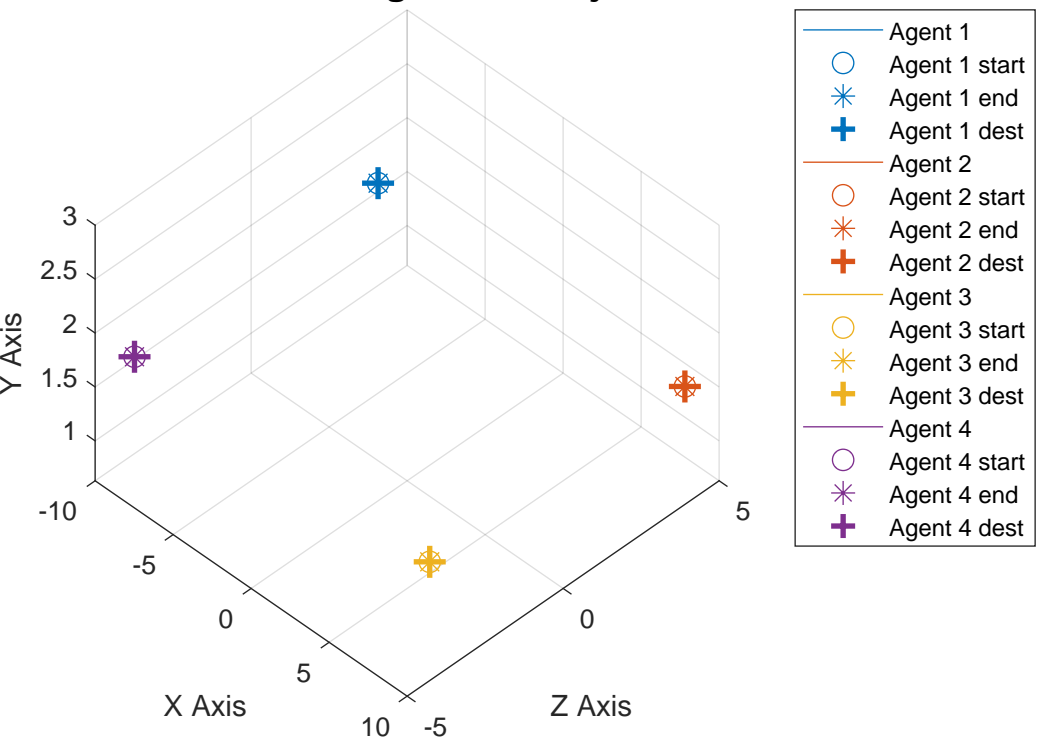
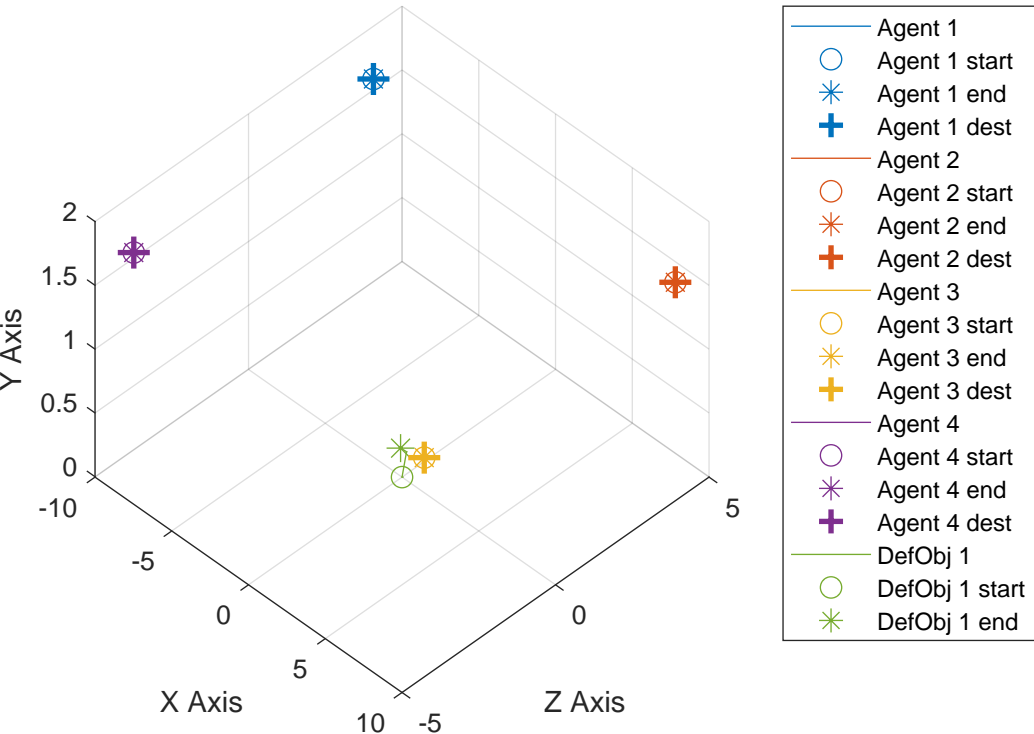


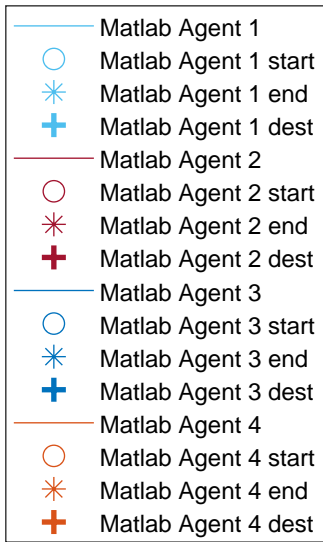
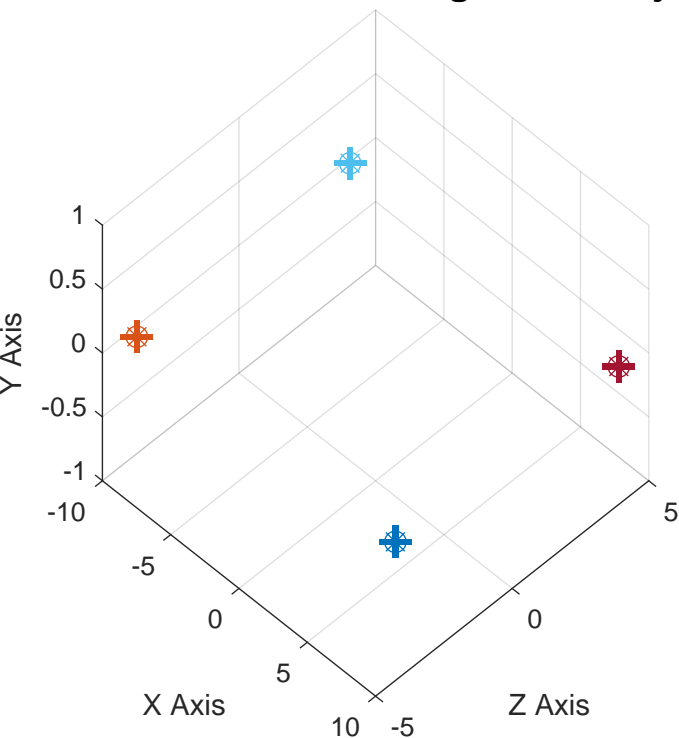
# Agent 3D Trajectories



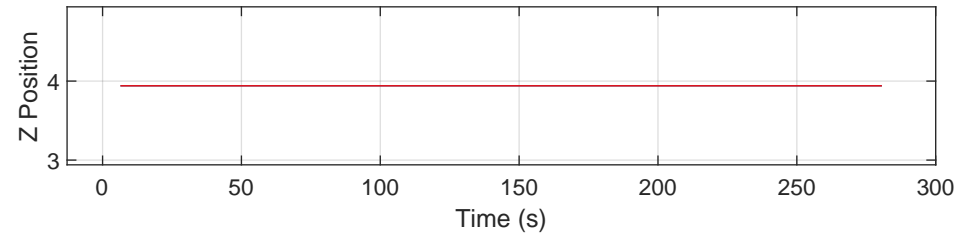
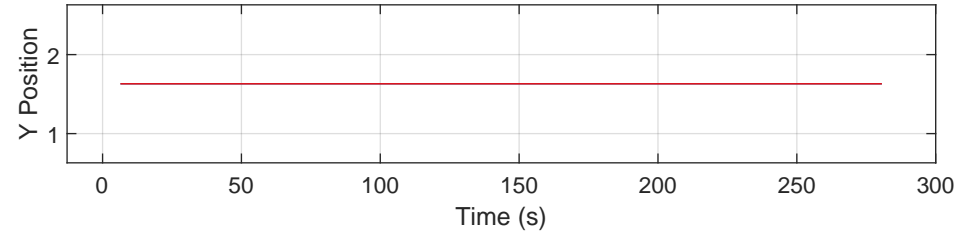
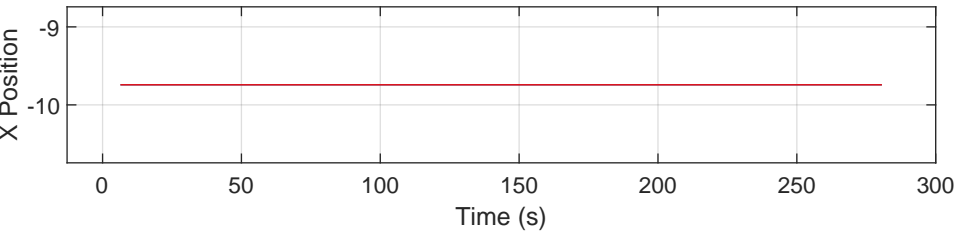
# Agent + DefObj 3D Trajectories



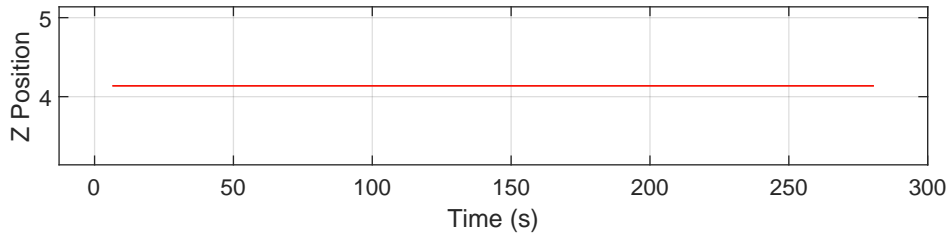
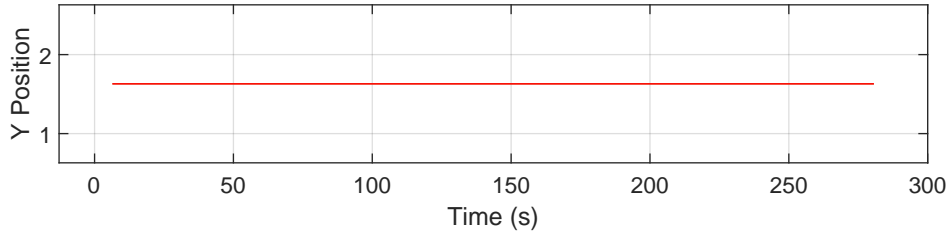
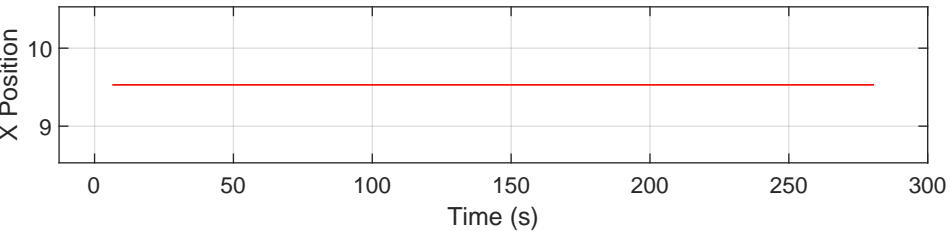
# Matlab Agent 3D Trajectories



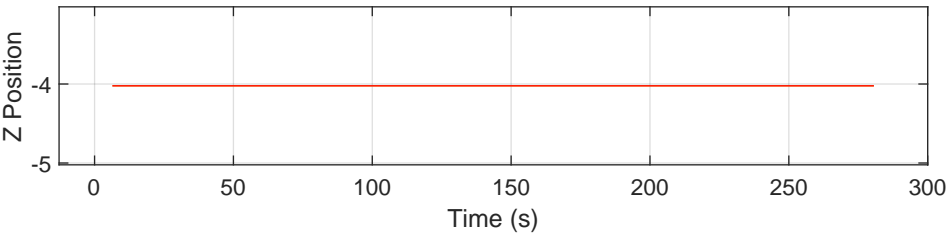
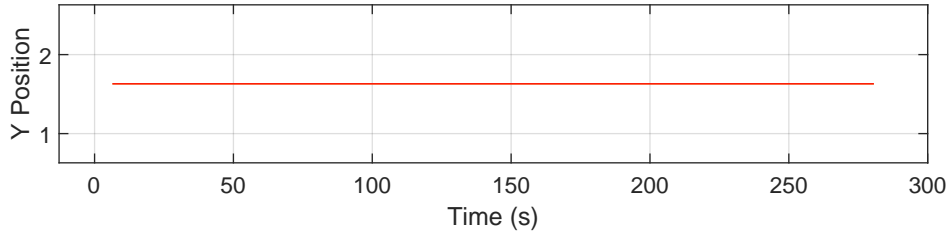
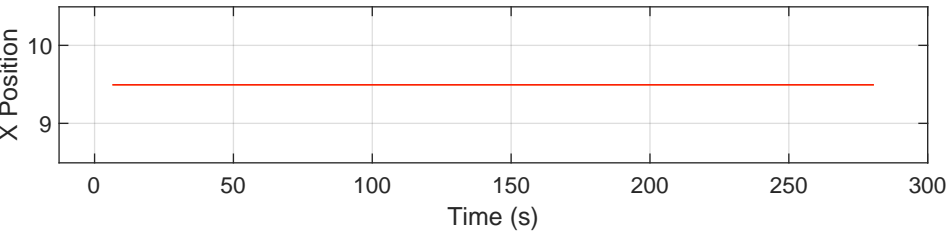
# Agent 1 2D Trajectories



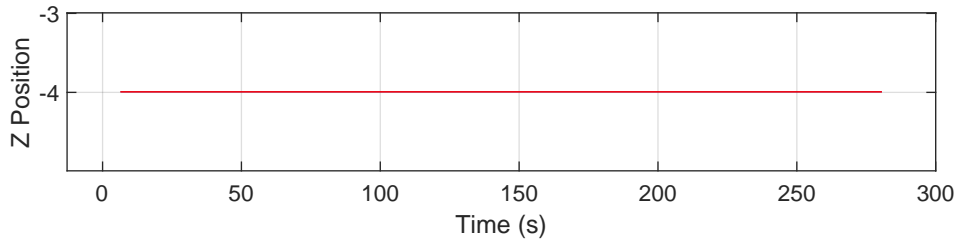
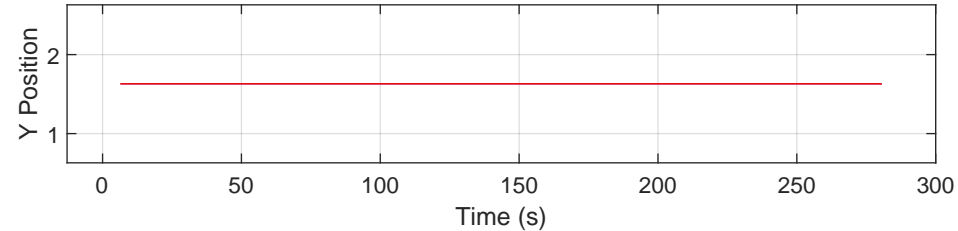
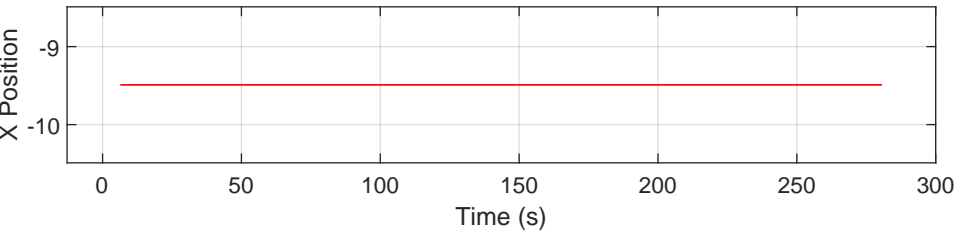
# Agent 2 2D Trajectories



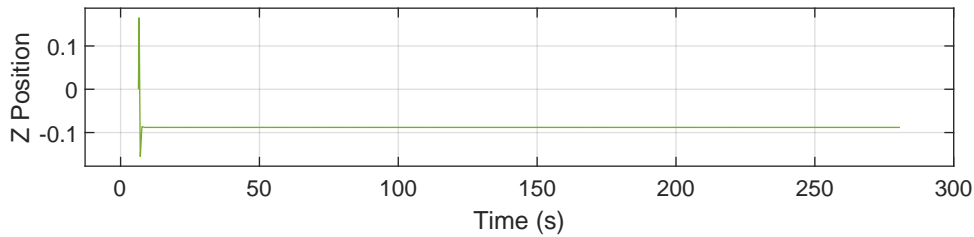
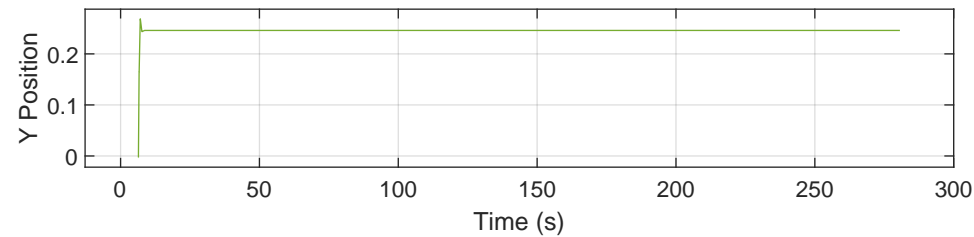
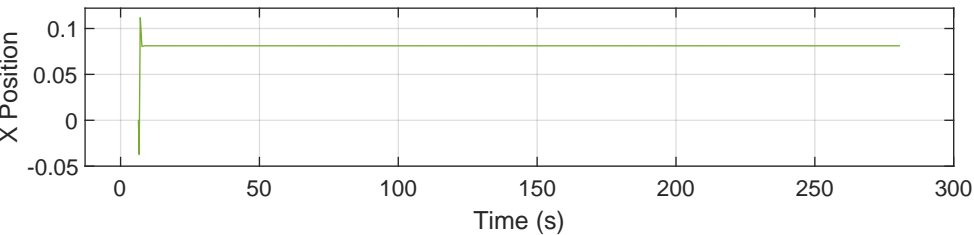
# Agent 3 2D Trajectories



# Agent 4 2D Trajectories

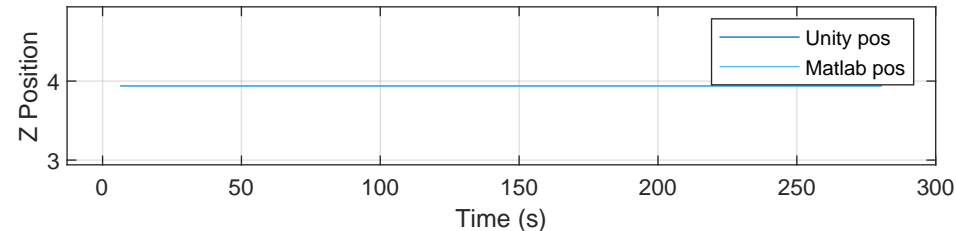
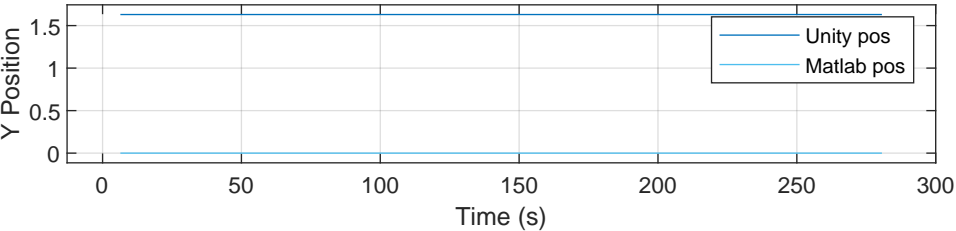
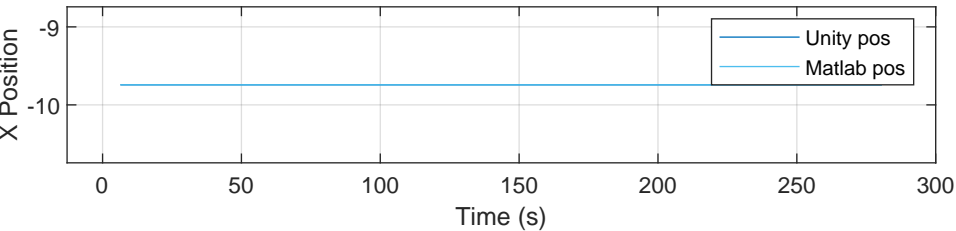


# DefObj 1 2D Trajectories

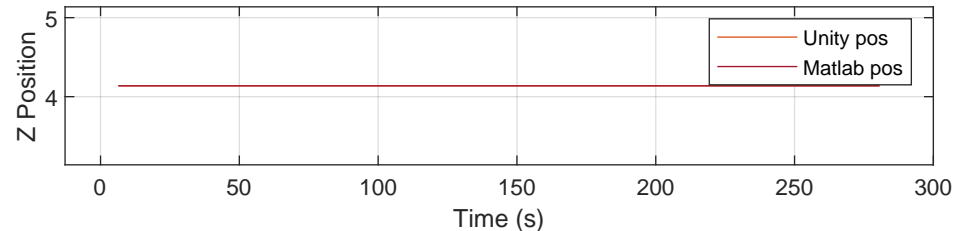
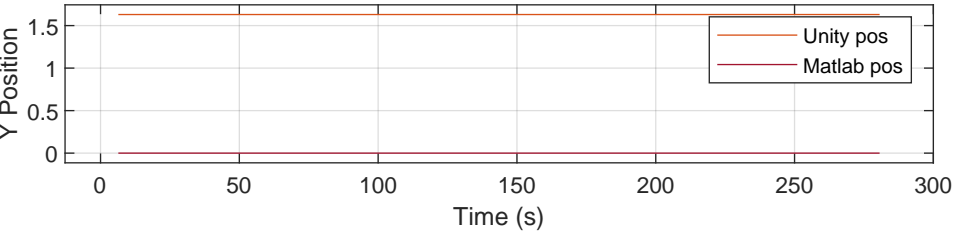
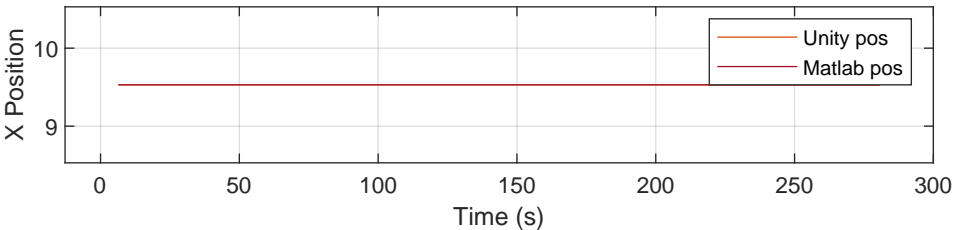




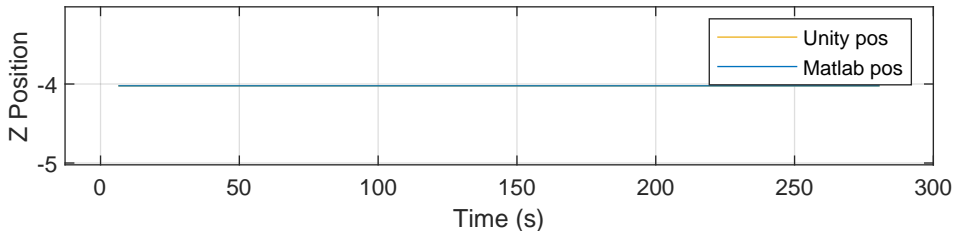
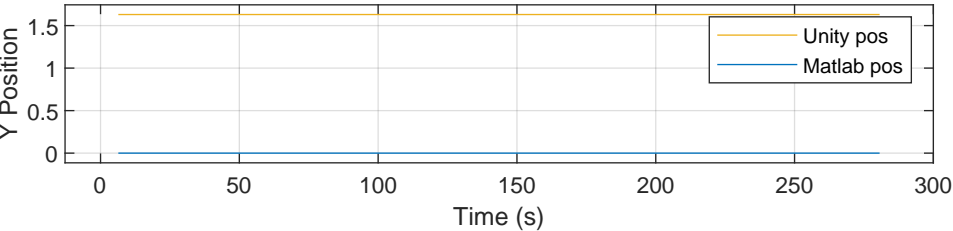
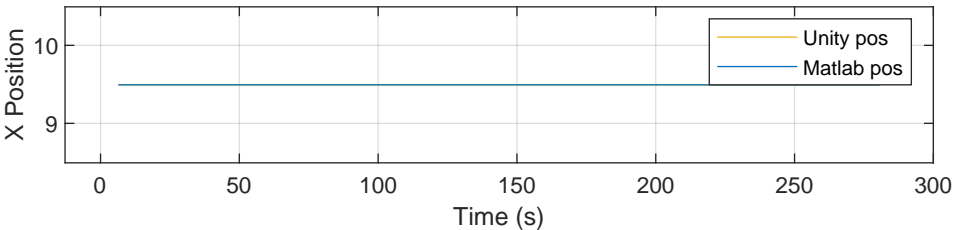
# Agent 1 2D Trajectories comparison with Matlab



