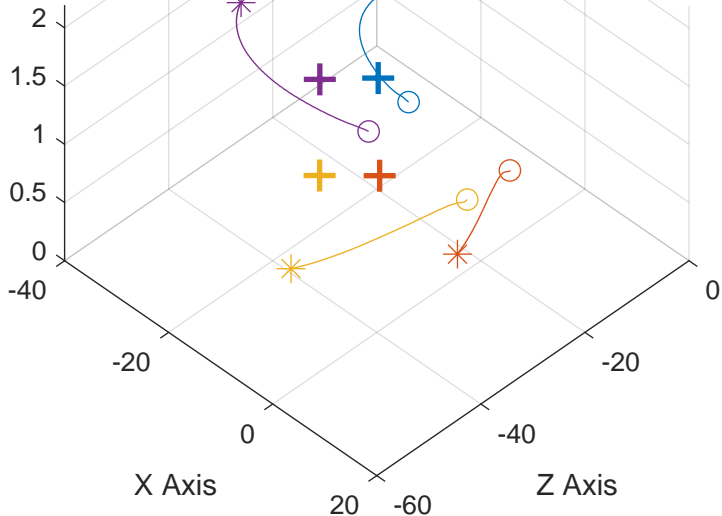
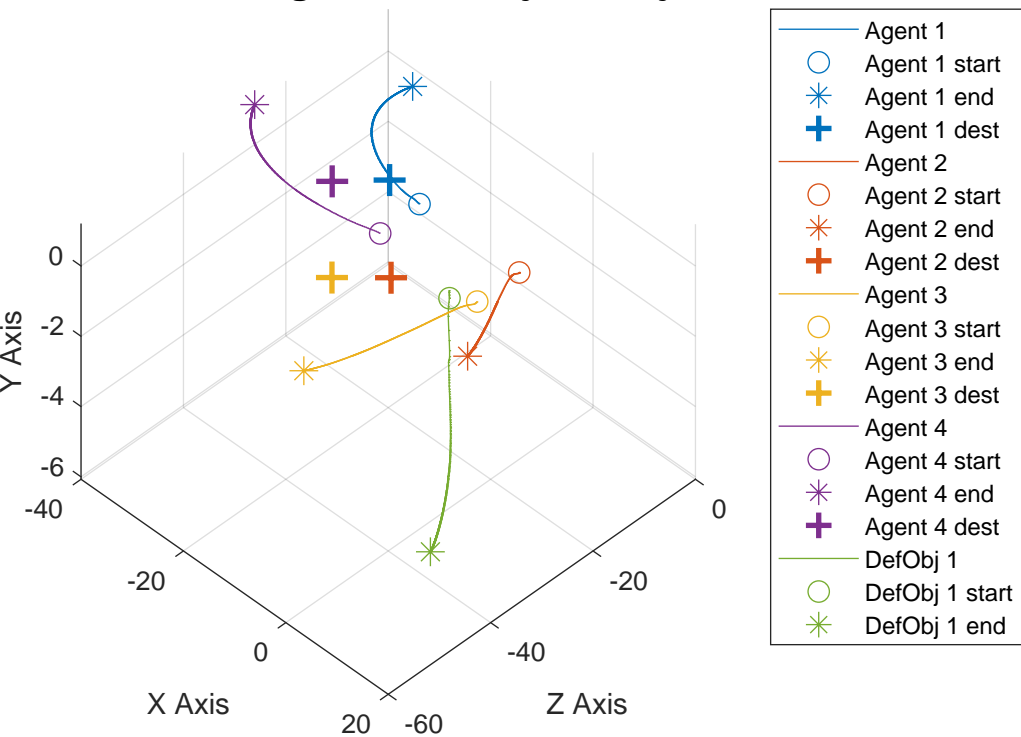


Agent 3D Trajectories

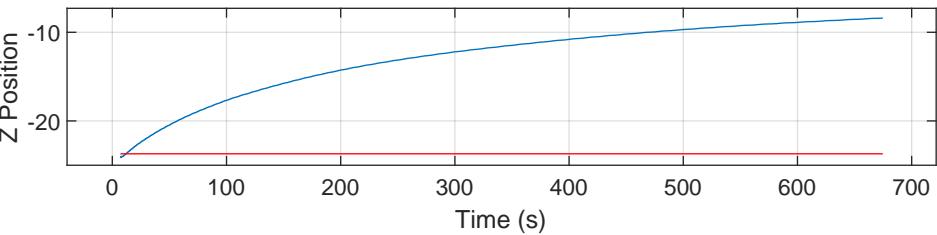
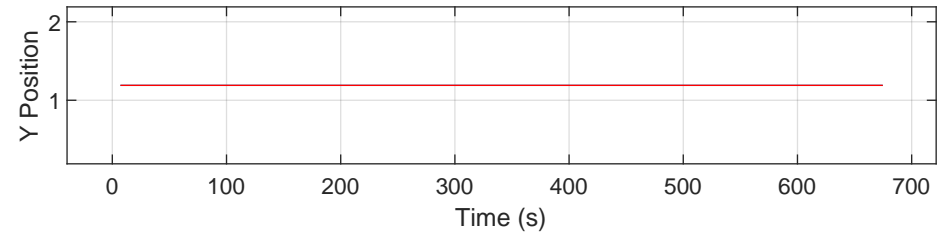
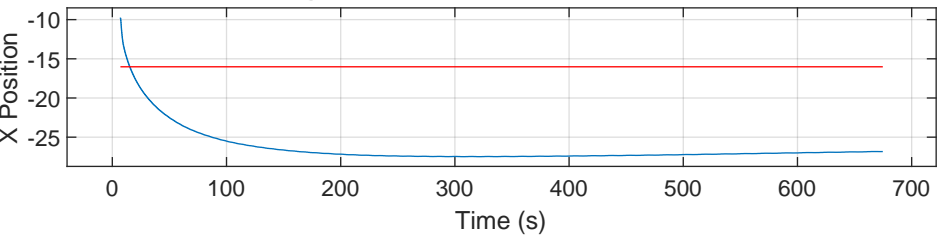
Y Axis



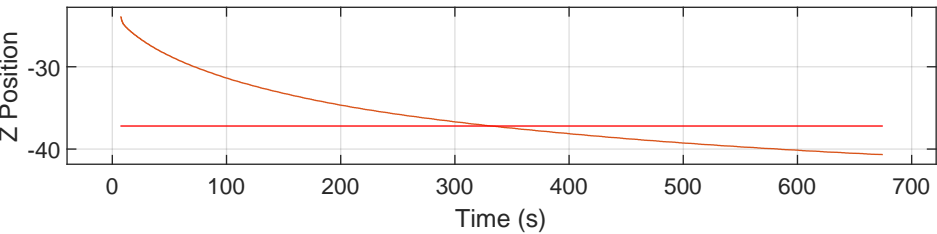
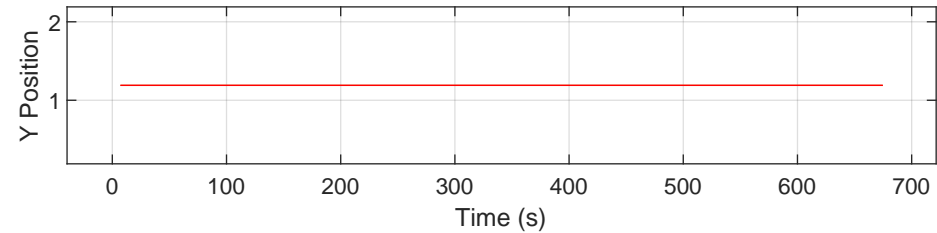
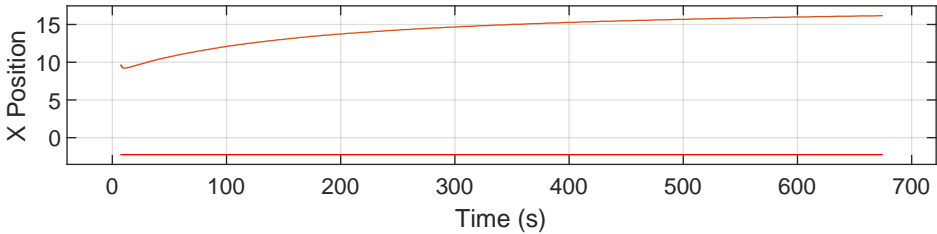
Agent + DefObj 3D Trajectories



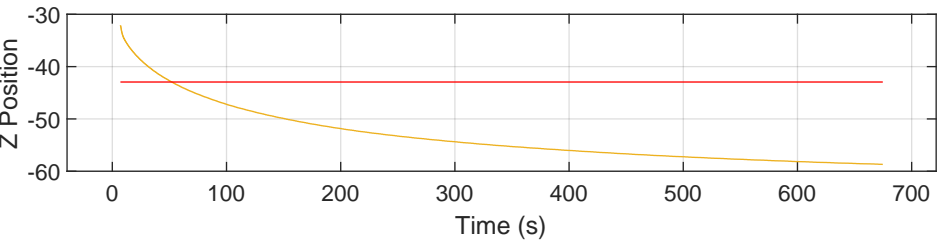
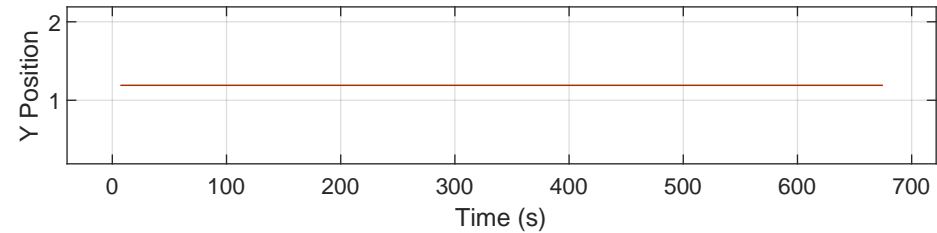
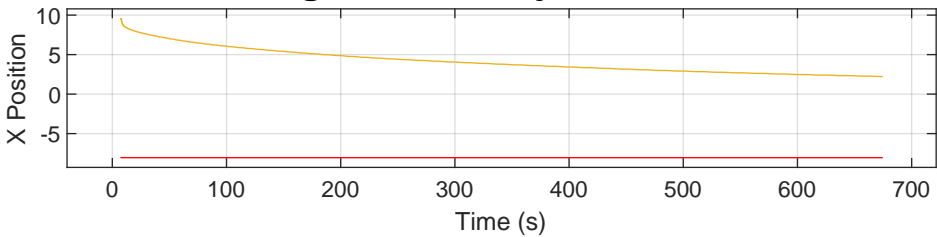
Agent 1 2D Trajectories



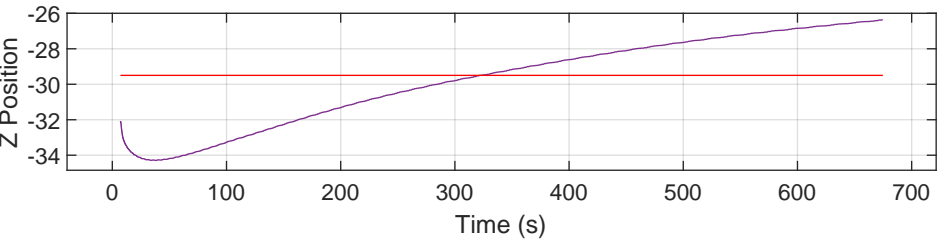
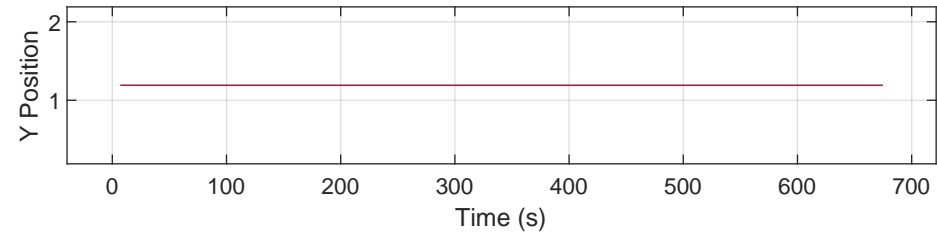
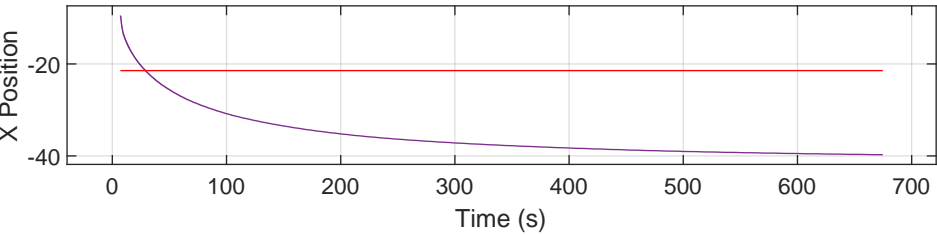
Agent 2 2D Trajectories



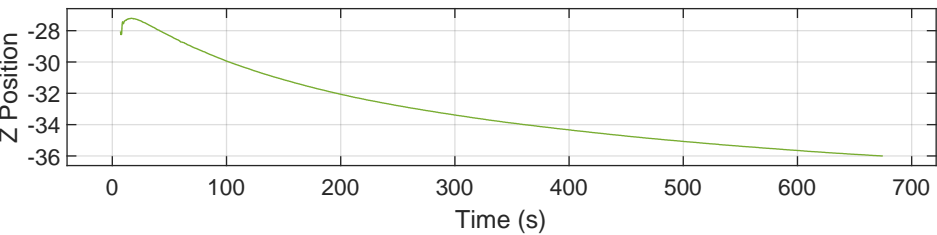
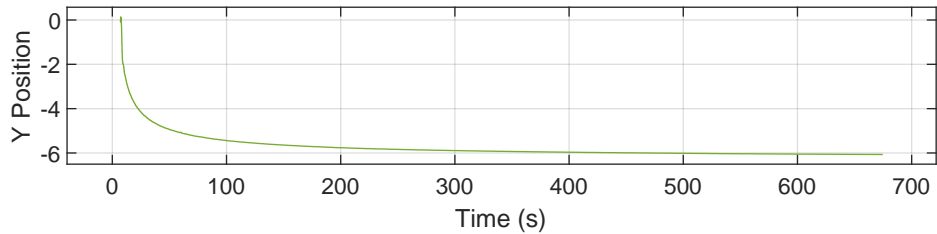
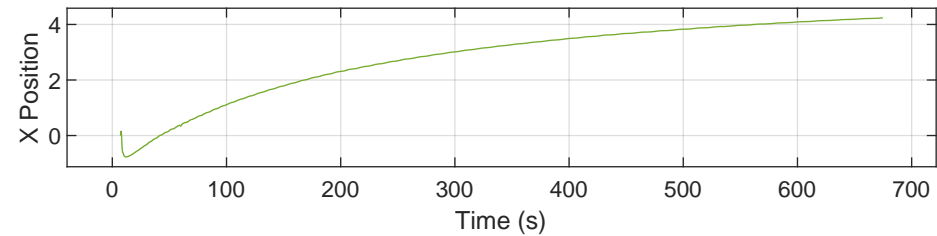
Agent 3 2D Trajectories



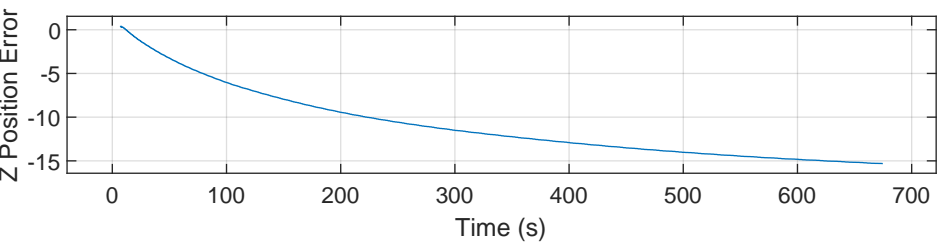
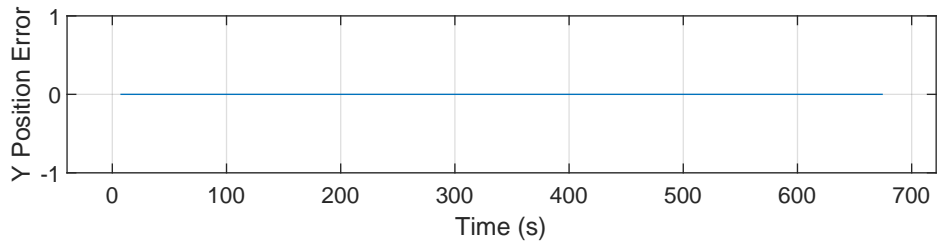
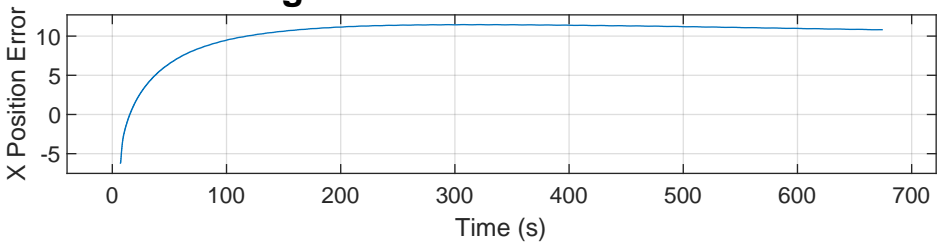
Agent 4 2D Trajectories



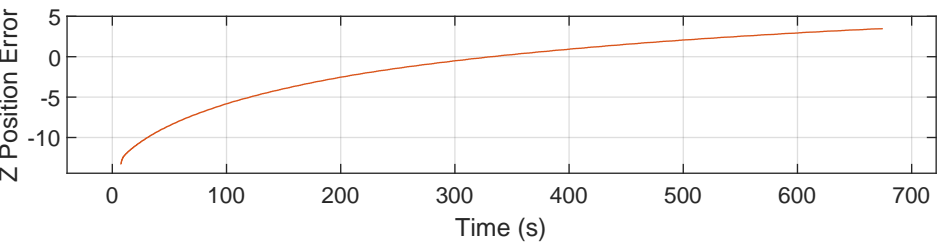
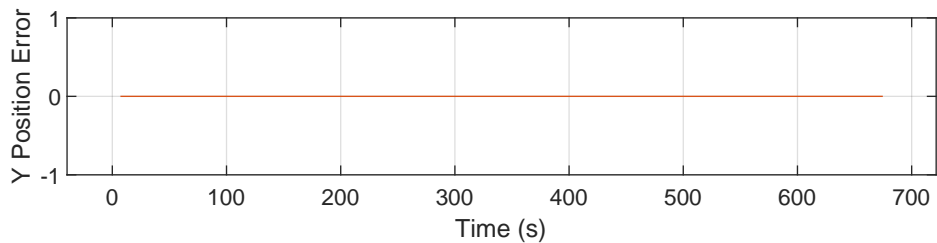
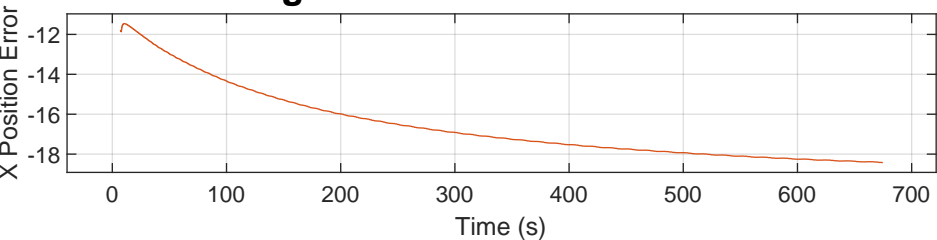
DefObj 1 2D Trajectories



