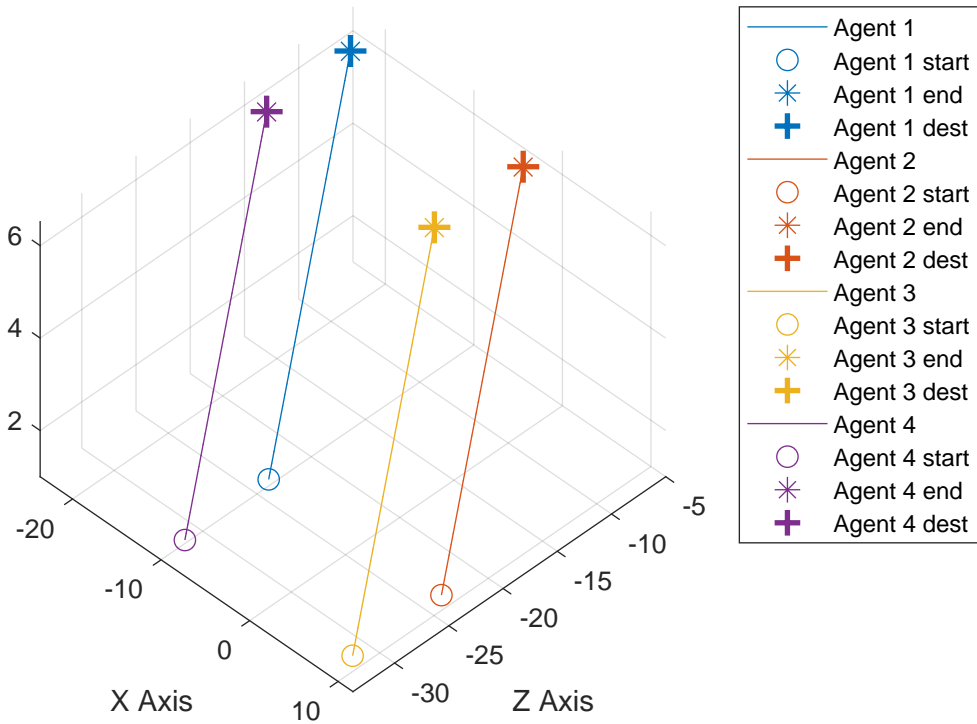


Agent 3D Trajectories

Y Axis

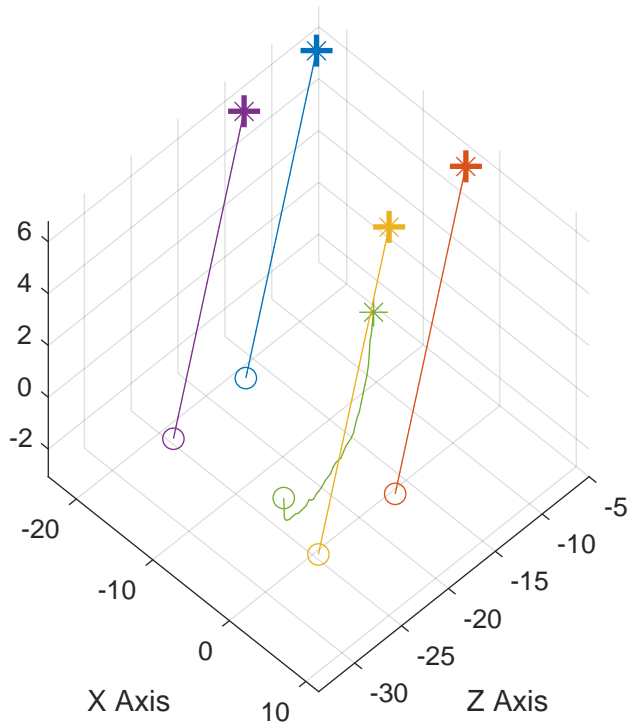


X Axis

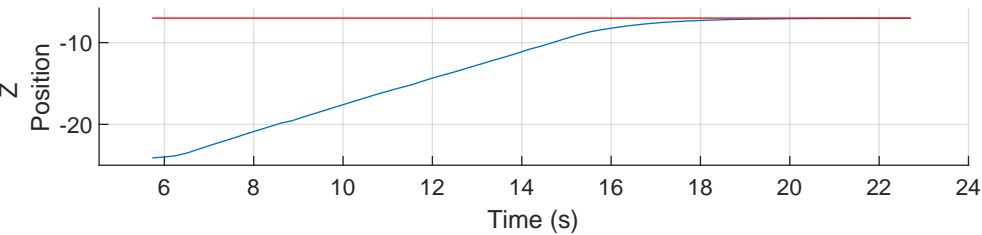
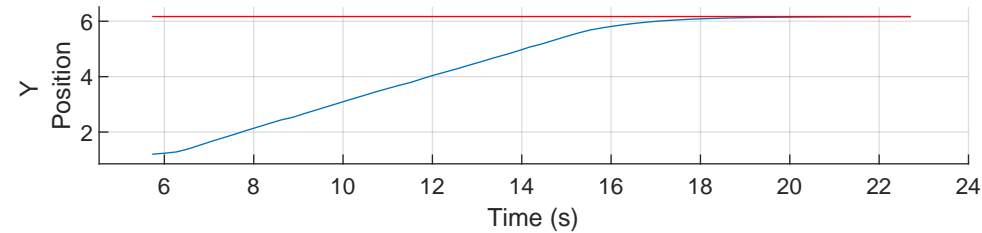
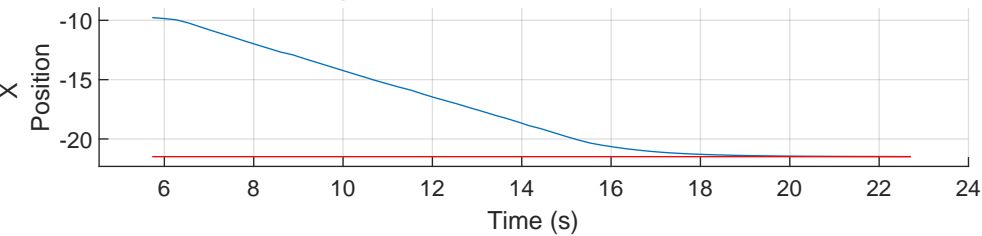
Z Axis

All 3D Trajectories

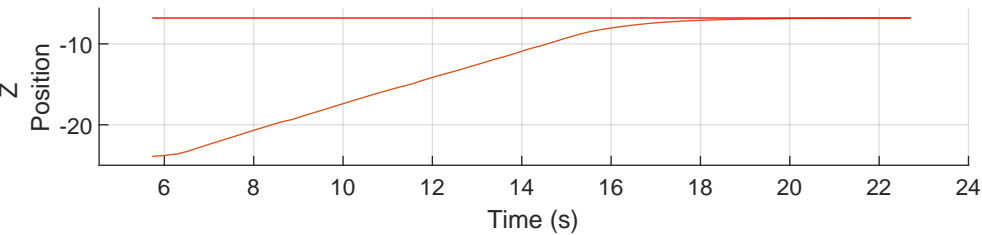
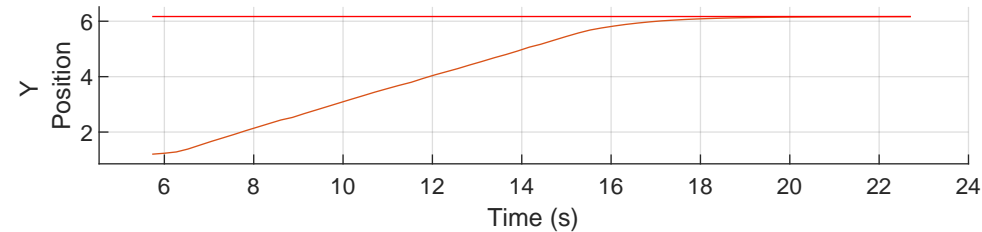
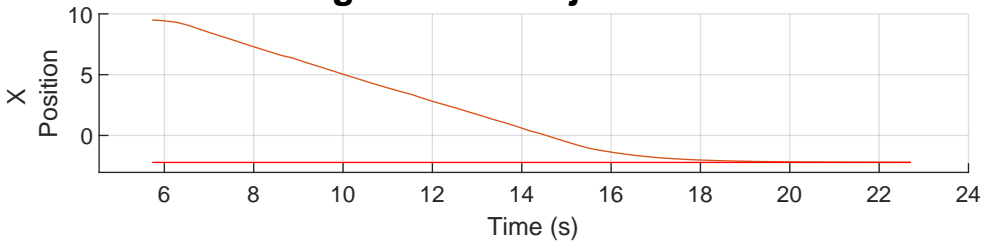
Y Axis



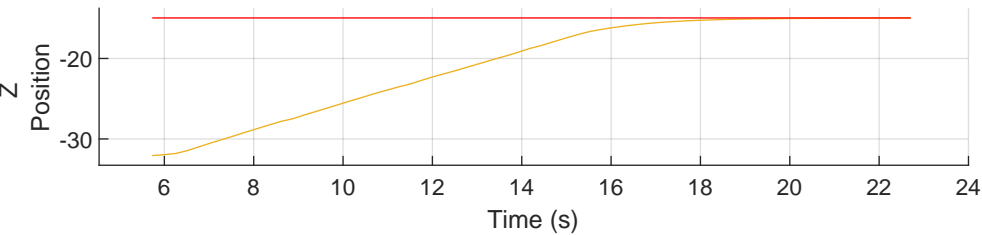
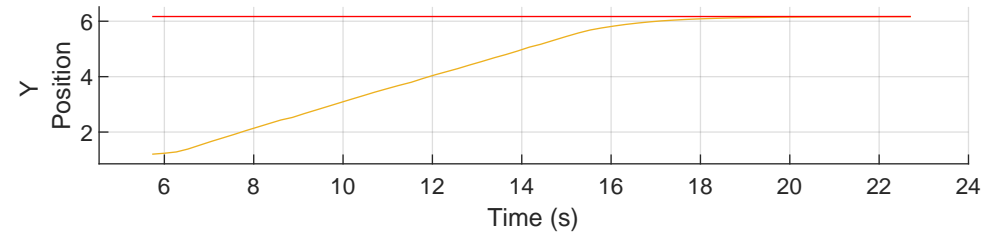
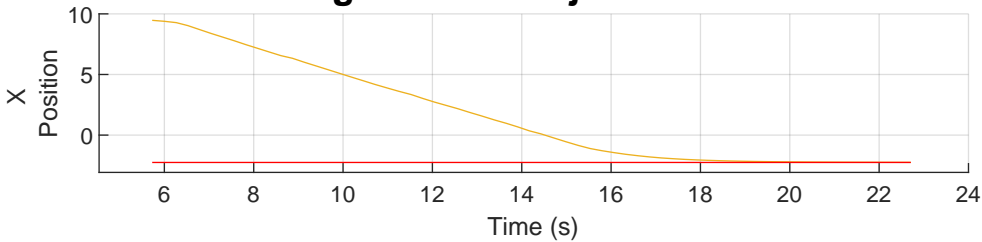
Agent 1 2D Trajectories



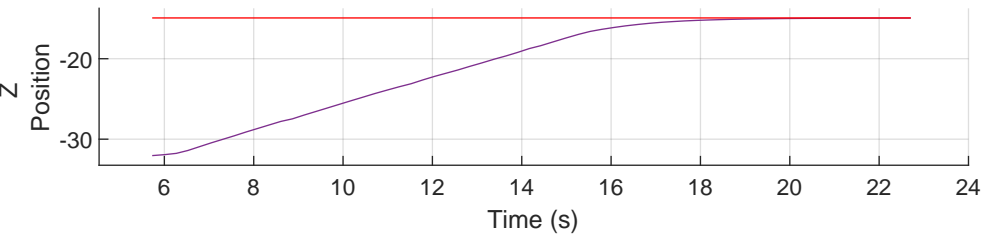
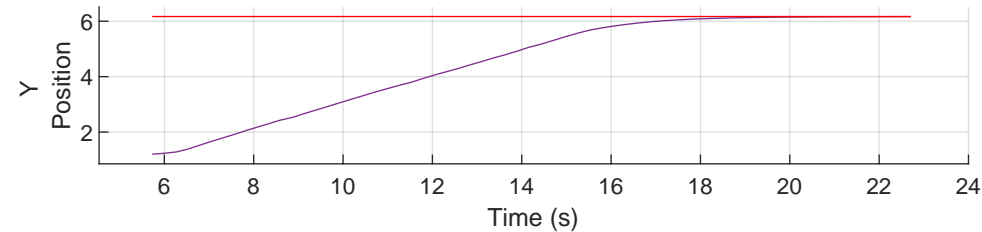
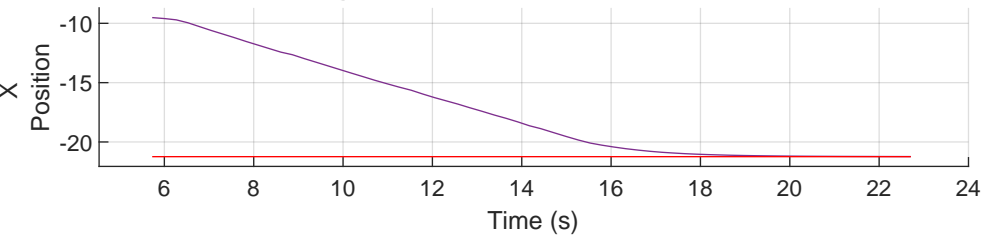
Agent 2 2D Trajectories



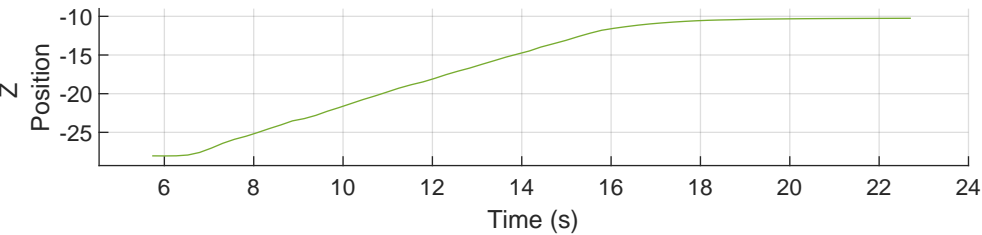
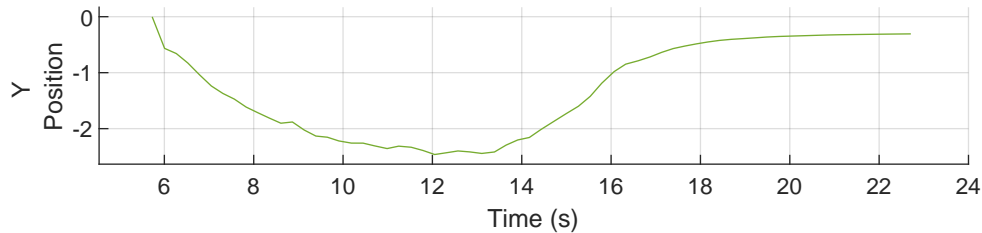
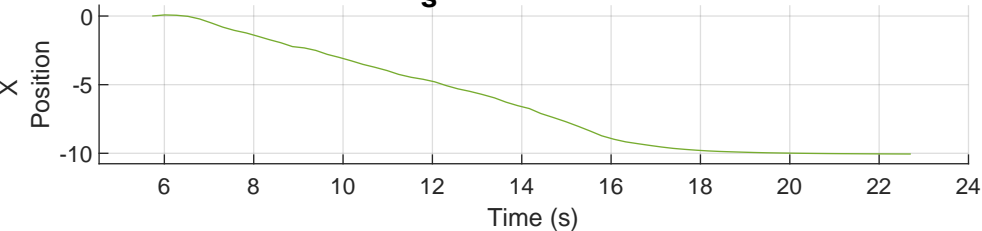
Agent 3 2D Trajectories



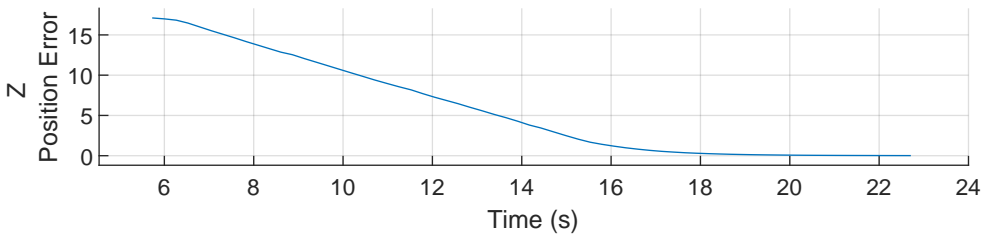
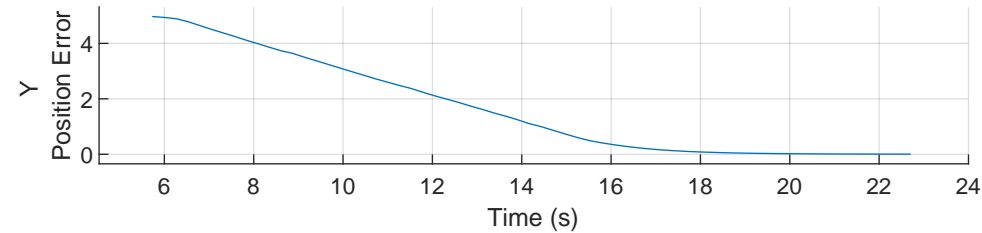
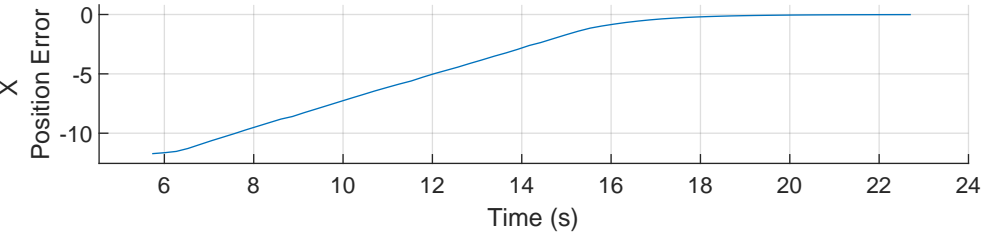
Agent 4 2D Trajectories



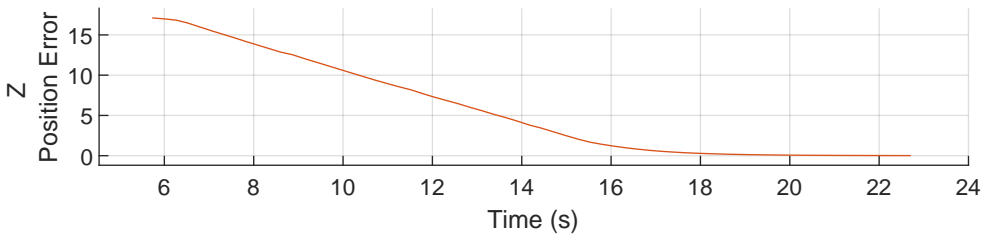
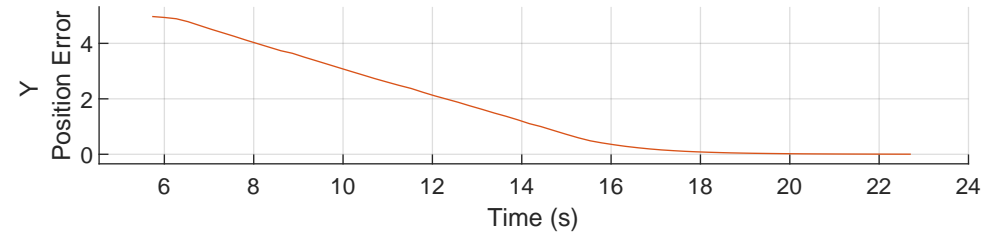
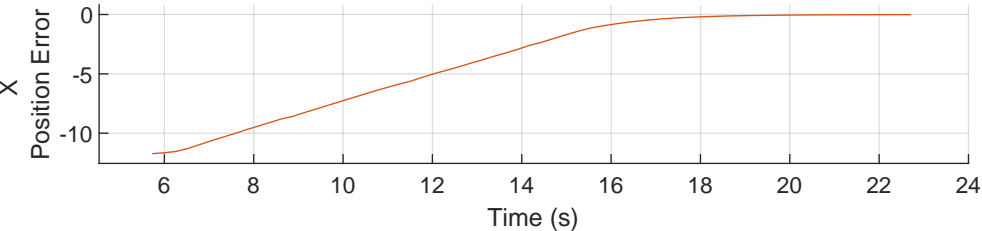
Deformable_soft(1) 2D Trajectories



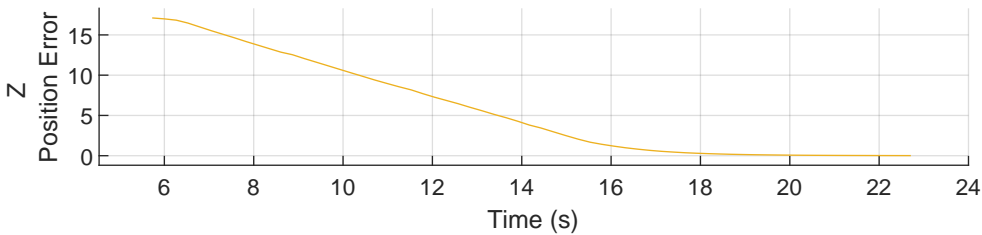
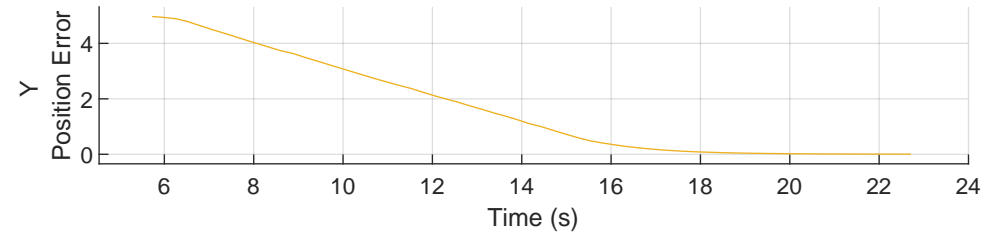
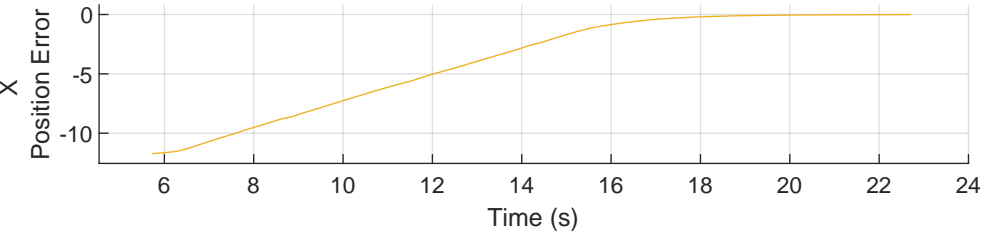
Agent 1 Unity Position Error



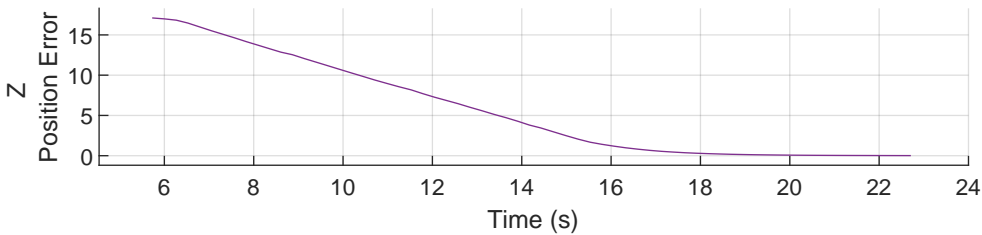
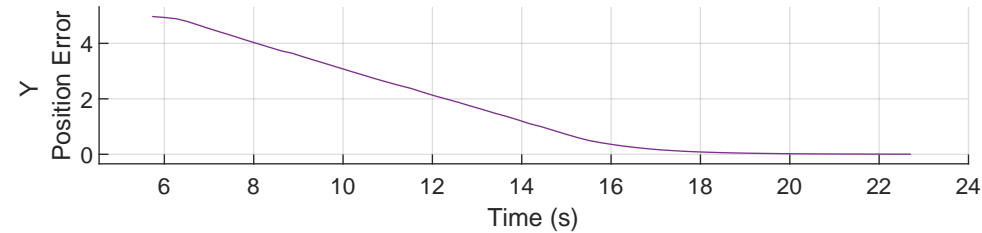
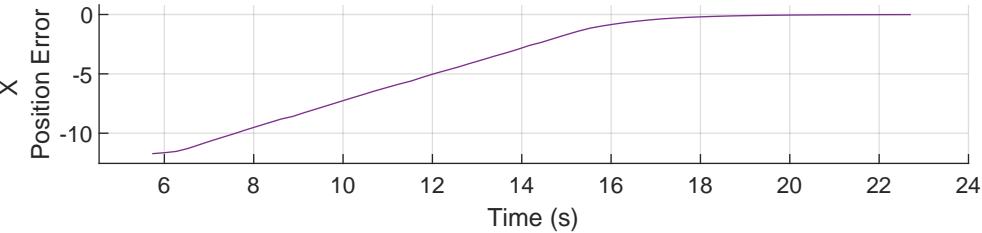
Agent 2 Unity Position Error