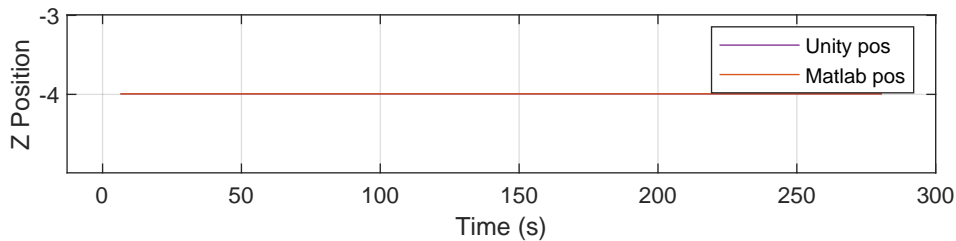
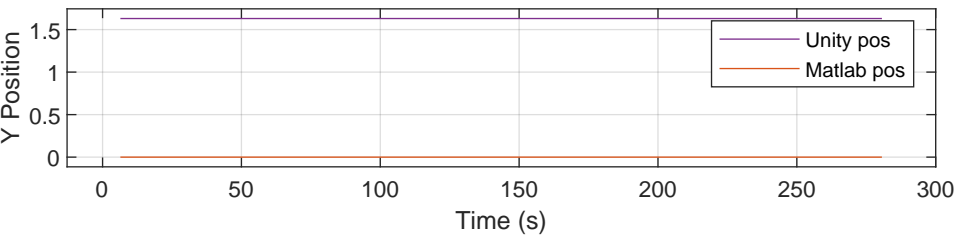
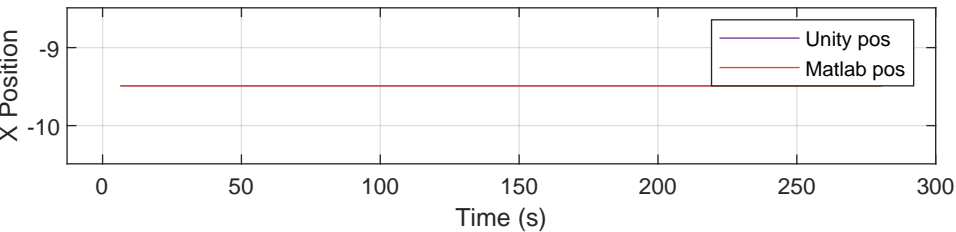
# Agent 2 2D Trajectories comparison with Matlab



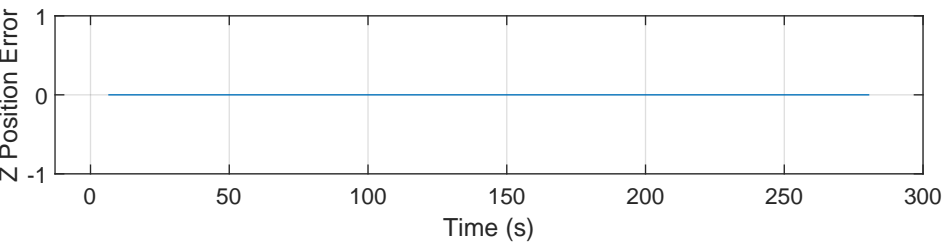
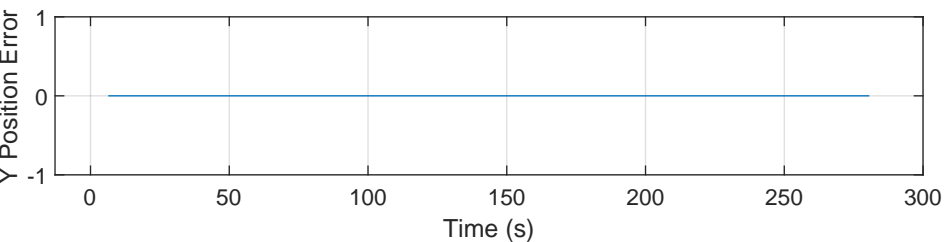
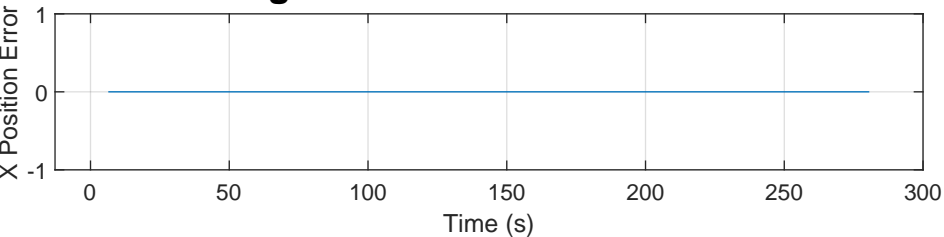
# Agent 3 2D Trajectories comparison with Matlab



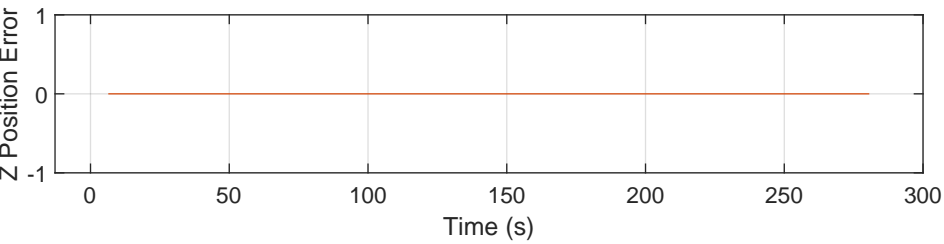
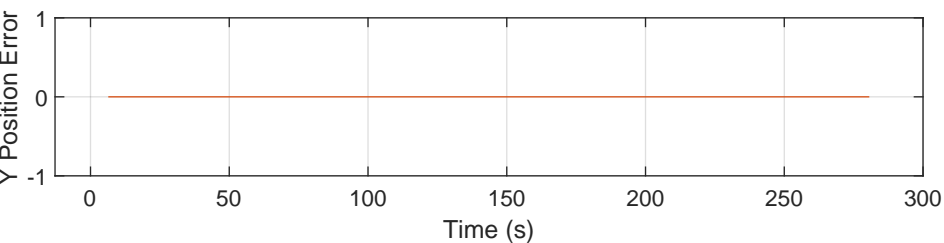
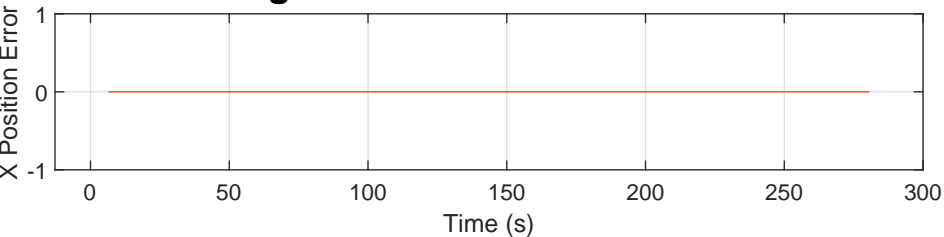
# Agent 4 2D Trajectories comparison with Matlab



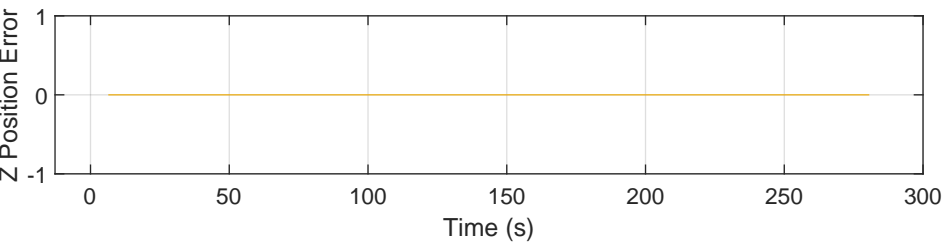
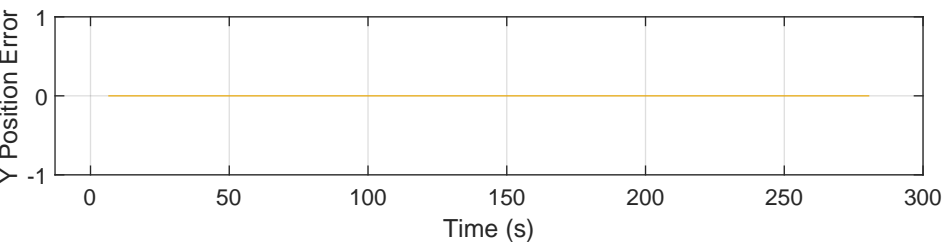
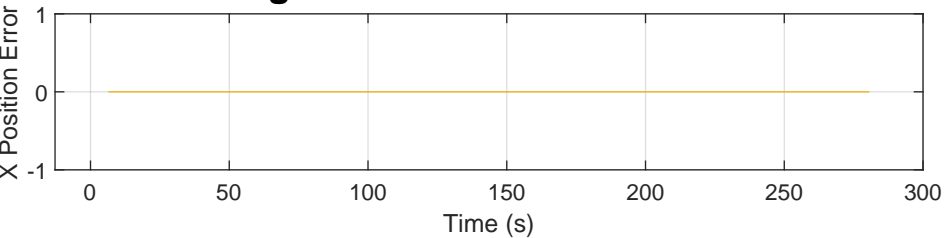
# Agent 1 2D Position Error



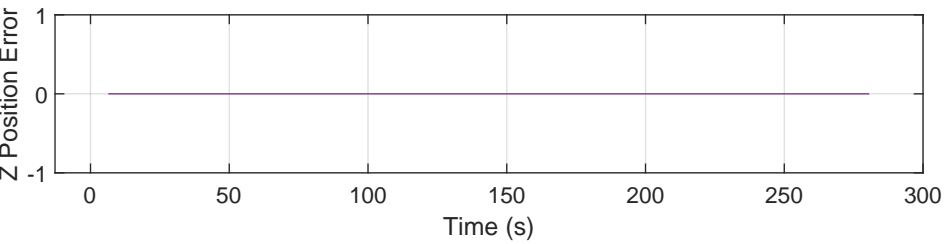
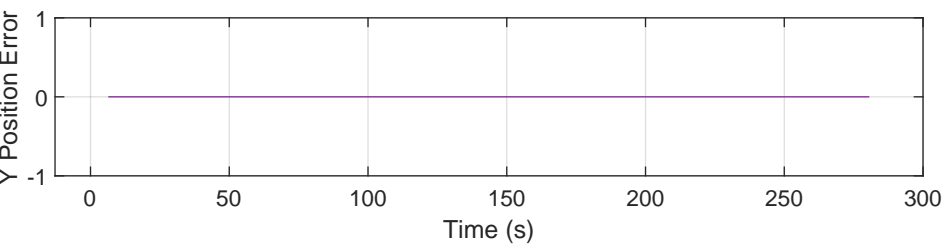
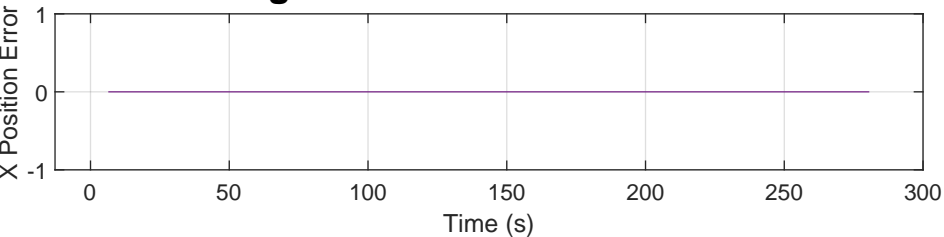
# Agent 2 2D Position Error



# Agent 3 2D Position Error

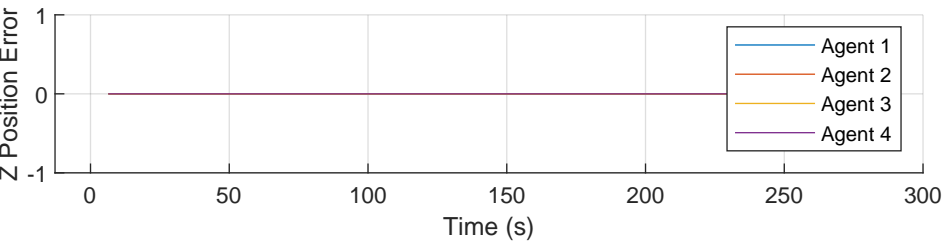
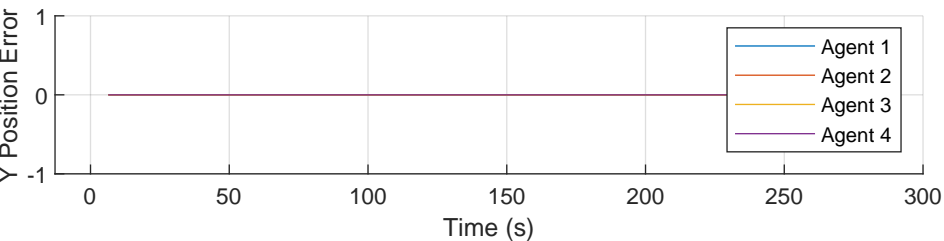
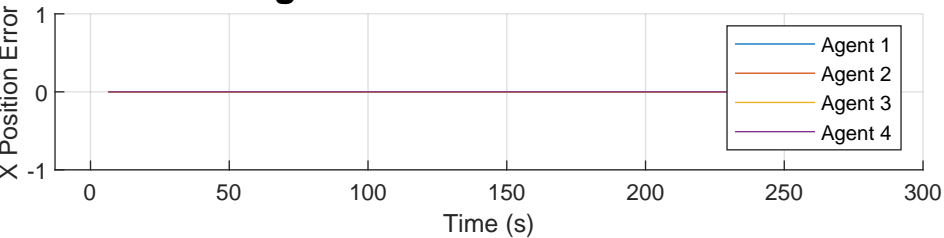


# Agent 4 2D Position Error

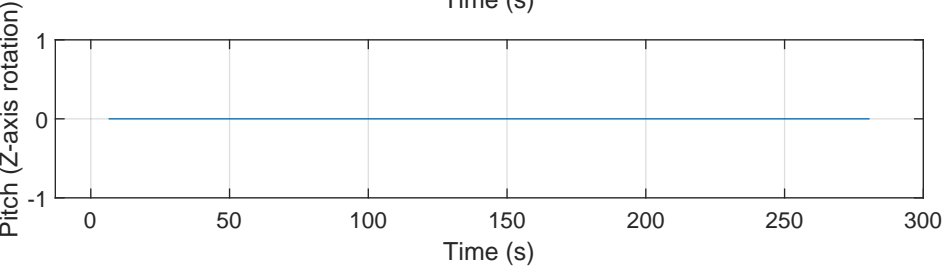
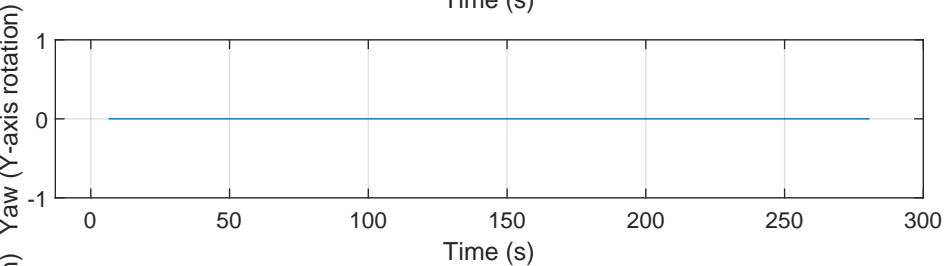
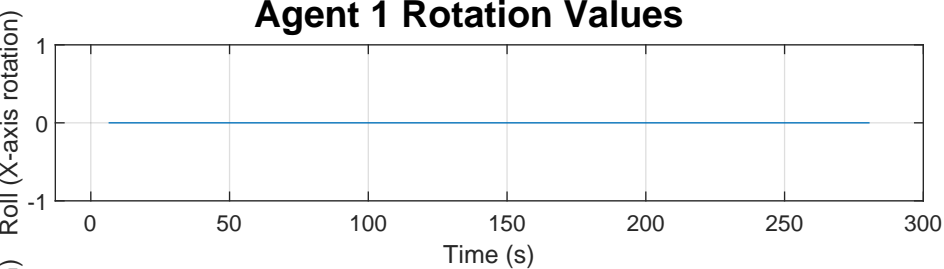




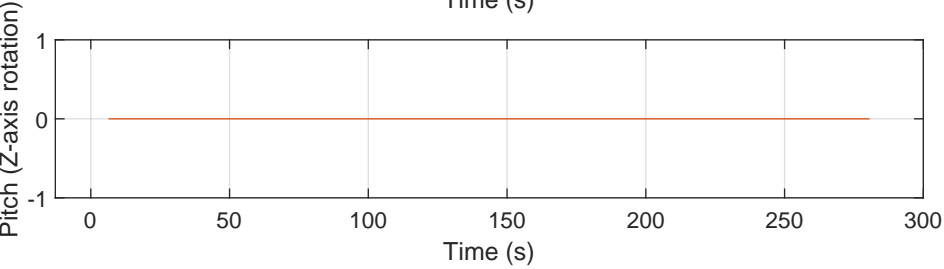
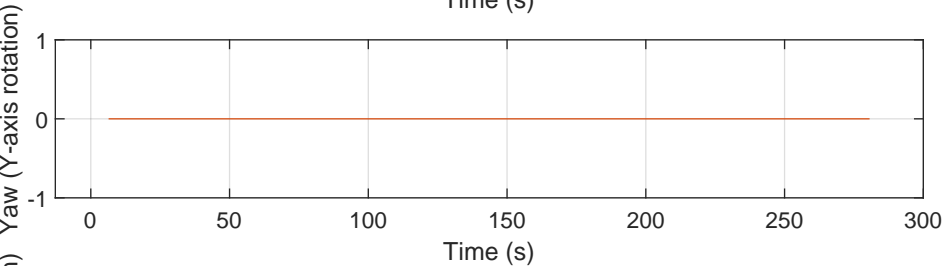
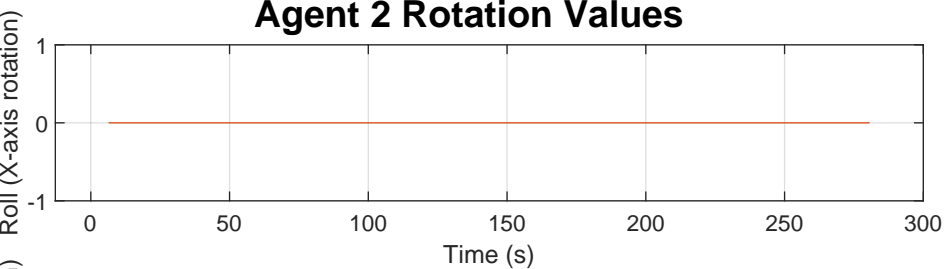
# Agents 2D Position Error



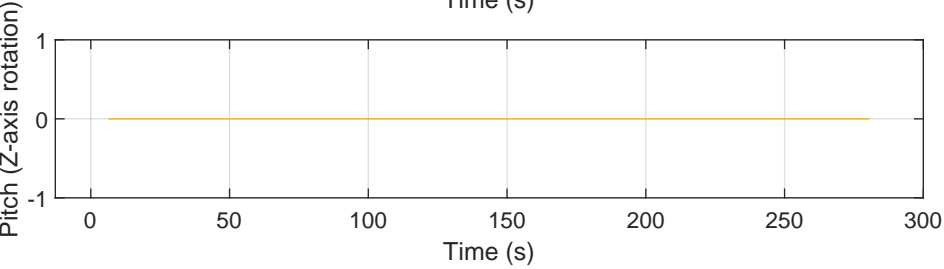
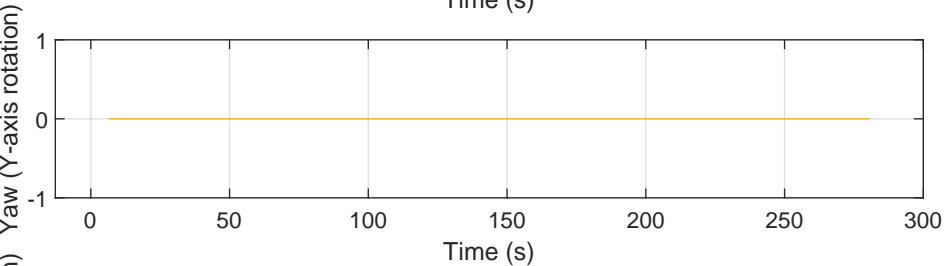
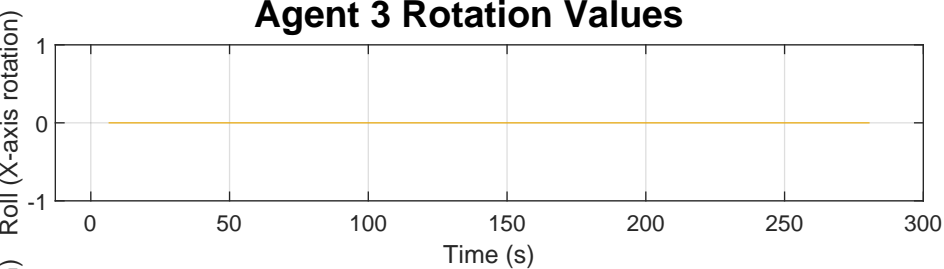
# Agent 1 Rotation Values



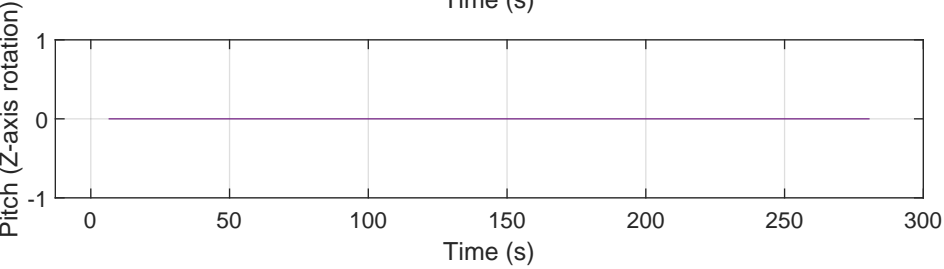
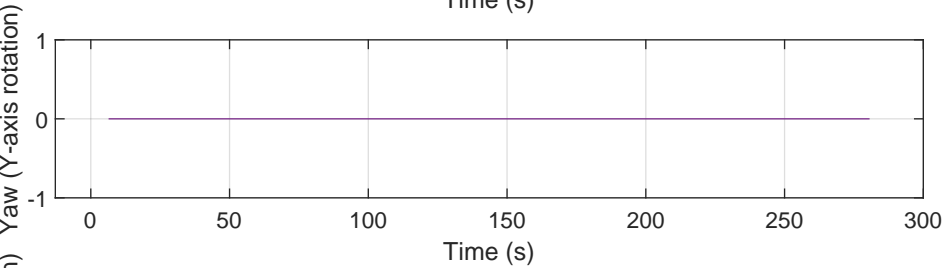
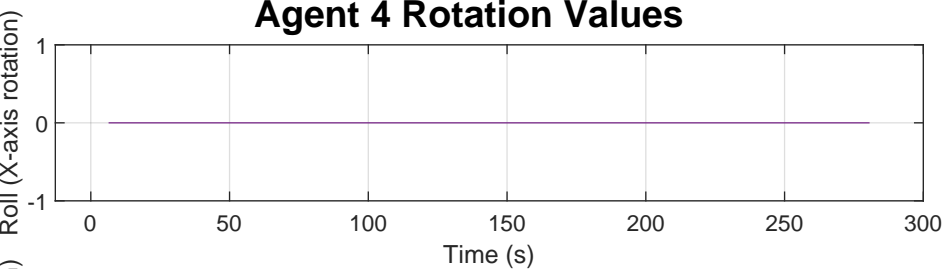
# Agent 2 Rotation Values



