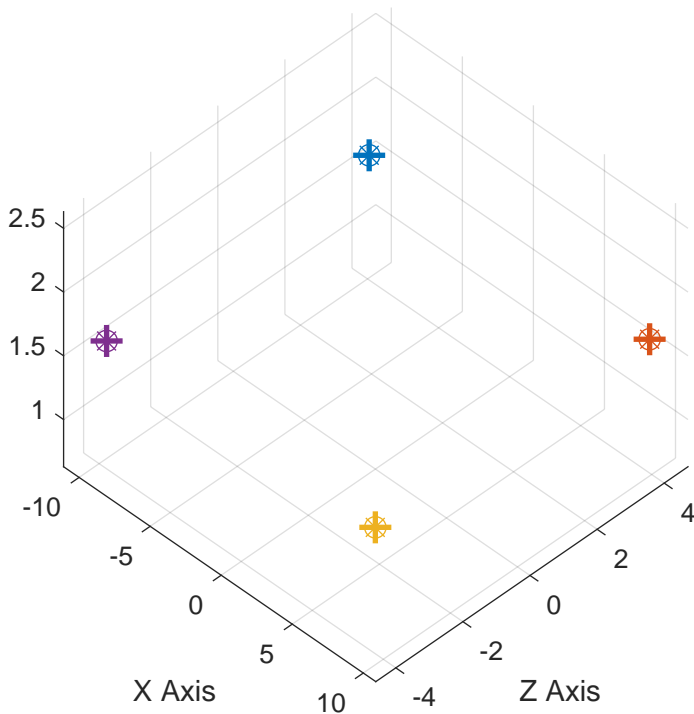


Agent 3D Trajectories

Y Axis



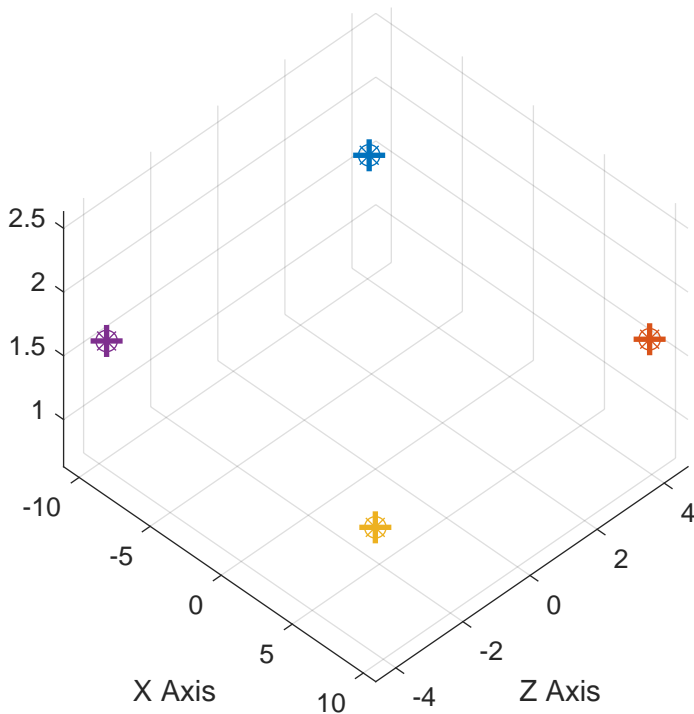
X Axis

Z Axis

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

All 3D Trajectories

Y Axis

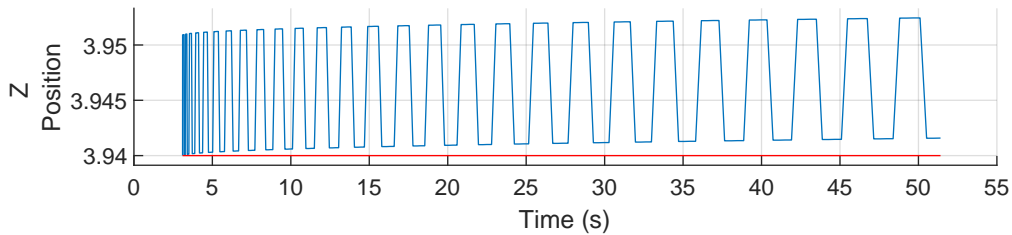
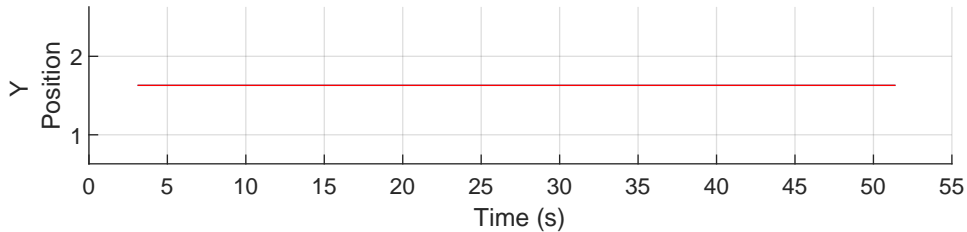
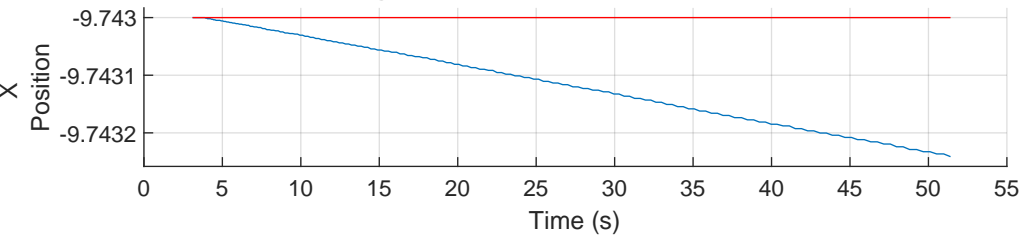


X Axis

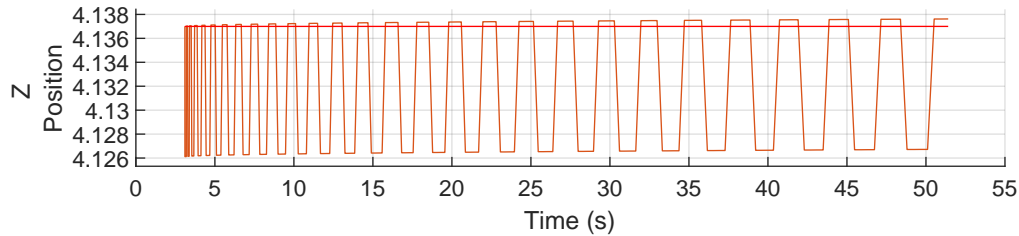
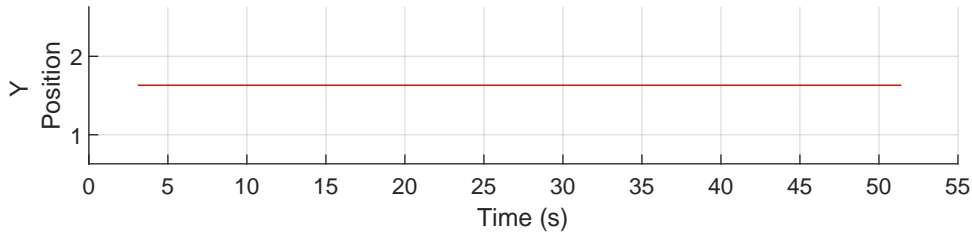
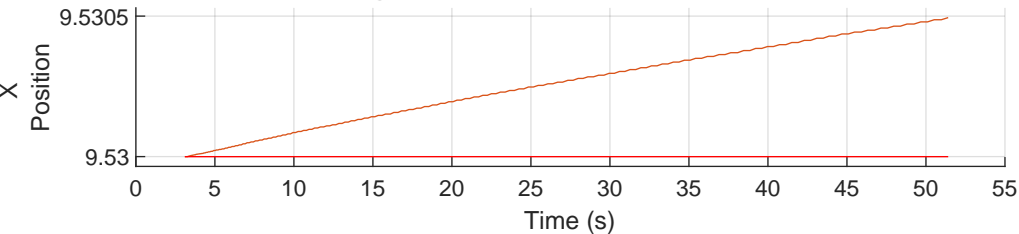
Z Axis

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

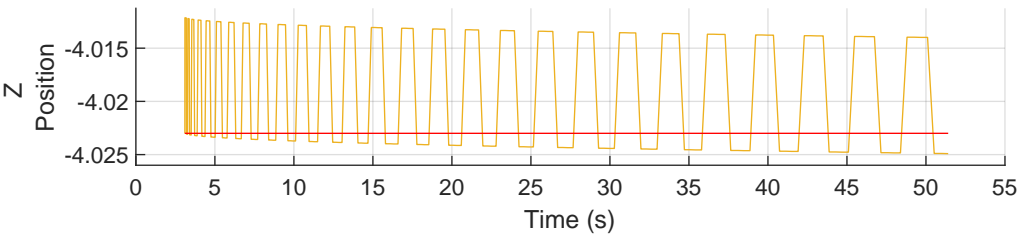
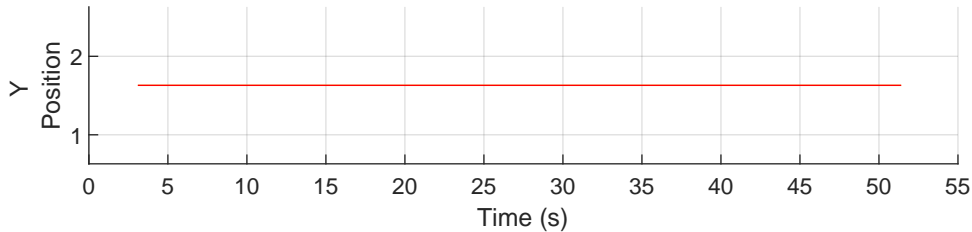
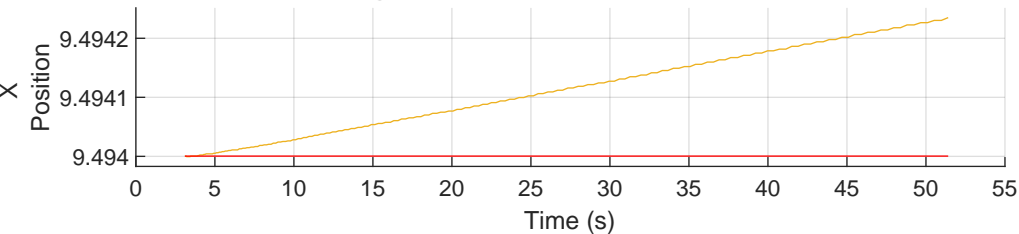
Agent 1 2D Trajectories



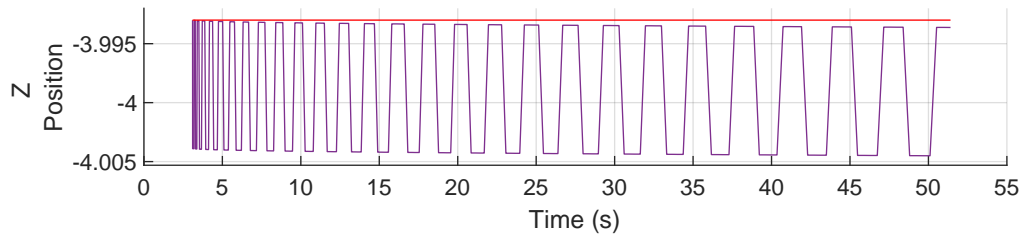
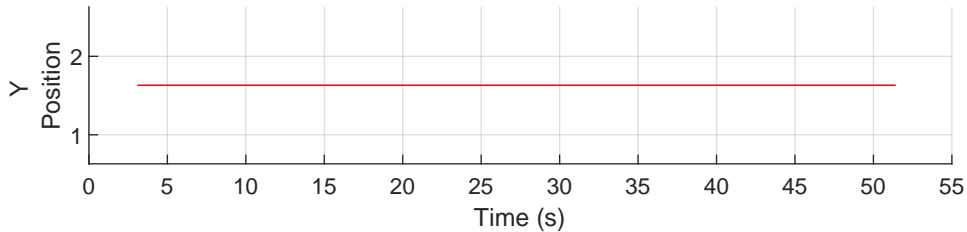
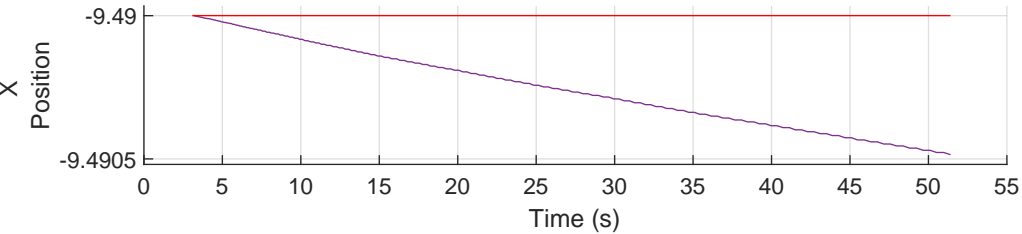
Agent 2 2D Trajectories



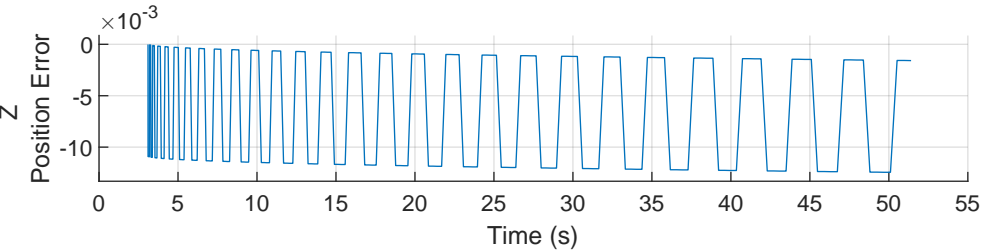
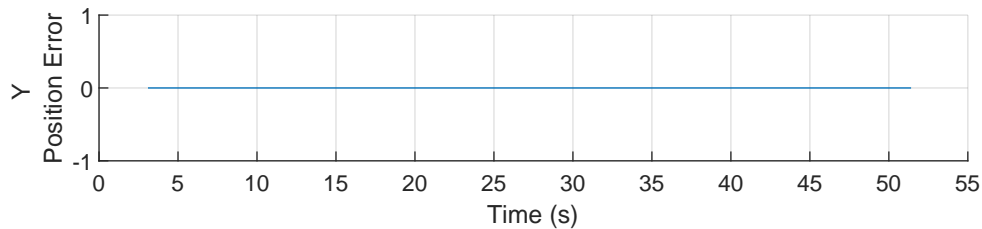
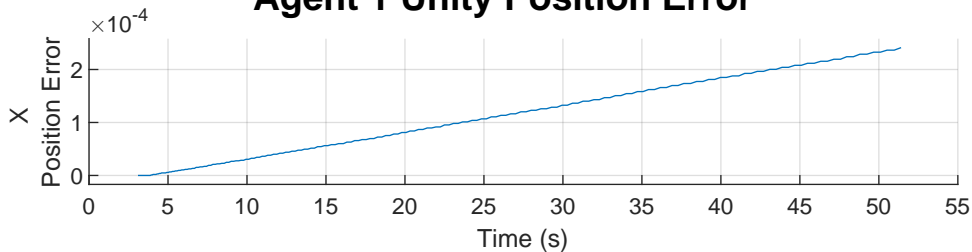
Agent 3 2D Trajectories



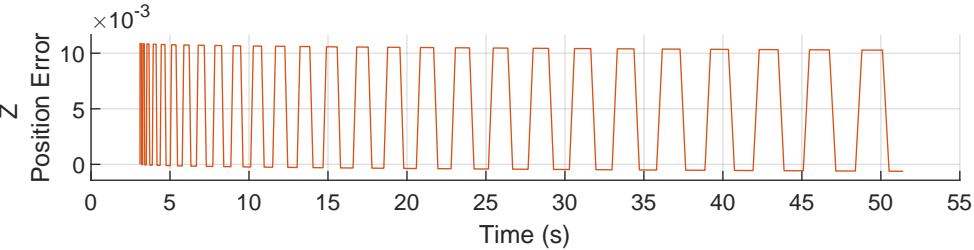
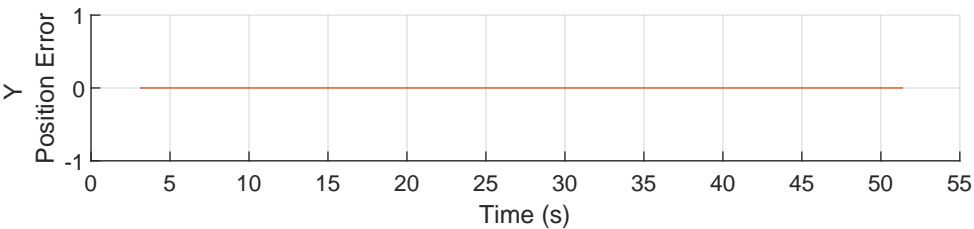
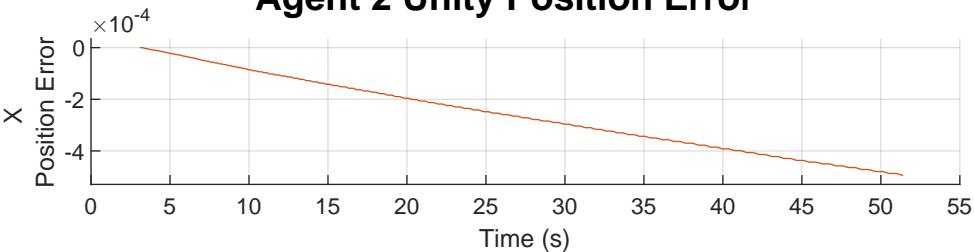
Agent 4 2D Trajectories



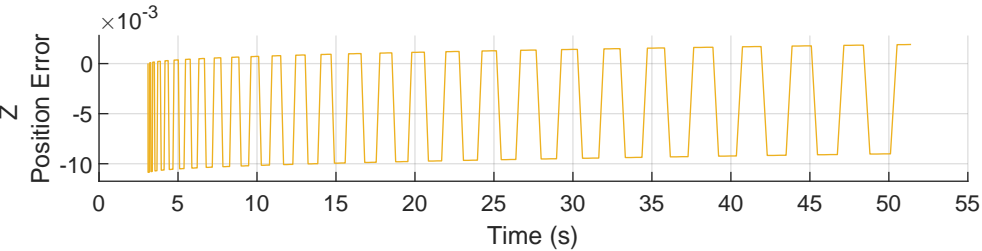
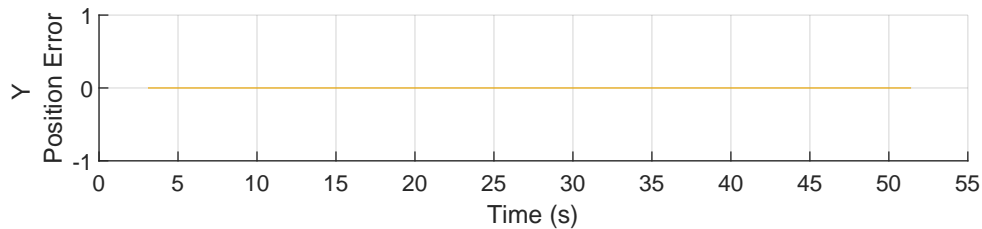
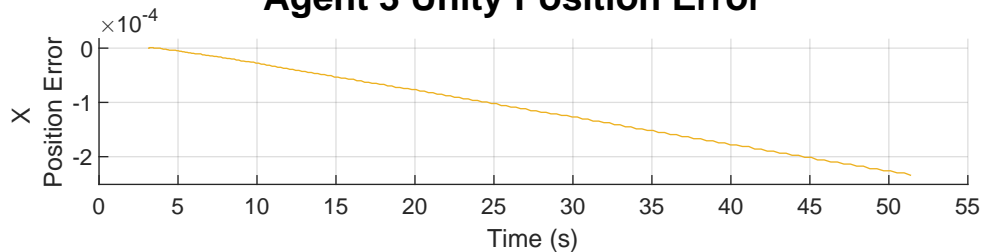
Agent 1 Unity Position Error



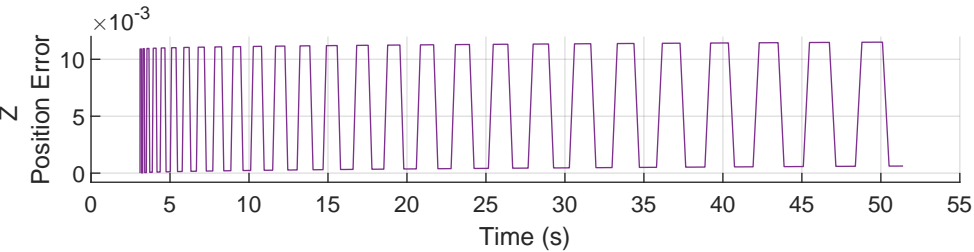
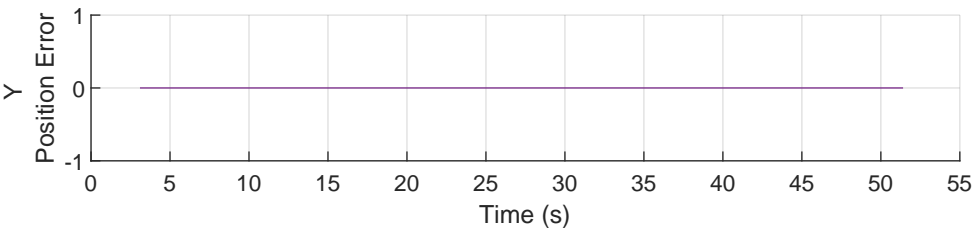
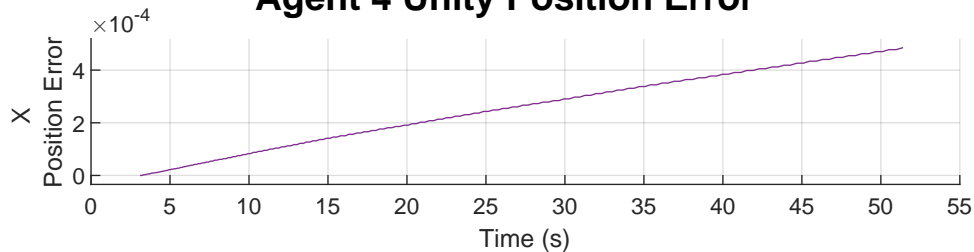
Agent 2 Unity Position Error



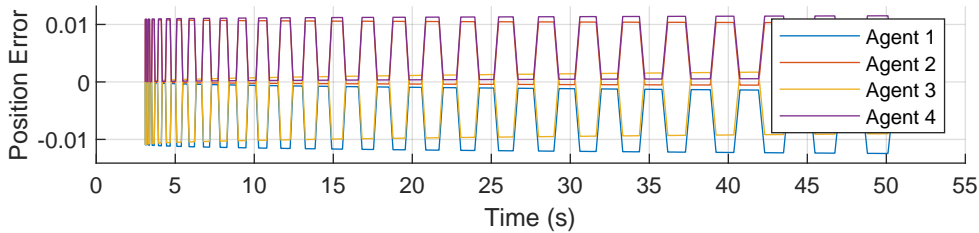
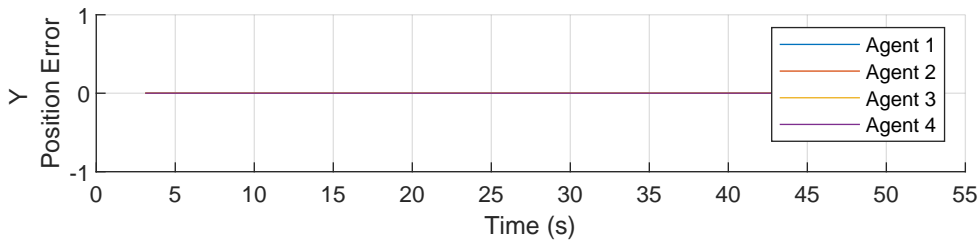
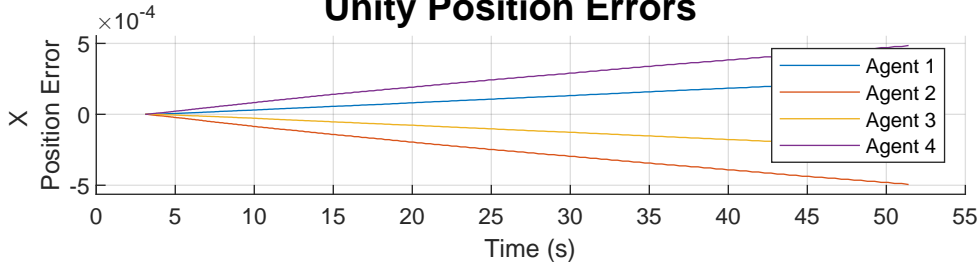
Agent 3 Unity Position Error



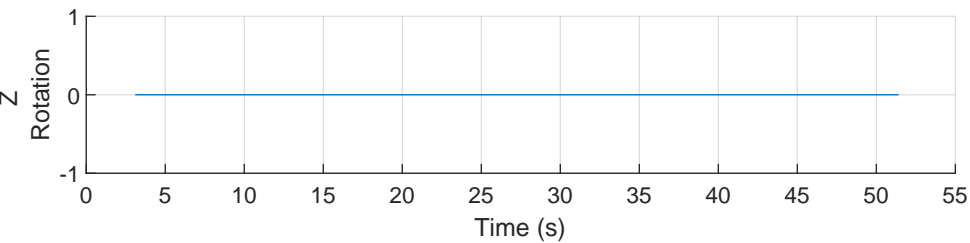
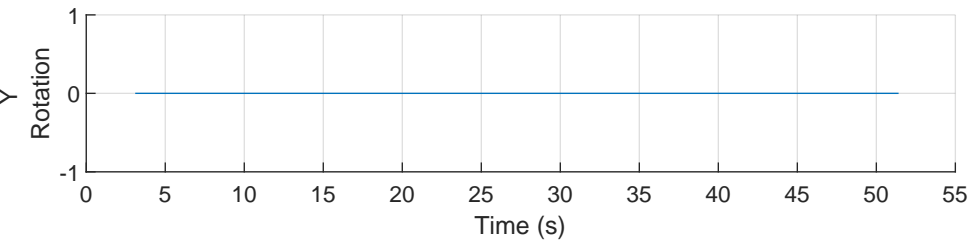
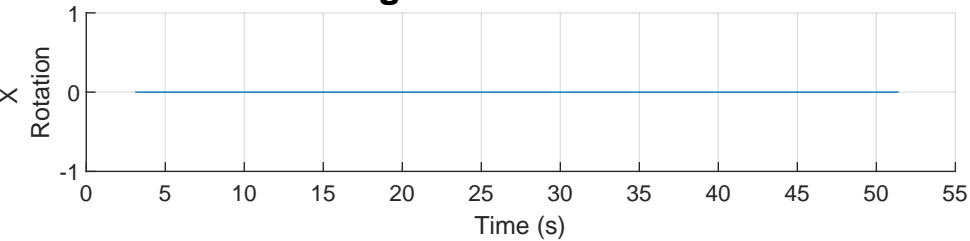
Agent 4 Unity Position Error