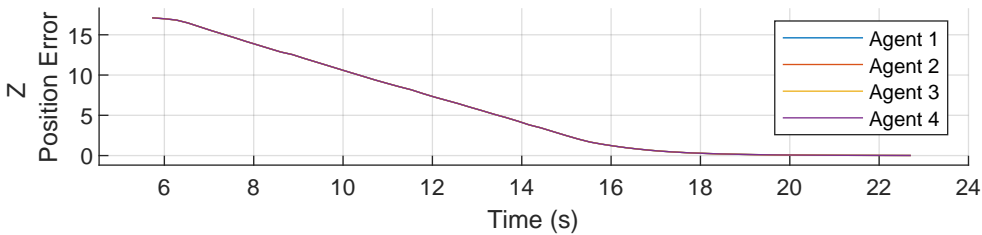
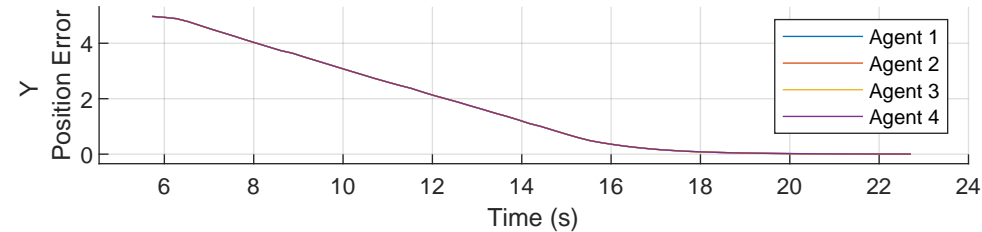
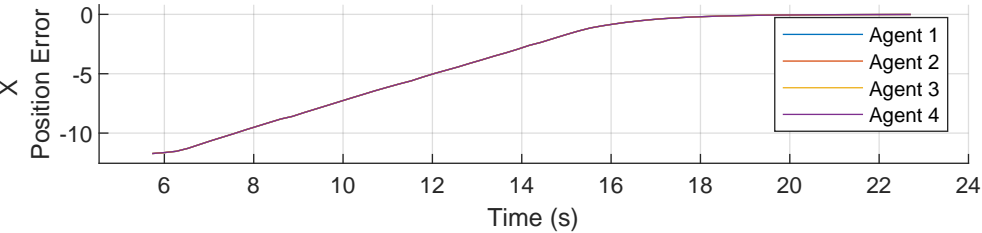
Agent 3 Unity Position Error



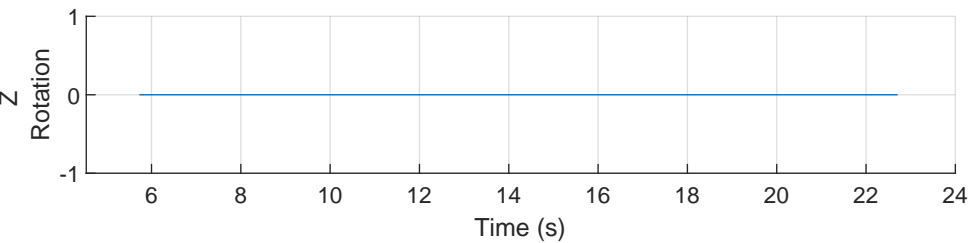
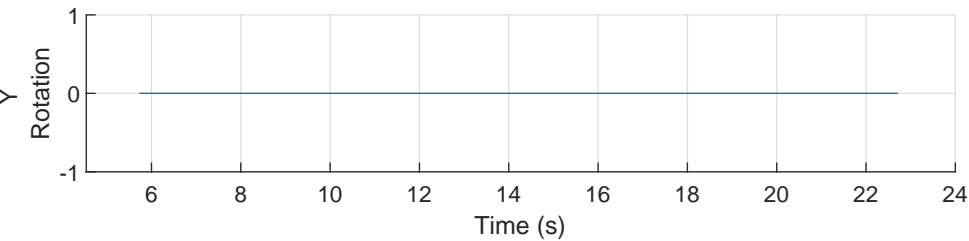
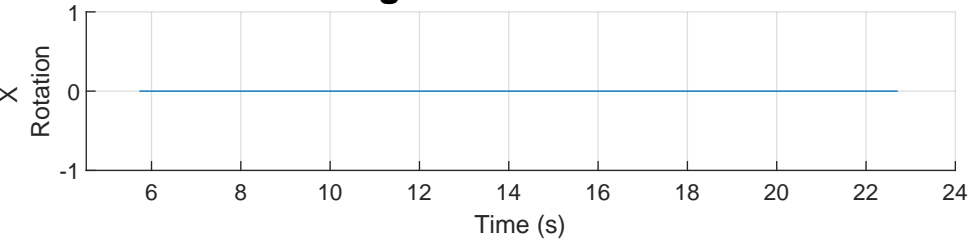
Agent 4 Unity Position Error



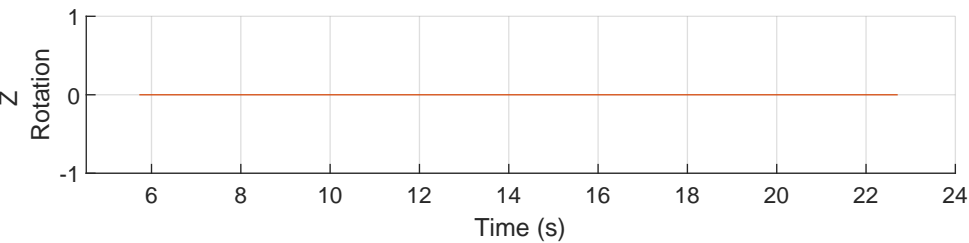
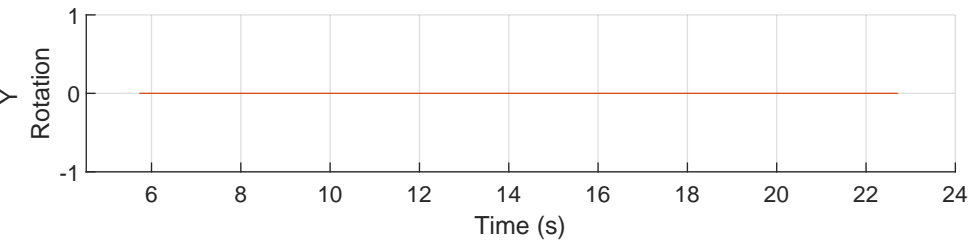
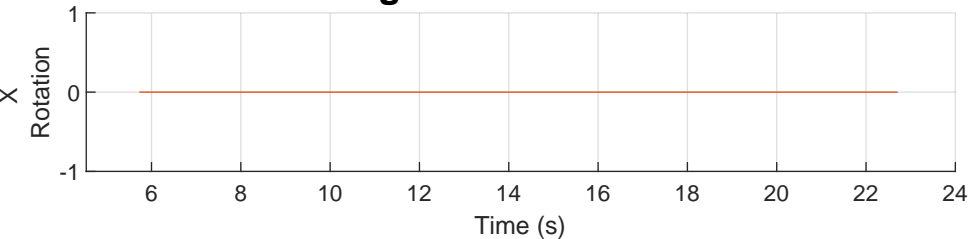
Unity Position Errors



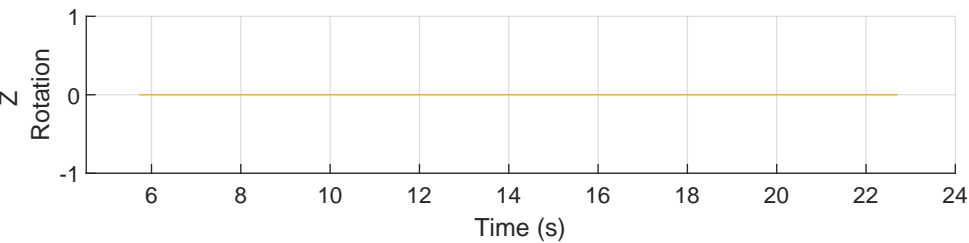
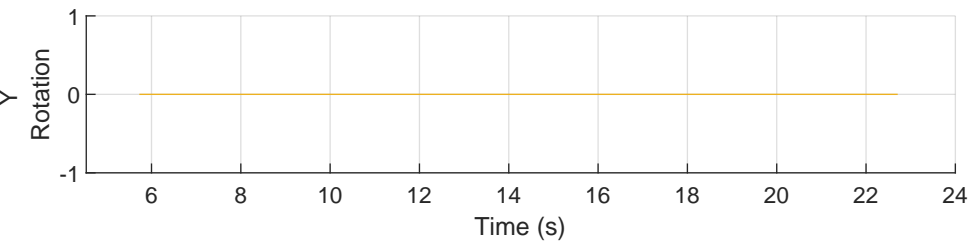
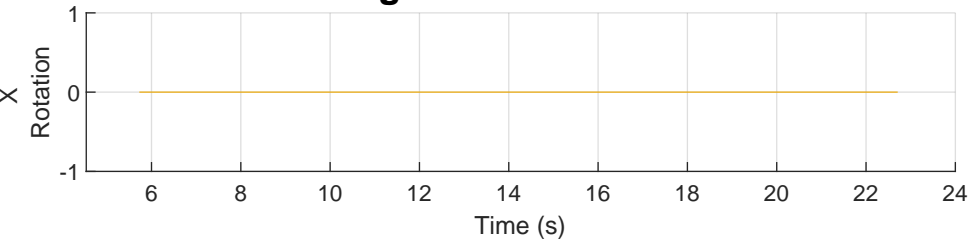
Agent 1 Rotation



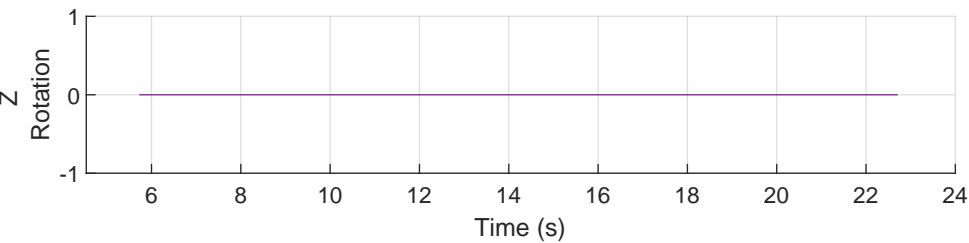
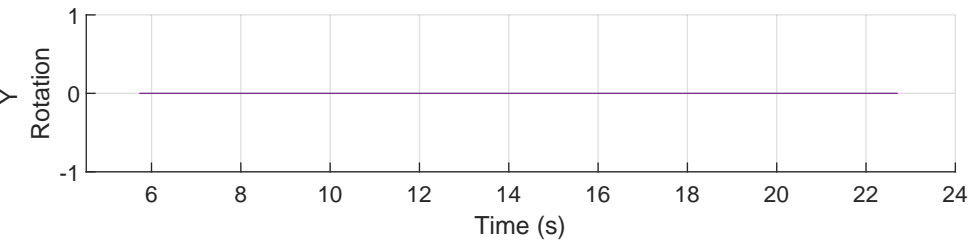
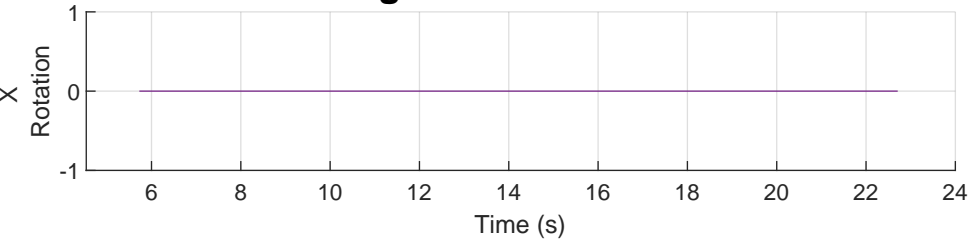
Agent 2 Rotation



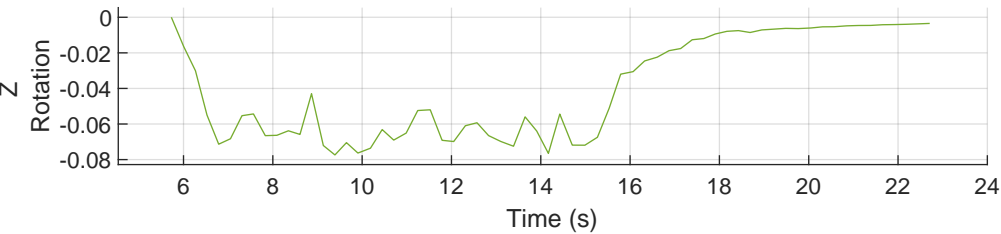
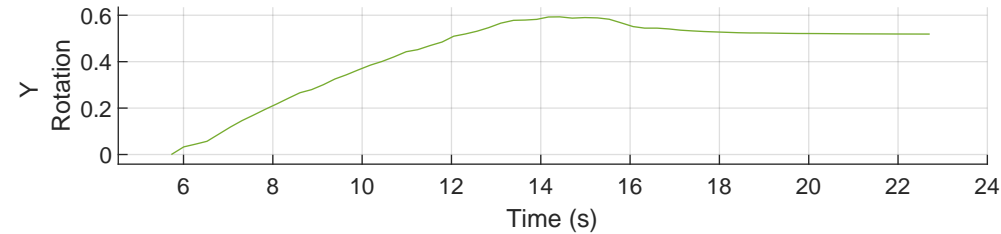
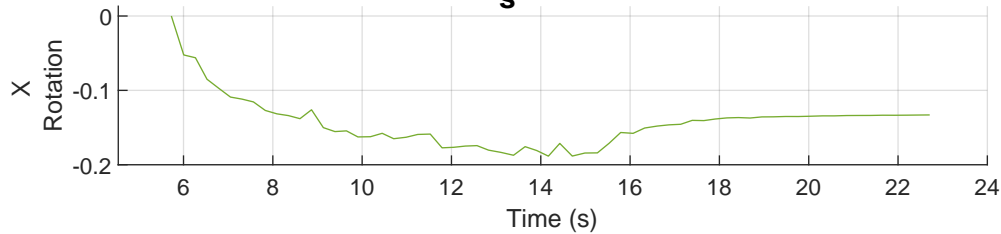
Agent 3 Rotation



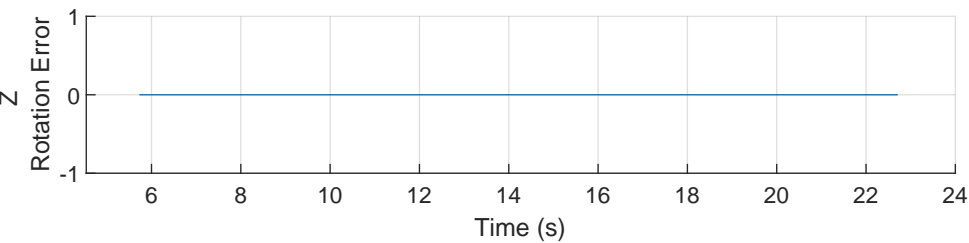
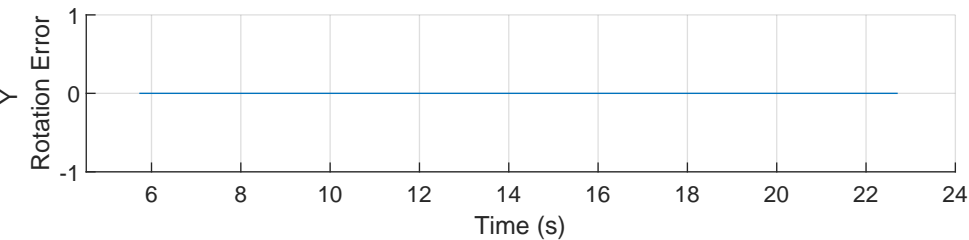
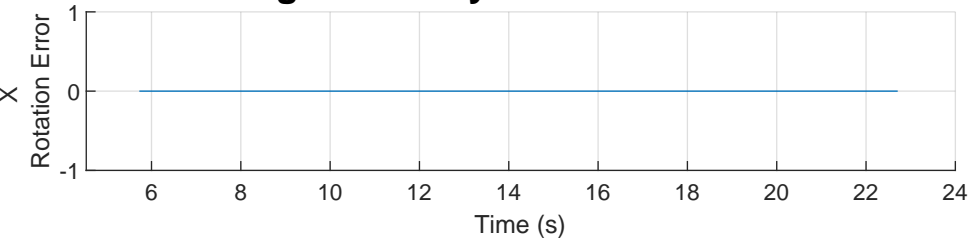
Agent 4 Rotation



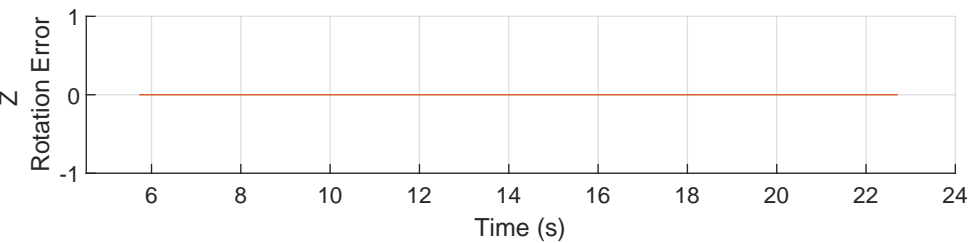
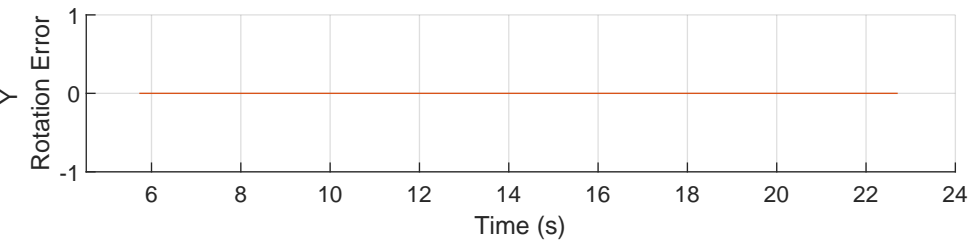
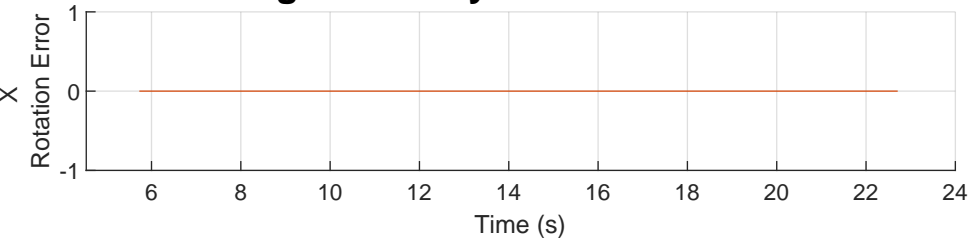
Deformable_soft(1) Rotation



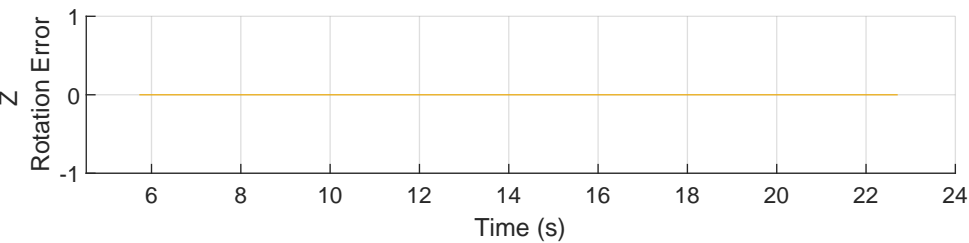
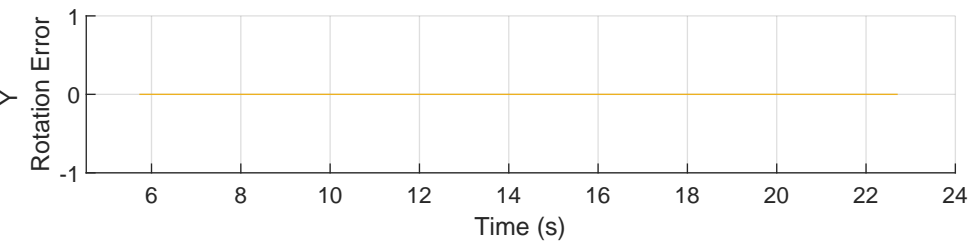
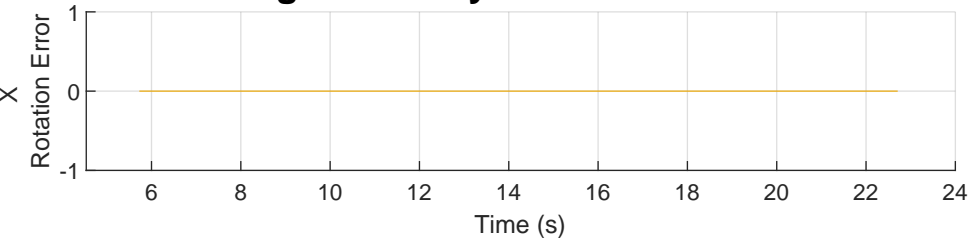
Agent 1 Unity Rotation Error



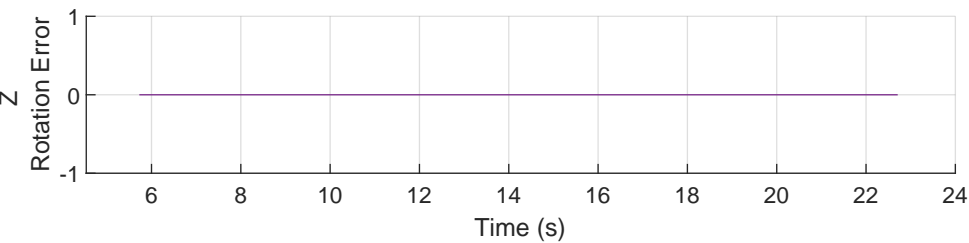
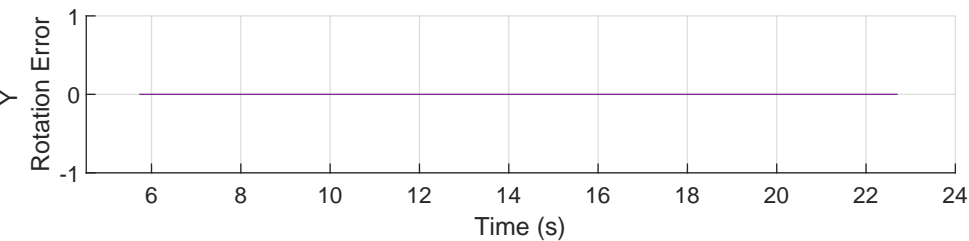
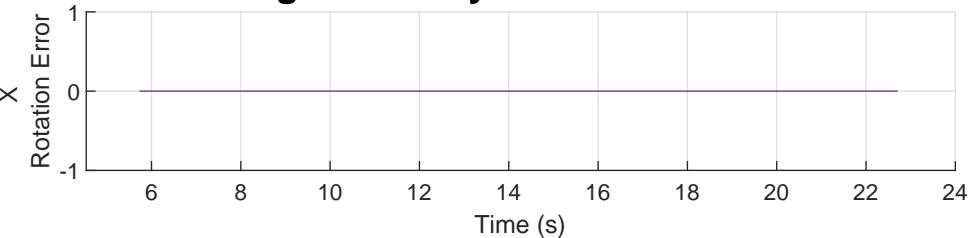
Agent 2 Unity Rotation Error



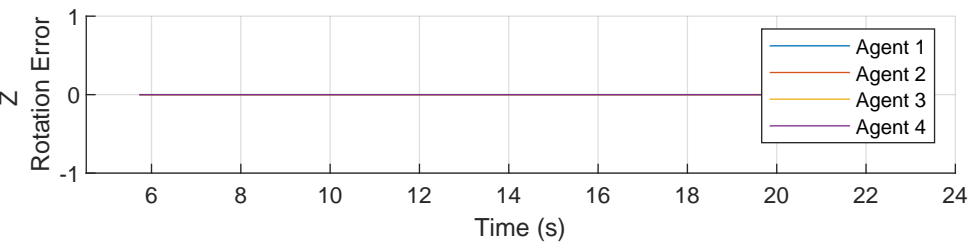
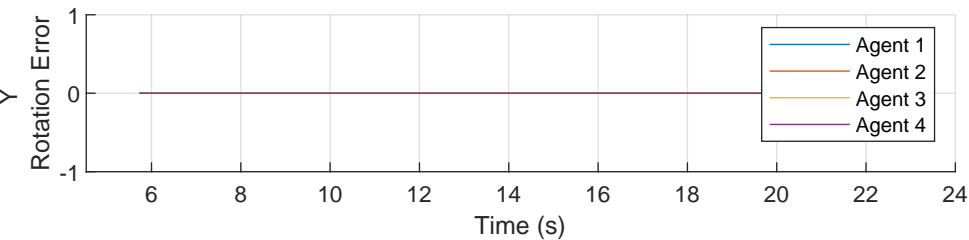
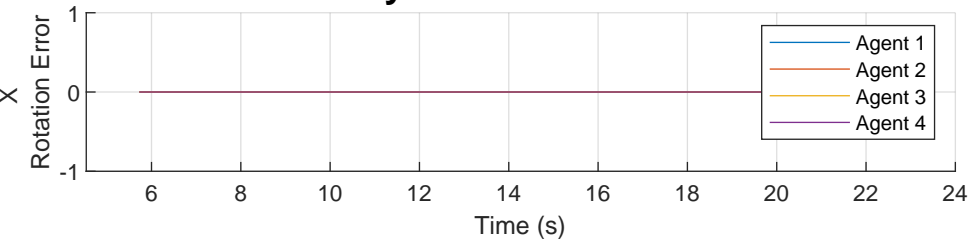
Agent 3 Unity Rotation Error



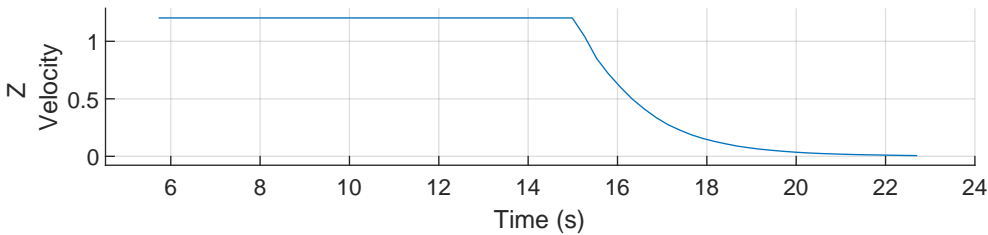
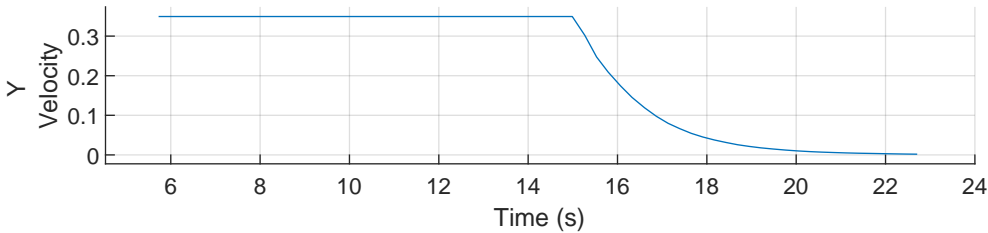
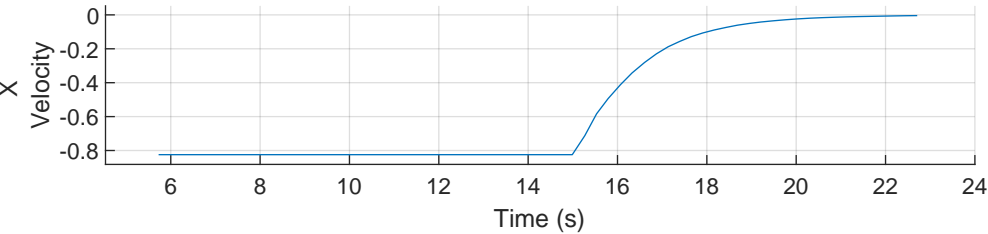
Agent 4 Unity Rotation Error