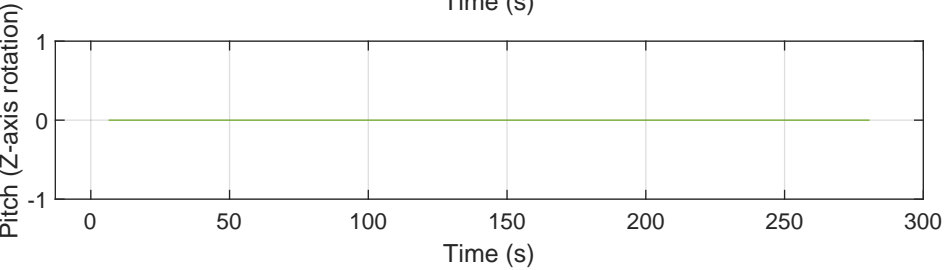
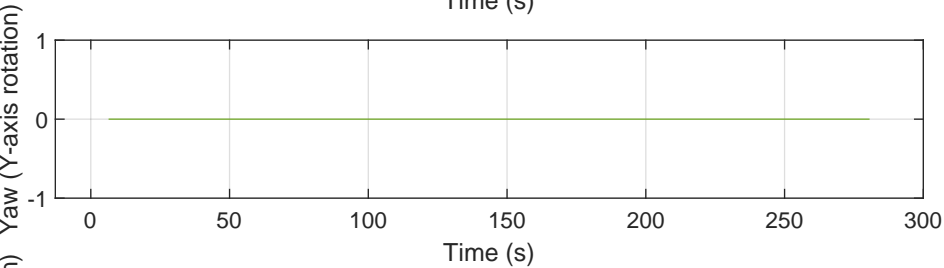
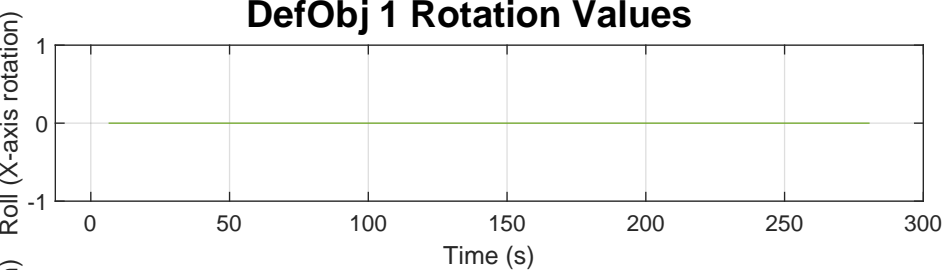
# Agent 3 Rotation Values



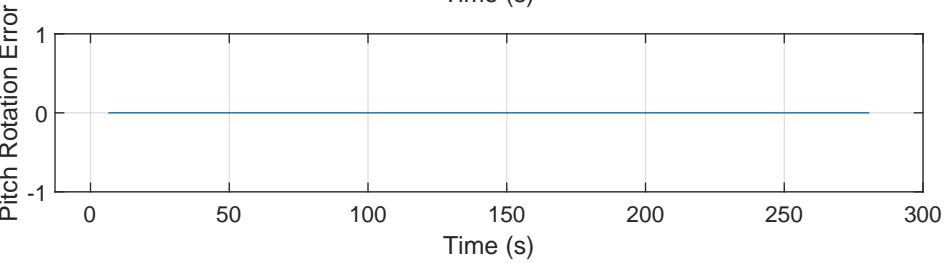
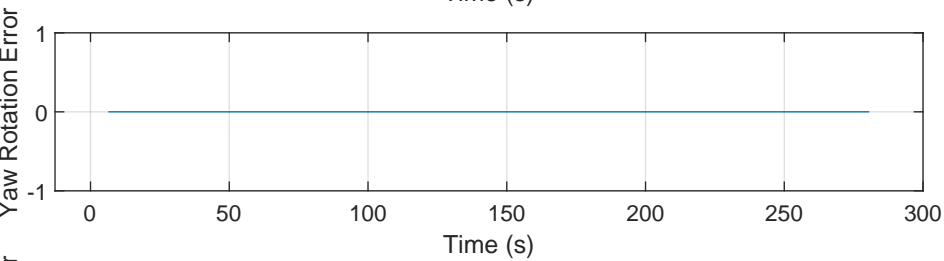
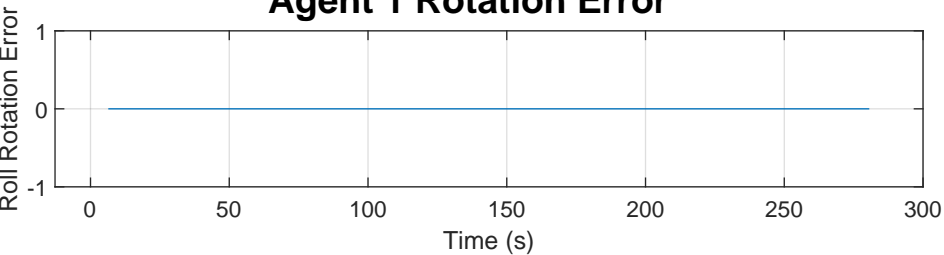
# Agent 4 Rotation Values



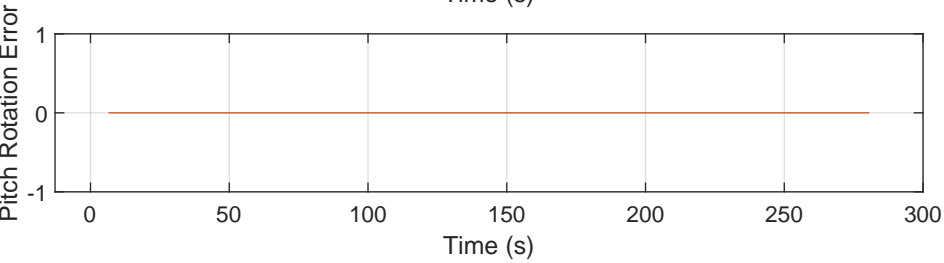
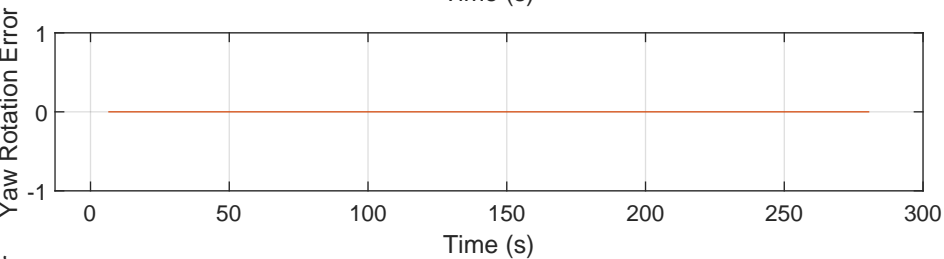
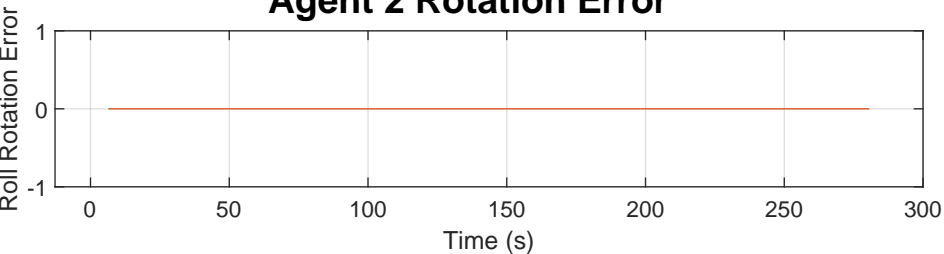
# DefObj 1 Rotation Values



# Agent 1 Rotation Error

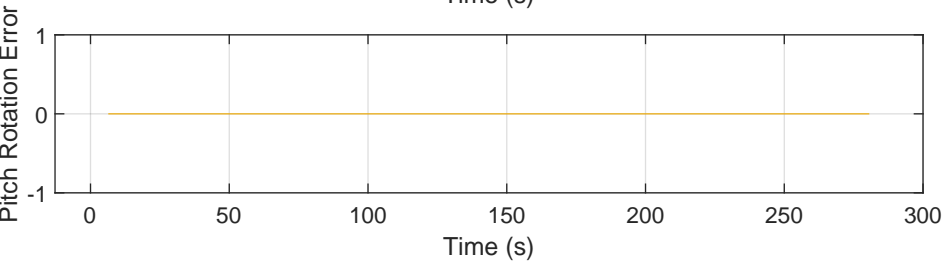
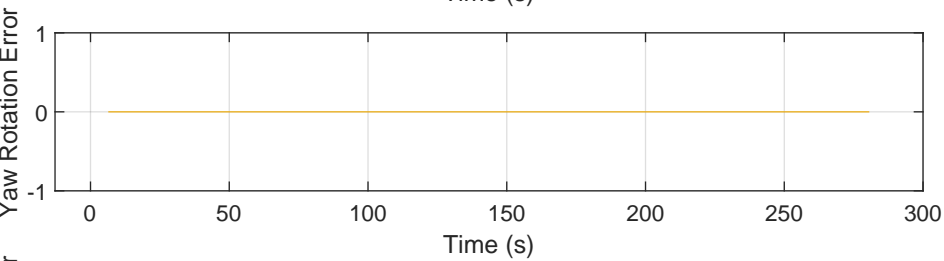
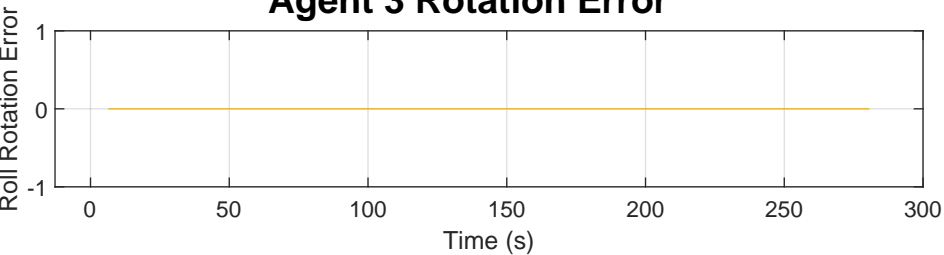


# Agent 2 Rotation Error

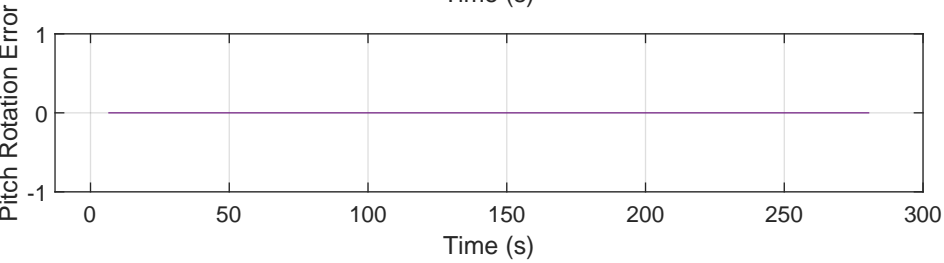
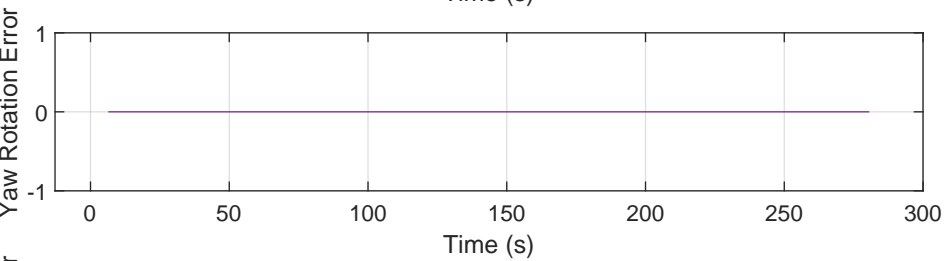
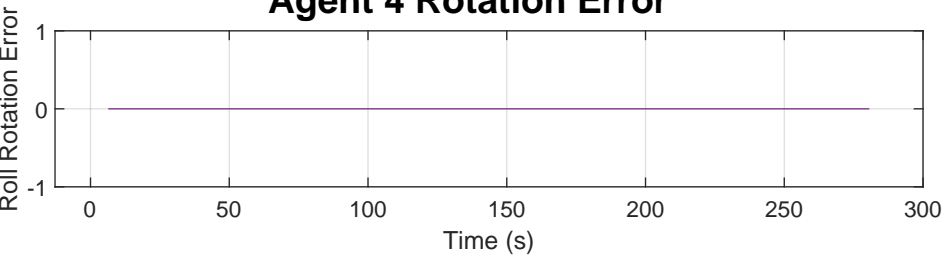




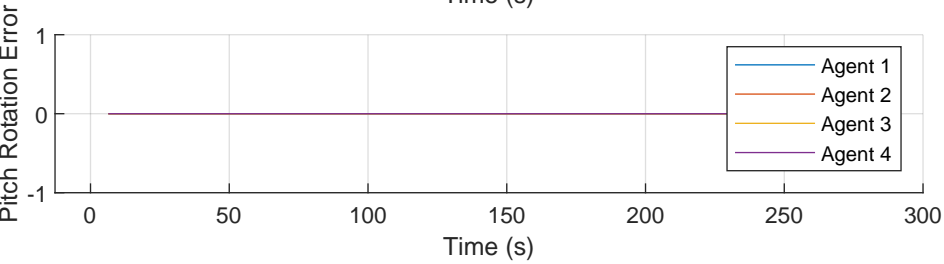
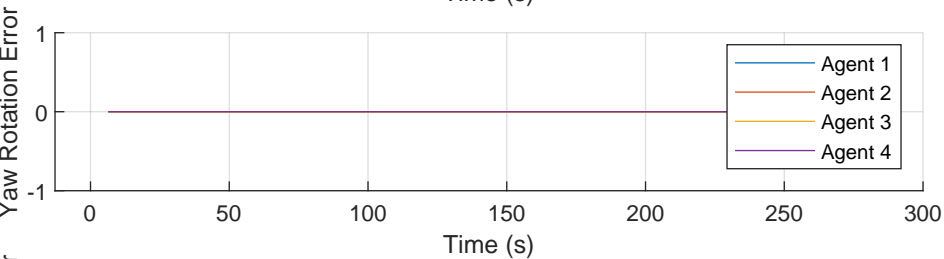
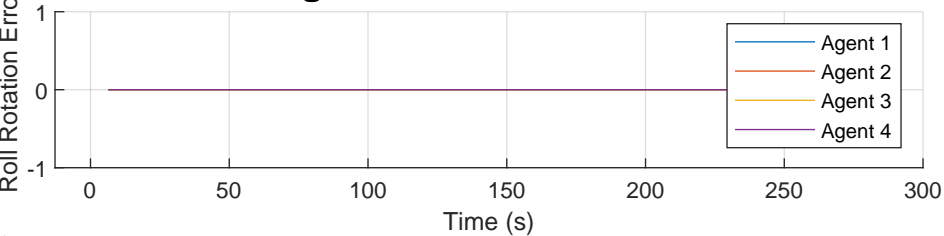
# Agent 3 Rotation Error



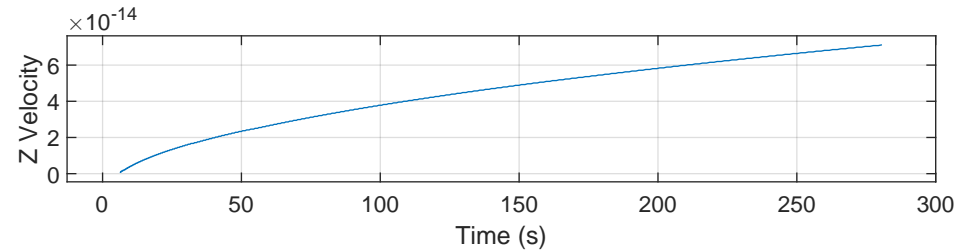
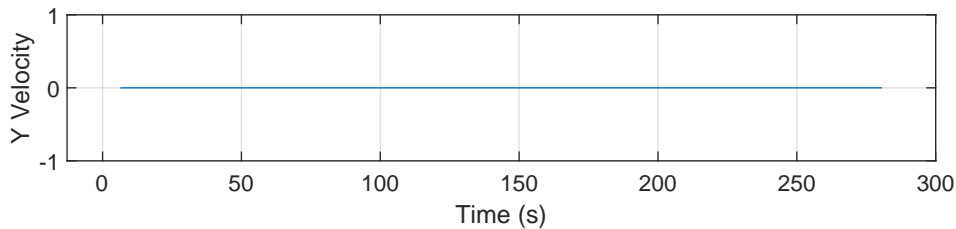
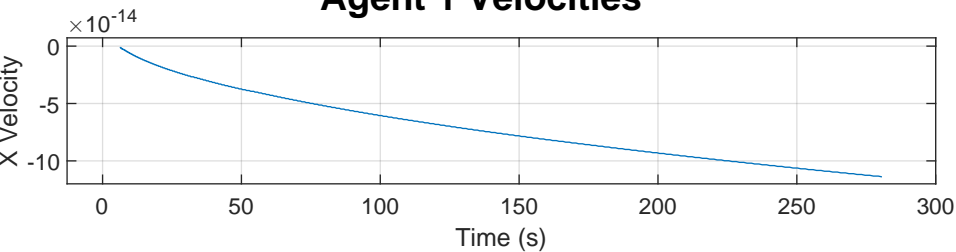
# Agent 4 Rotation Error



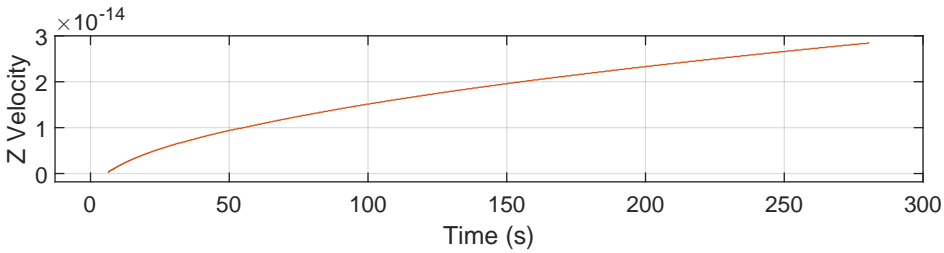
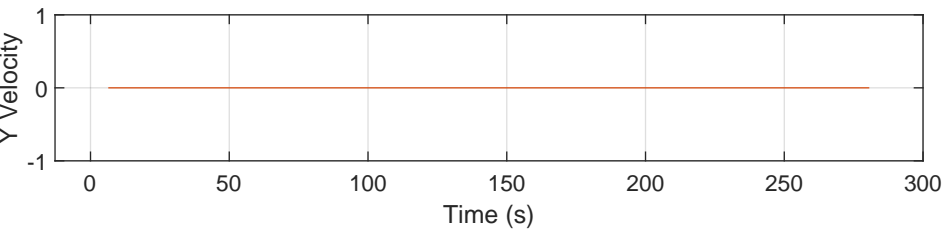
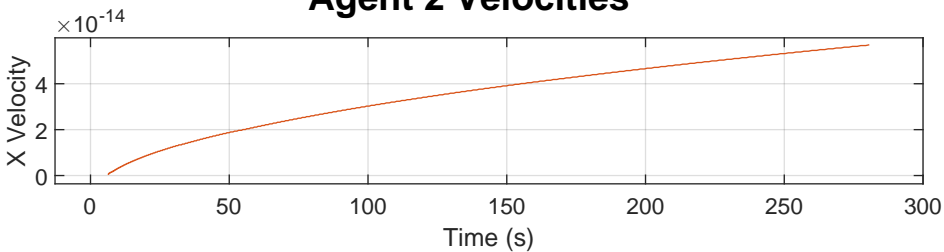
# Agents Rotation Error



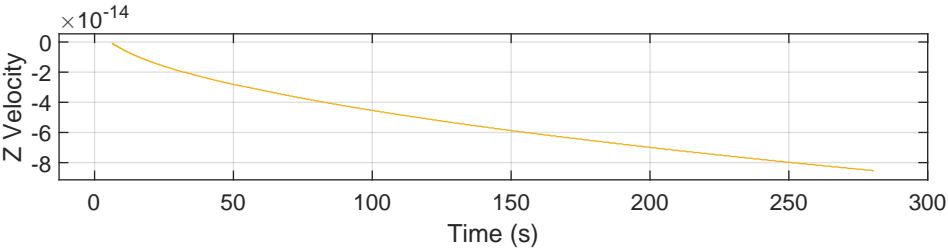
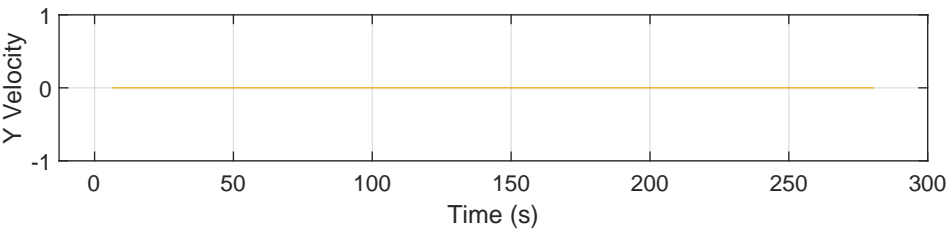
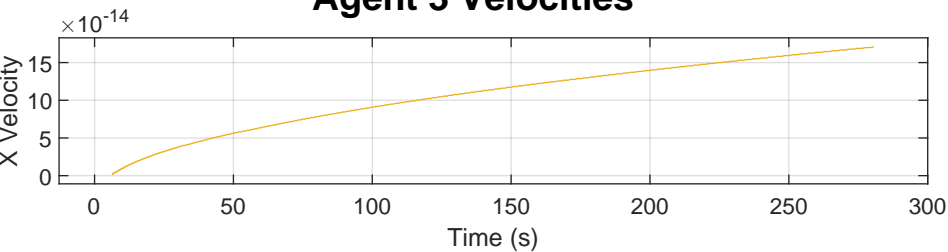
# Agent 1 Velocities



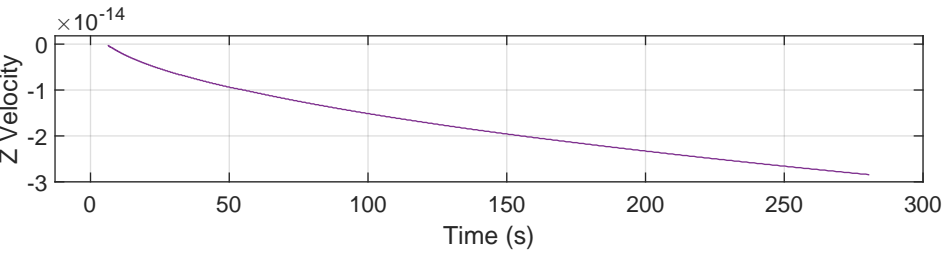
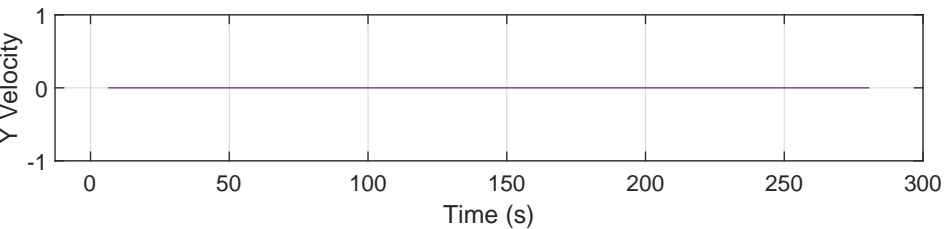
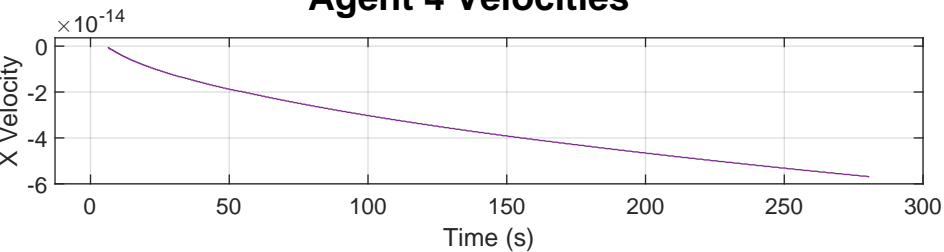
# Agent 2 Velocities