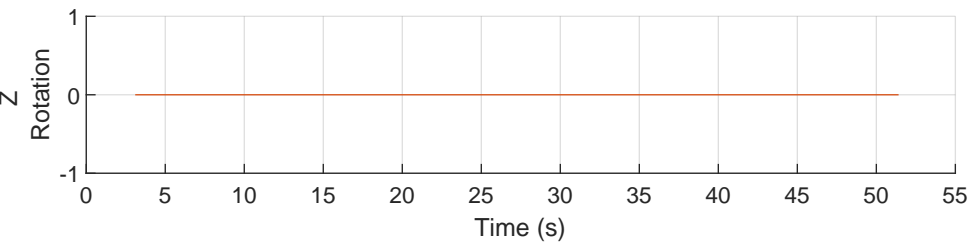
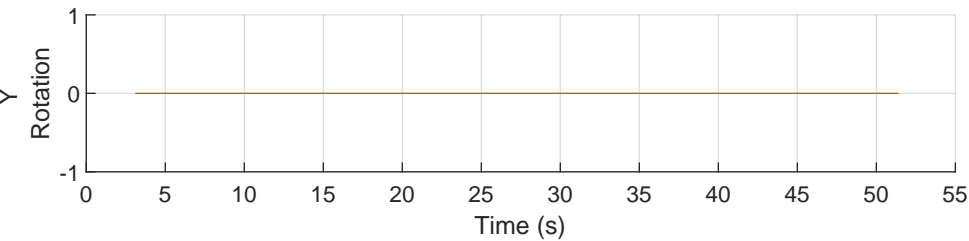
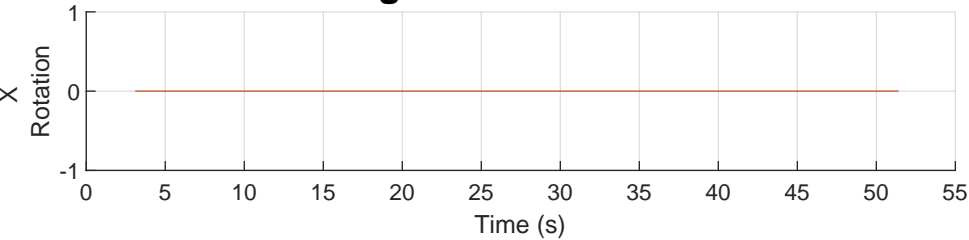
Unity Position Errors



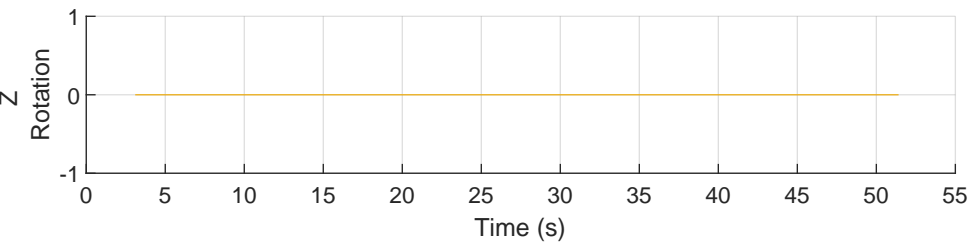
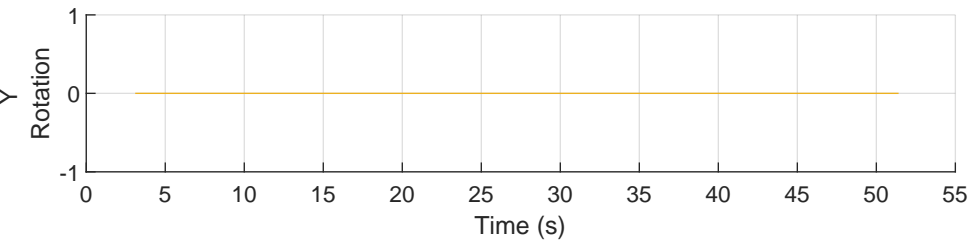
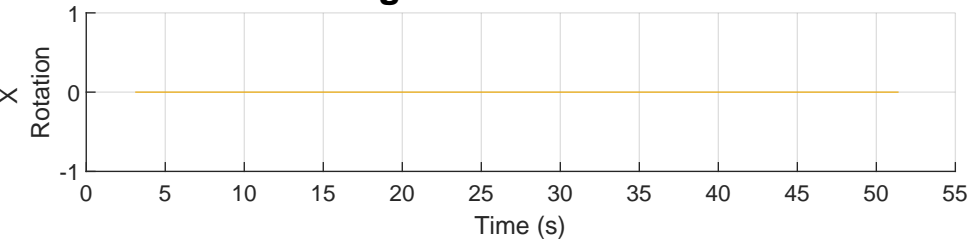
Agent 1 Rotation



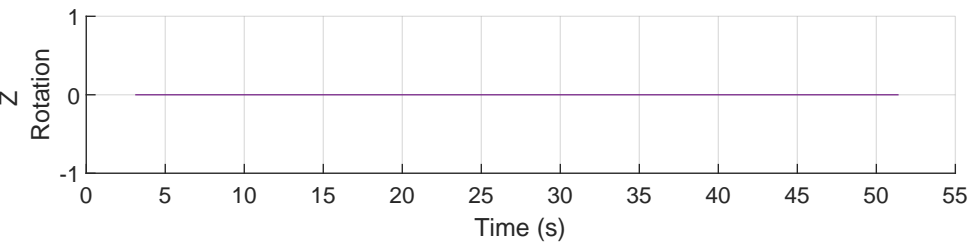
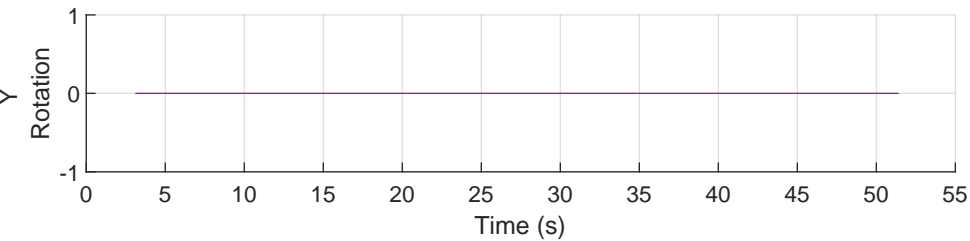
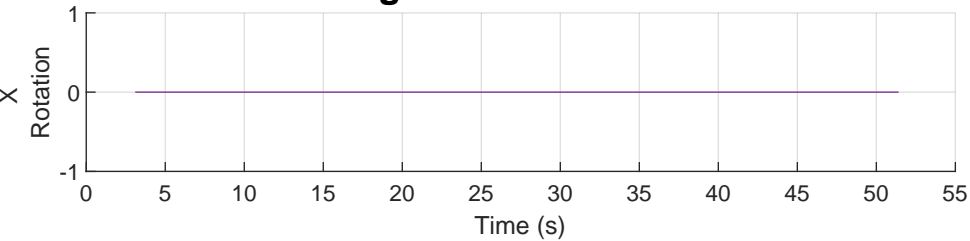
Agent 2 Rotation



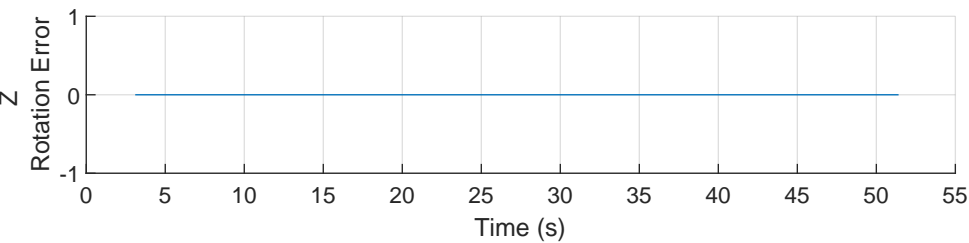
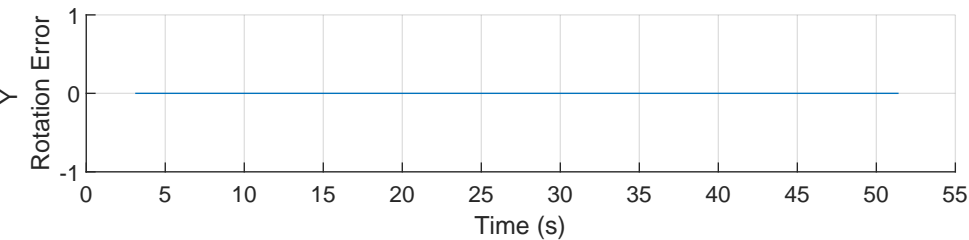
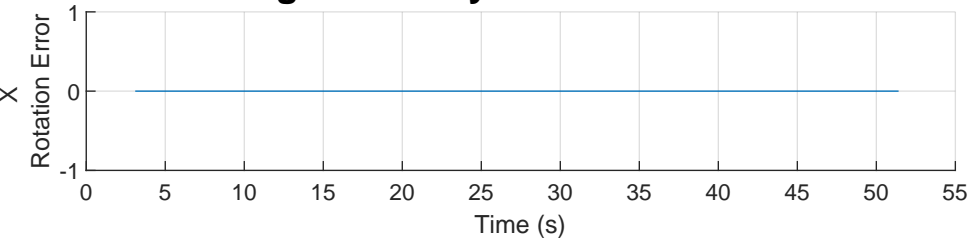
Agent 3 Rotation



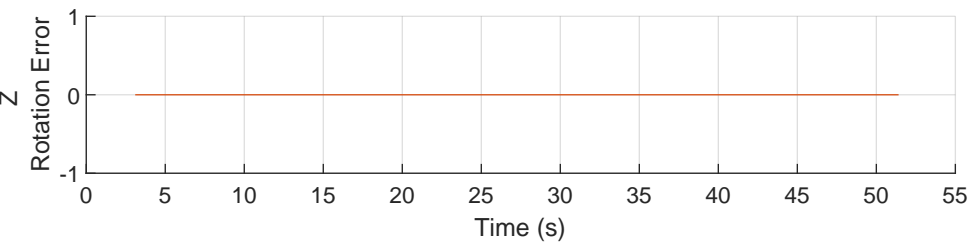
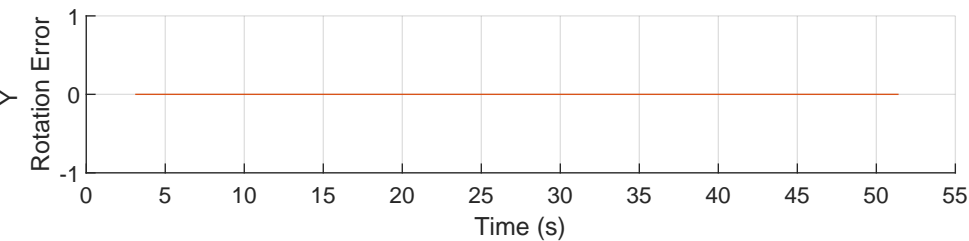
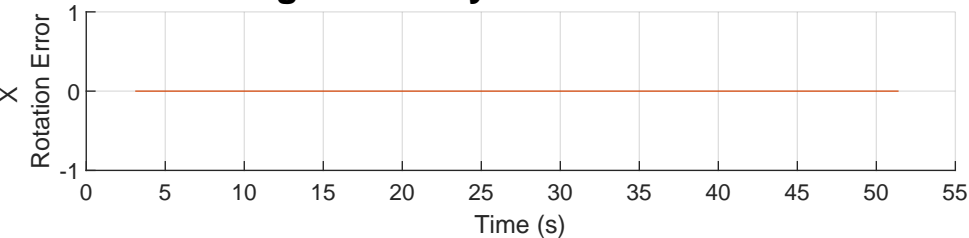
Agent 4 Rotation



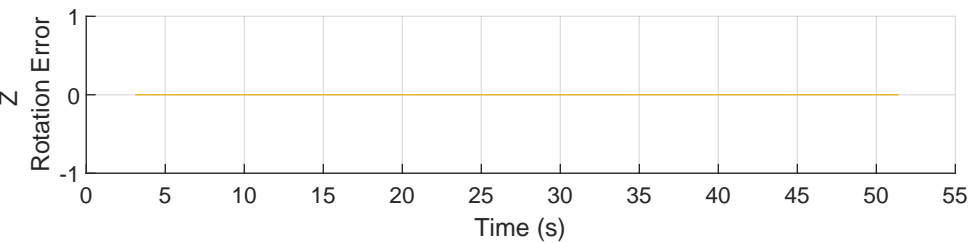
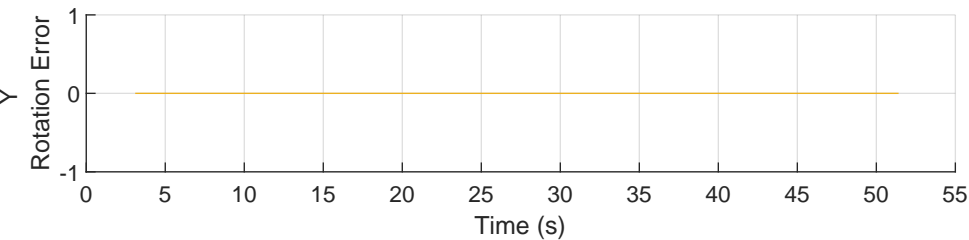
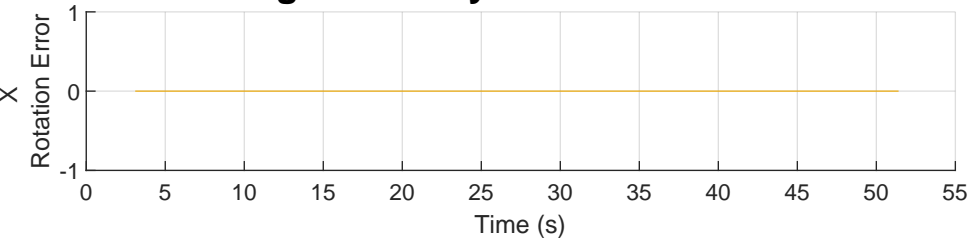
Agent 1 Unity Rotation Error



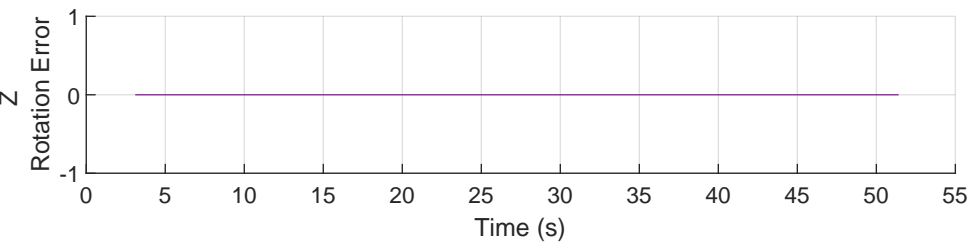
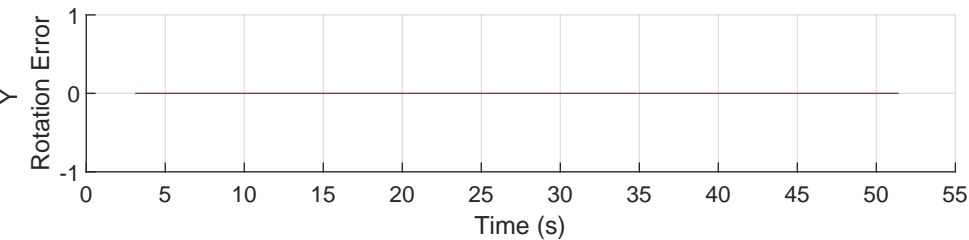
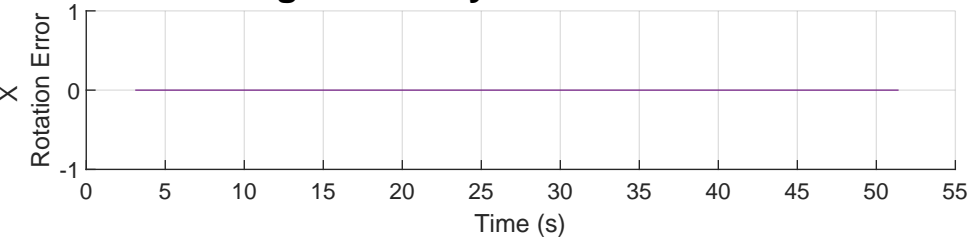
Agent 2 Unity Rotation Error



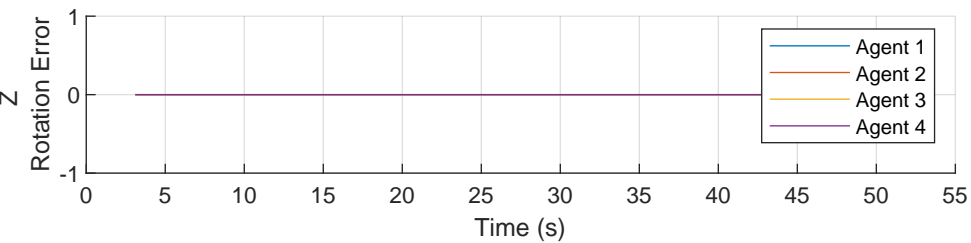
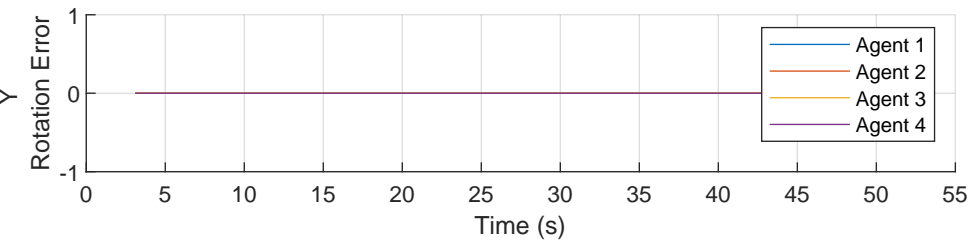
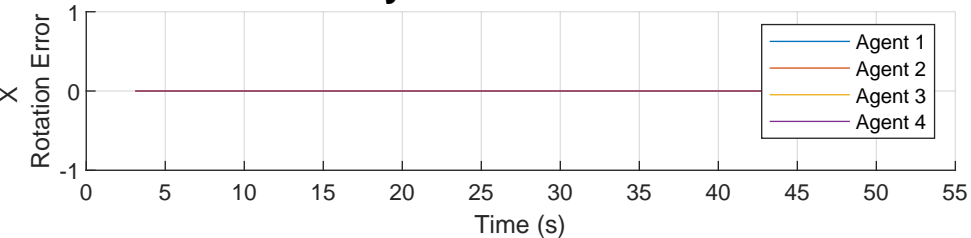
Agent 3 Unity Rotation Error



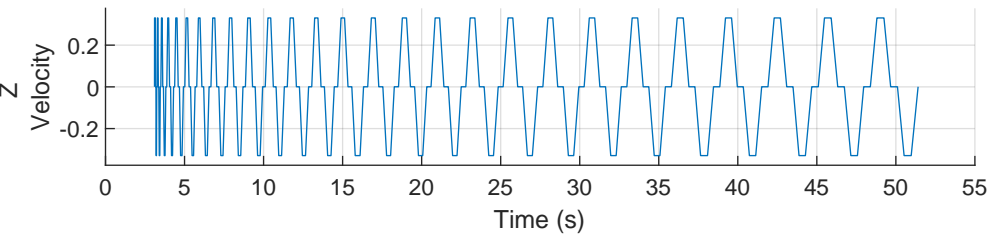
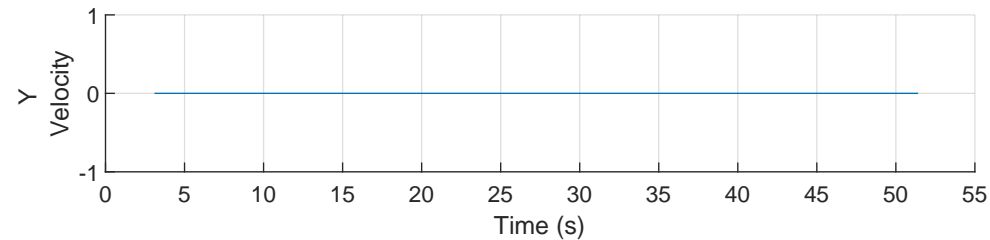
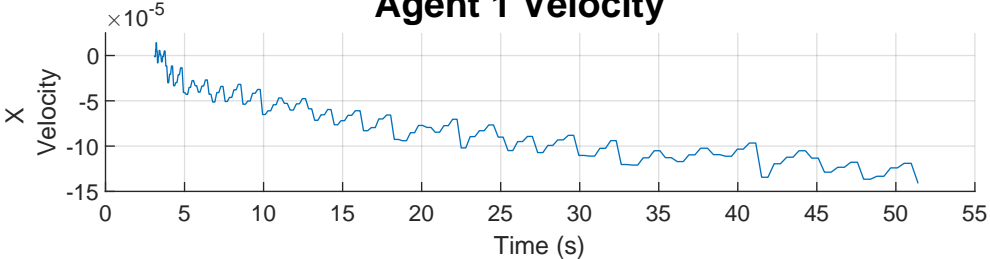
Agent 4 Unity Rotation Error



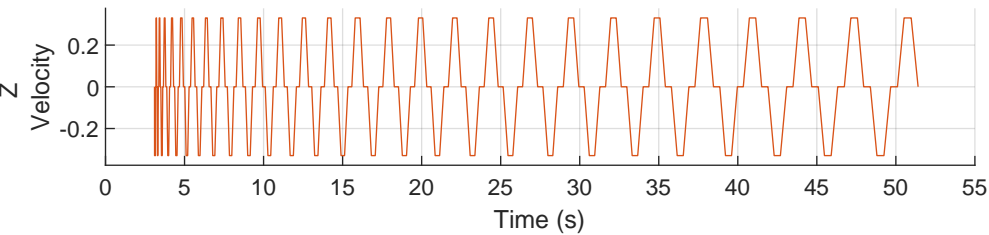
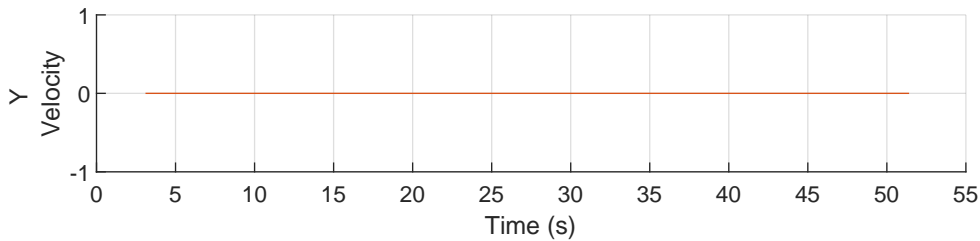
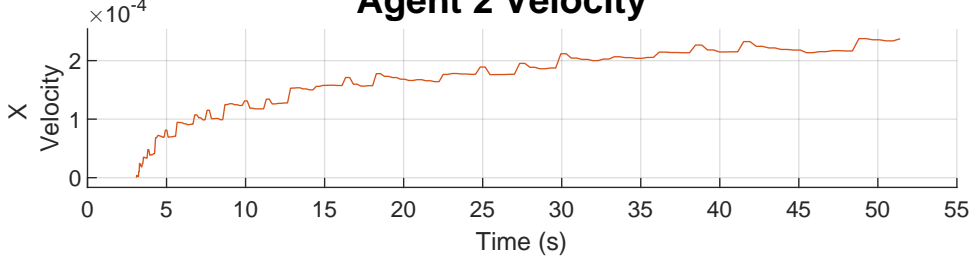
Unity Rotation Errors



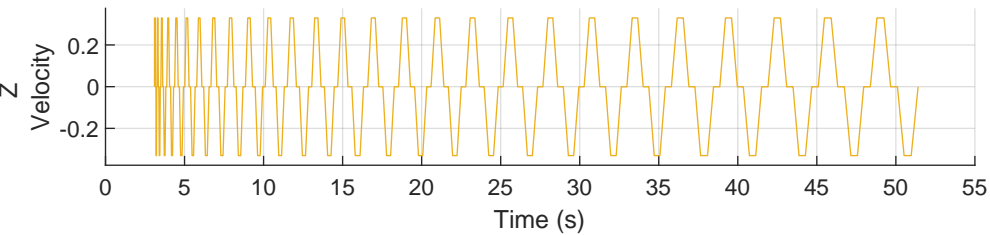
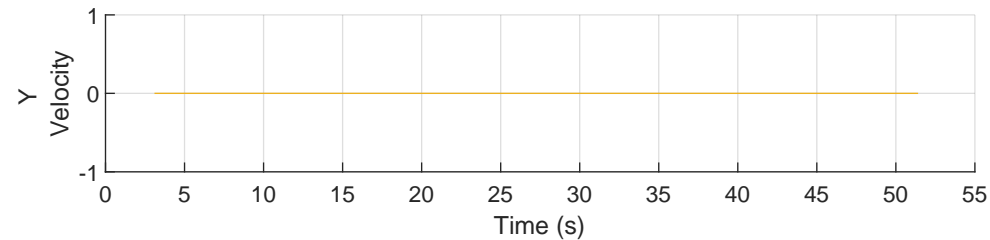
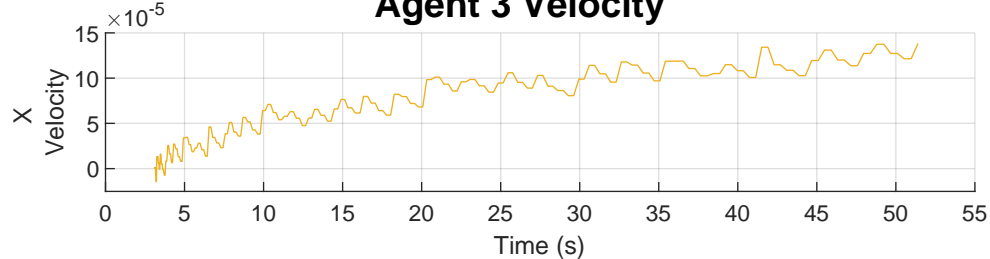
Agent 1 Velocity



