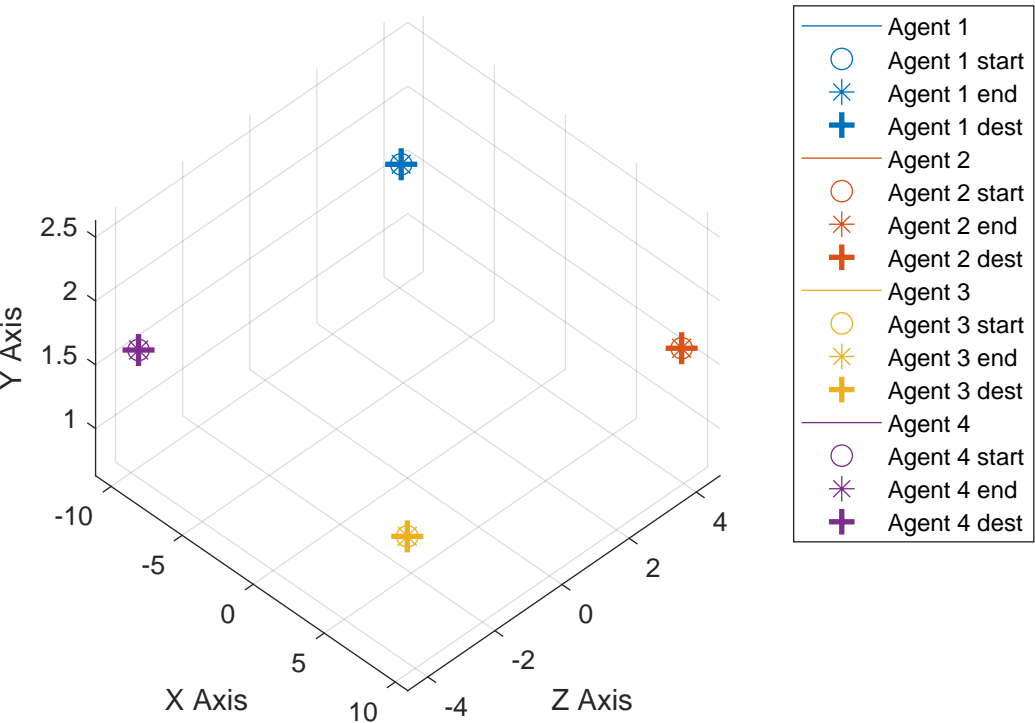
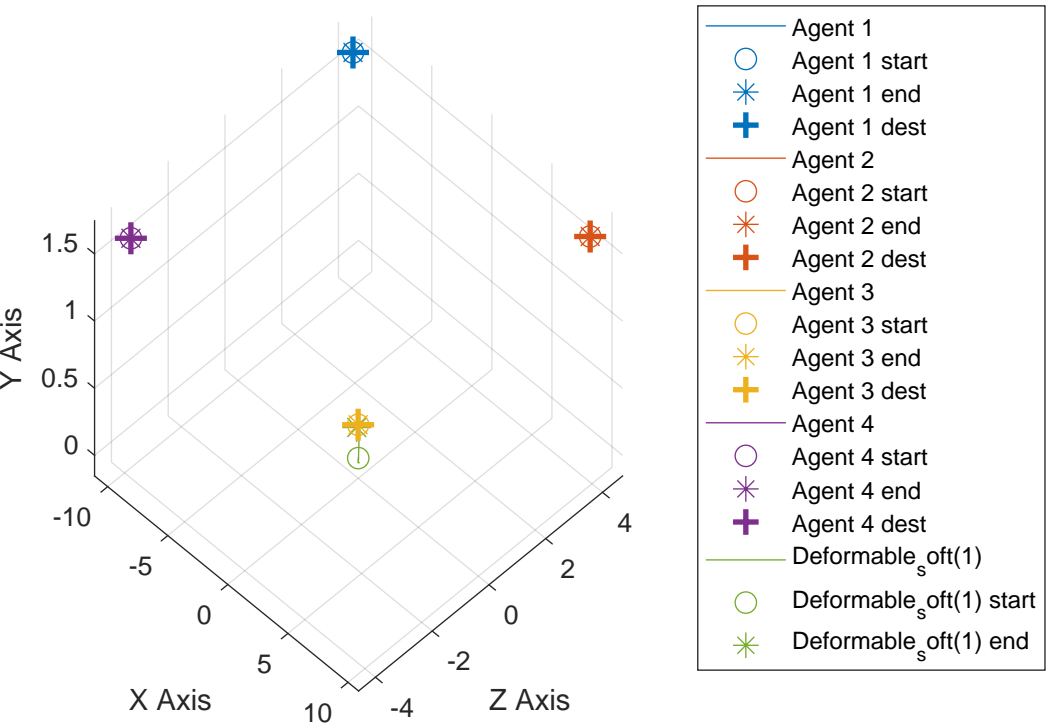


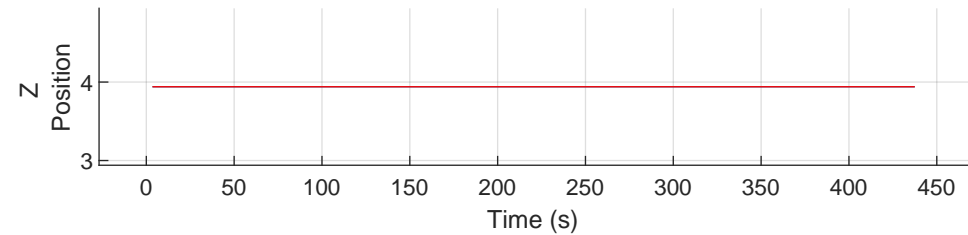
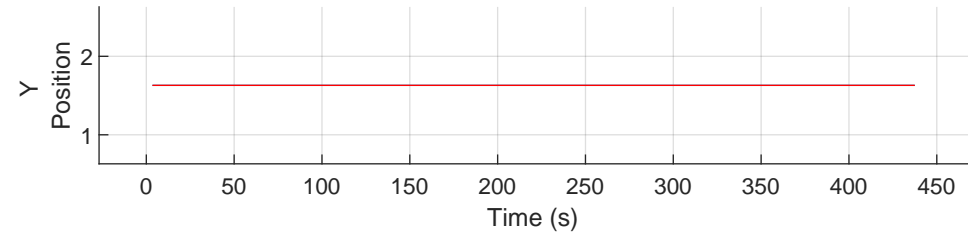
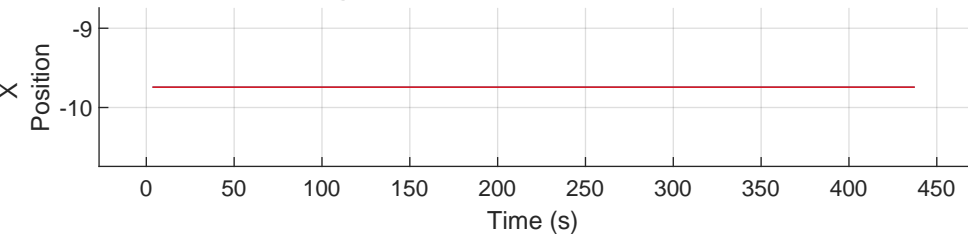
Agent 3D Trajectories



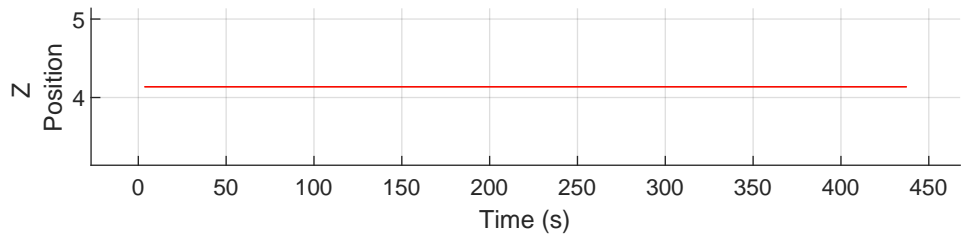
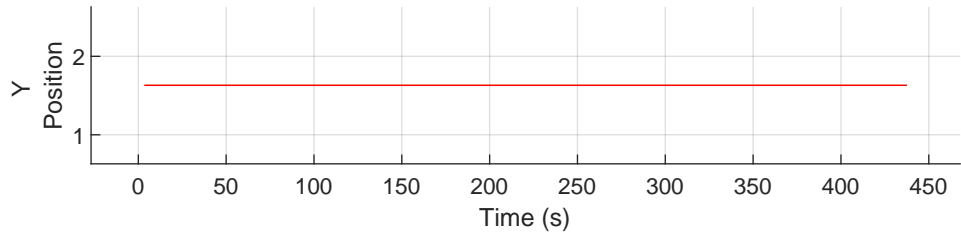
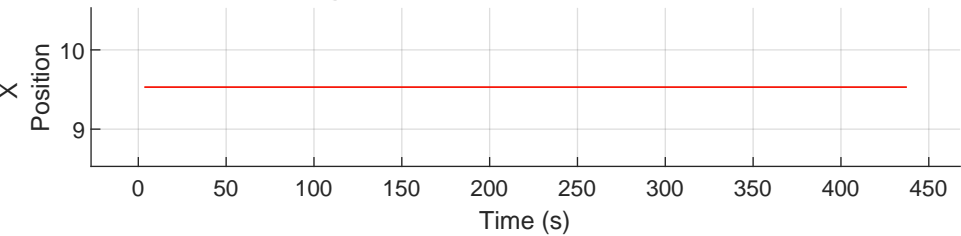
All 3D Trajectories



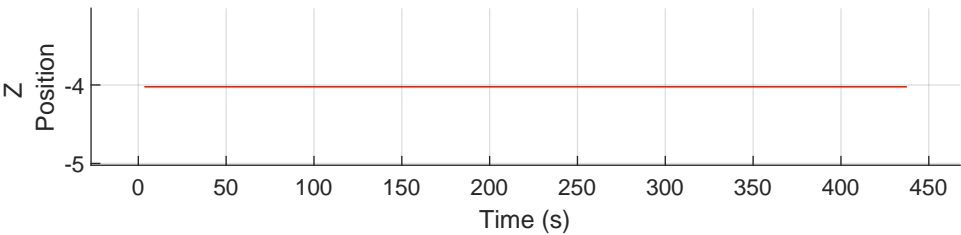
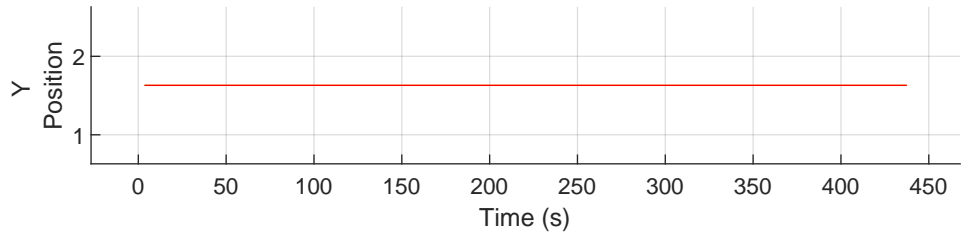
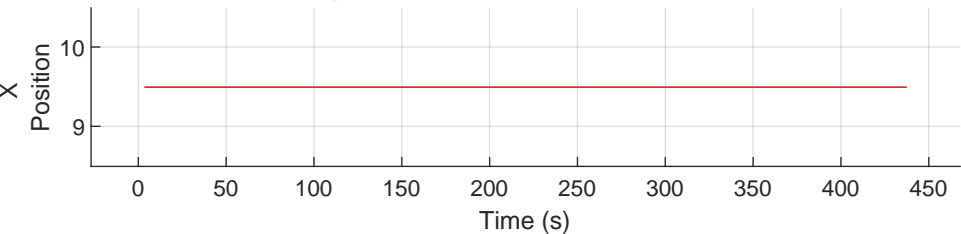
Agent 1 2D Trajectories



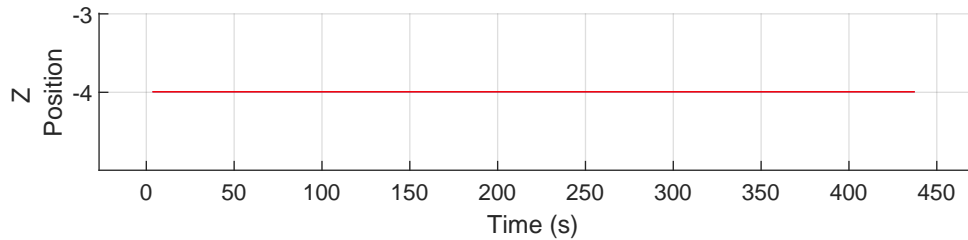
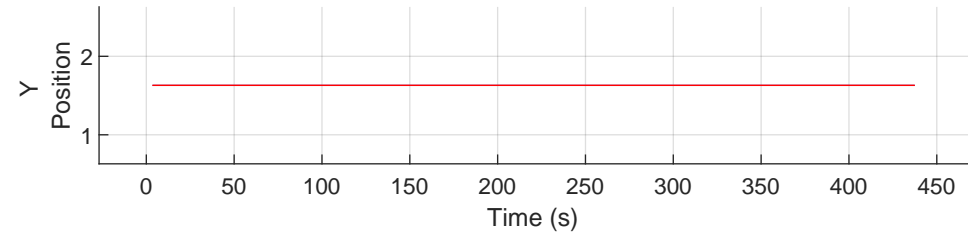
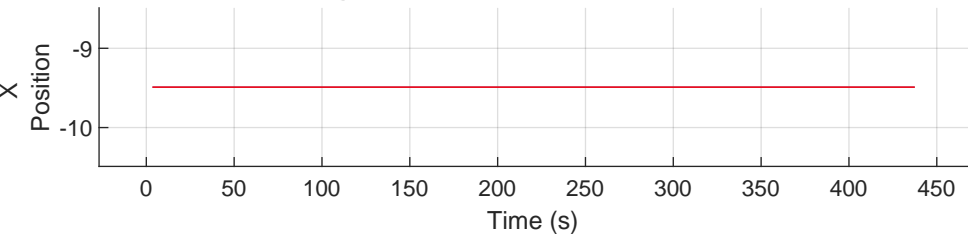
Agent 2 2D Trajectories



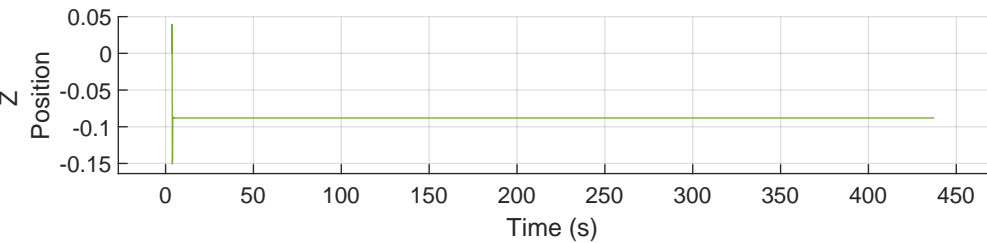
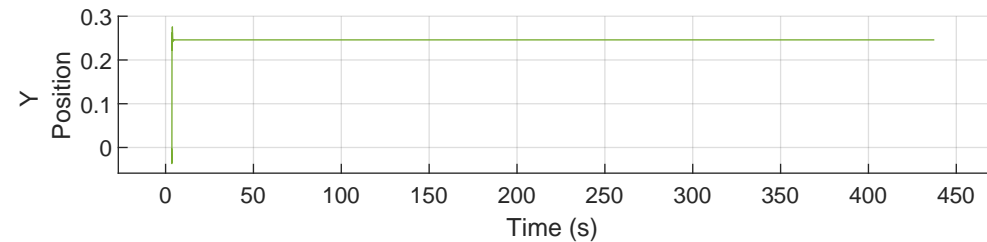
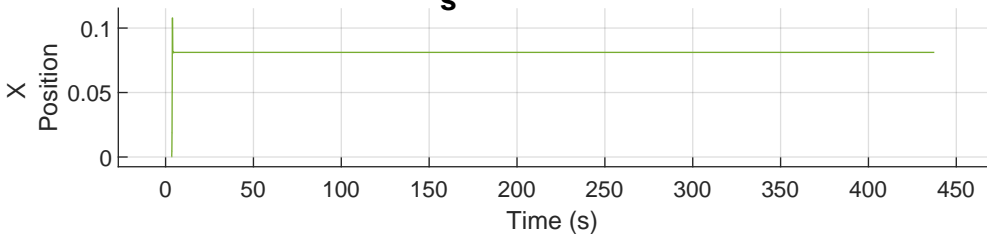
Agent 3 2D Trajectories



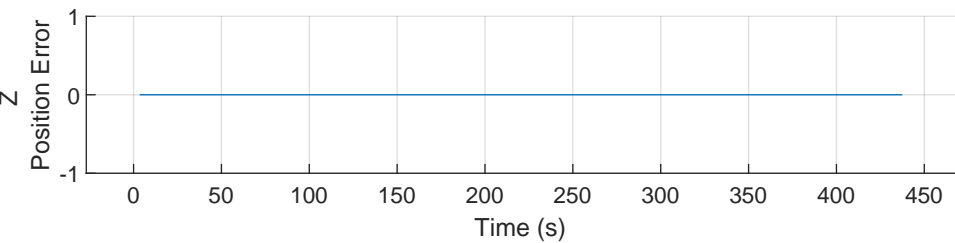
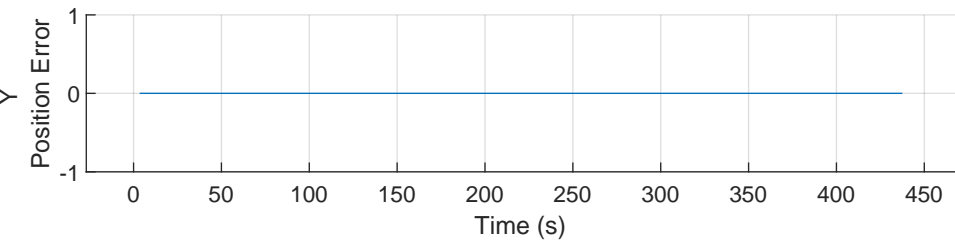
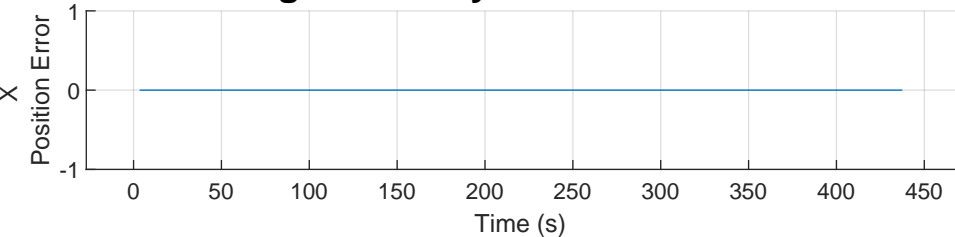
Agent 4 2D Trajectories