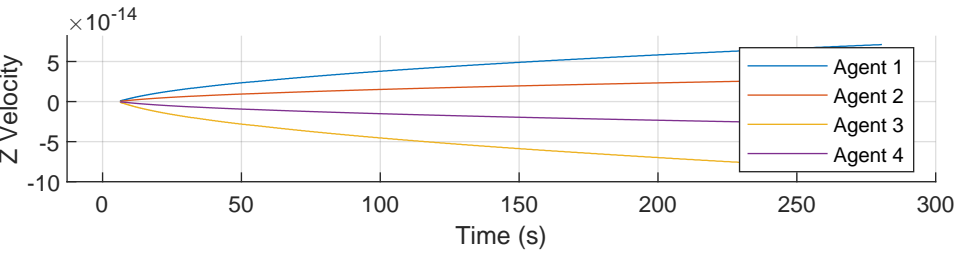
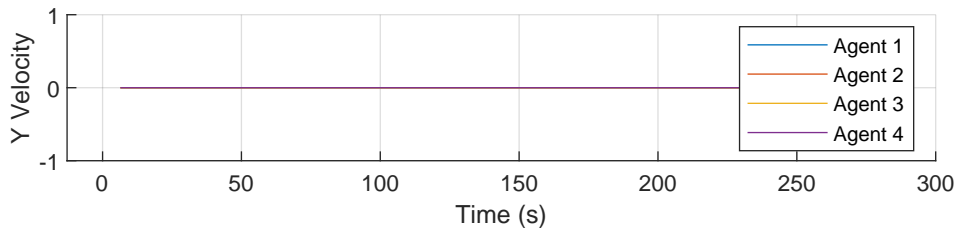
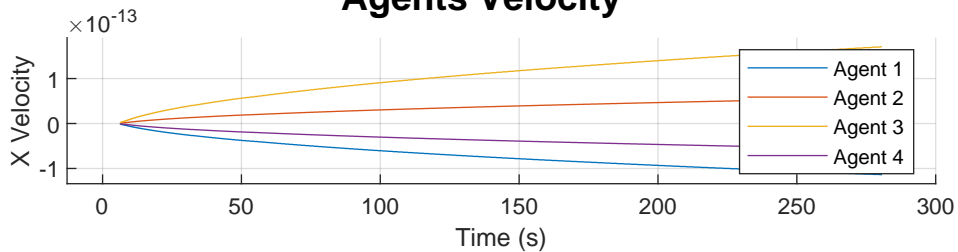
# Agent 3 Velocities



# Agent 4 Velocities

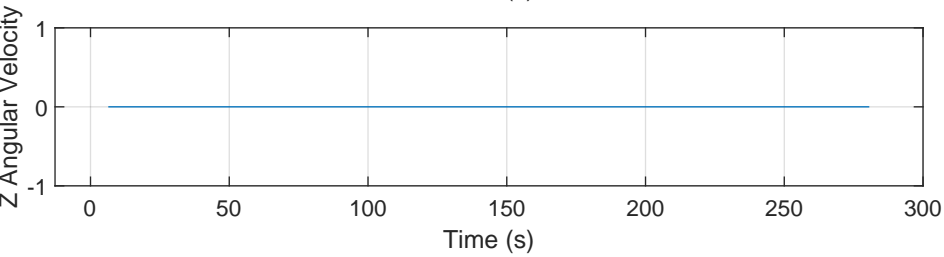
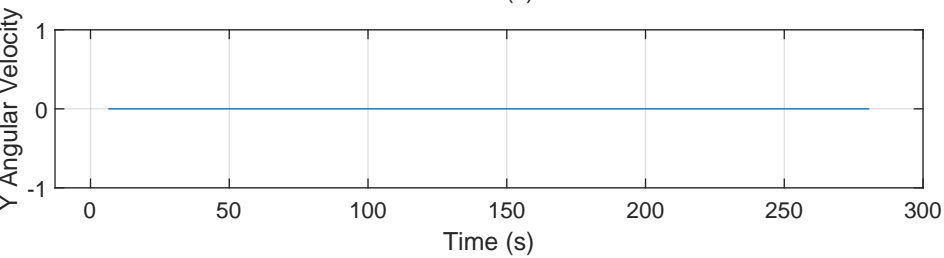
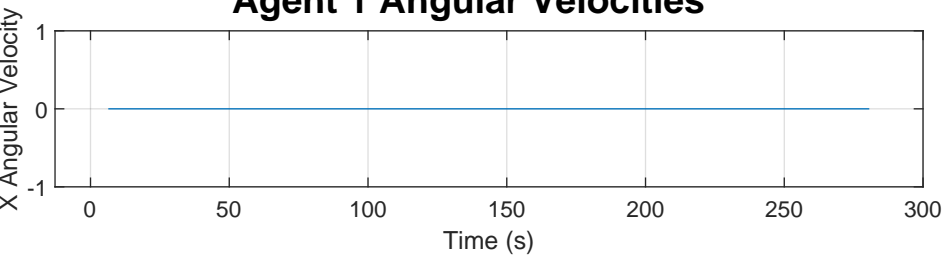


# Agents Velocity

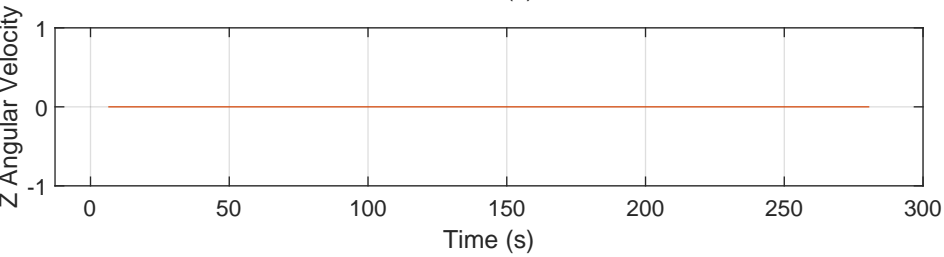
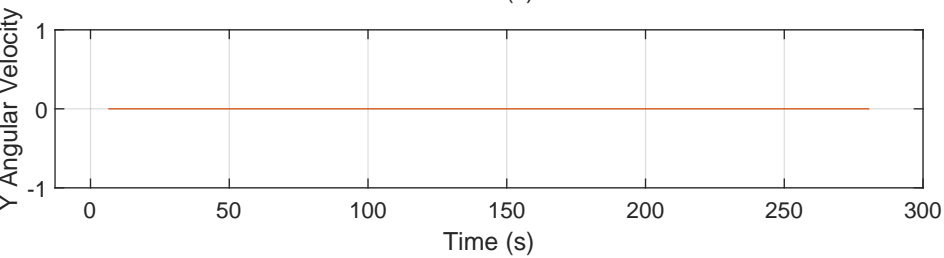
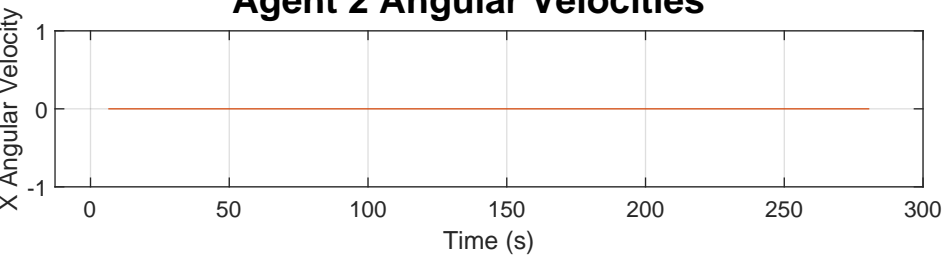




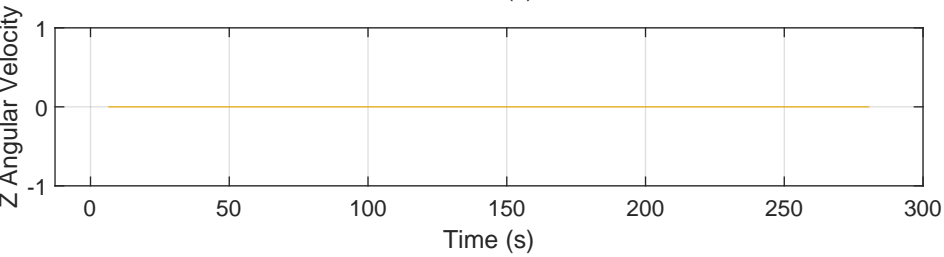
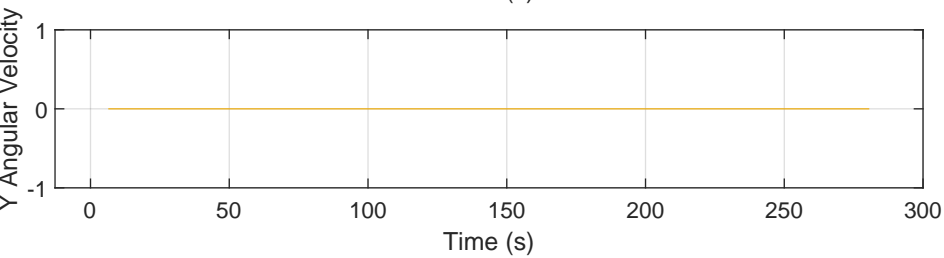
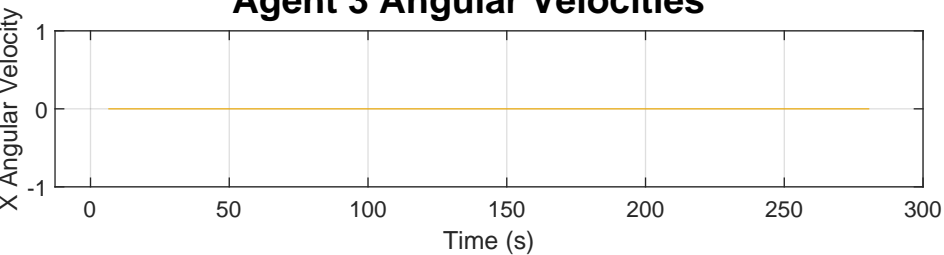
# Agent 1 Angular Velocities



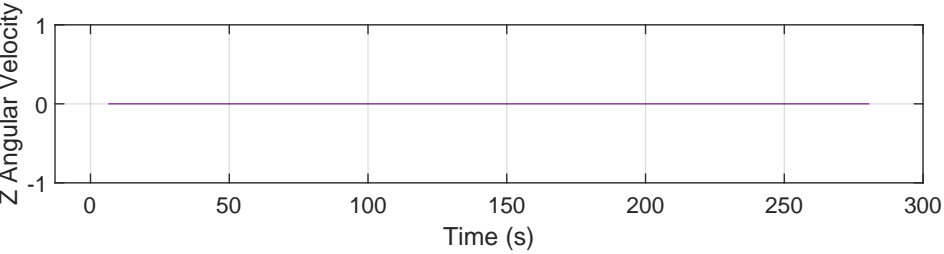
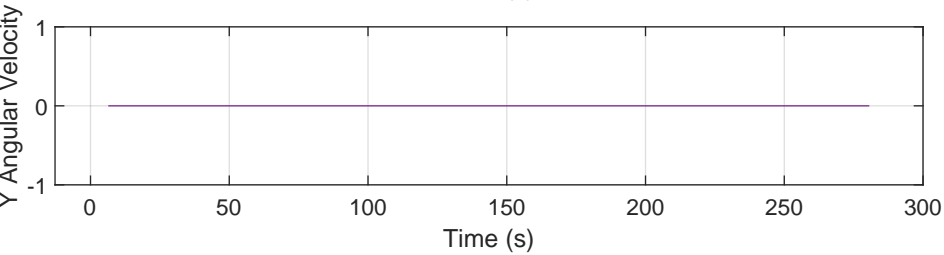
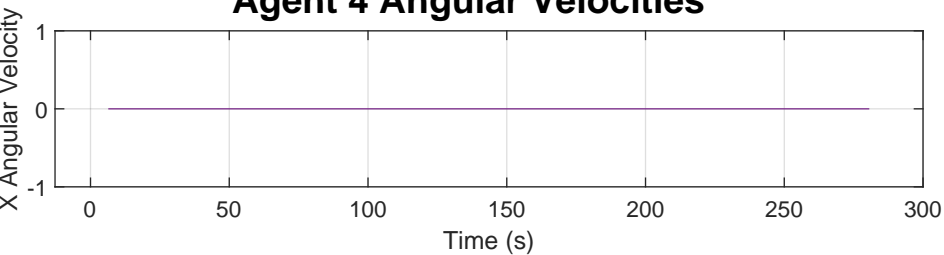
# Agent 2 Angular Velocities



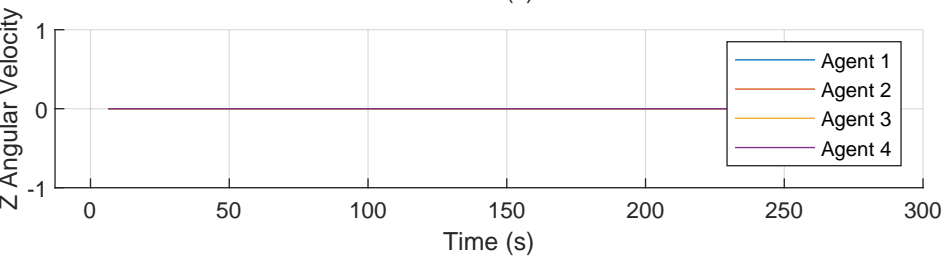
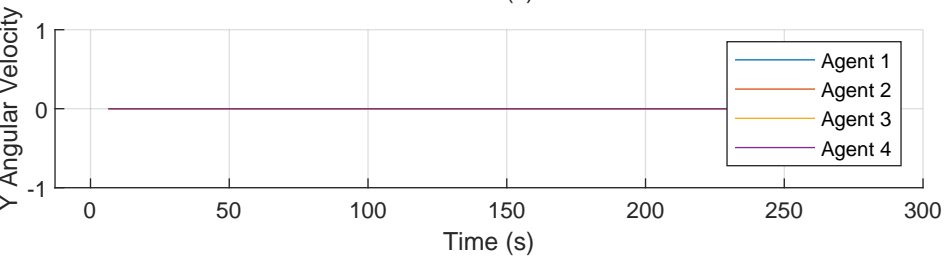
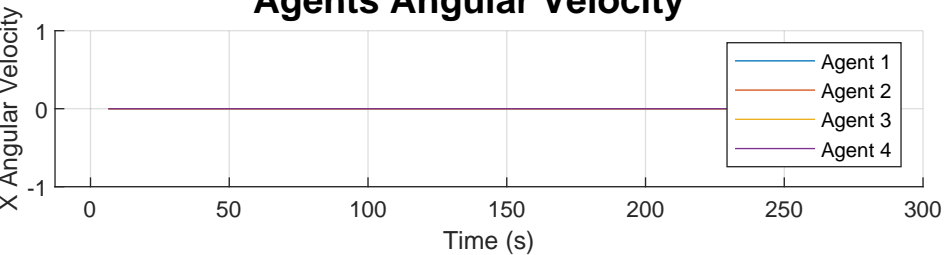
# Agent 3 Angular Velocities



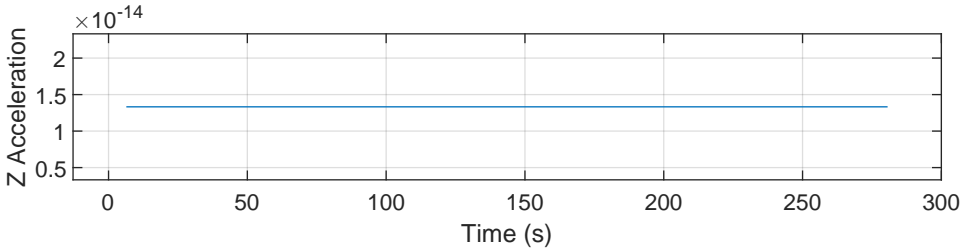
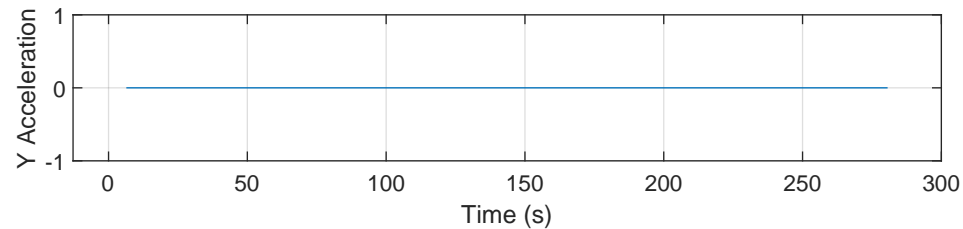
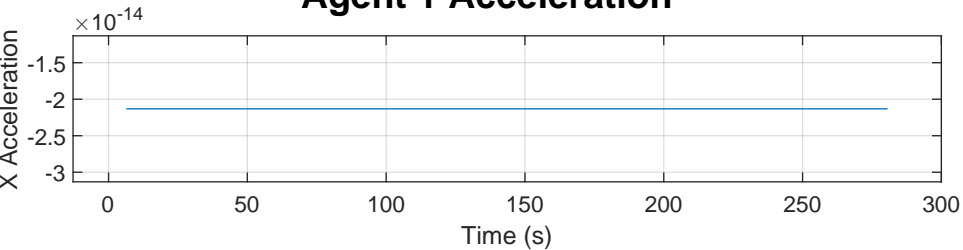
# Agent 4 Angular Velocities



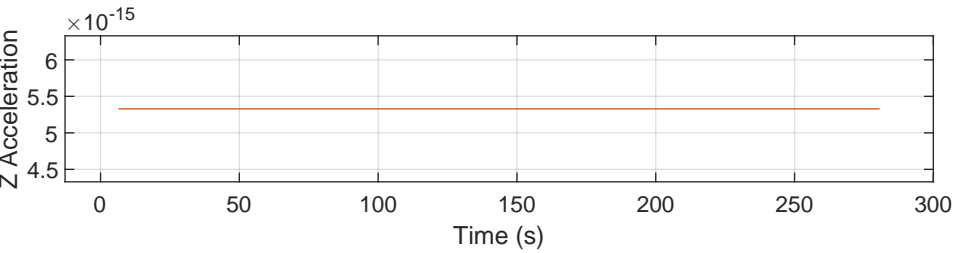
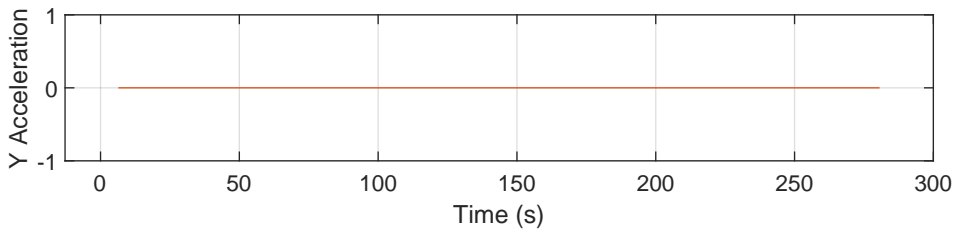
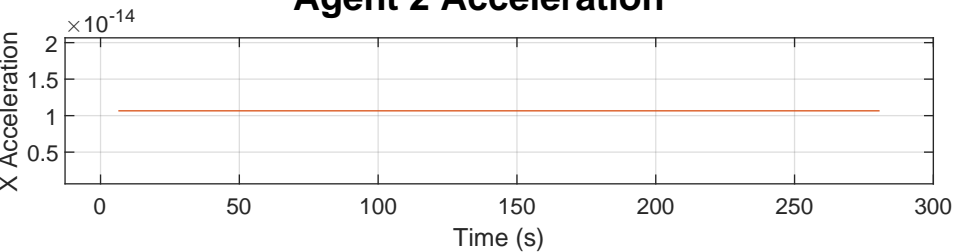
# Agents Angular Velocity



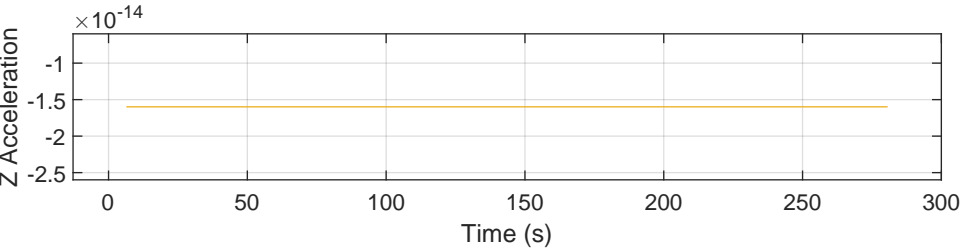
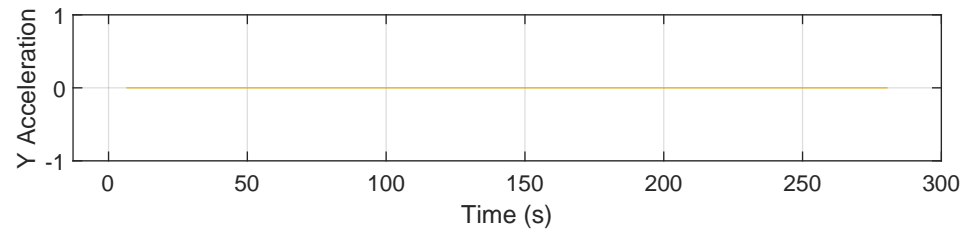
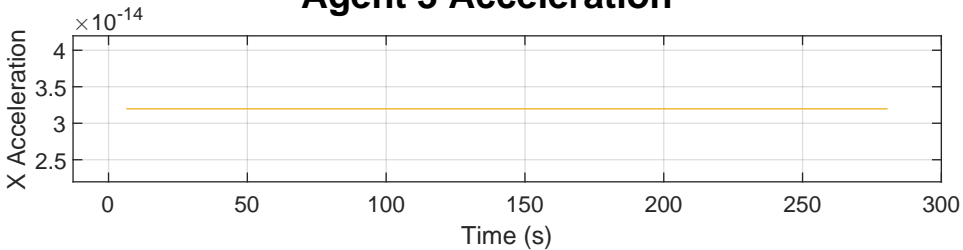
# Agent 1 Acceleration



# Agent 2 Acceleration

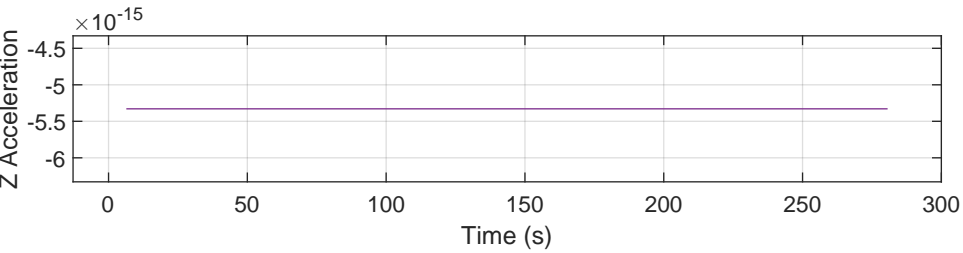
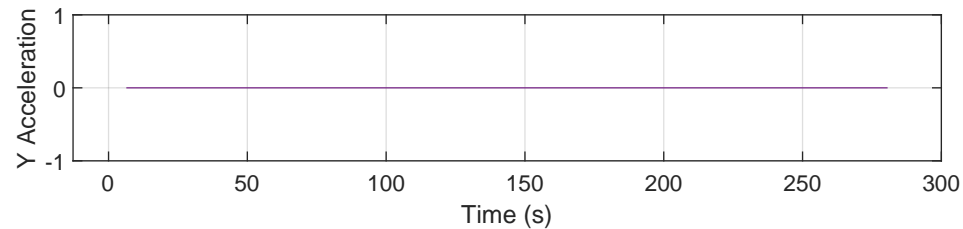
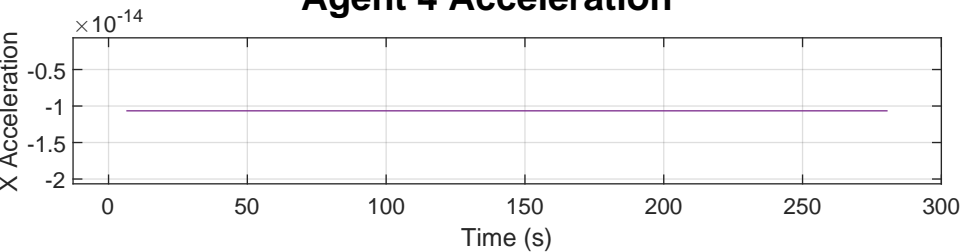