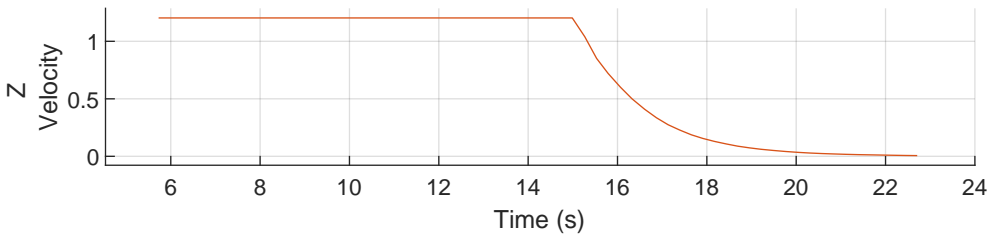
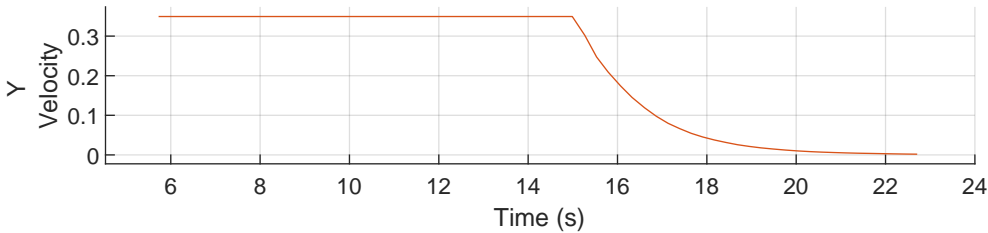
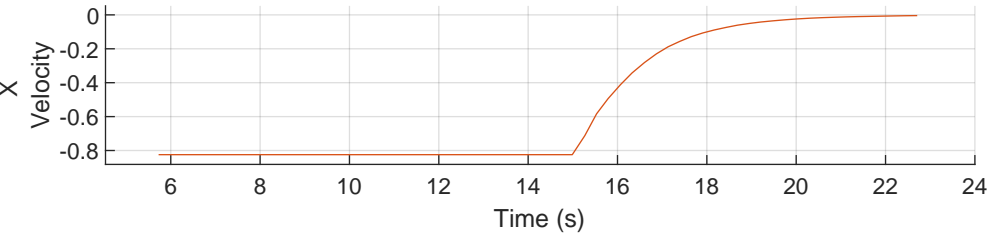
Unity Rotation Errors



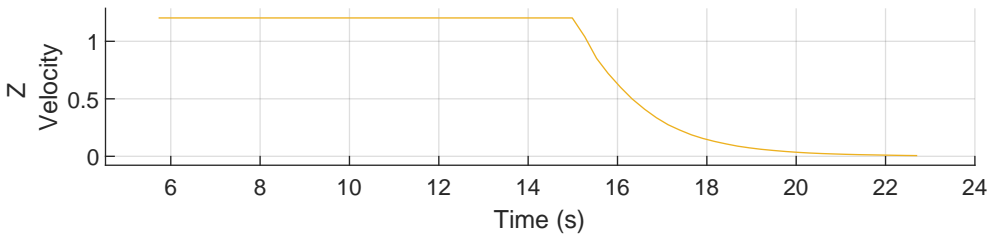
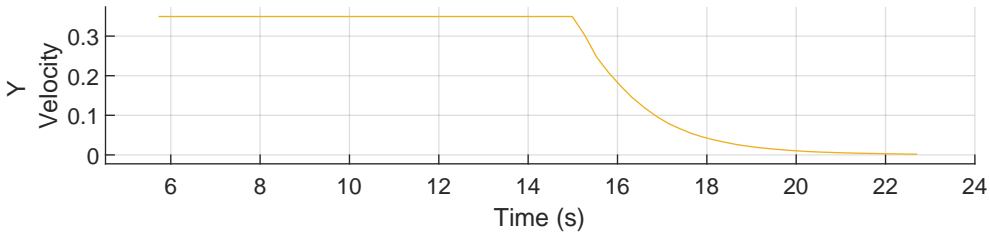
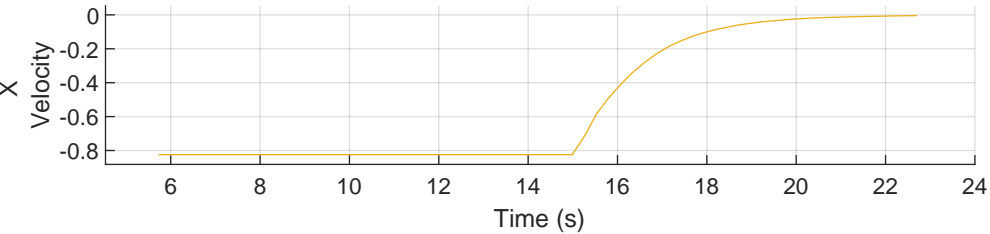
Agent 1 Velocity



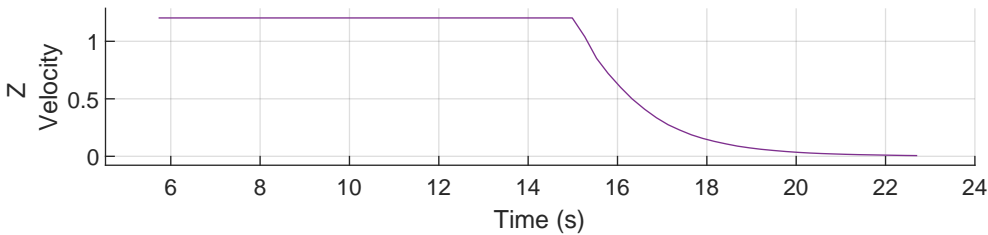
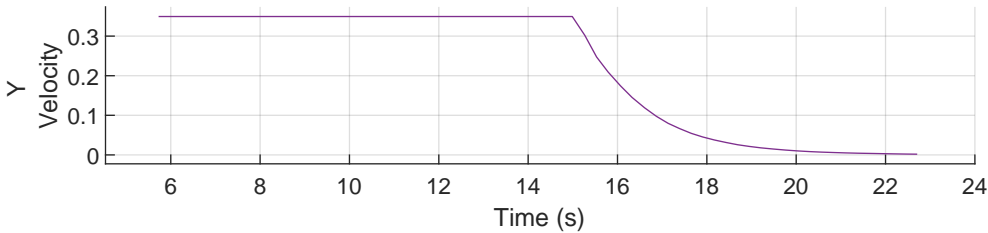
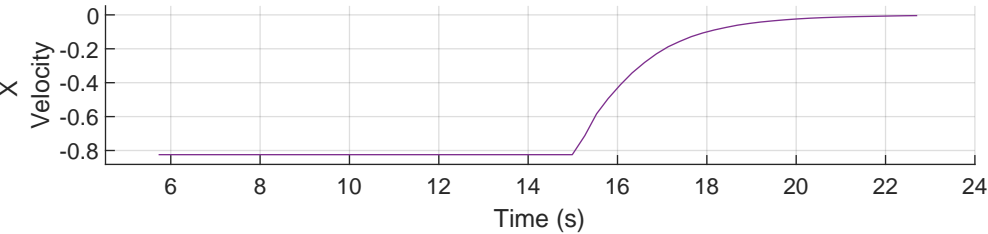
Agent 2 Velocity



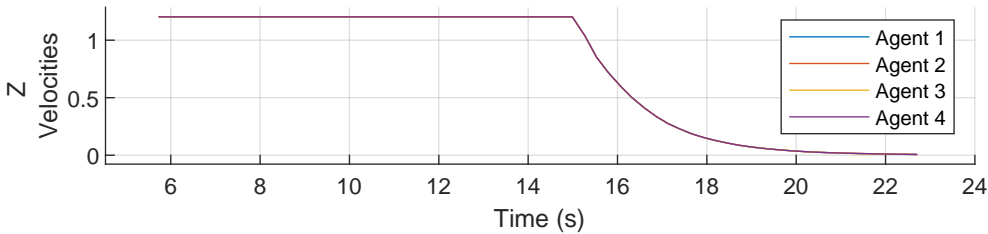
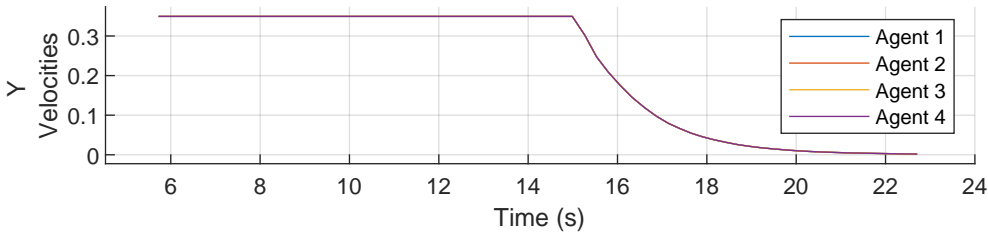
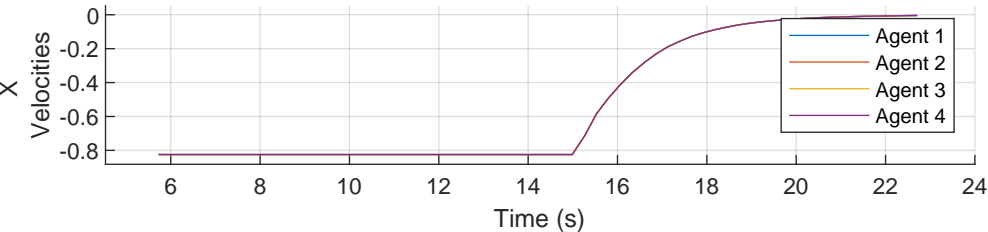
Agent 3 Velocity



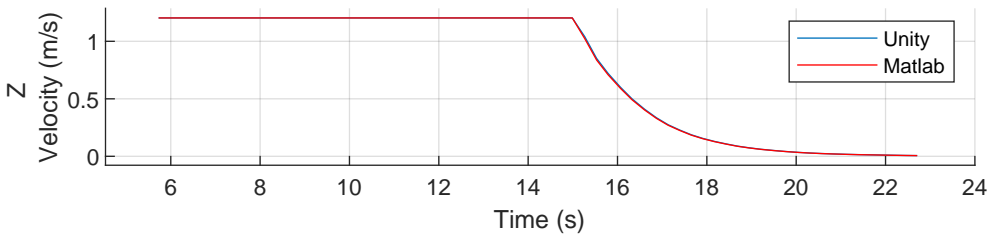
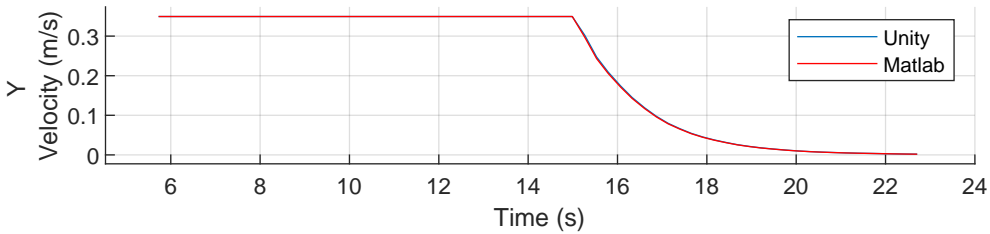
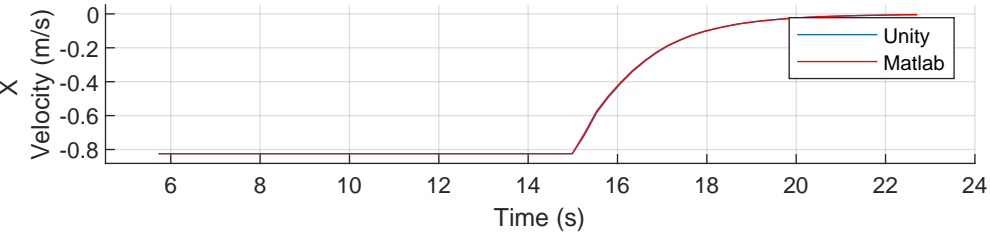
Agent 4 Velocity



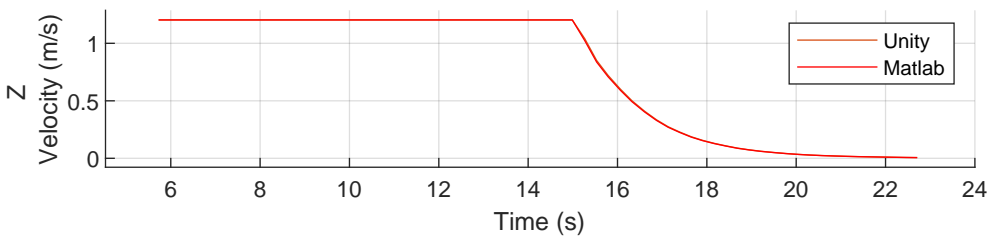
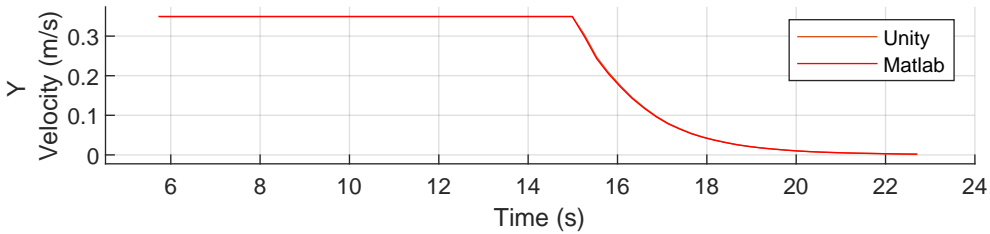
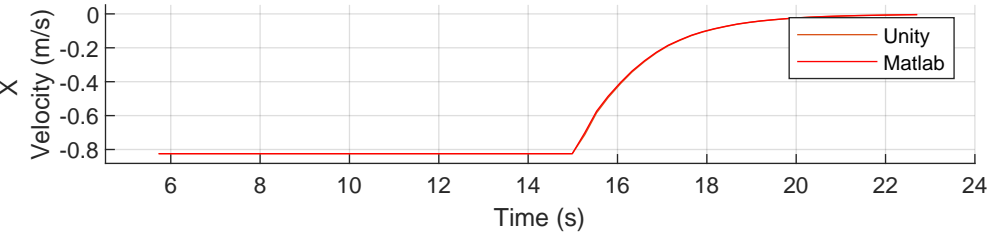
Unity Velocities



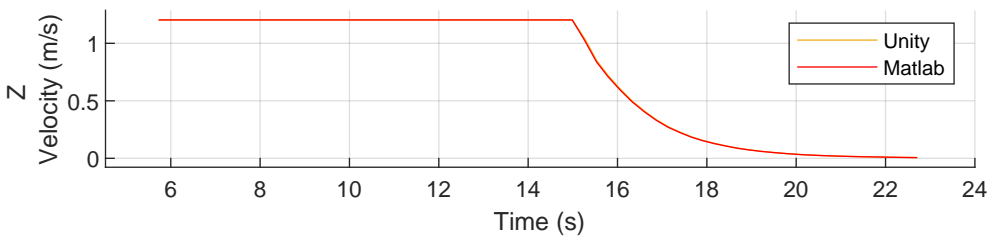
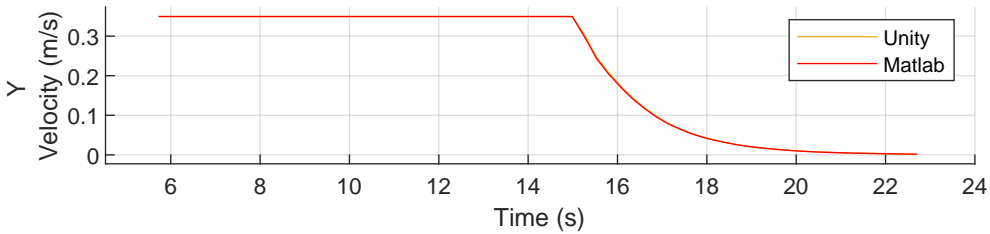
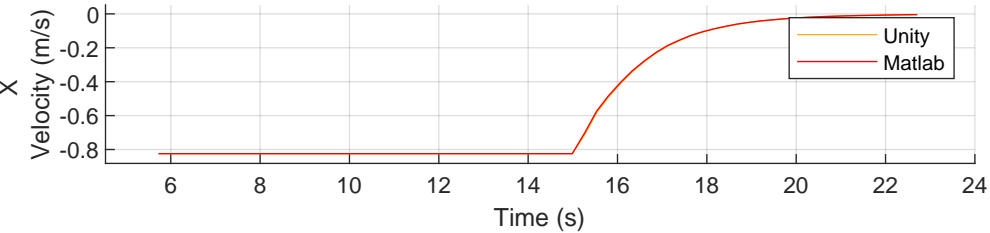
Agent 1 Velocity



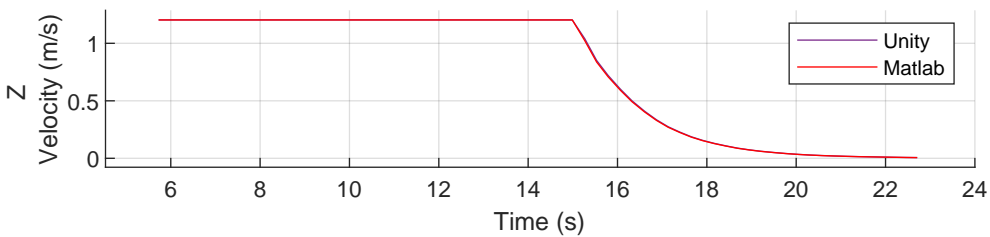
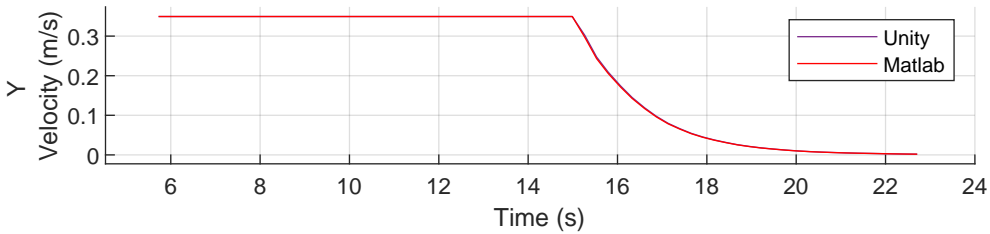
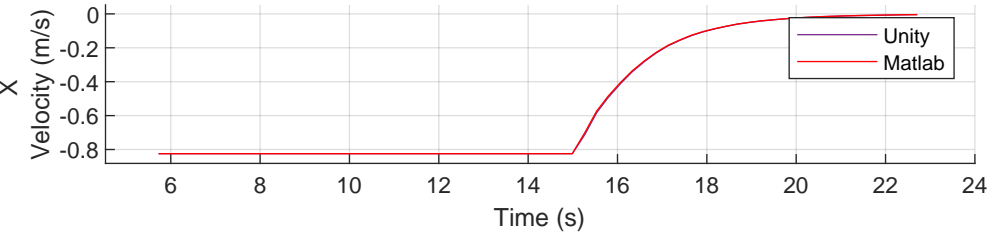
Agent 2 Velocity



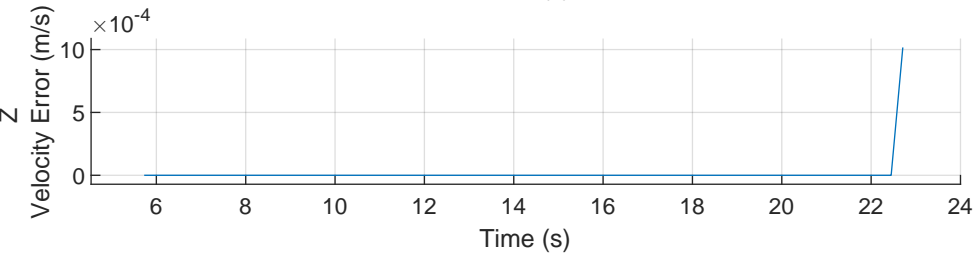
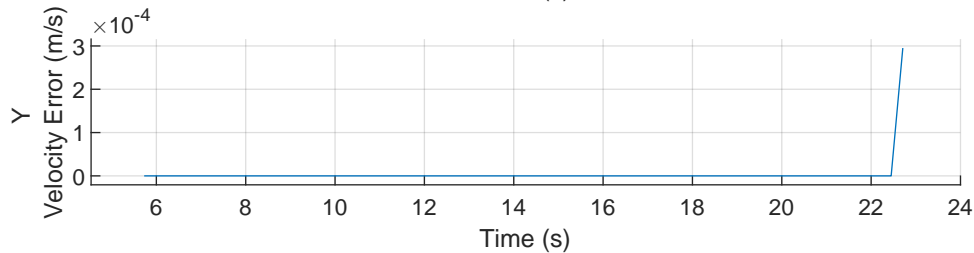
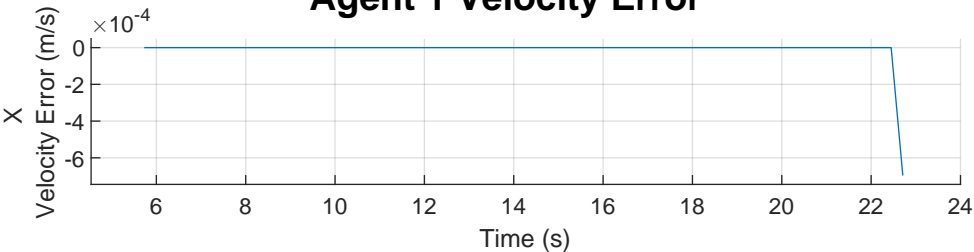
Agent 3 Velocity



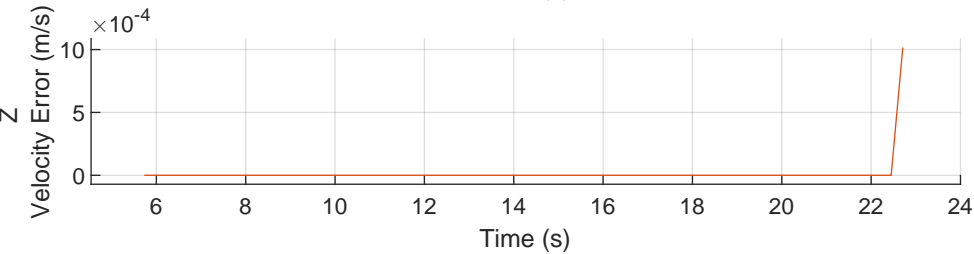
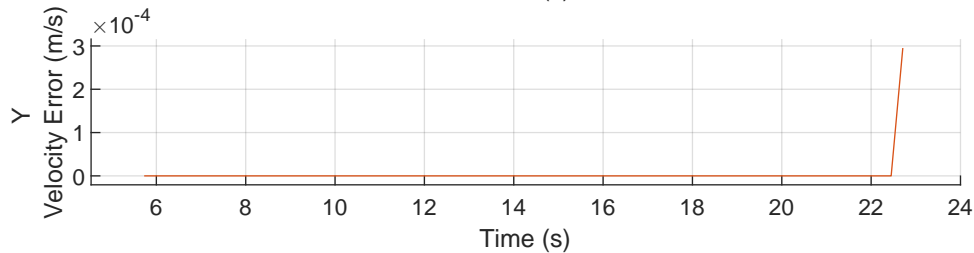
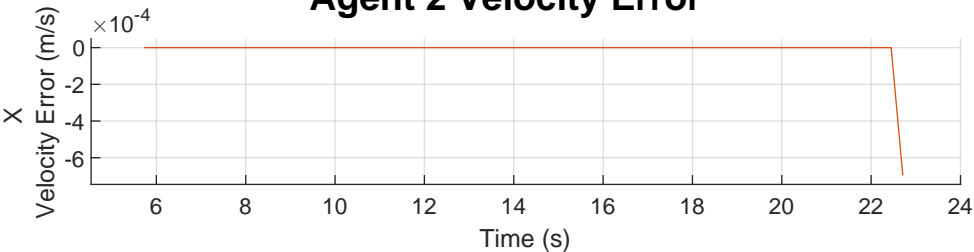
Agent 4 Velocity