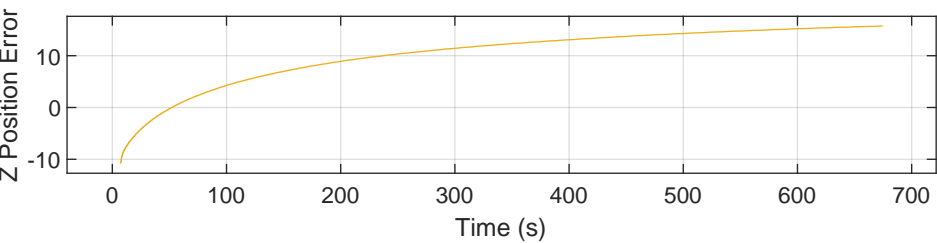
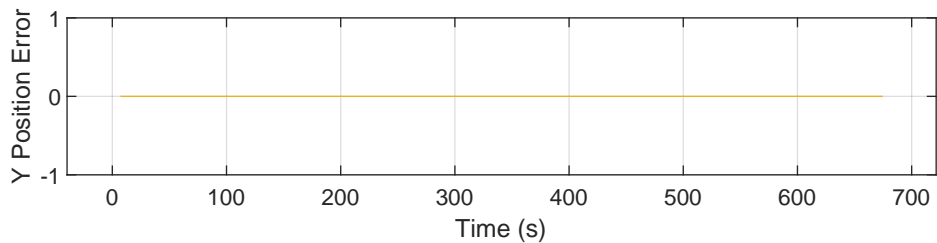
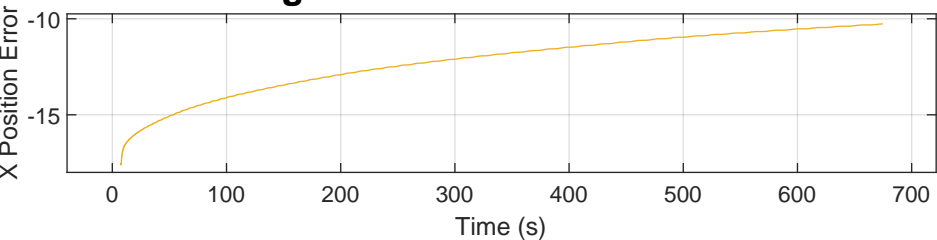
Agent 1 2D Position Error



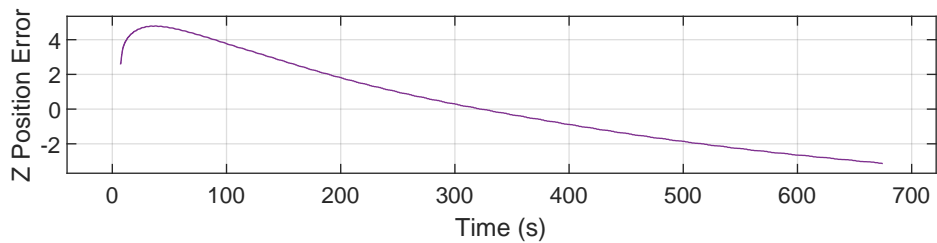
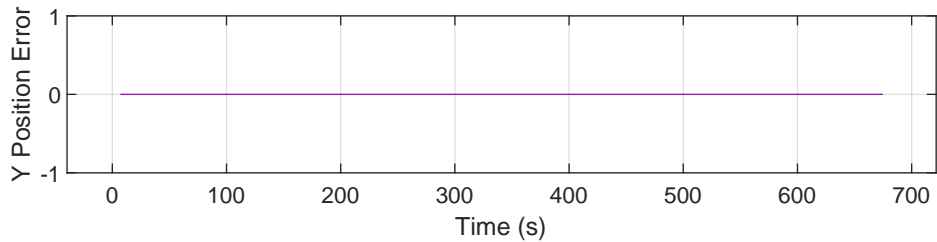
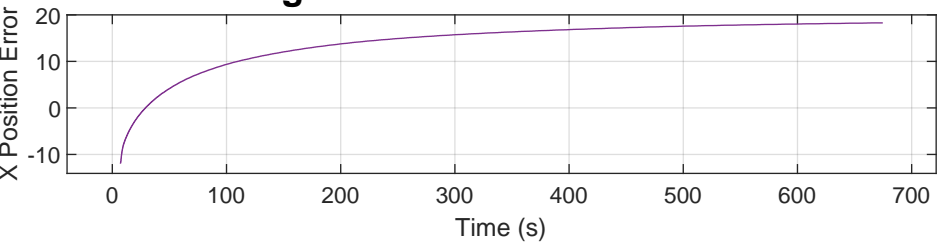
Agent 2 2D Position Error



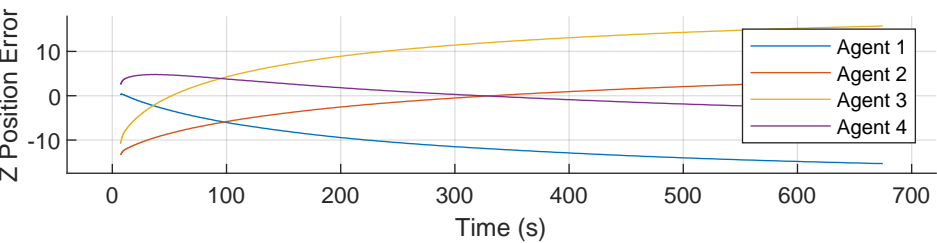
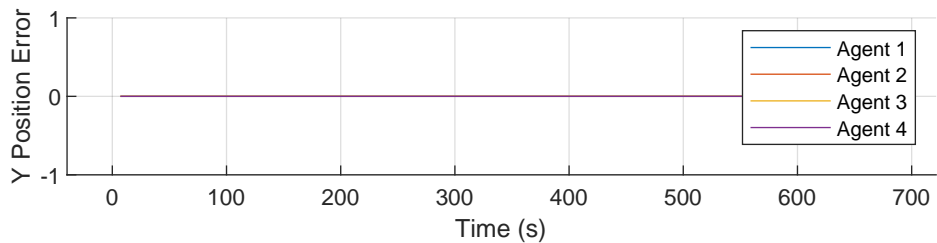
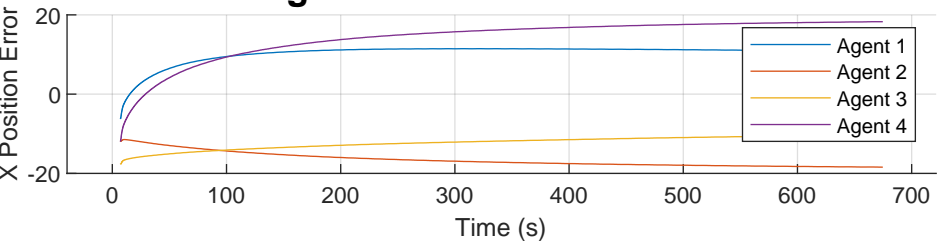
Agent 3 2D Position Error



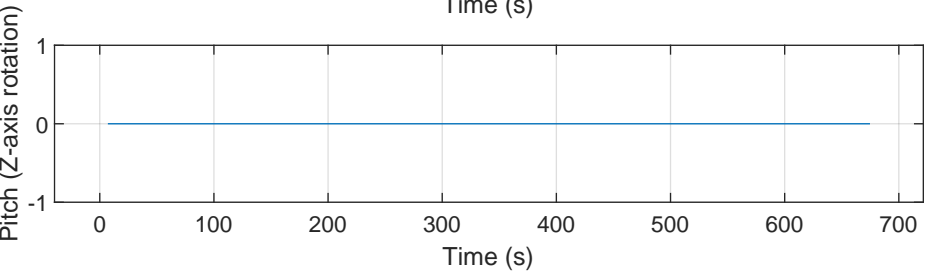
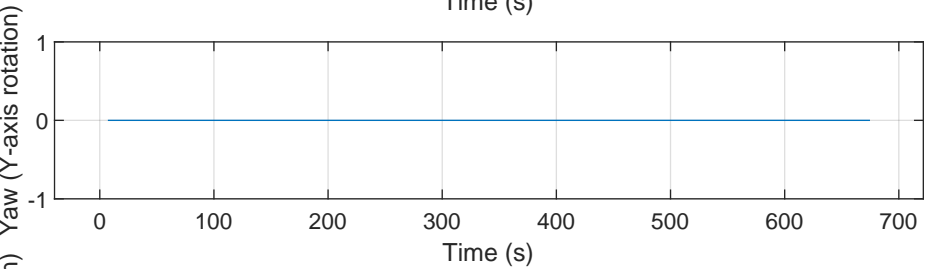
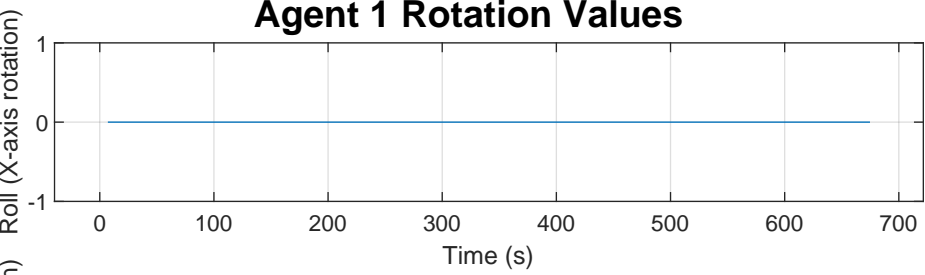
Agent 4 2D Position Error



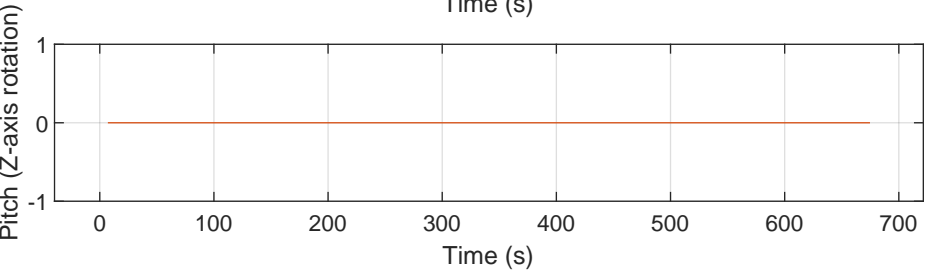
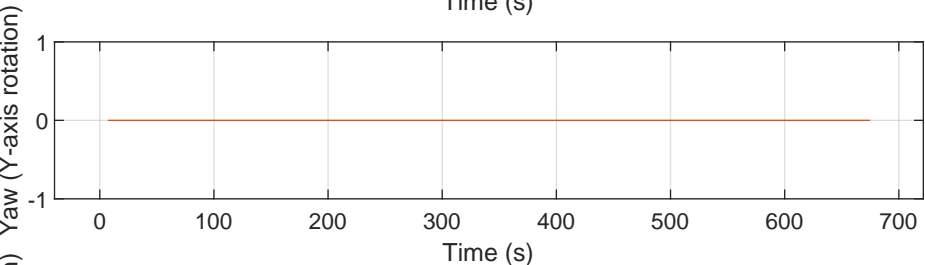
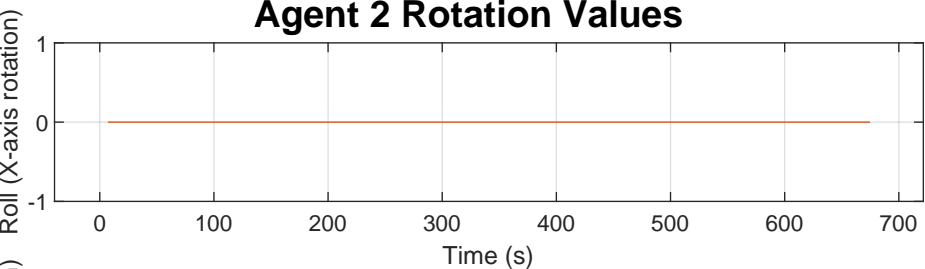
Agents 2D Position Error



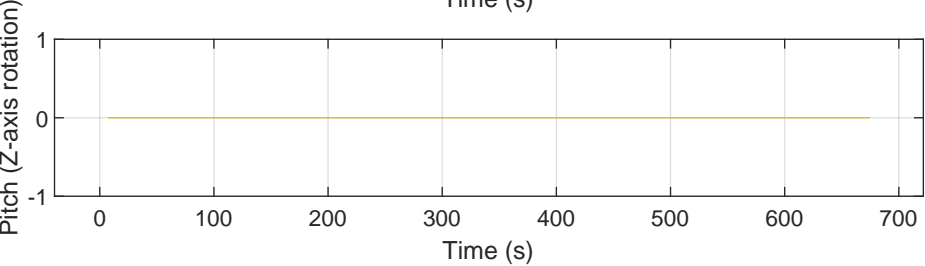
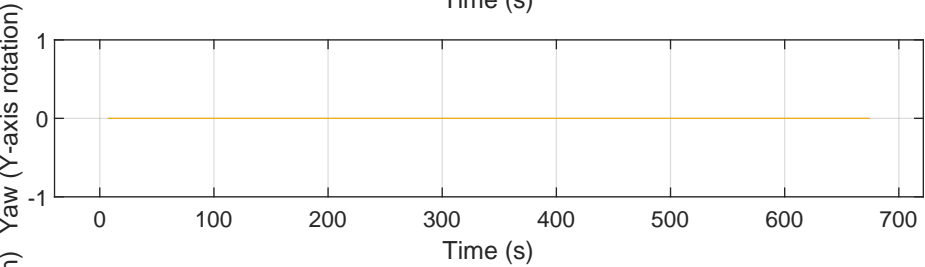
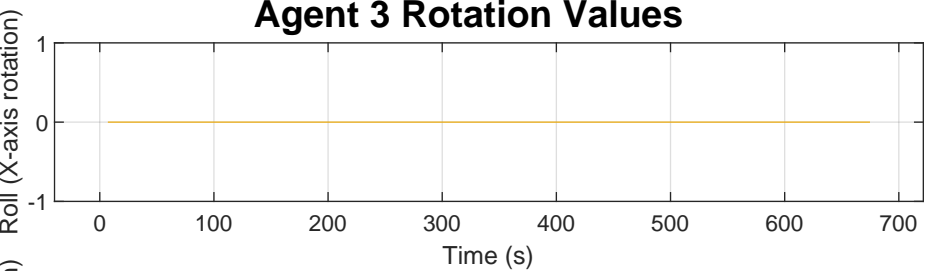
Agent 1 Rotation Values



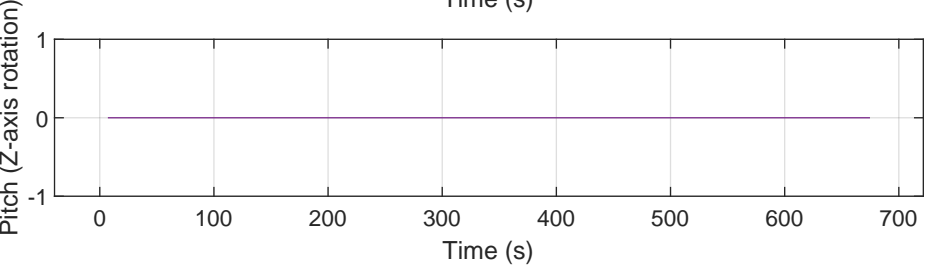
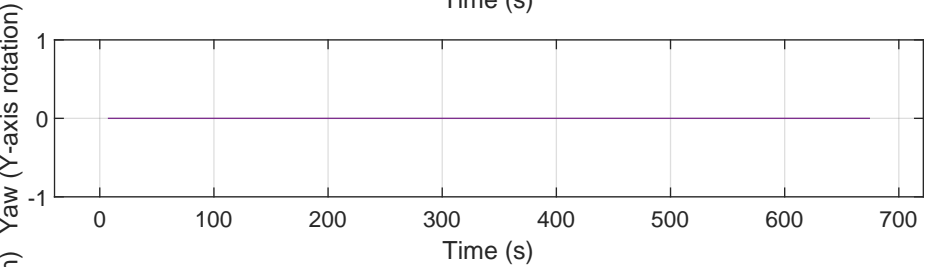
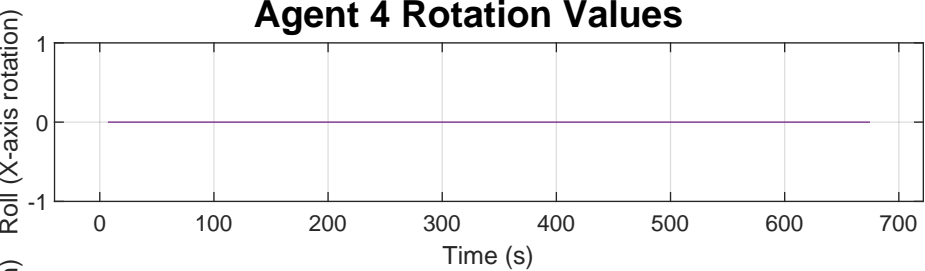
Agent 2 Rotation Values



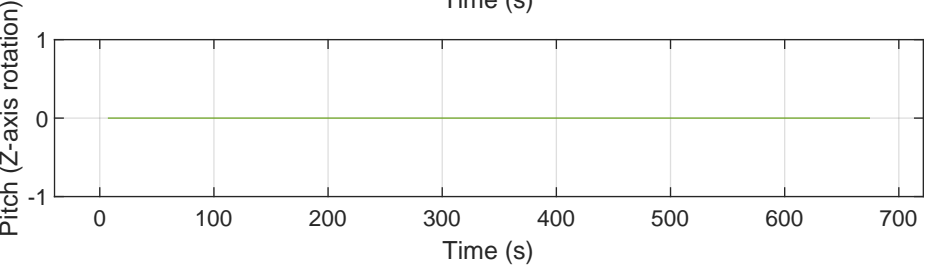
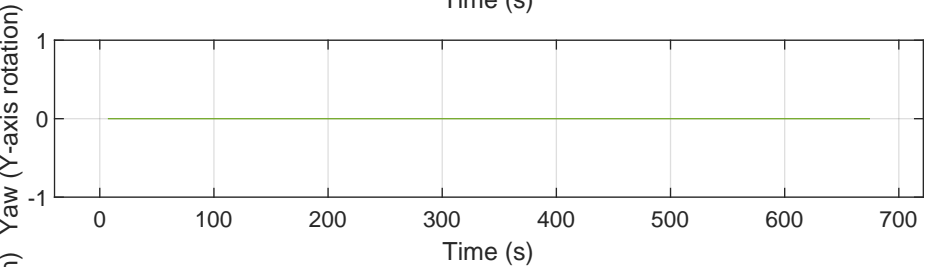
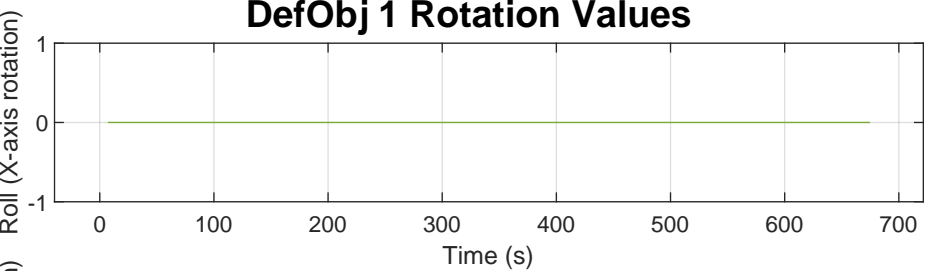
Agent 3 Rotation Values