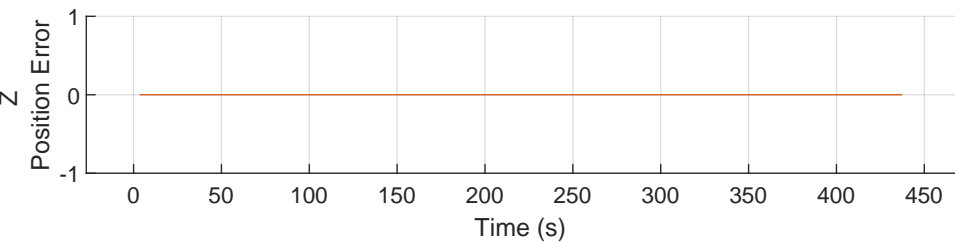
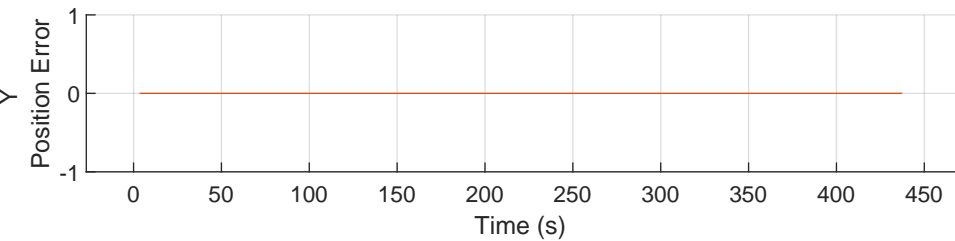
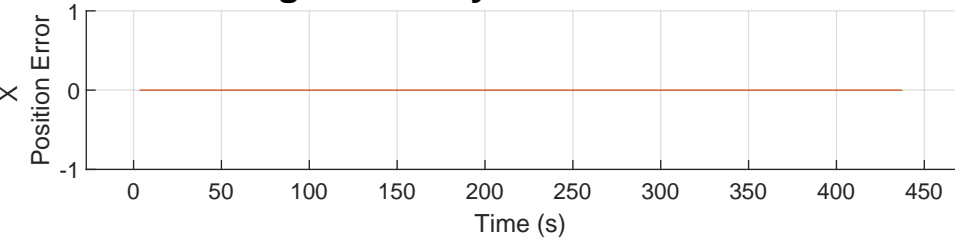
Deformable_soft(1) 2D Trajectories



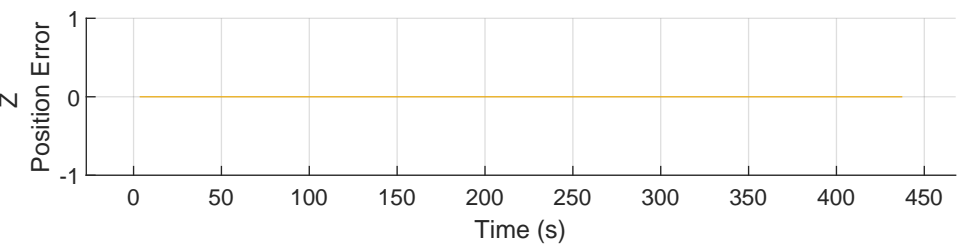
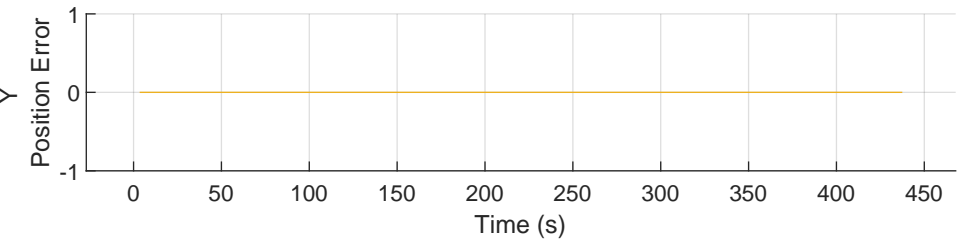
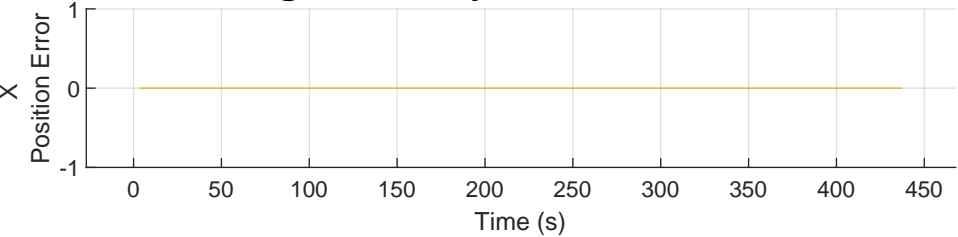
Agent 1 Unity Position Error



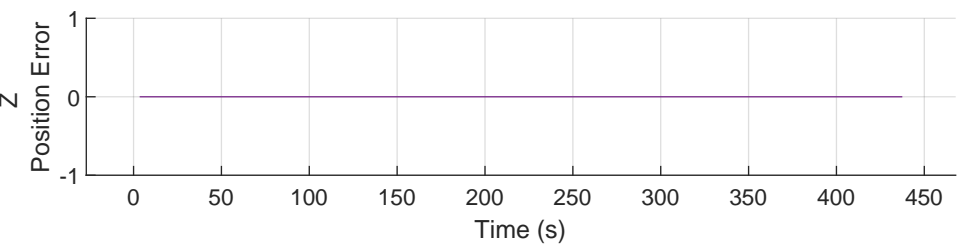
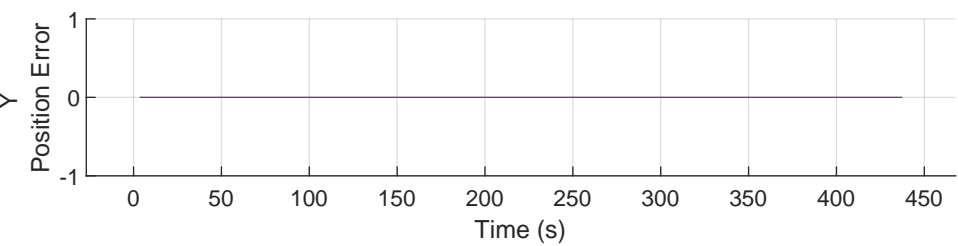
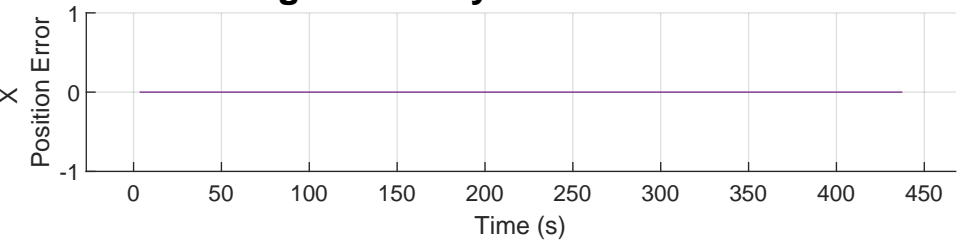
Agent 2 Unity Position Error



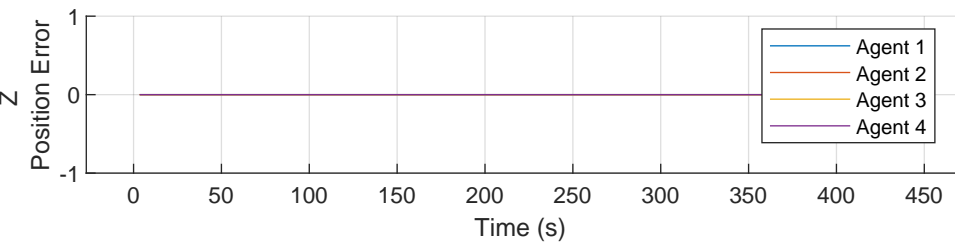
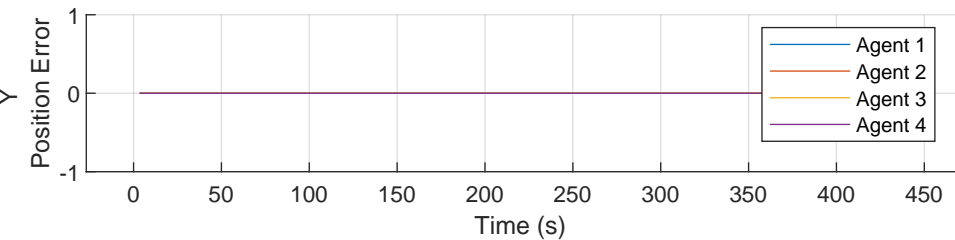
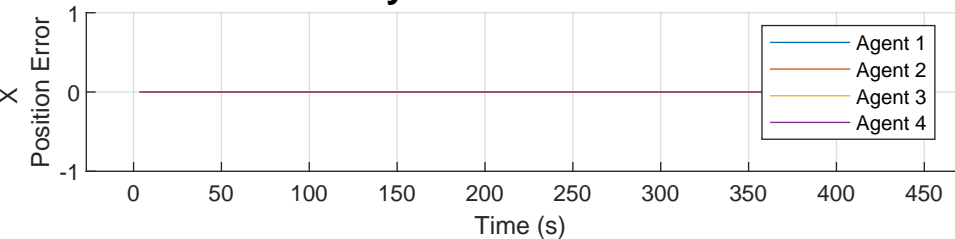
Agent 3 Unity Position Error



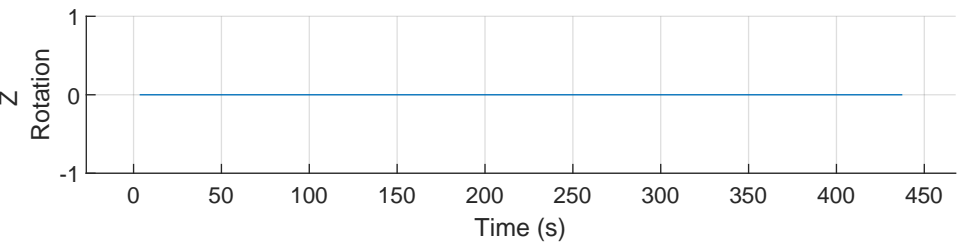
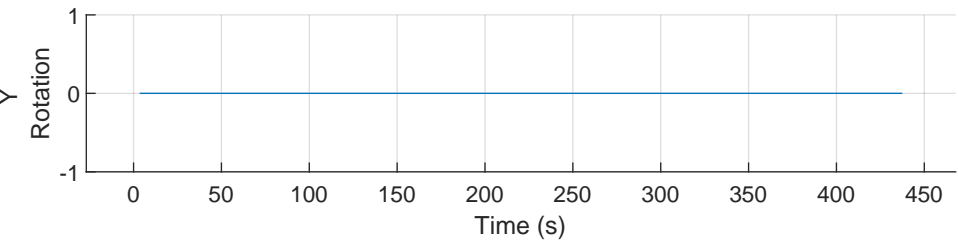
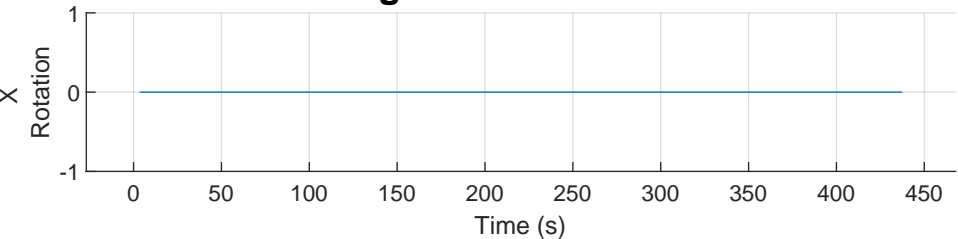
Agent 4 Unity Position Error



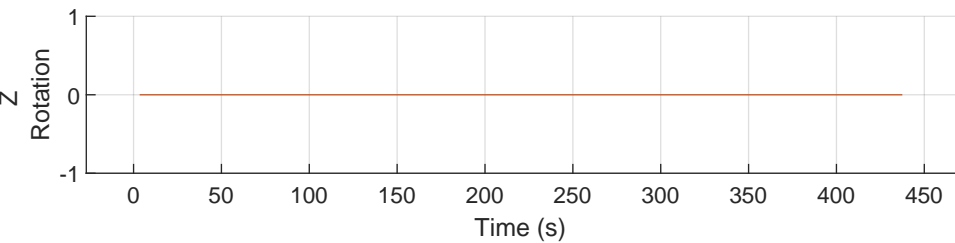
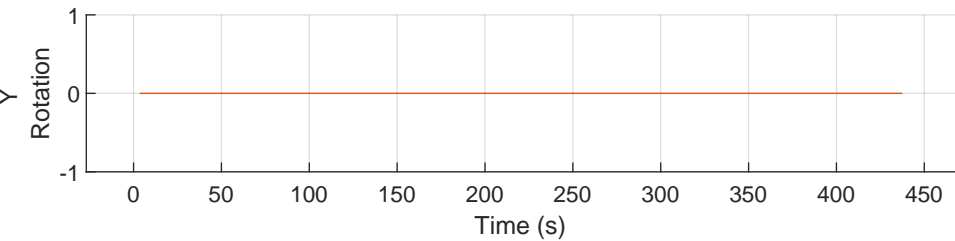
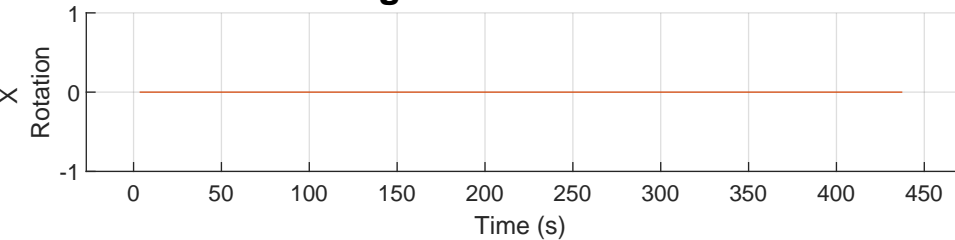
Unity Position Errors



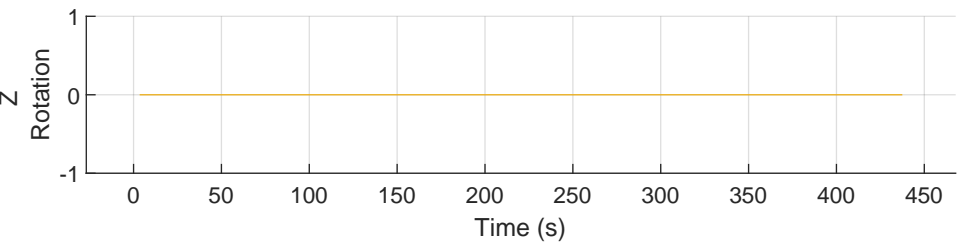
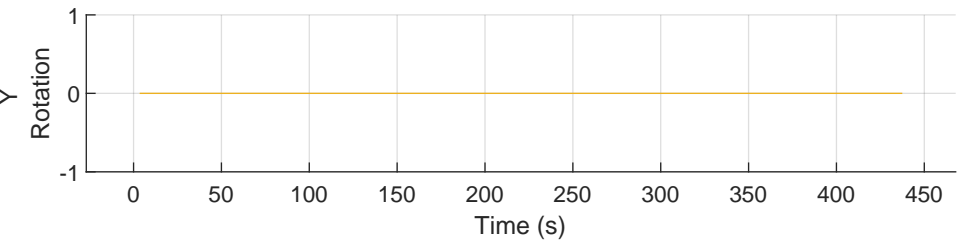
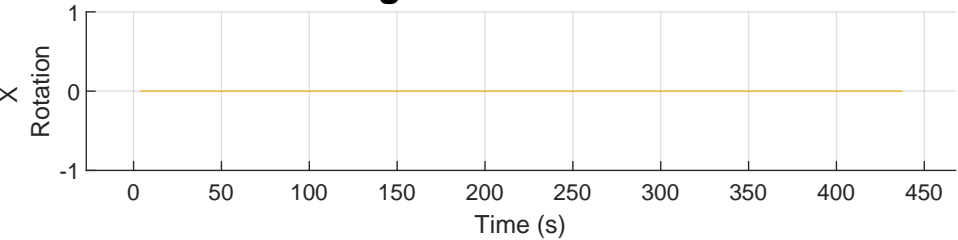
Agent 1 Rotation



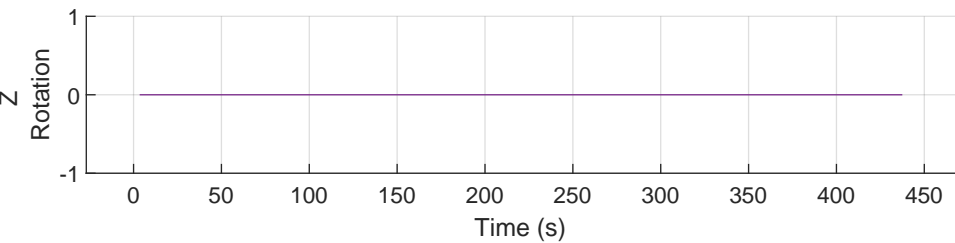
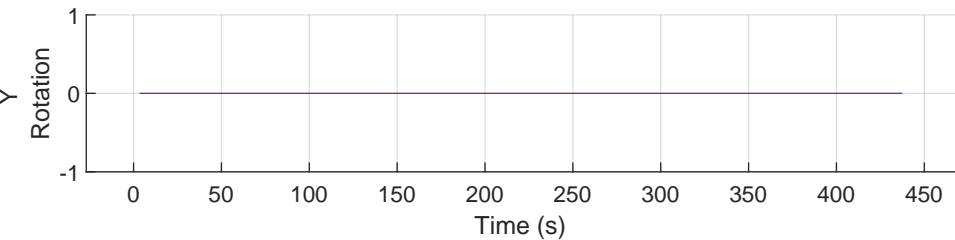
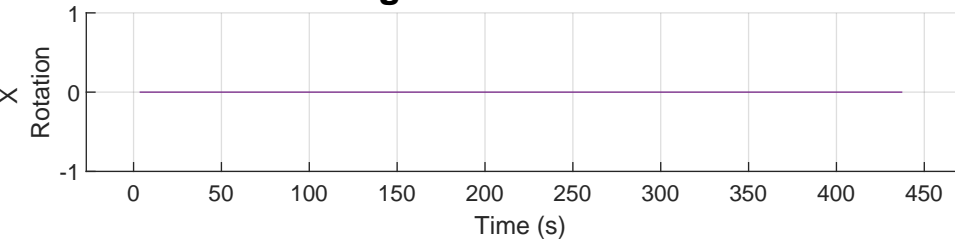
Agent 2 Rotation