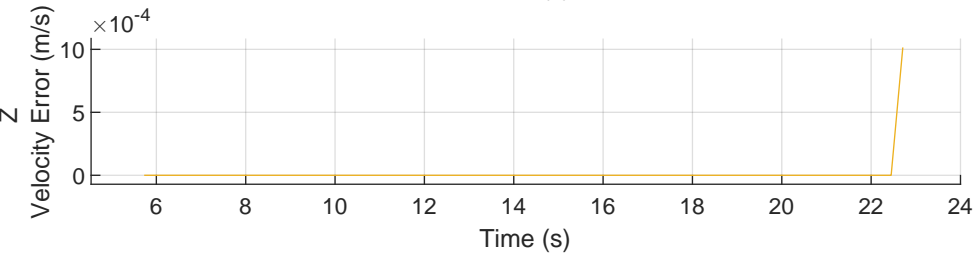
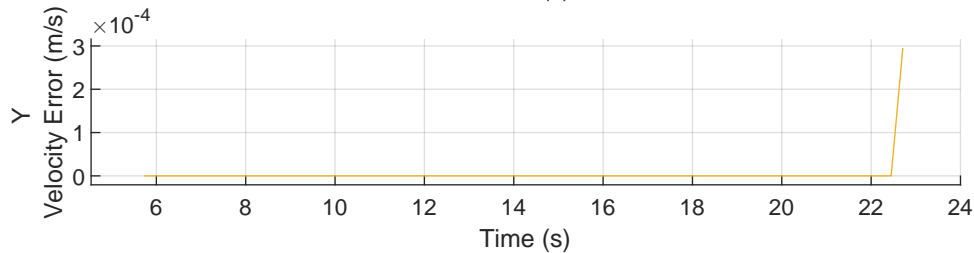
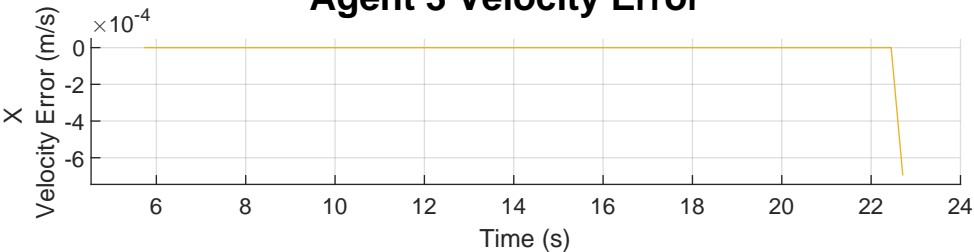
Agent 1 Velocity Error



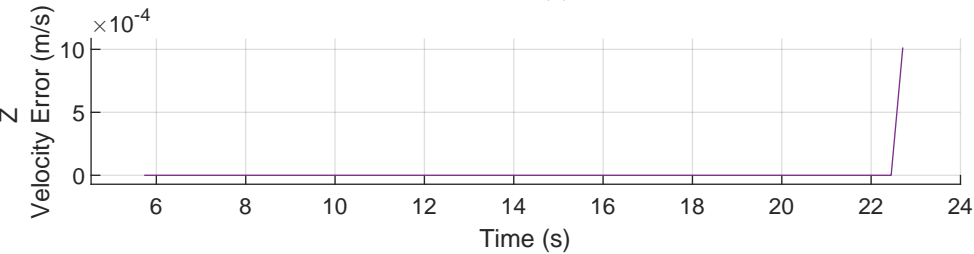
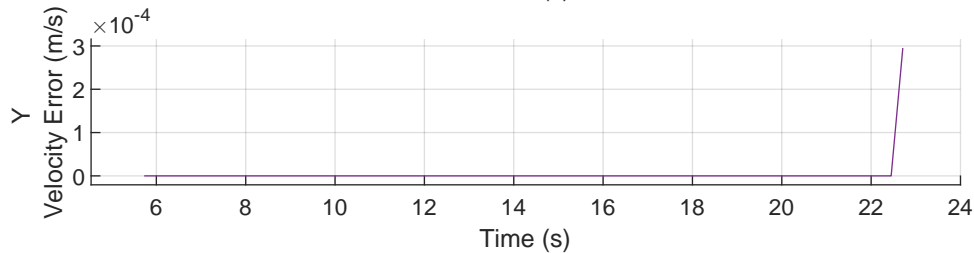
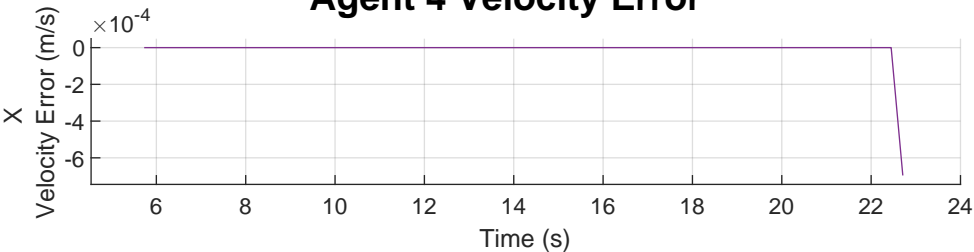
Agent 2 Velocity Error



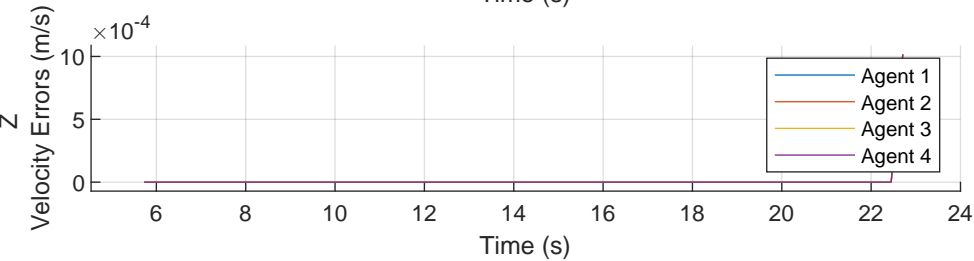
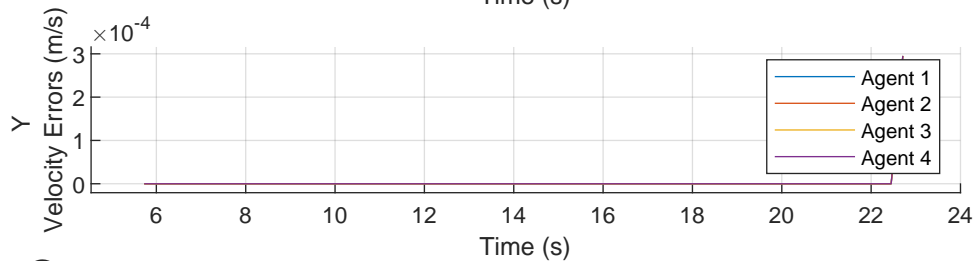
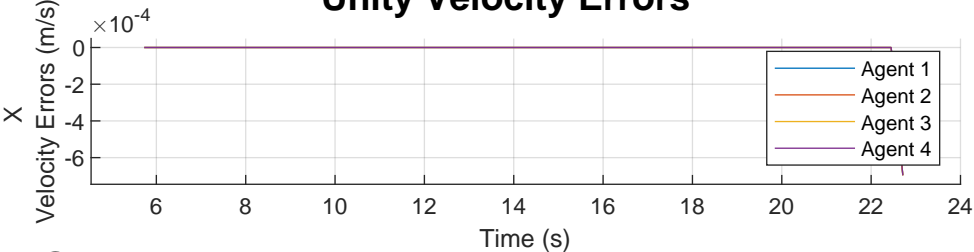
Agent 3 Velocity Error



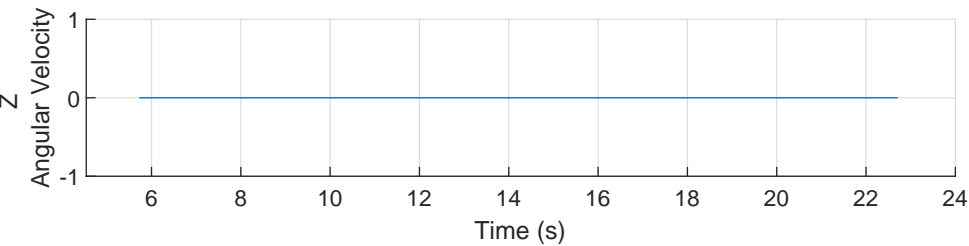
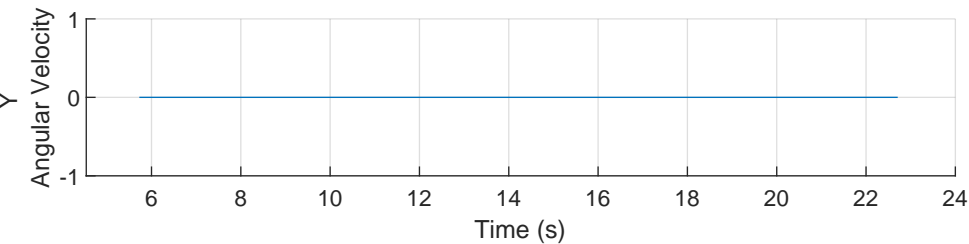
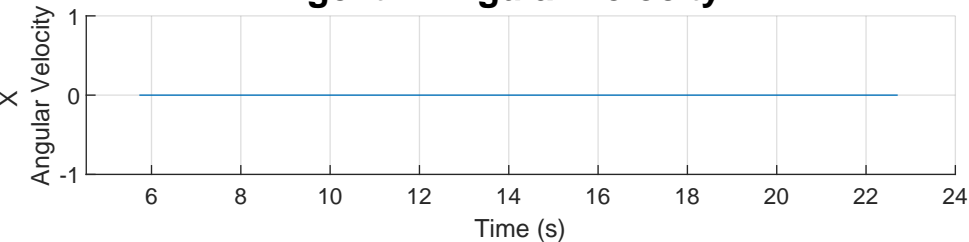
Agent 4 Velocity Error



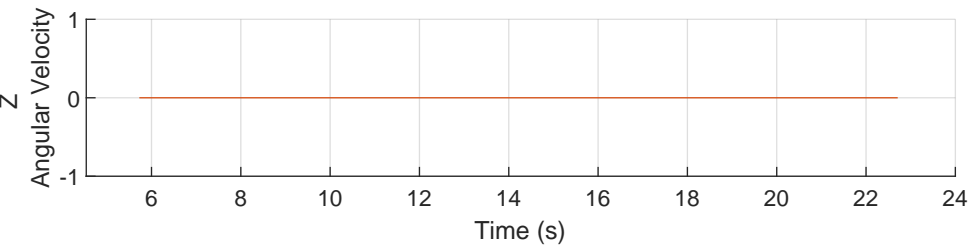
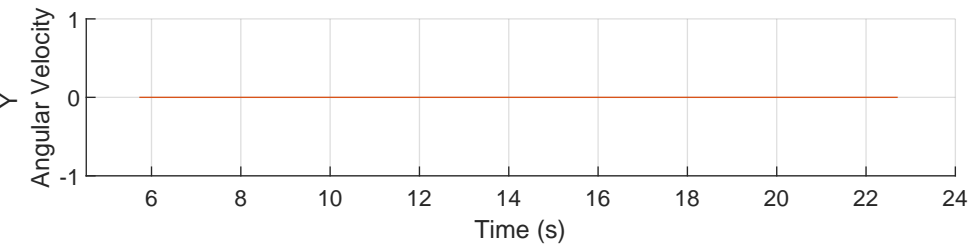
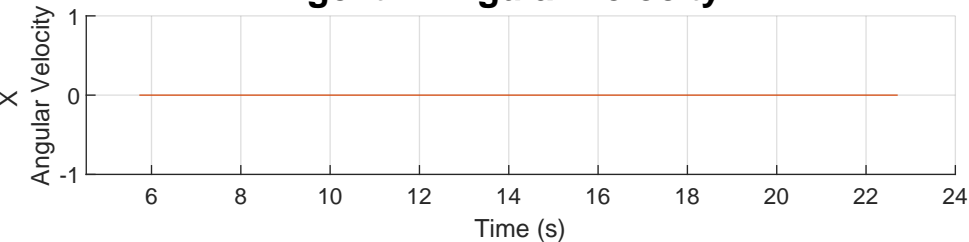
Unity Velocity Errors



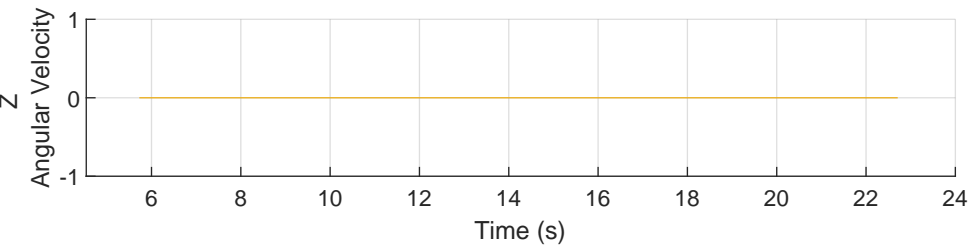
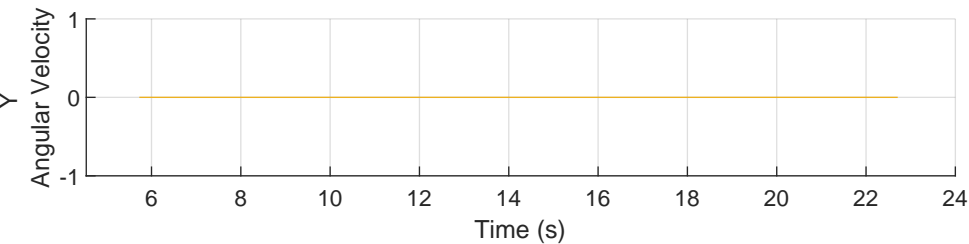
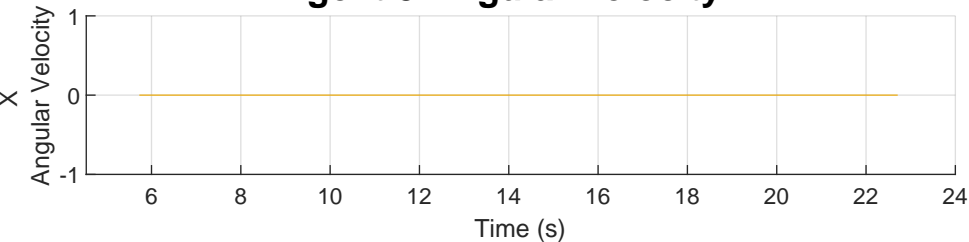
Agent 1 Angular Velocity



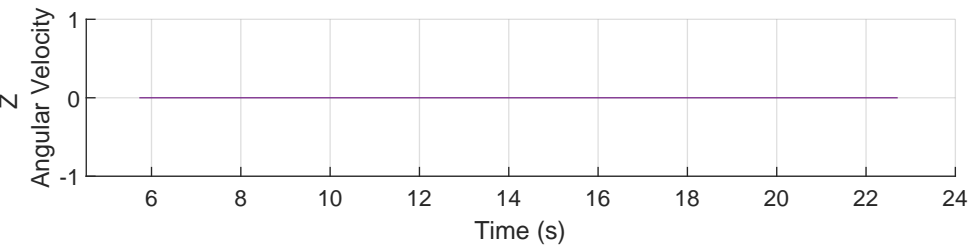
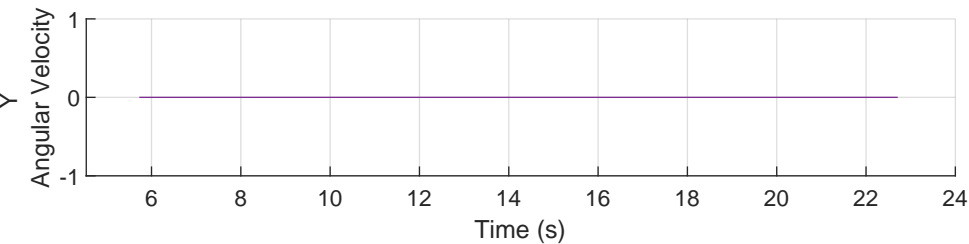
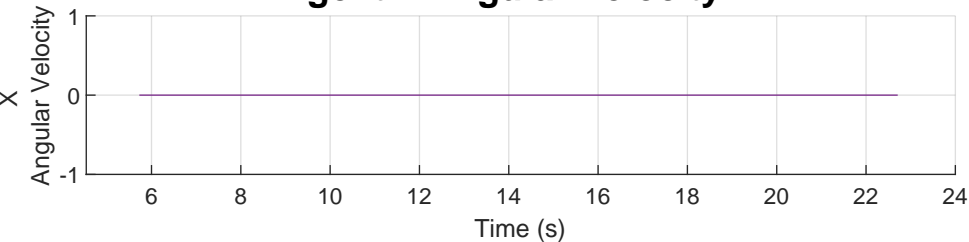
Agent 2 Angular Velocity



Agent 3 Angular Velocity

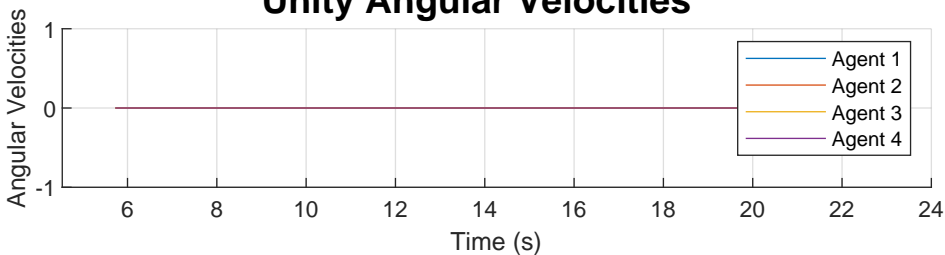


Agent 4 Angular Velocity

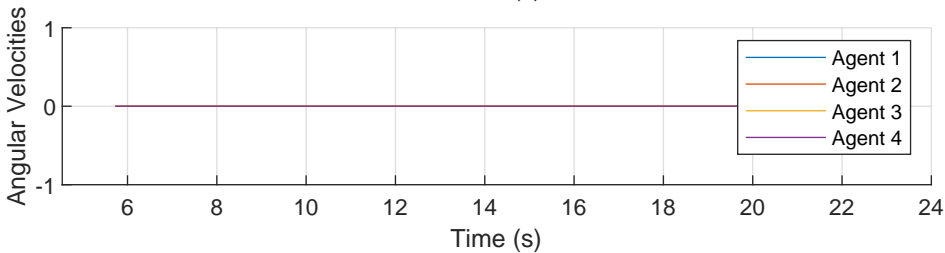


Unity Angular Velocities

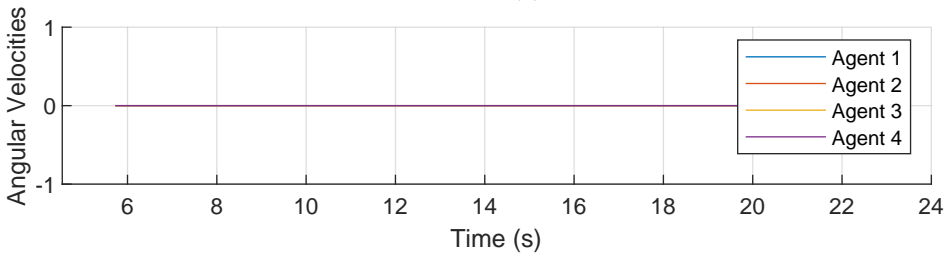
X



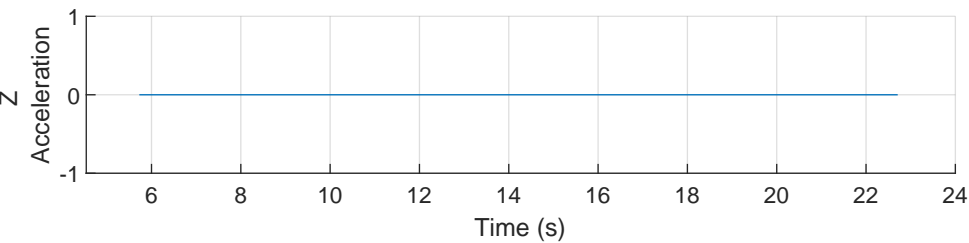
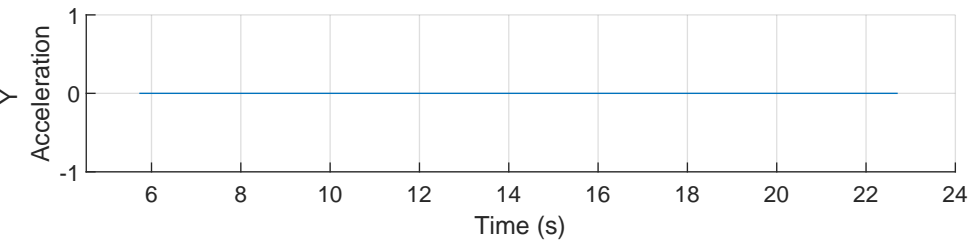
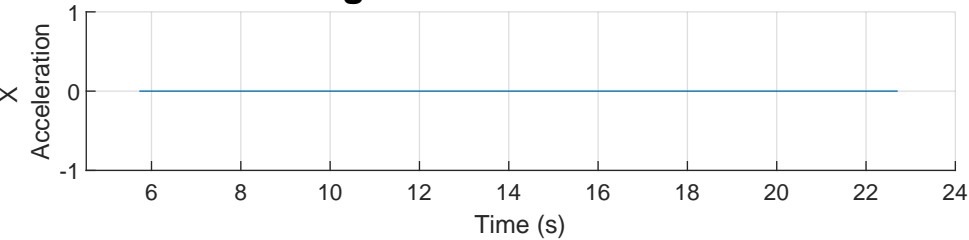
Y



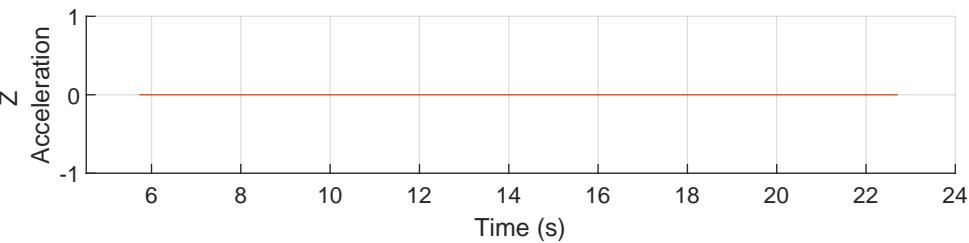
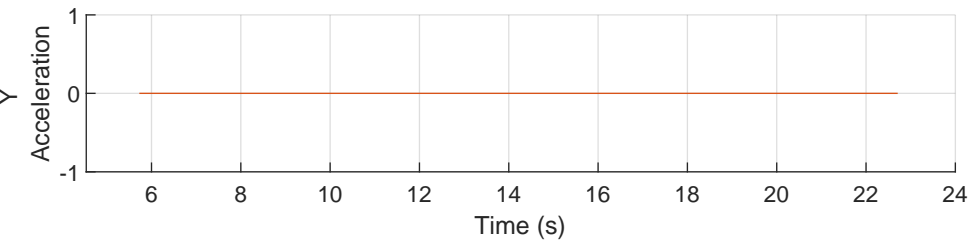
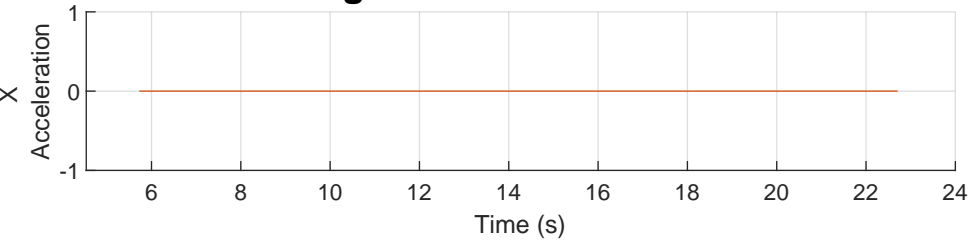
Z



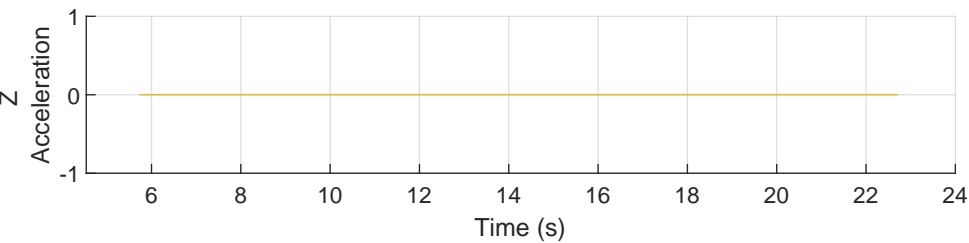
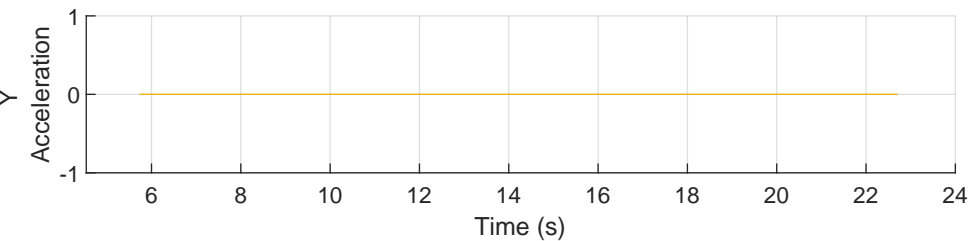
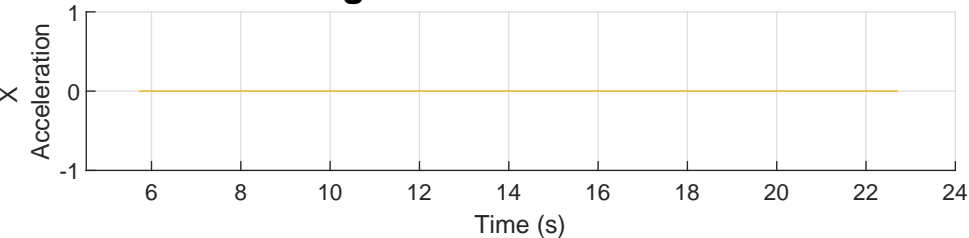
Agent 1 Acceleration