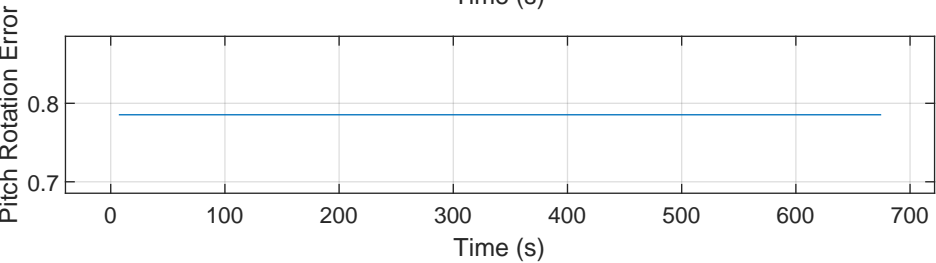
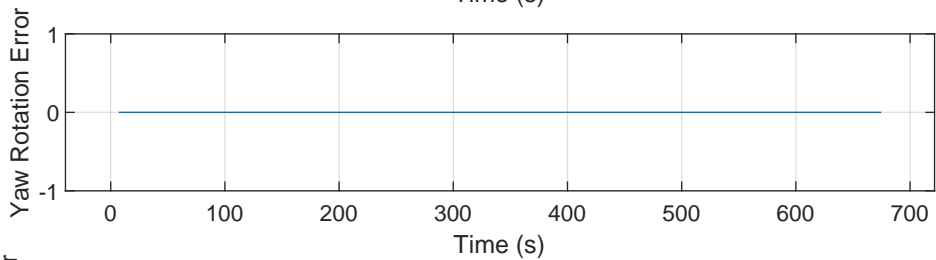
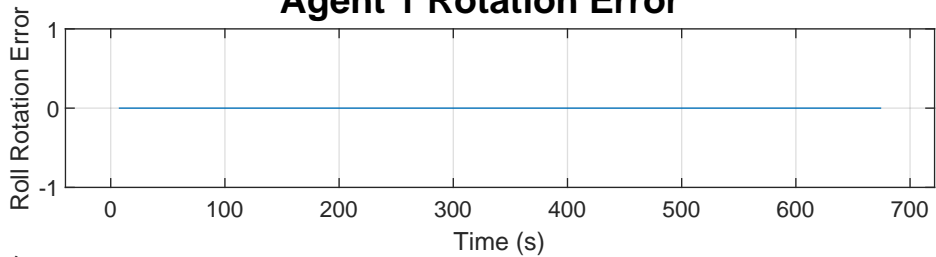
Agent 4 Rotation Values



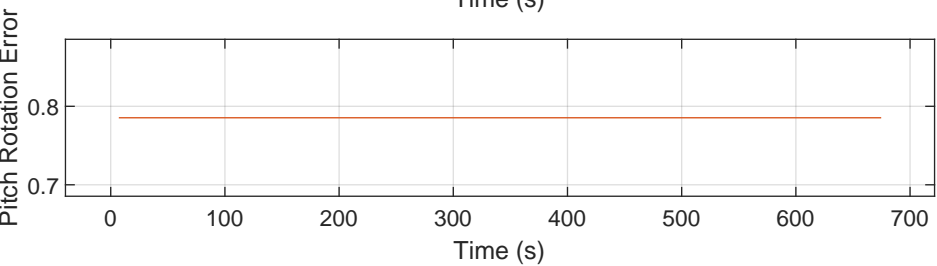
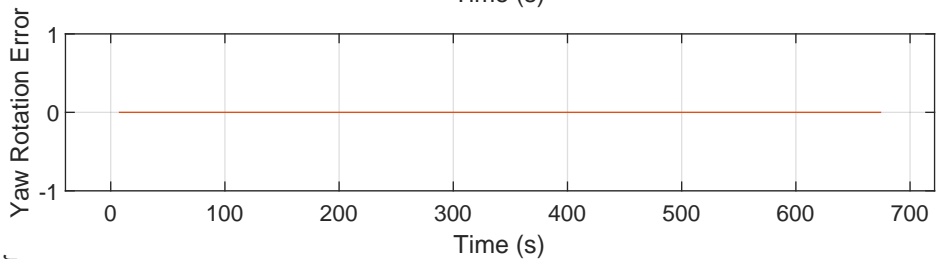
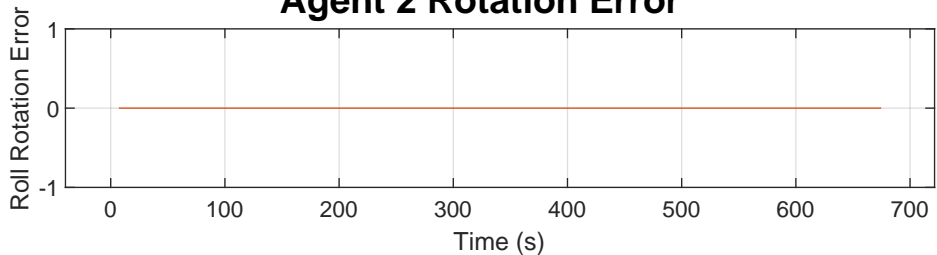
DefObj 1 Rotation Values



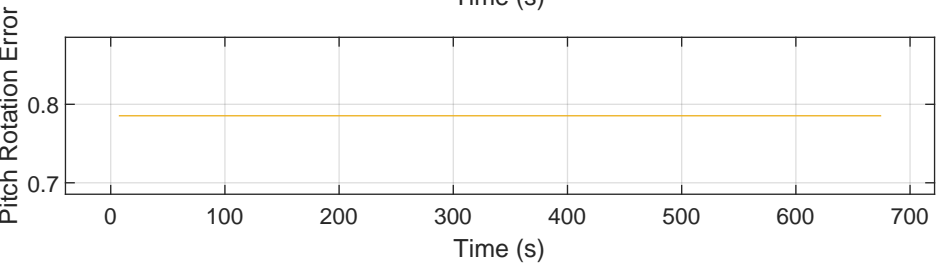
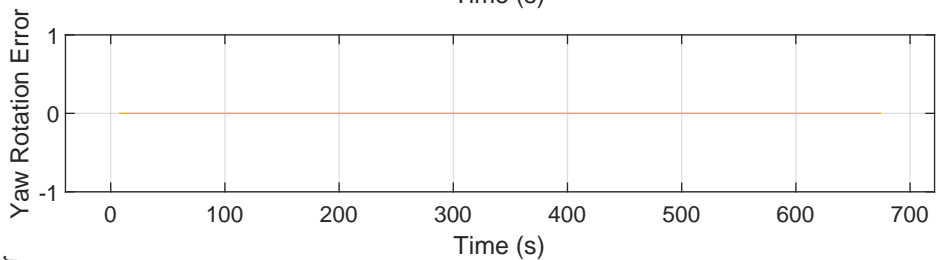
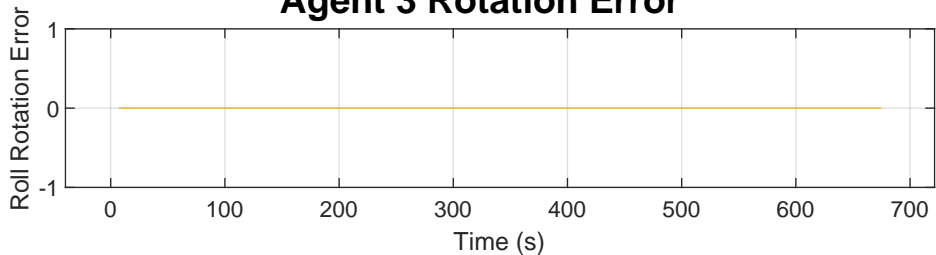
Agent 1 Rotation Error



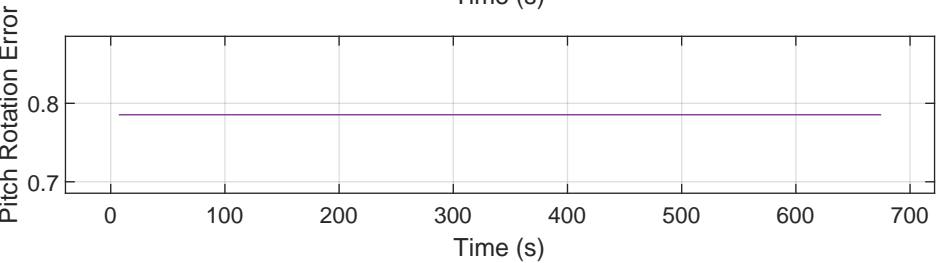
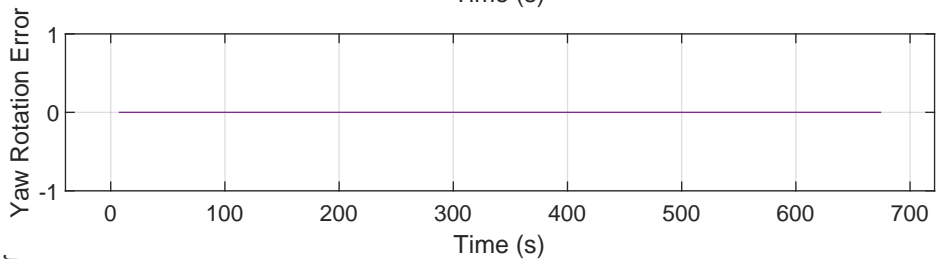
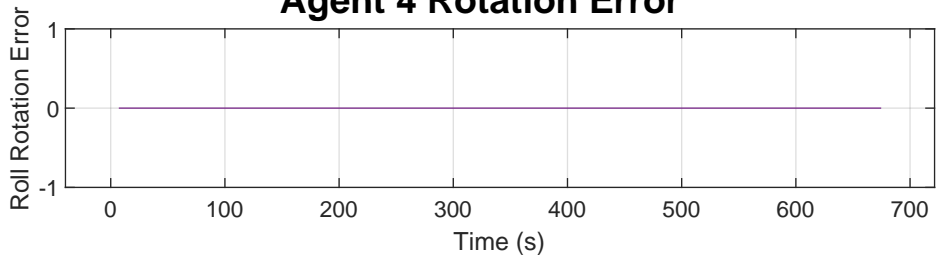
Agent 2 Rotation Error



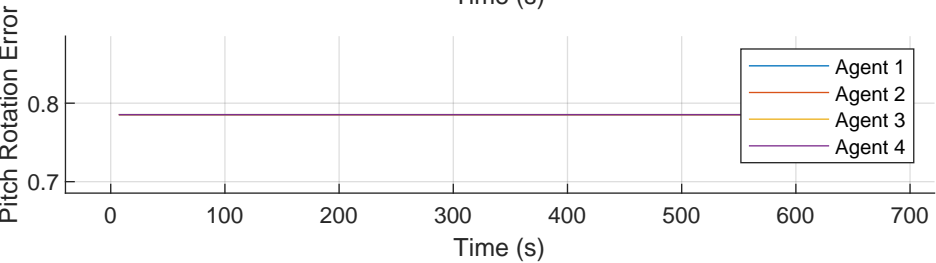
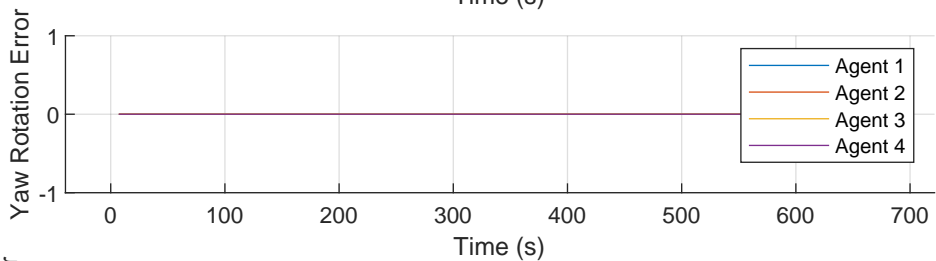
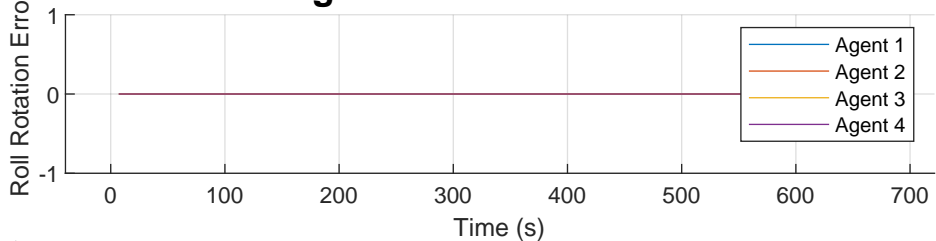
Agent 3 Rotation Error



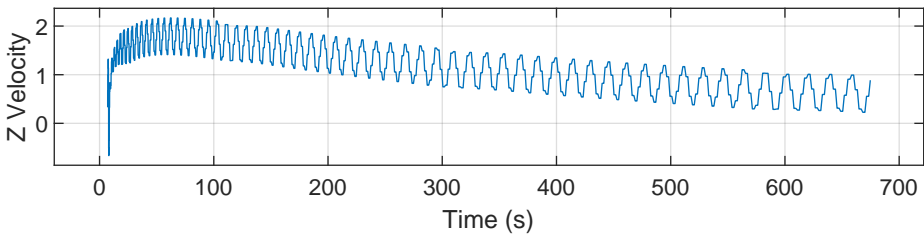
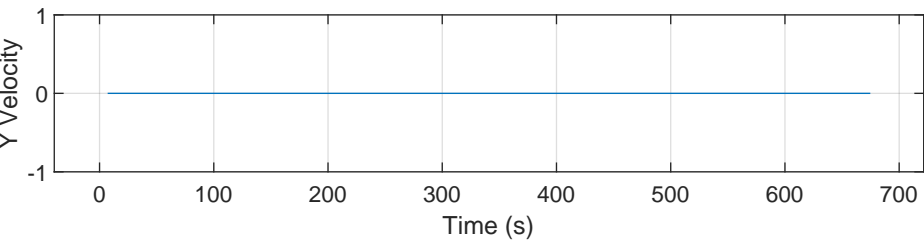
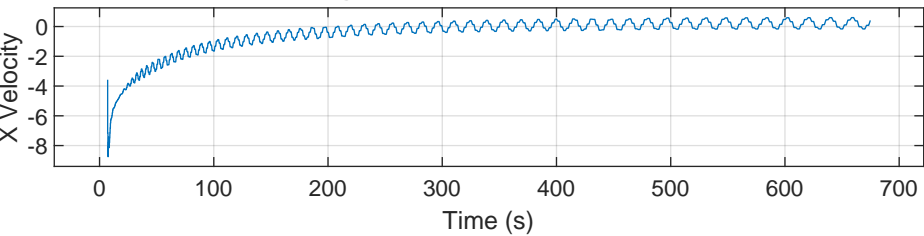
Agent 4 Rotation Error



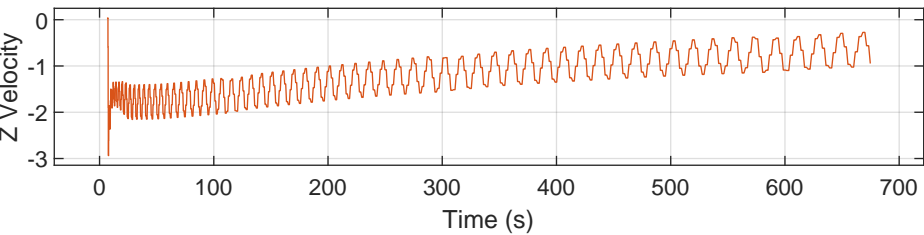
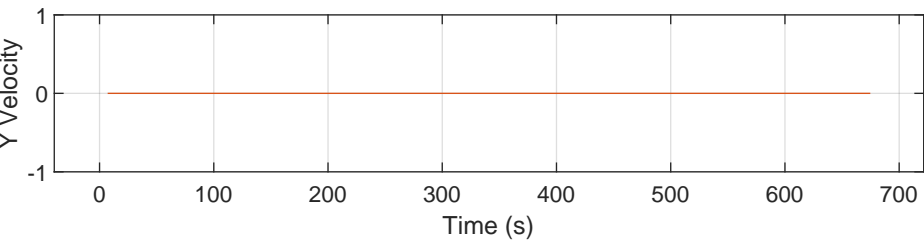
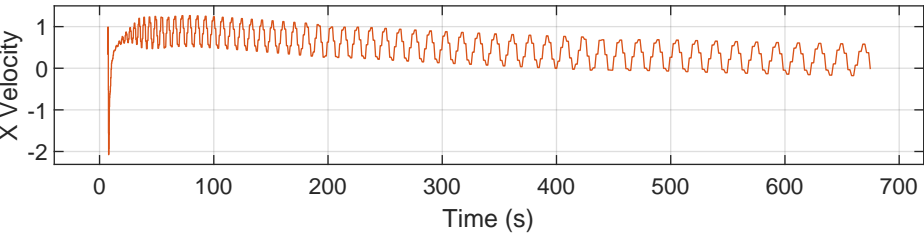
Agents Rotation Error



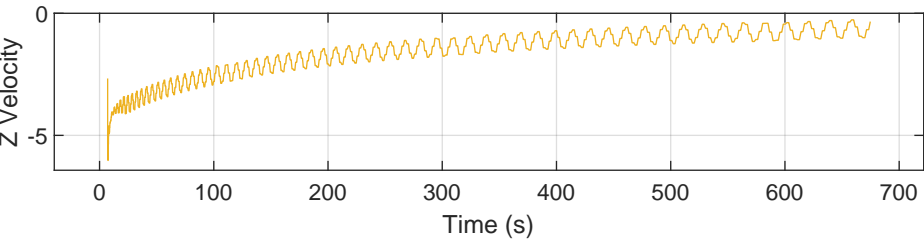
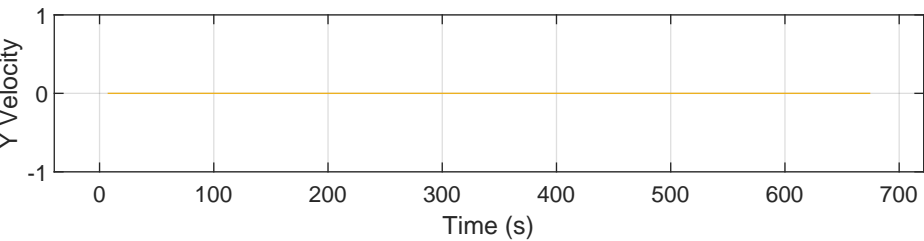
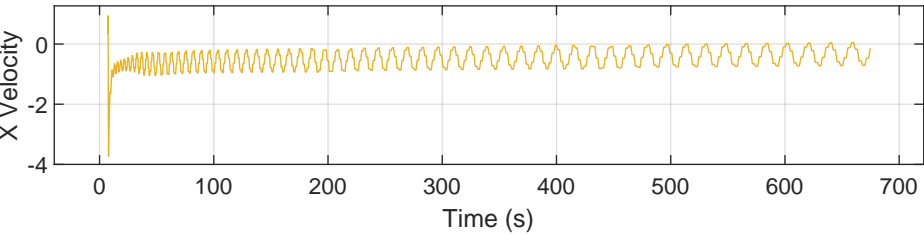
Agent 1 Velocities



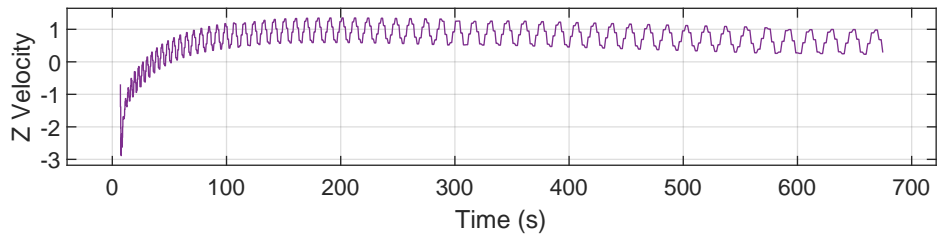
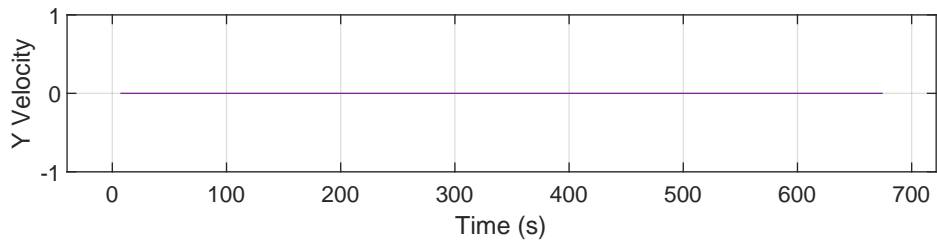
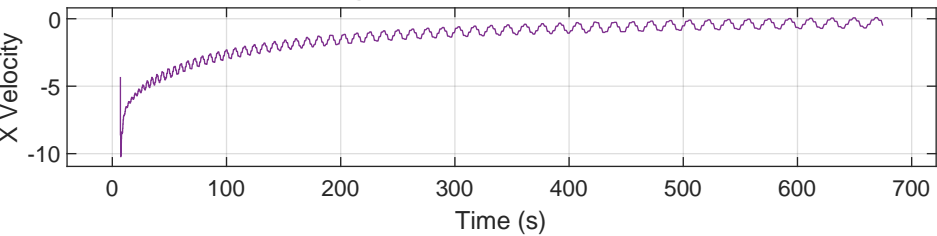
Agent 2 Velocities