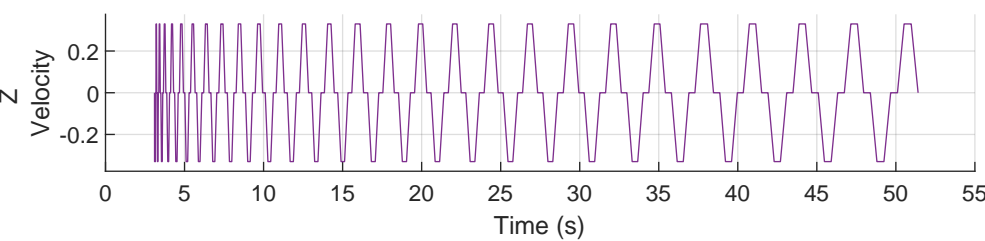
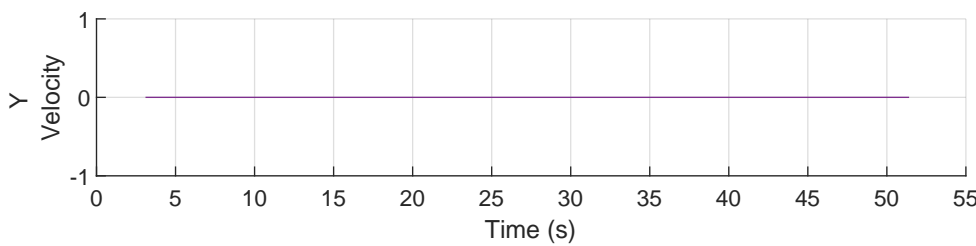
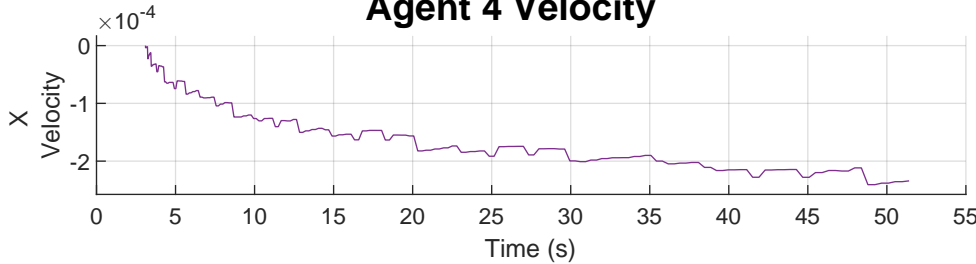
Agent 2 Velocity



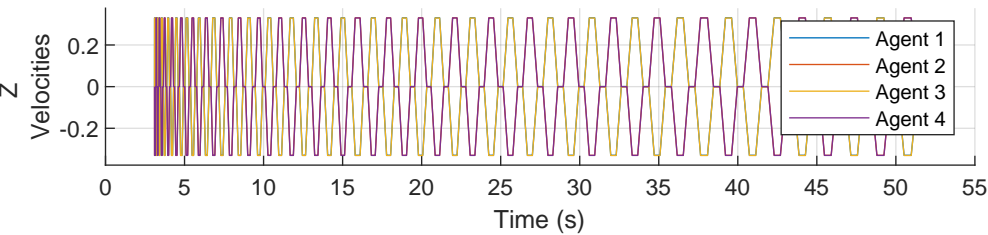
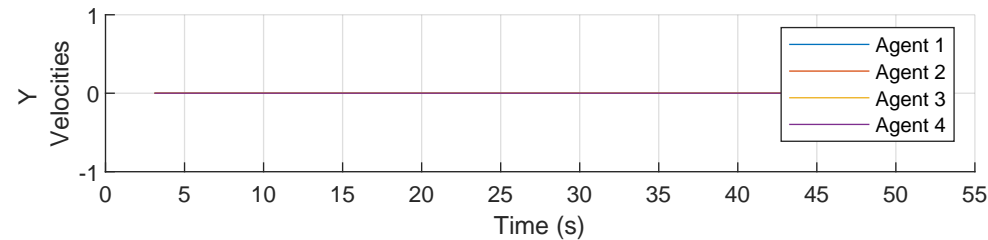
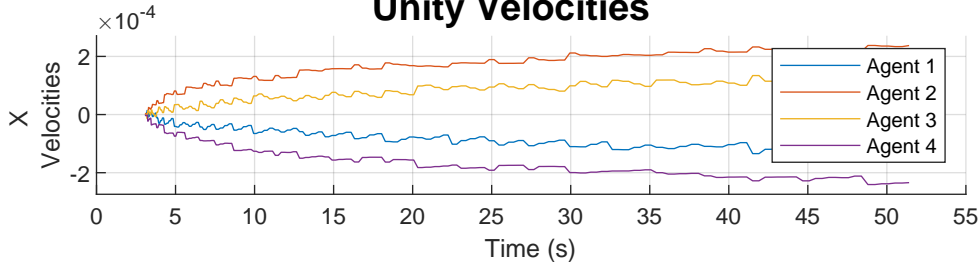
Agent 3 Velocity



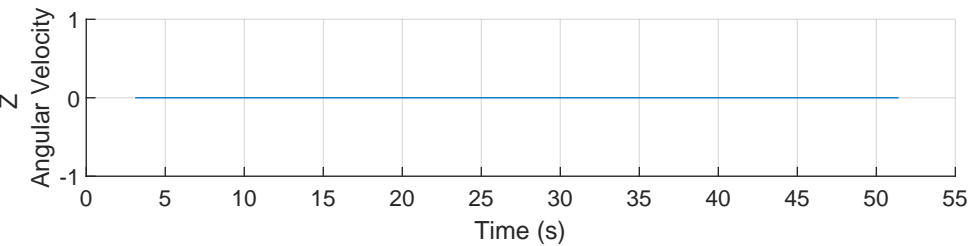
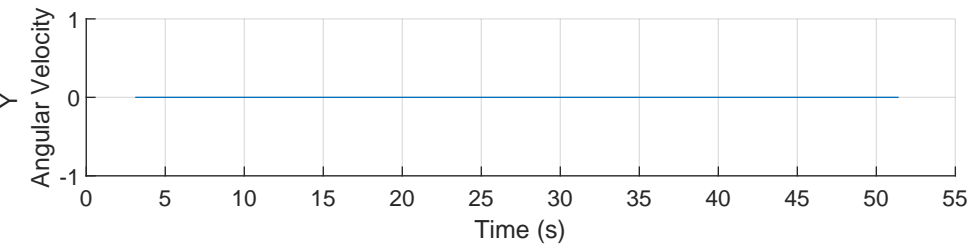
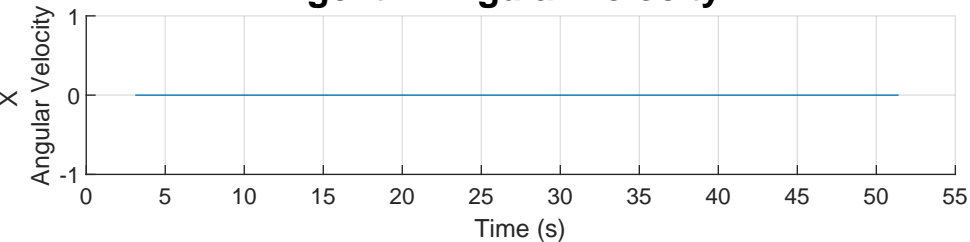
Agent 4 Velocity



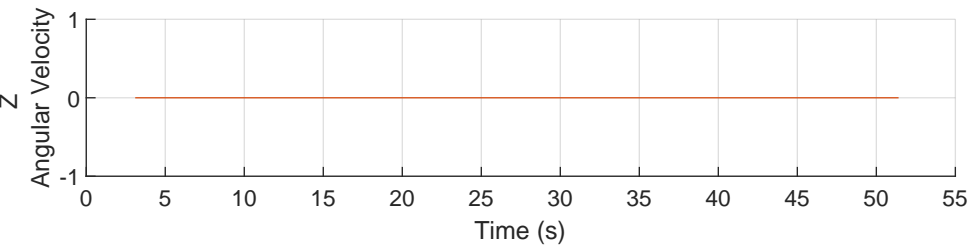
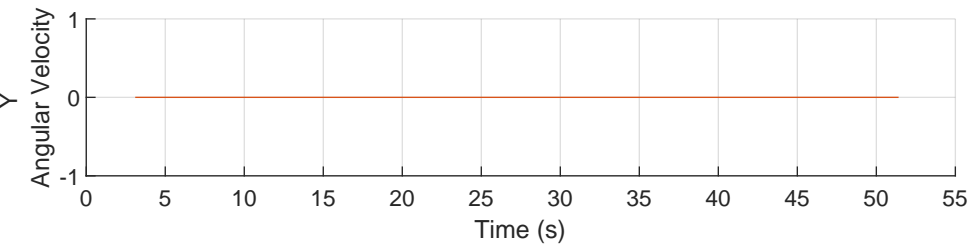
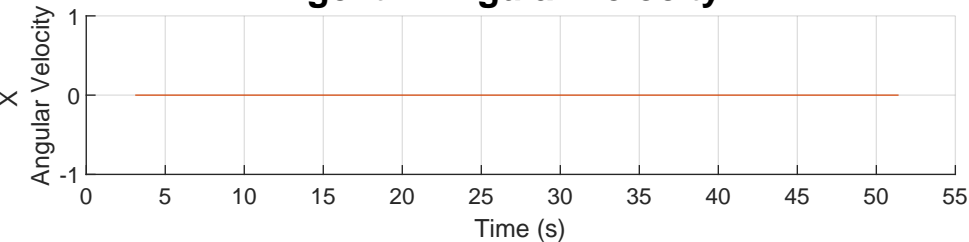
Unity Velocities



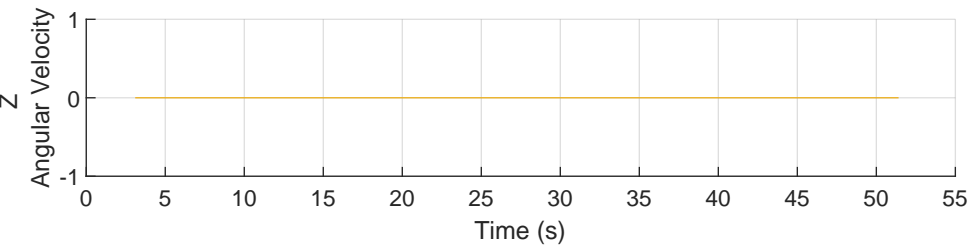
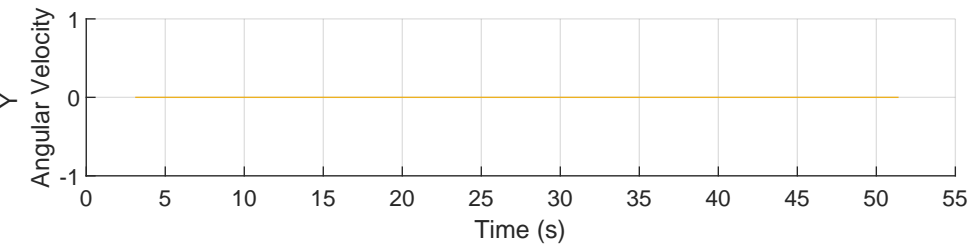
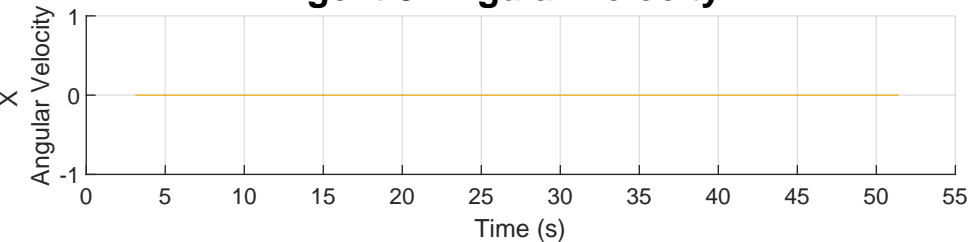
Agent 1 Angular Velocity



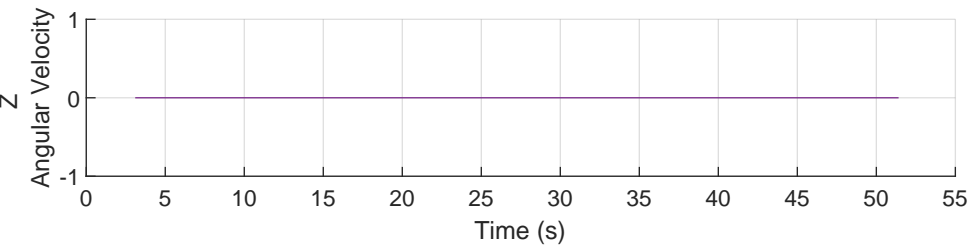
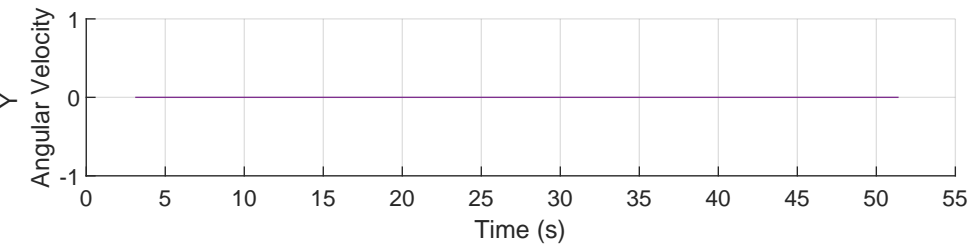
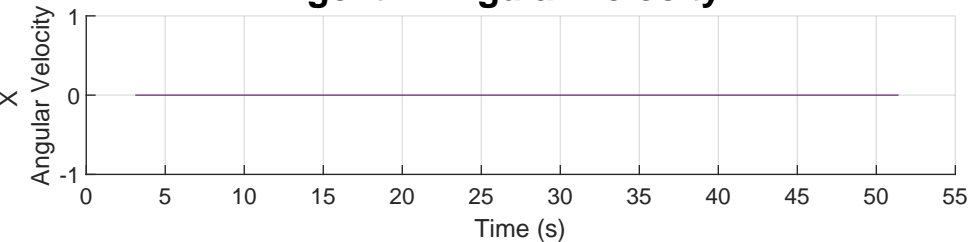
Agent 2 Angular Velocity



Agent 3 Angular Velocity

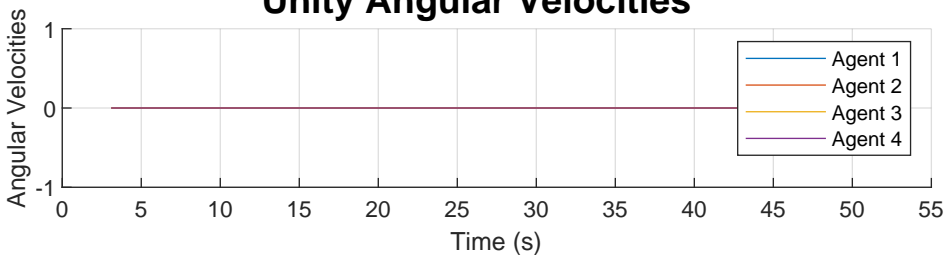


Agent 4 Angular Velocity

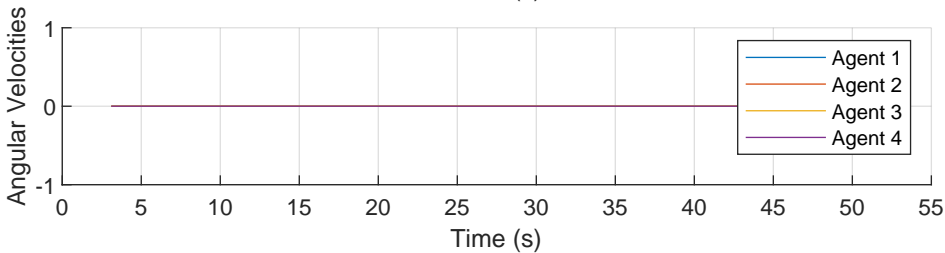


Unity Angular Velocities

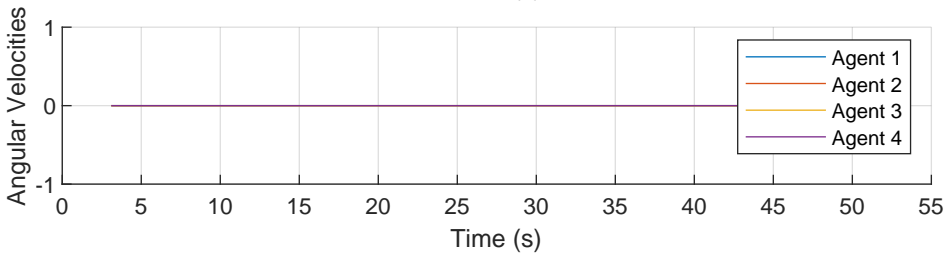
X



Y

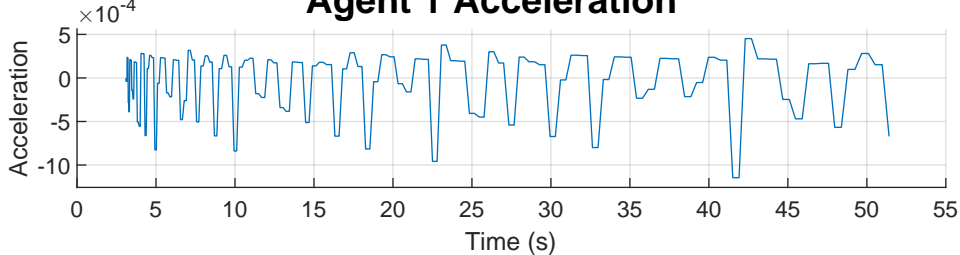


Z

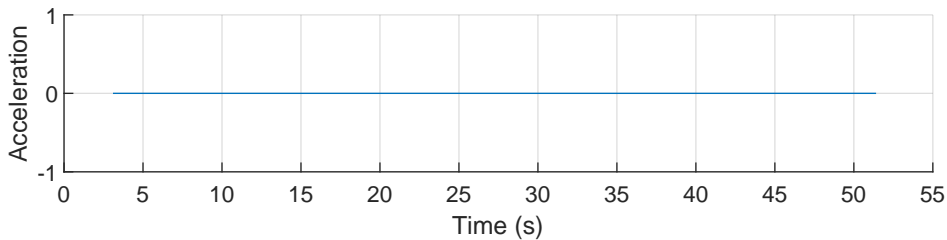


Agent 1 Acceleration

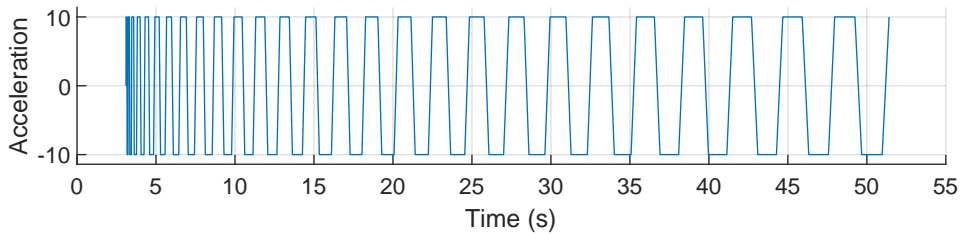
X



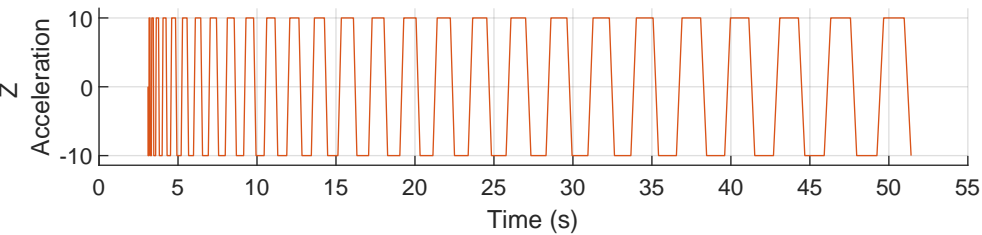
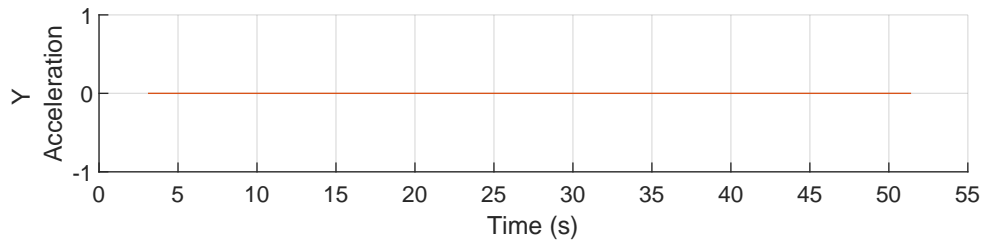
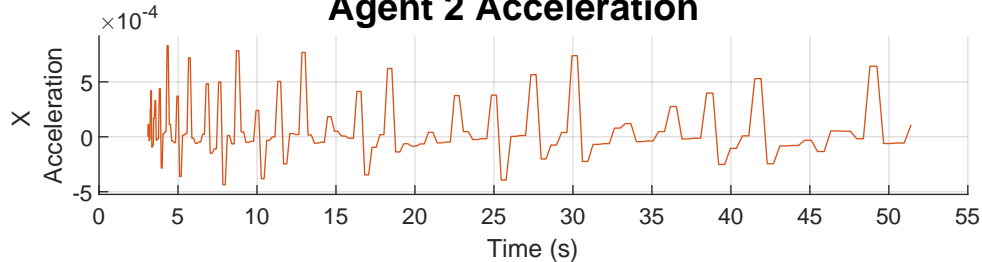
Y



Z

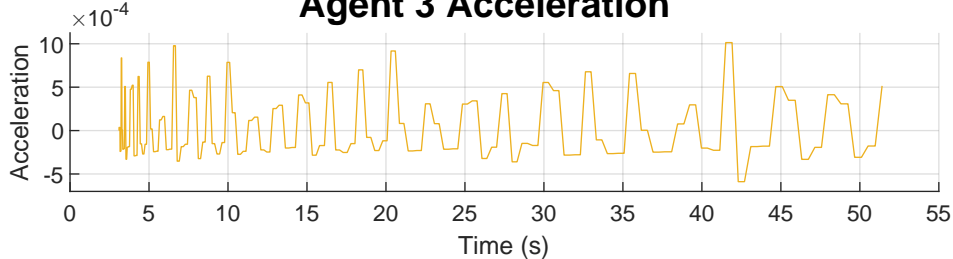


Agent 2 Acceleration

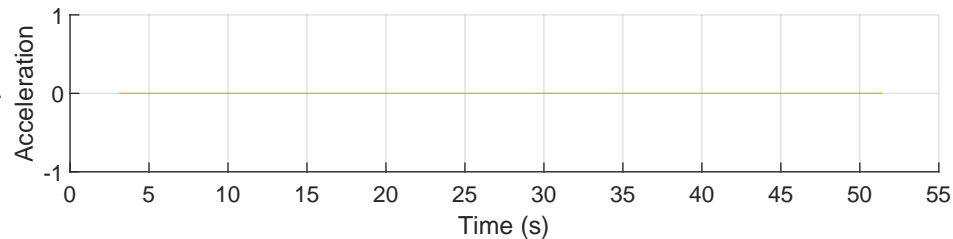


Agent 3 Acceleration

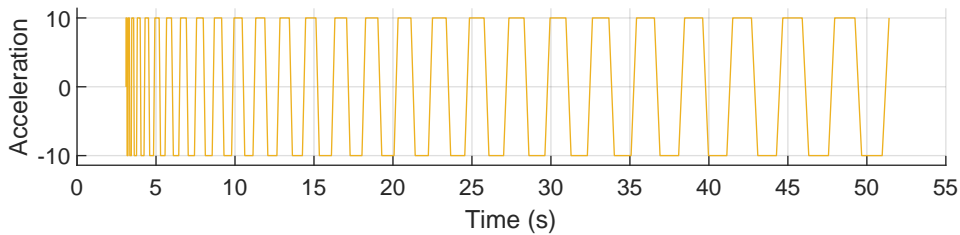
X



Y

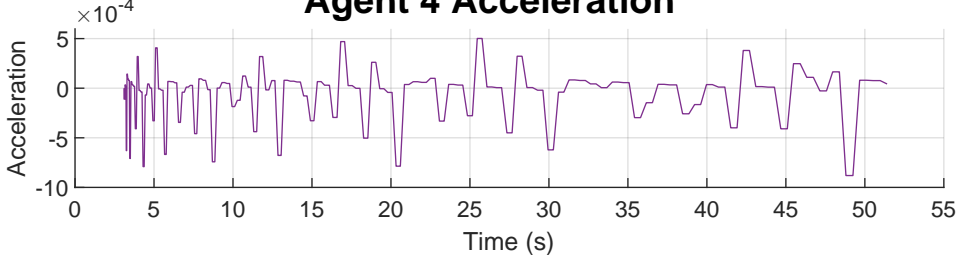


Z

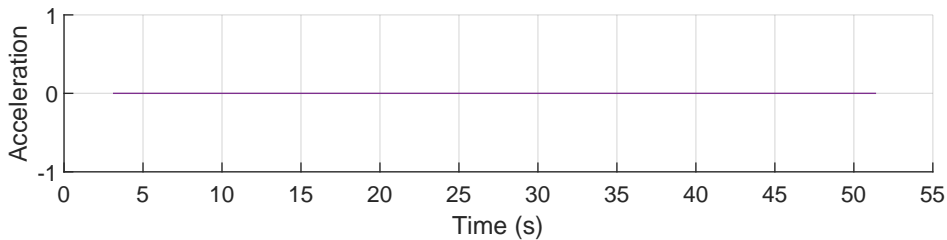


Agent 4 Acceleration

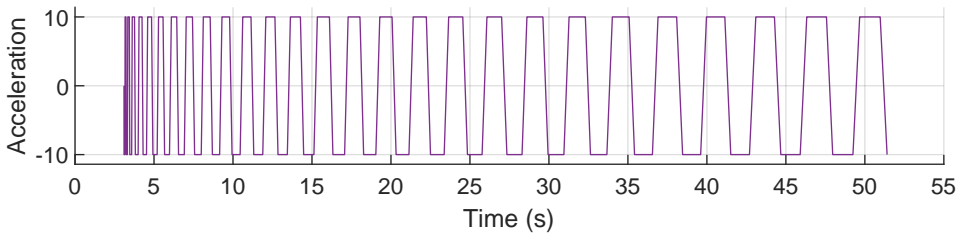
X



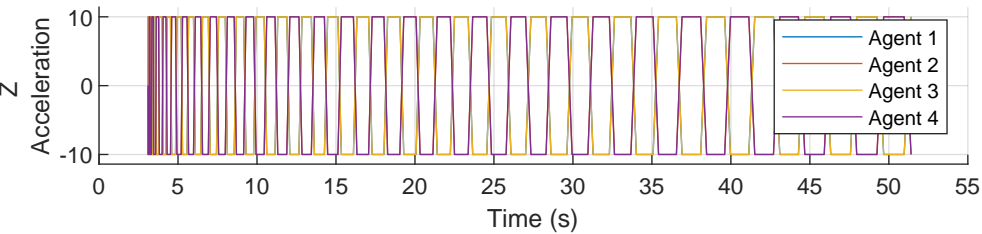
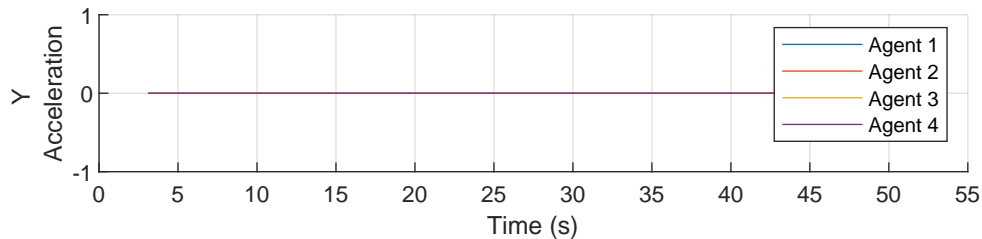
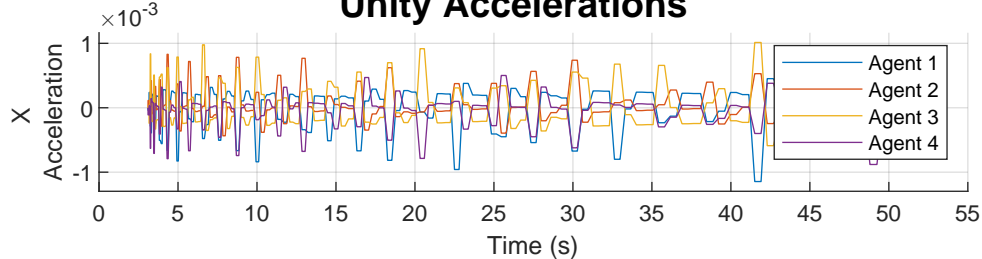
Y