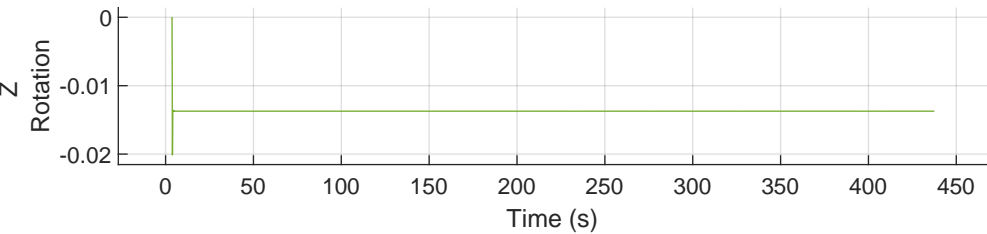
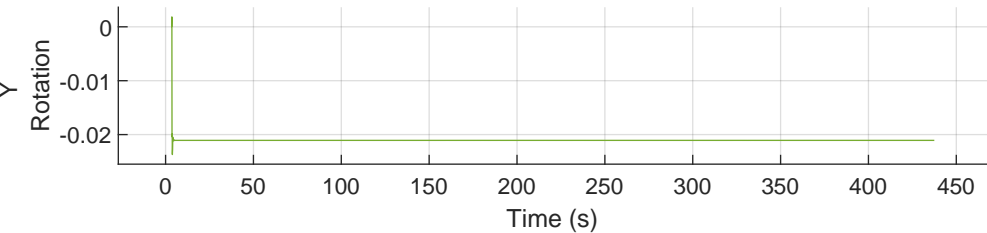
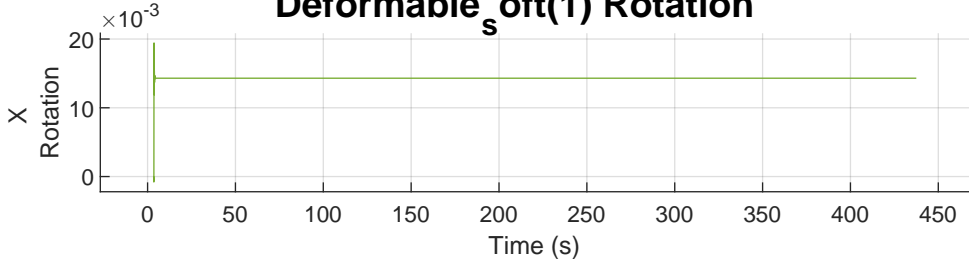
Agent 3 Rotation



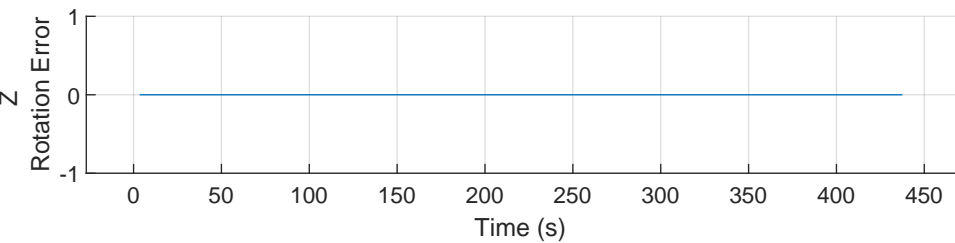
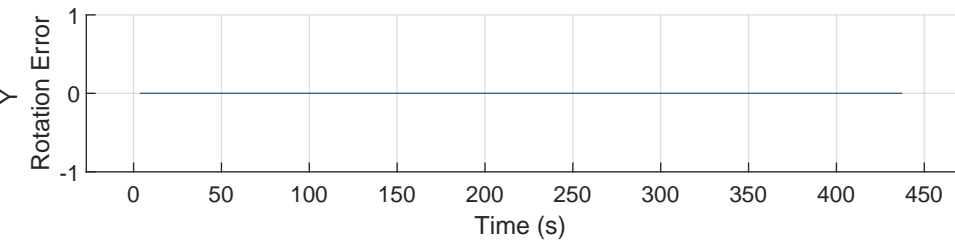
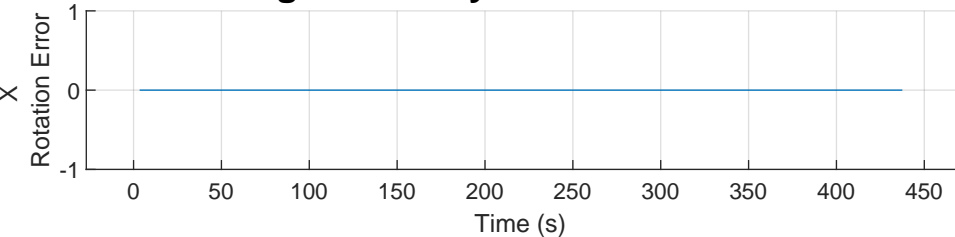
Agent 4 Rotation



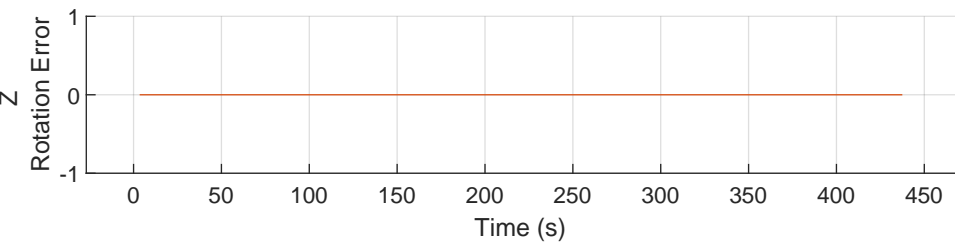
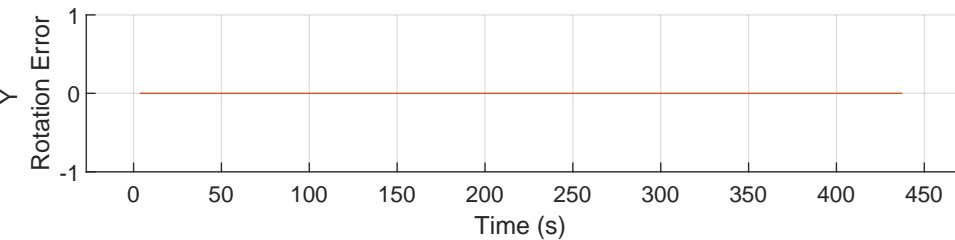
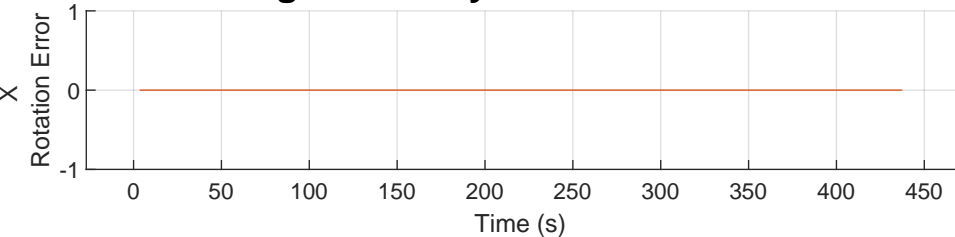
Deformable_s oft(1) Rotation



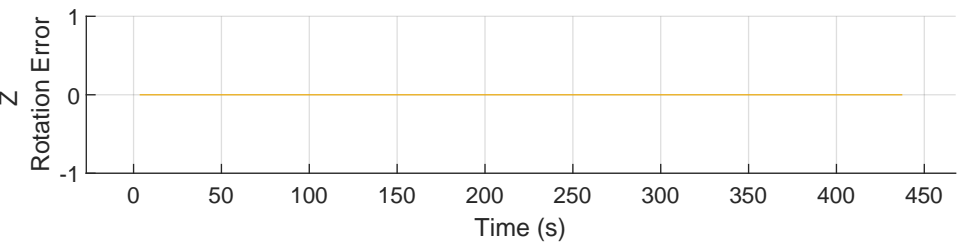
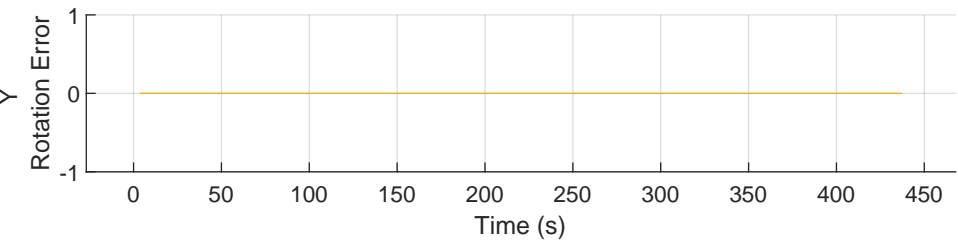
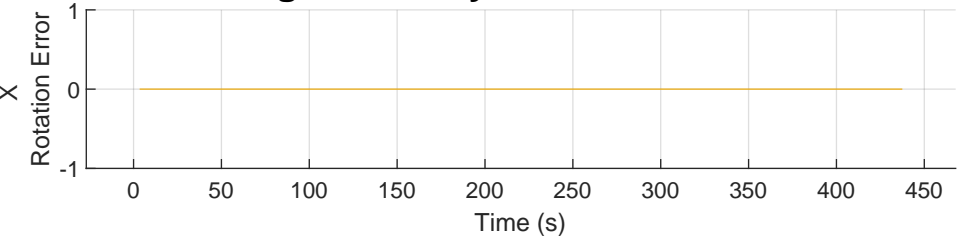
Agent 1 Unity Rotation Error



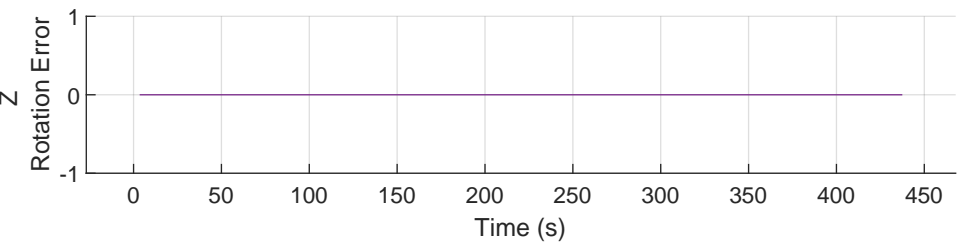
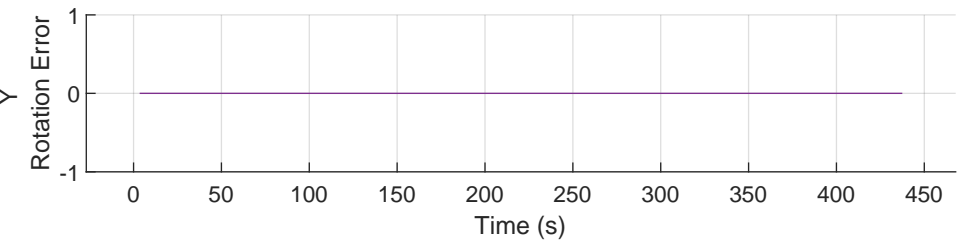
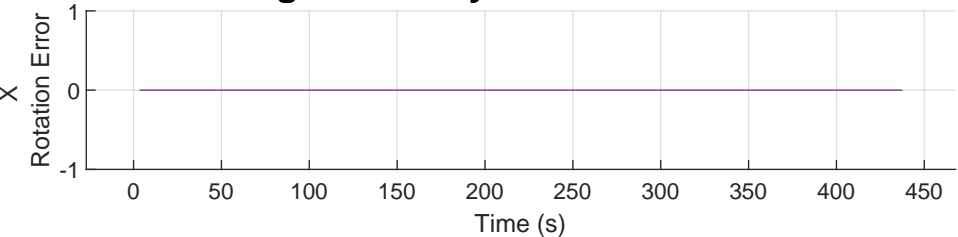
Agent 2 Unity Rotation Error



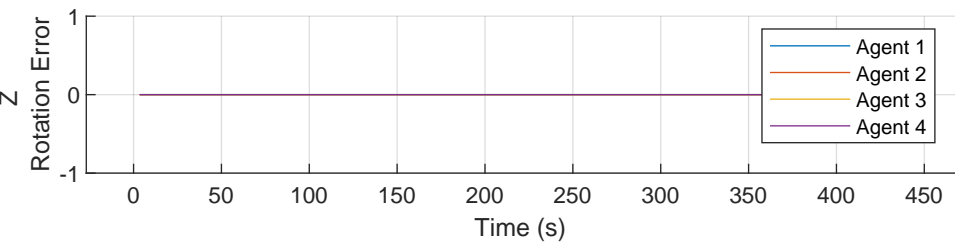
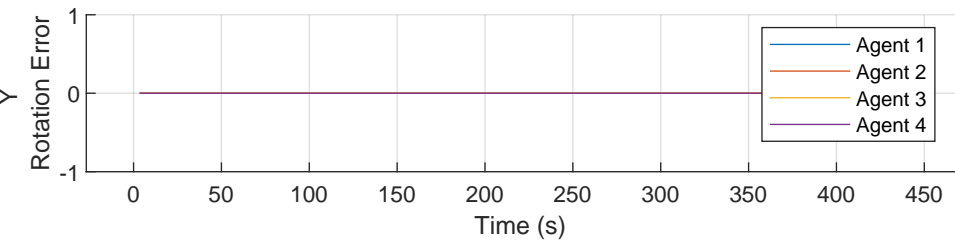
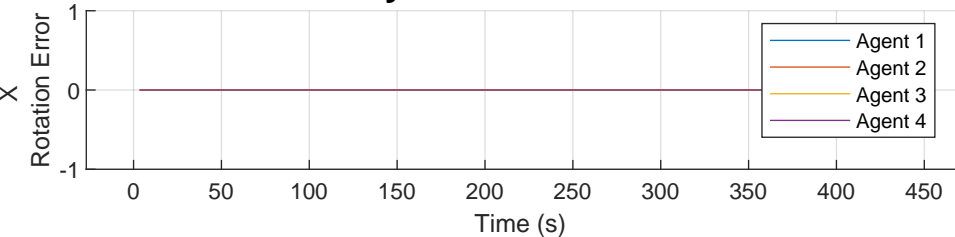
Agent 3 Unity Rotation Error



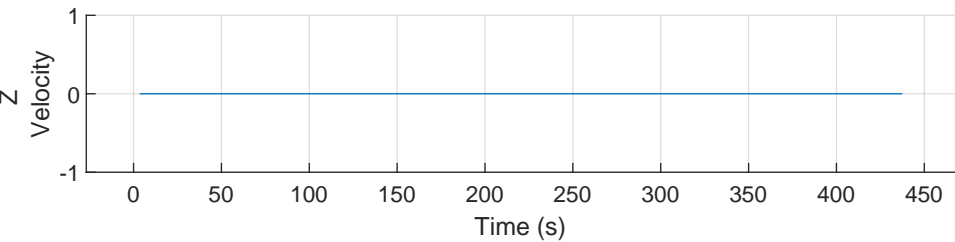
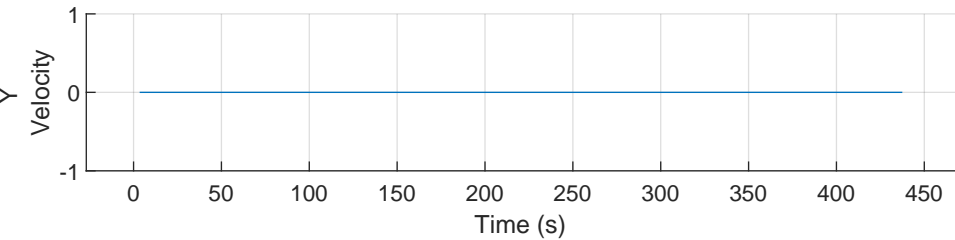
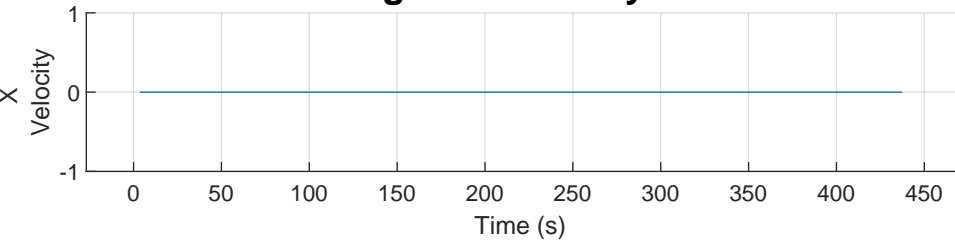
Agent 4 Unity Rotation Error