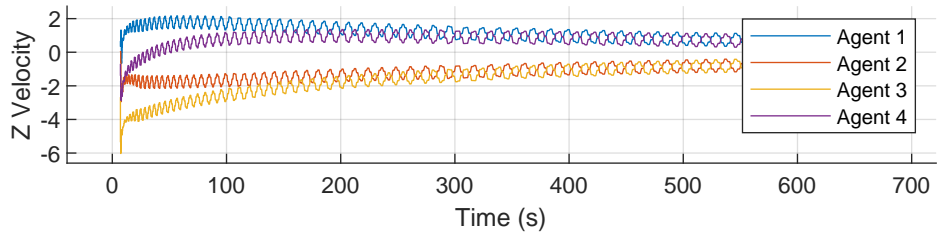
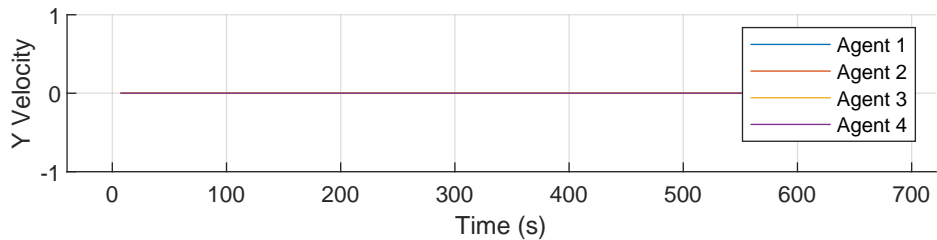
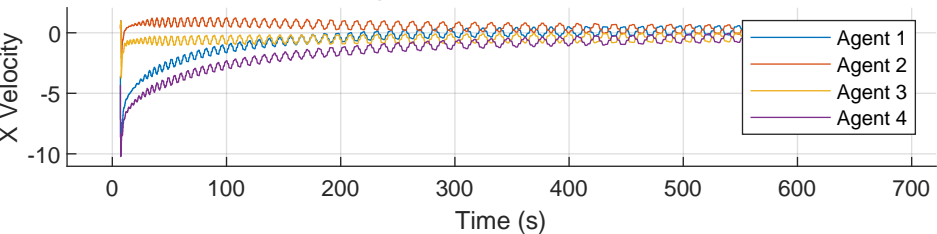
Agent 3 Velocities



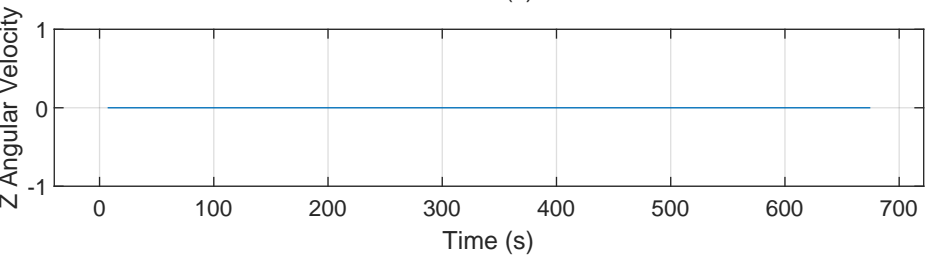
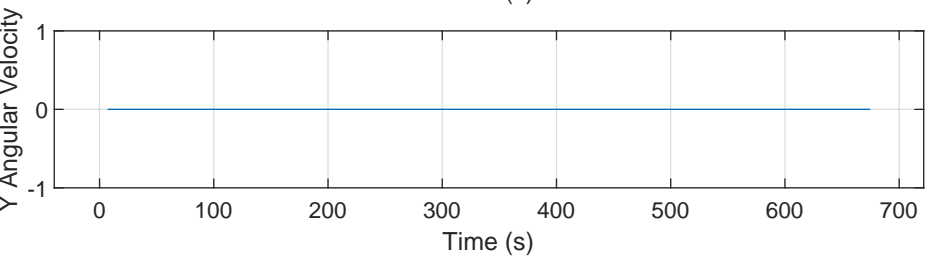
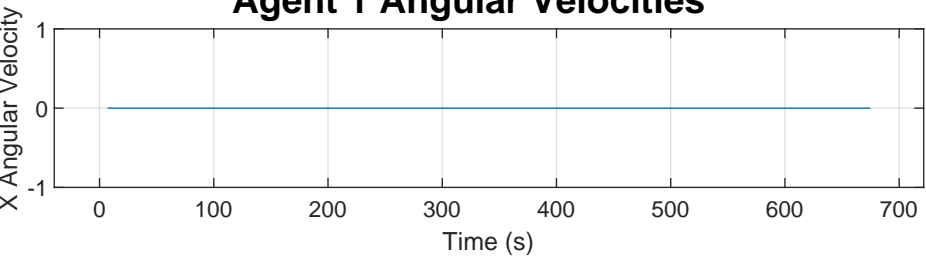
Agent 4 Velocities



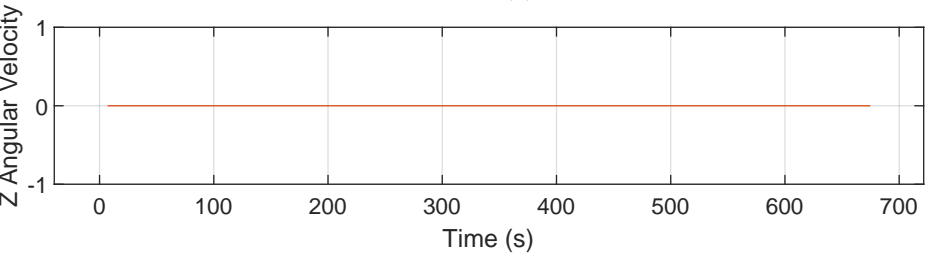
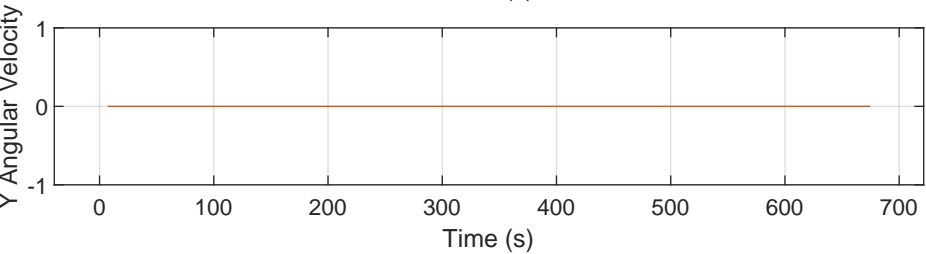
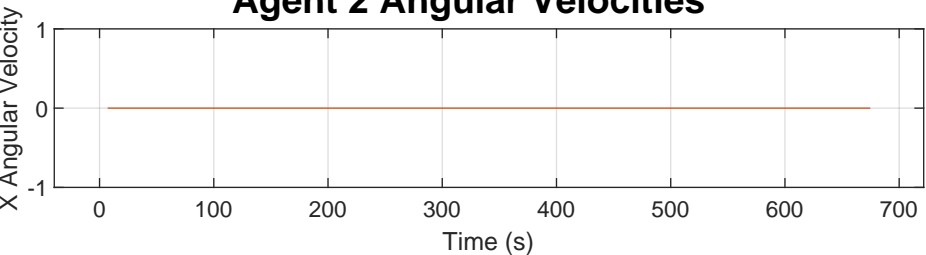
Agents Velocity



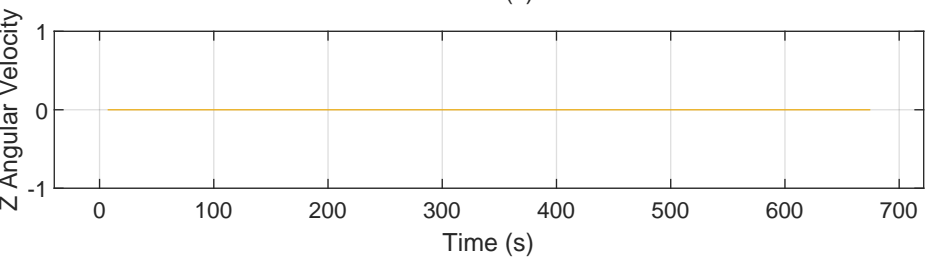
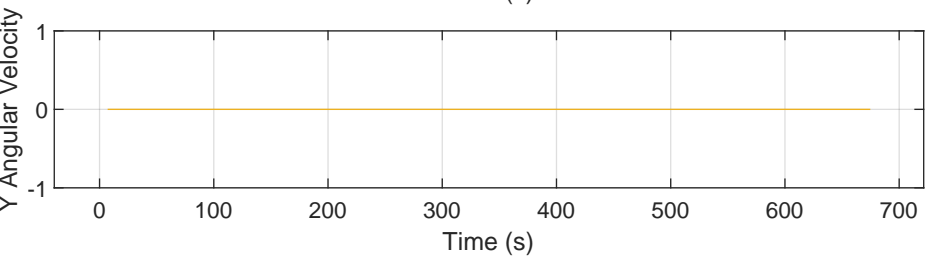
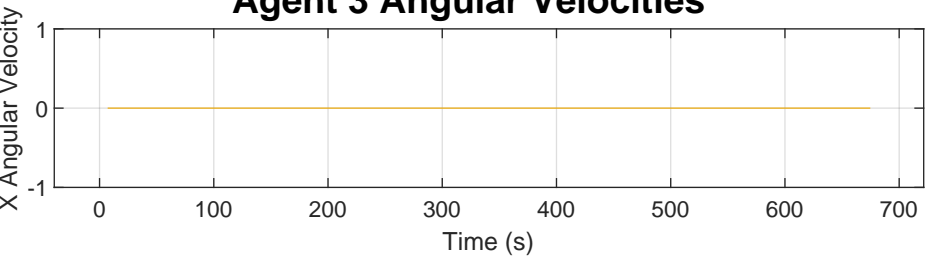
Agent 1 Angular Velocities



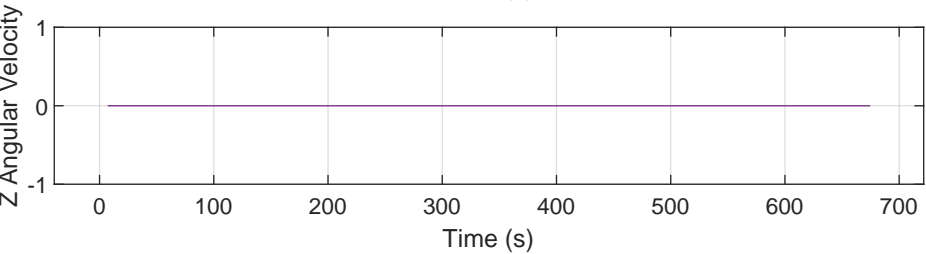
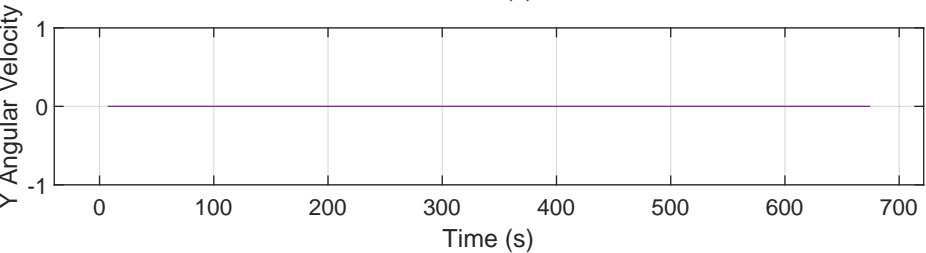
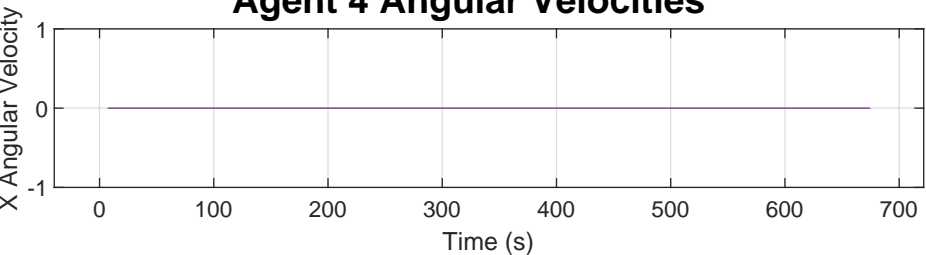
Agent 2 Angular Velocities



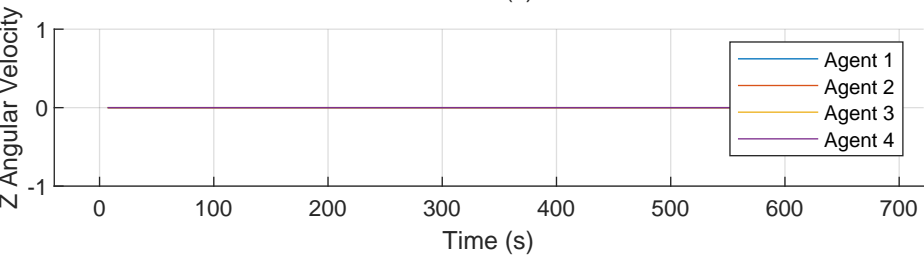
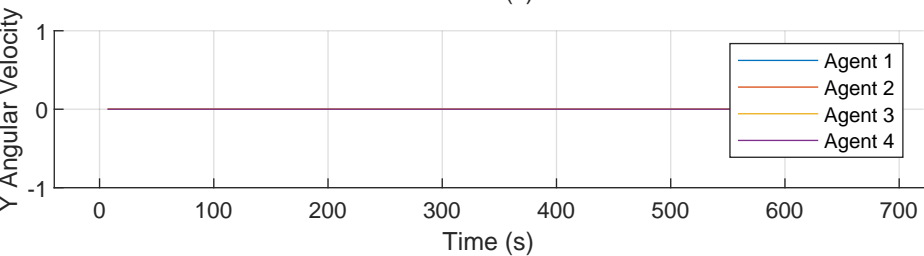
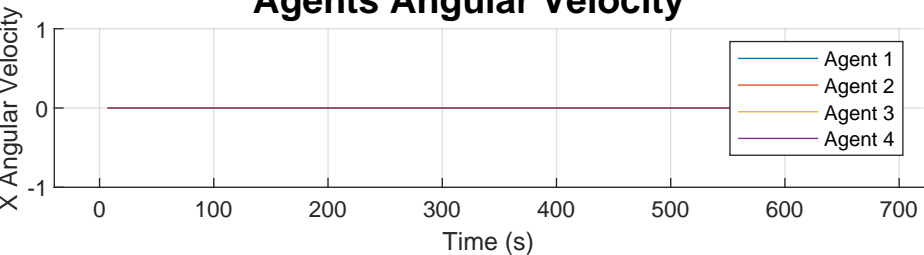
Agent 3 Angular Velocities



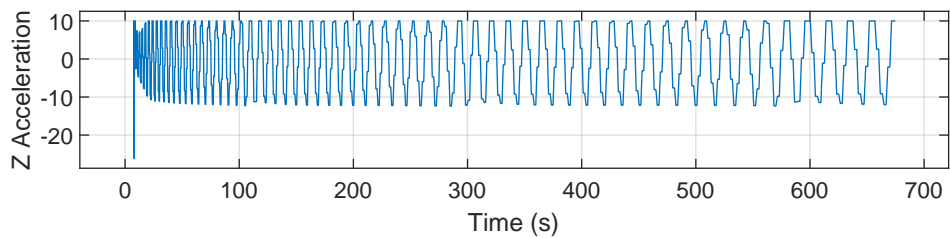
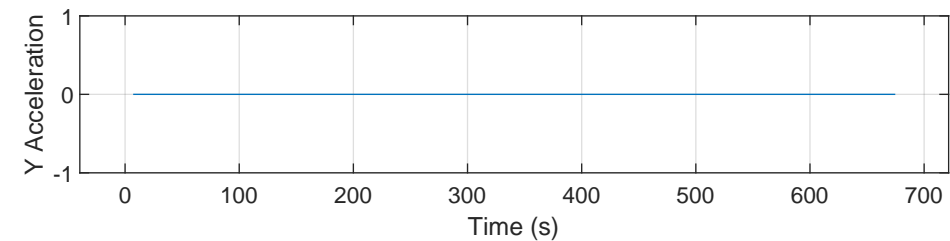
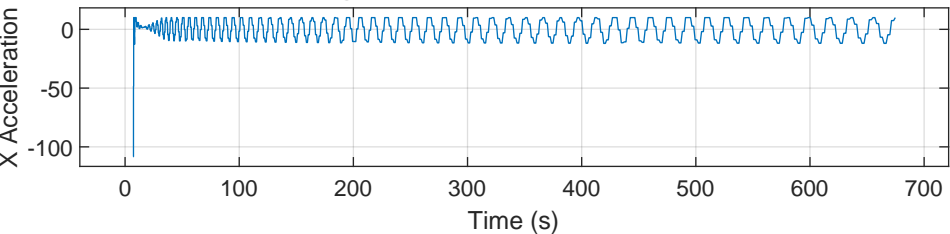
Agent 4 Angular Velocities



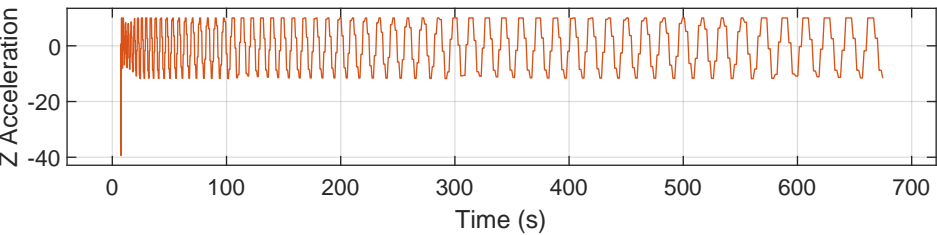
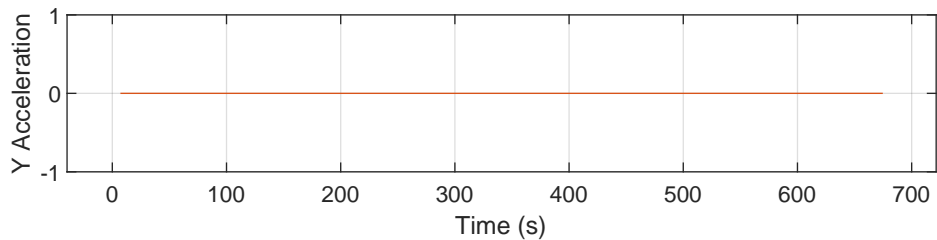
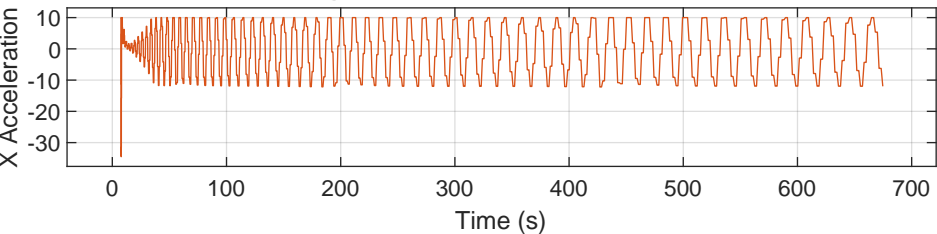
Agents Angular Velocity



