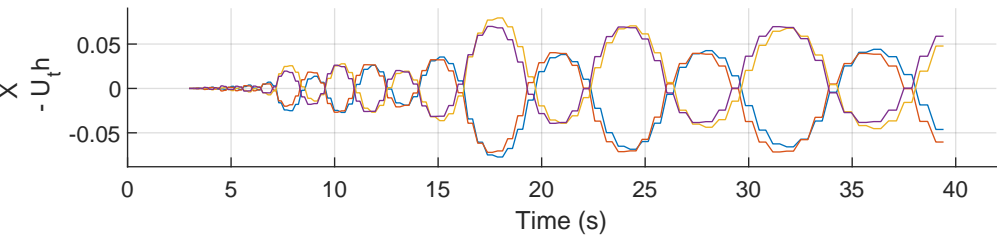
Scale Control Value



Position Control Value



Rotation Control Value



Global Control Value