# Agent 3 Acceleration

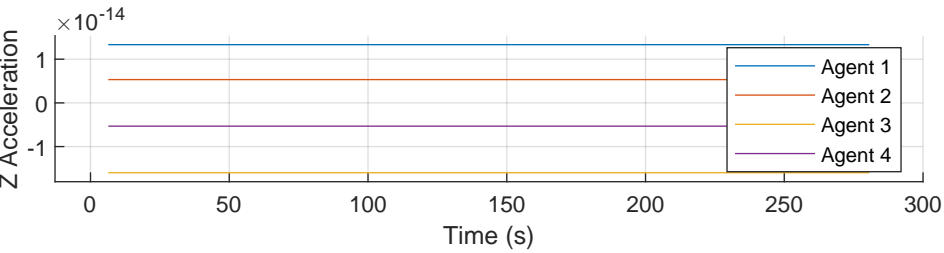
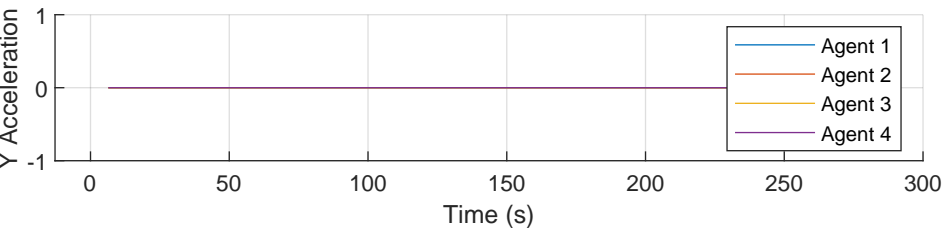
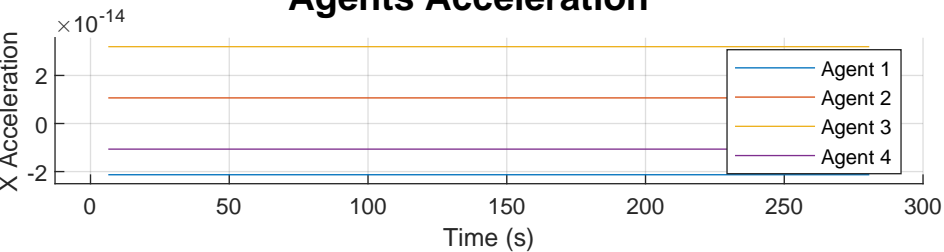




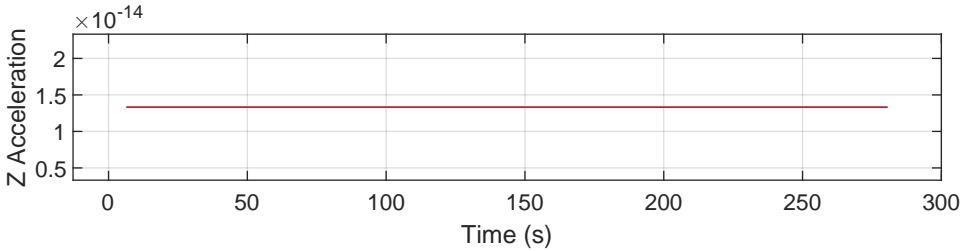
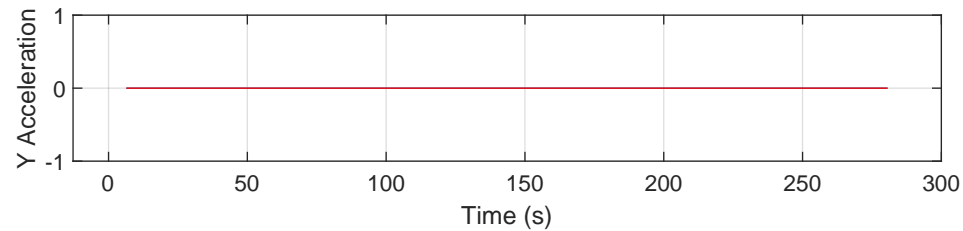
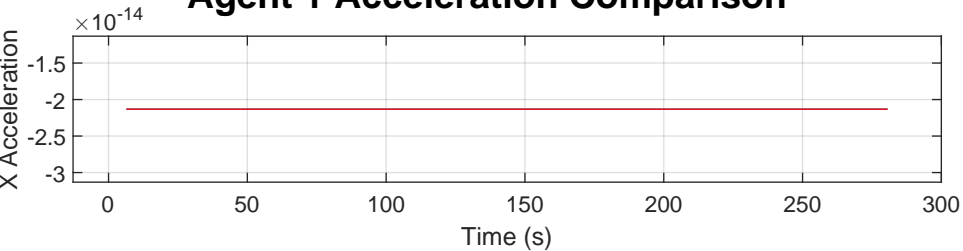
# Agent 4 Acceleration



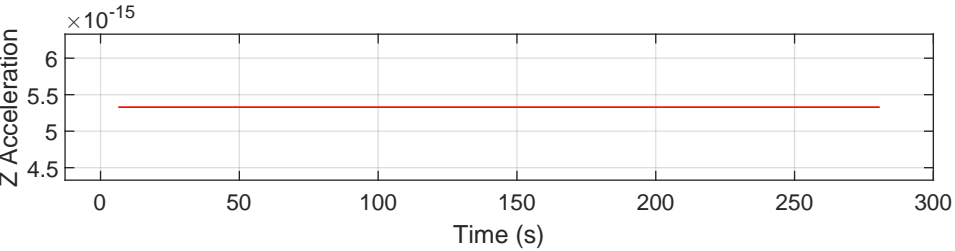
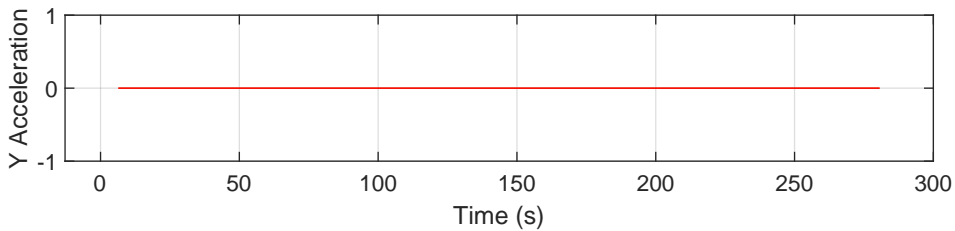
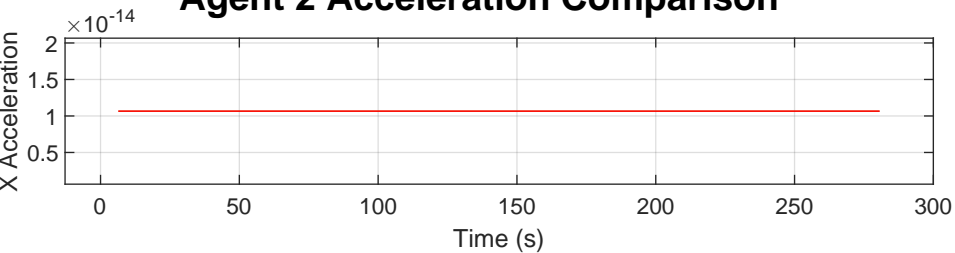
# Agents Acceleration



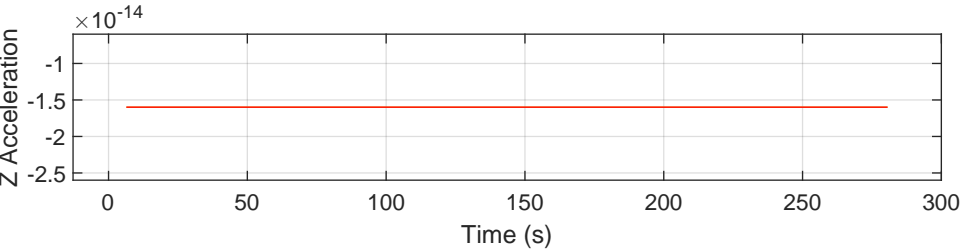
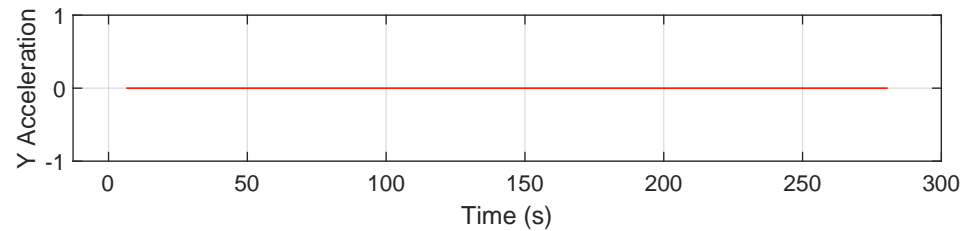
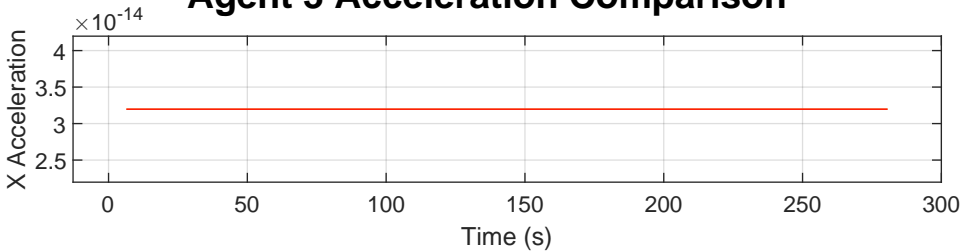
# Agent 1 Acceleration Comparison



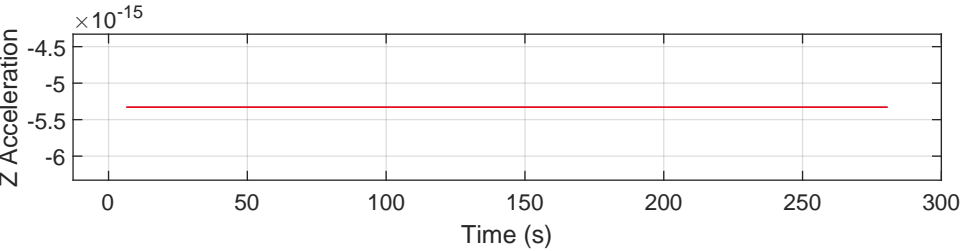
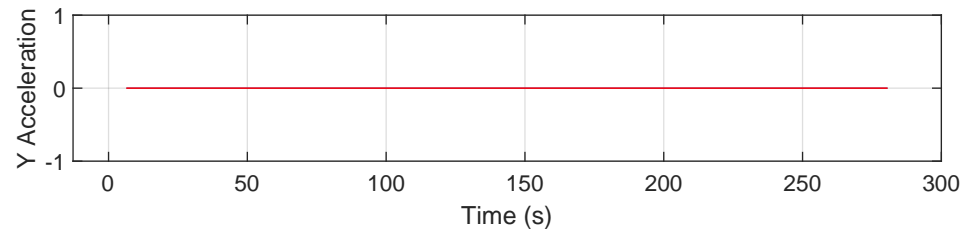
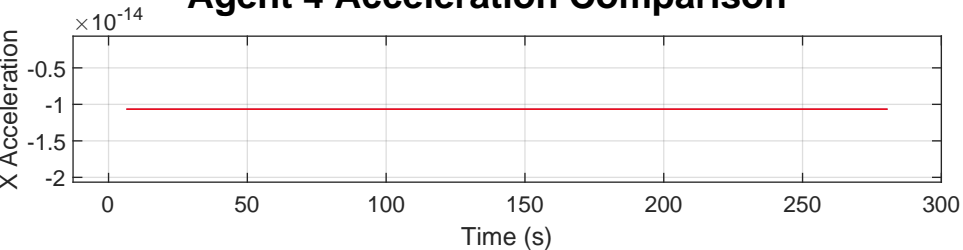
# Agent 2 Acceleration Comparison



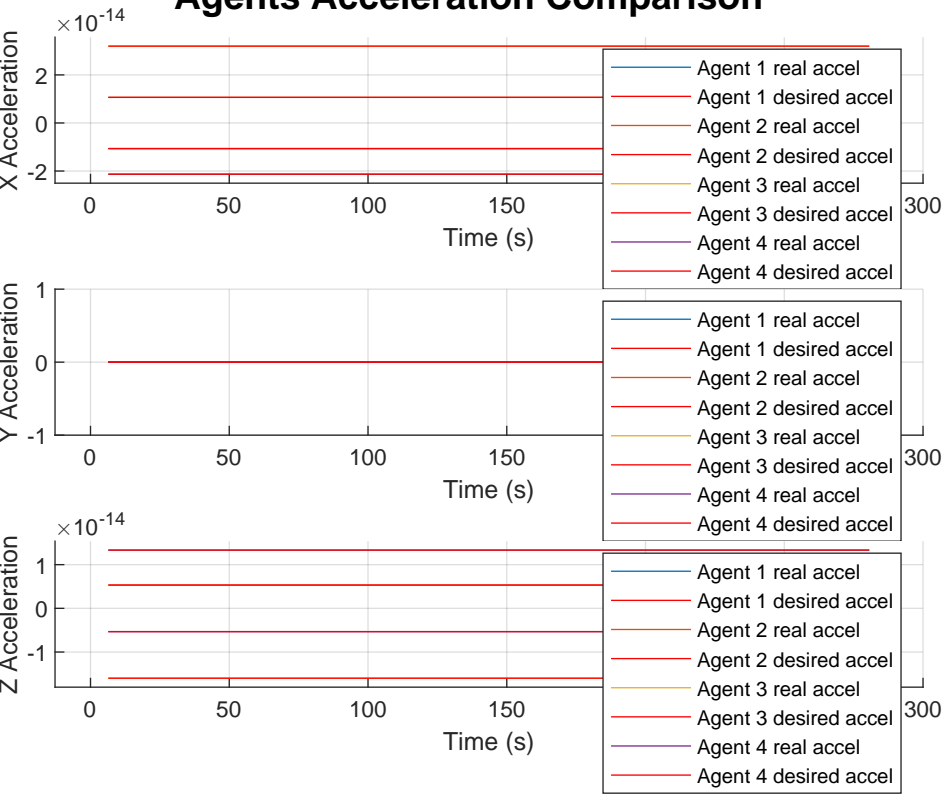
# Agent 3 Acceleration Comparison



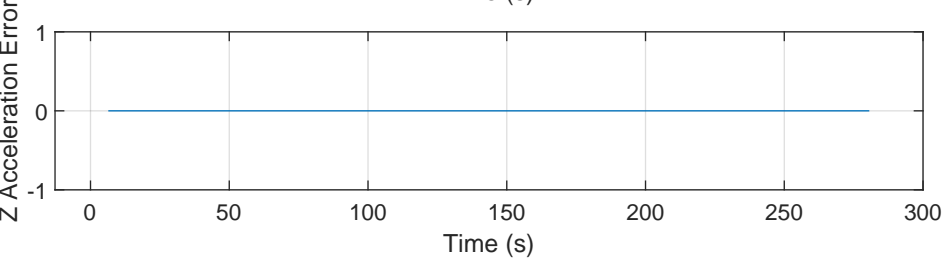
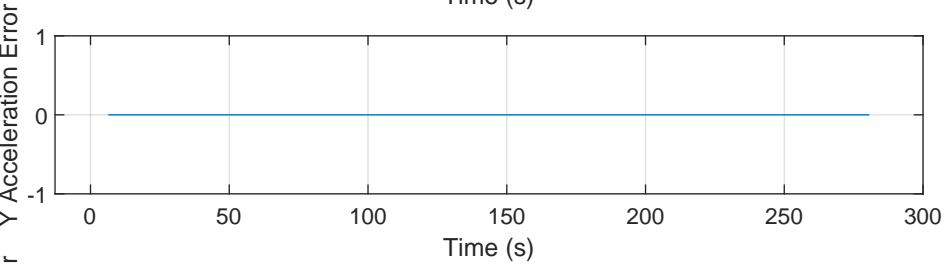
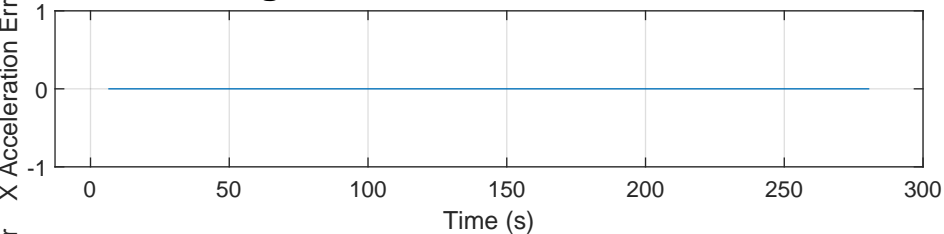
# Agent 4 Acceleration Comparison



# Agents Acceleration Comparison

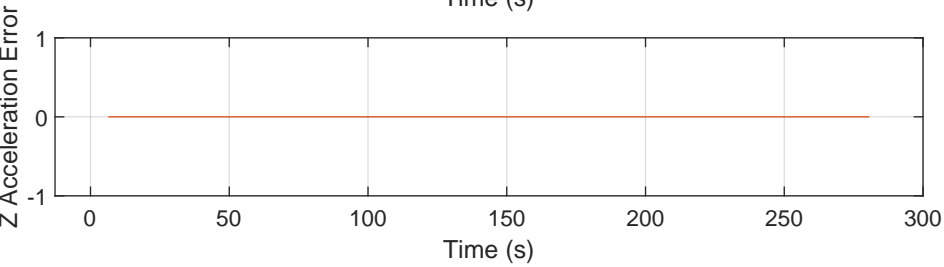
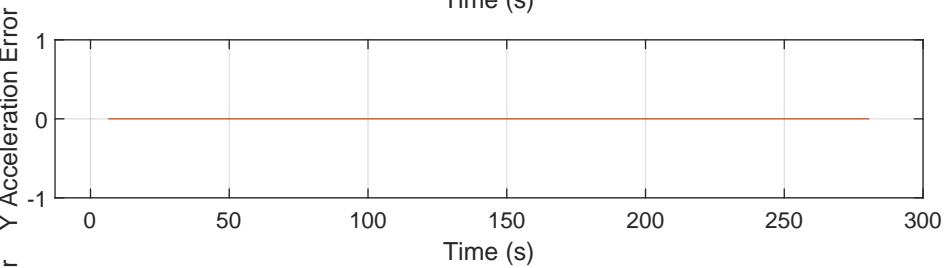
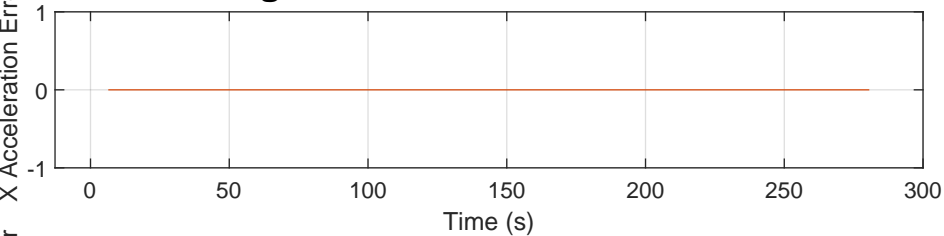


# Agent 1 Acceleration Error

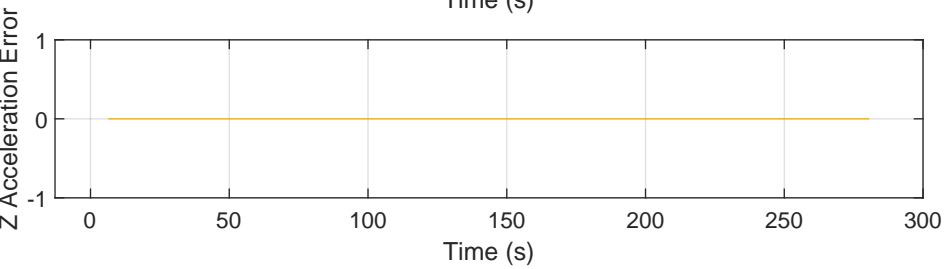
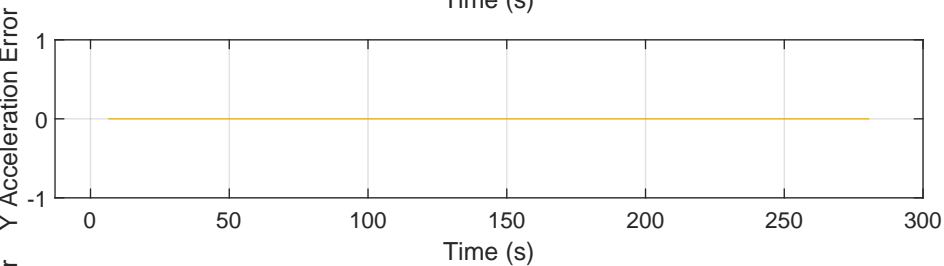
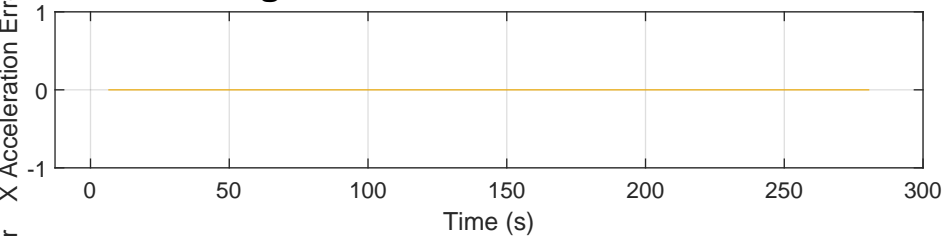




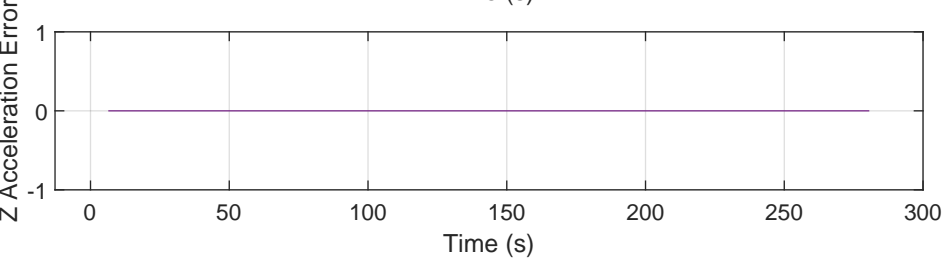
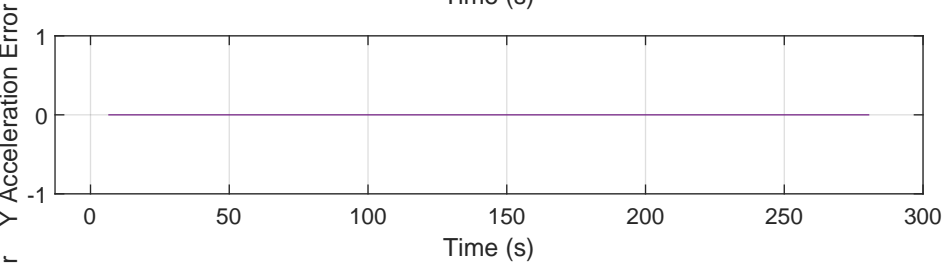
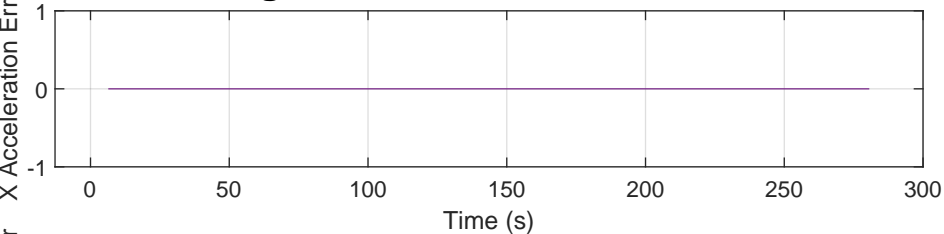
# Agent 2 Acceleration Error