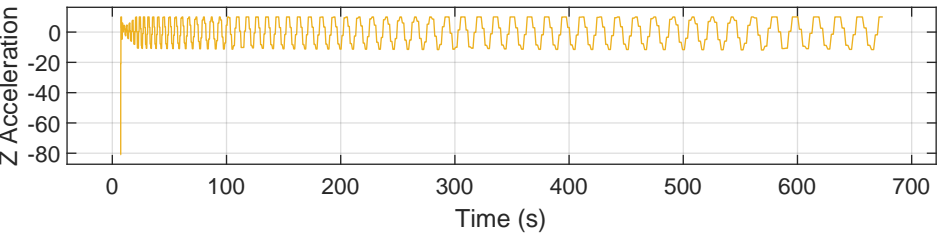
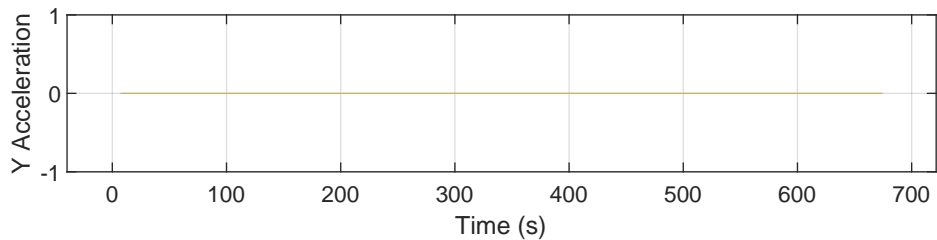
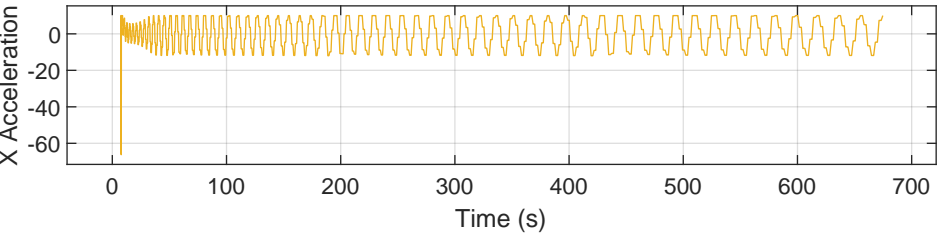
Agent 1 Acceleration



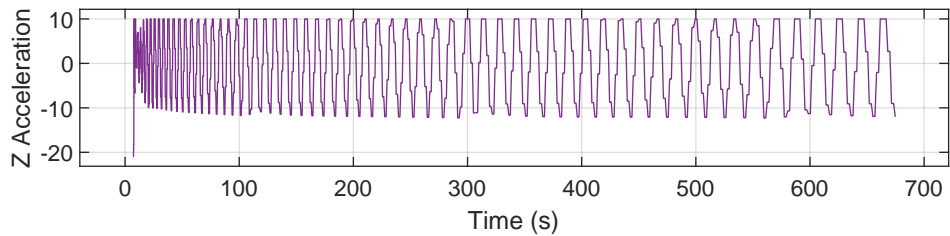
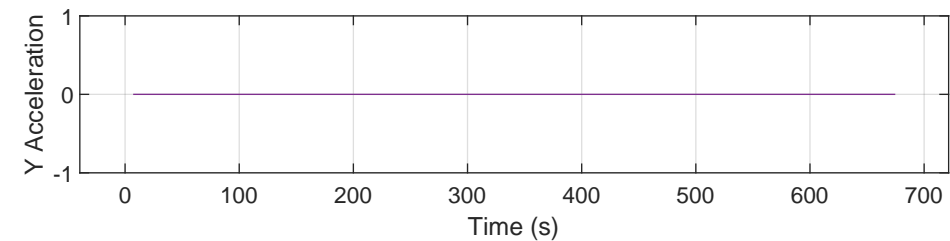
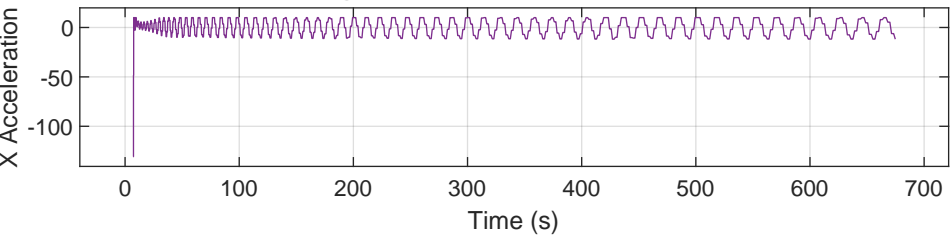
Agent 2 Acceleration



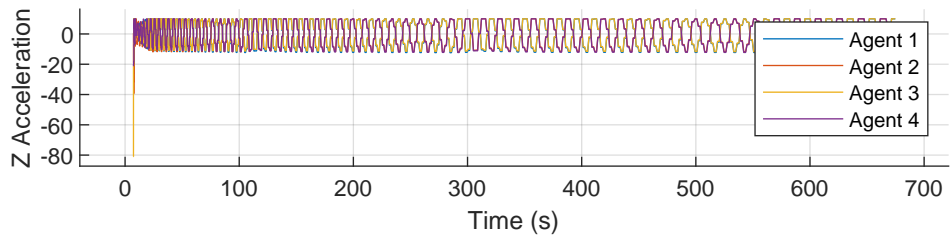
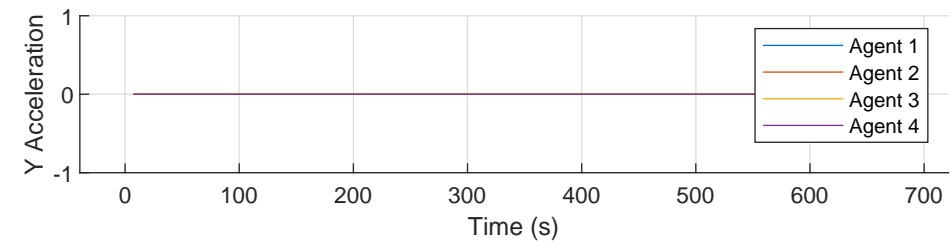
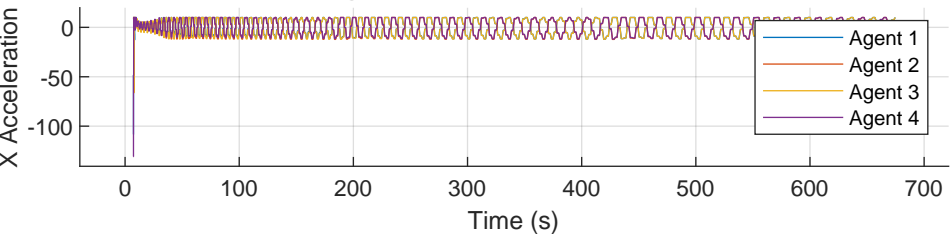
Agent 3 Acceleration



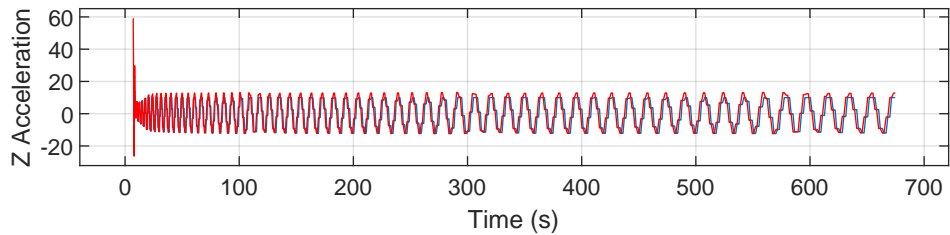
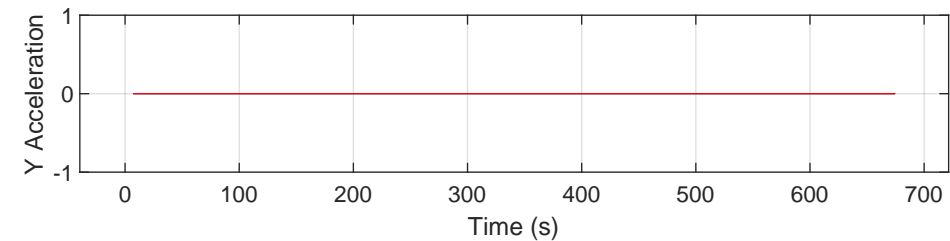
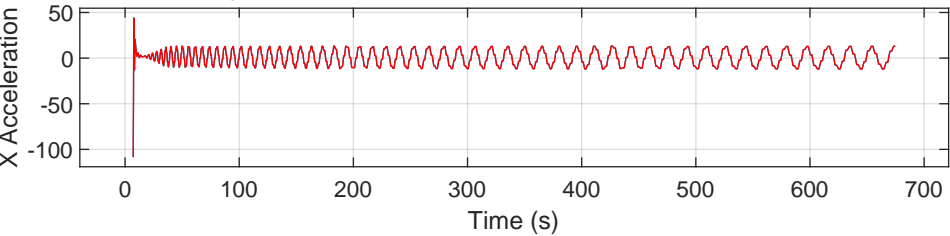
Agent 4 Acceleration



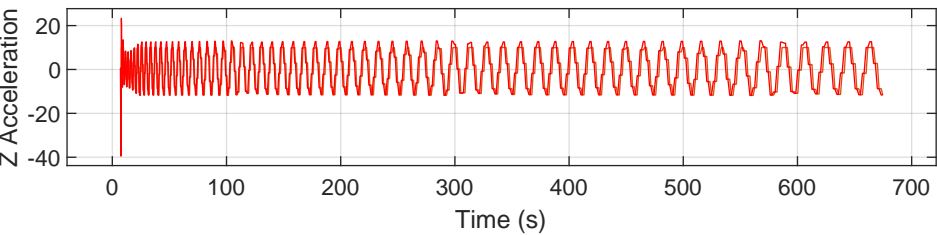
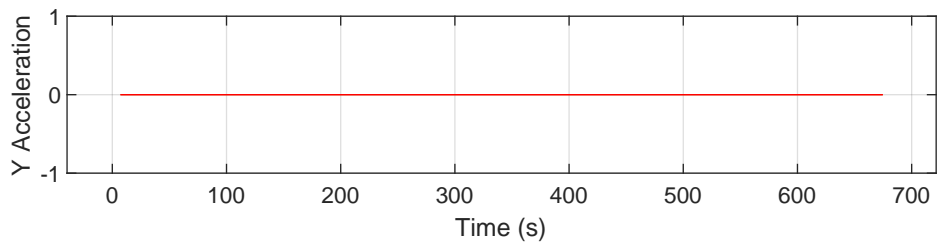
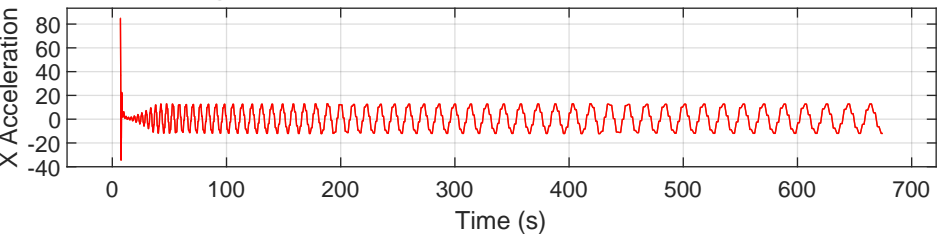
Agents Acceleration



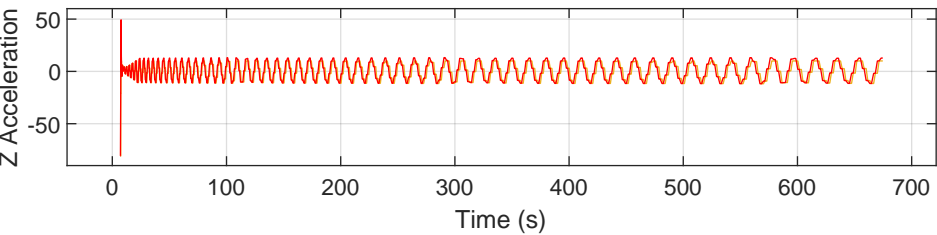
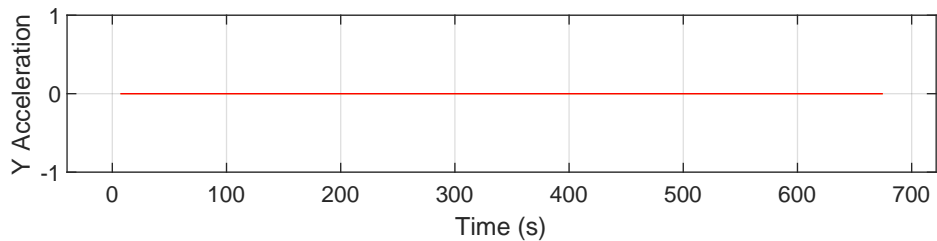
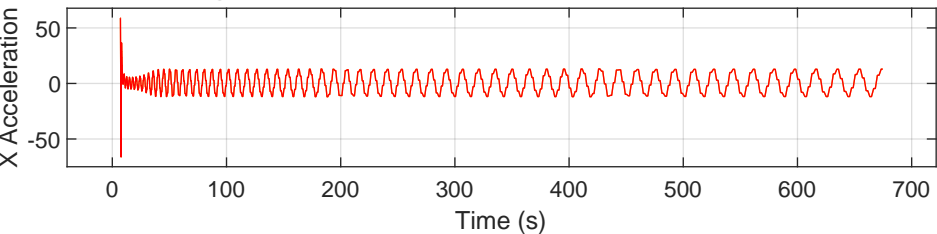
Agent 1 Acceleration Comparison



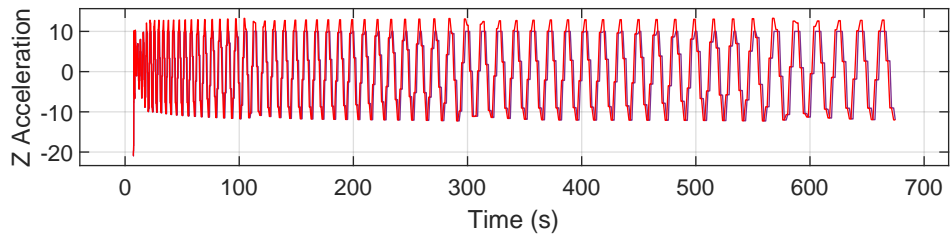
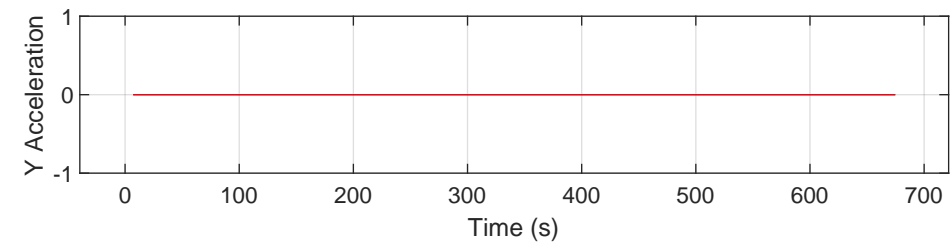
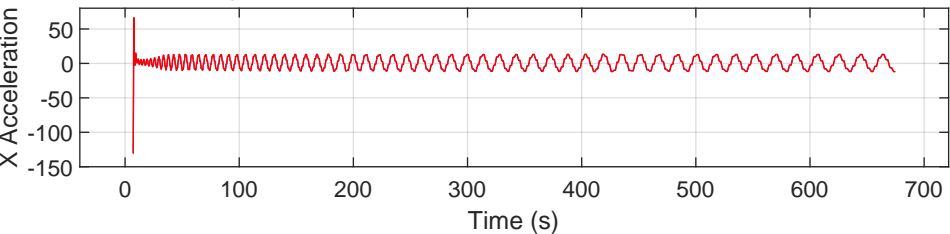
Agent 2 Acceleration Comparison



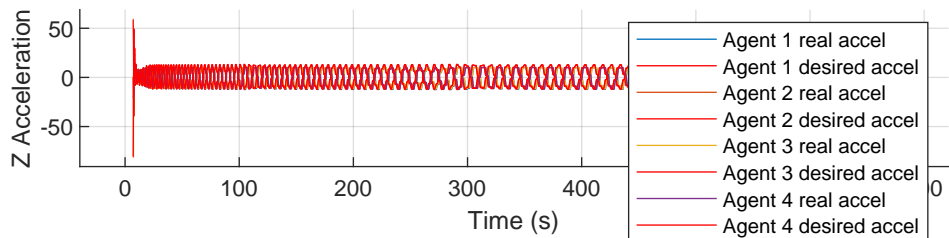
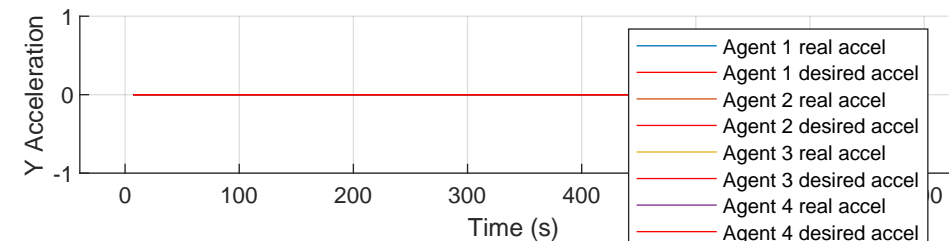
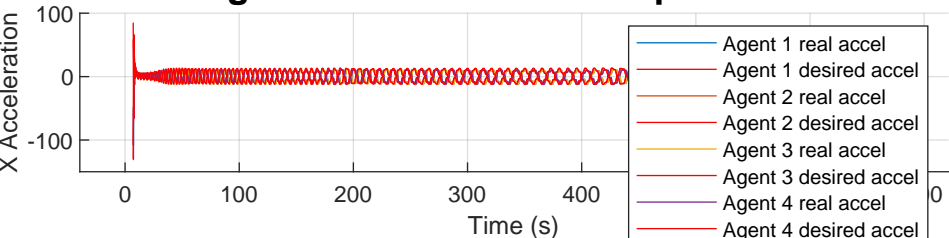
Agent 3 Acceleration Comparison



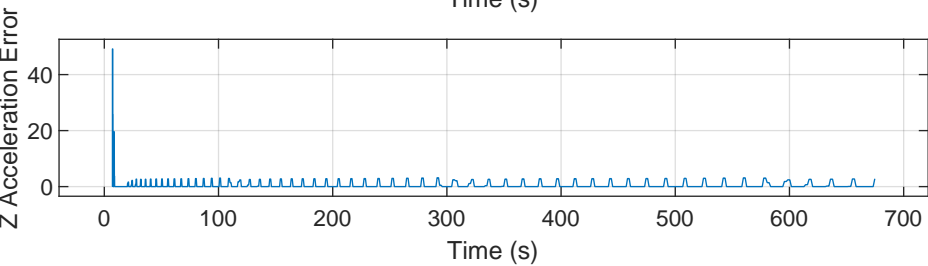
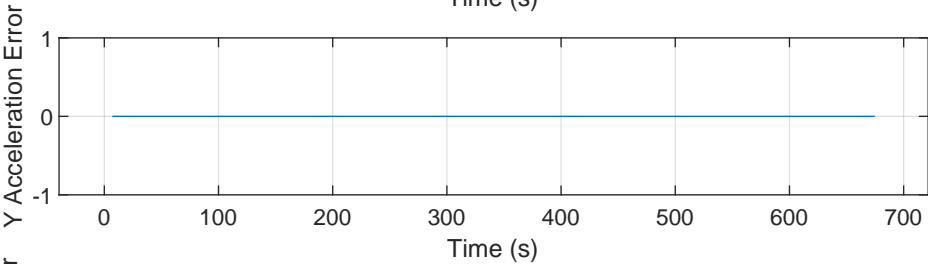
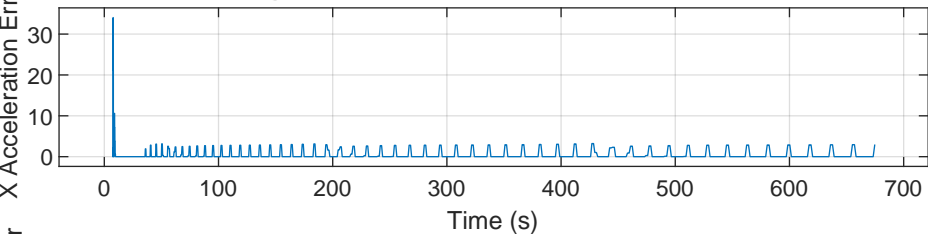
Agent 4 Acceleration Comparison