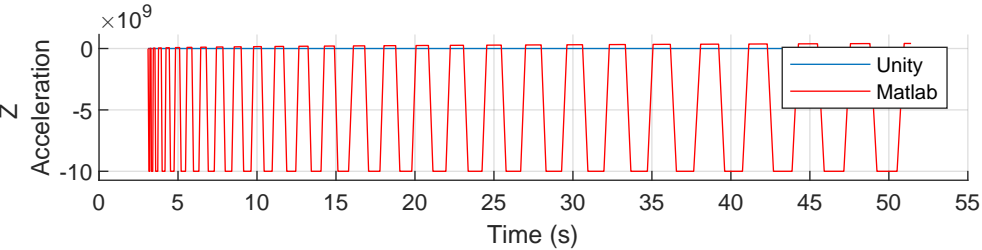
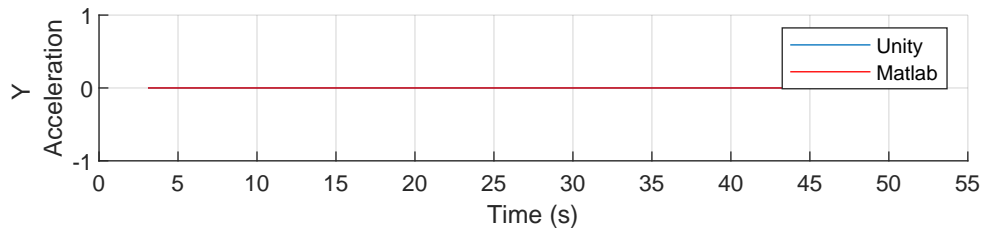
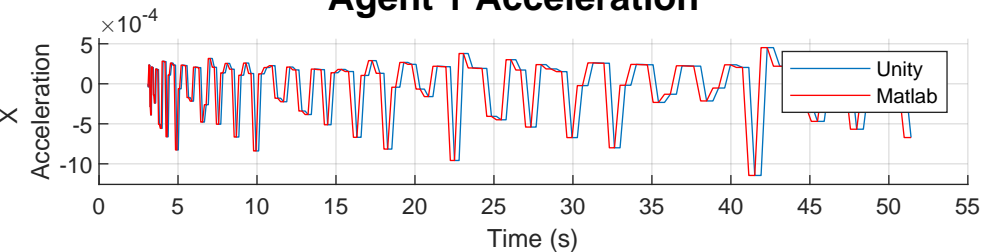
Z



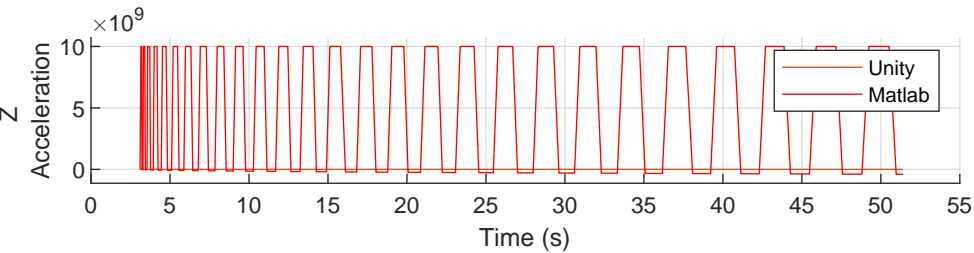
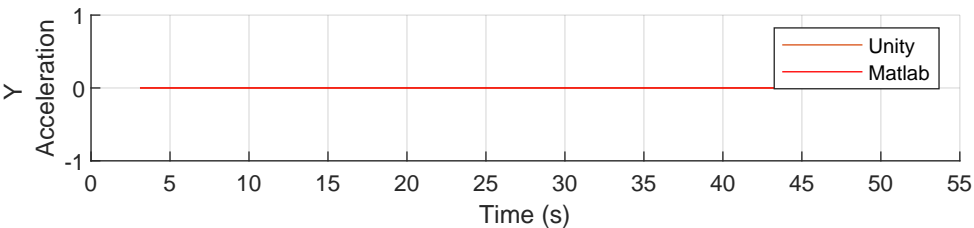
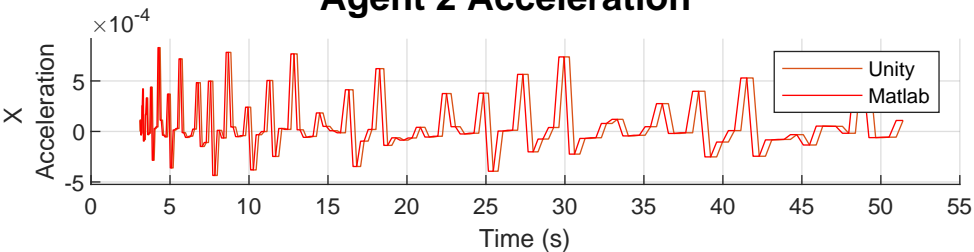
Unity Accelerations



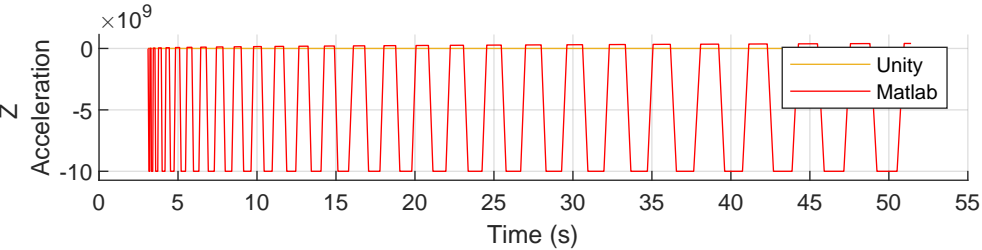
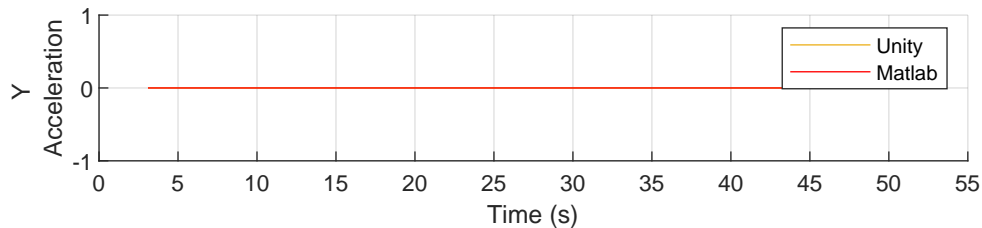
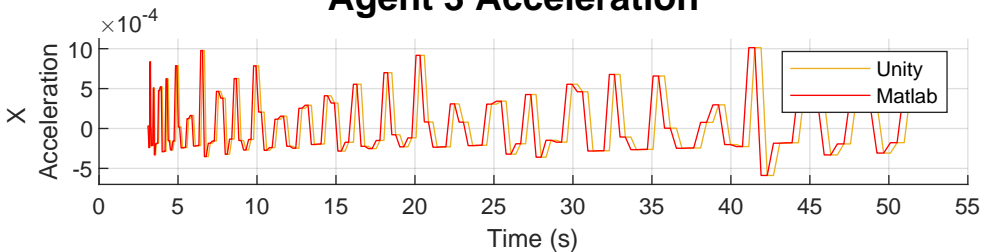
Agent 1 Acceleration



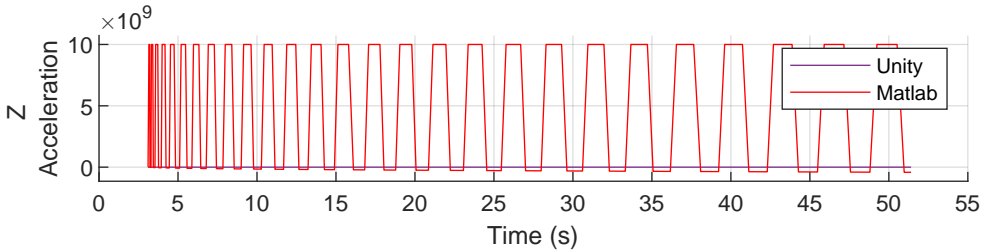
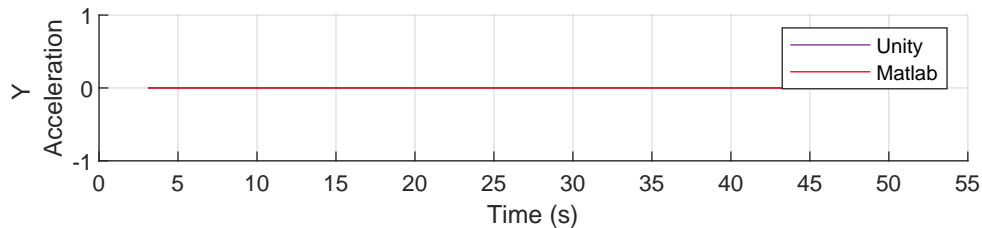
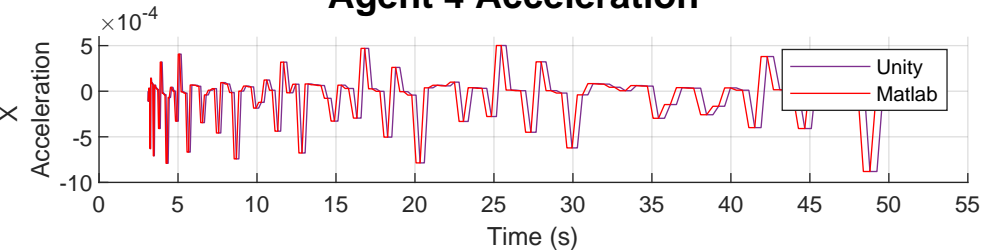
Agent 2 Acceleration