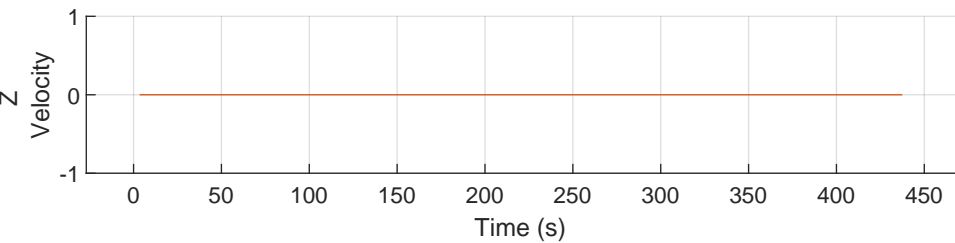
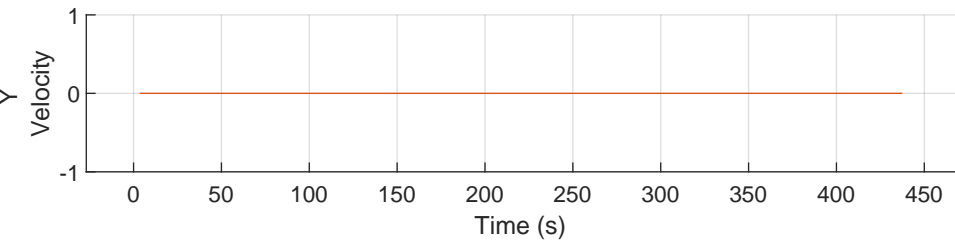
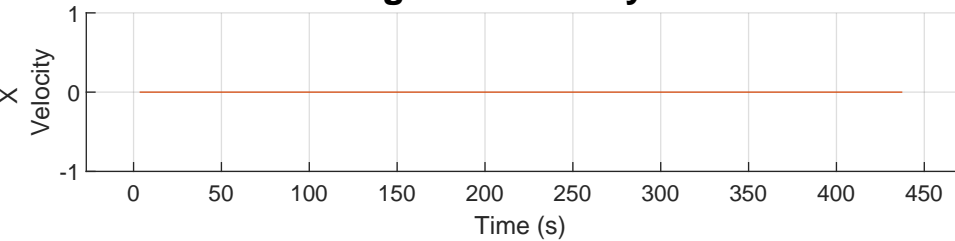
Unity Rotation Errors



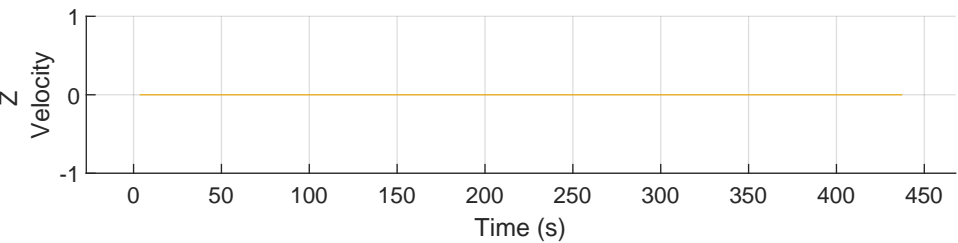
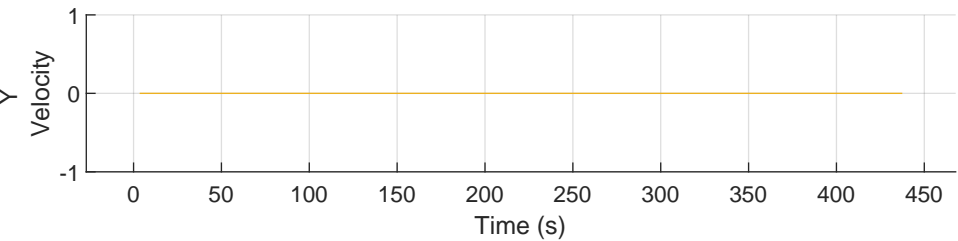
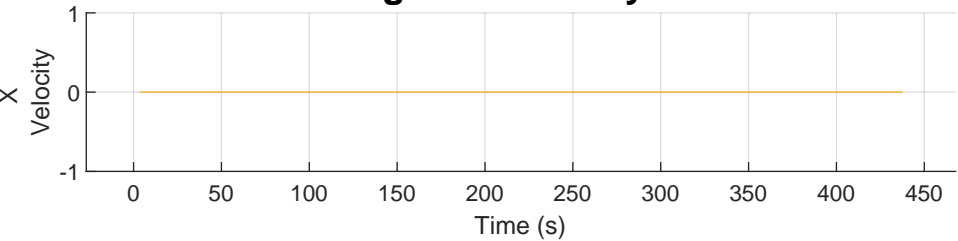
Agent 1 Velocity



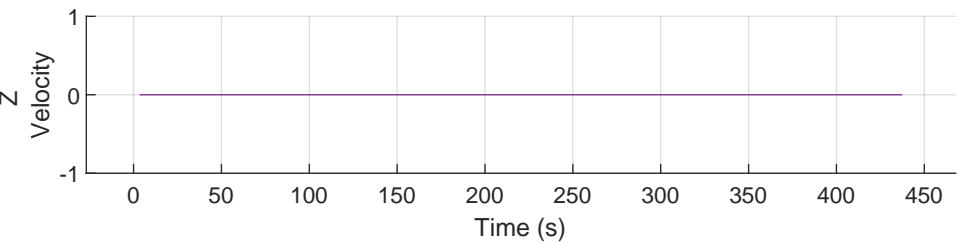
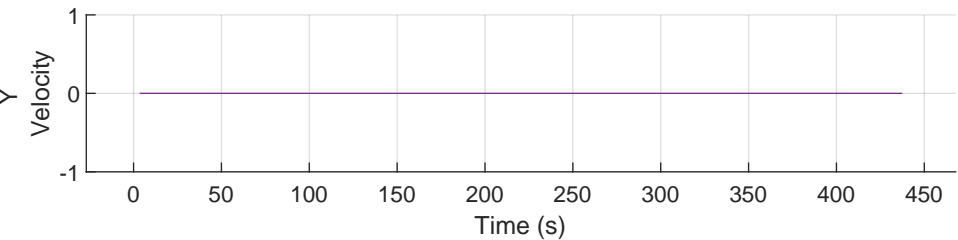
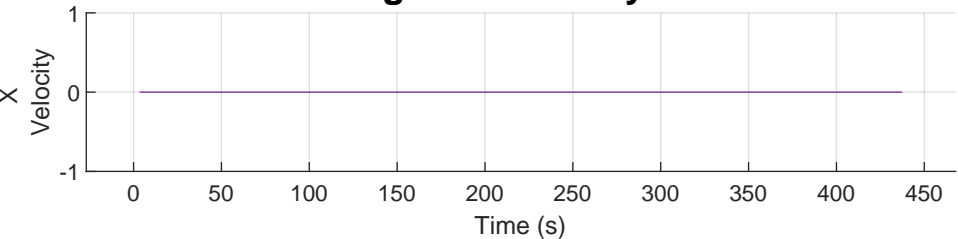
Agent 2 Velocity



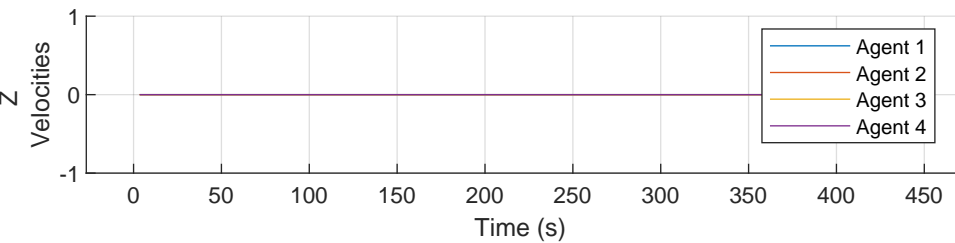
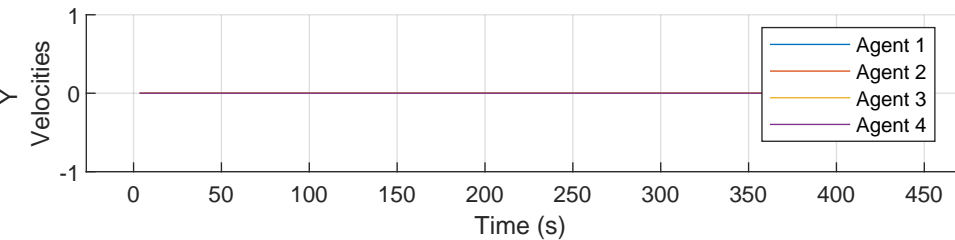
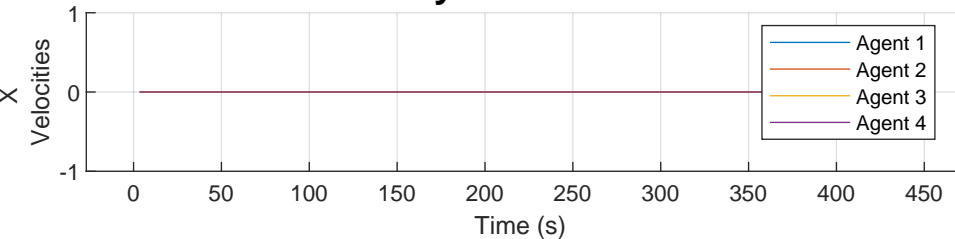
Agent 3 Velocity



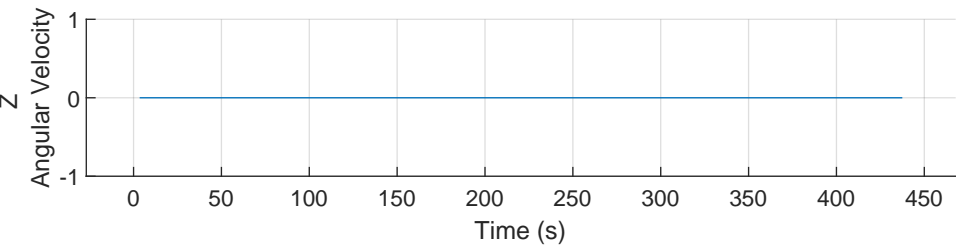
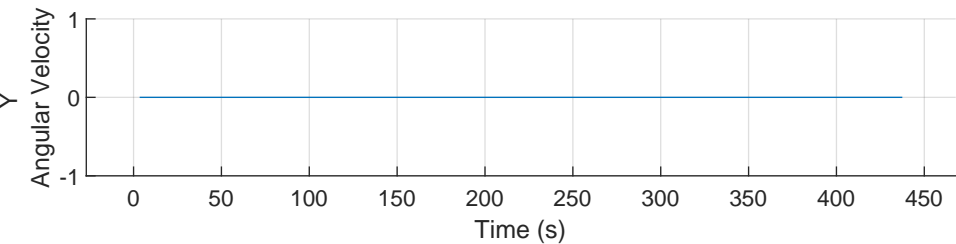
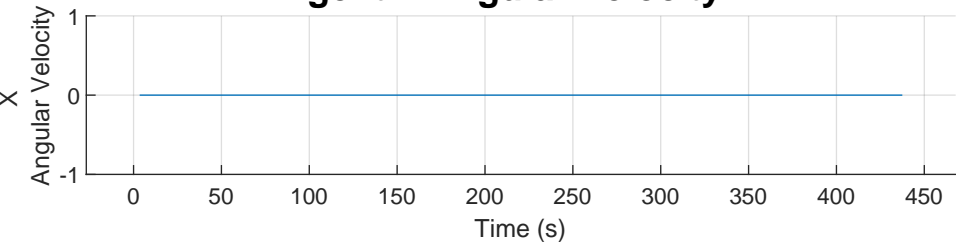
Agent 4 Velocity



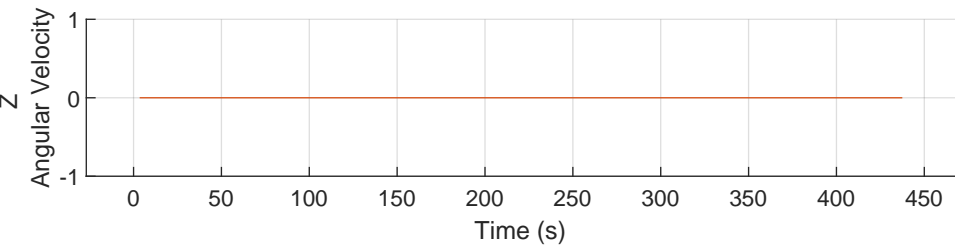
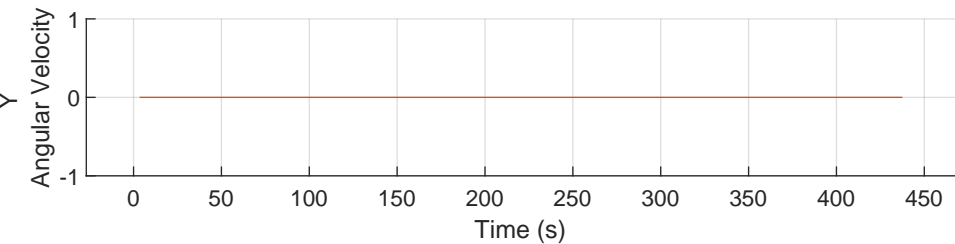
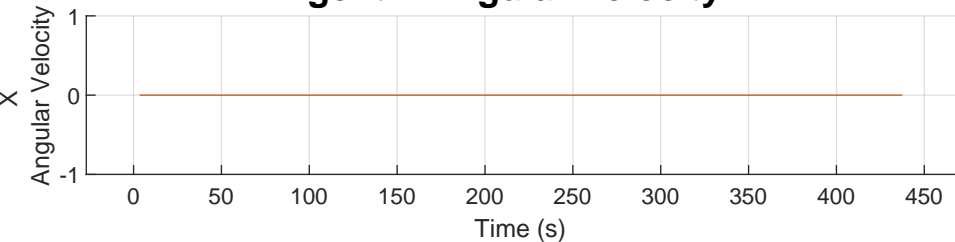
Unity Velocities



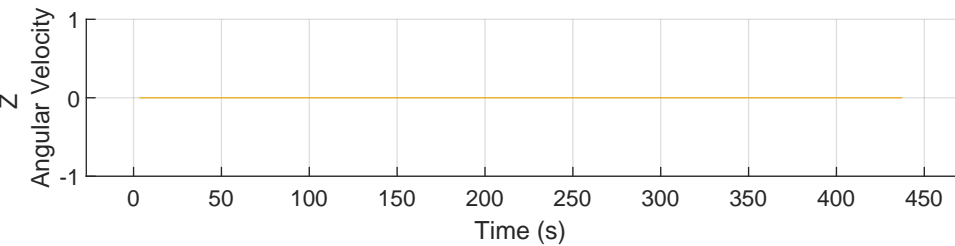
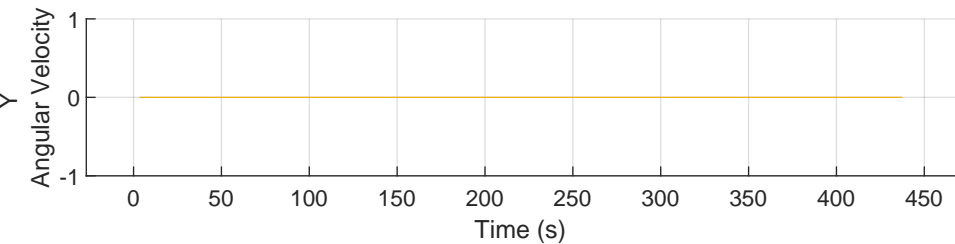
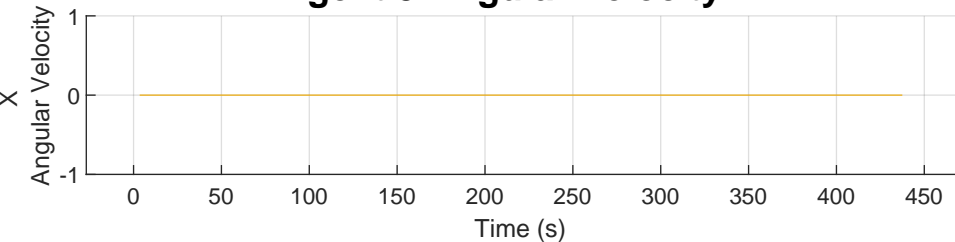
Agent 1 Angular Velocity



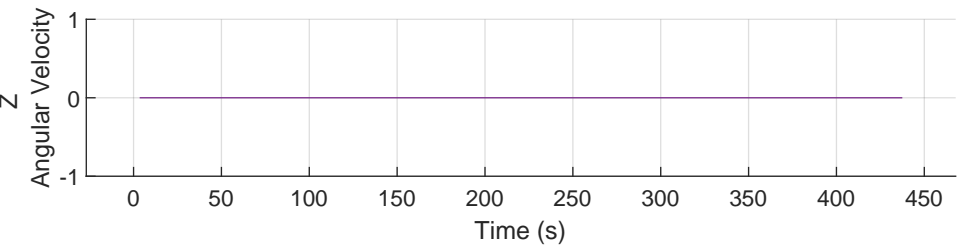
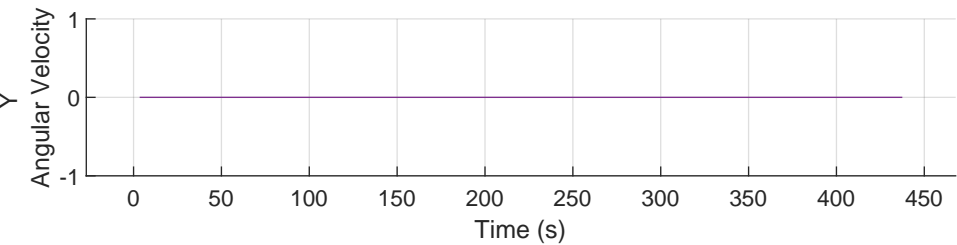
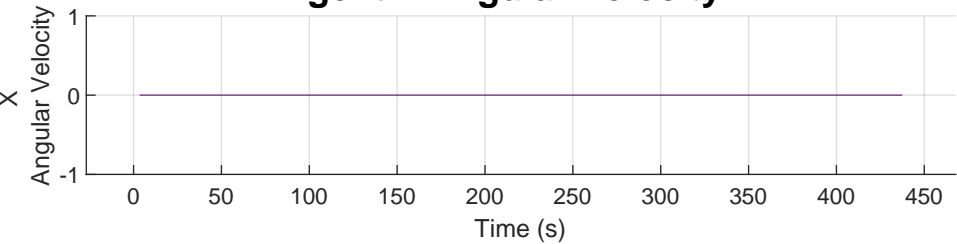
Agent 2 Angular Velocity