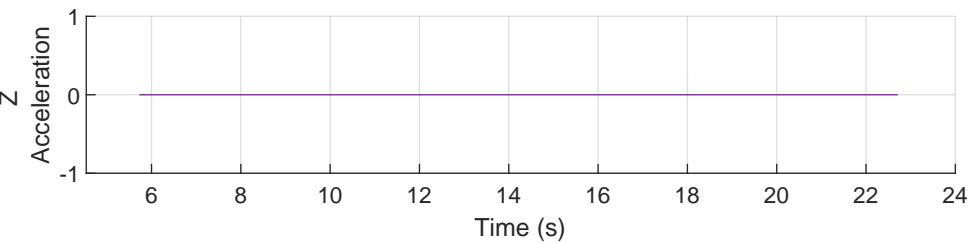
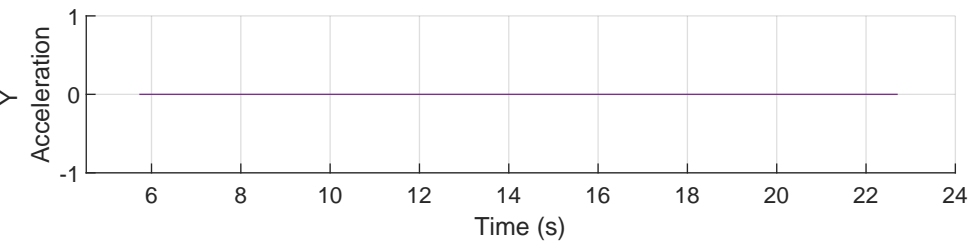
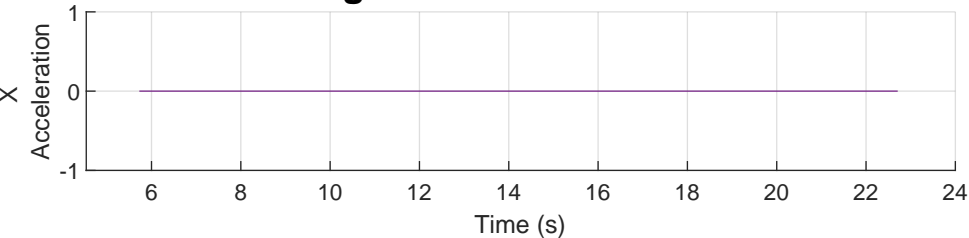
Agent 2 Acceleration



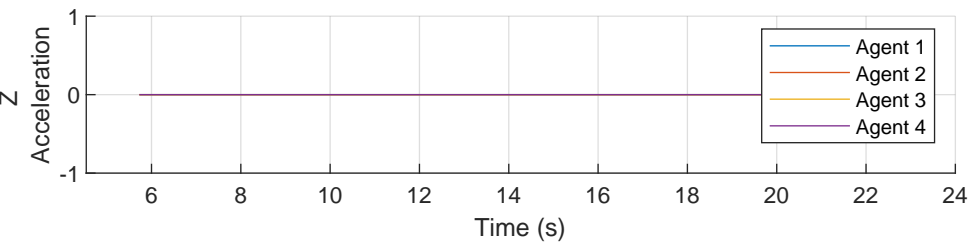
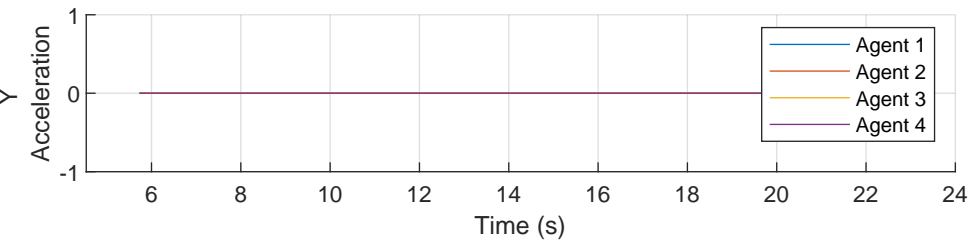
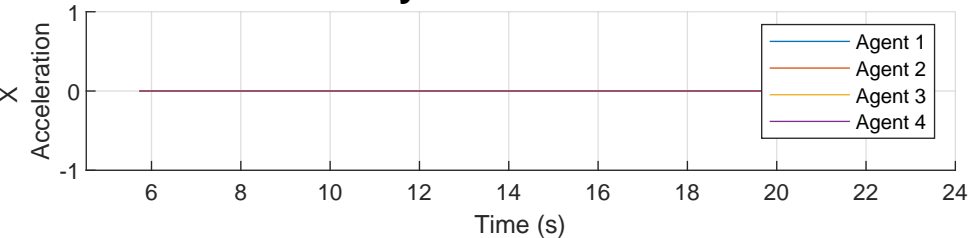
Agent 3 Acceleration



Agent 4 Acceleration

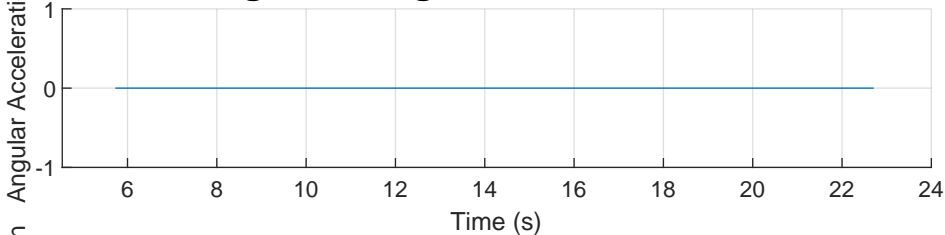


Unity Accelerations

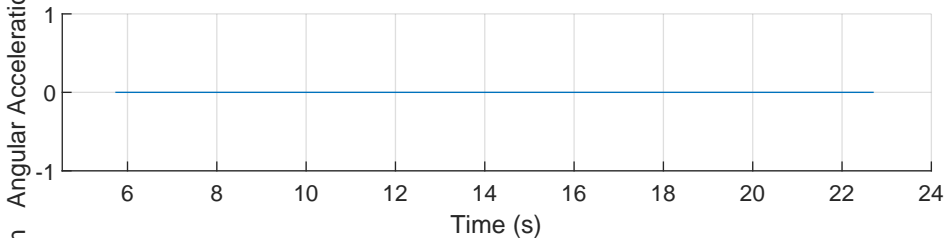


Agent 1 Angular Acceleration

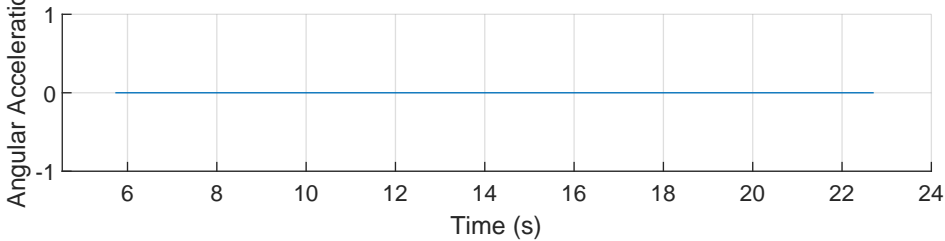
X



Y

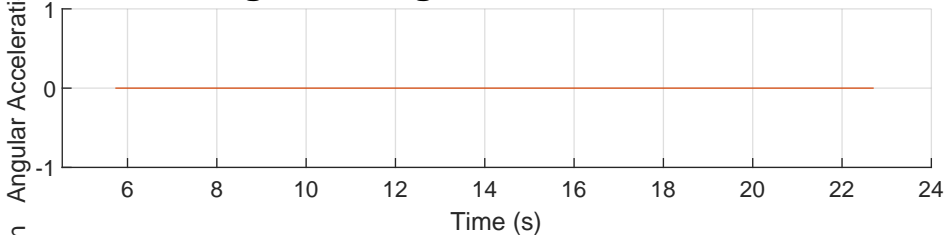


Z

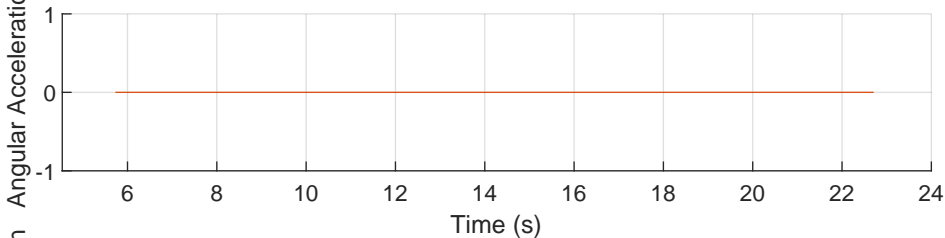


Agent 2 Angular Acceleration

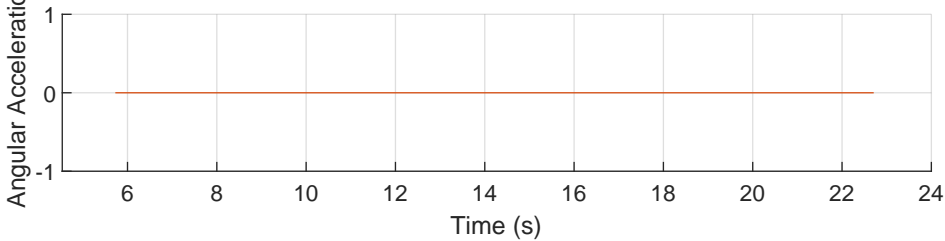
X



Y

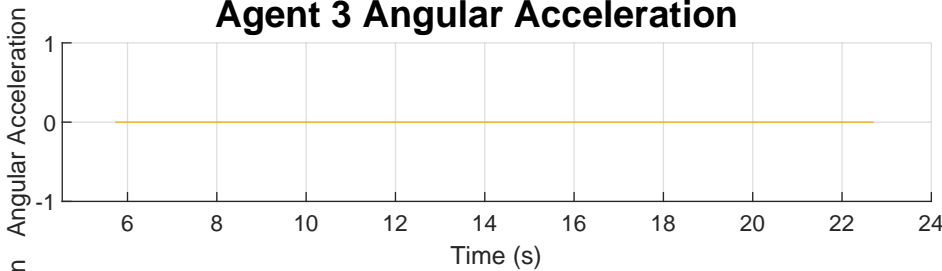


Z

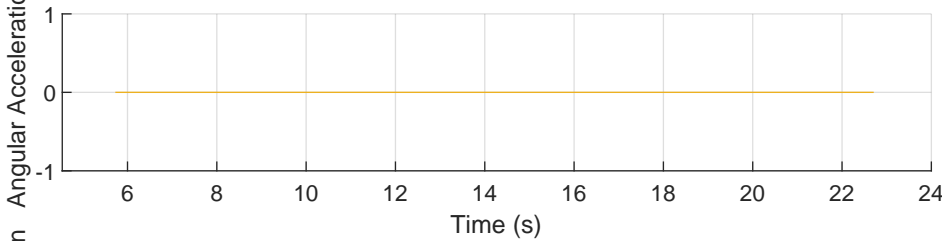


Agent 3 Angular Acceleration

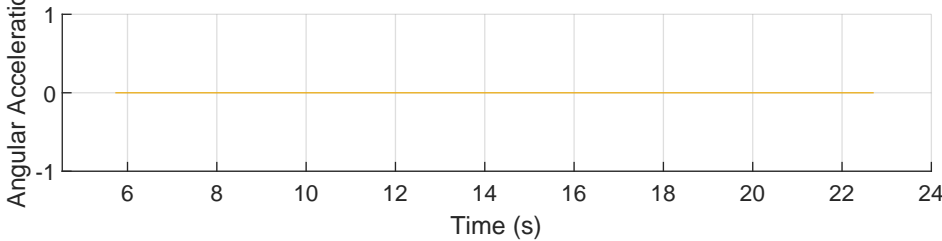
X



Y

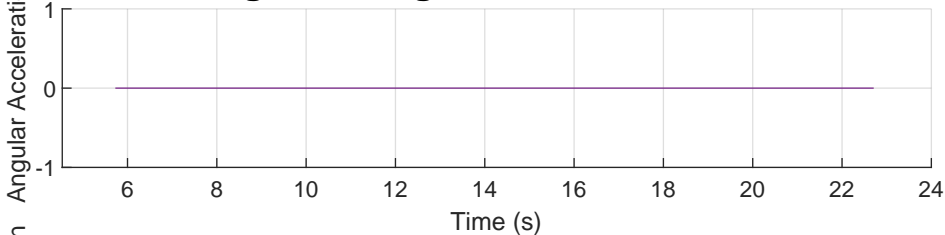


Z

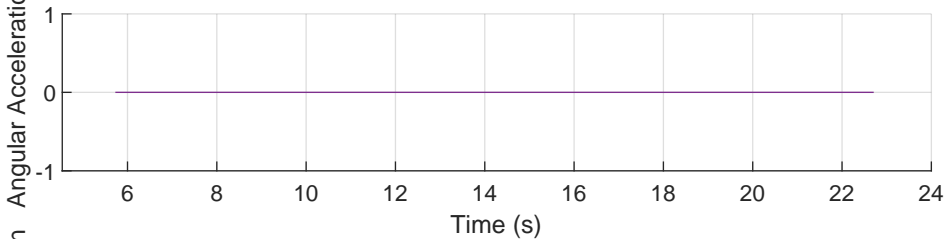


Agent 4 Angular Acceleration

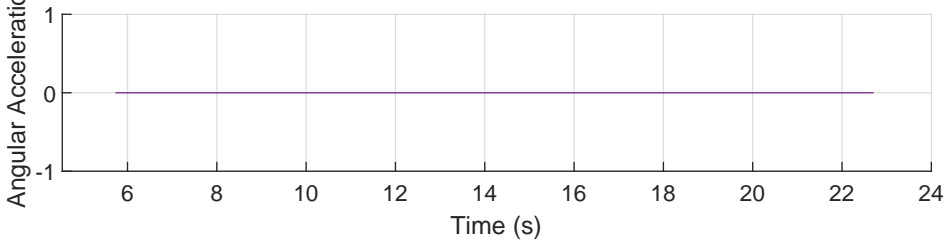
X



Y

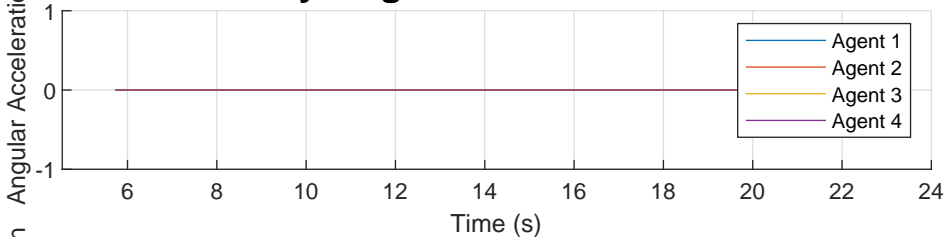


Z

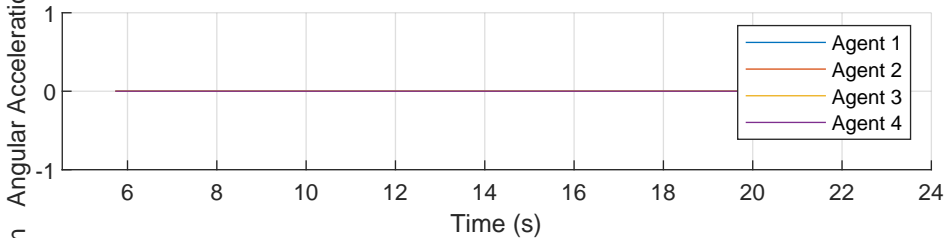


Unity Angular Accelerations

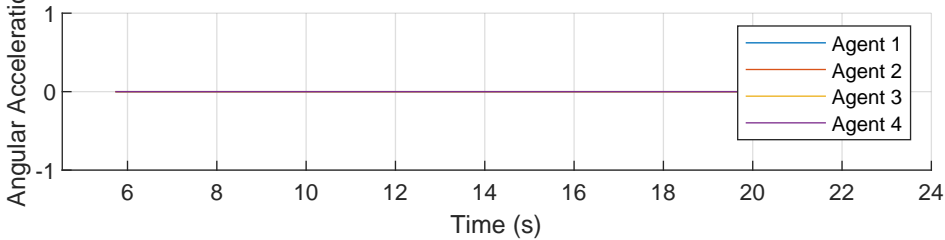
X



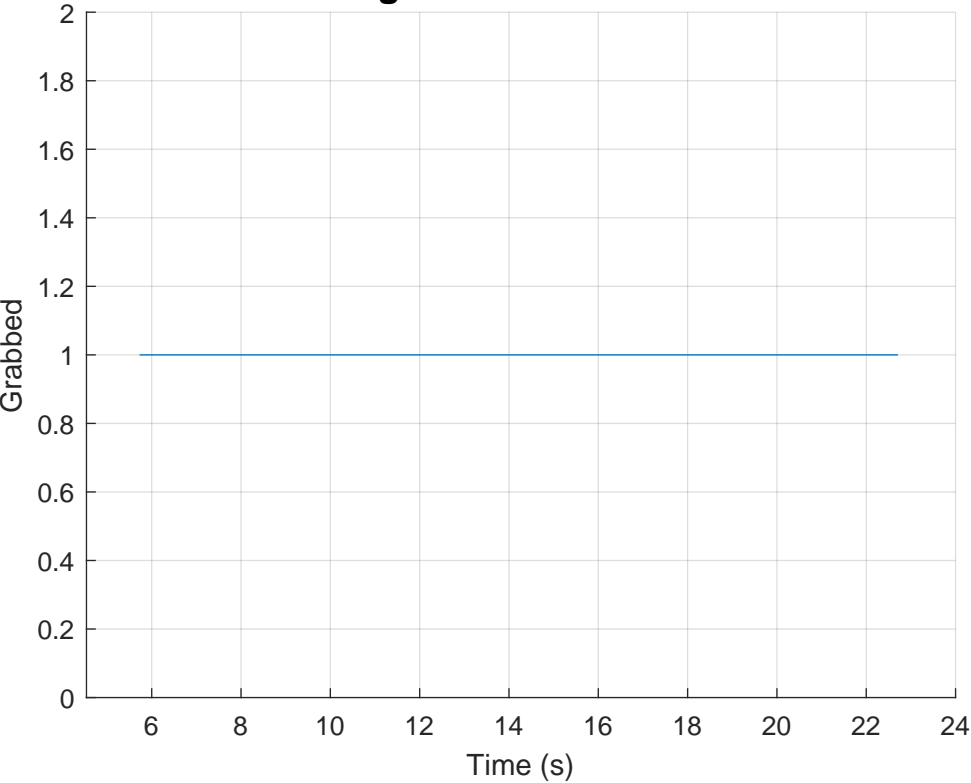
Y



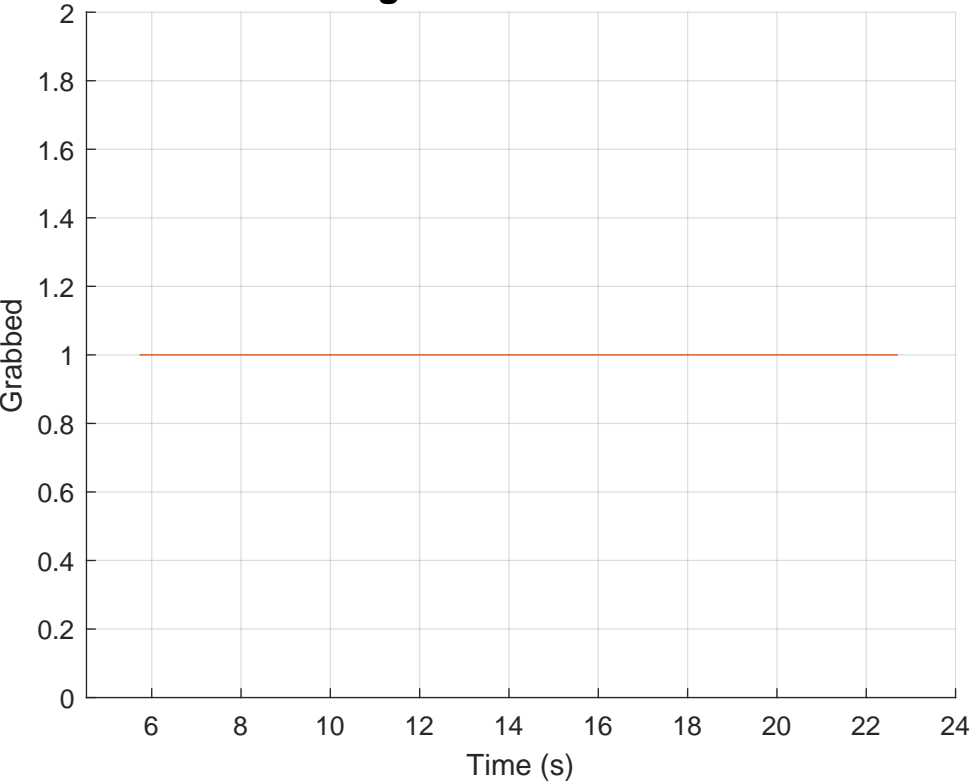
Z



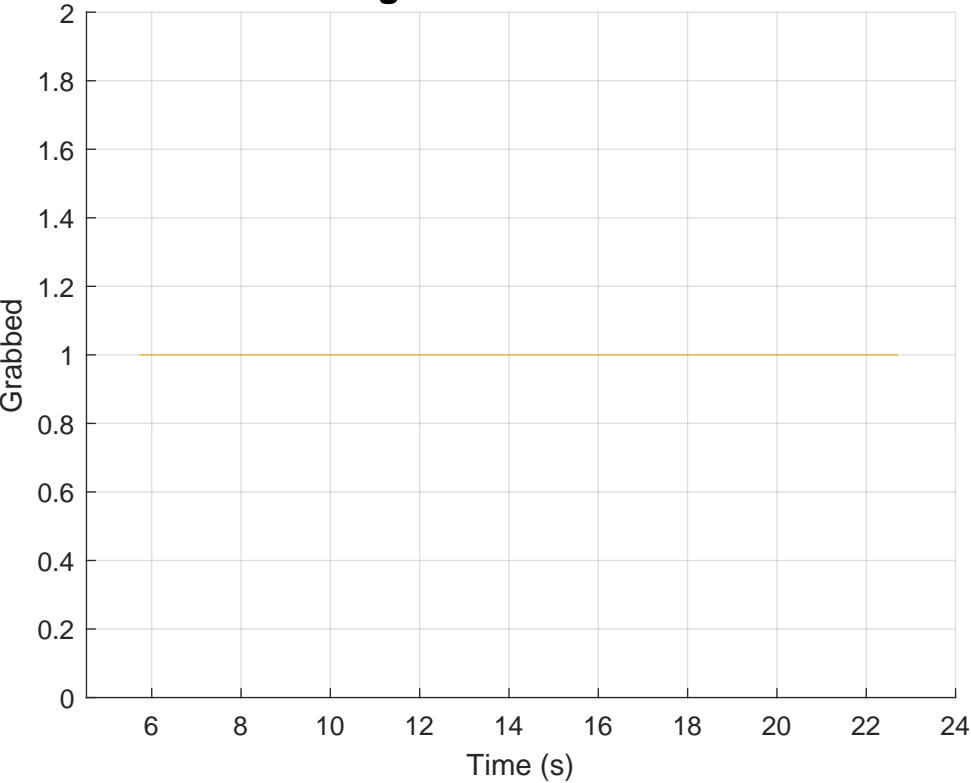
Agent 1 Grabbed



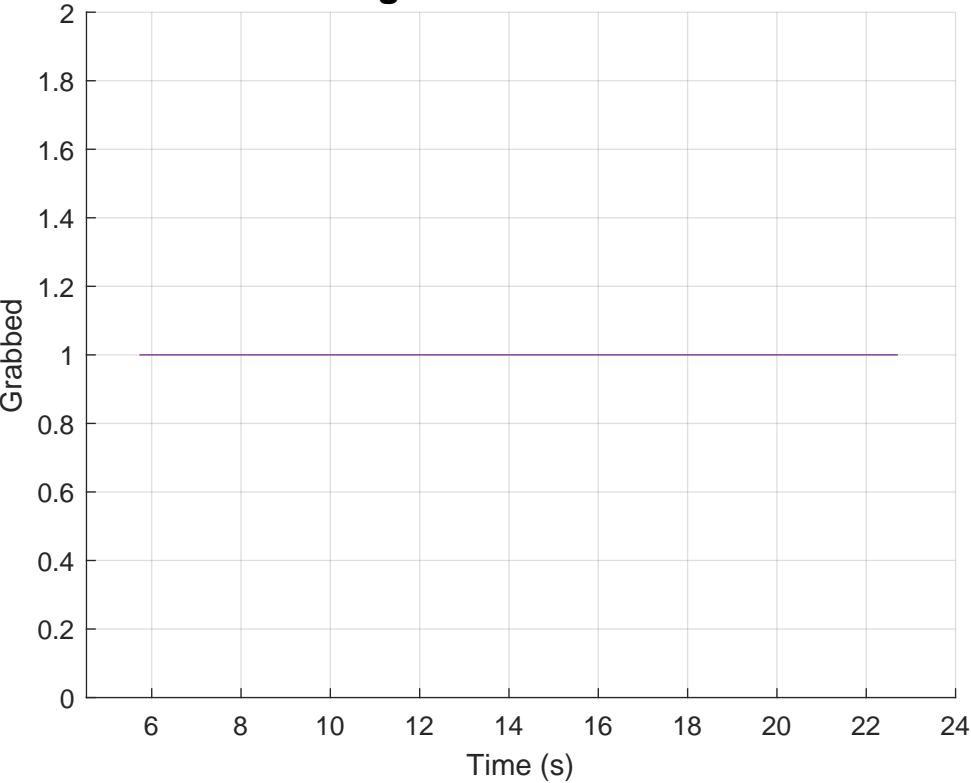
Agent 2 Grabbed



Agent 3 Grabbed

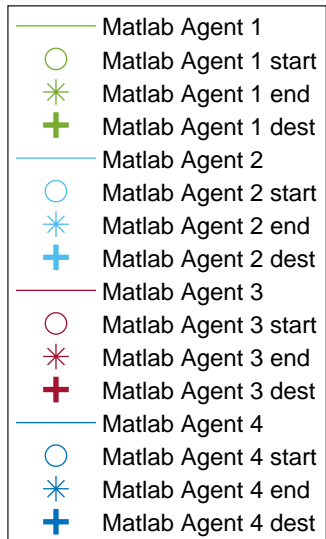
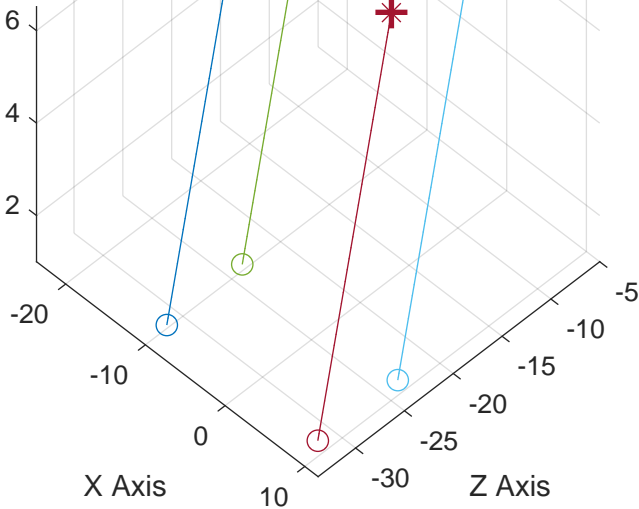