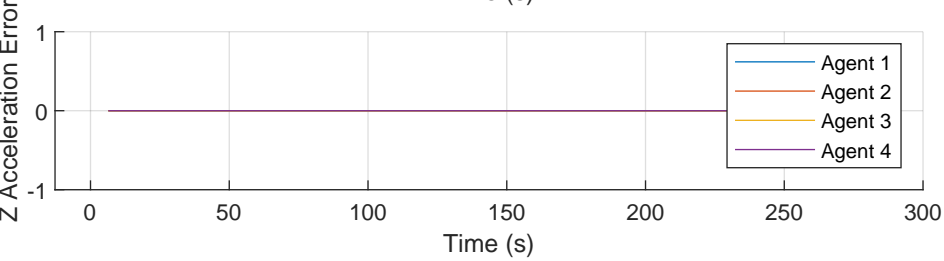
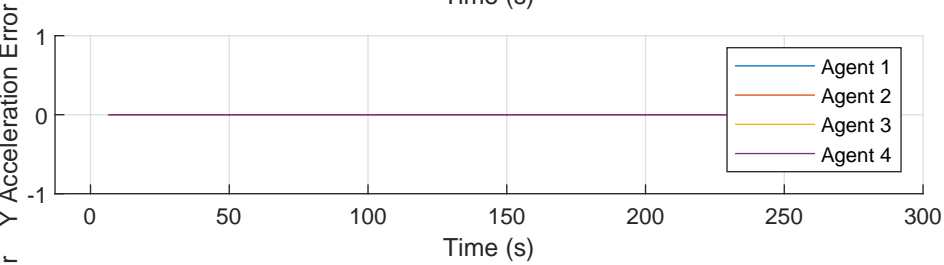
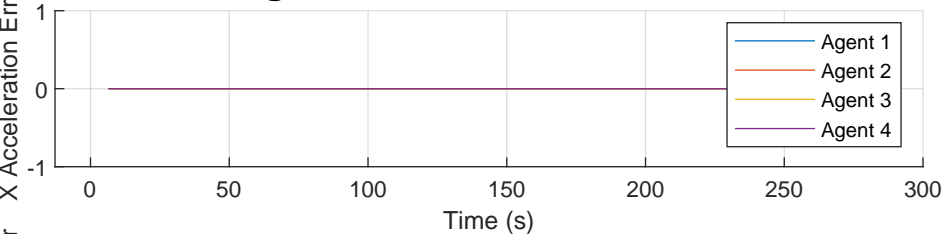
# Agent 3 Acceleration Error



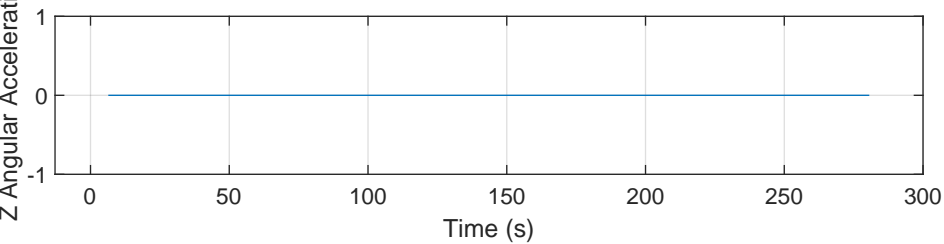
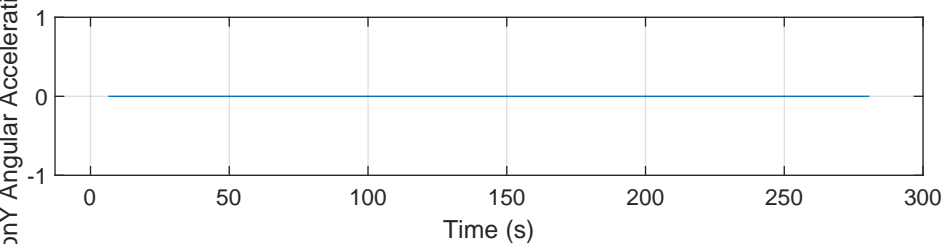
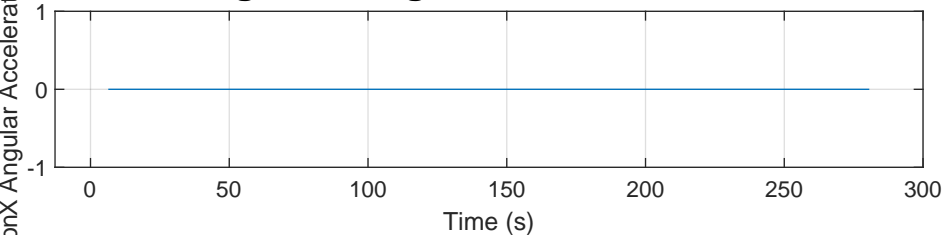
# Agent 4 Acceleration Error



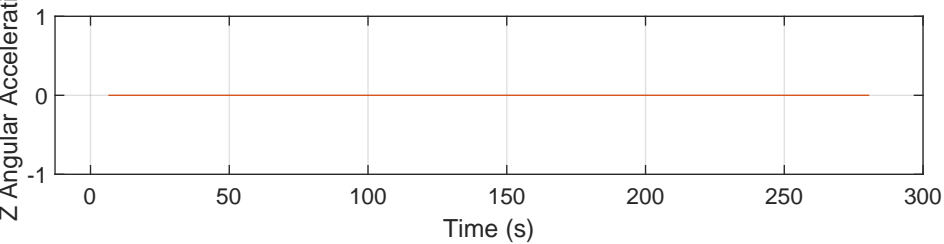
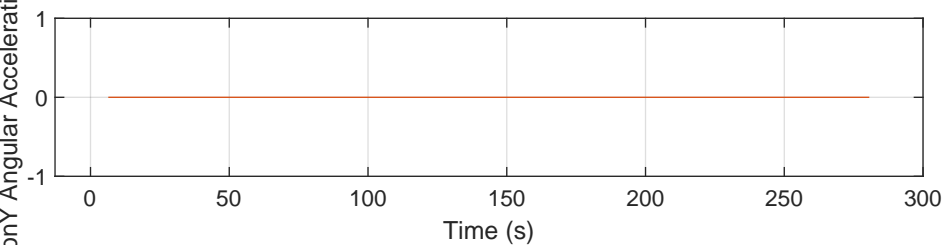
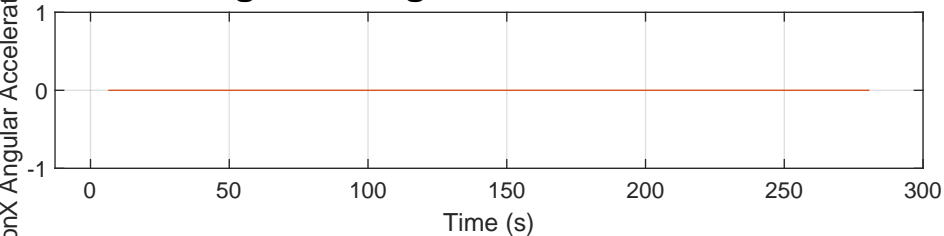
# Agents Acceleration Error



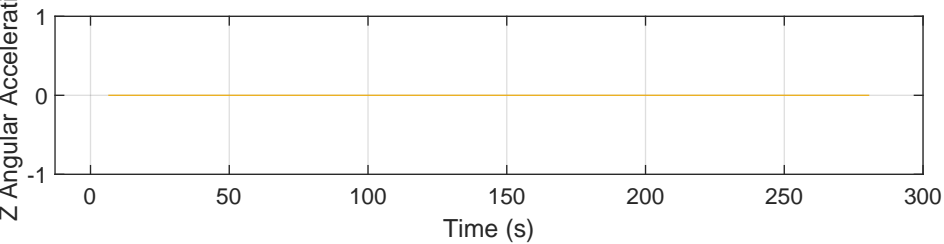
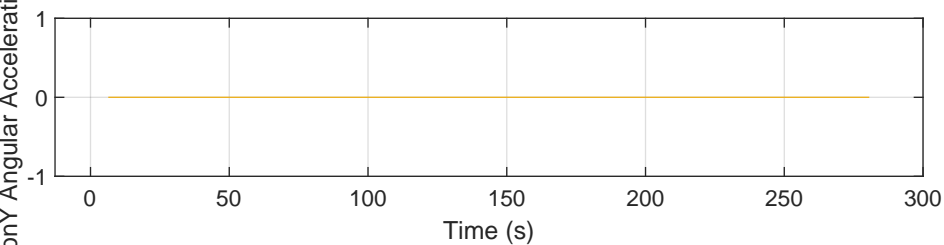
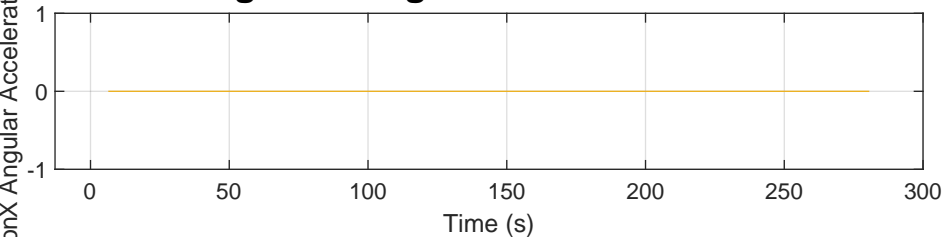
# Agent 1 Angular Acceleration



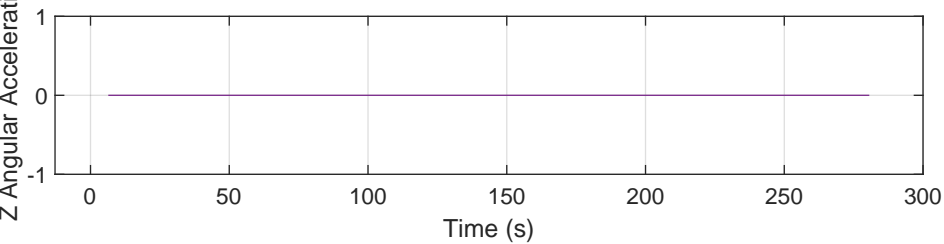
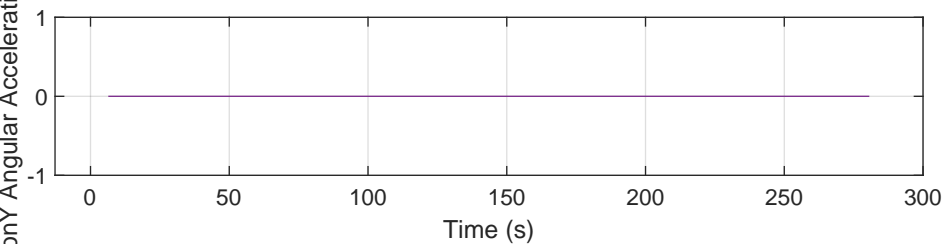
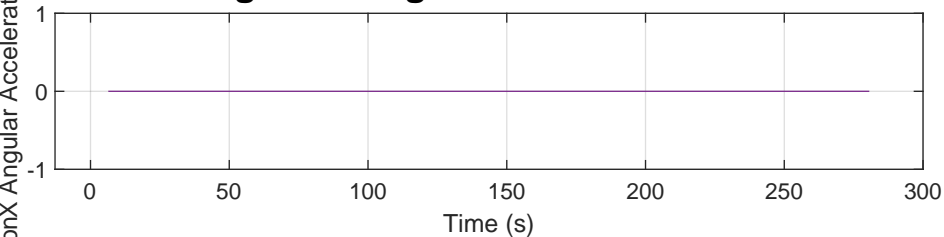
# Agent 2 Angular Acceleration



# Agent 3 Angular Acceleration

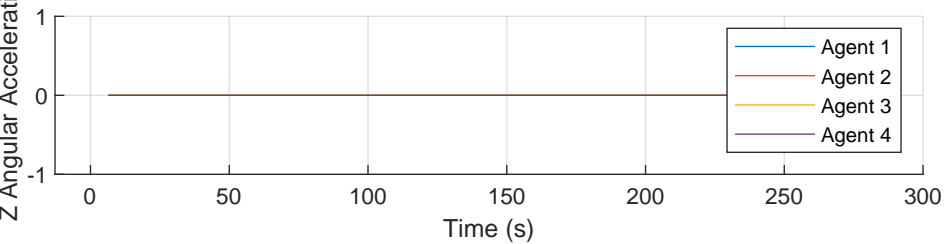
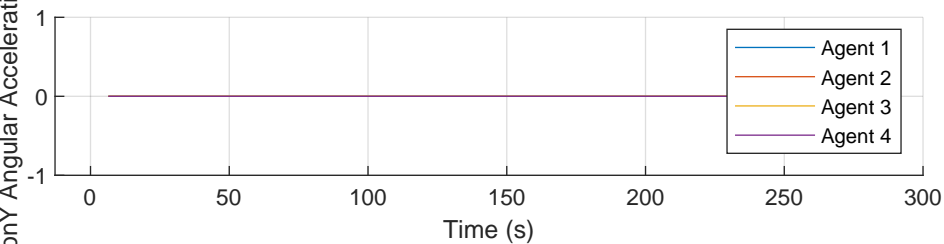
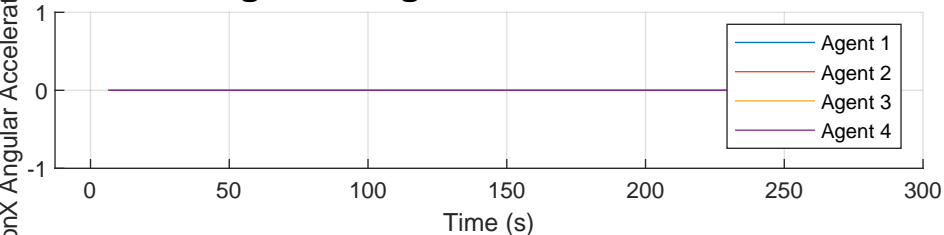