Agent 3 Angular Velocity

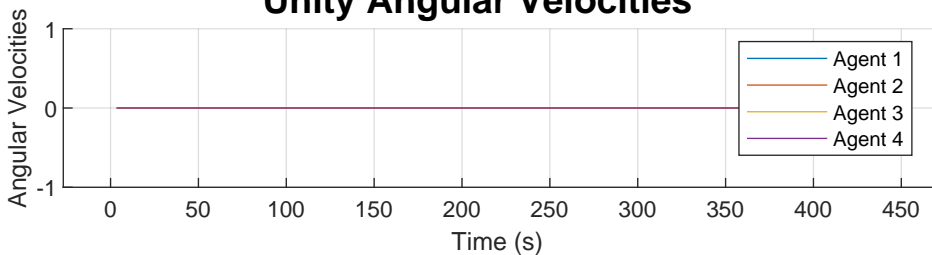


Agent 4 Angular Velocity

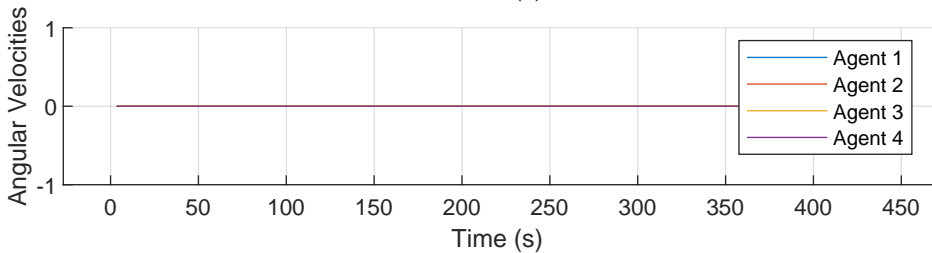


Unity Angular Velocities

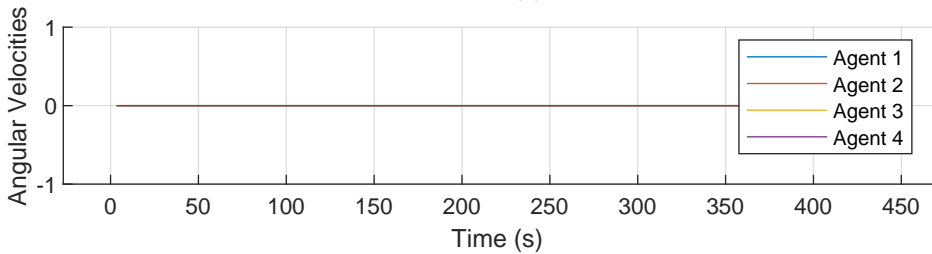
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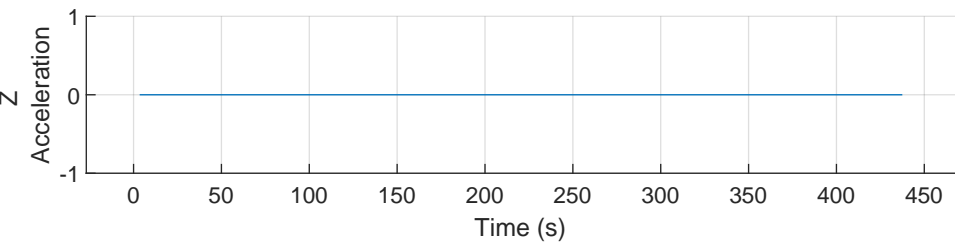
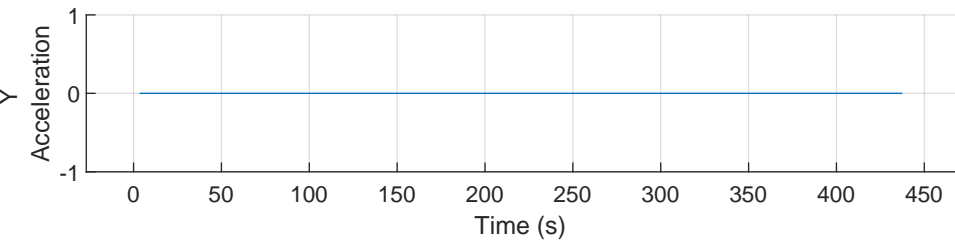
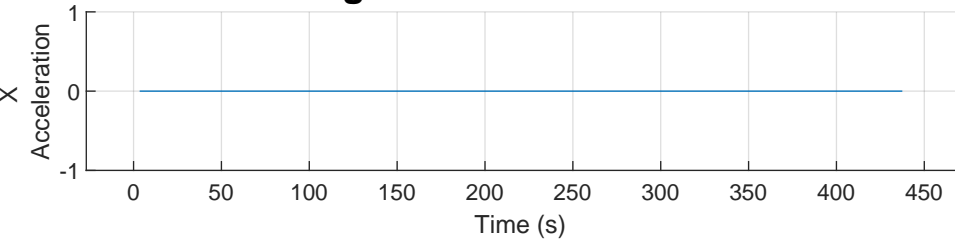
Y



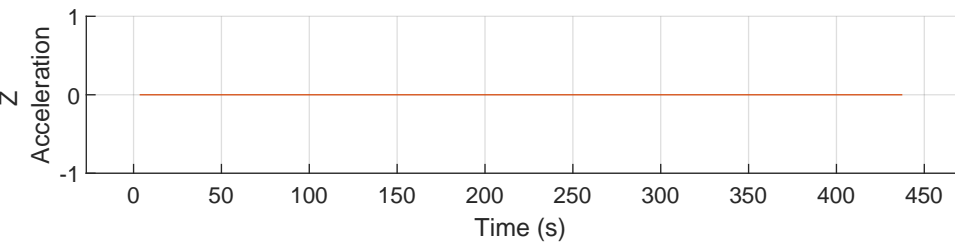
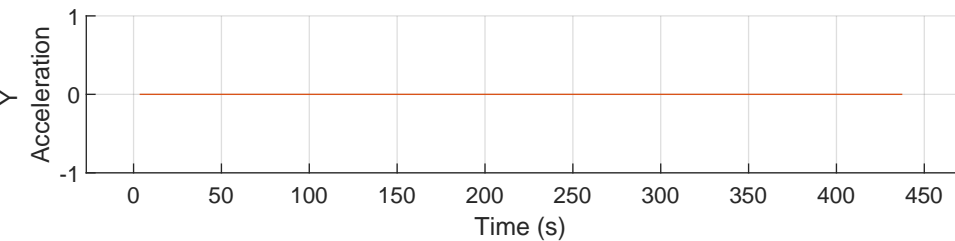
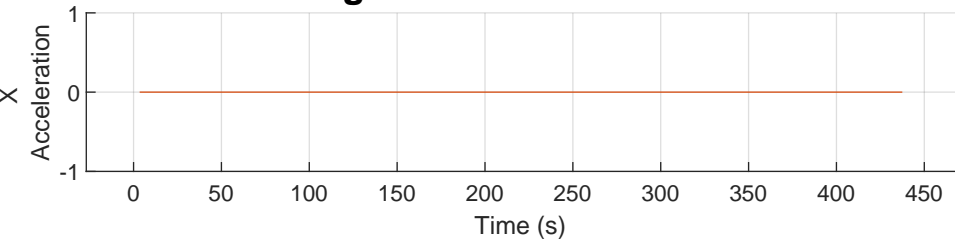
Z



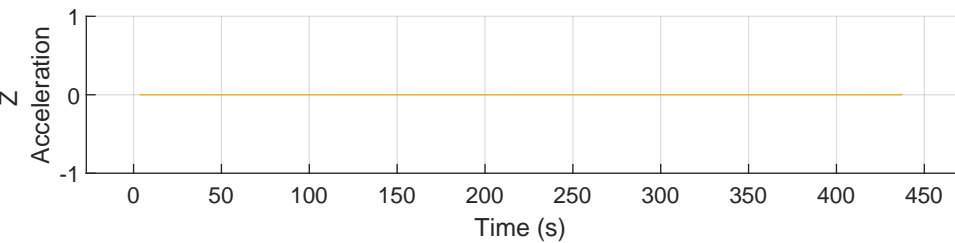
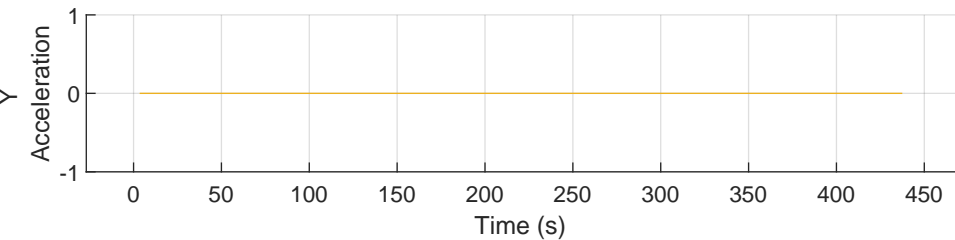
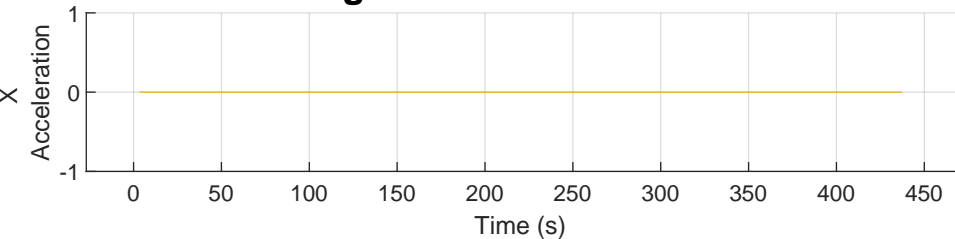
Agent 1 Acceleration



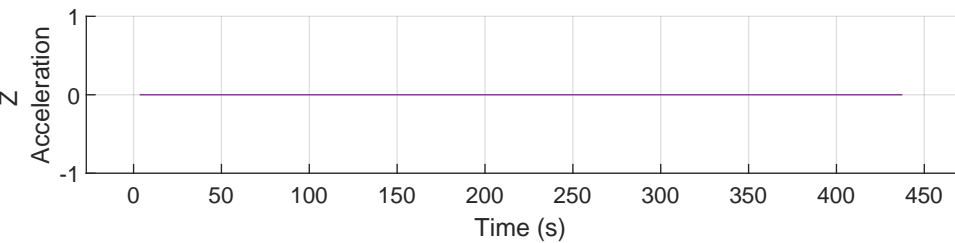
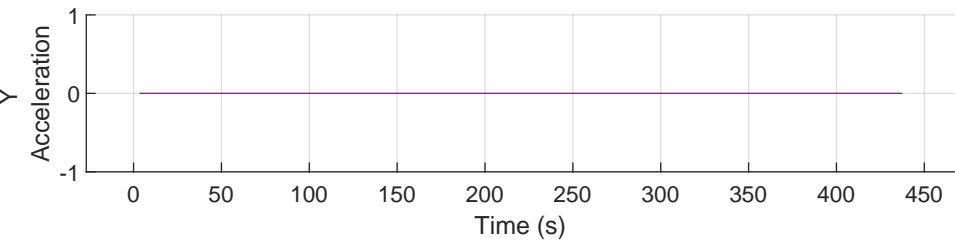
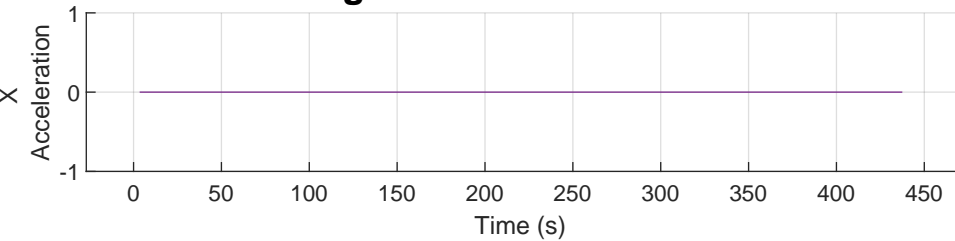
Agent 2 Acceleration



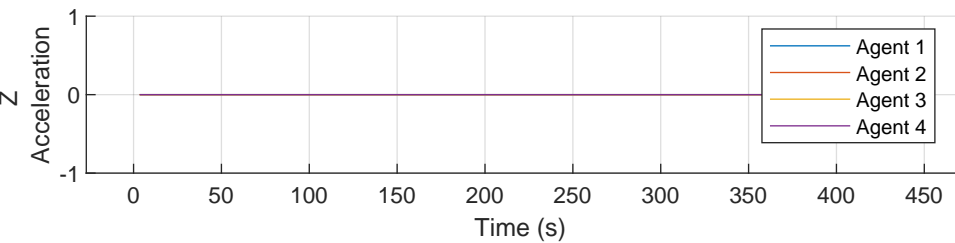
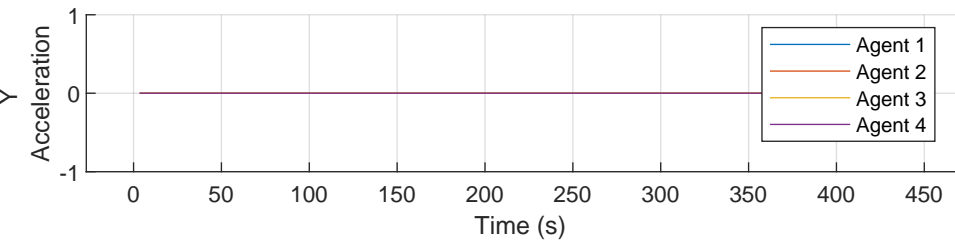
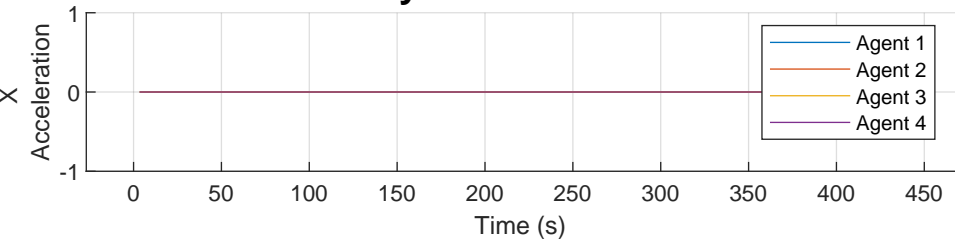
Agent 3 Acceleration



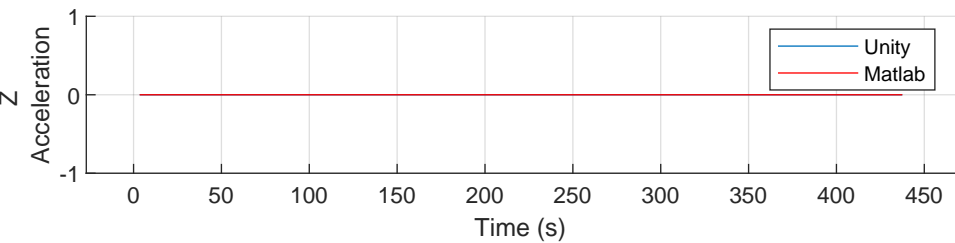
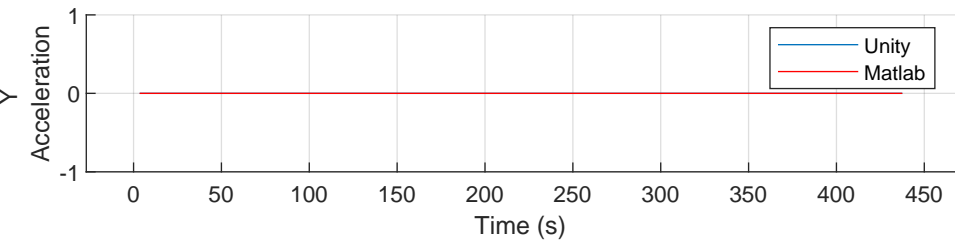
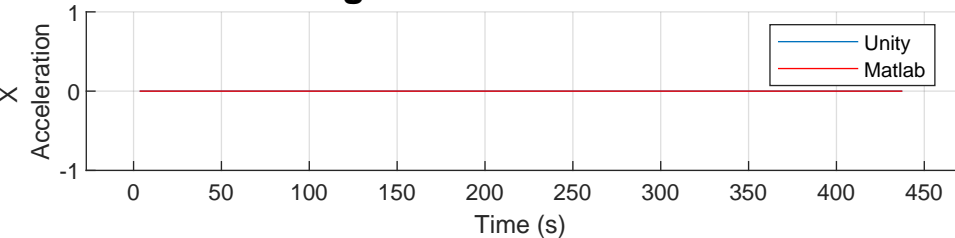
Agent 4 Acceleration



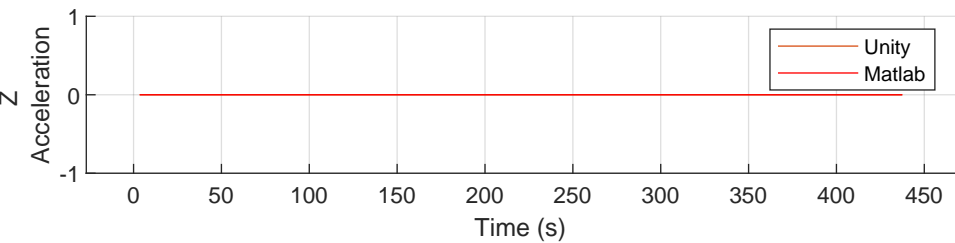
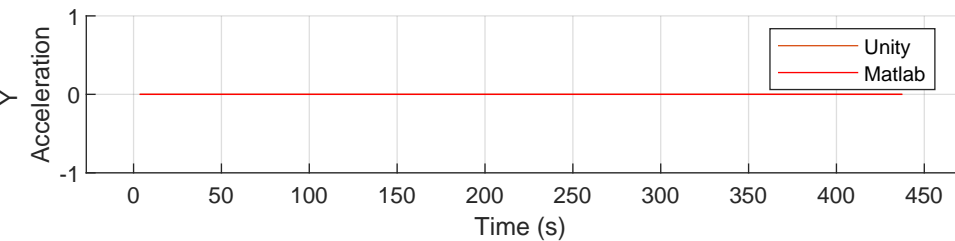
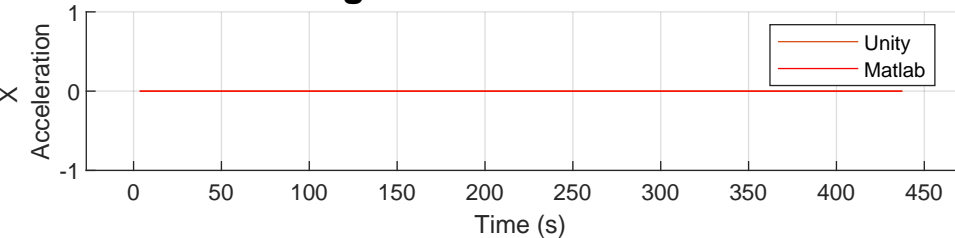
Unity Accelerations