Agent 4 Grabbed

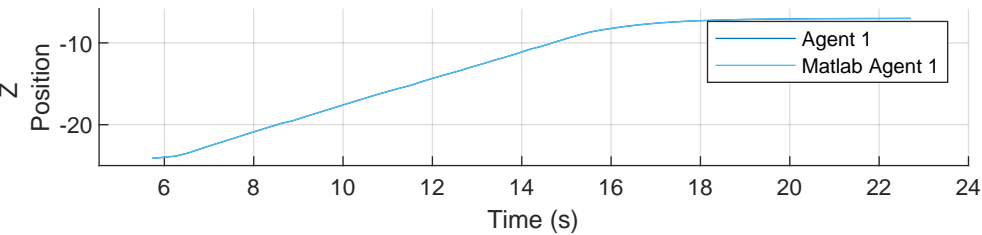
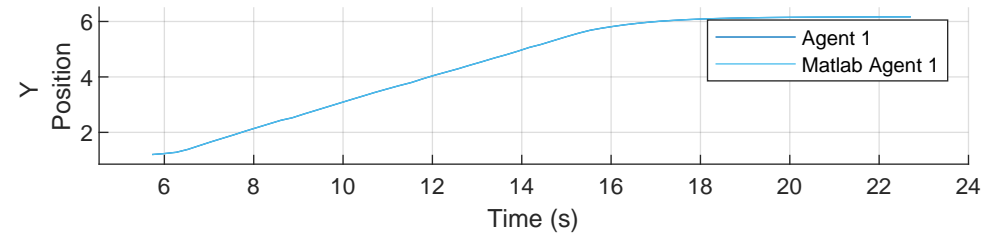
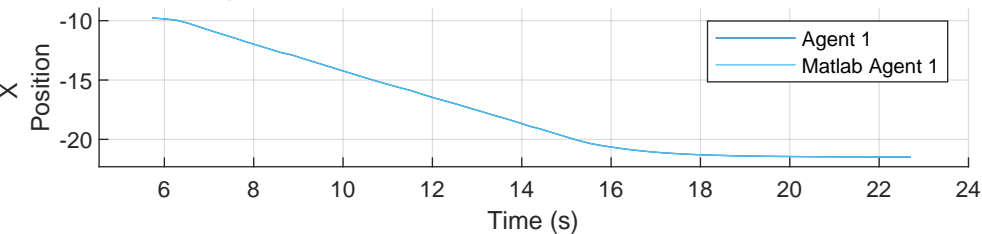


Matlab Agent 3D Trajectories

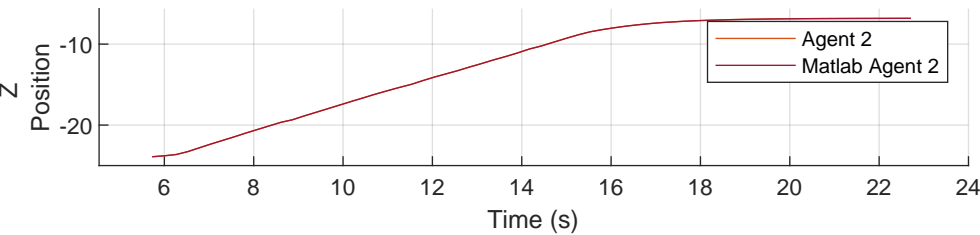
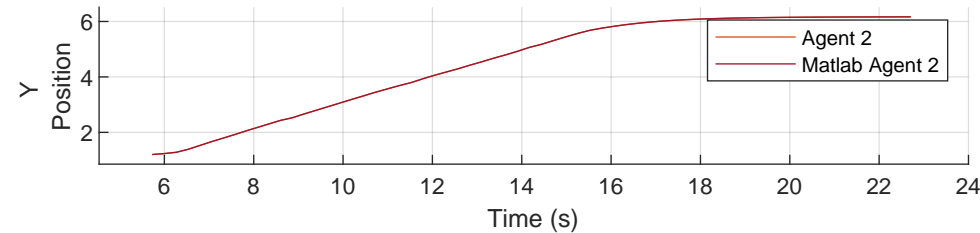
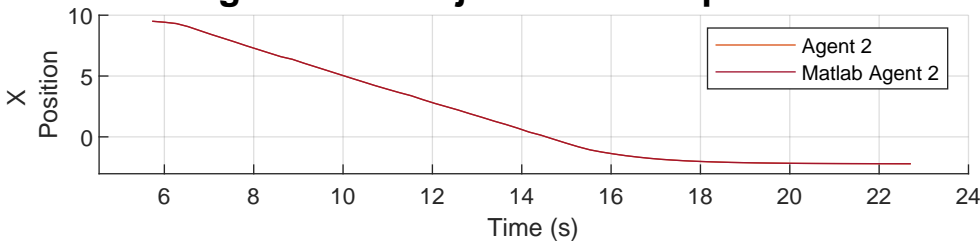
Y Axis



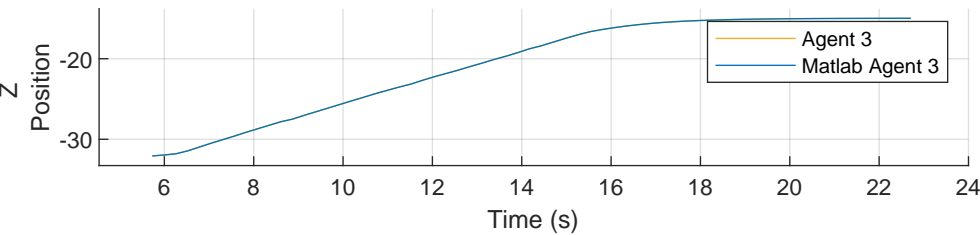
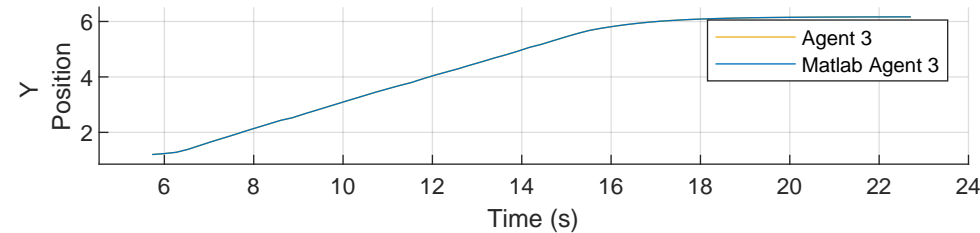
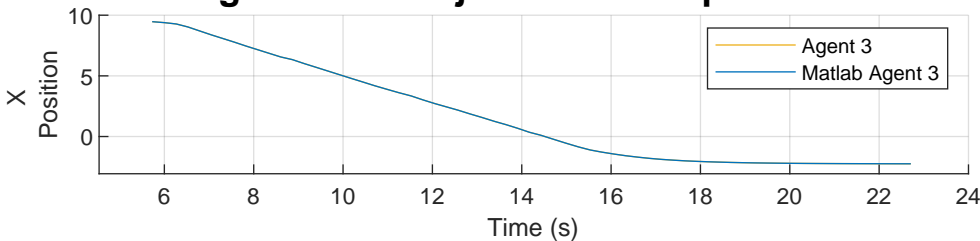
Agent 1 2D Trajectories Comparison



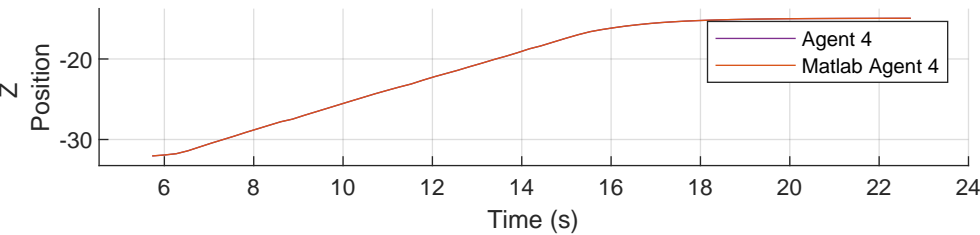
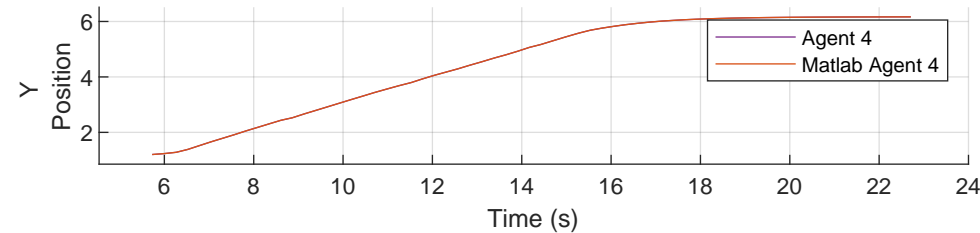
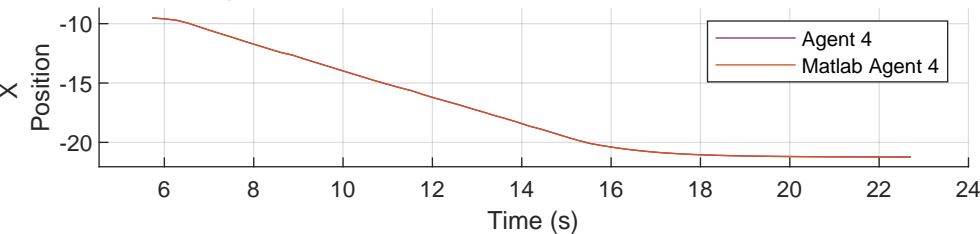
Agent 2 2D Trajectories Comparison



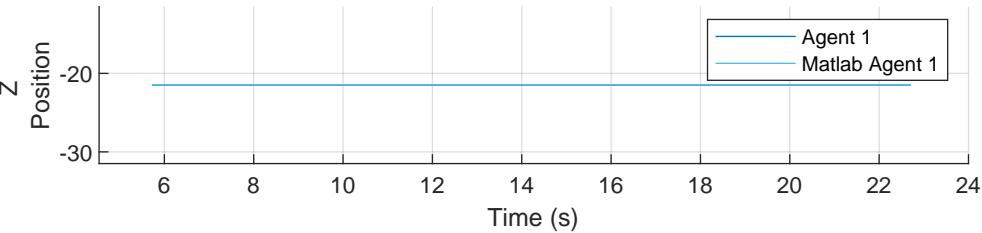
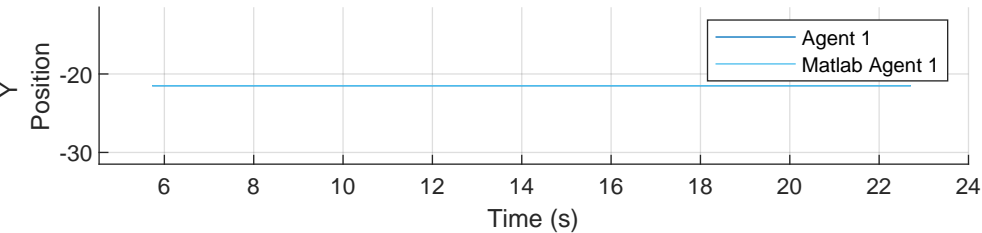
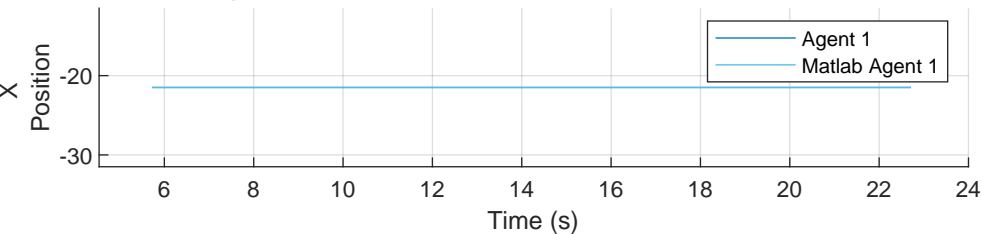
Agent 3 2D Trajectories Comparison



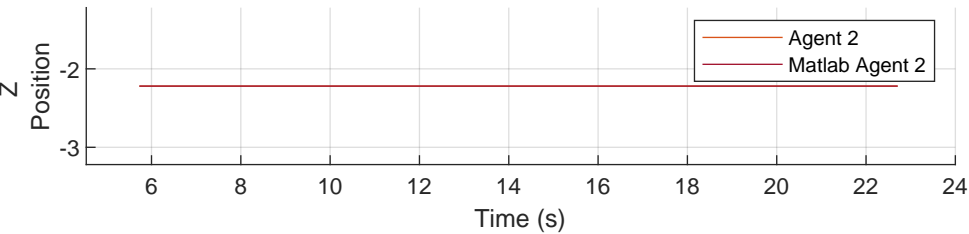
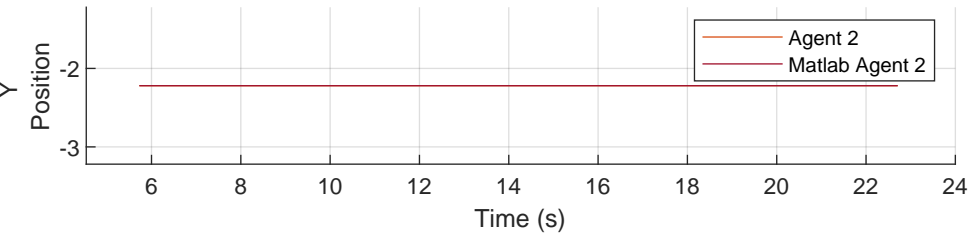
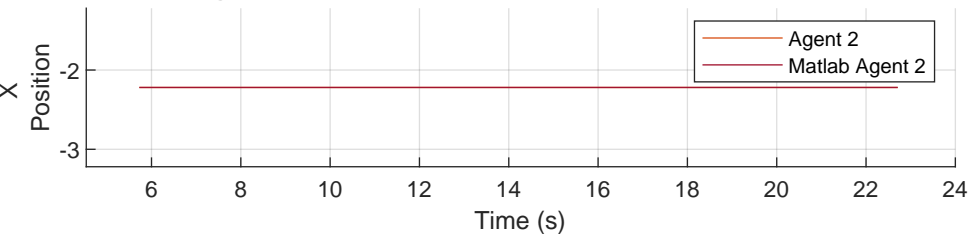
Agent 4 2D Trajectories Comparison



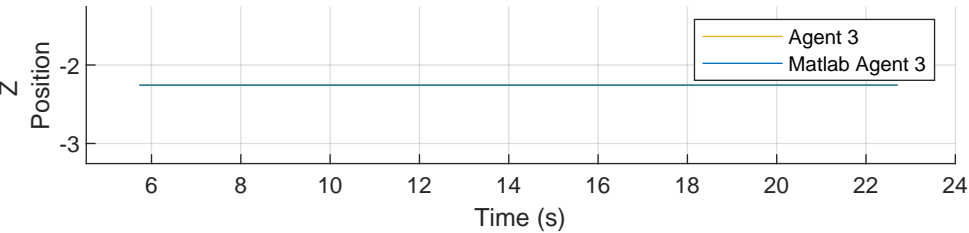
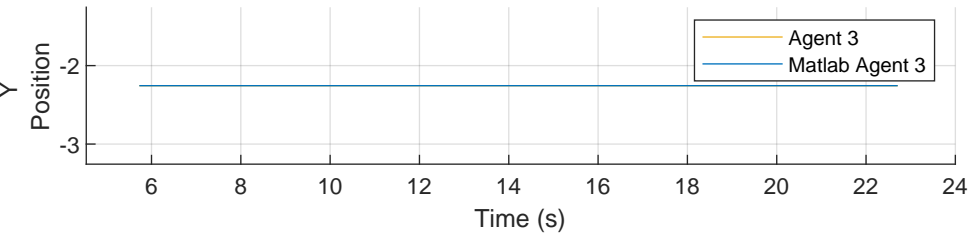
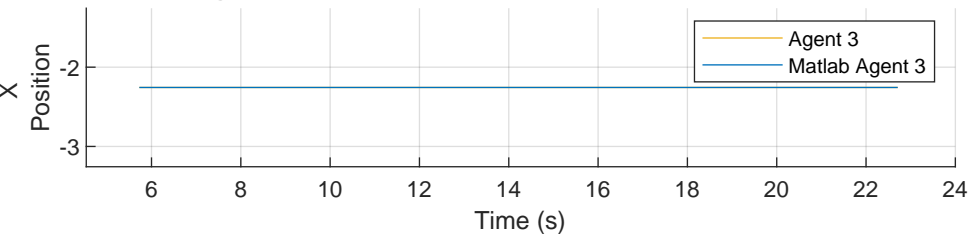
Agent 1 2D Destination Comparison



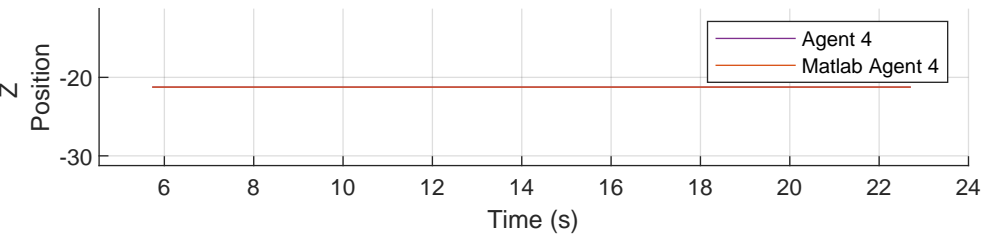
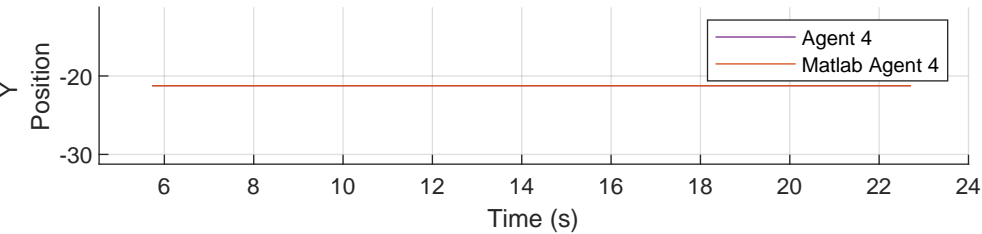
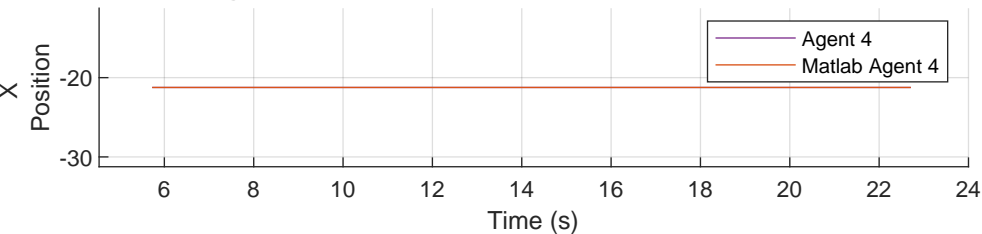
Agent 2 2D Destination Comparison



Agent 3 2D Destination Comparison



Agent 4 2D Destination Comparison



Agent 1 2D Trajectories Comparison Error

X

Y

Z



Agent 2 2D Trajectories Comparison Error

X

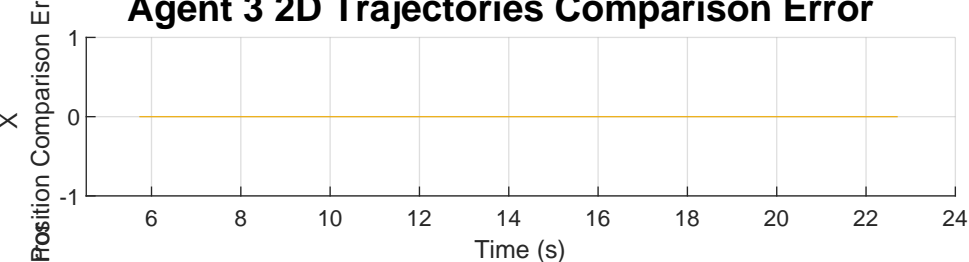
Y

Z

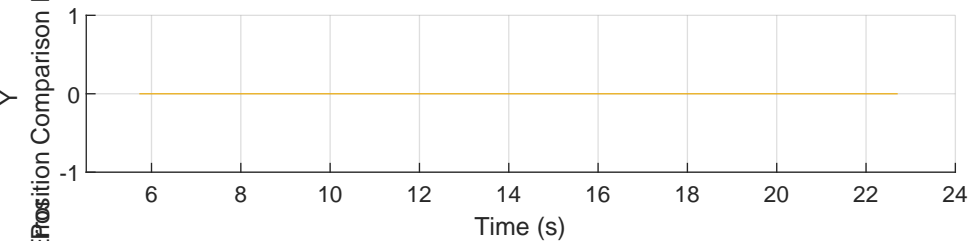


Agent 3 2D Trajectories Comparison Error

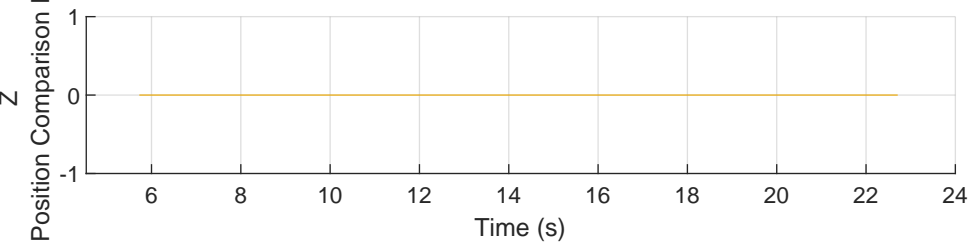
X



Y

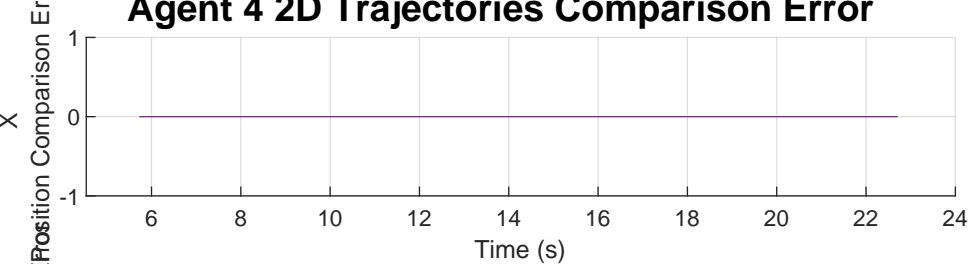


Z

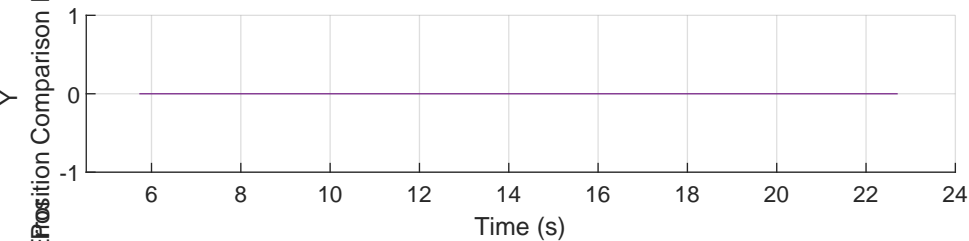


Agent 4 2D Trajectories Comparison Error

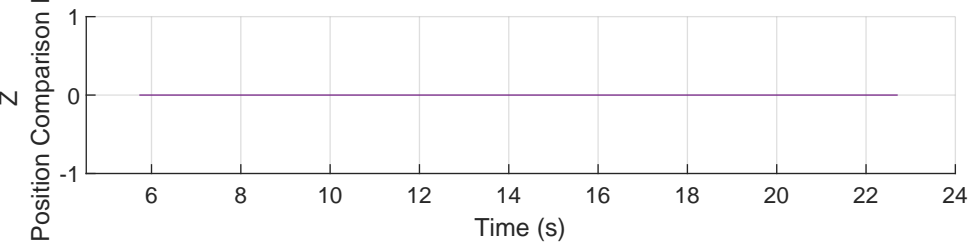
X



Y

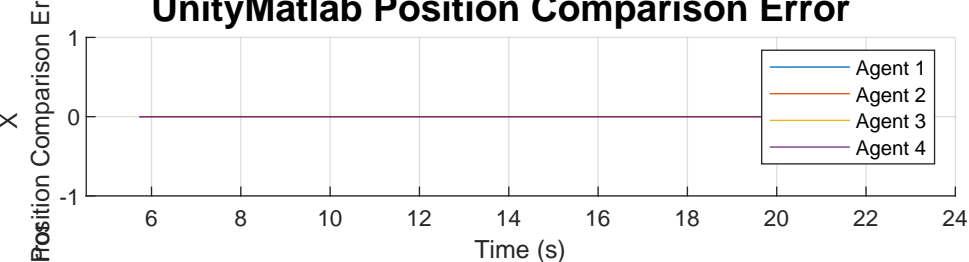


Z

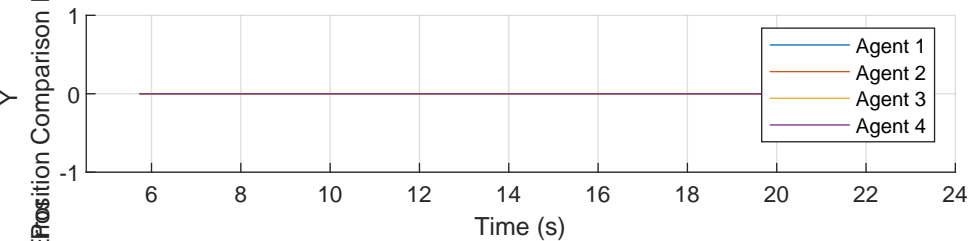


UnityMatlab Position Comparison Error

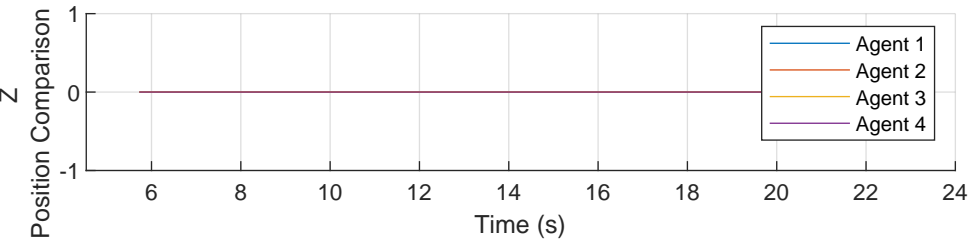
X



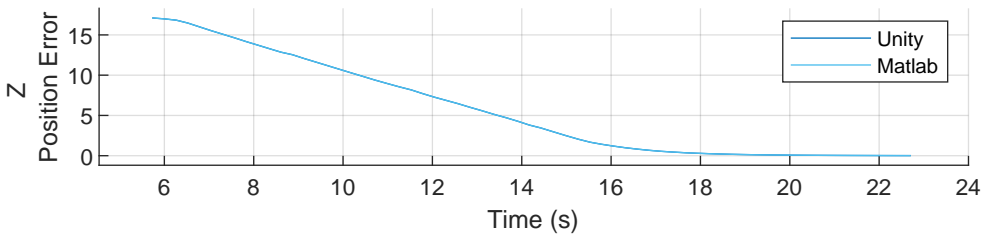
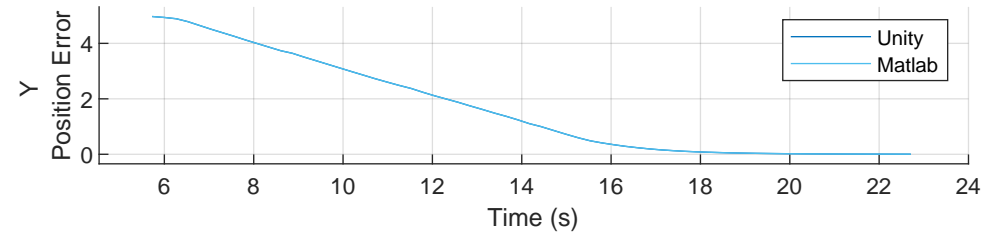
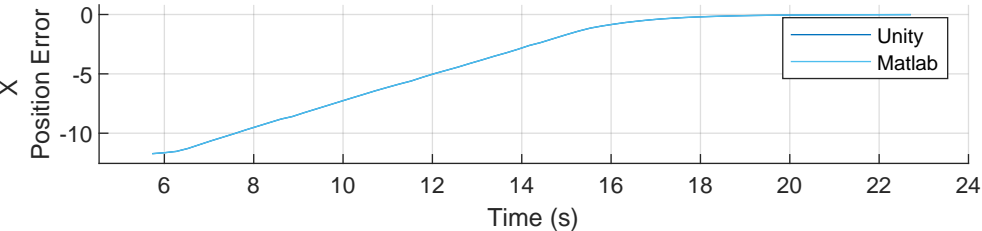
Y