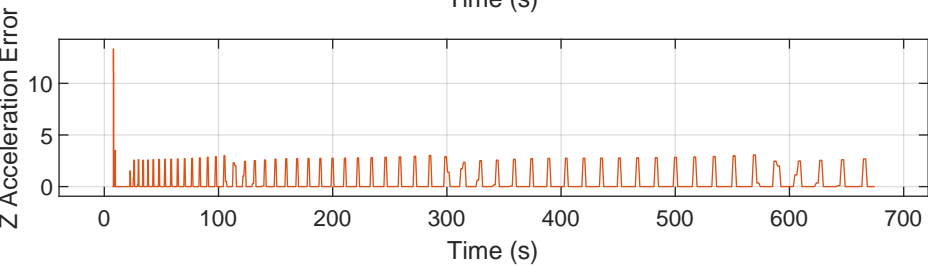
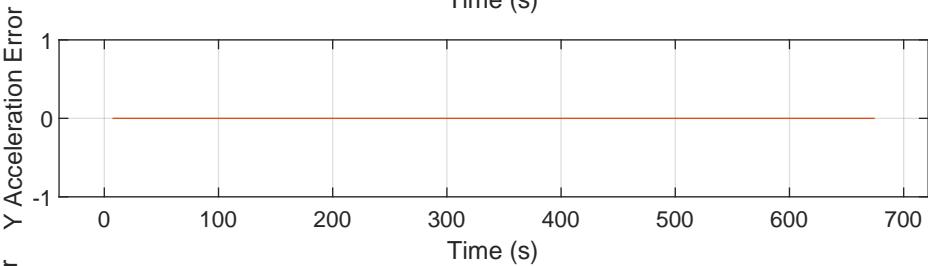
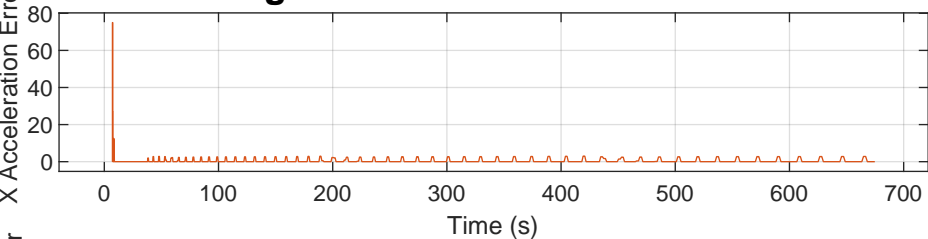
Agents Acceleration Comparison



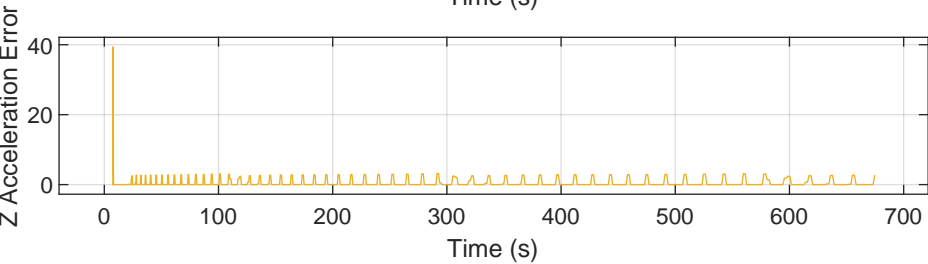
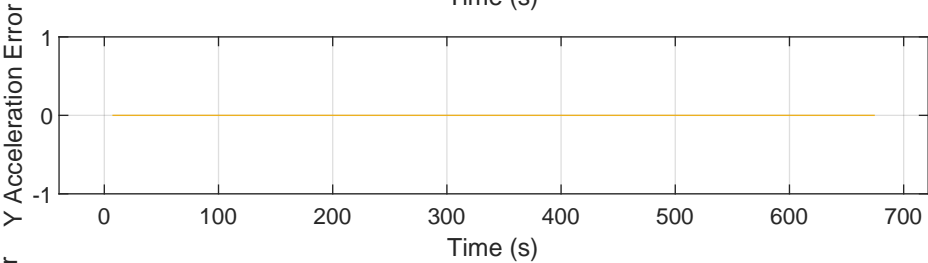
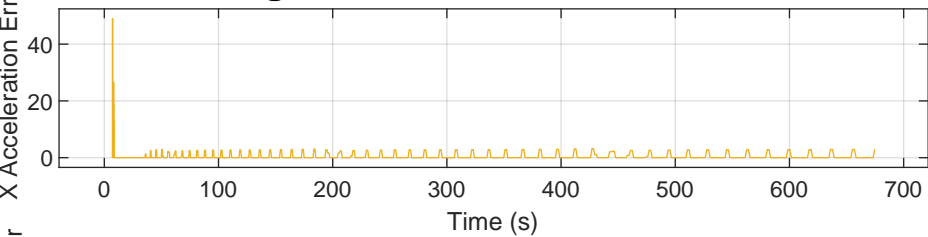
Agent 1 Acceleration Error



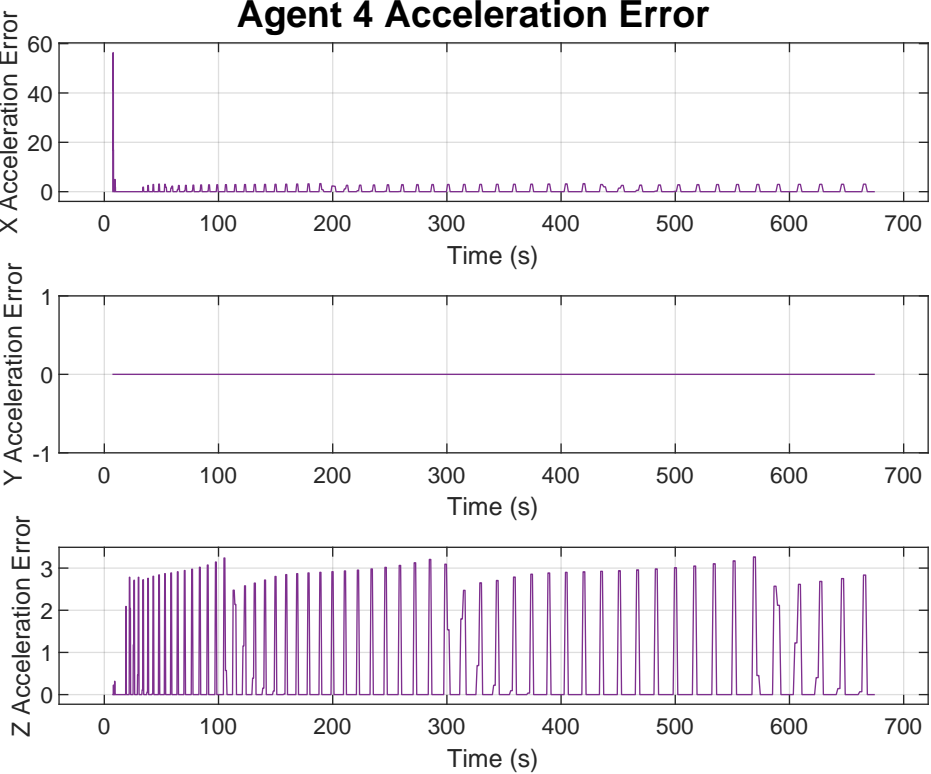
Agent 2 Acceleration Error



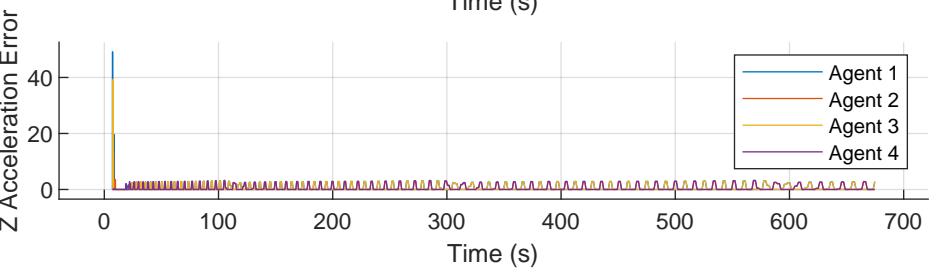
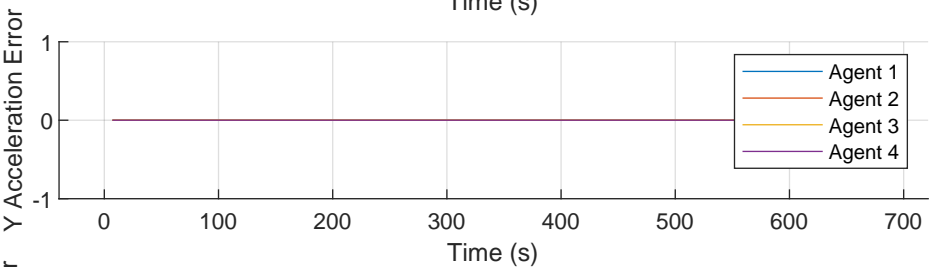
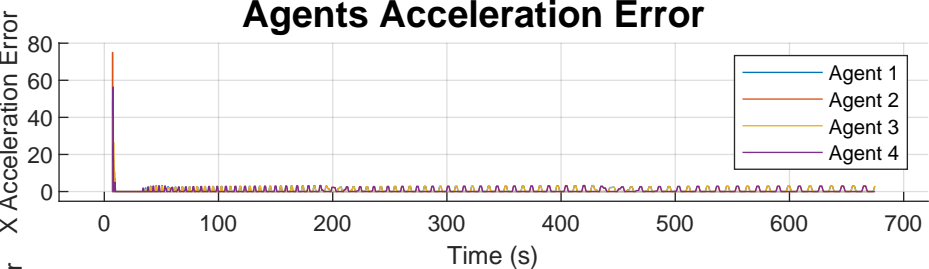
Agent 3 Acceleration Error



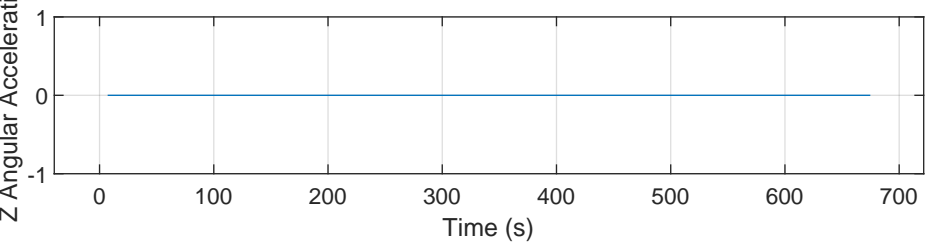
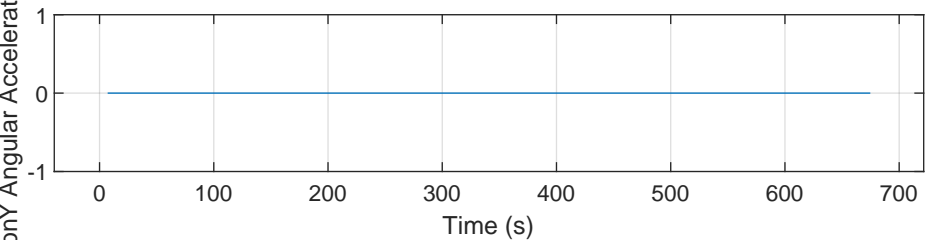
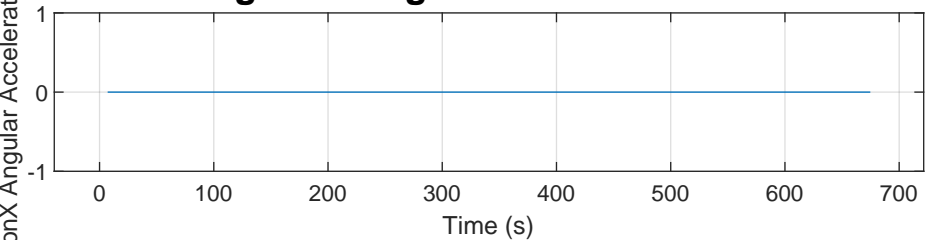
Agent 4 Acceleration Error



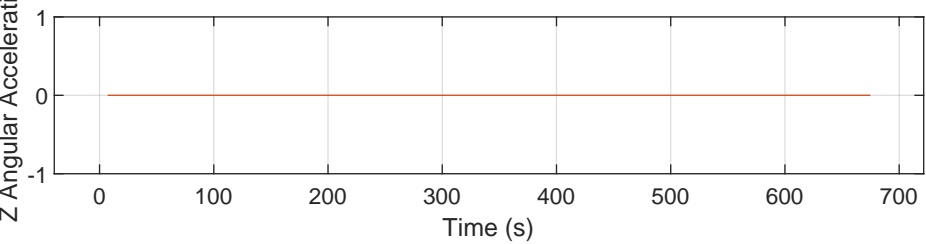
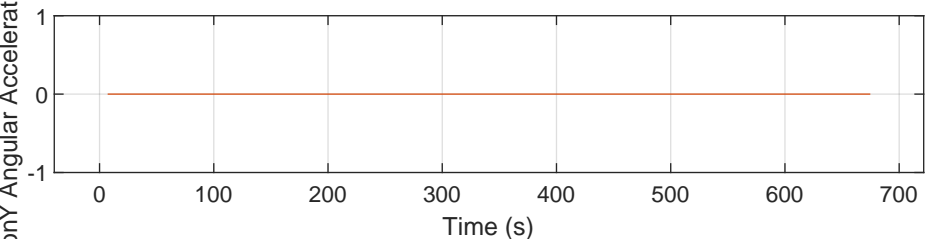
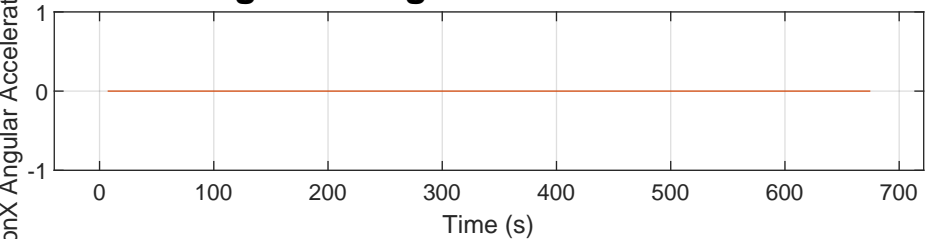
Agents Acceleration Error



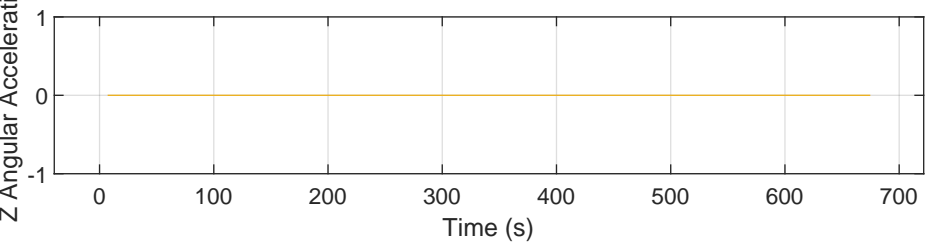
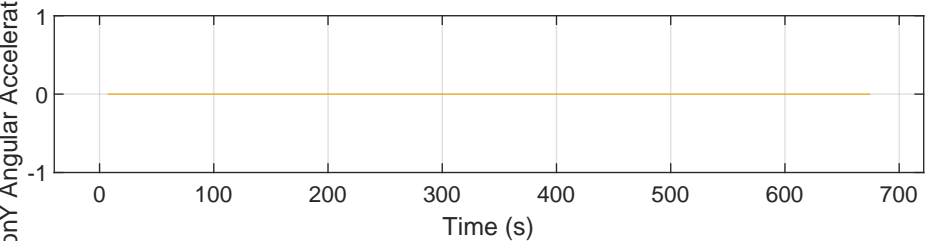
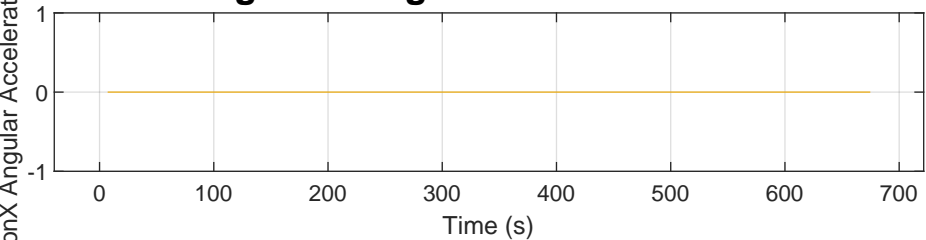
Agent 1 Angular Acceleration



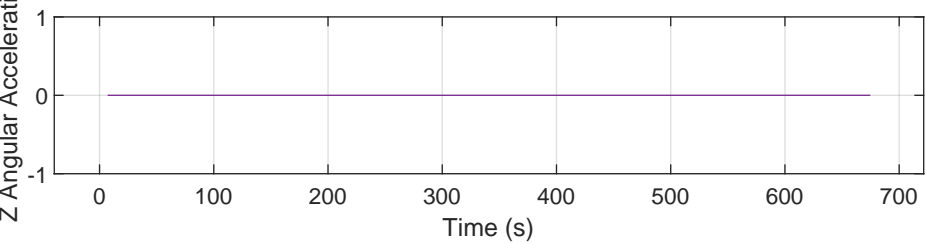
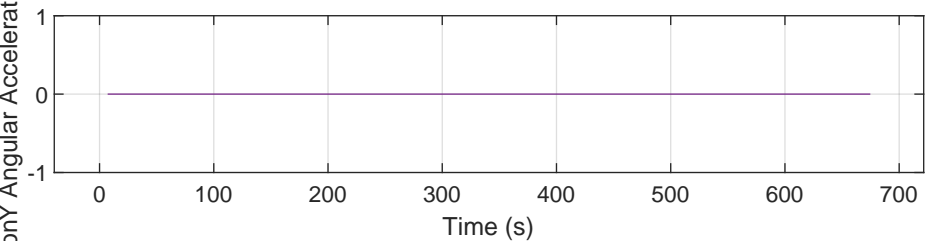
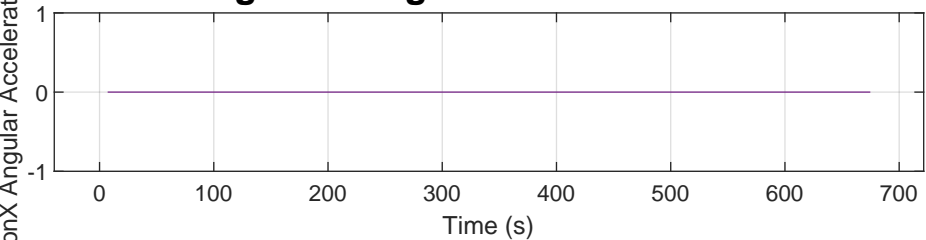
Agent 2 Angular Acceleration