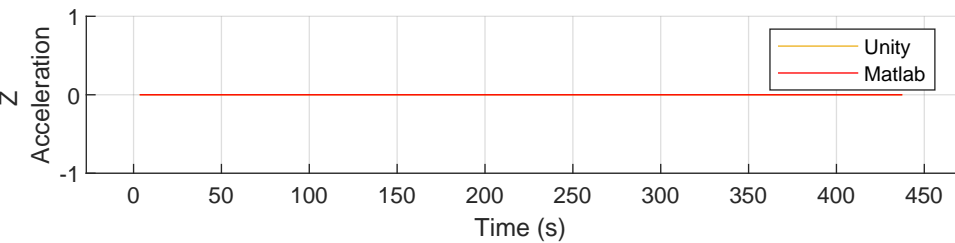
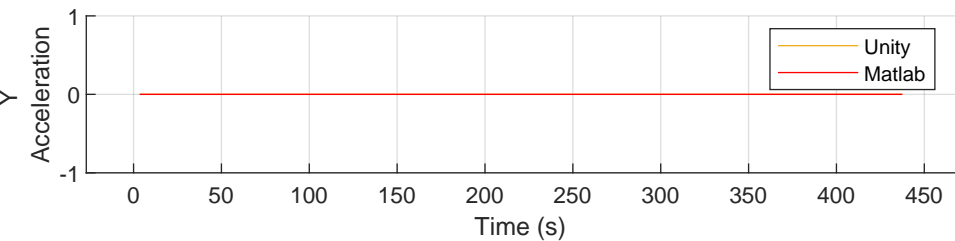
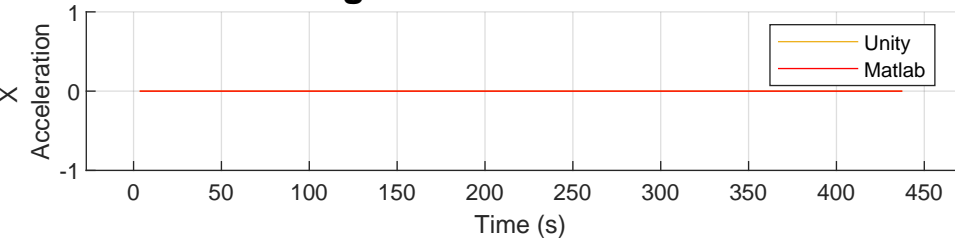
Agent 1 Acceleration



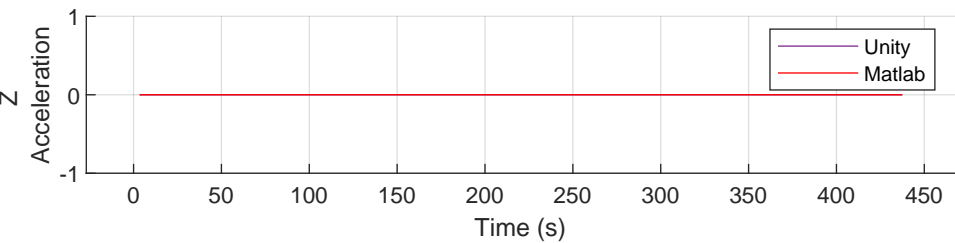
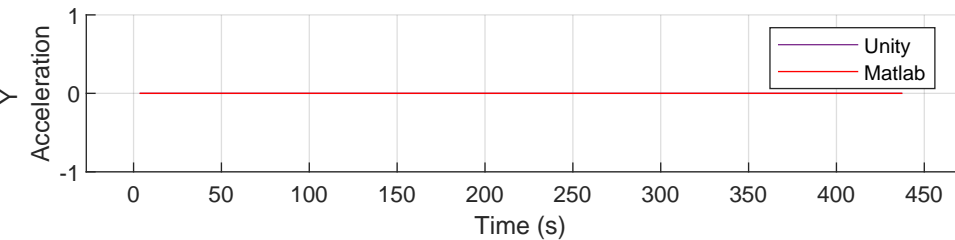
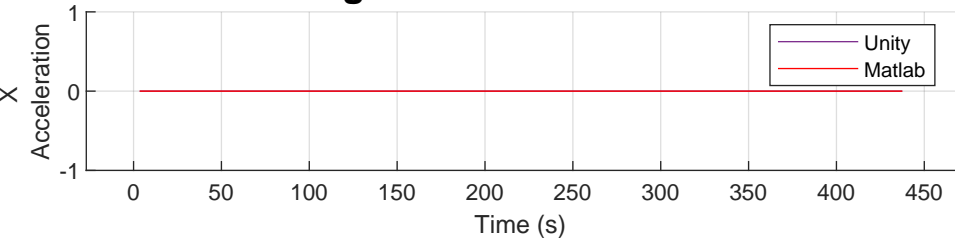
Agent 2 Acceleration