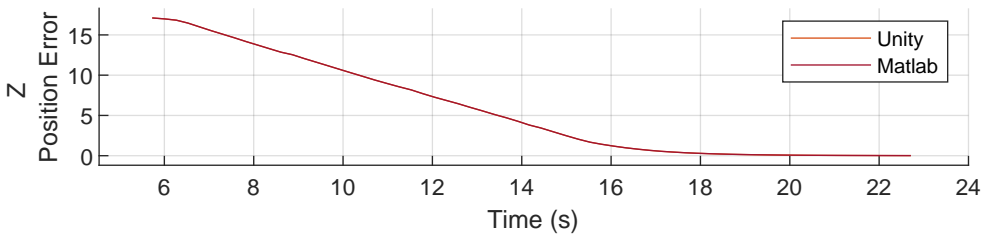
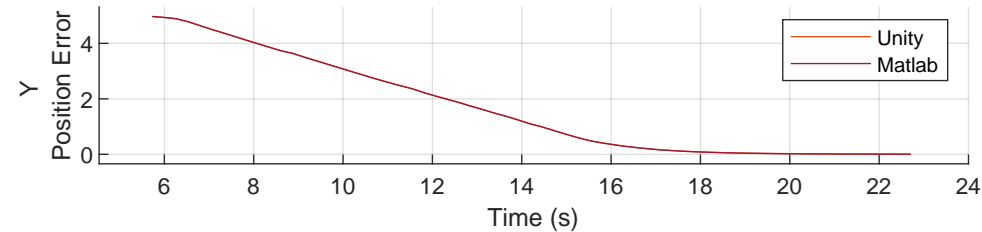
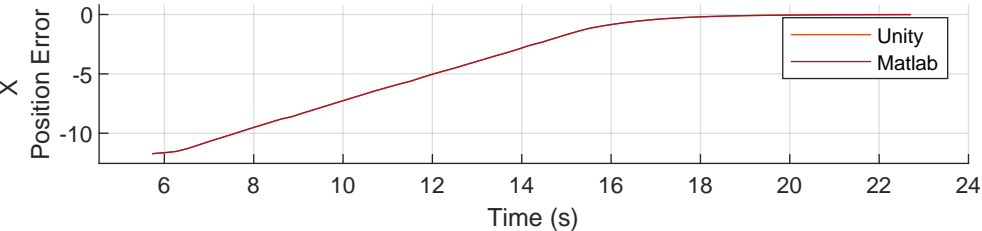
Z



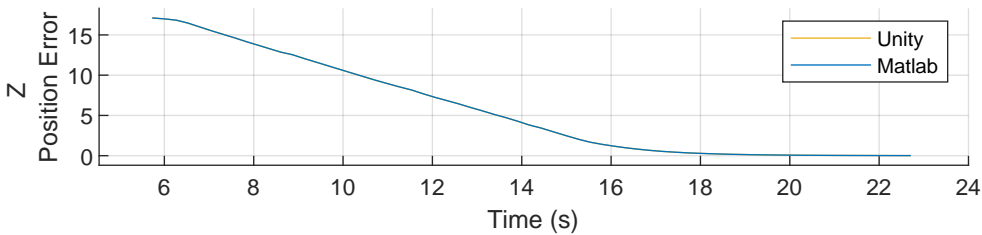
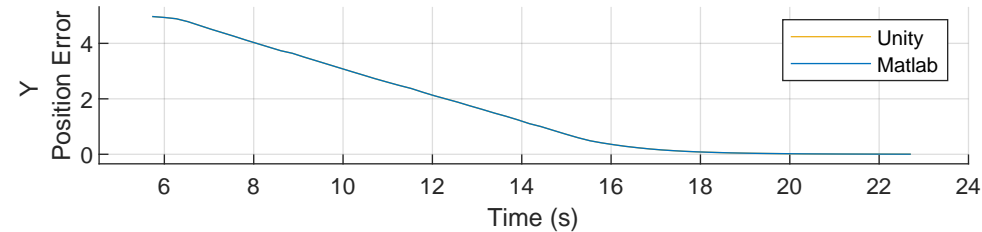
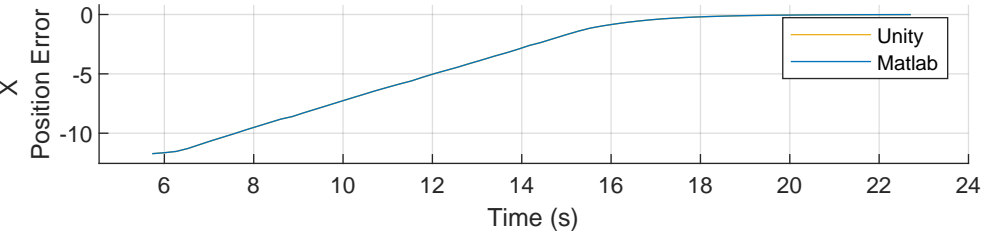
Agent 1 2D Position Error UnityMatlab



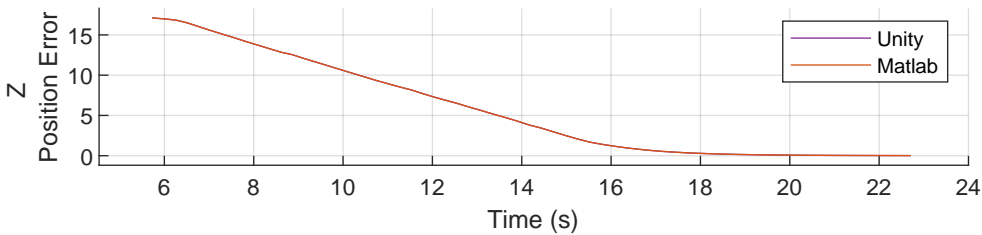
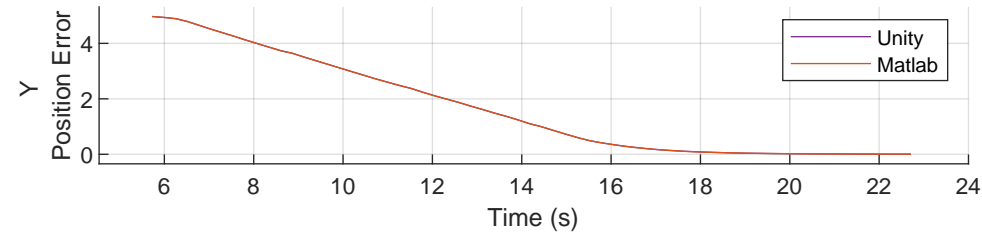
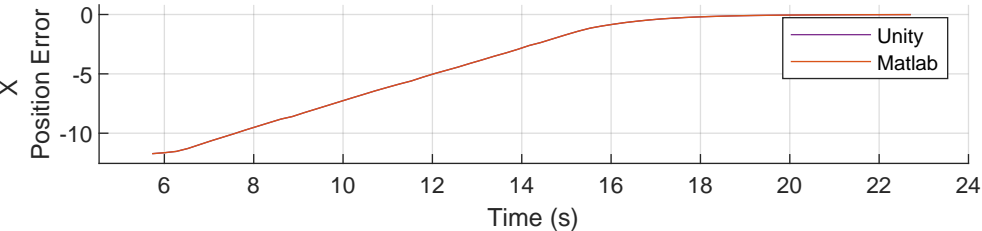
Agent 2 2D Position Error UnityMatlab