Agent 3 Acceleration

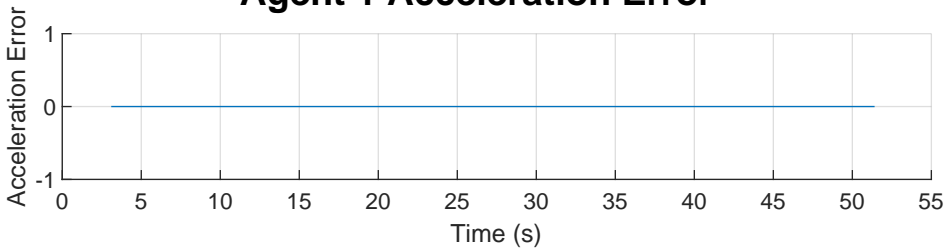


Agent 4 Acceleration

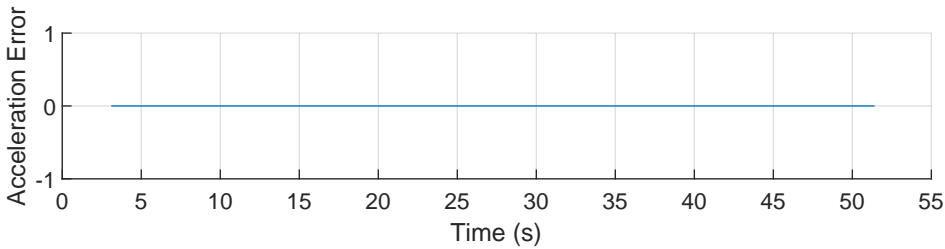


Agent 1 Acceleration Error

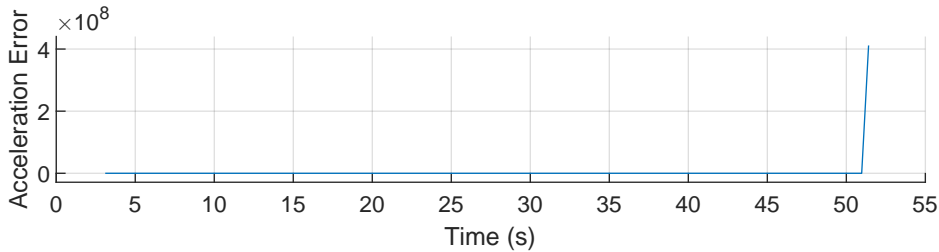
X



Y

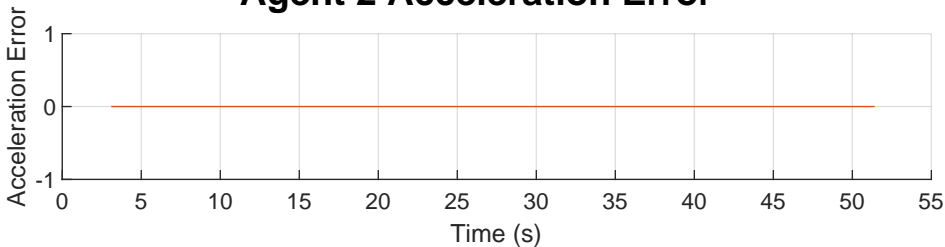


Z

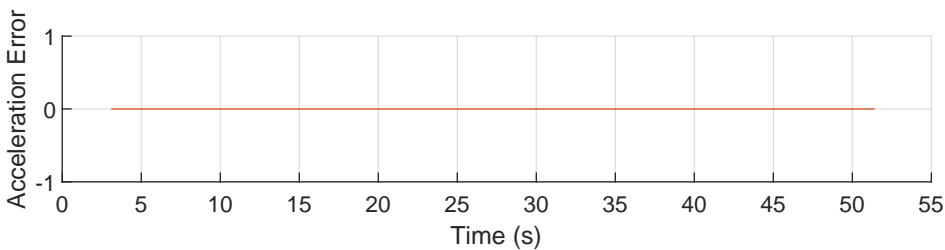


Agent 2 Acceleration Error

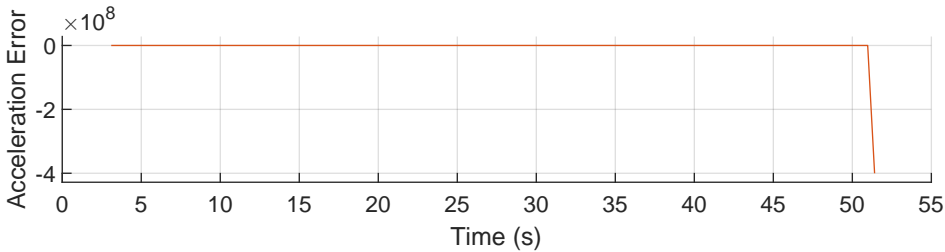
X



Y

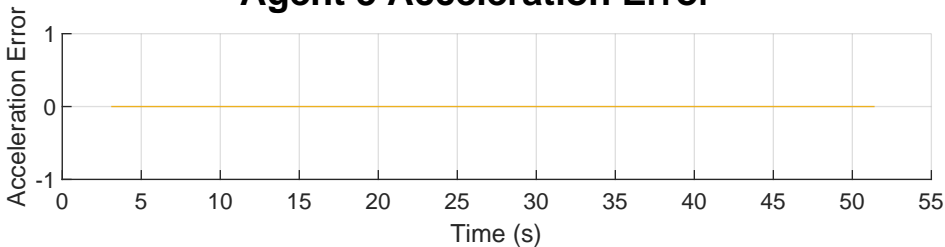


Z

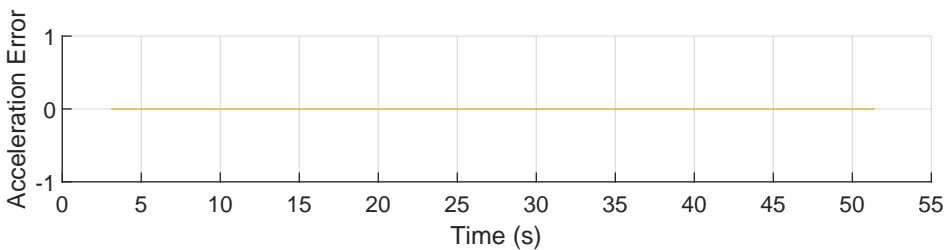


Agent 3 Acceleration Error

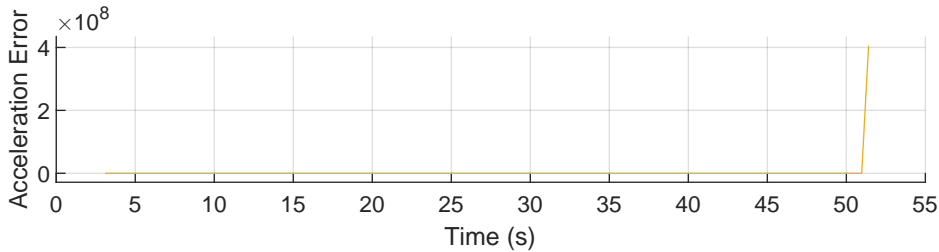
X



Y

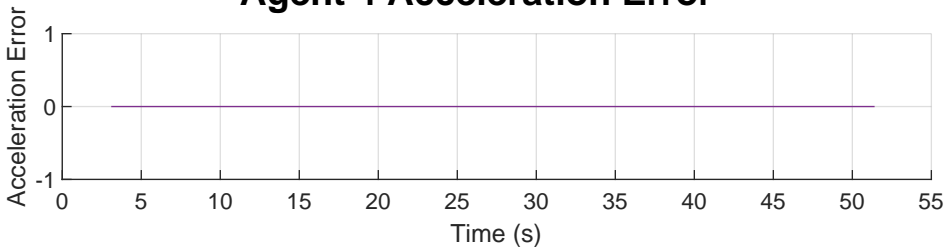


Z

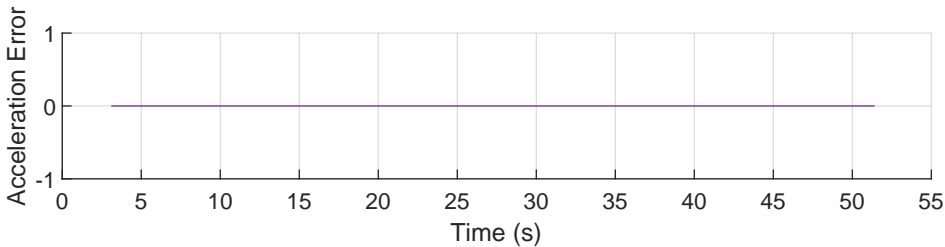


Agent 4 Acceleration Error

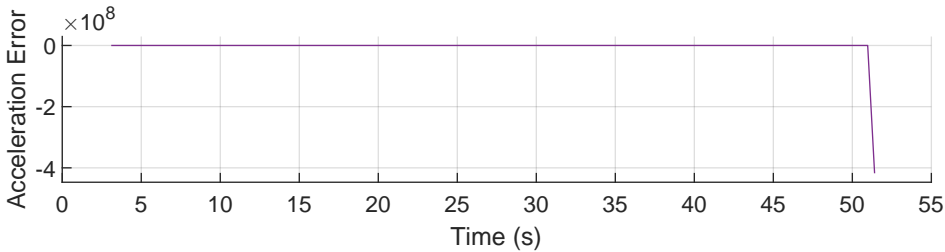
X



Y

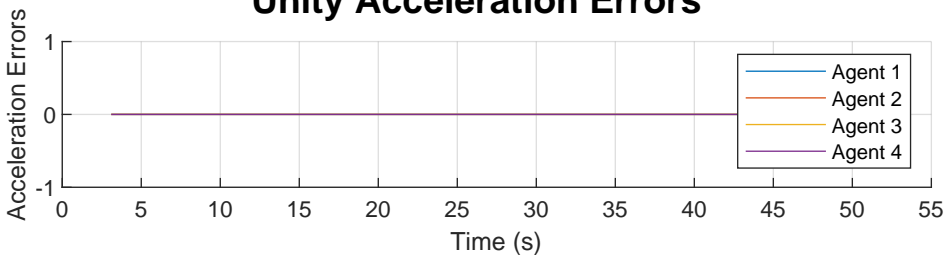


Z

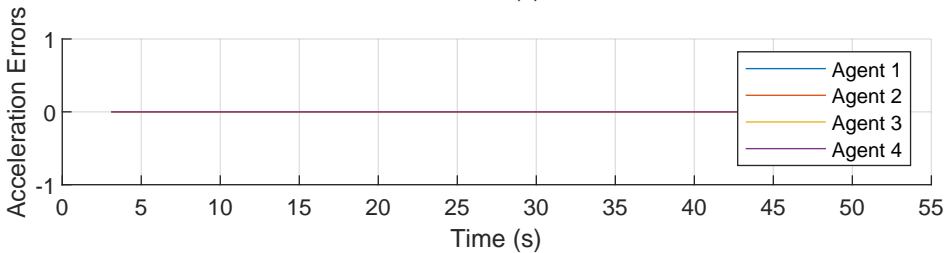


Unity Acceleration Errors

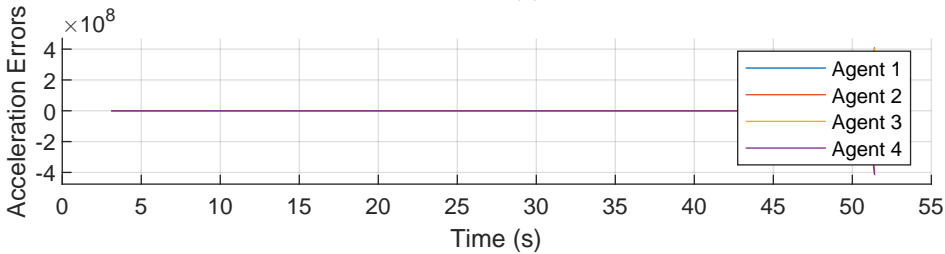
X



Y

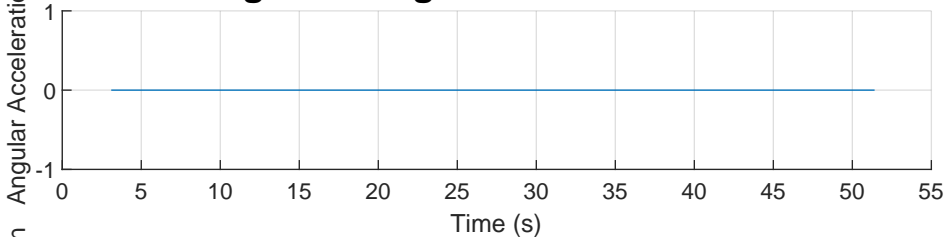


Z

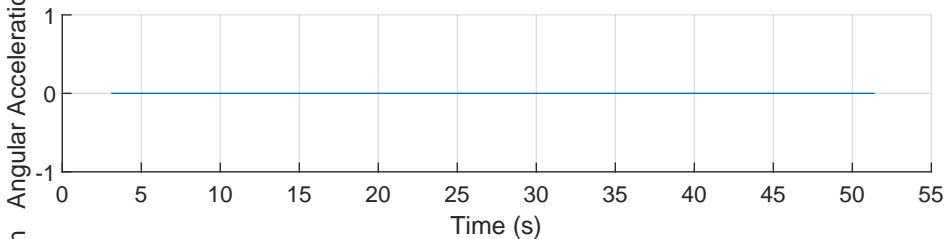


Agent 1 Angular Acceleration

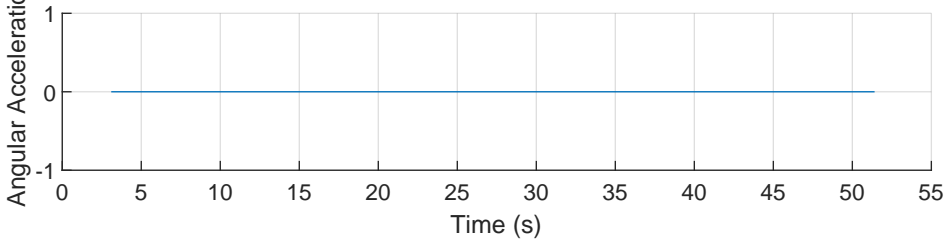
X



Y

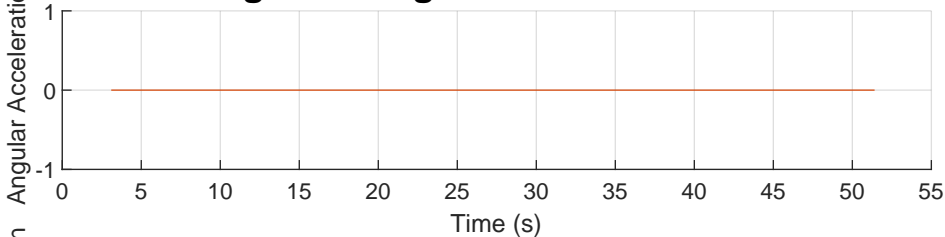


Z

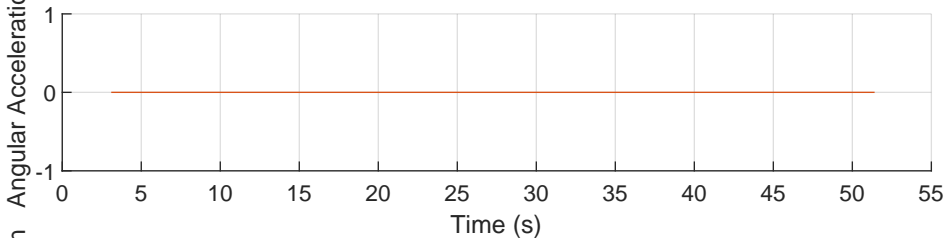


Agent 2 Angular Acceleration

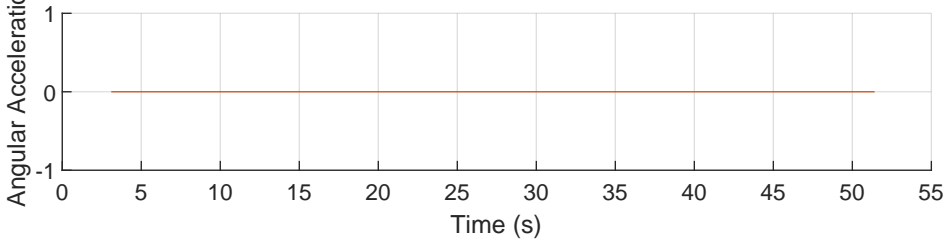
X



Y

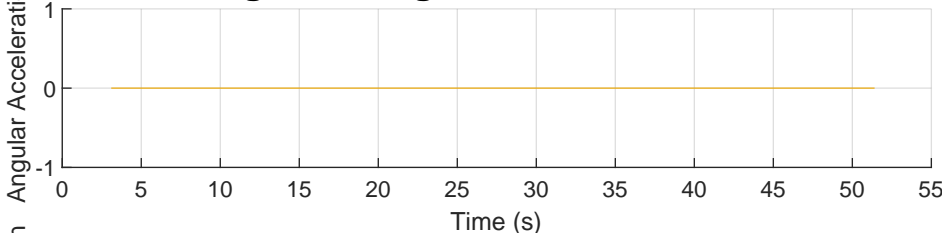


Z

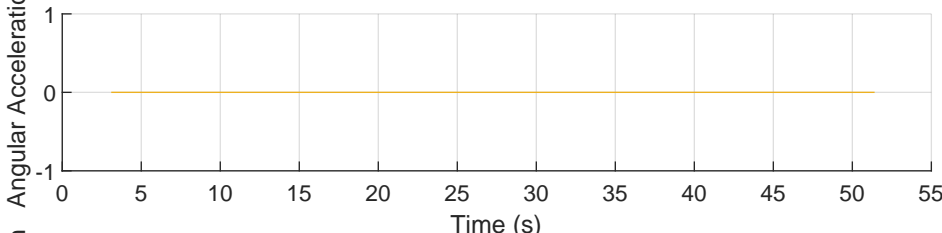


Agent 3 Angular Acceleration

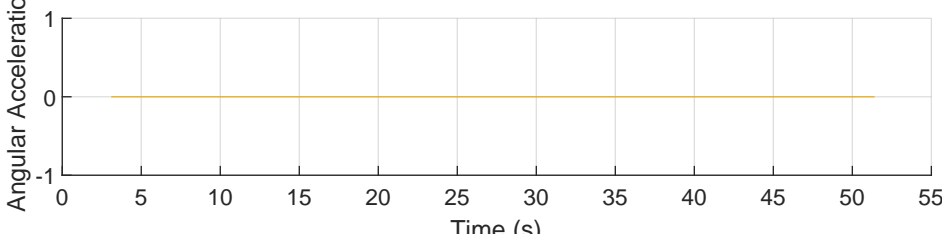
X



Y

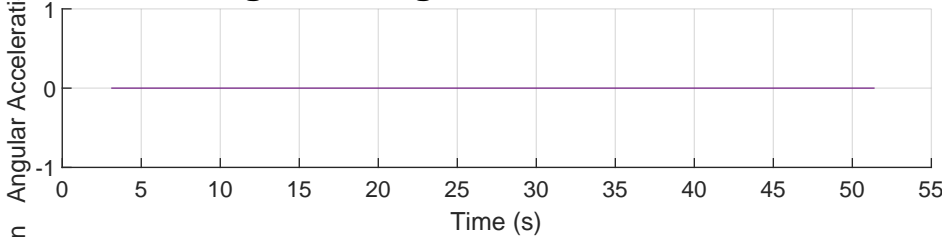


Z

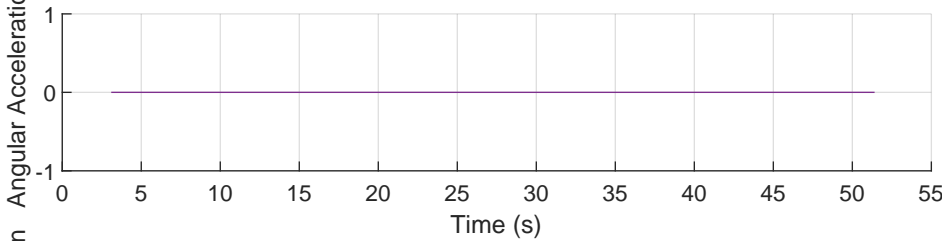


Agent 4 Angular Acceleration

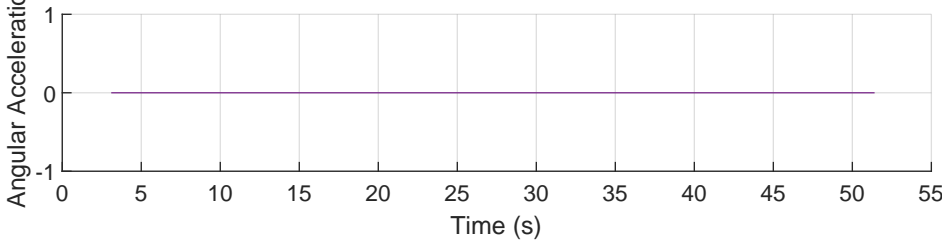
X



Y

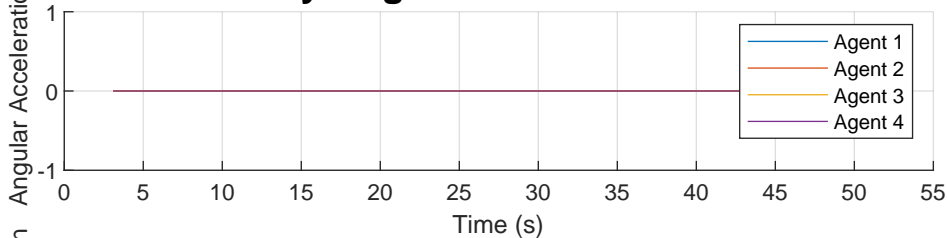


Z

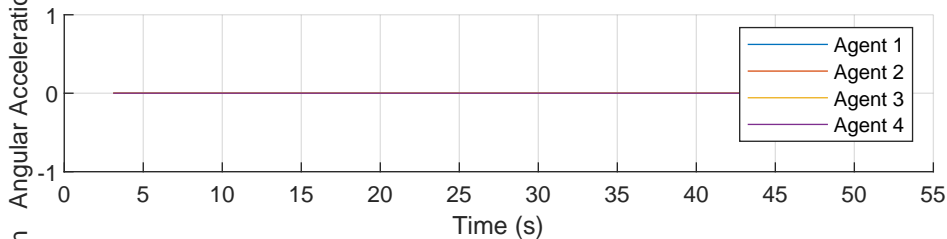


Unity Angular Accelerations

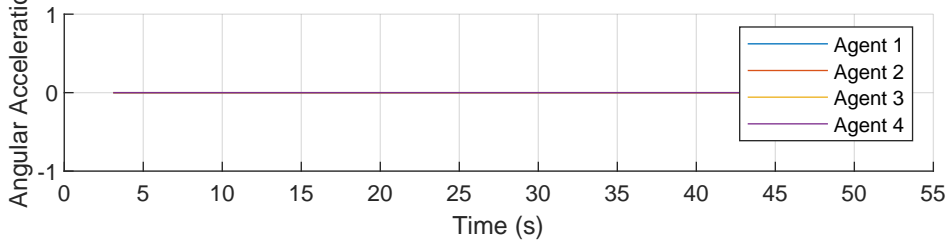
X



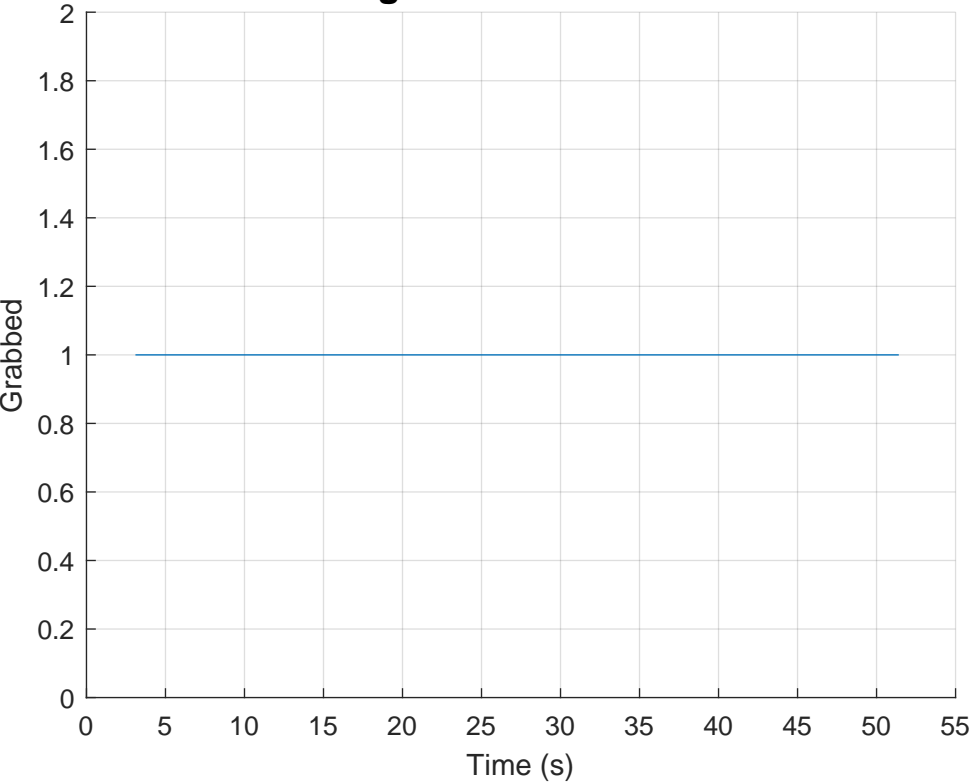
Y



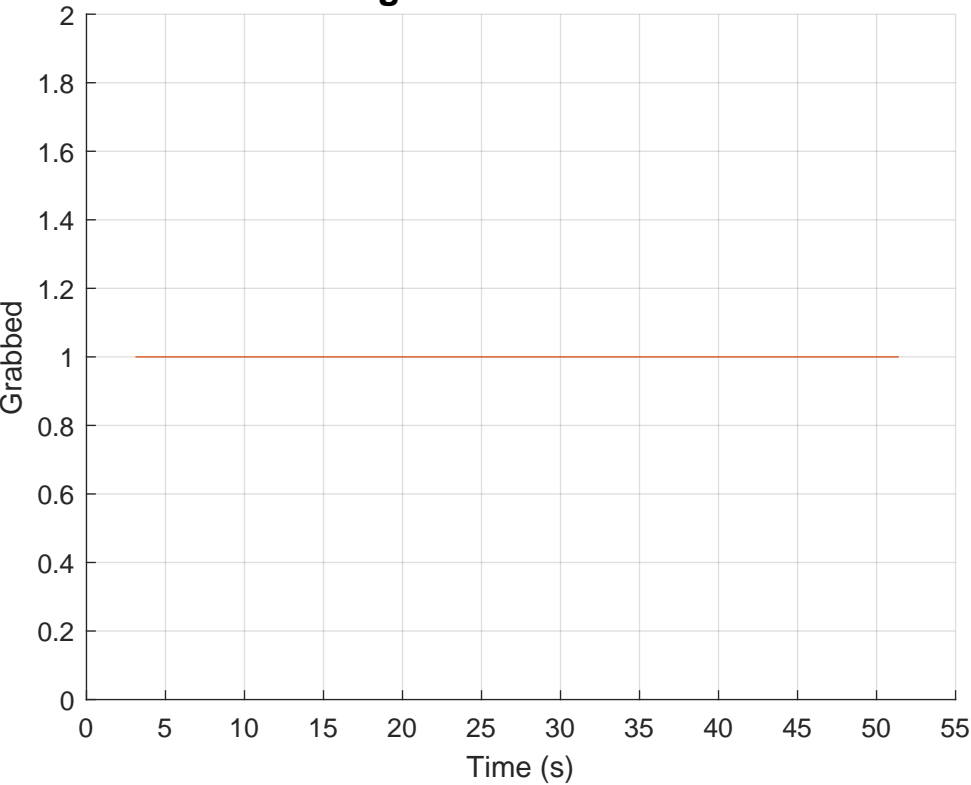
Z



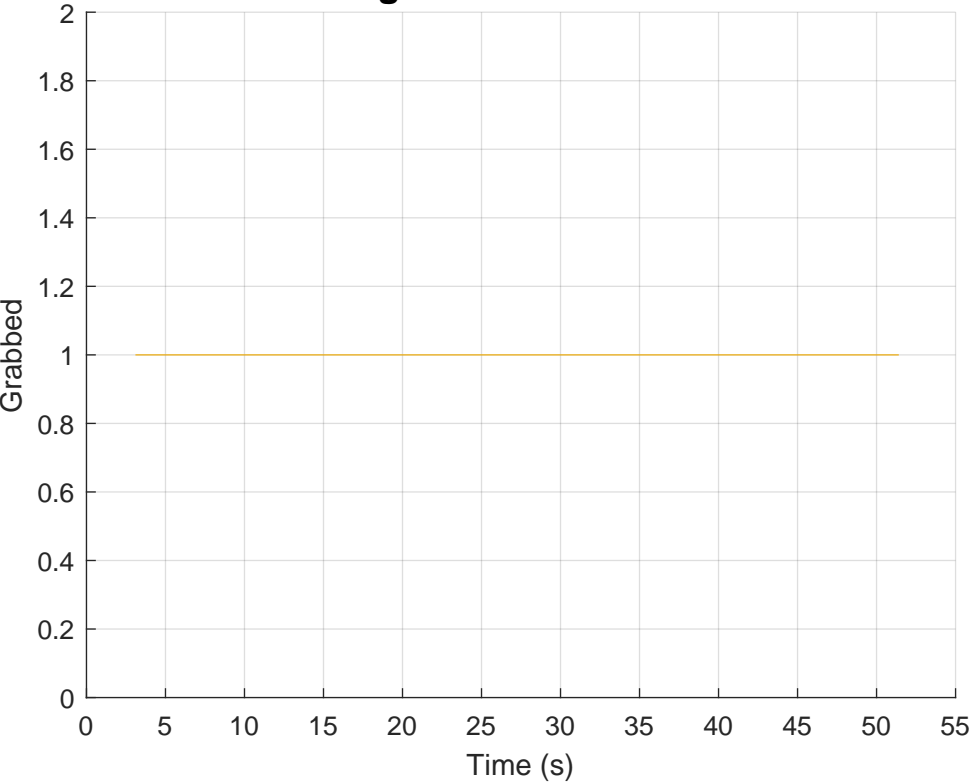
Agent 1 Grabbed



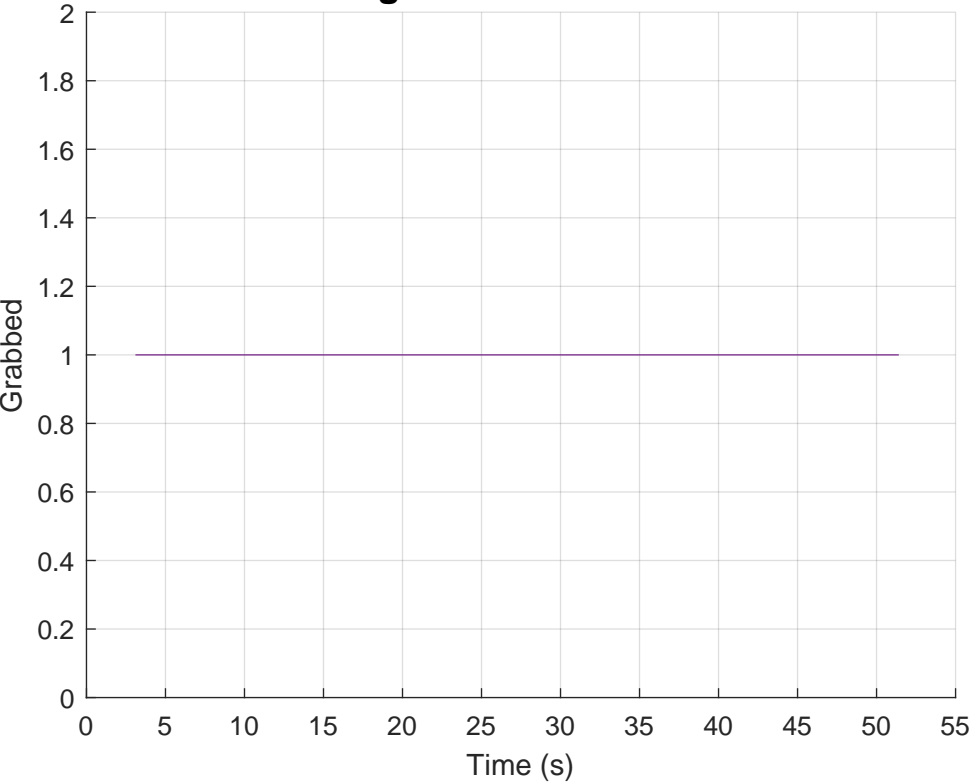
Agent 2 Grabbed



Agent 3 Grabbed

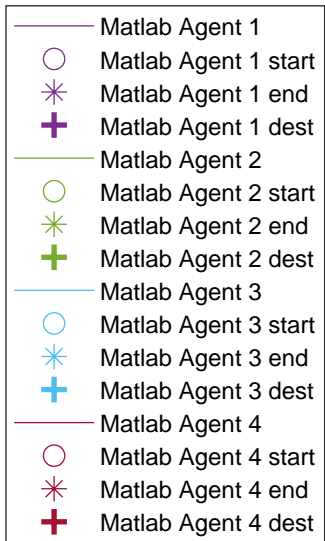
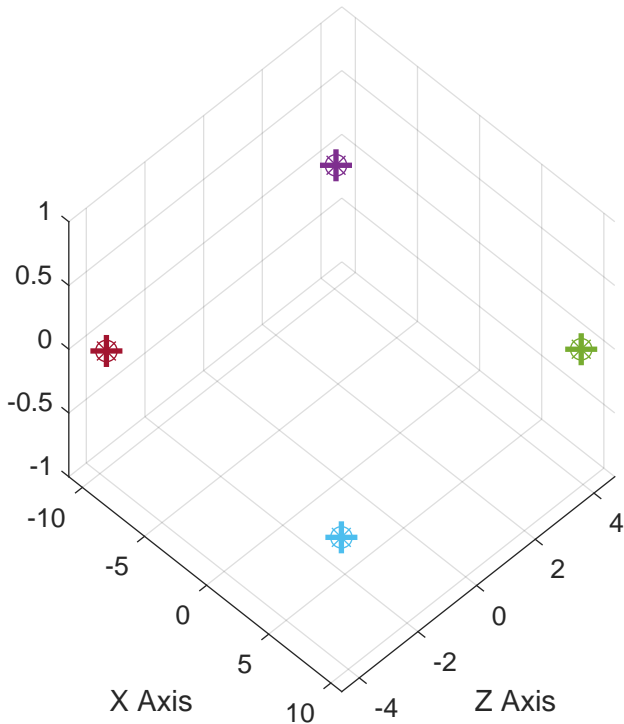


Agent 4 Grabbed

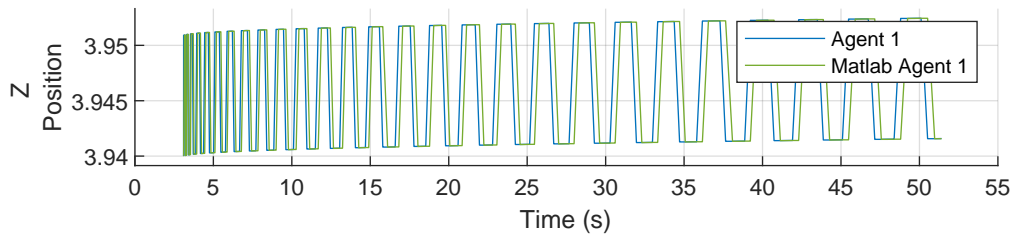
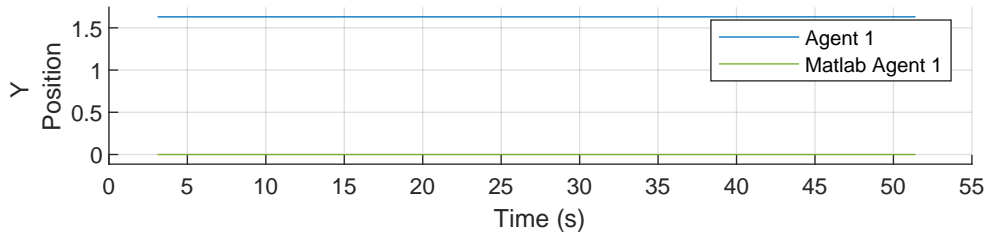
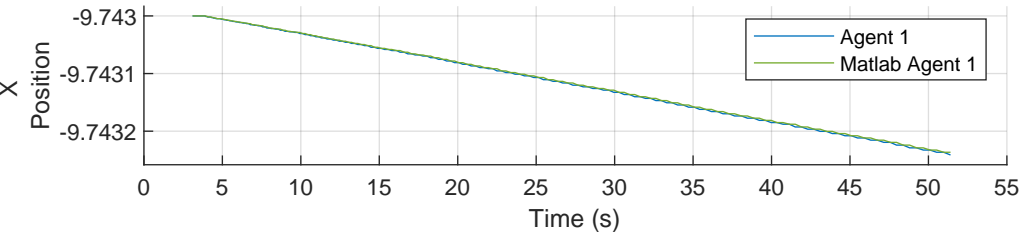


Matlab Agent 3D Trajectories

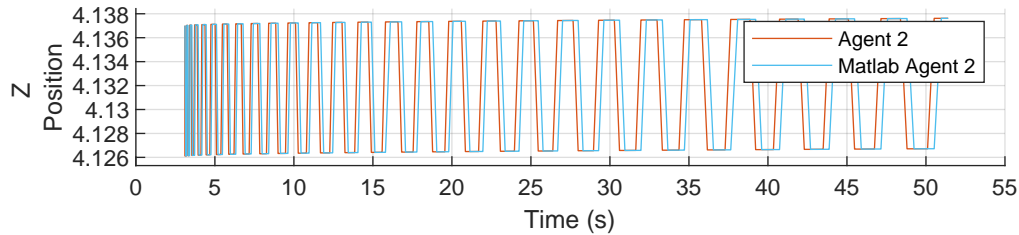
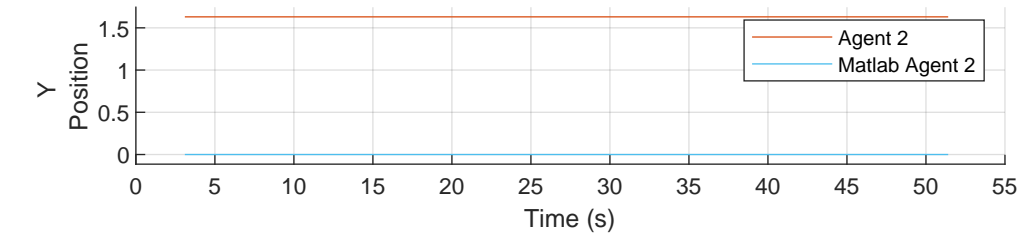
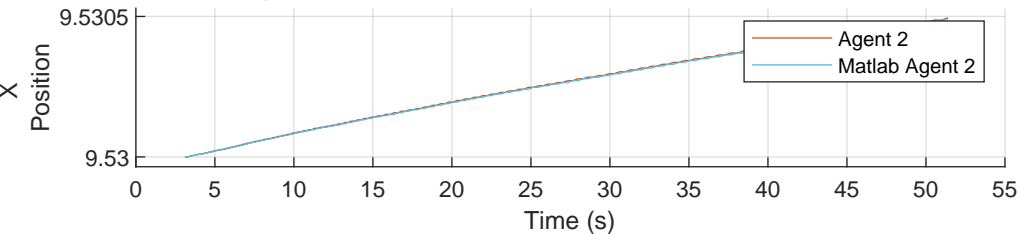
Y Axis



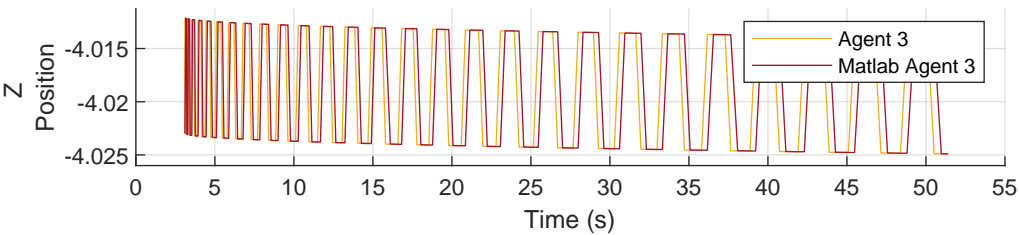
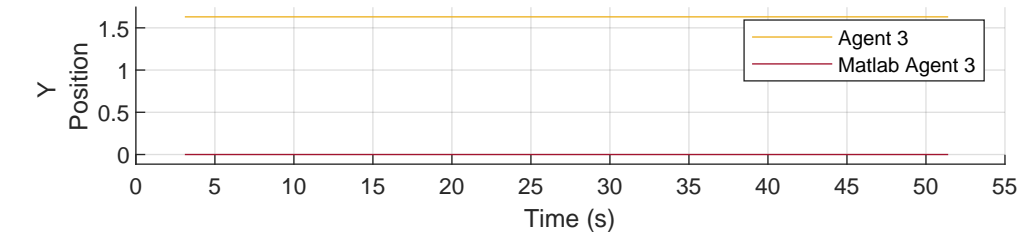
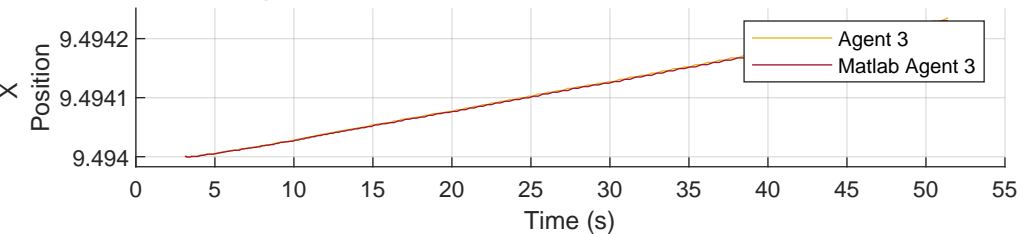
Agent 1 2D Trajectories Comparison