Agent 3 Acceleration

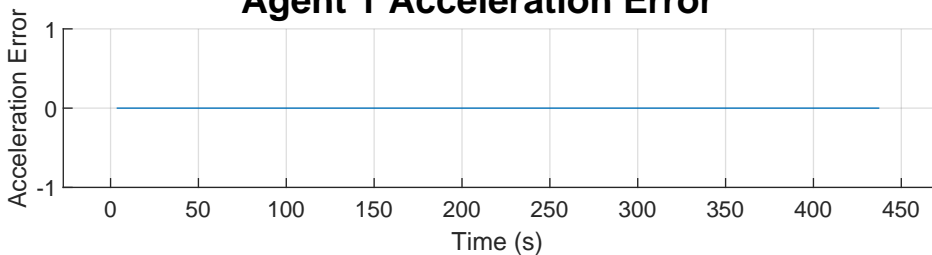


Agent 4 Acceleration

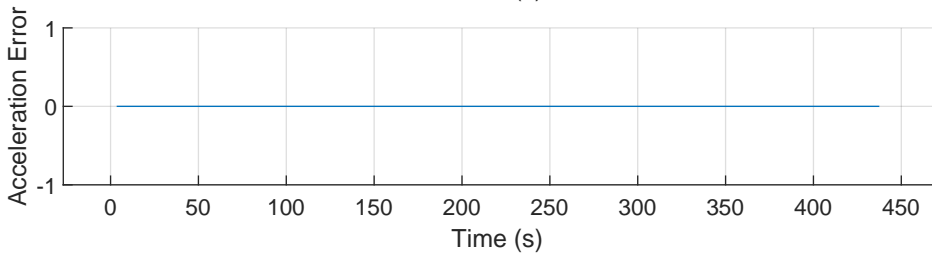


Agent 1 Acceleration Error

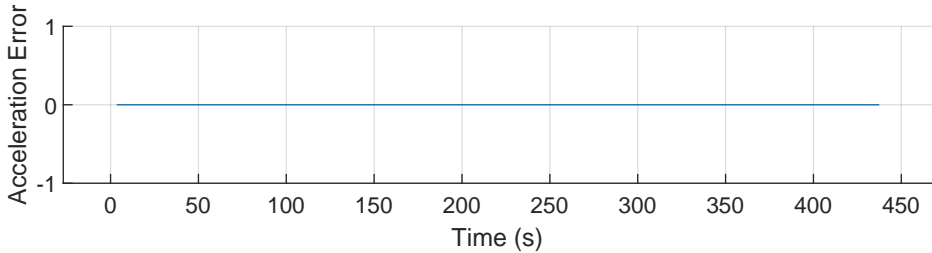
X



Y

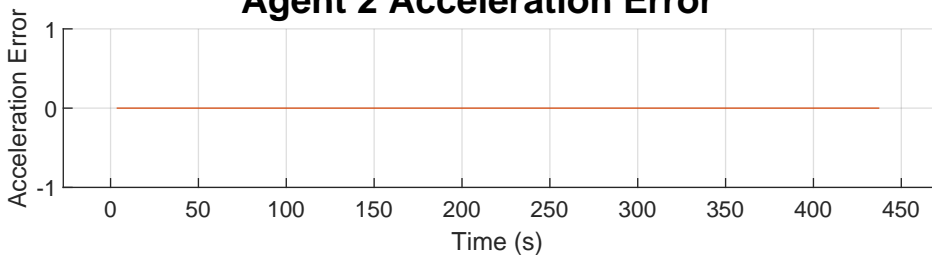


Z

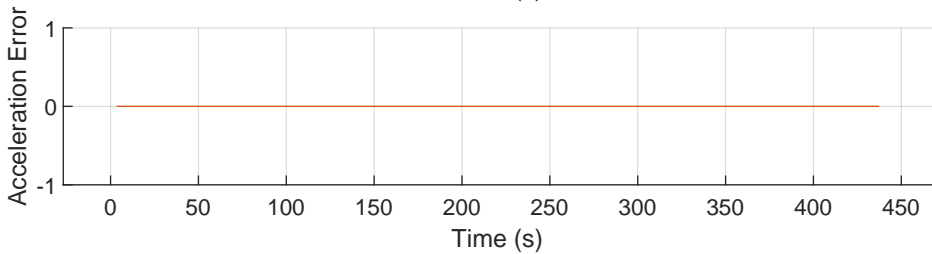


Agent 2 Acceleration Error

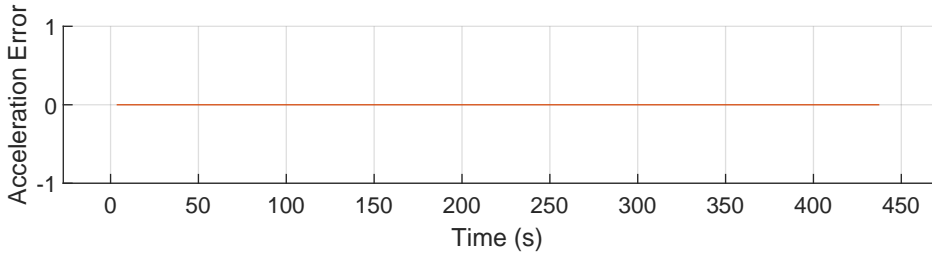
X



Y

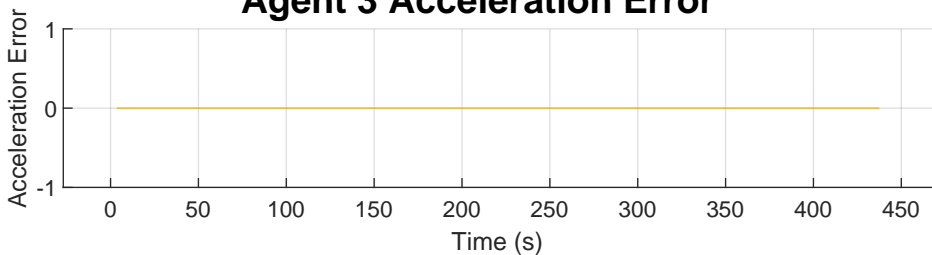


Z

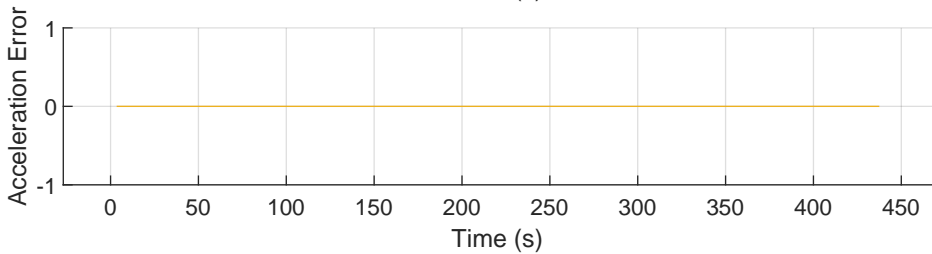


Agent 3 Acceleration Error

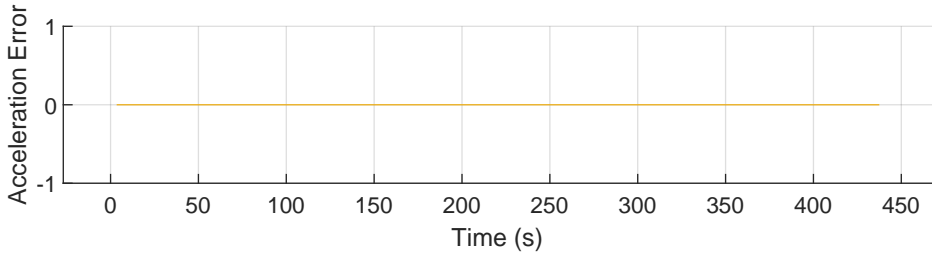
X



Y

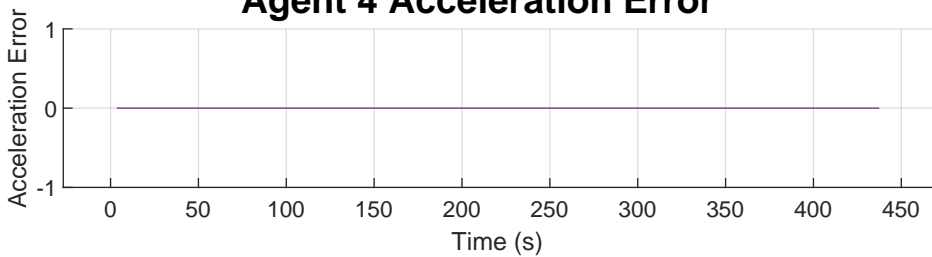


Z

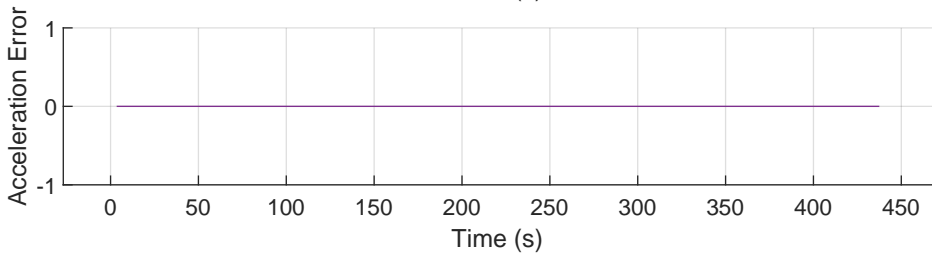


Agent 4 Acceleration Error

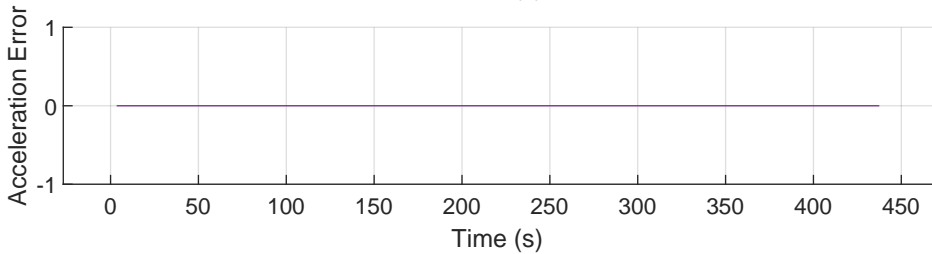
X



Y

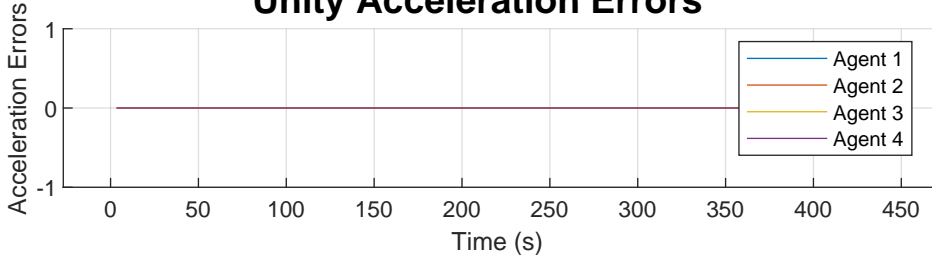


Z

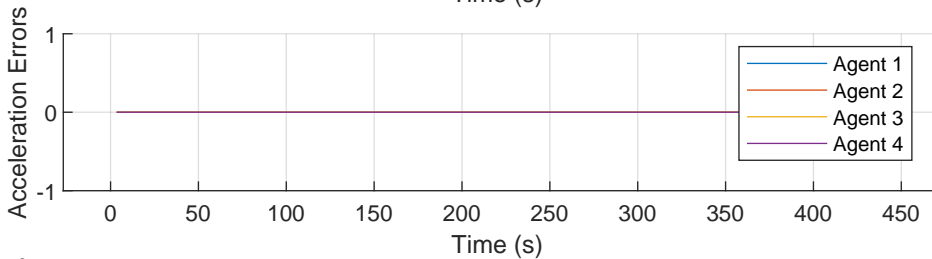


Unity Acceleration Errors

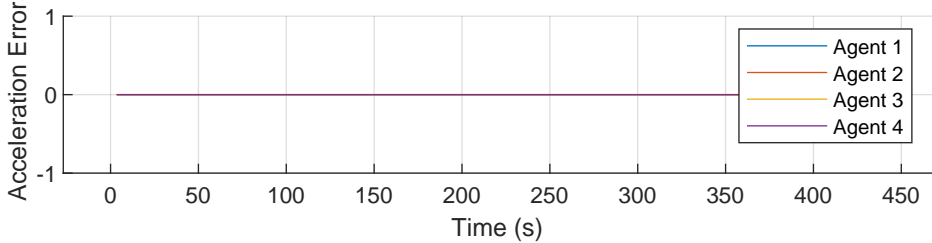
X



Y

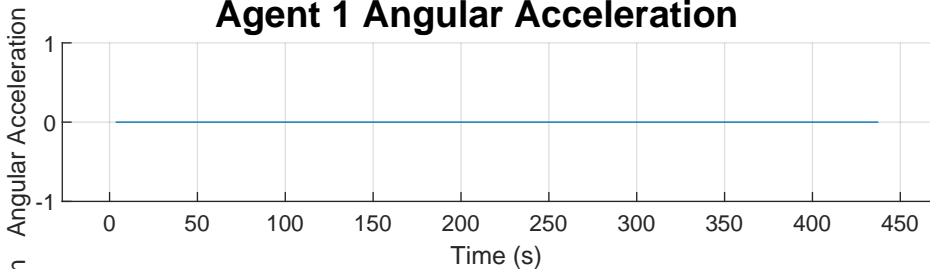


Z

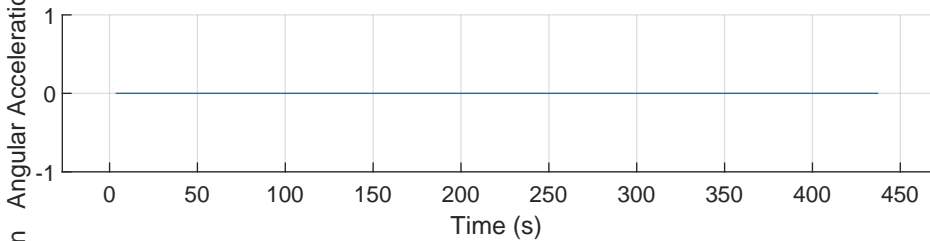


Agent 1 Angular Acceleration

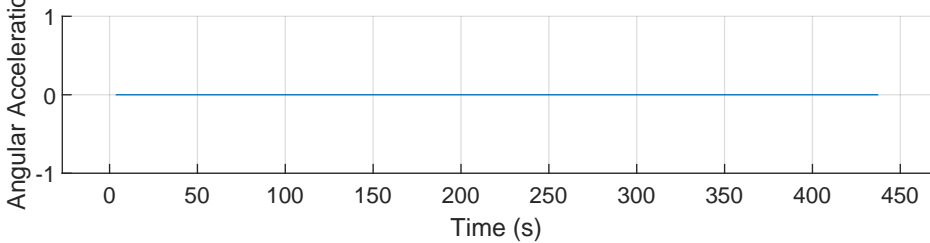
X



Y

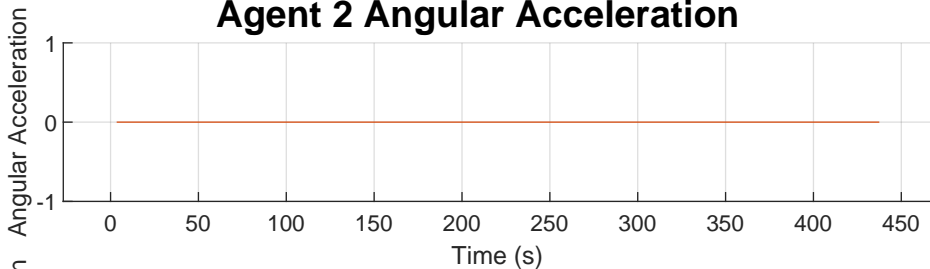


Z

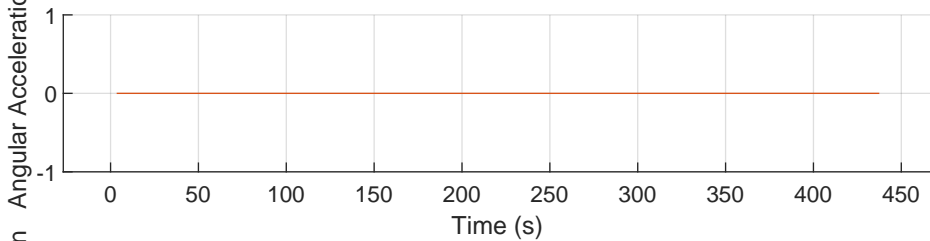


Agent 2 Angular Acceleration

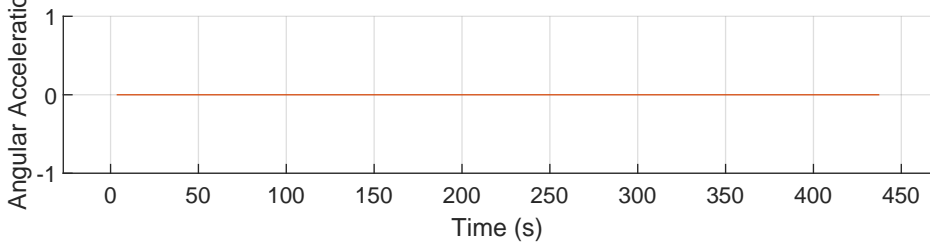
X



Y

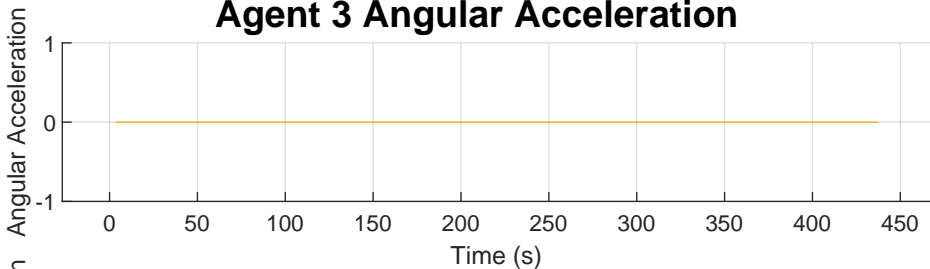


Z

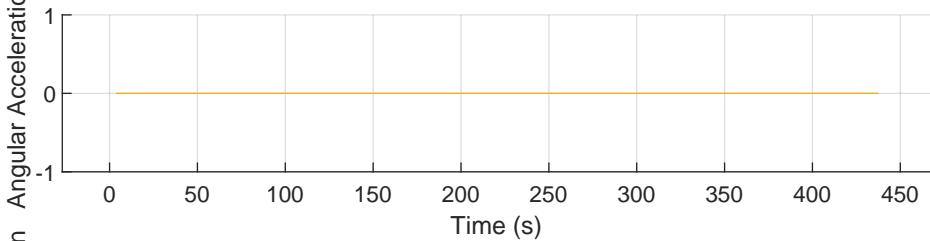


Agent 3 Angular Acceleration

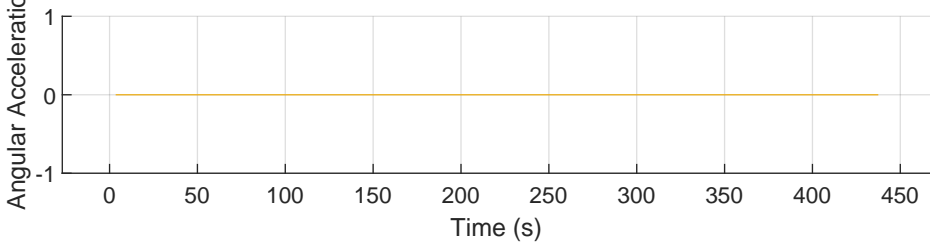
X



Y

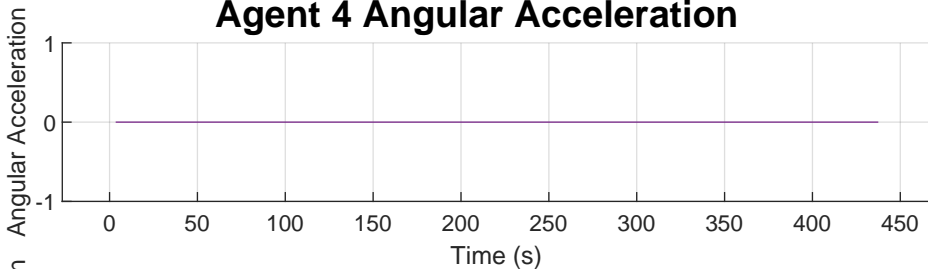


Z

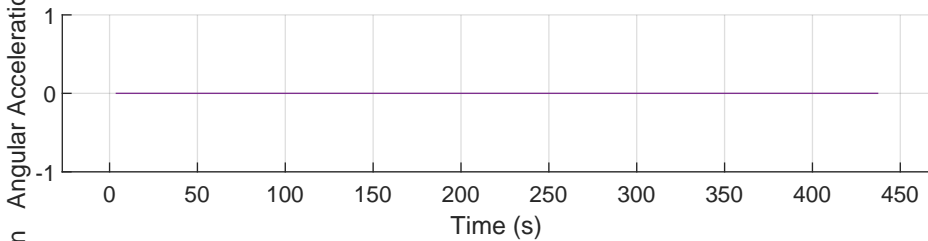


Agent 4 Angular Acceleration

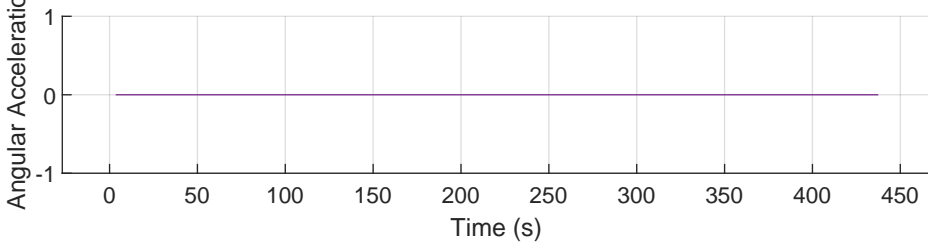
X



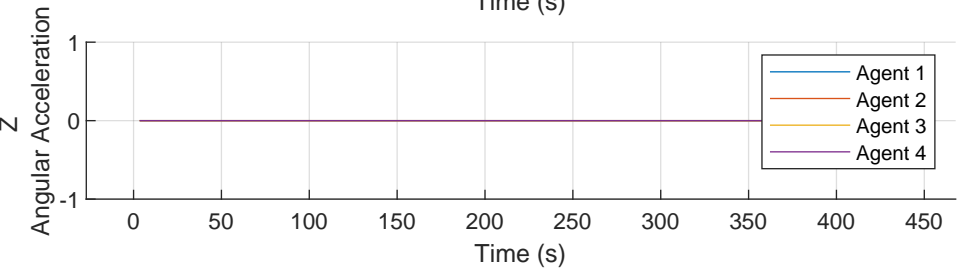
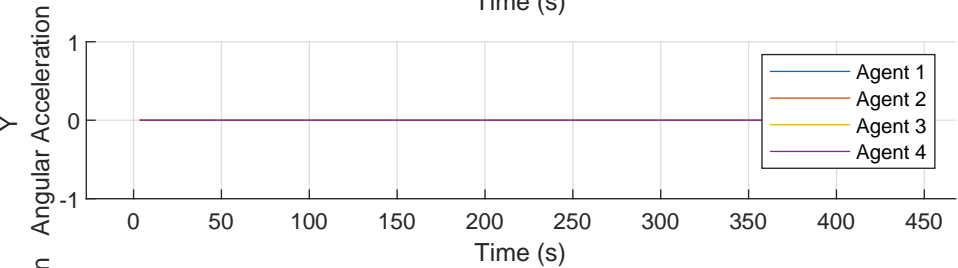
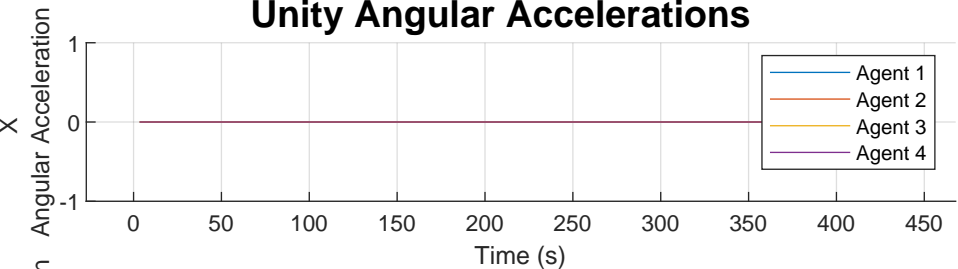
Y