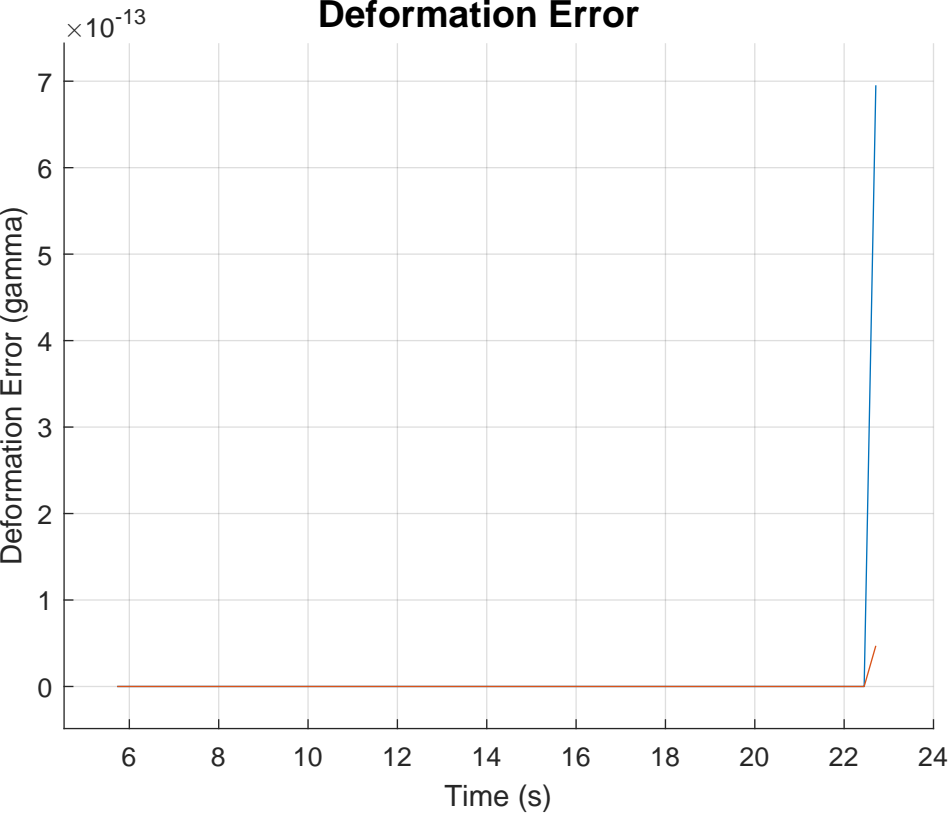


Agent 3 2D Position Error UnityMatlab

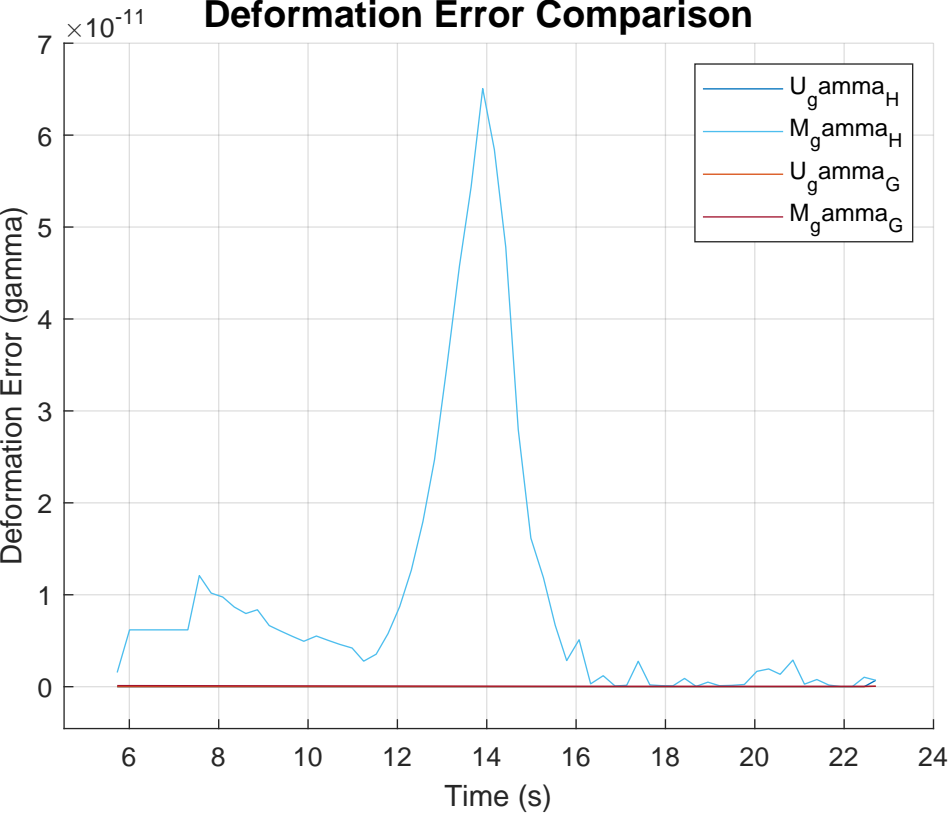


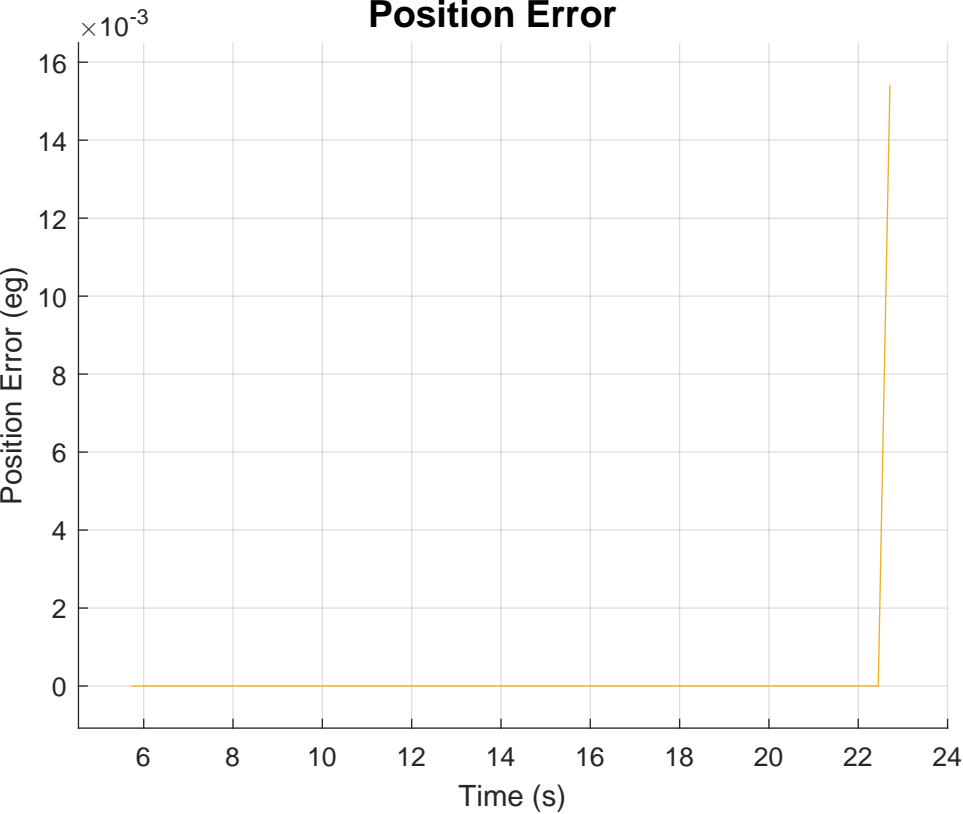
Agent 4 2D Position Error UnityMatlab



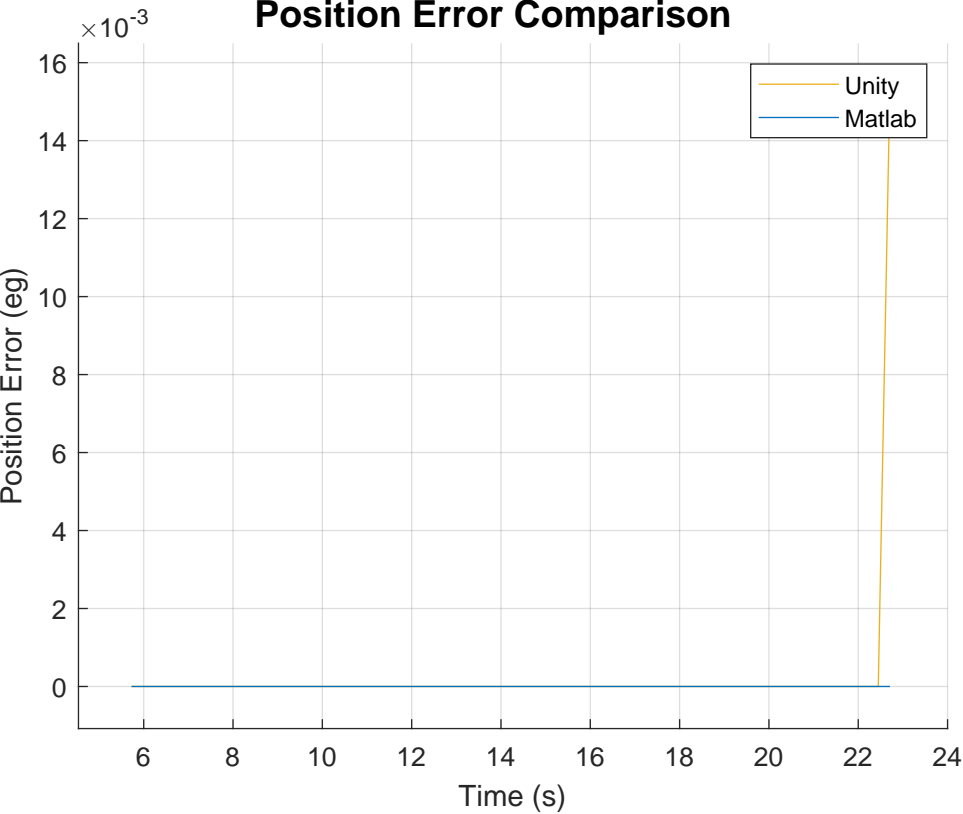


Deformation Error Comparison

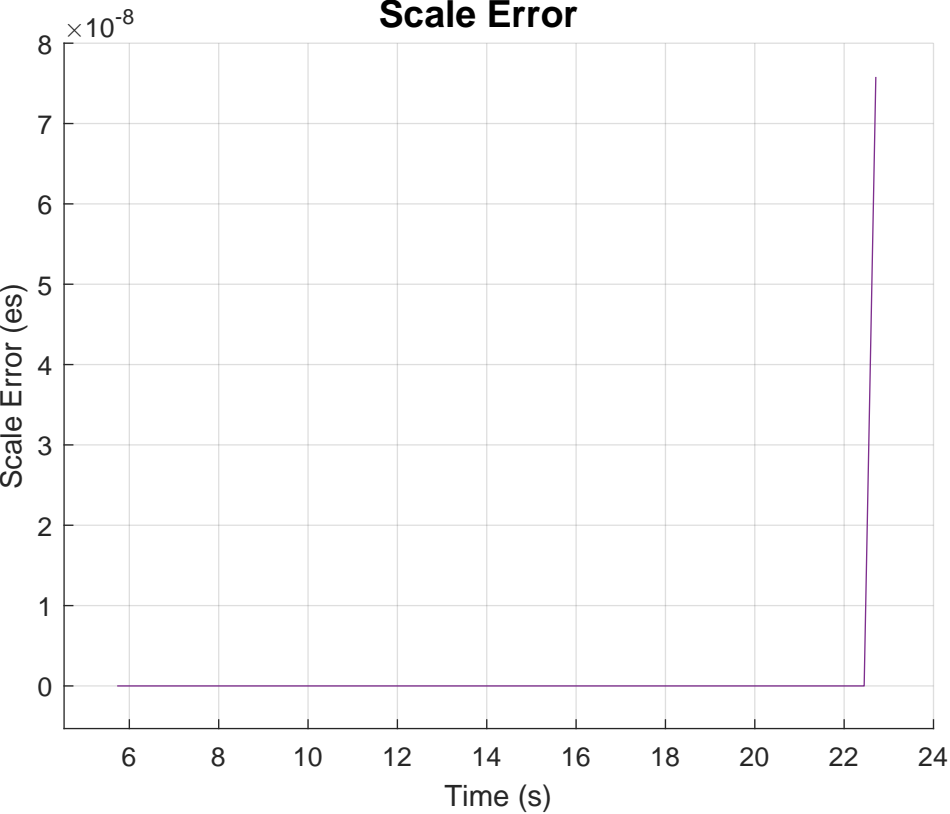




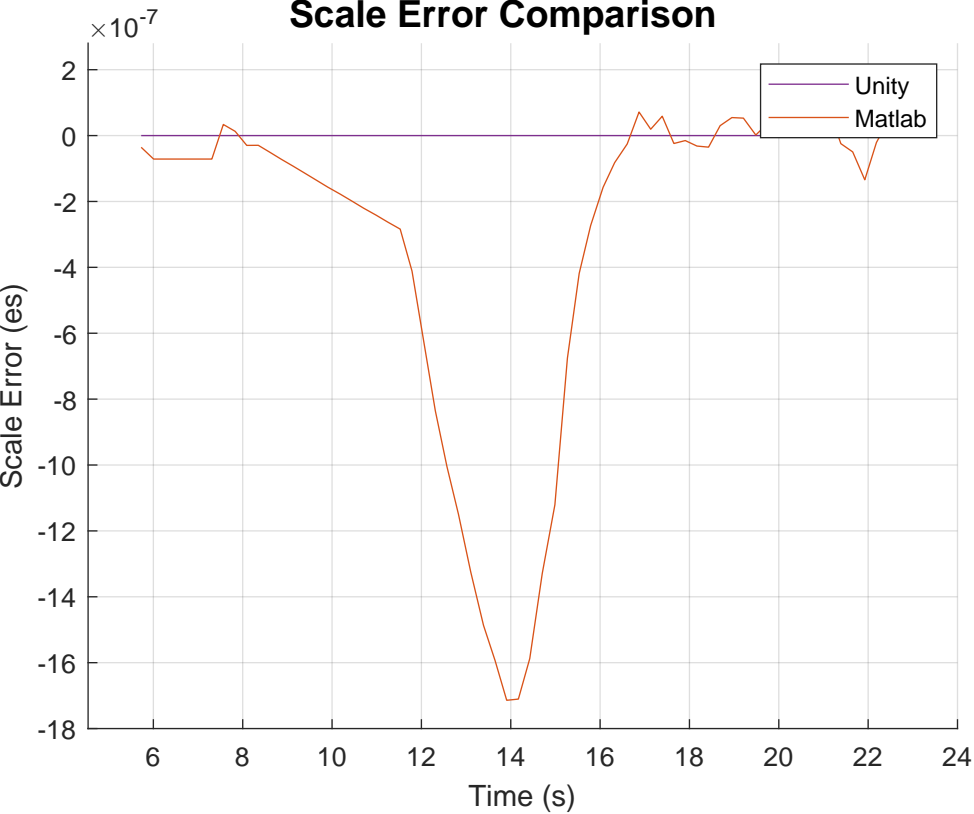
Position Error Comparison



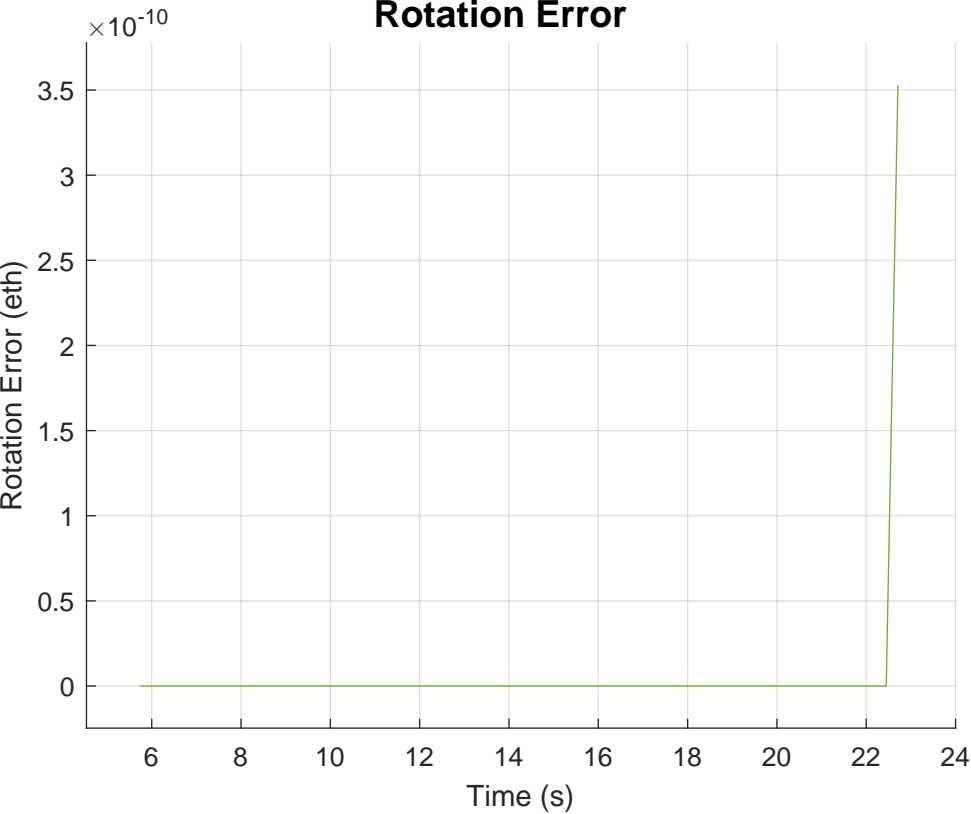
Scale Error



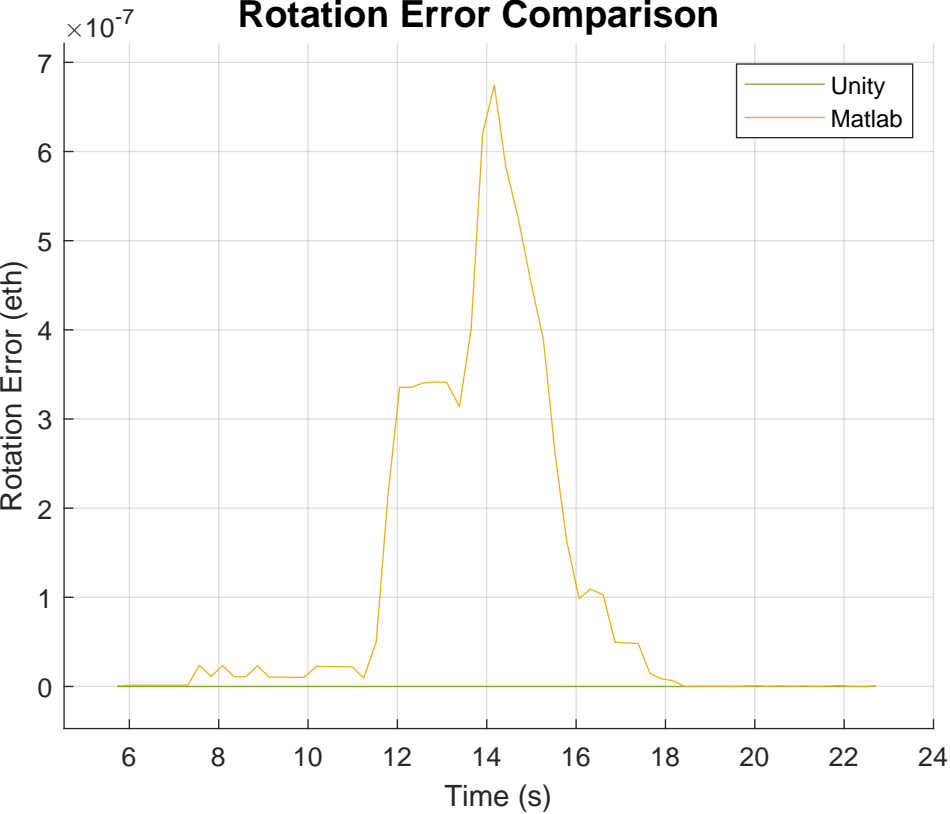
Scale Error Comparison



Rotation Error

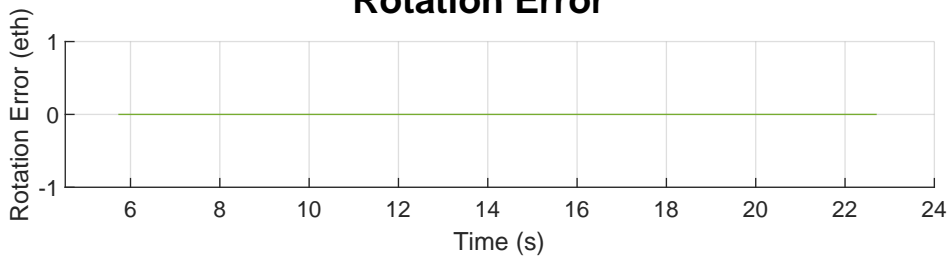


Rotation Error Comparison

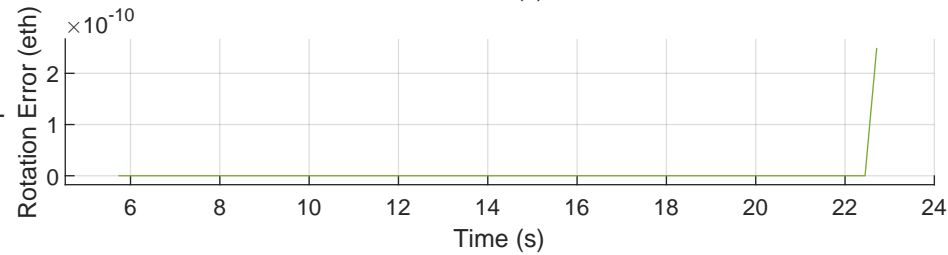


Rotation Error

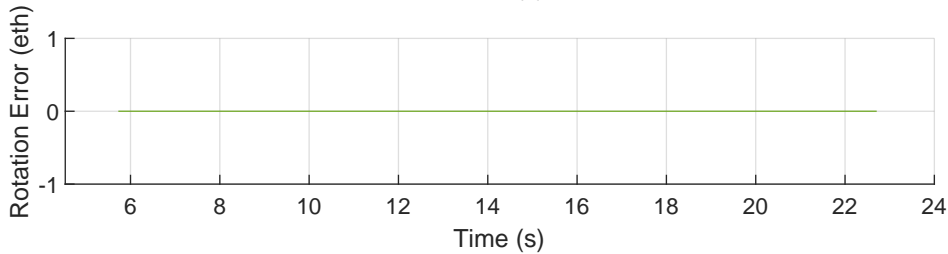
X



Y



Z

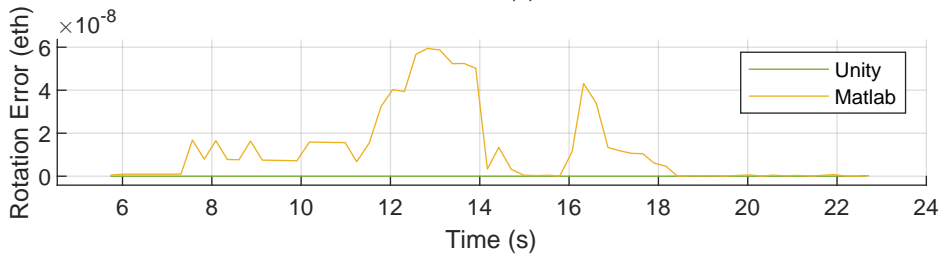


Rotation Error Comparison

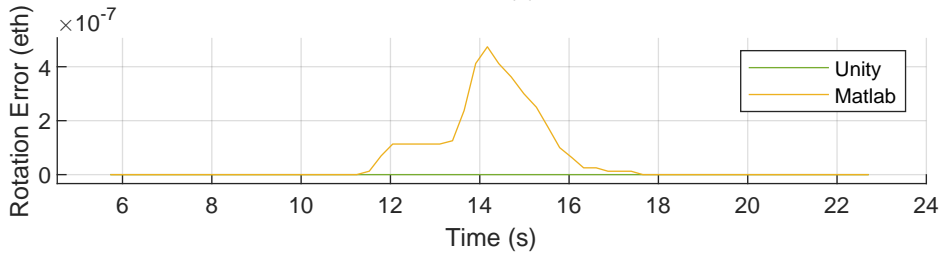
X



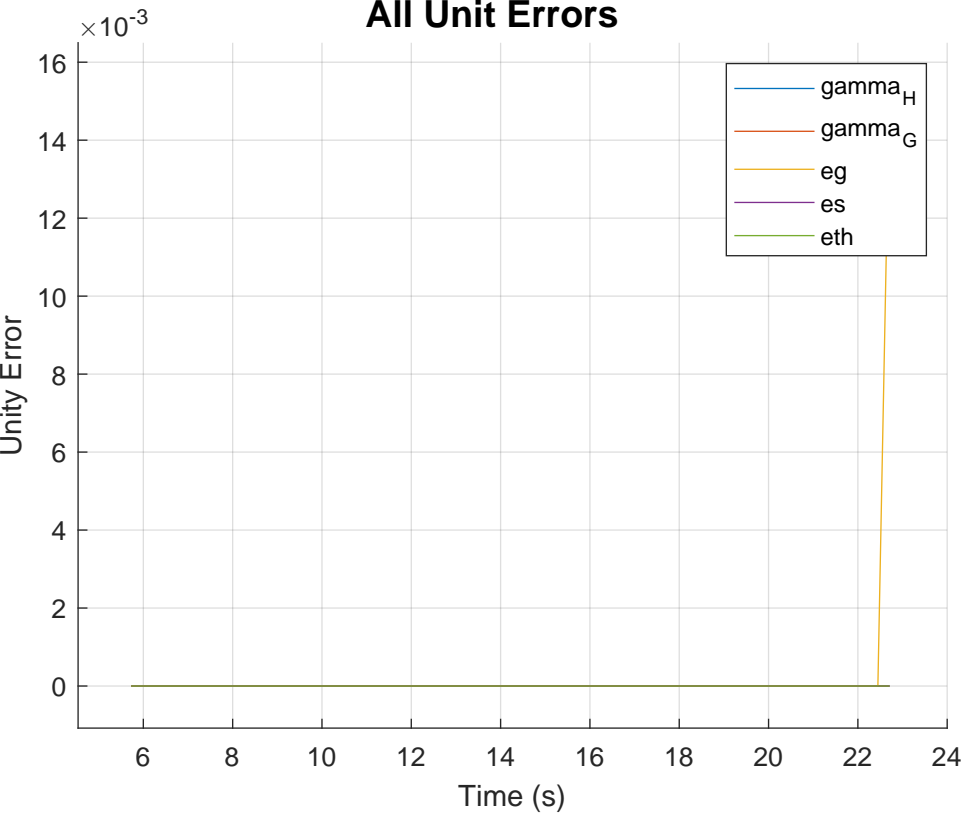
Y



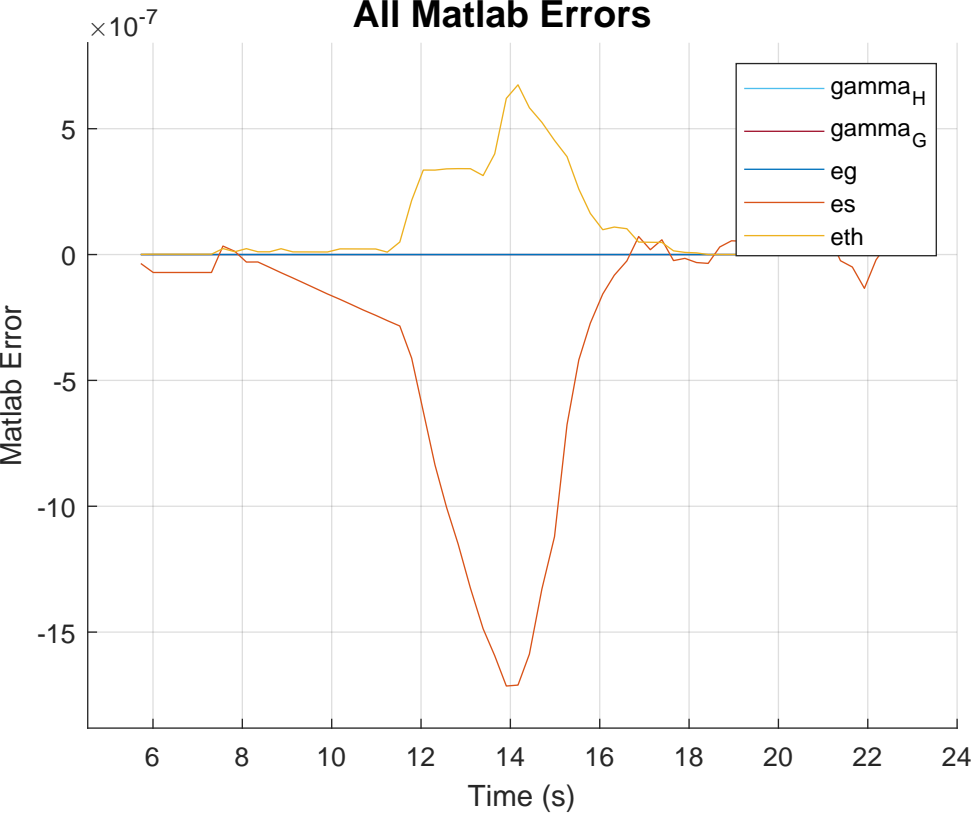
Z



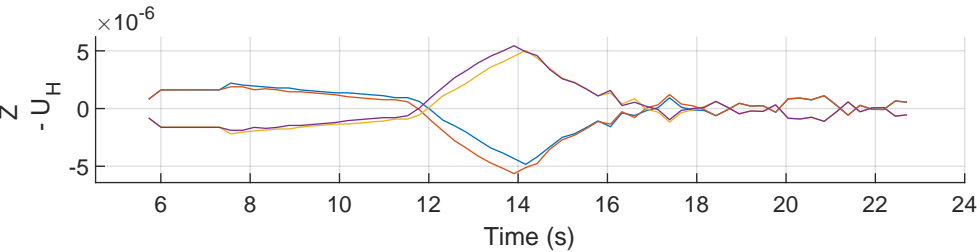
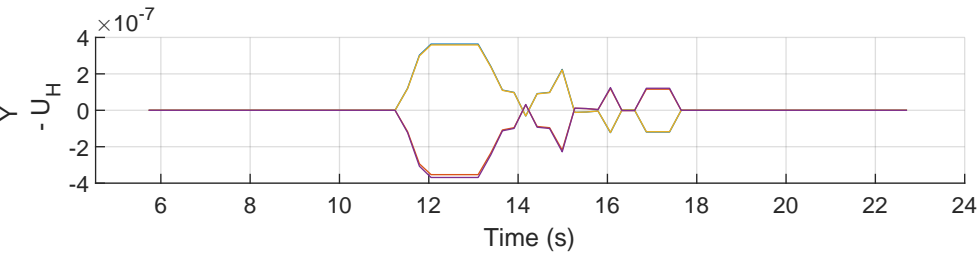
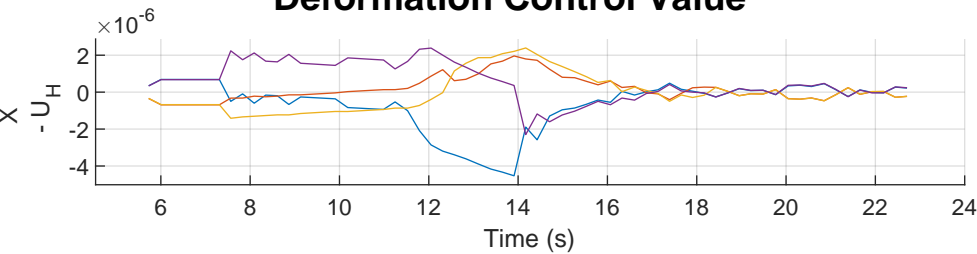
All Unit Errors



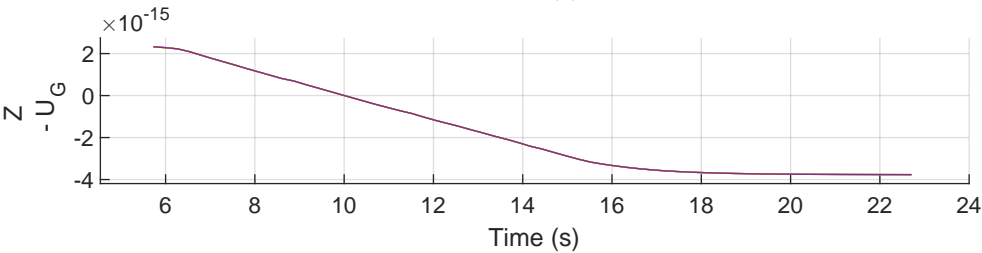
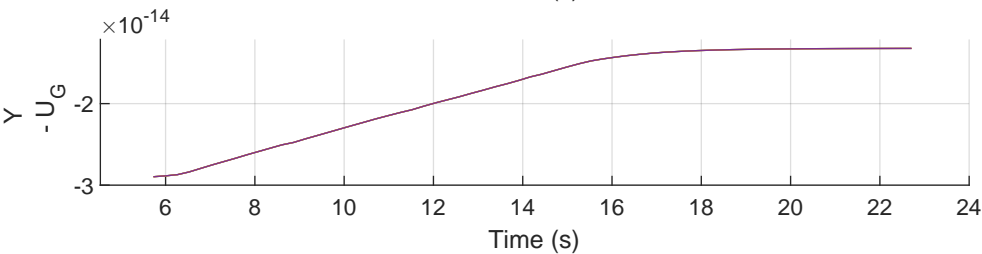
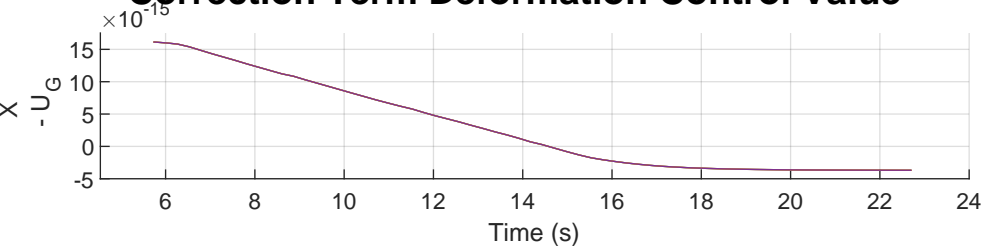
All Matlab Errors



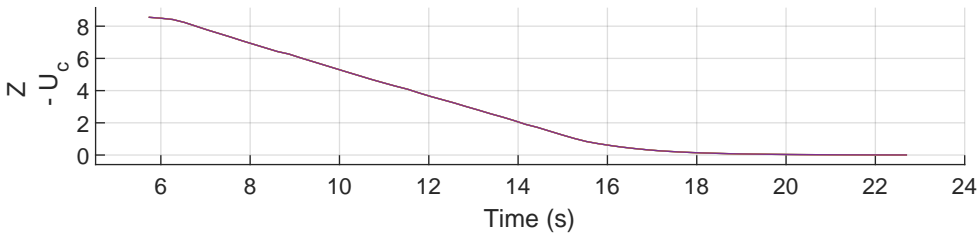
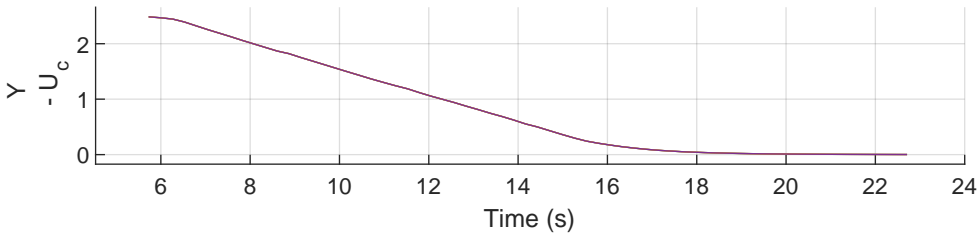
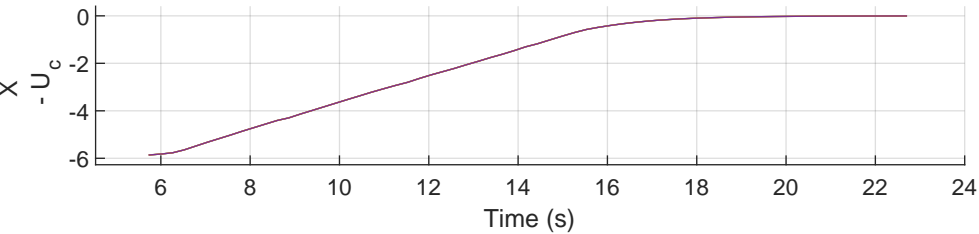
Deformation Control Value



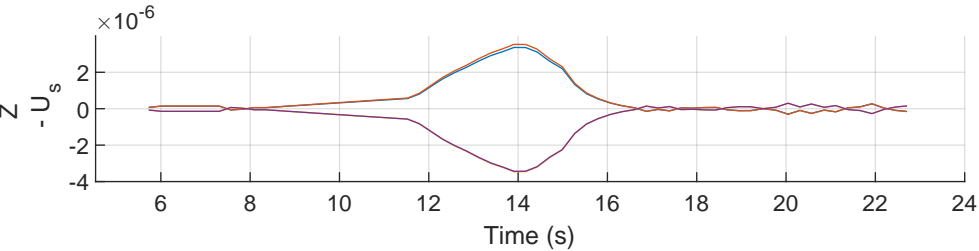
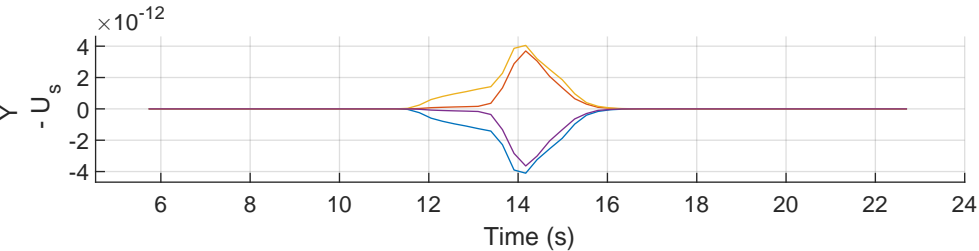
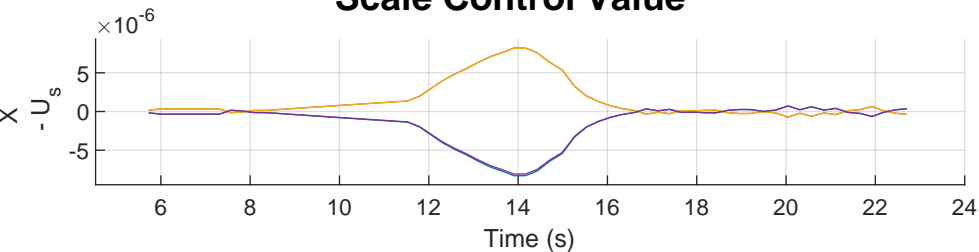
Correction Term Deformation Control Value



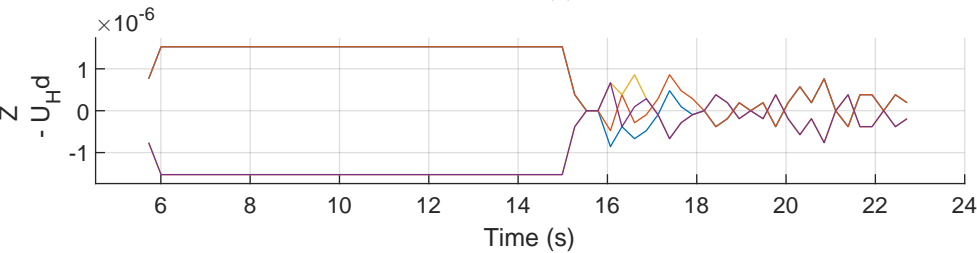
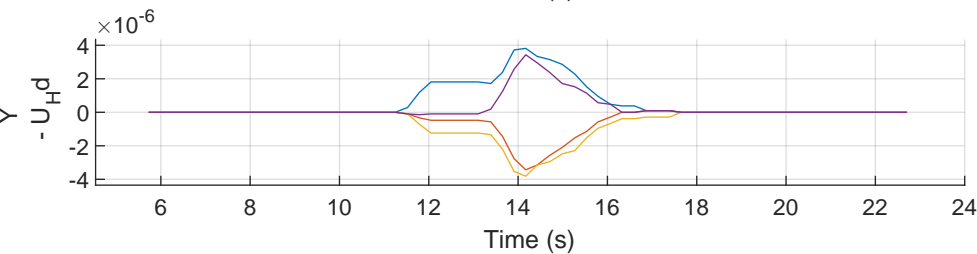
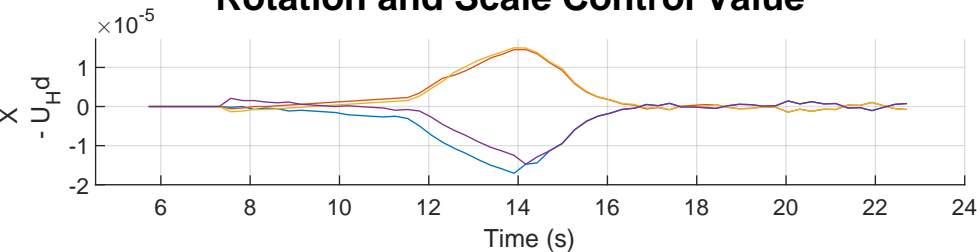
Position Control Value



Scale Control Value



Rotation and Scale Control Value



Global Control Value