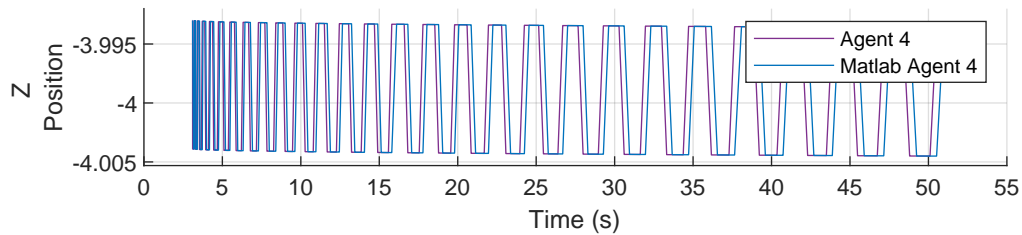
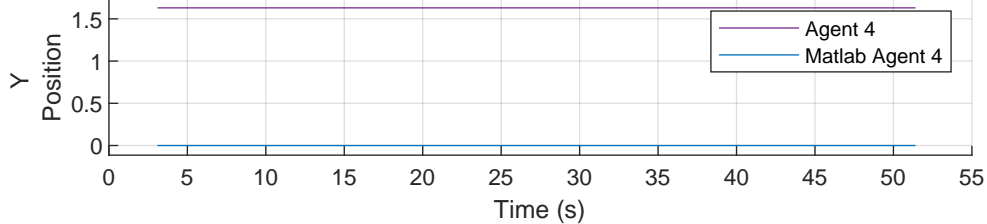
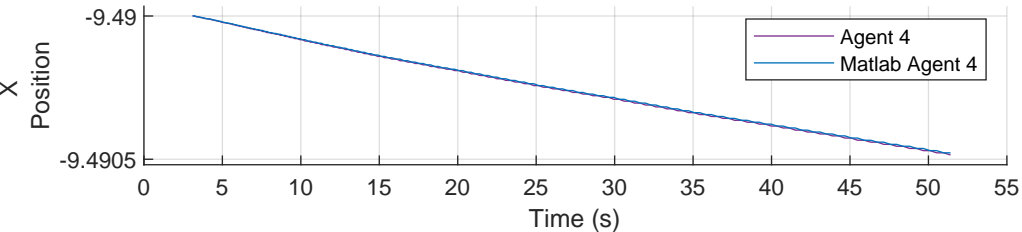
Agent 2 2D Trajectories Comparison



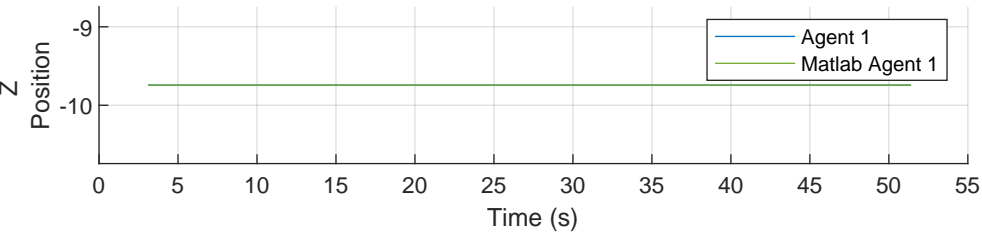
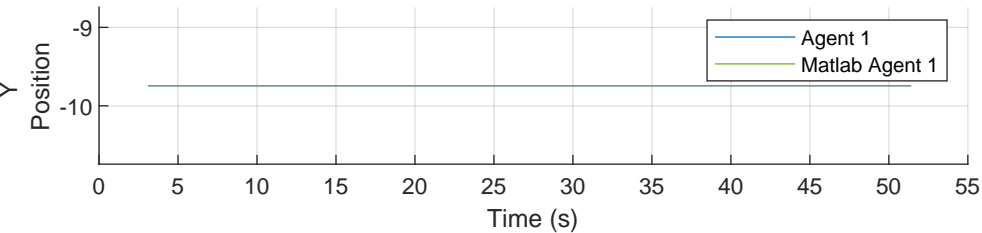
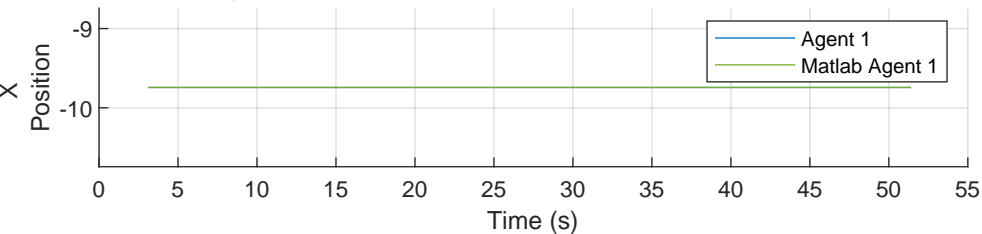
Agent 3 2D Trajectories Comparison



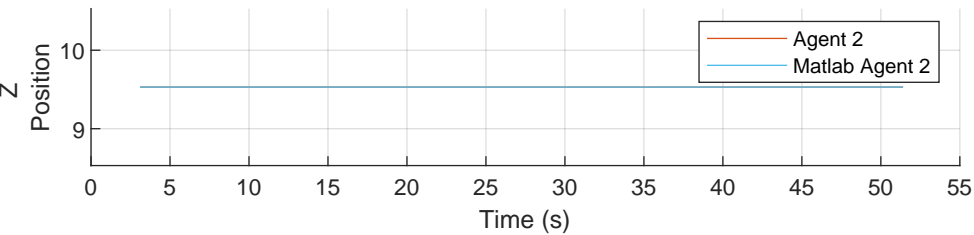
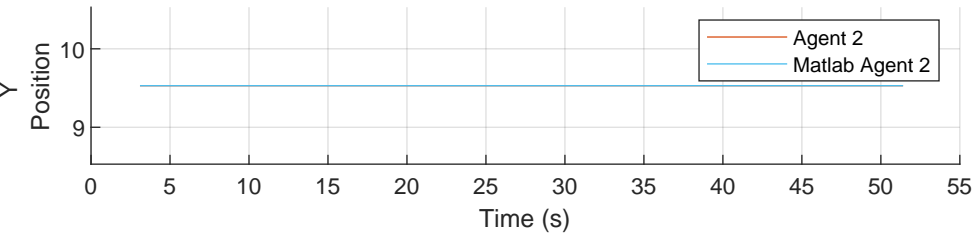
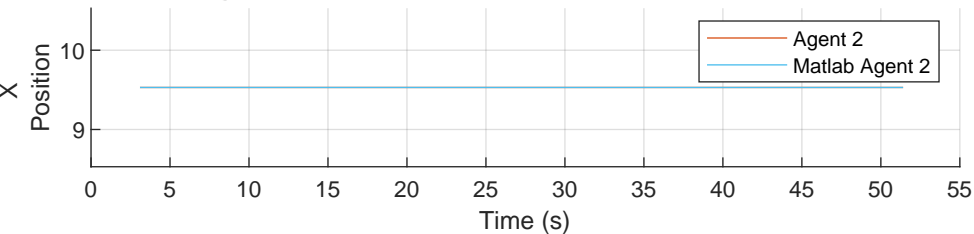
Agent 4 2D Trajectories Comparison



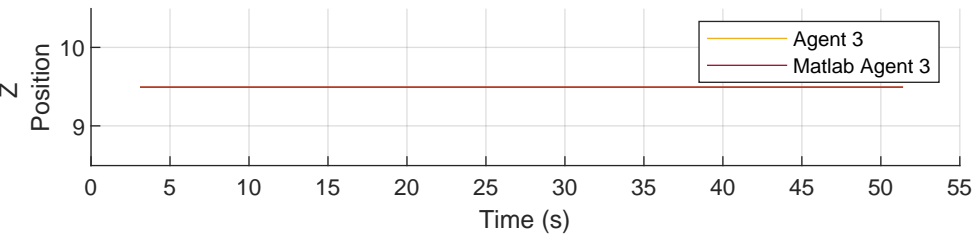
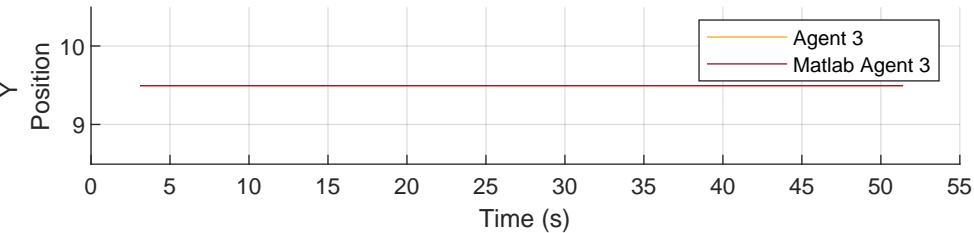
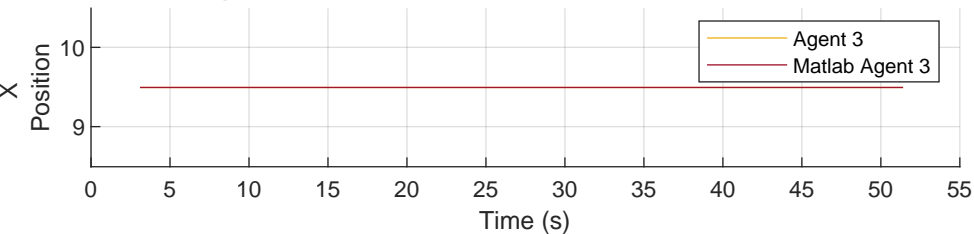
Agent 1 2D Destination Comparison



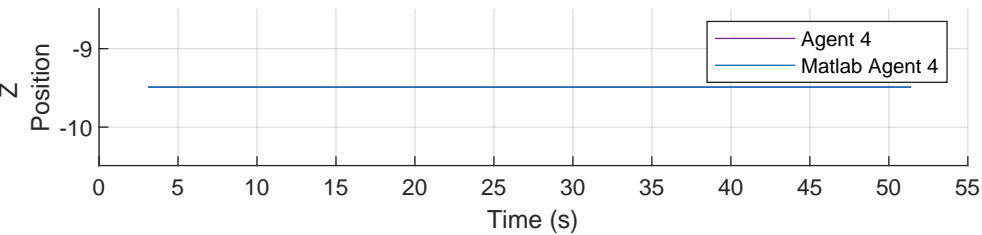
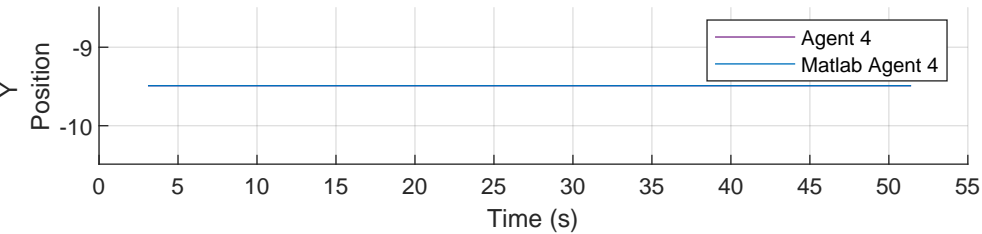
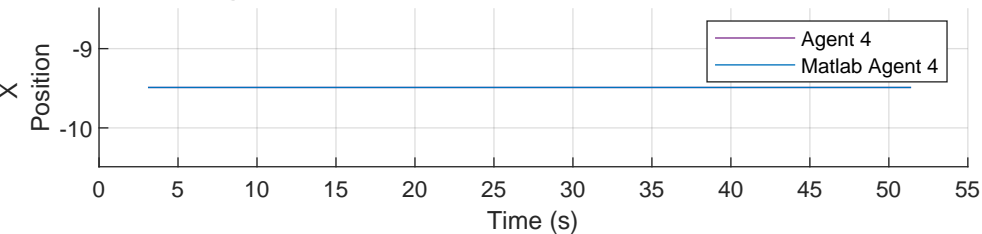
Agent 2 2D Destination Comparison



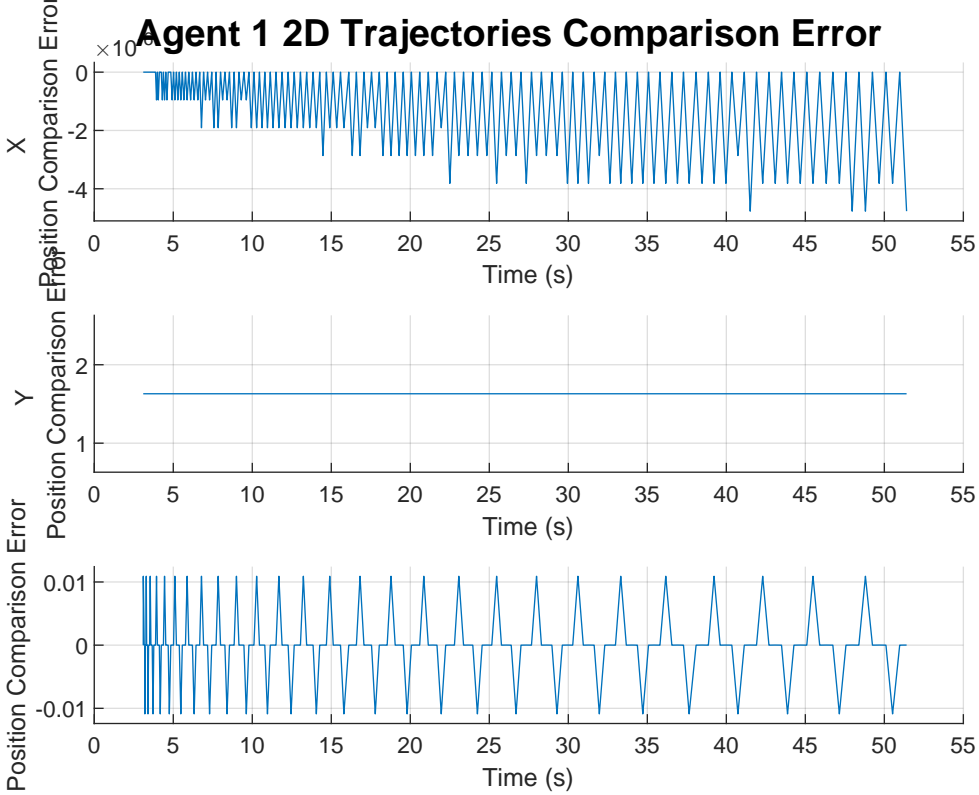
Agent 3 2D Destination Comparison



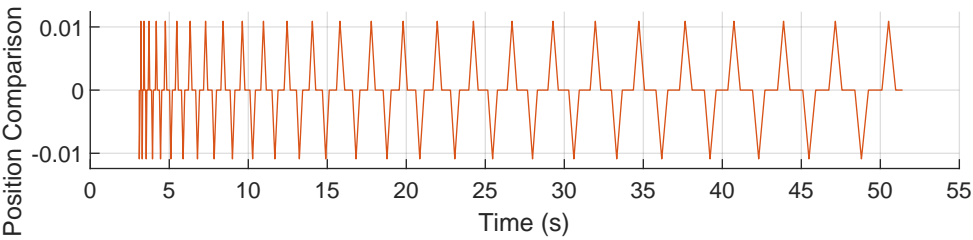
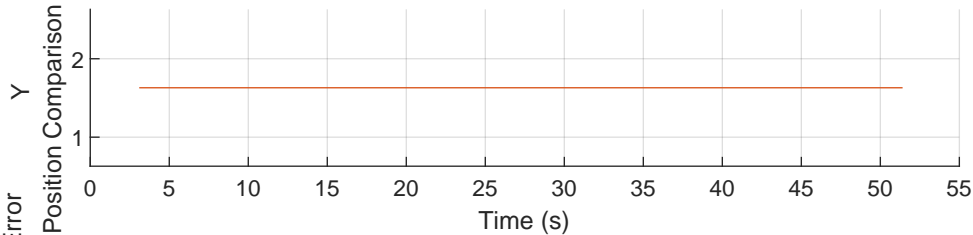
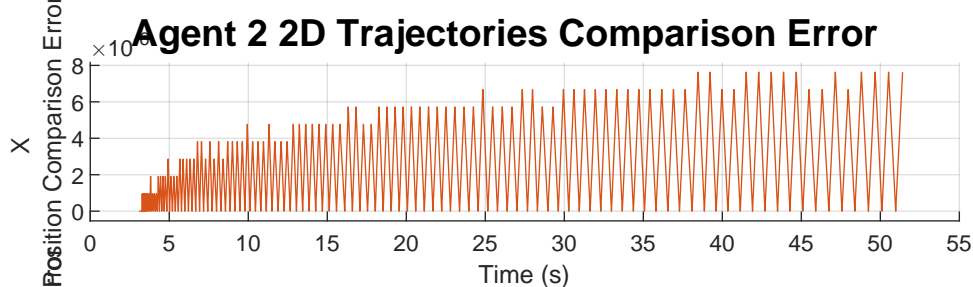
Agent 4 2D Destination Comparison



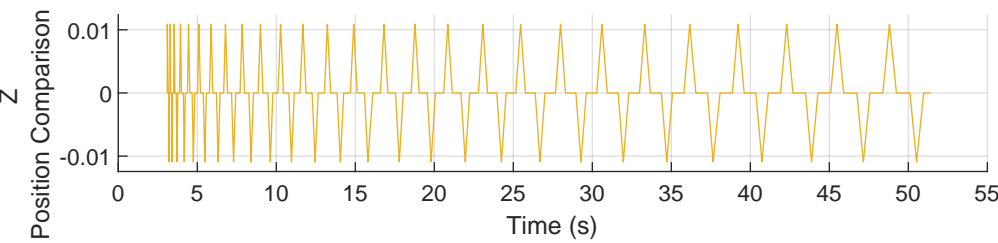
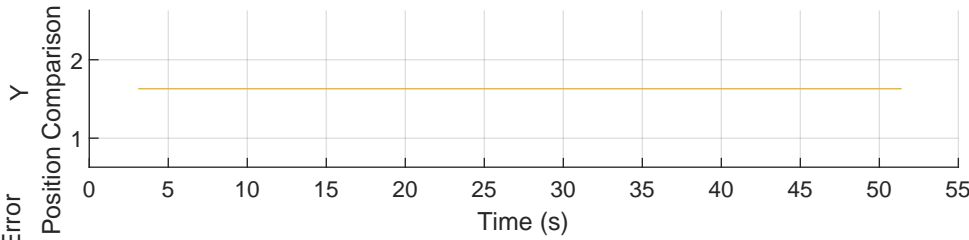
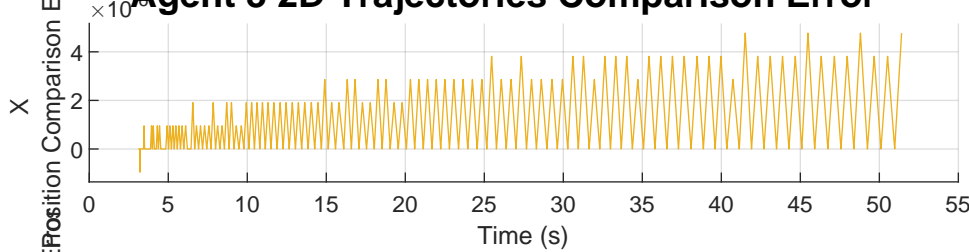
Agent 1 2D Trajectories Comparison Error



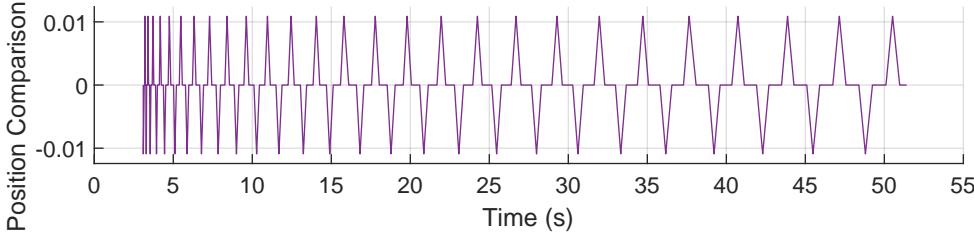
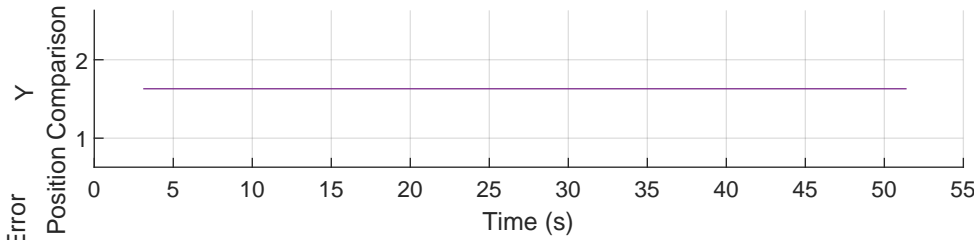
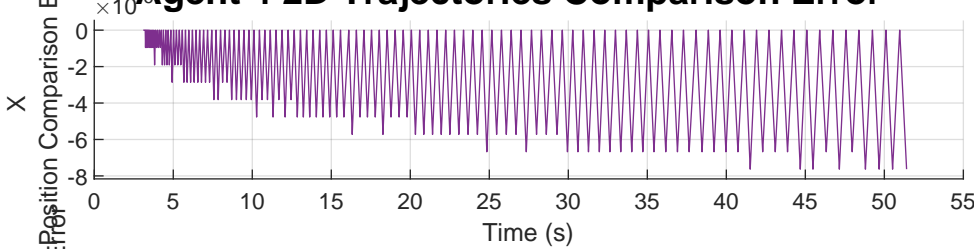
Agent 2 2D Trajectories Comparison Error



Agent 3 2D Trajectories Comparison Error



Agent 4 2D Trajectories Comparison Error

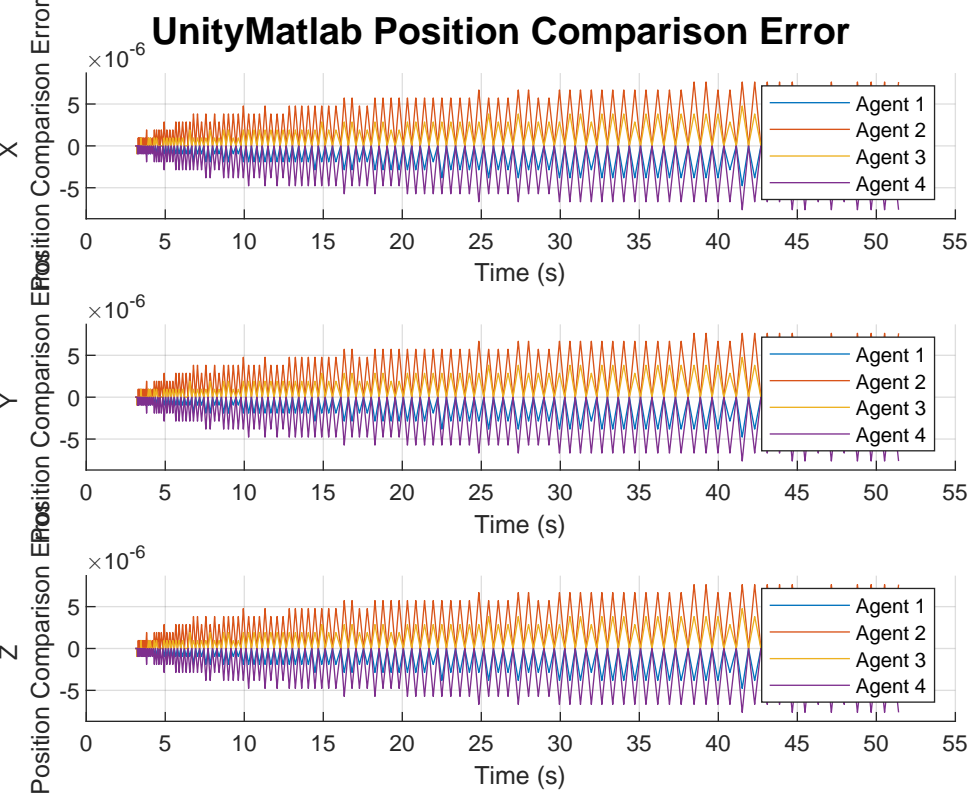


UnityMatlab Position Comparison Error

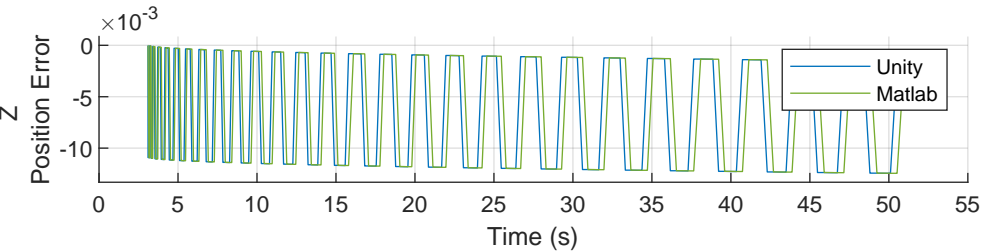
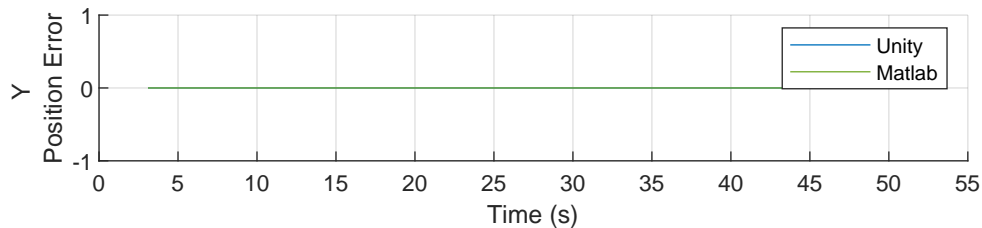
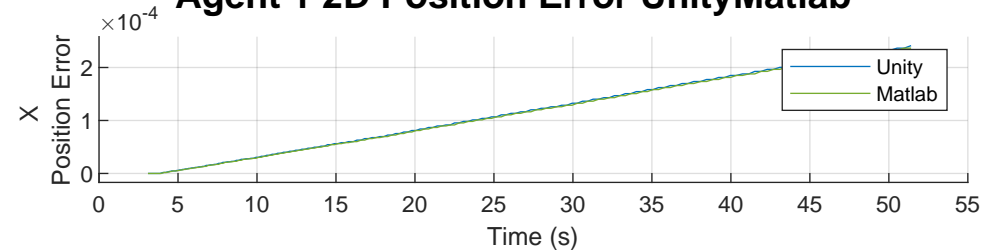
X