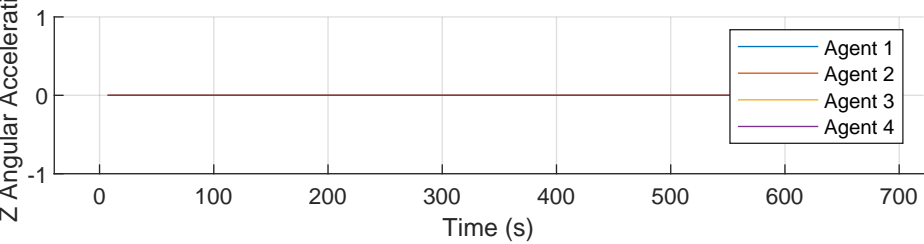
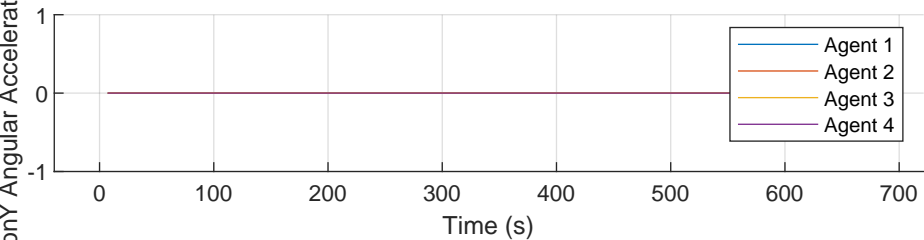
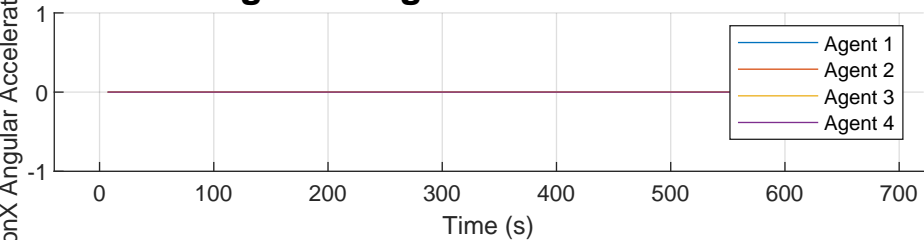
Agent 3 Angular Acceleration