# Agent 4 Angular Acceleration



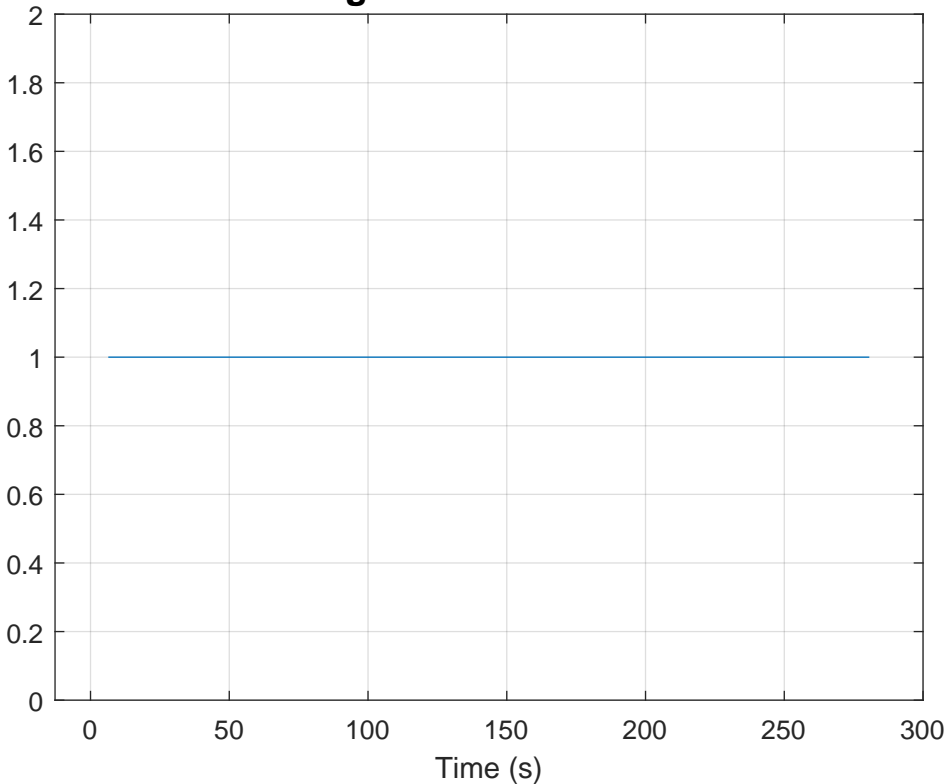


# Agents Angular Acceleration



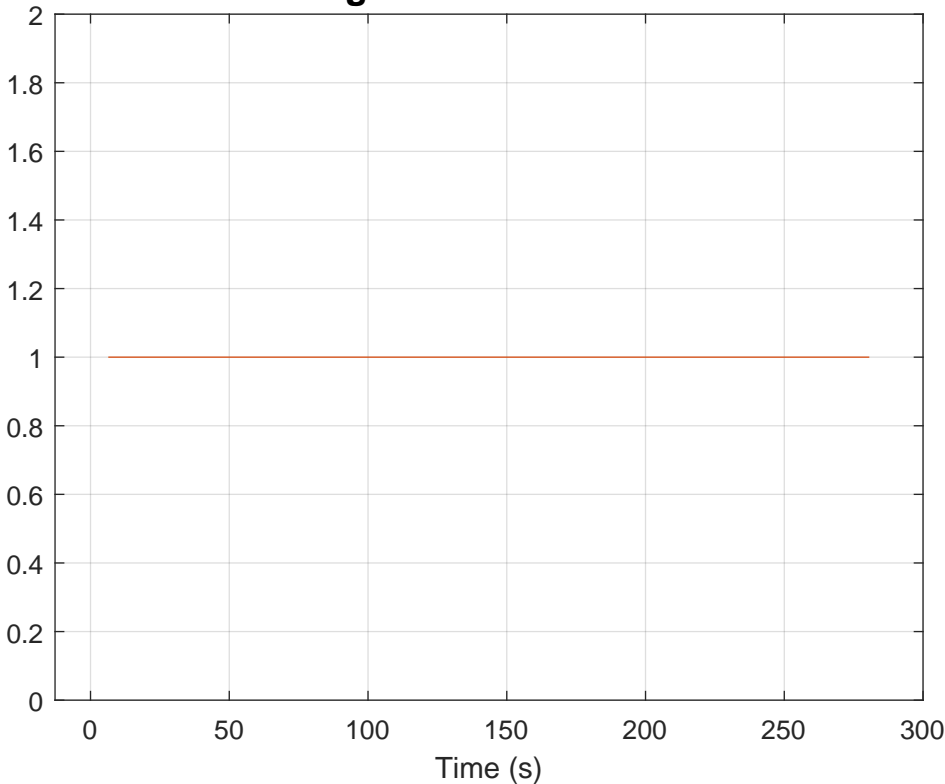
# Agent 1 Grabbed

Grabbed



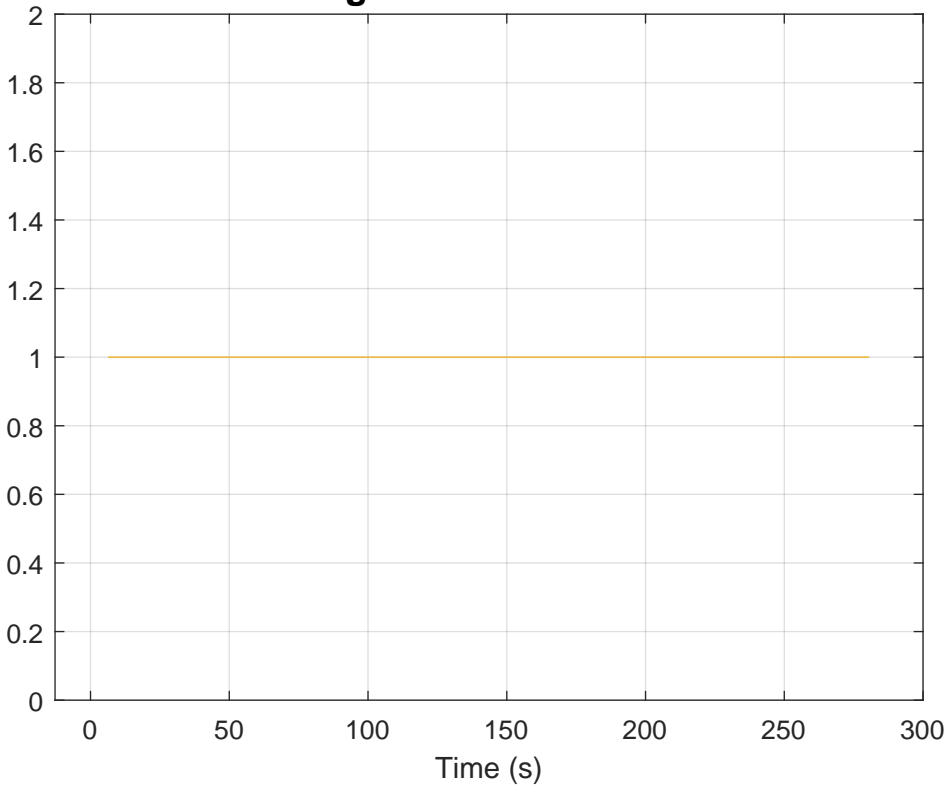
## Agent 2 Grabbed

Grabbed



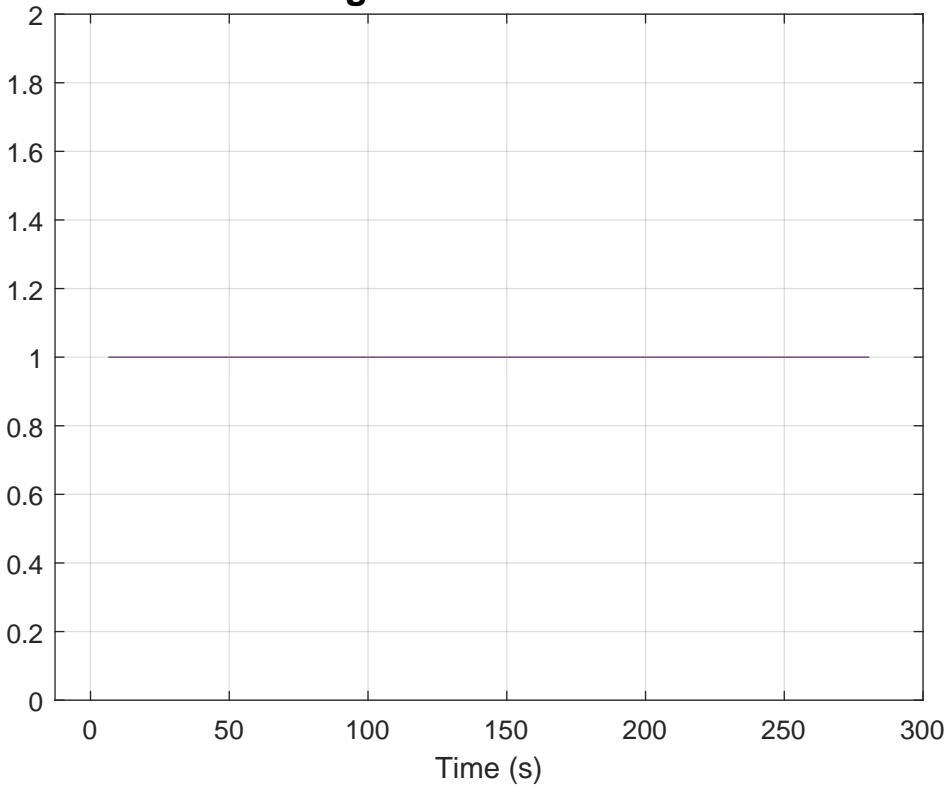
# Agent 3 Grabbed

Grabbed



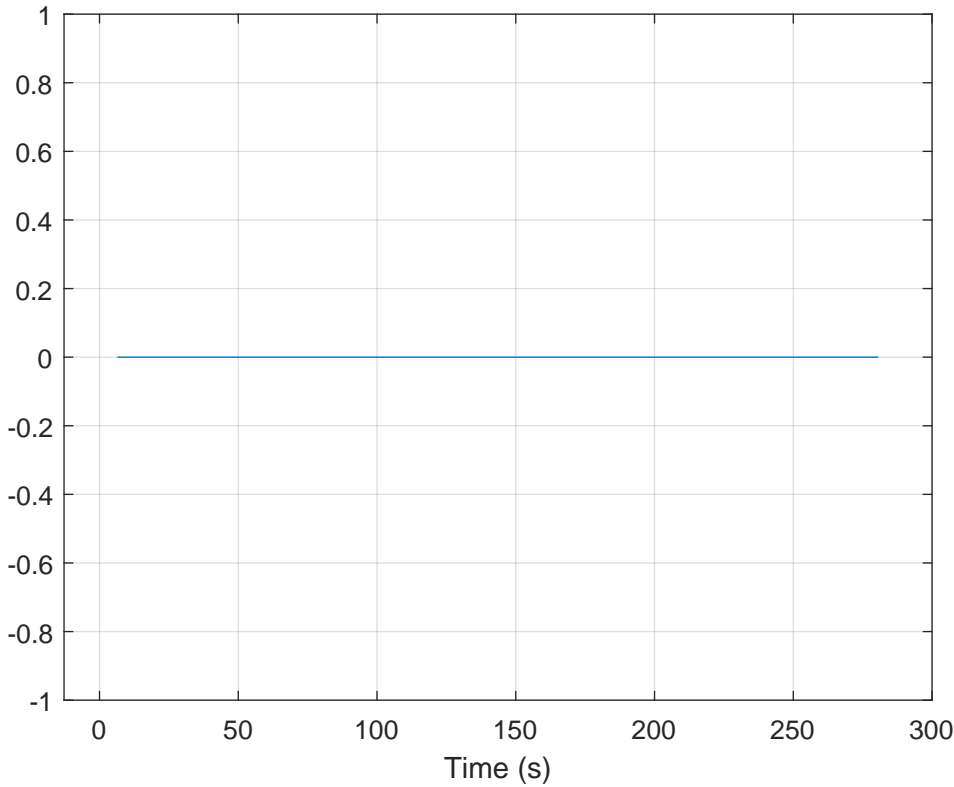
## Agent 4 Grabbed

Grabbed



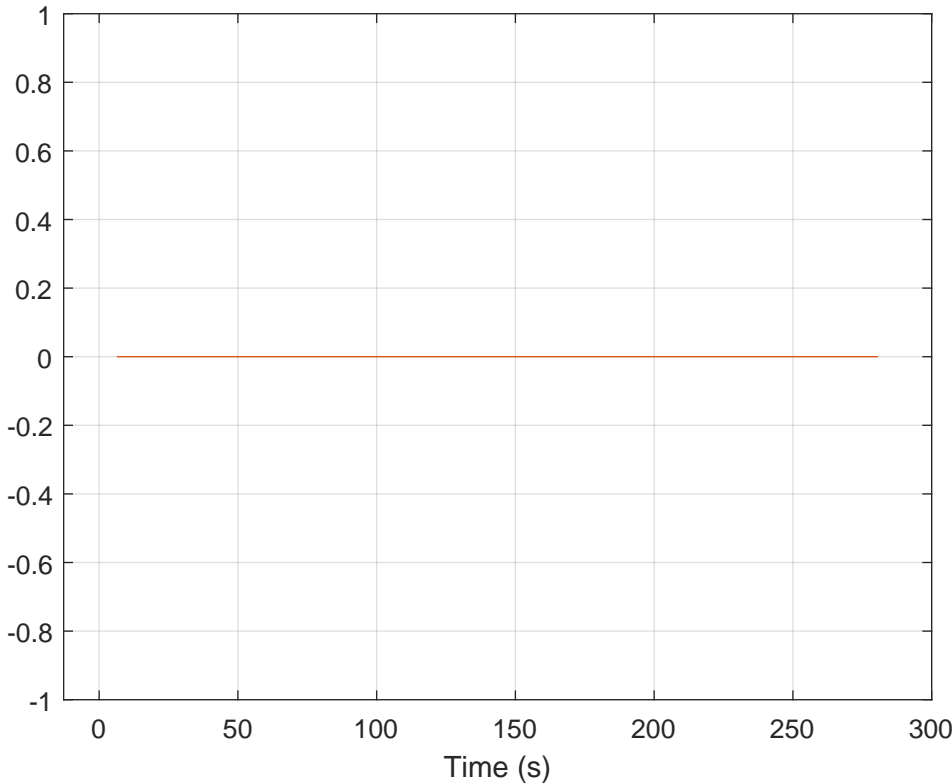
# Deformation Error

Deformation Error

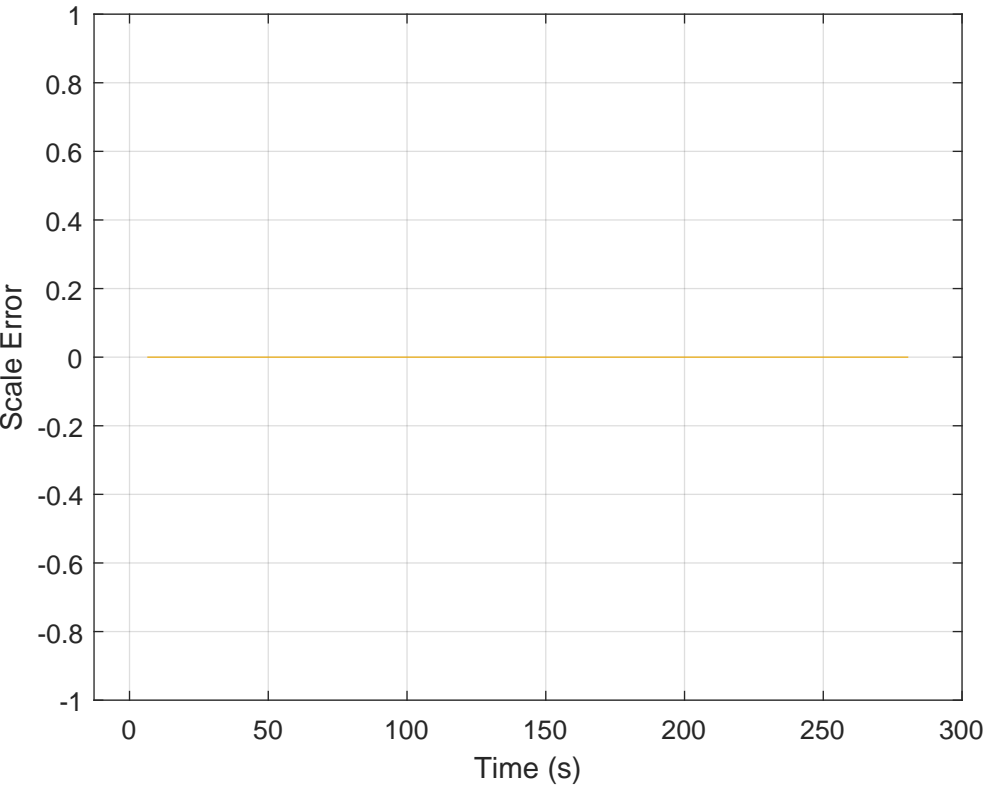


# Position Error

Position Error



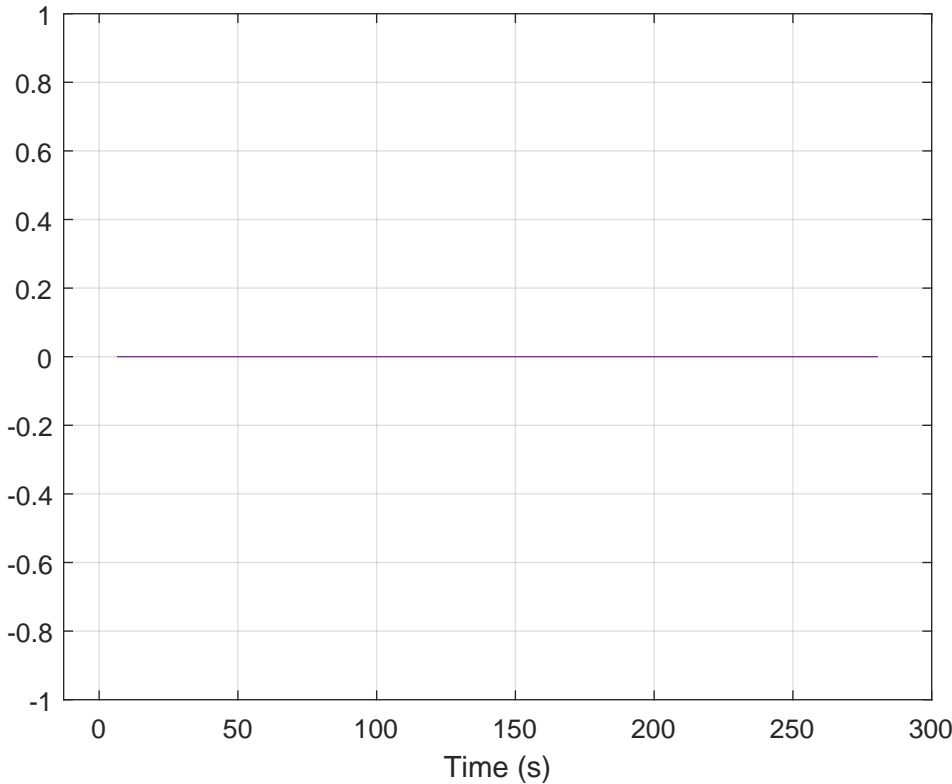
# Scale Error



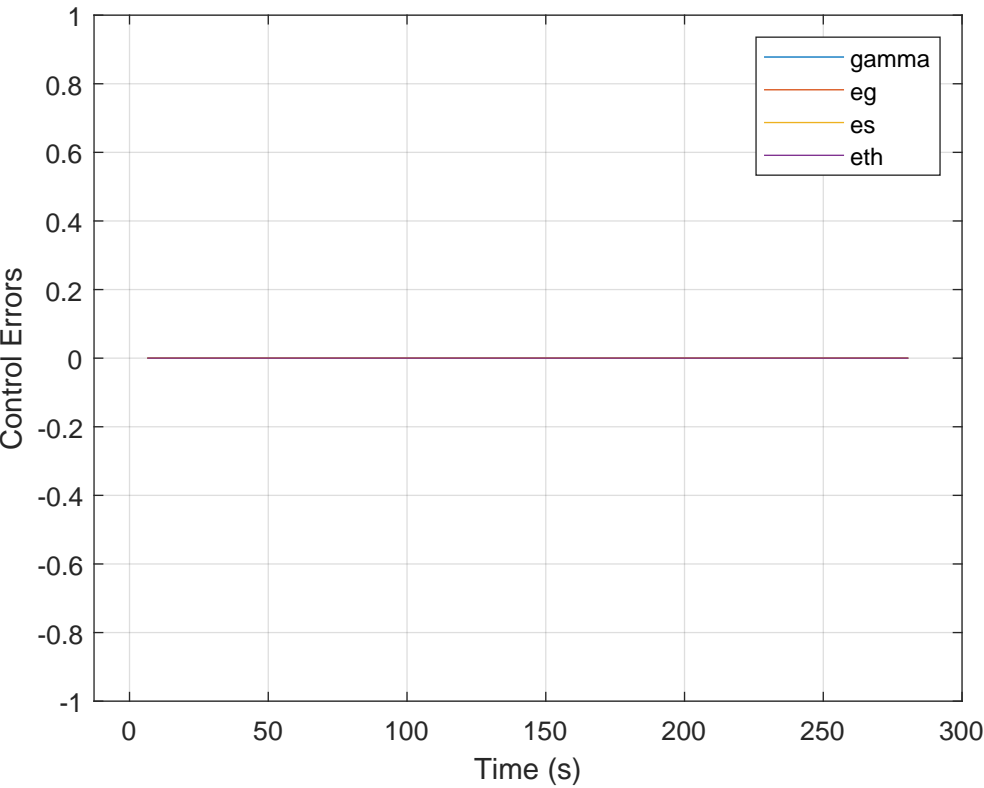


# Rotation Error

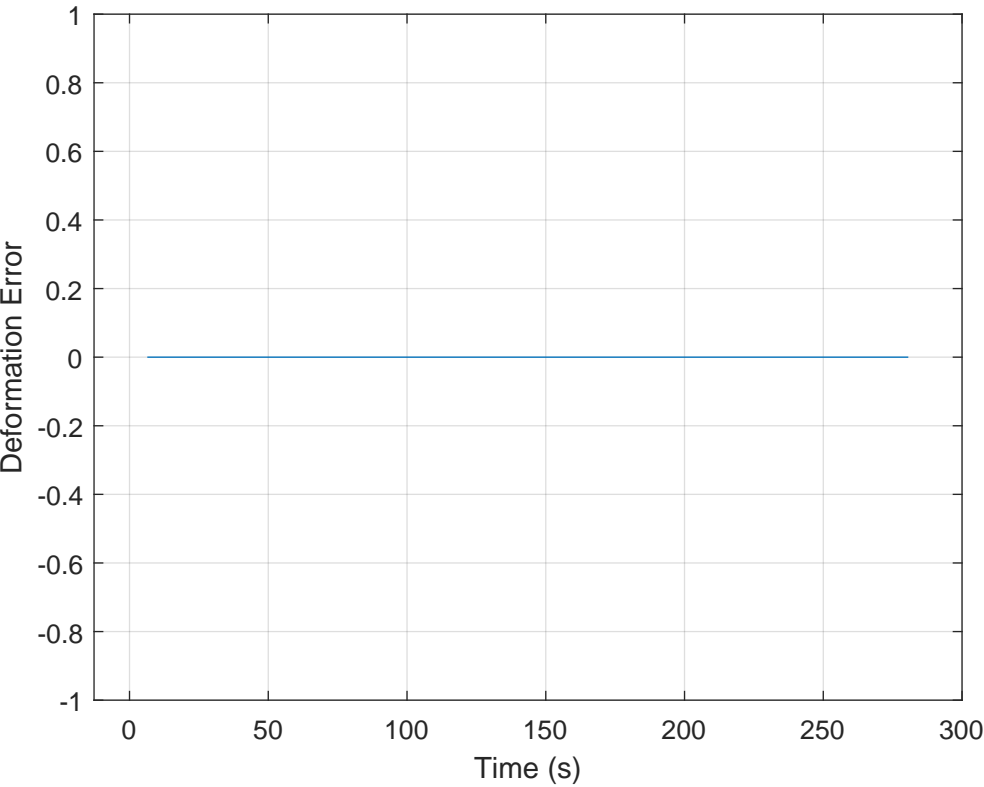
Rotation Error



# Control Errors

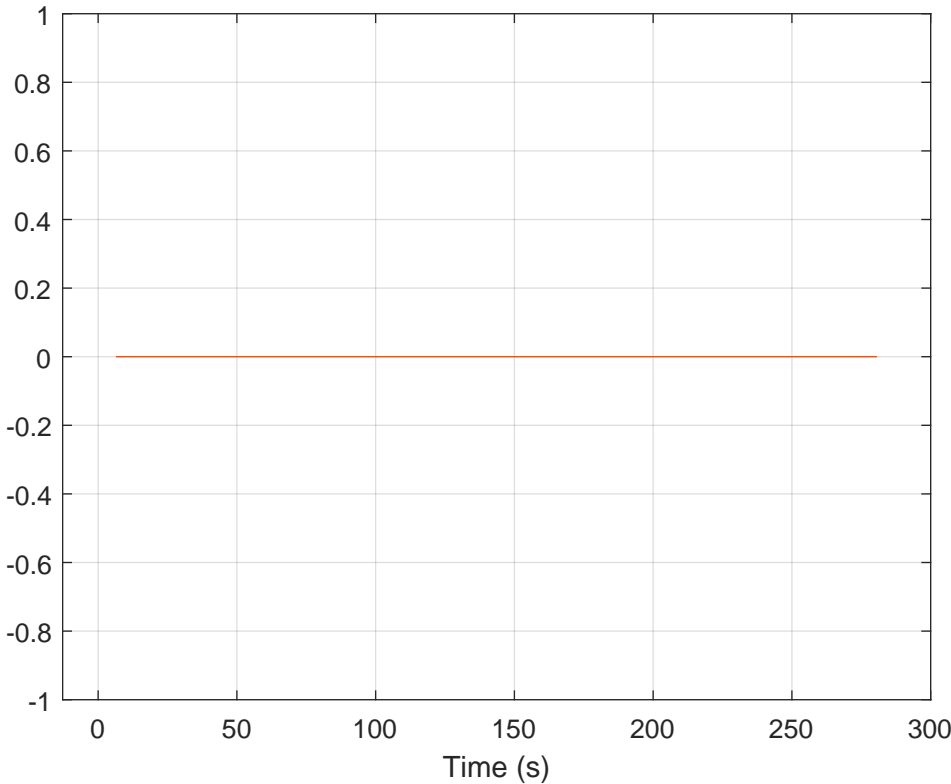


# Matlab Deformation Error

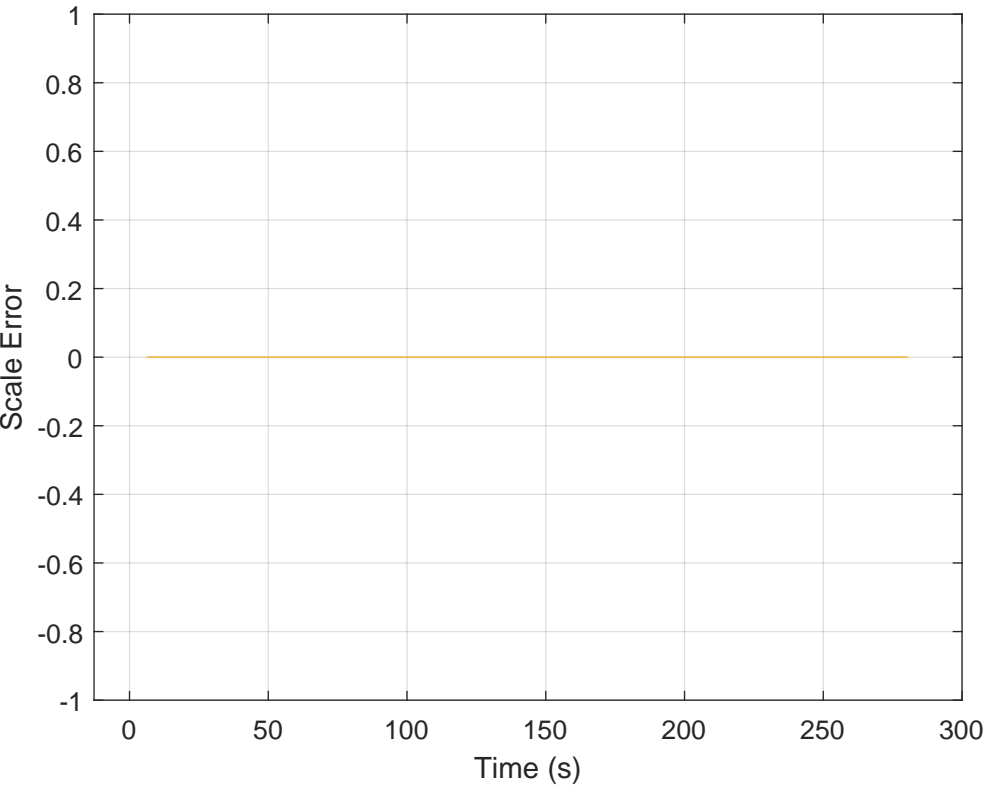


# Matlab Position Error

Position Error

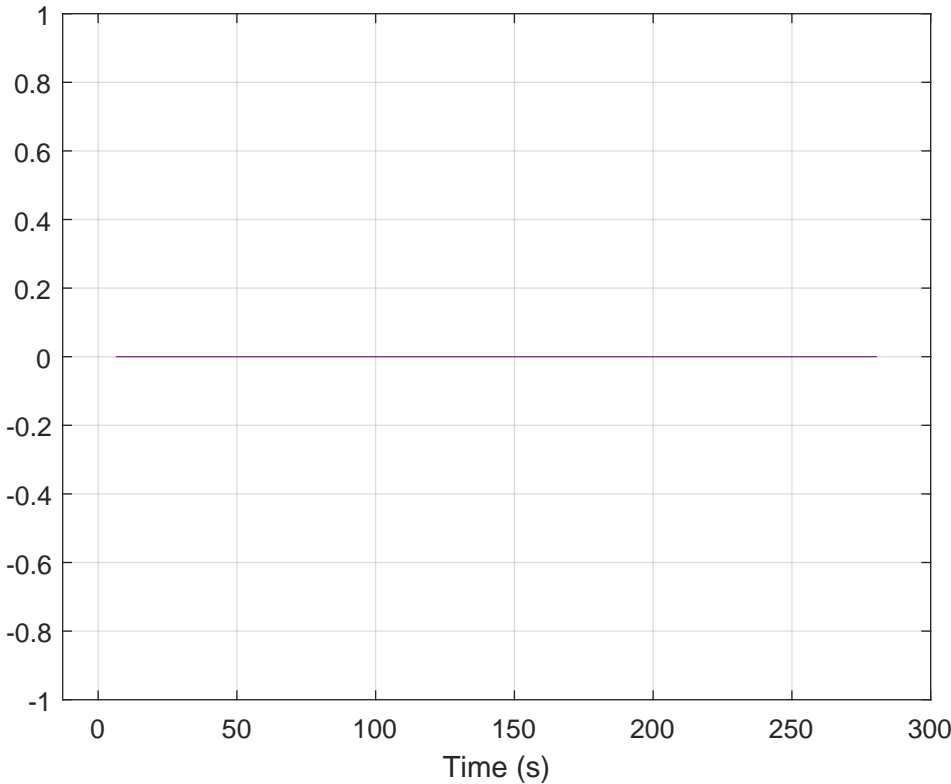


# Matlab Scale Error



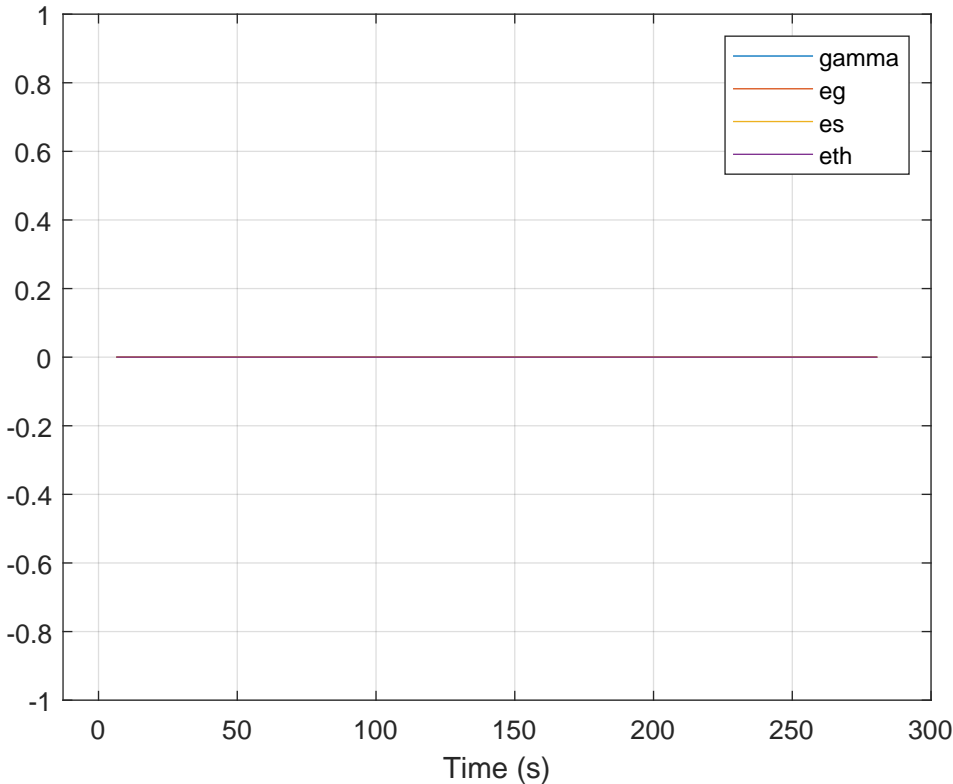
# Matlab Rotation Error

Rotation Error



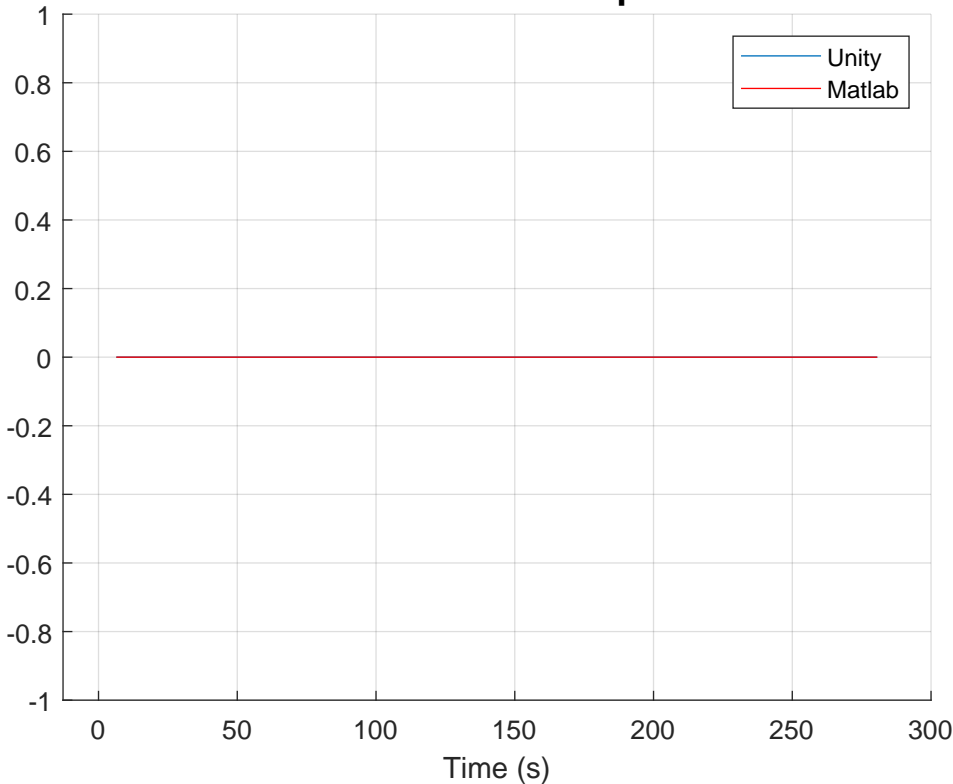
# Matlab Control Errors

Control Errors



# Deformation Error Comparison

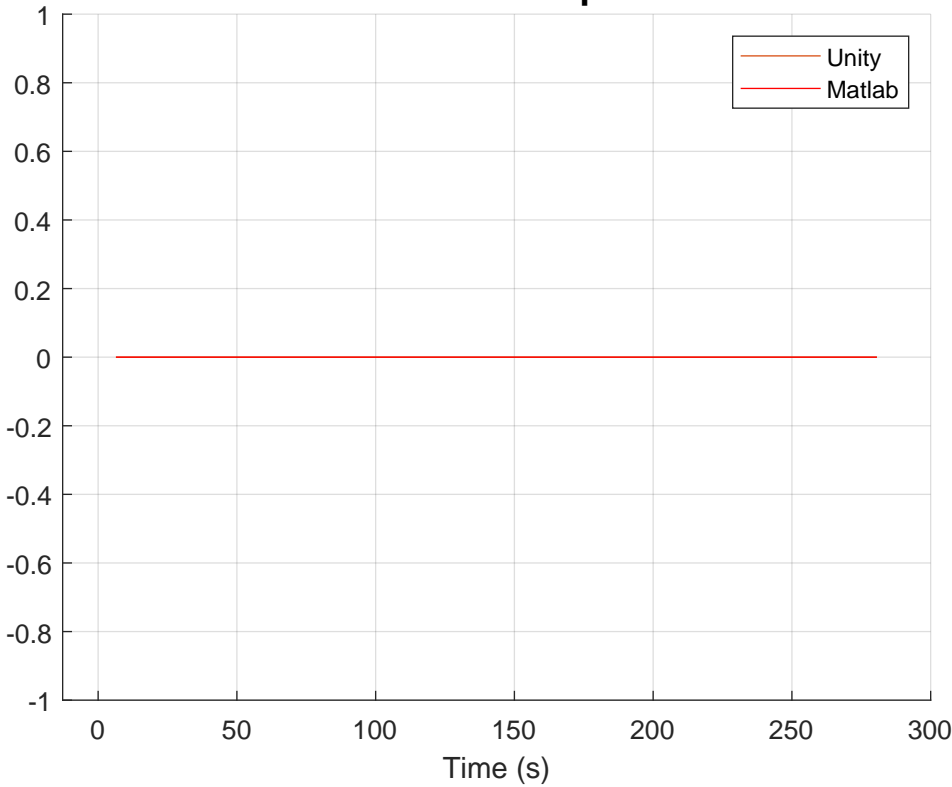