Y

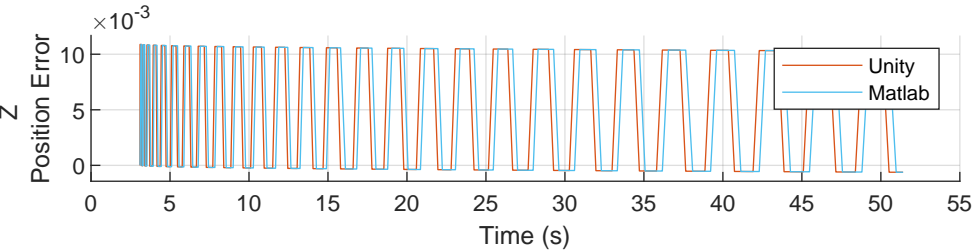
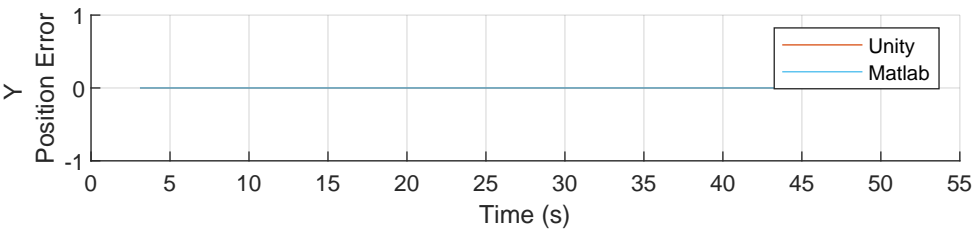
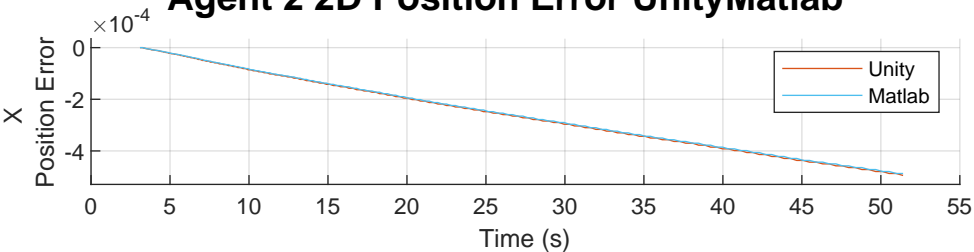
Z



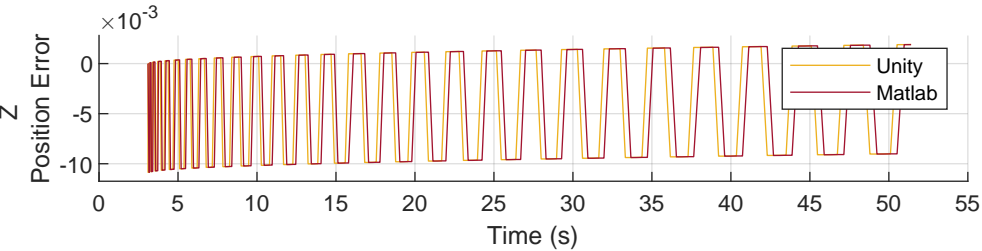
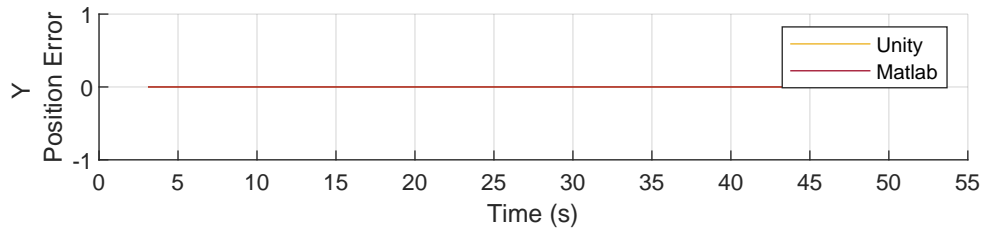
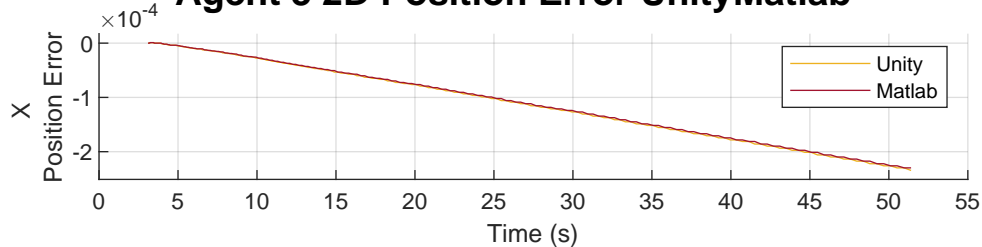
Agent 1 2D Position Error UnityMatlab



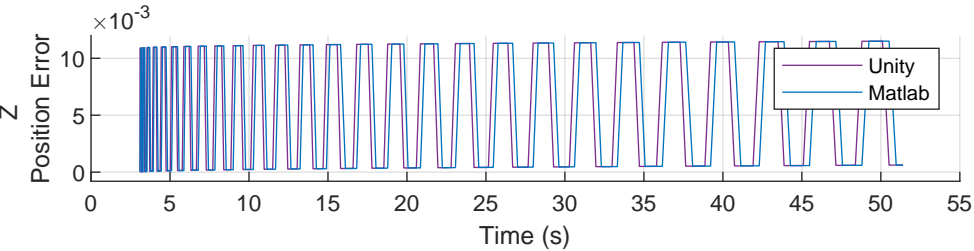
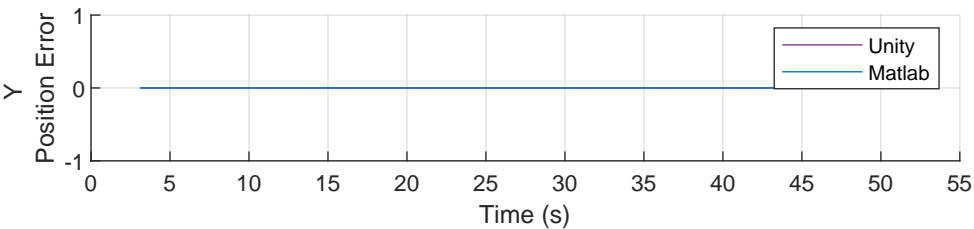
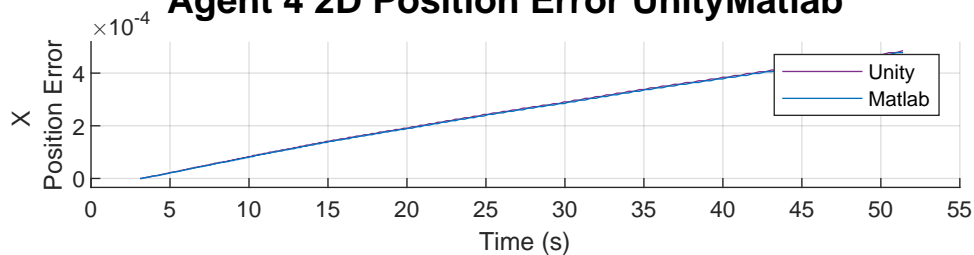
Agent 2 2D Position Error UnityMatlab