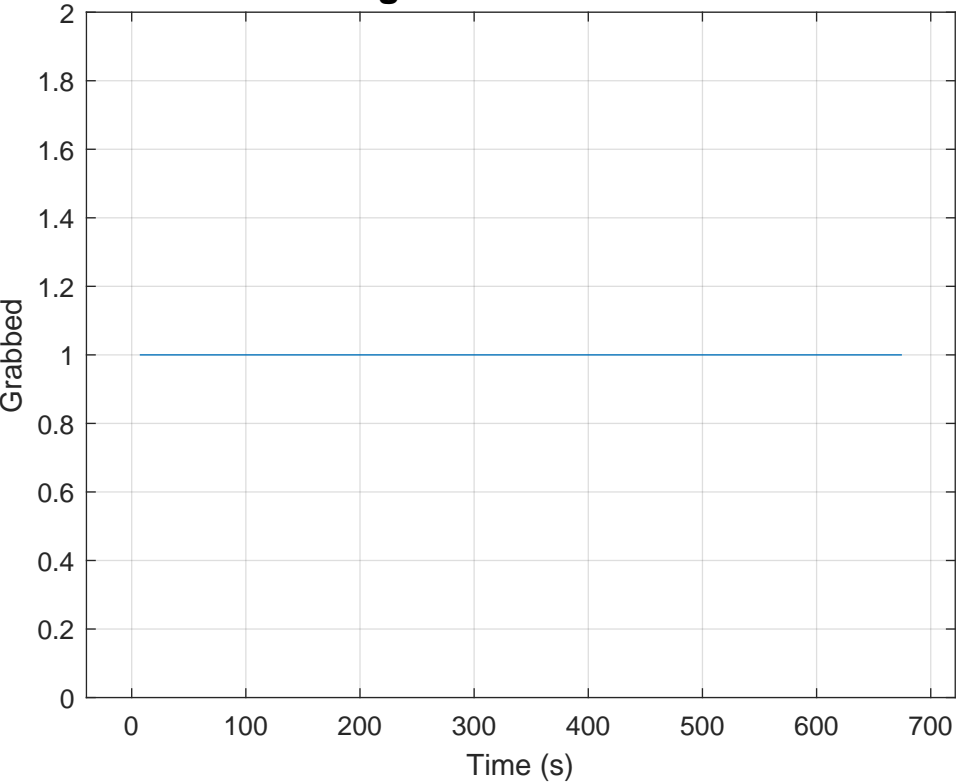
Agent 4 Angular Acceleration



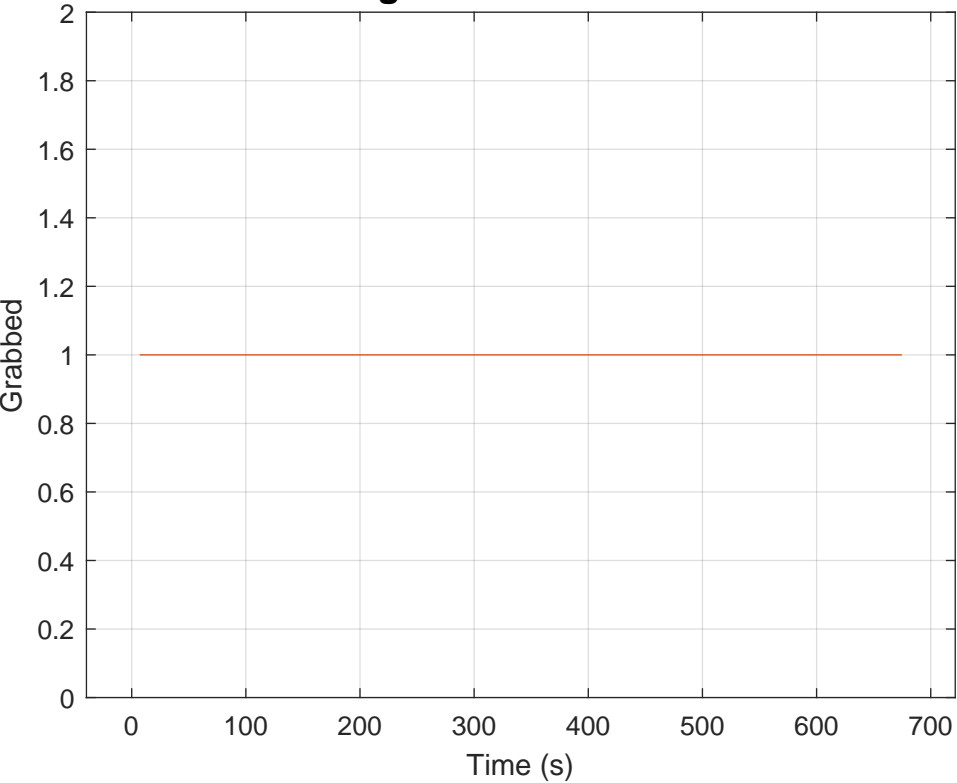
Agents Angular Acceleration



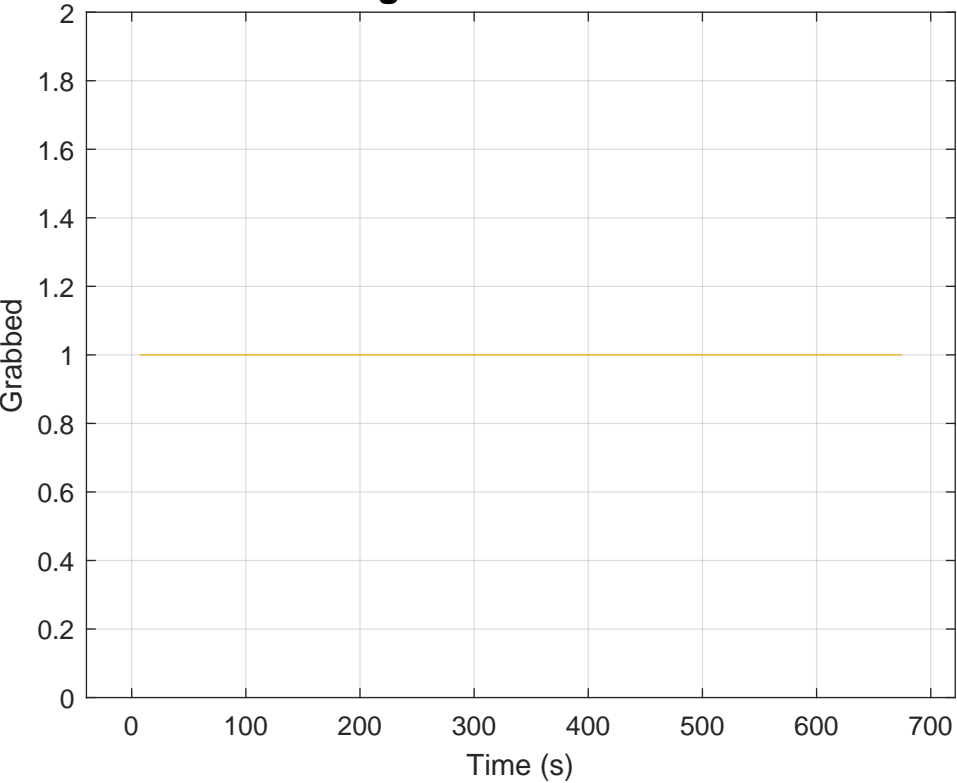
Agent 1 Grabbed



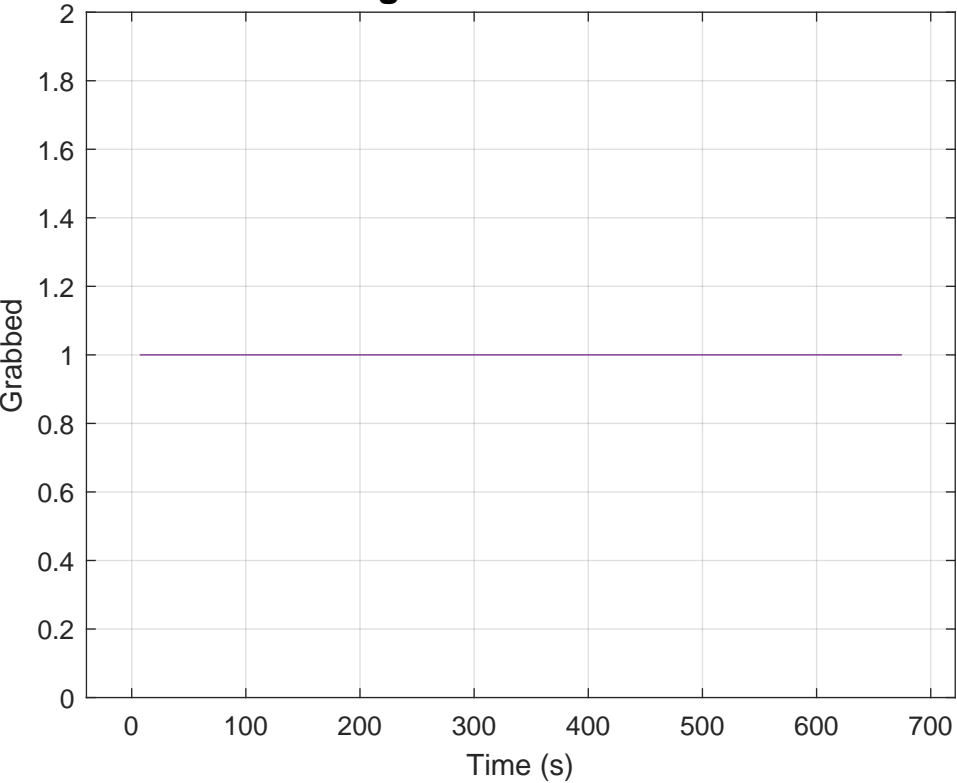
Agent 2 Grabbed

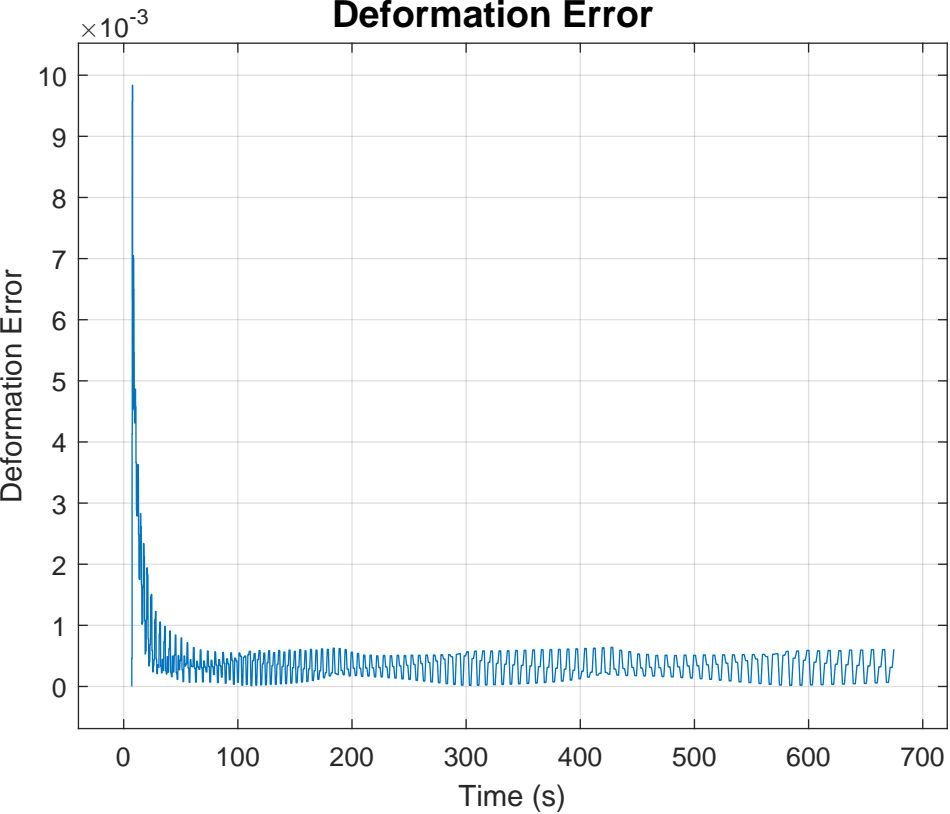


Agent 3 Grabbed



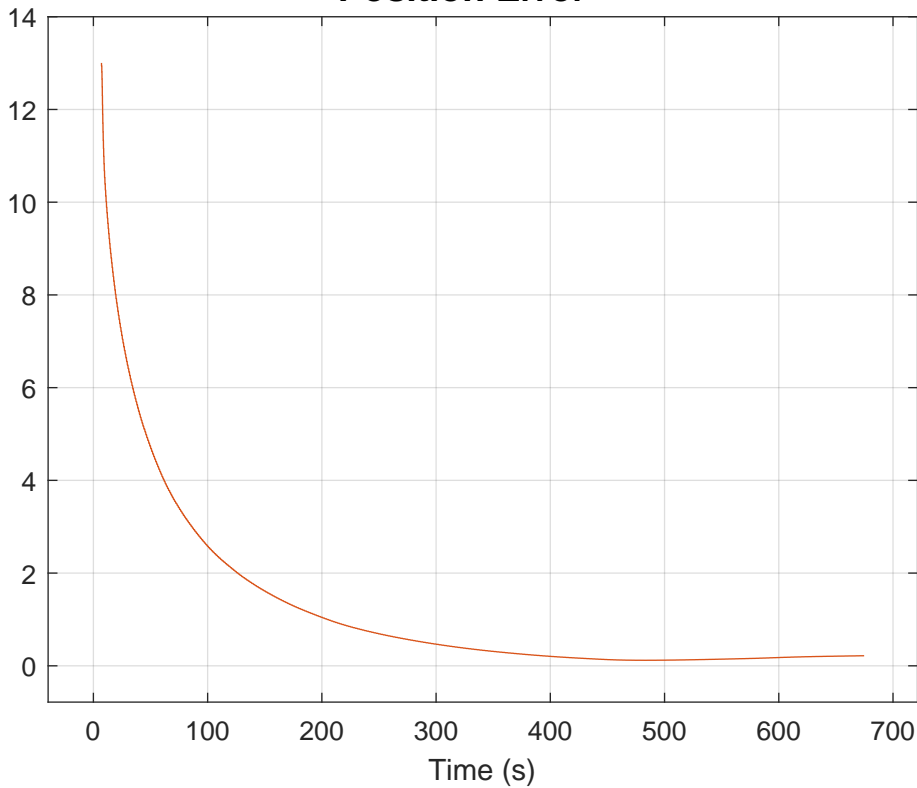
Agent 4 Grabbed



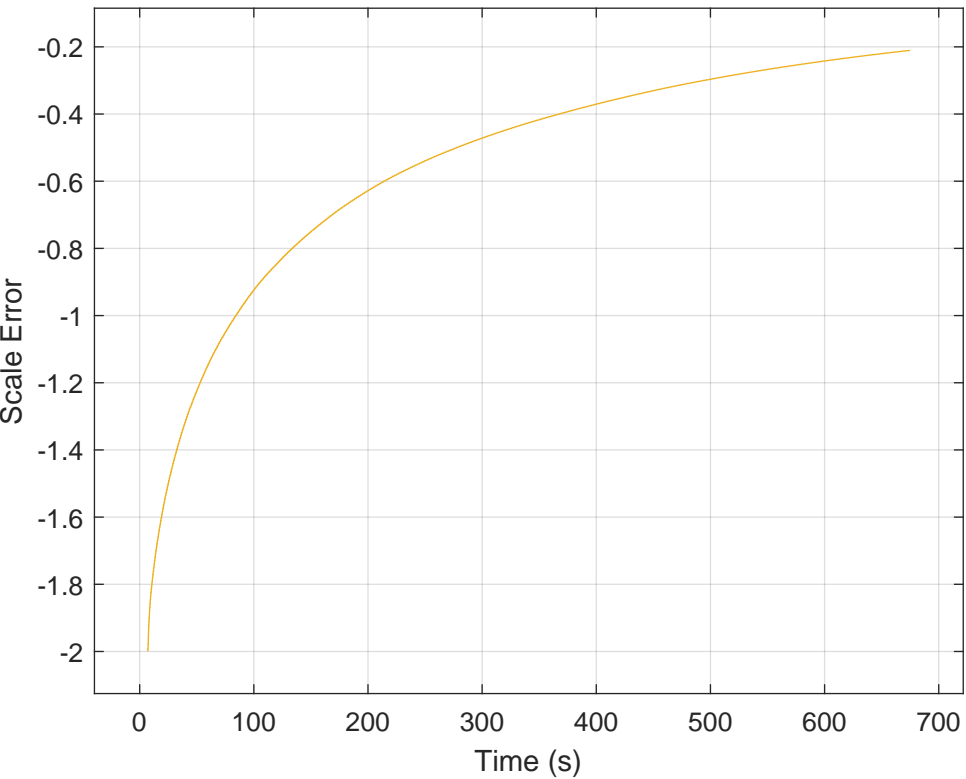


Position Error

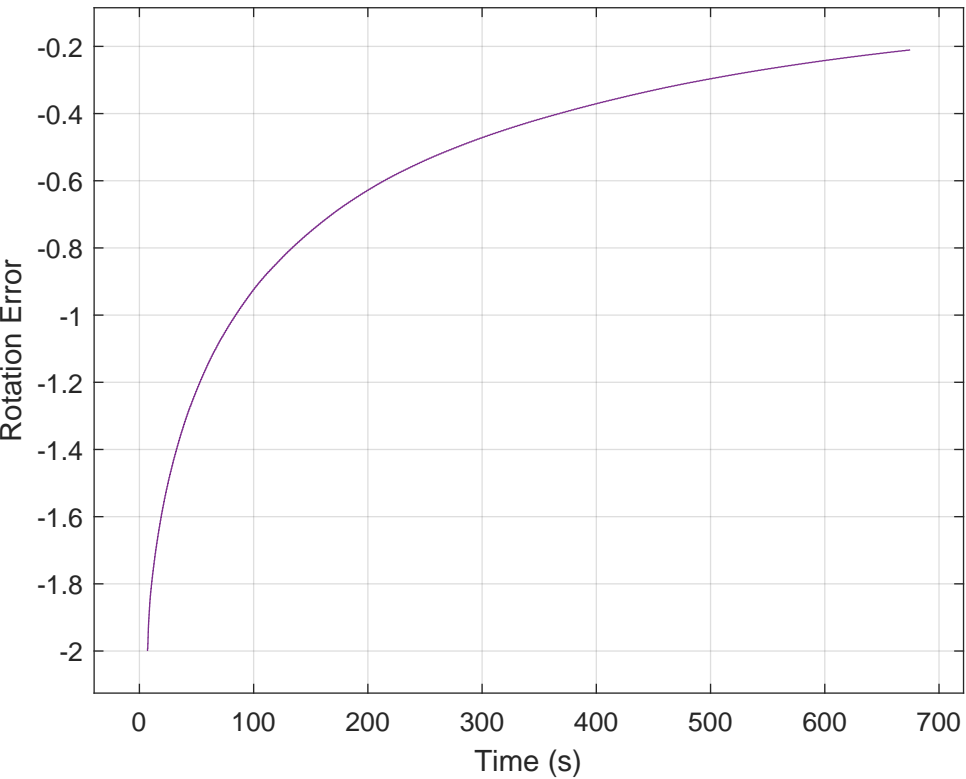
Position Error



Scale Error

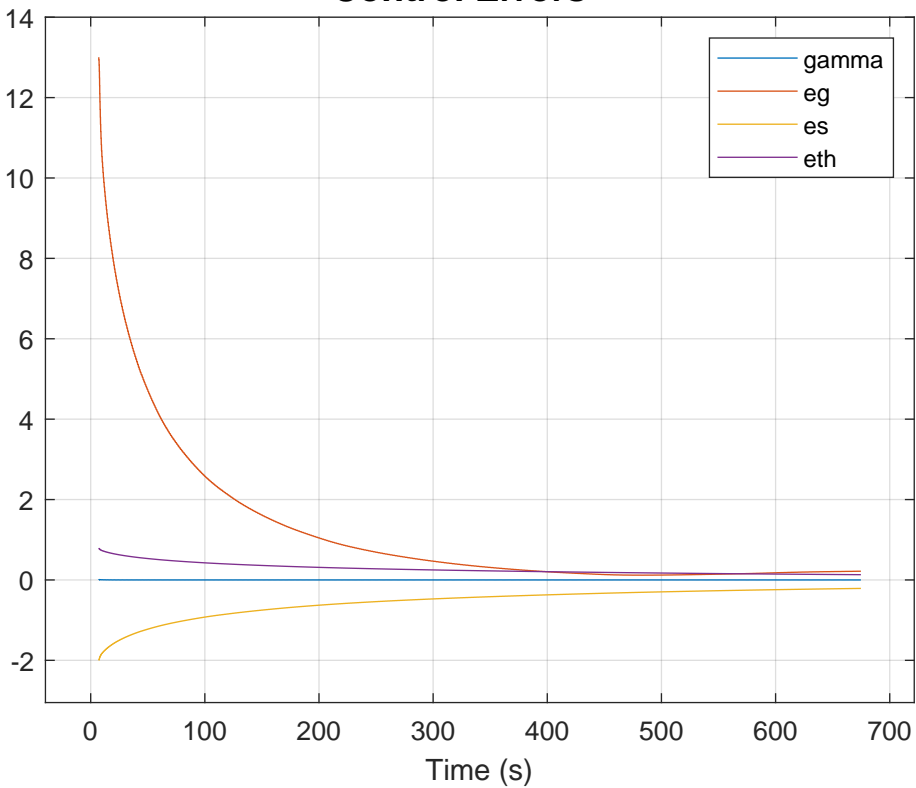


Rotation Error

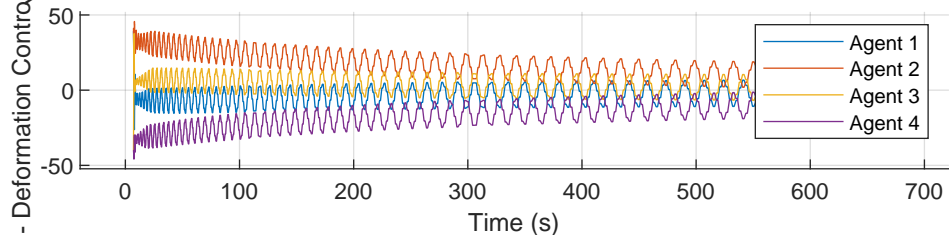
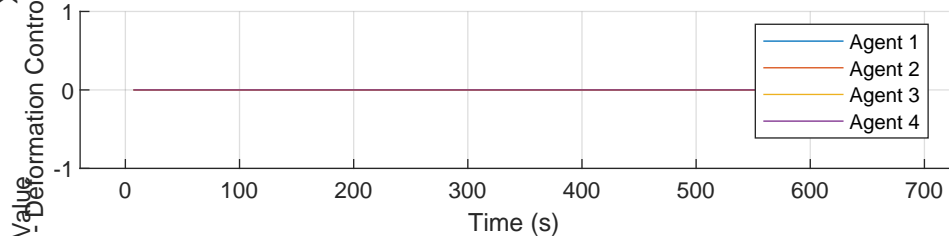
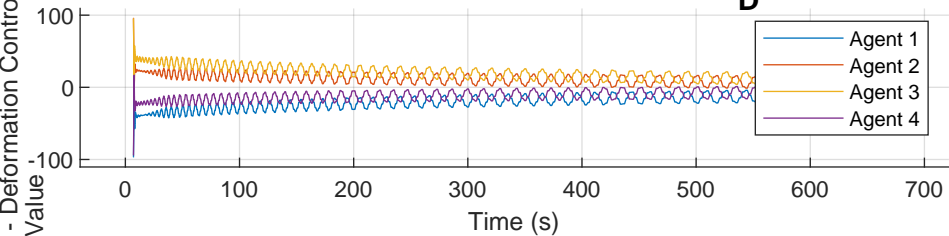


Control Errors

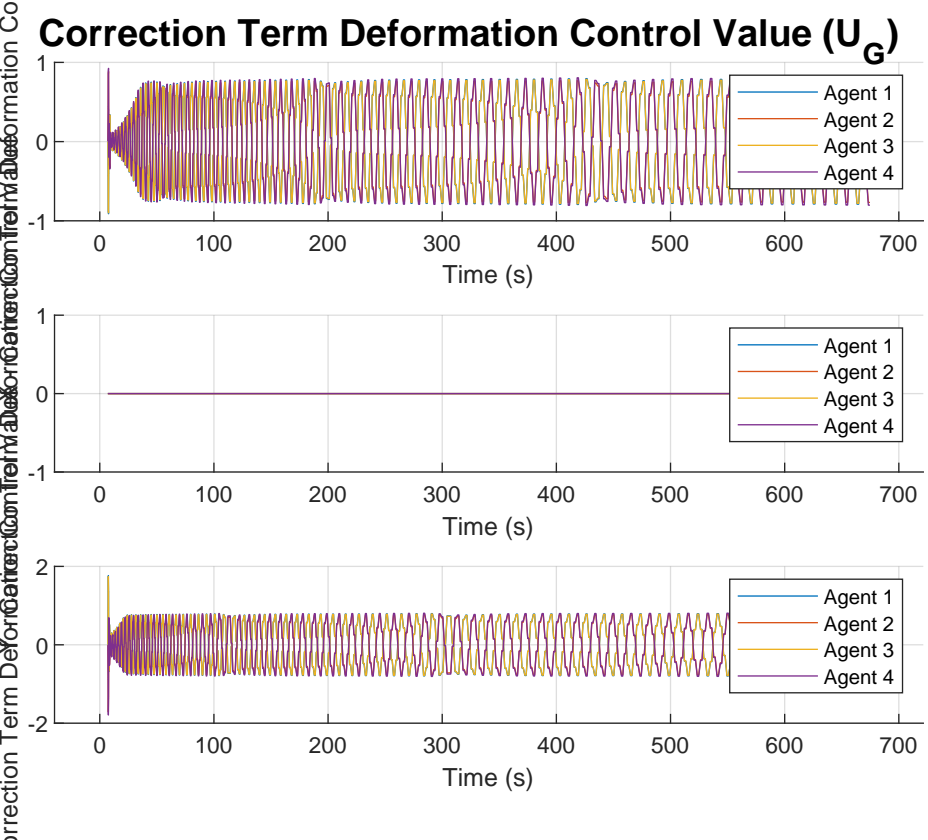
Control Errors



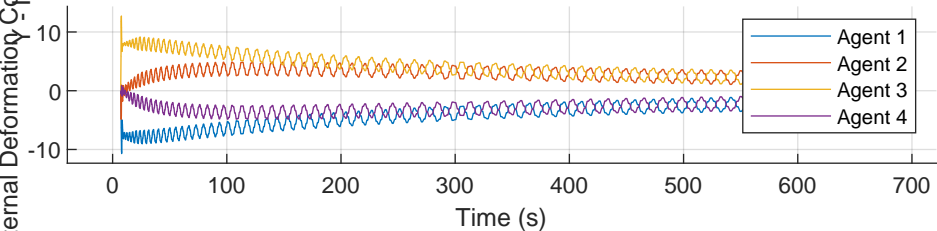
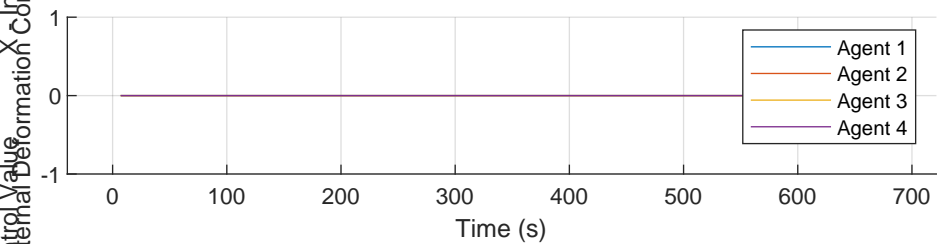
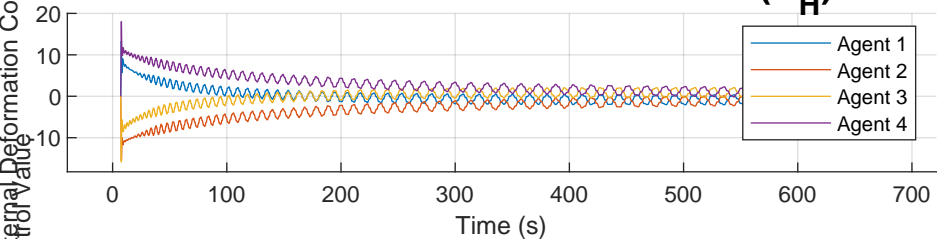
Deformation Control Value (U_D)



Correction Term Deformation Control Value (U_G)

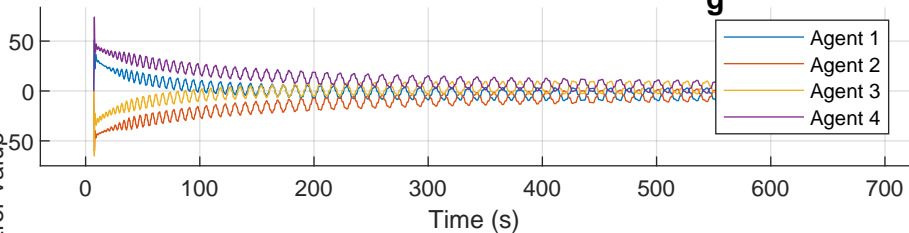


Internal Deformation Control Value (U_H)

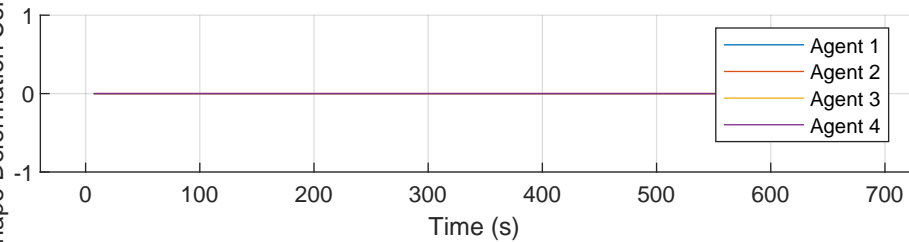


Shape Deformation Control Value (U_g)

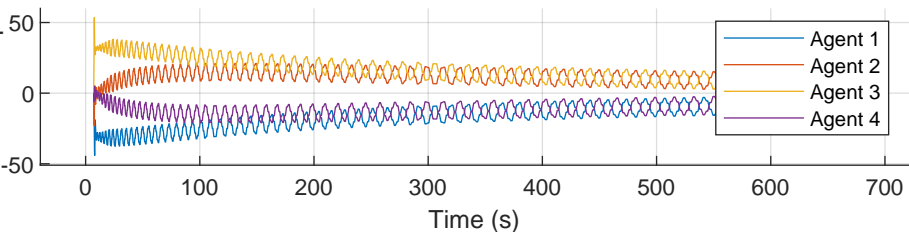
Y - Shape Deformation Control Value



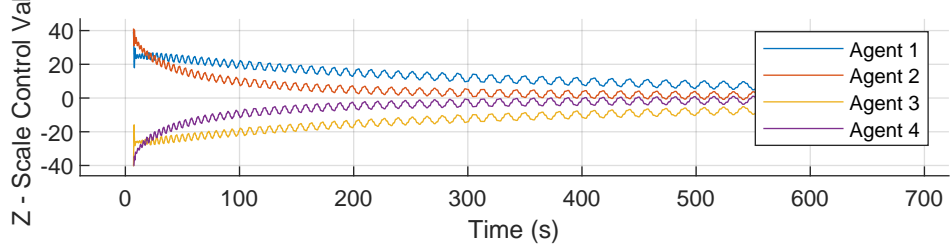
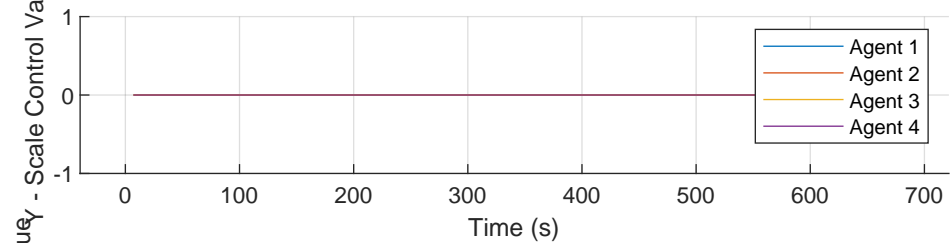
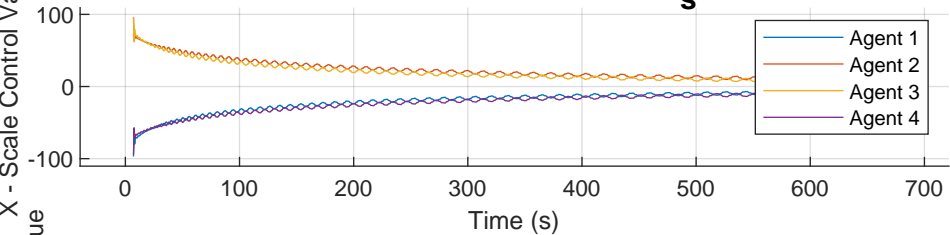
Y - Shape Deformation Control Value



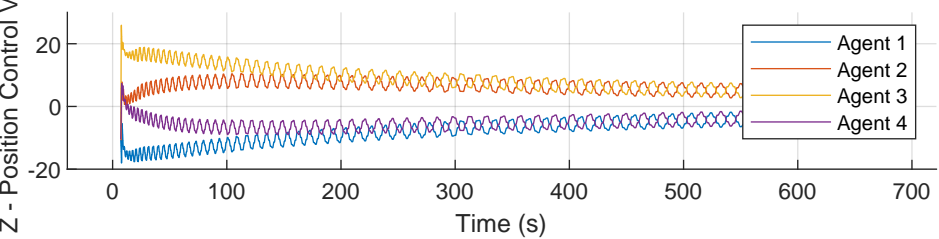
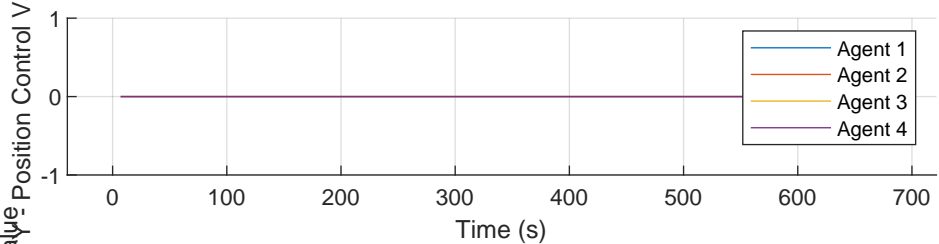
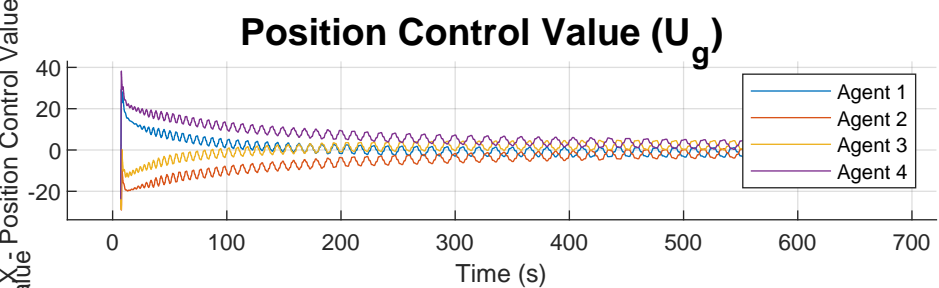
Y - Shape Deformation Control Value



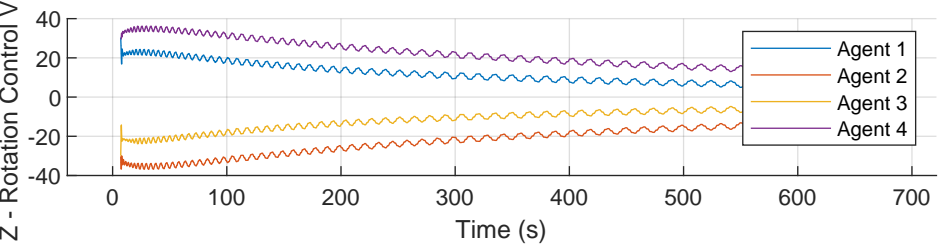
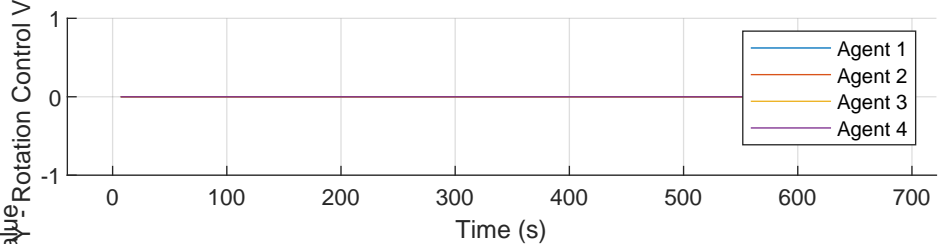
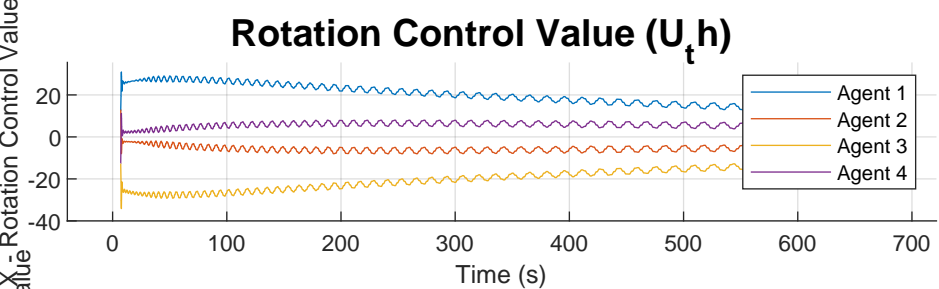
Scale Control Value (U_s)



Position Control Value (U_g)



Rotation Control Value (U_t^h)



Global Control Value (U_f)