Deformation Error



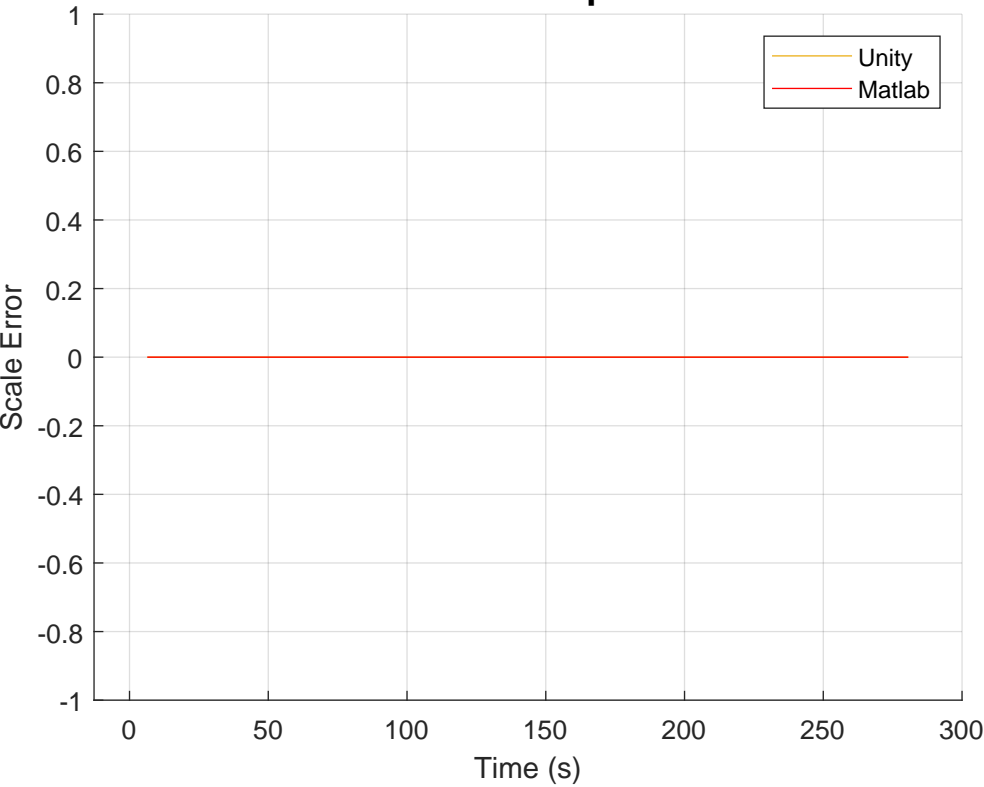


# Position Error Comparison

Position Error

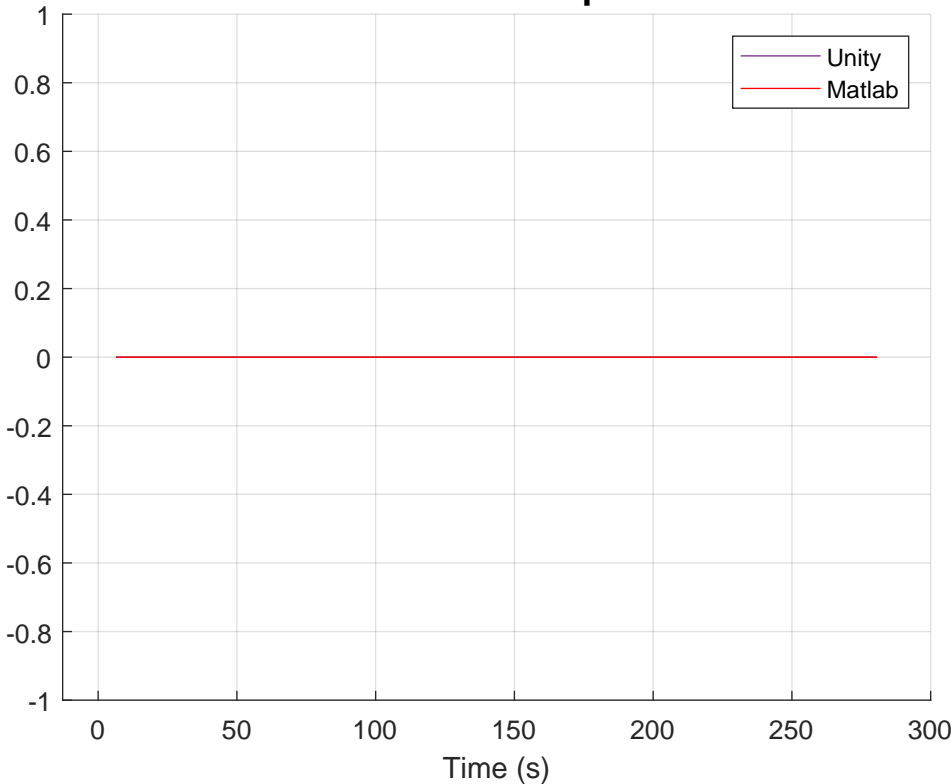


# Scale Error Comparison

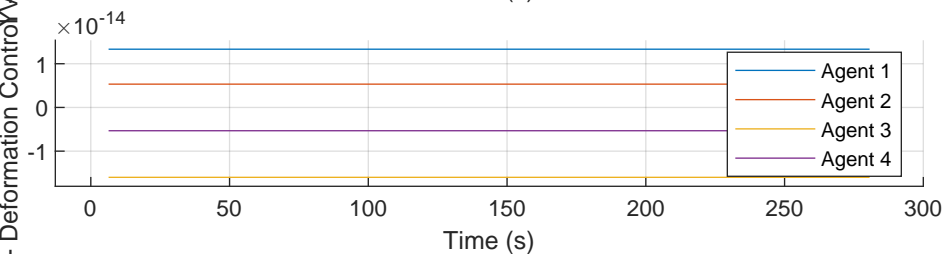
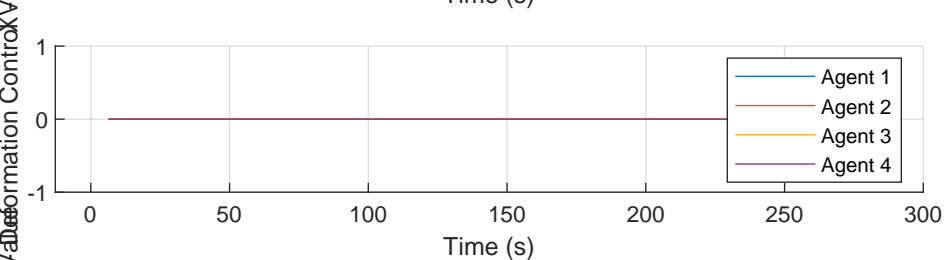
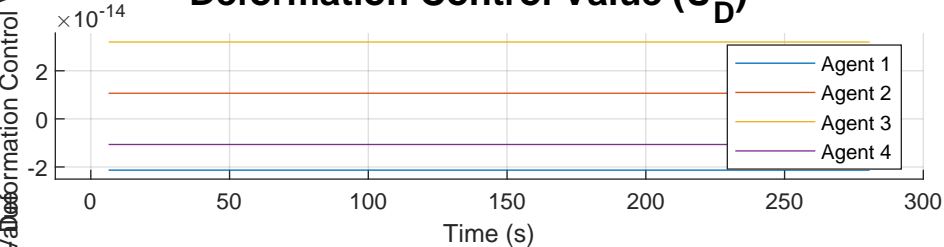


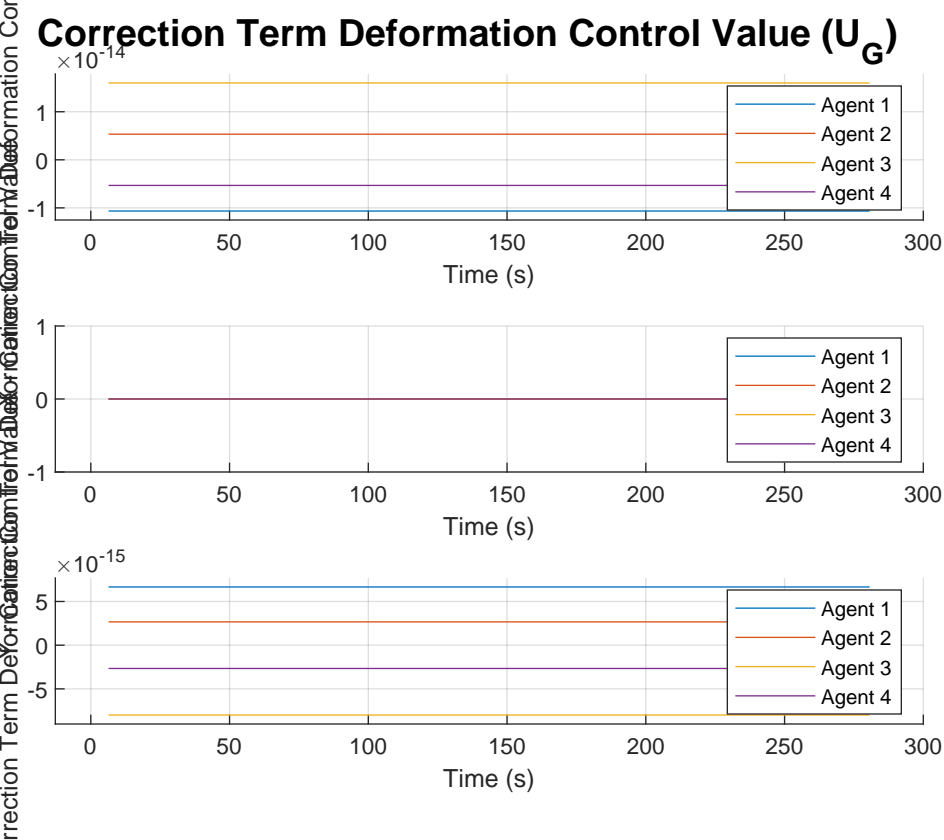
# Rotation Error Comparison

Rotation Error

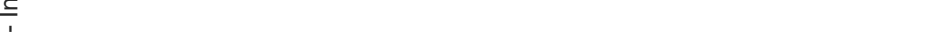
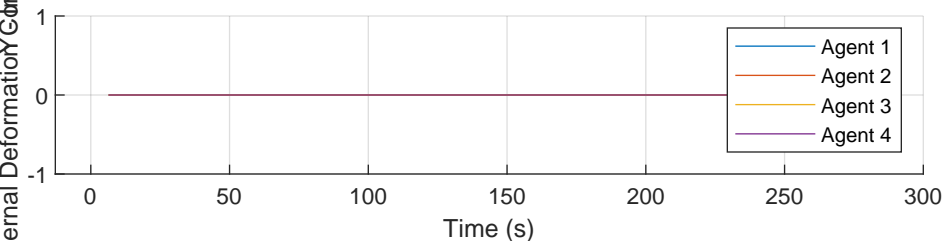
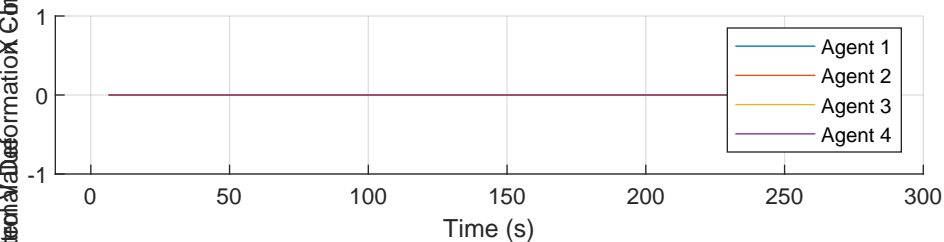
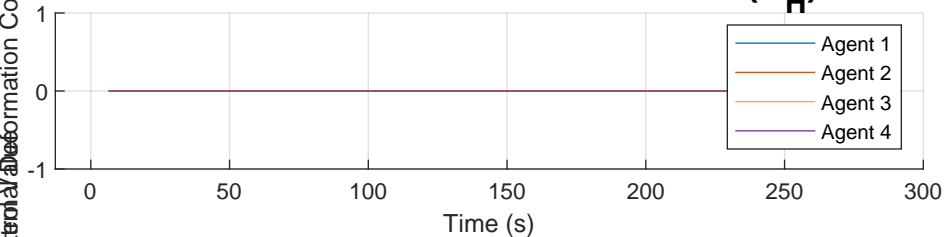


# Deformation Control Value ( $U_D$ )

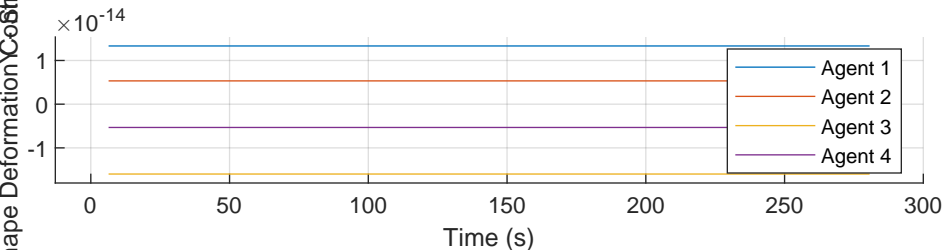
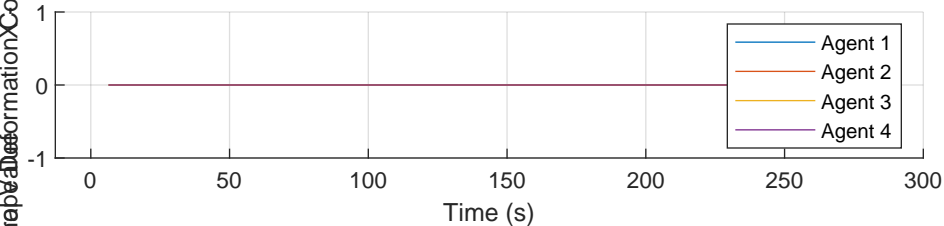
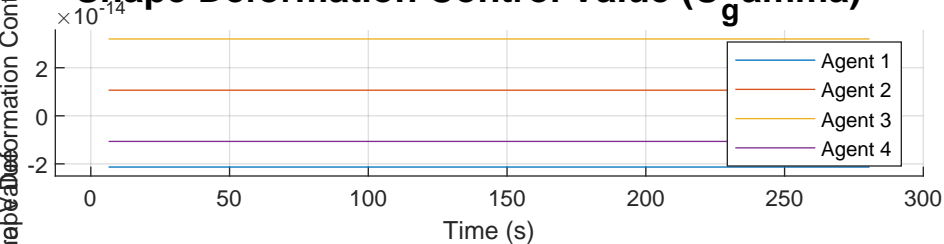




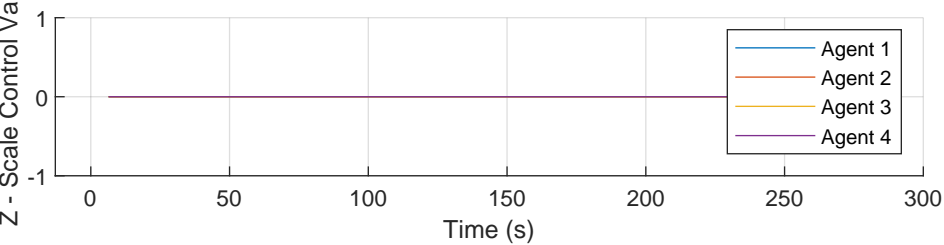
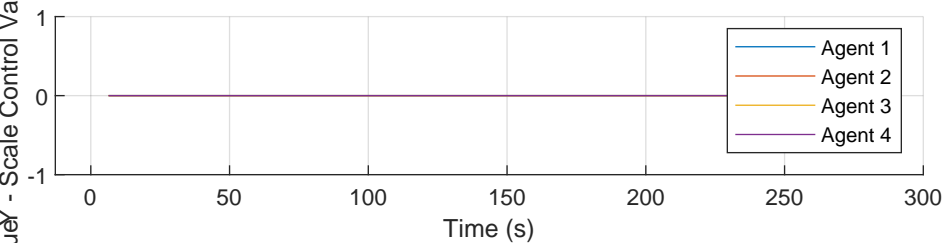
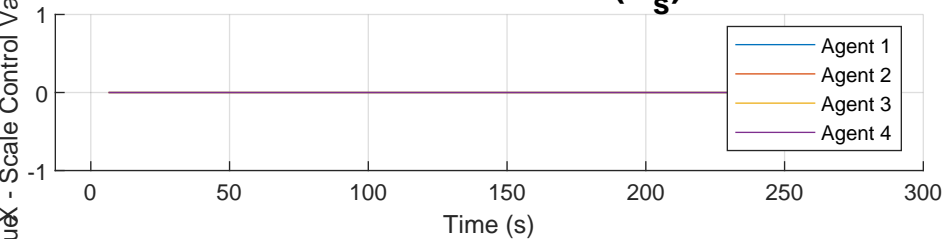
# Internal Deformation Control Value ( $U_H$ )



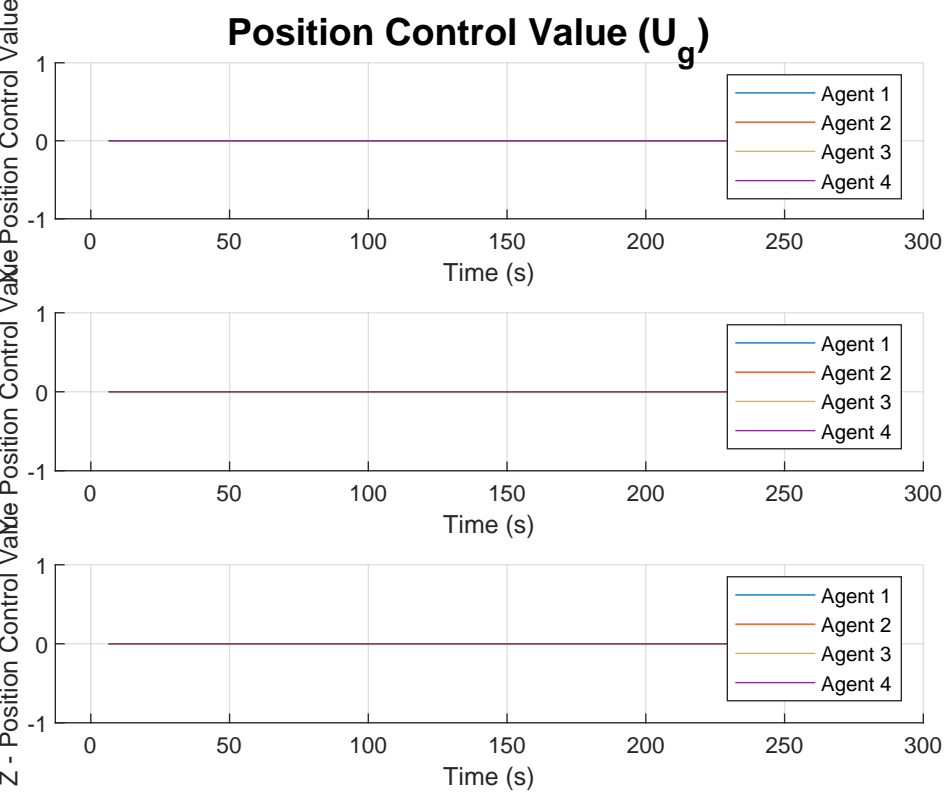
# Shape Deformation Control Value ( $U_g$ amma)



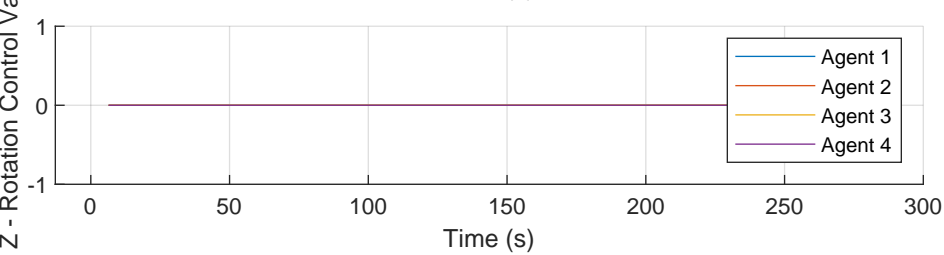
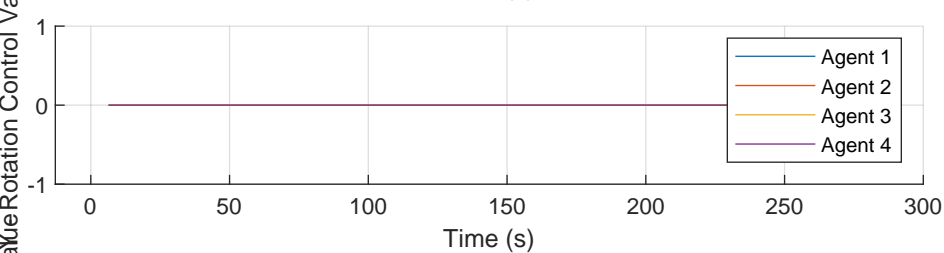
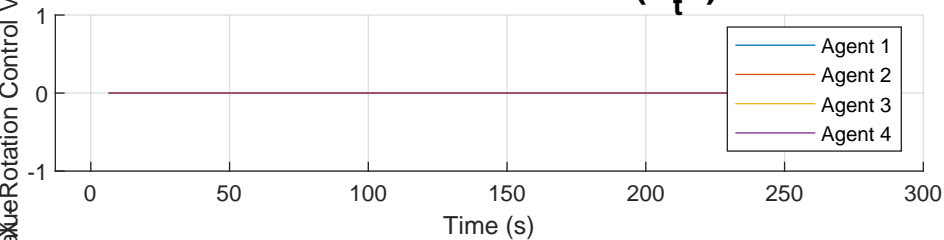
# Scale Control Value ( $U_s$ )







# Rotation Control Value ( $U_t$ )



# Global Control Value ( $U_f$ )