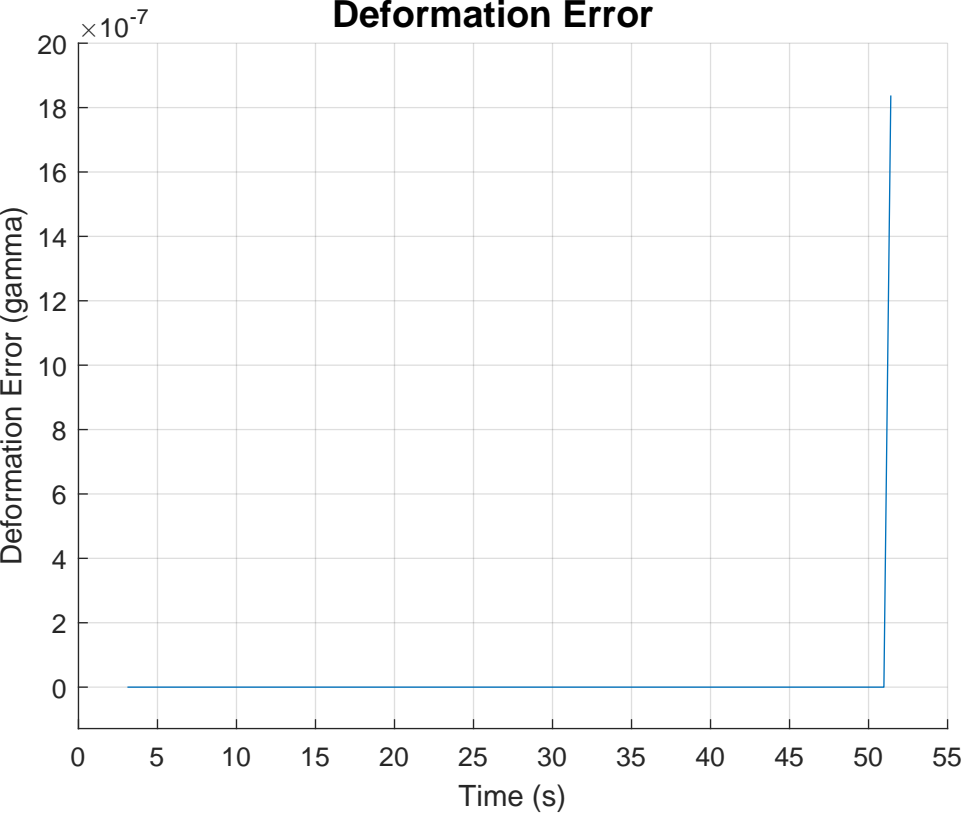
Agent 3 2D Position Error UnityMatlab

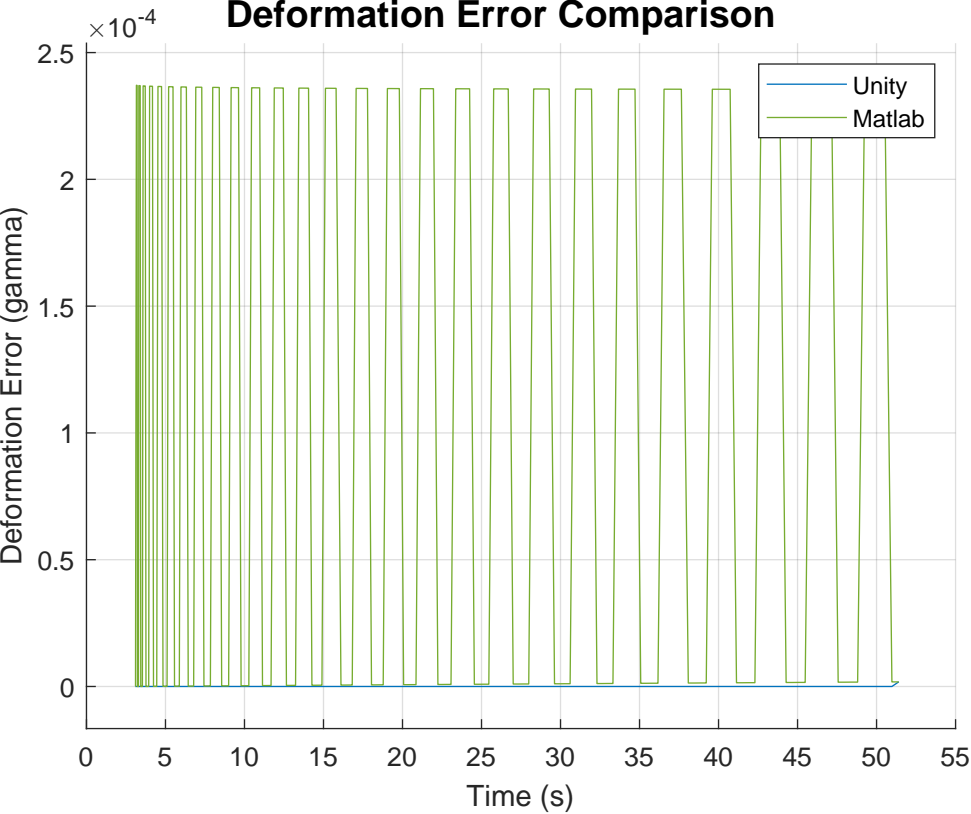


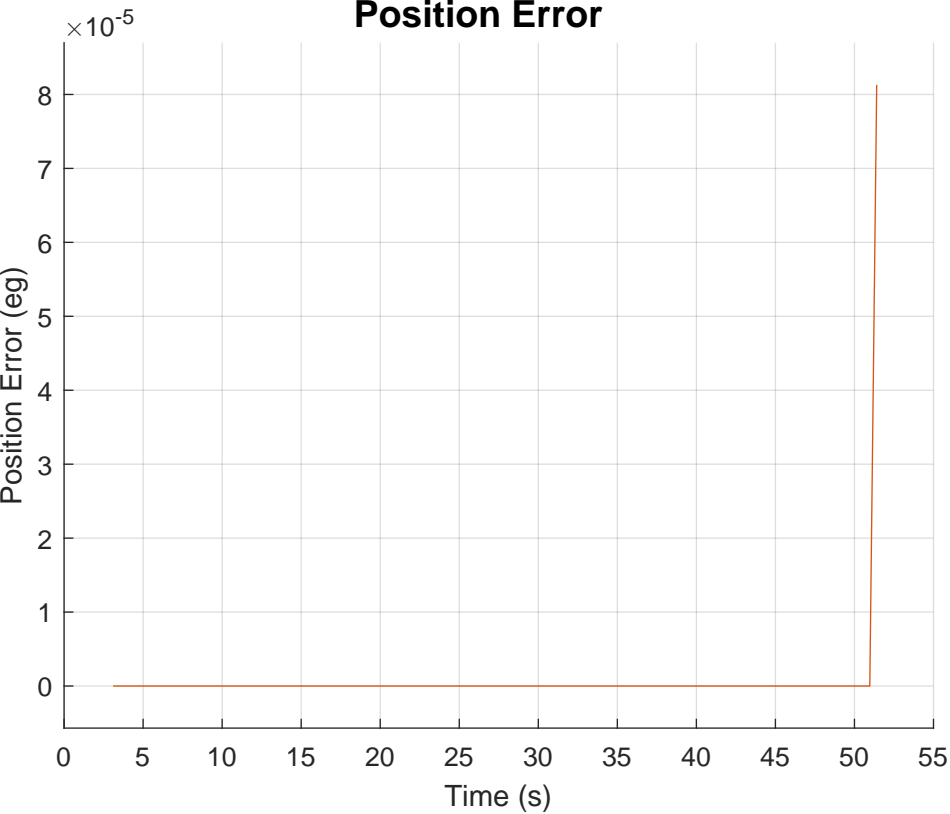
Agent 4 2D Position Error UnityMatlab



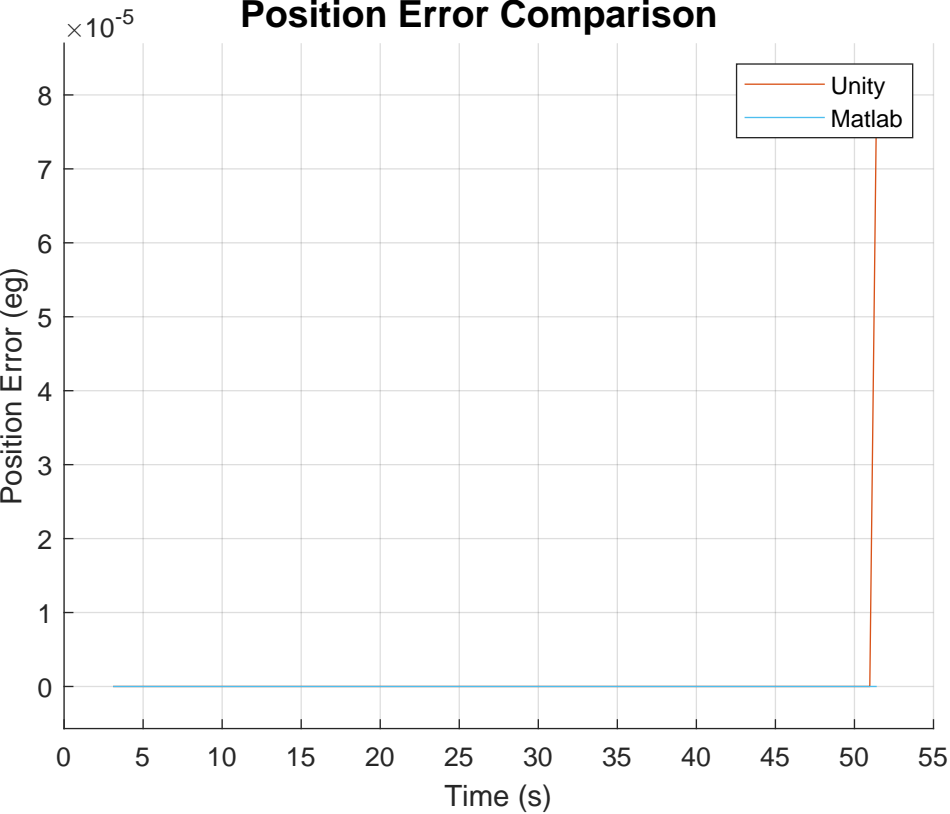
Deformation Error



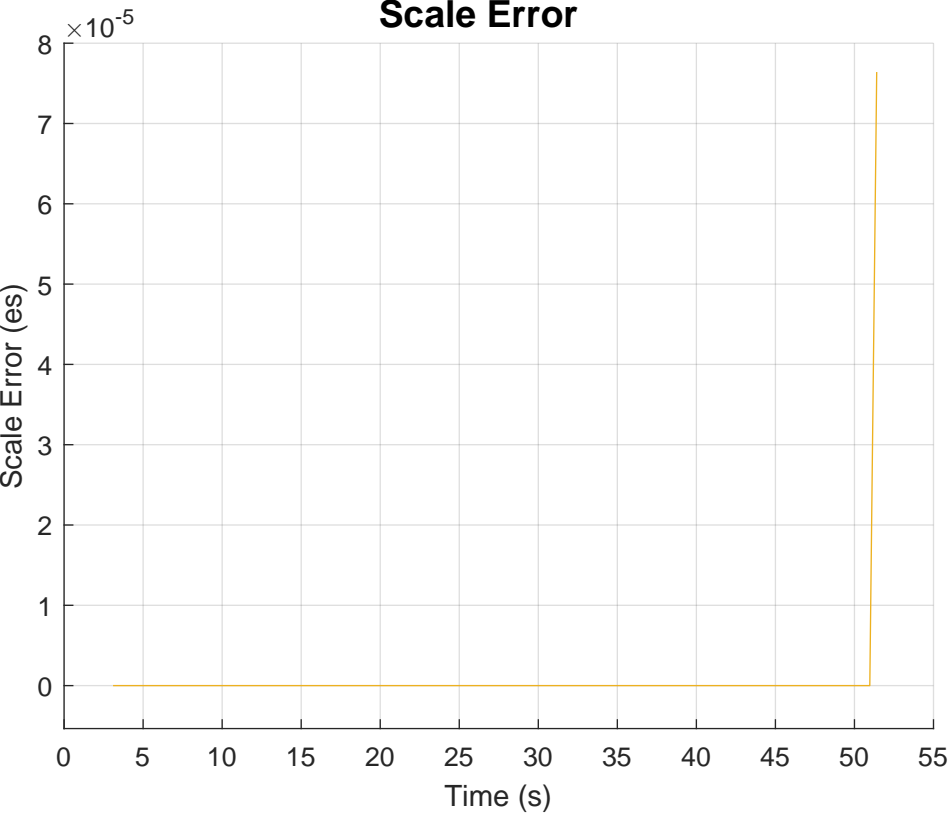




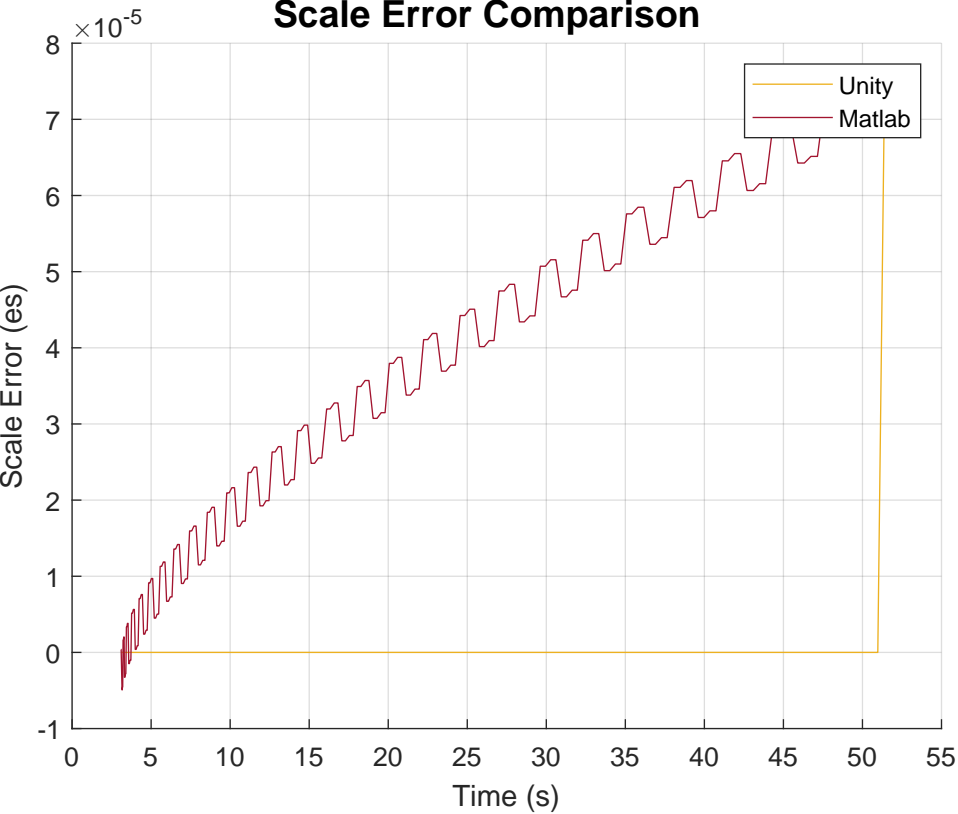
Position Error Comparison

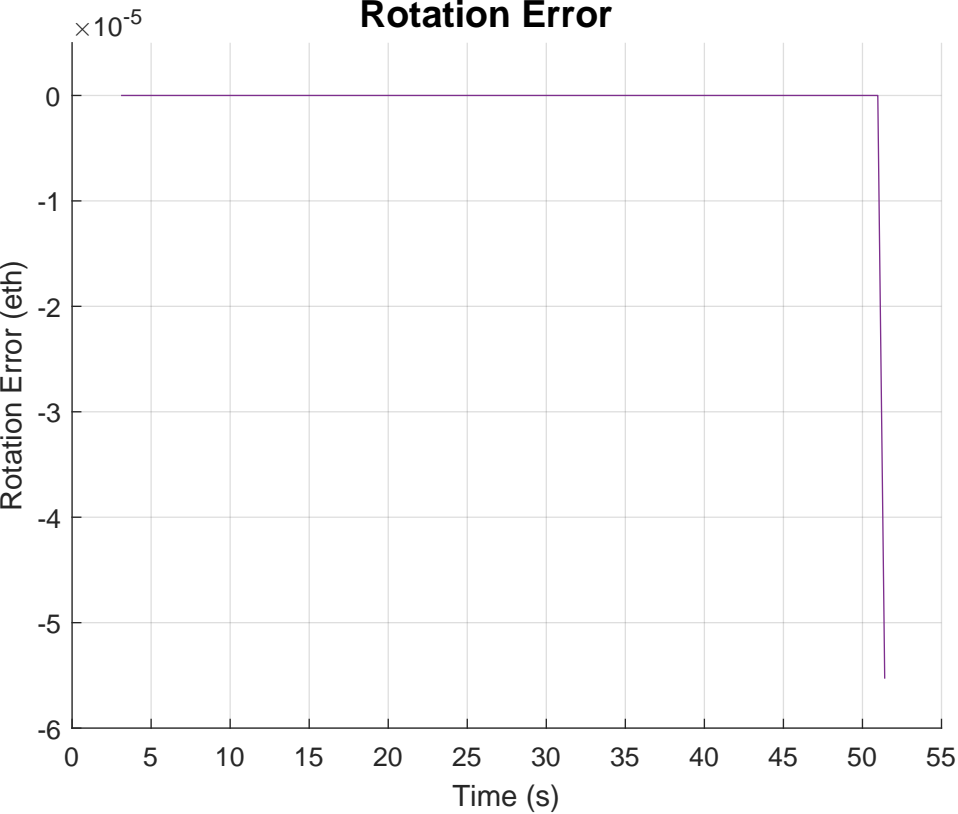


Scale Error

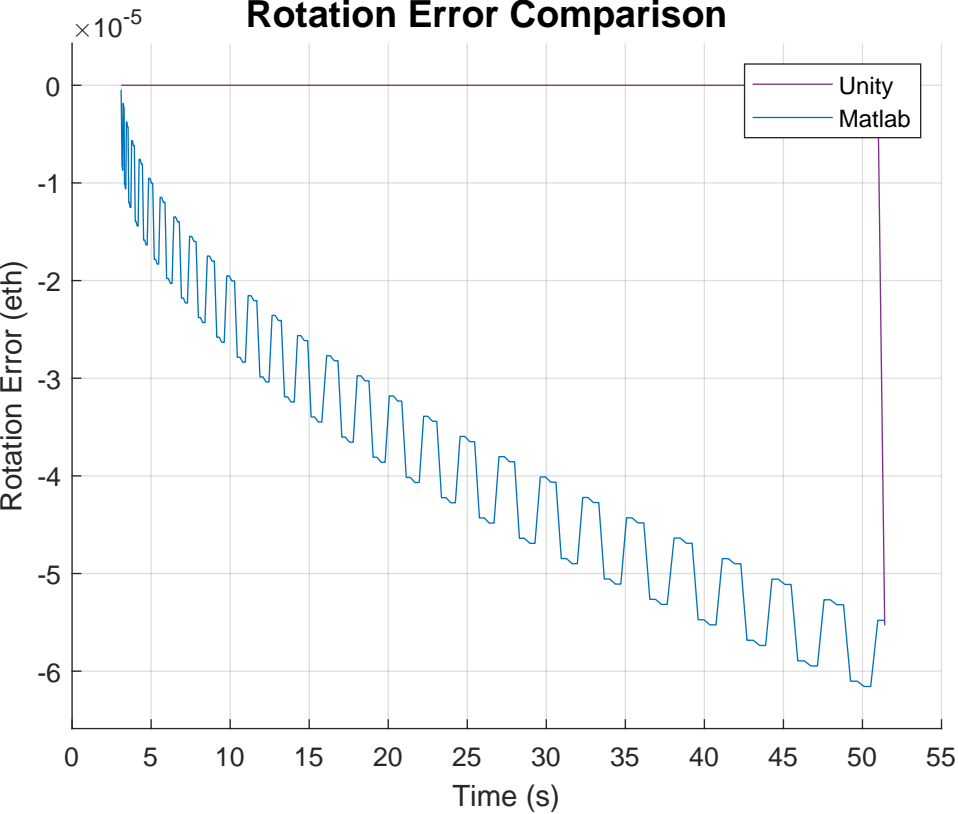


Scale Error Comparison

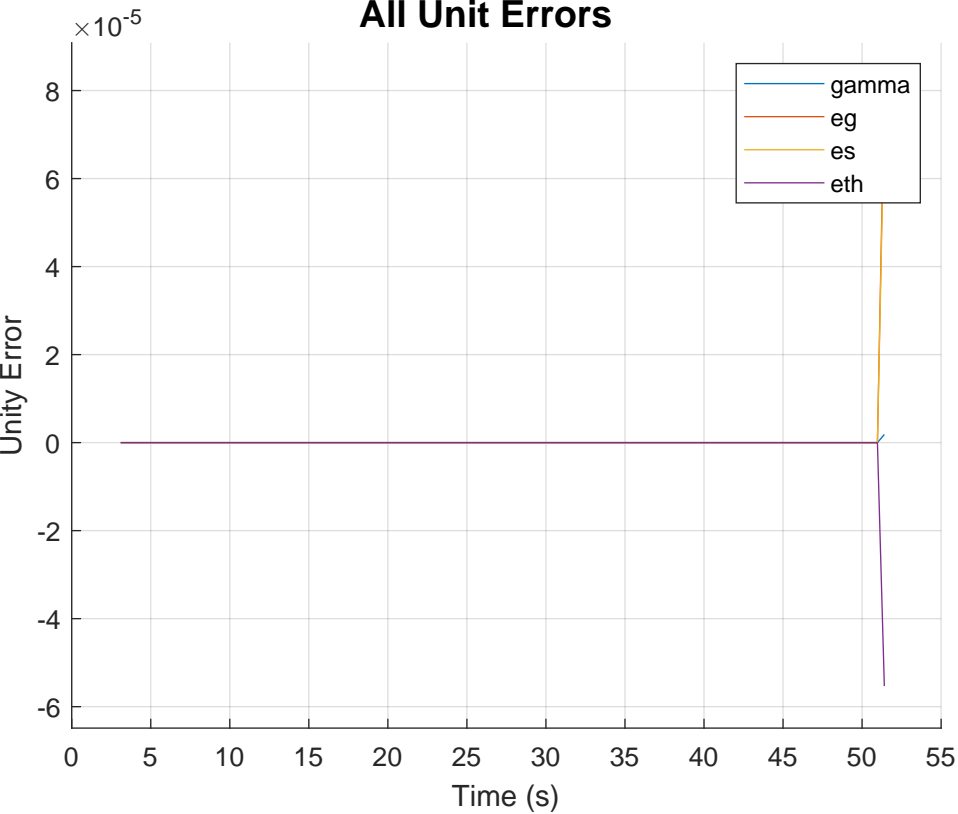




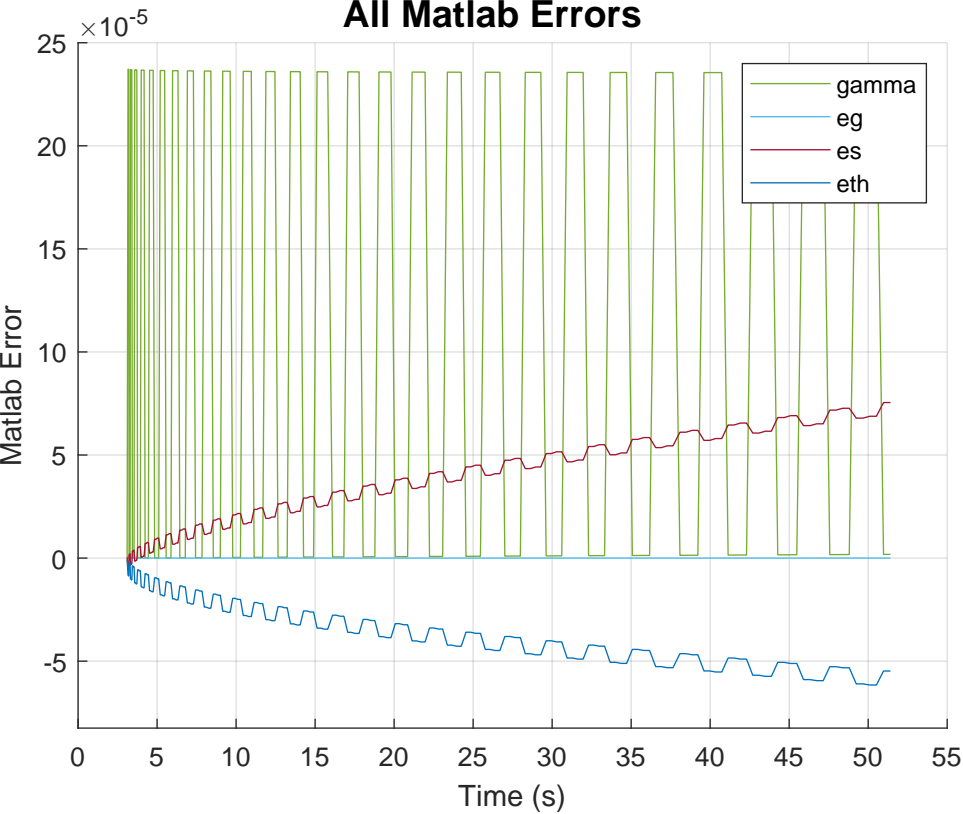
Rotation Error Comparison



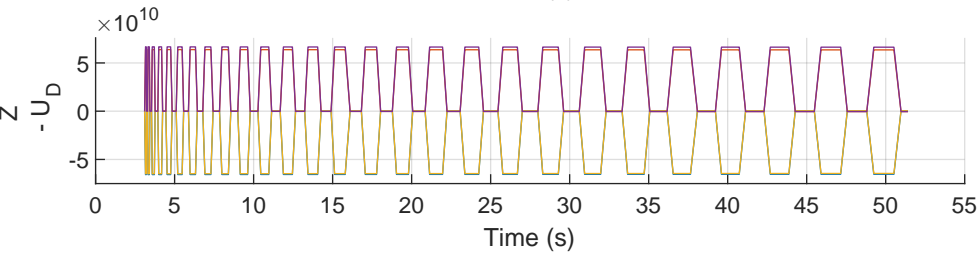
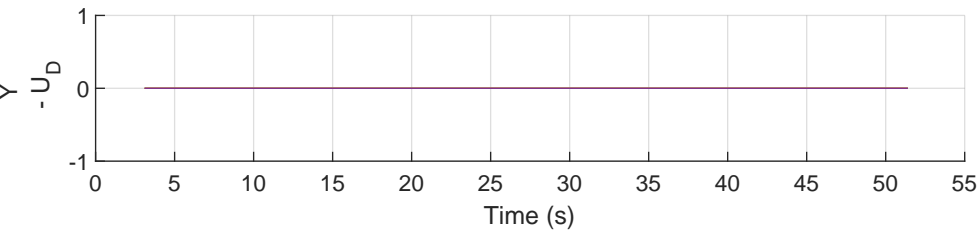
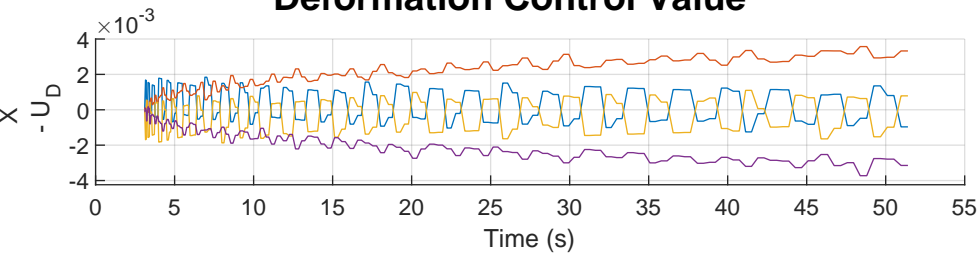
All Unit Errors



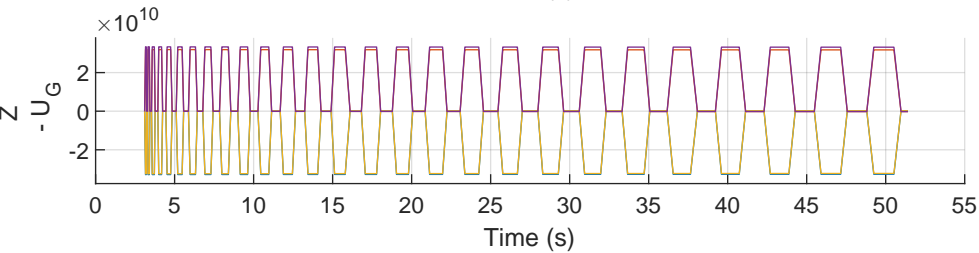
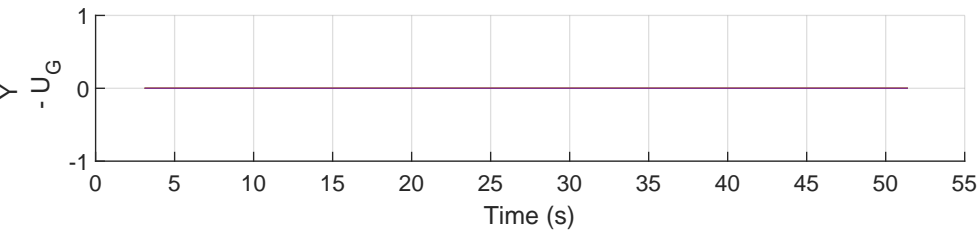
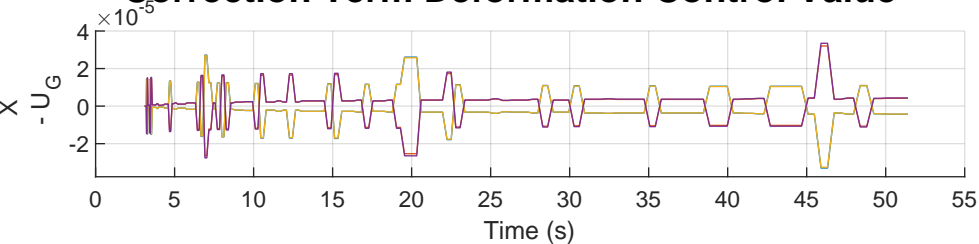
All Matlab Errors

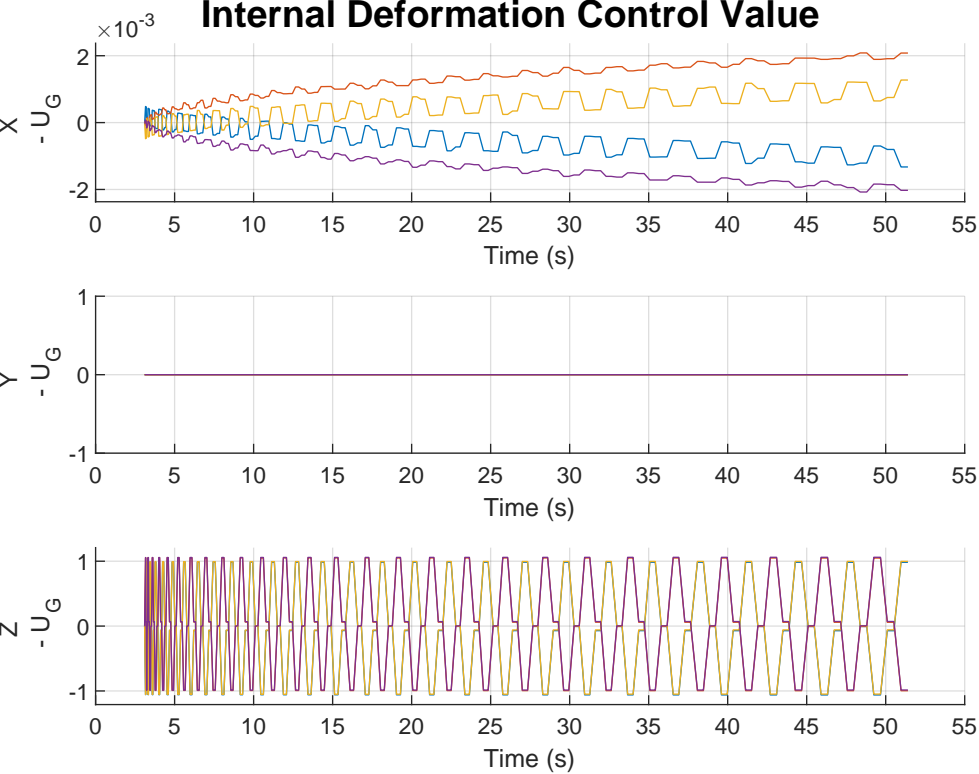


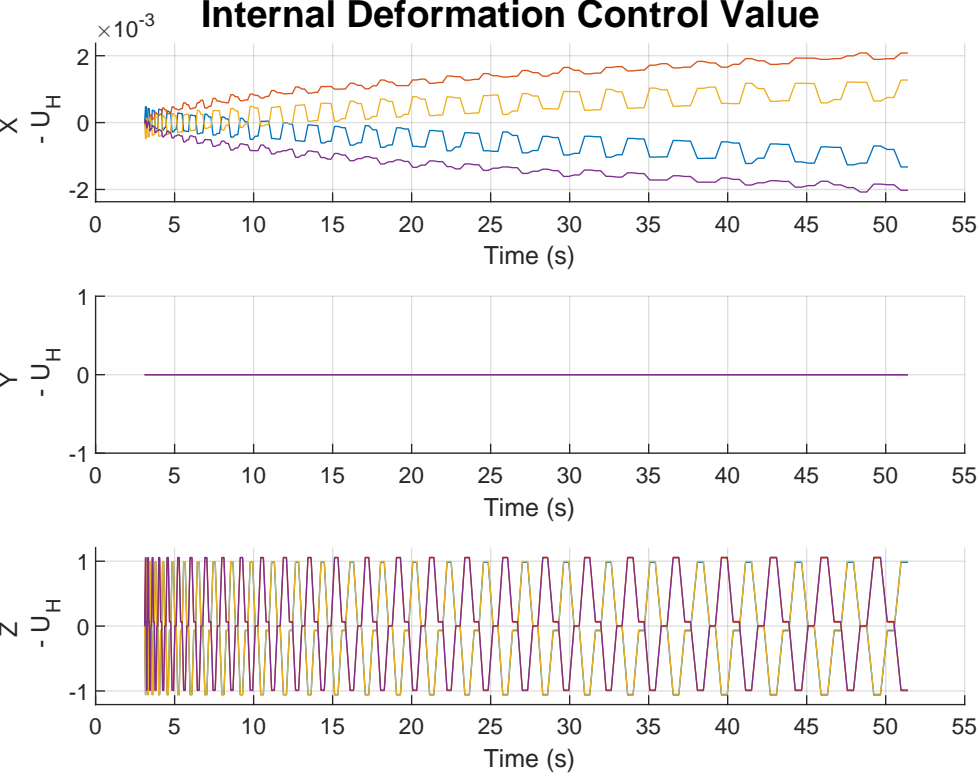
Deformation Control Value



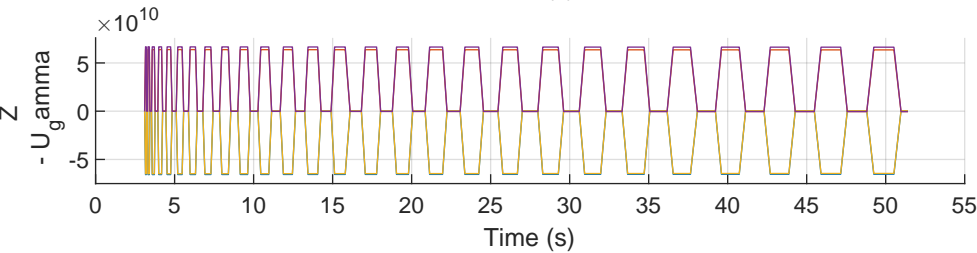
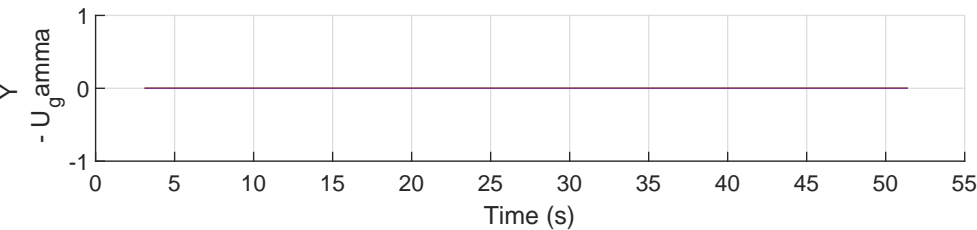
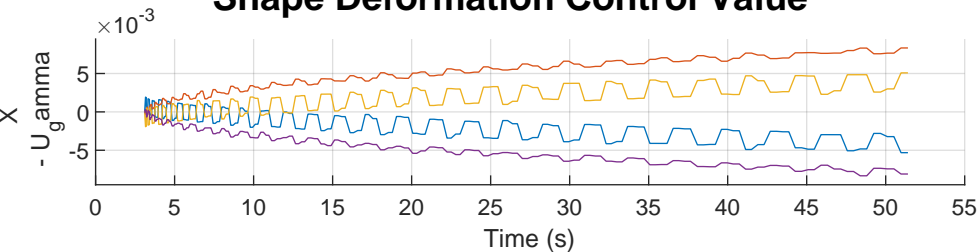
Correction Term Deformation Control Value



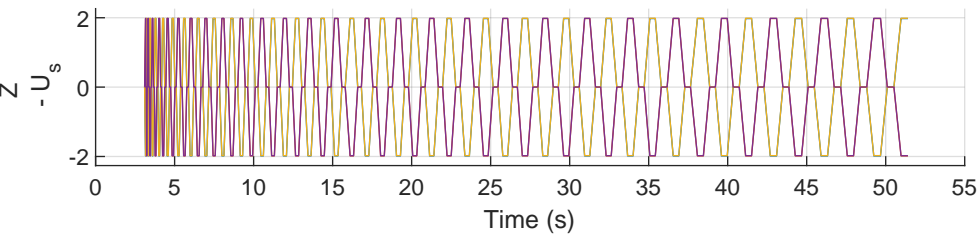
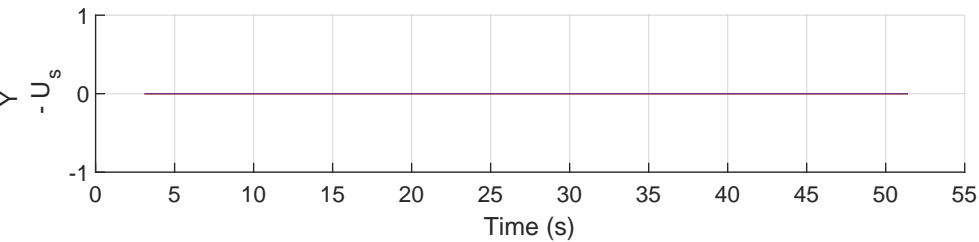
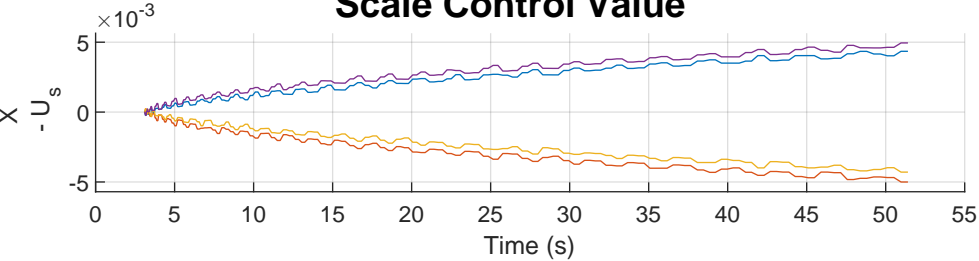




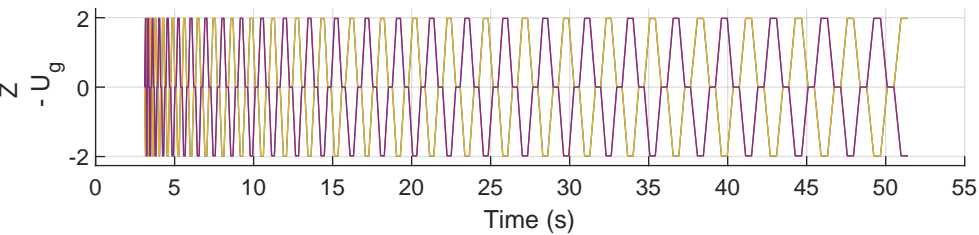
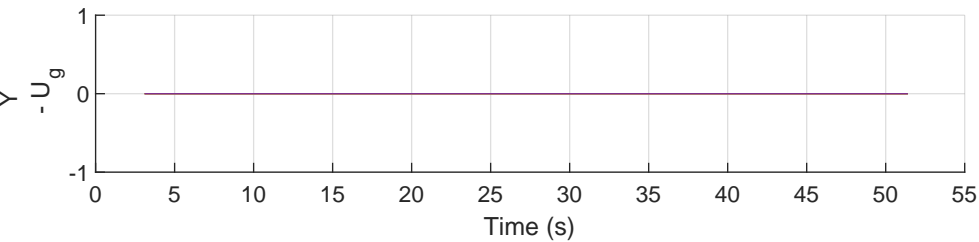
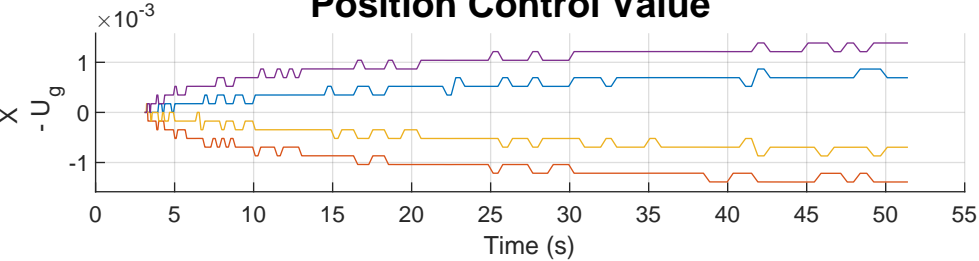
Shape Deformation Control Value



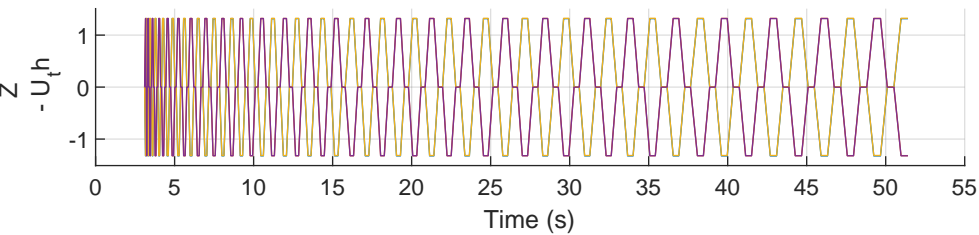
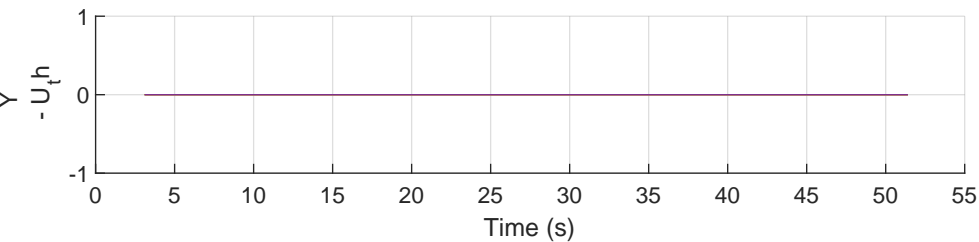
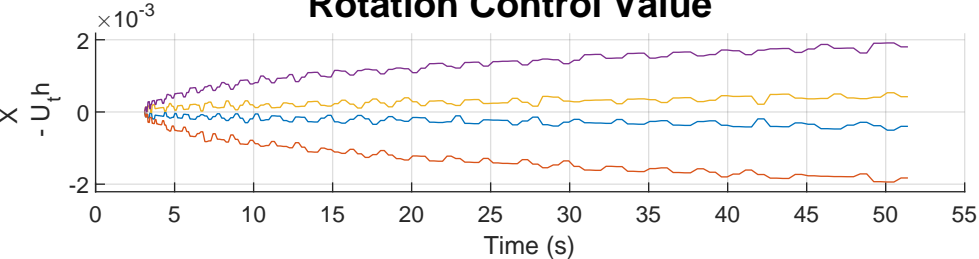
Scale Control Value



Position Control Value



Rotation Control Value



Global Control Value