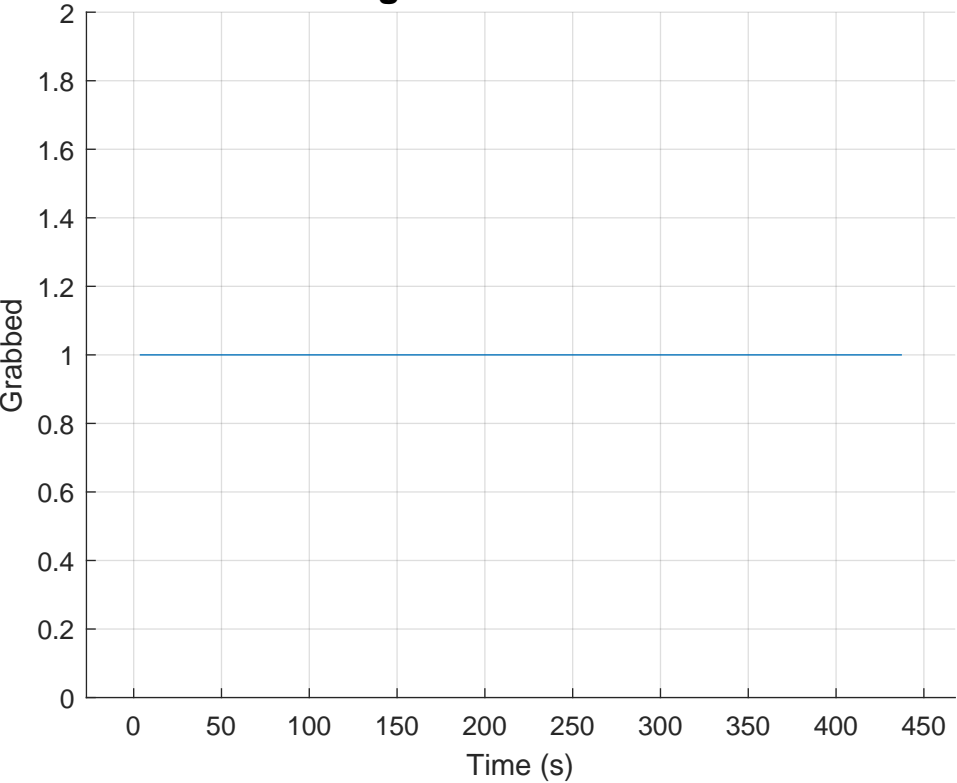
Z



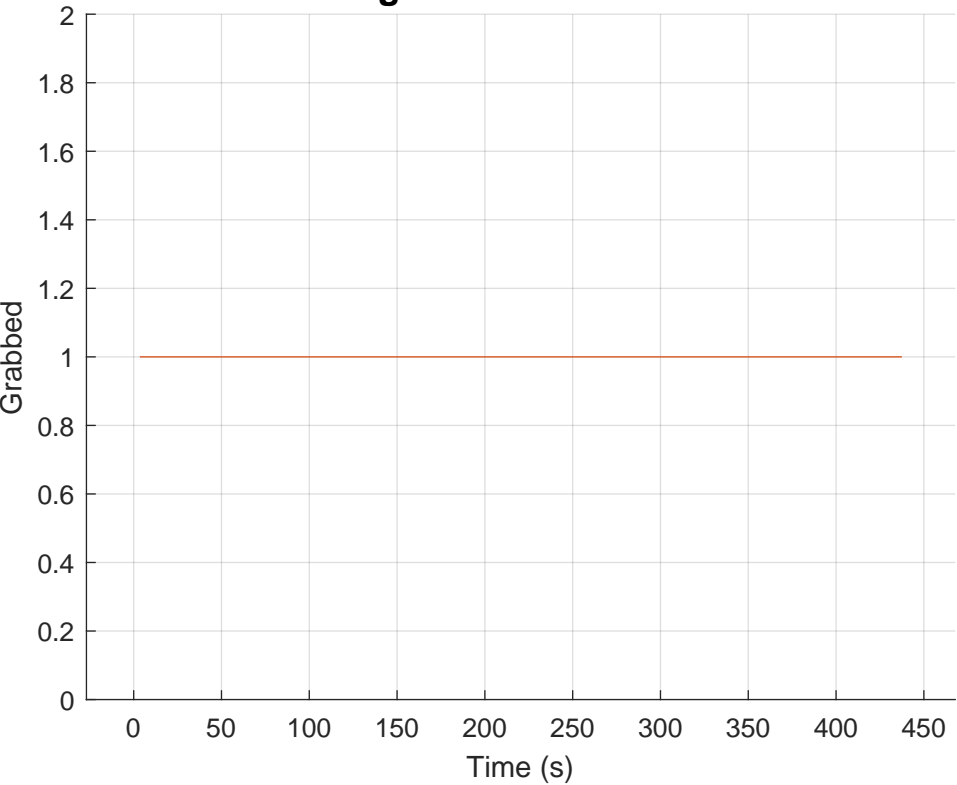
Unity Angular Accelerations



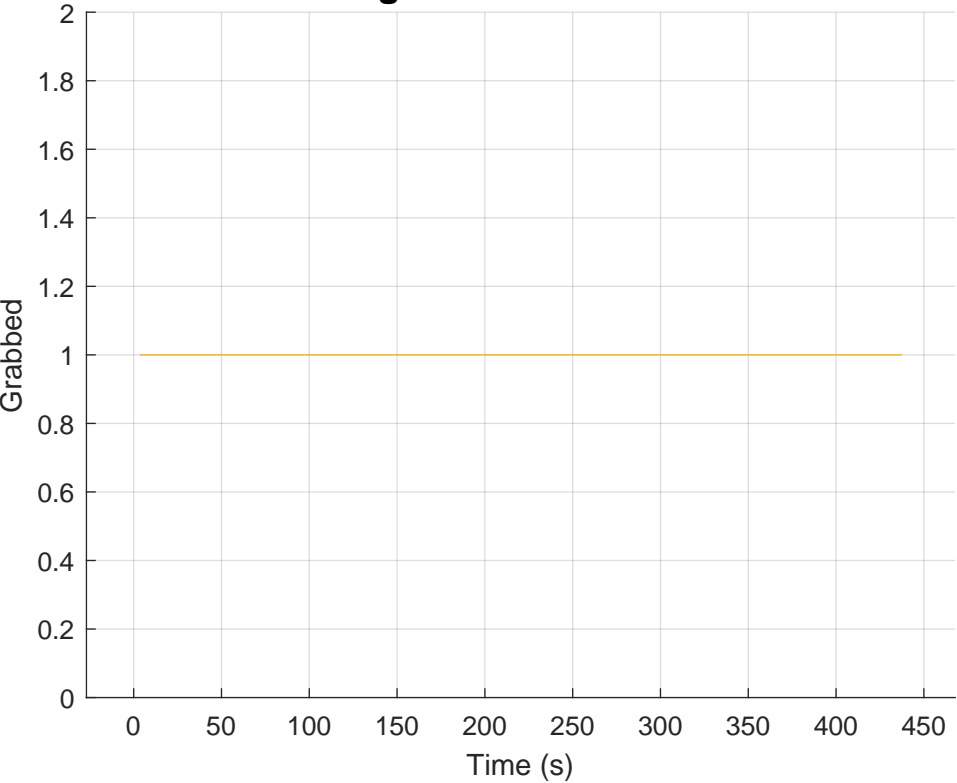
Agent 1 Grabbed



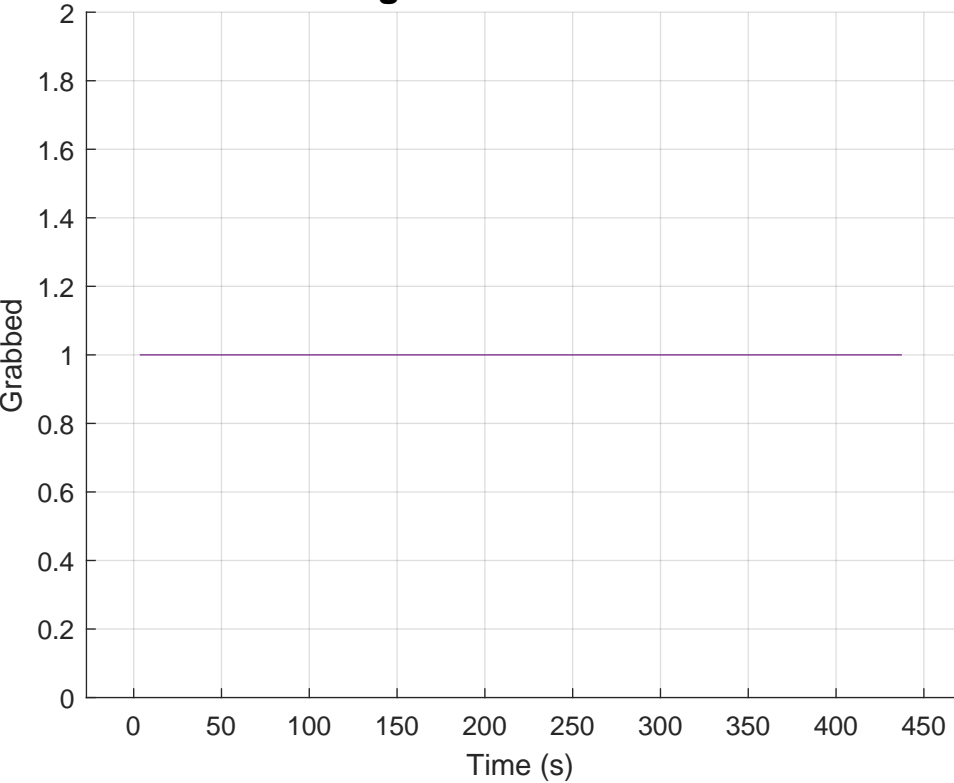
Agent 2 Grabbed



Agent 3 Grabbed

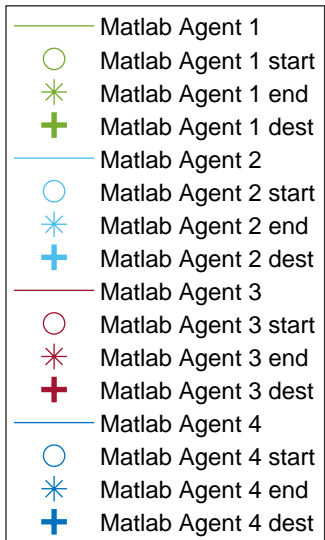
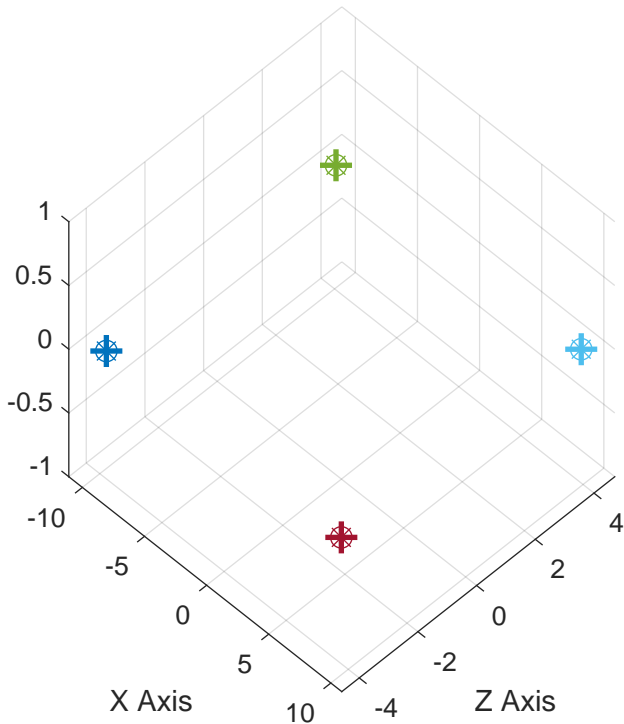


Agent 4 Grabbed

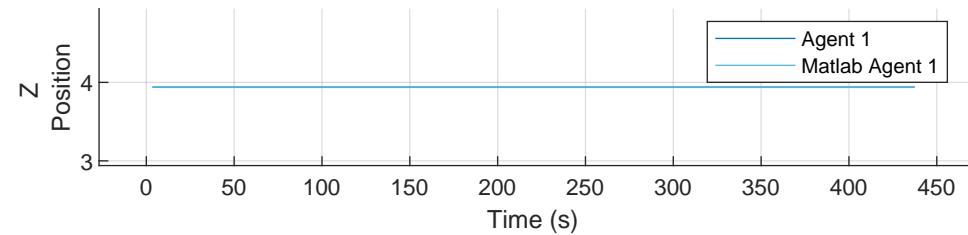
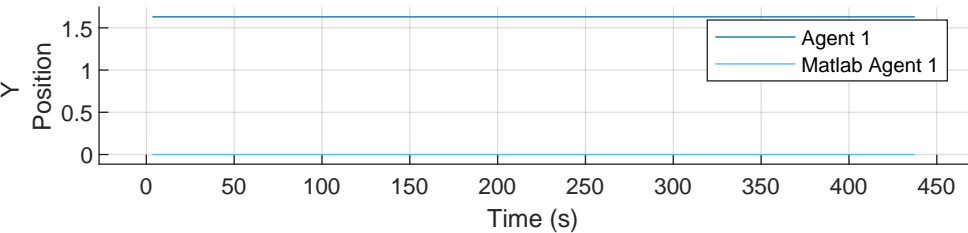
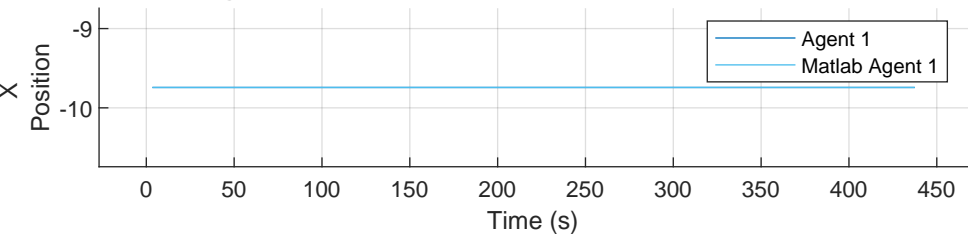


Matlab Agent 3D Trajectories

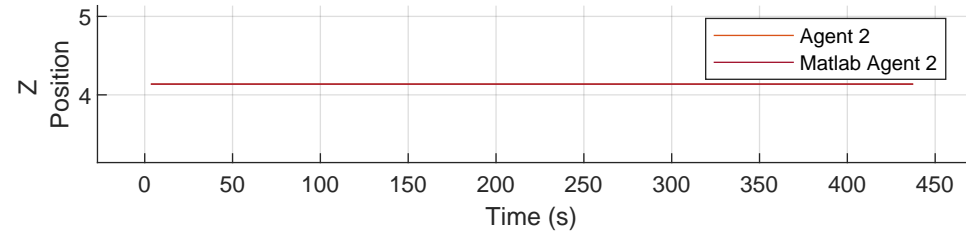
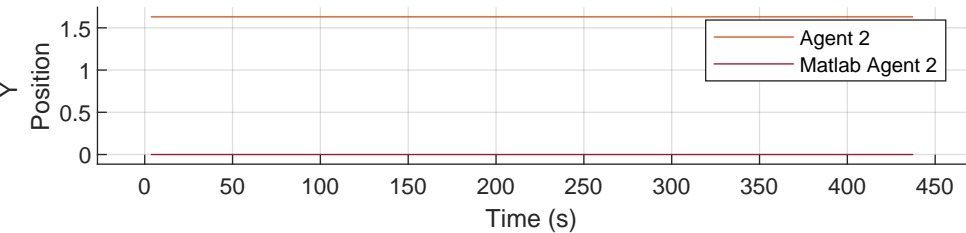
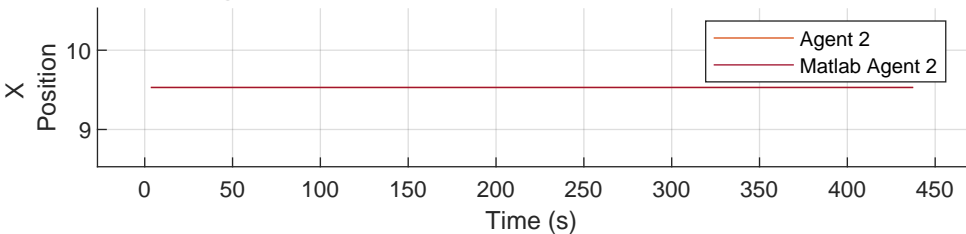
Y Axis



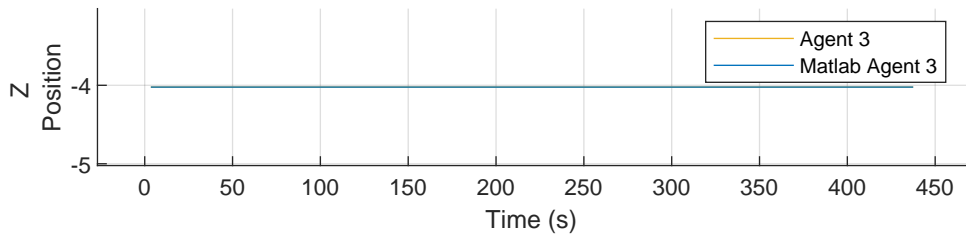
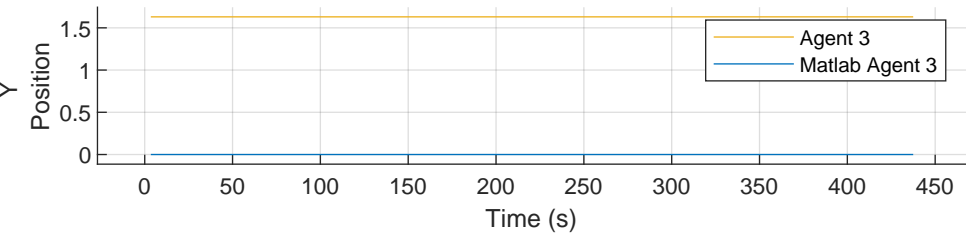
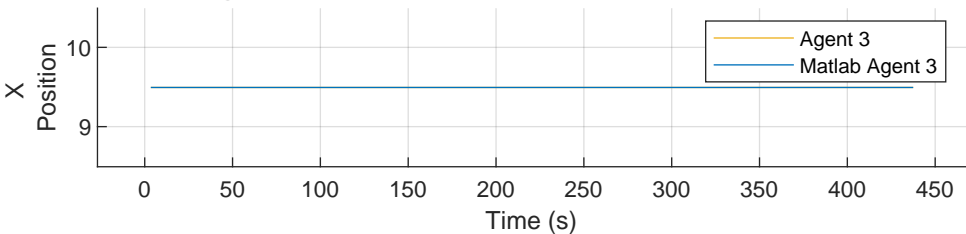
Agent 1 2D Trajectories Comparison



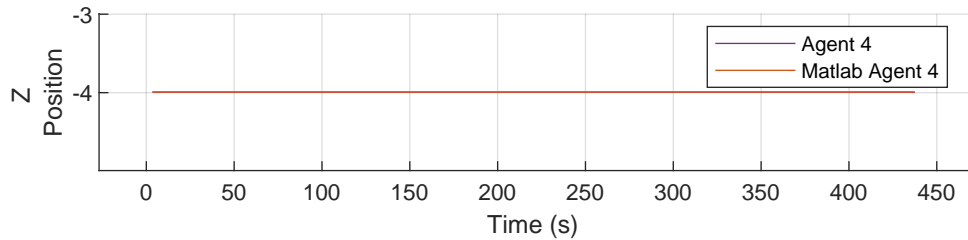
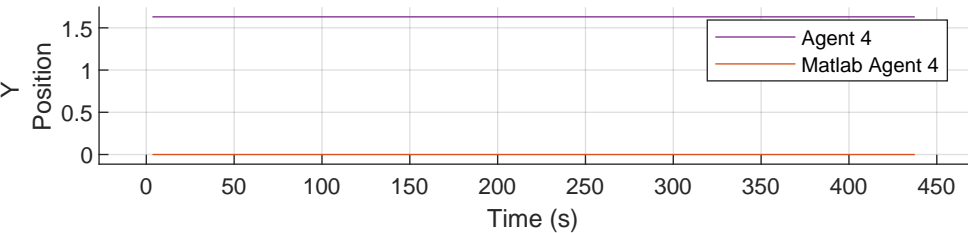
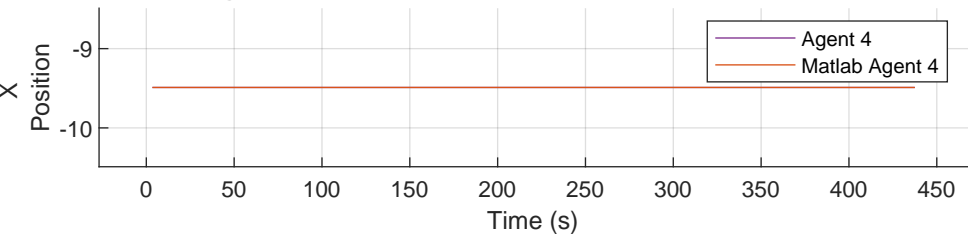
Agent 2 2D Trajectories Comparison



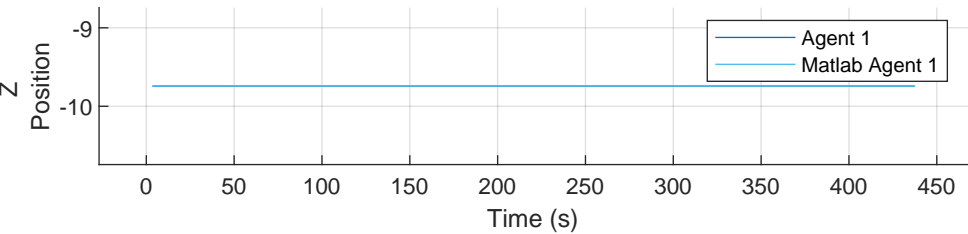
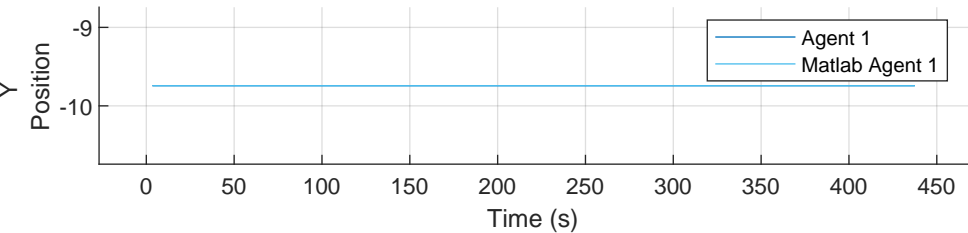
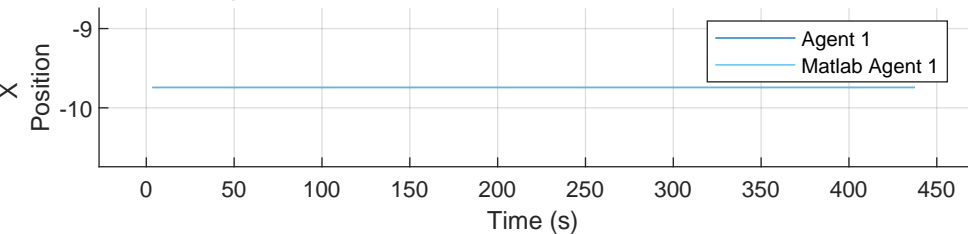
Agent 3 2D Trajectories Comparison



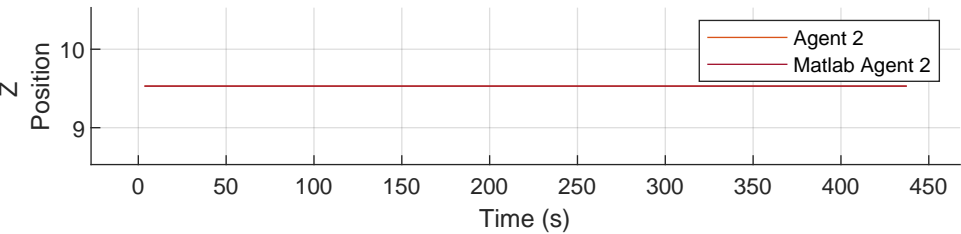
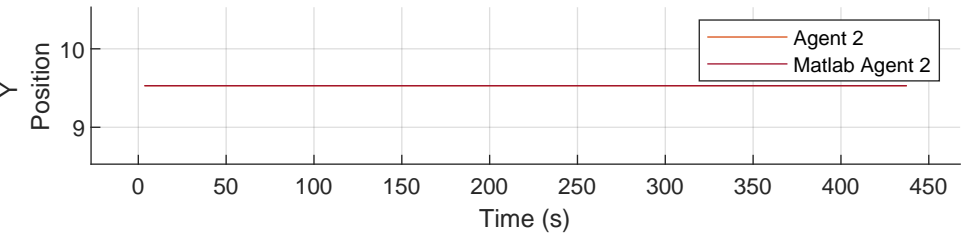
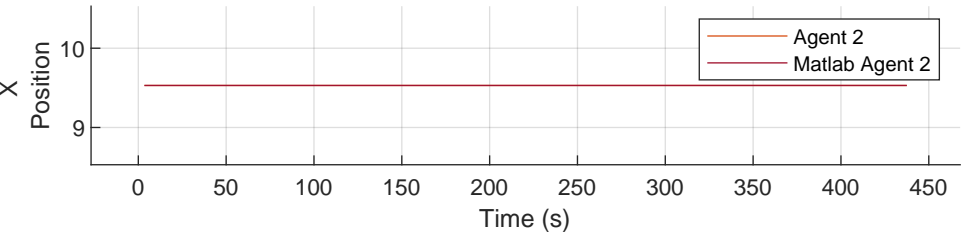
Agent 4 2D Trajectories Comparison



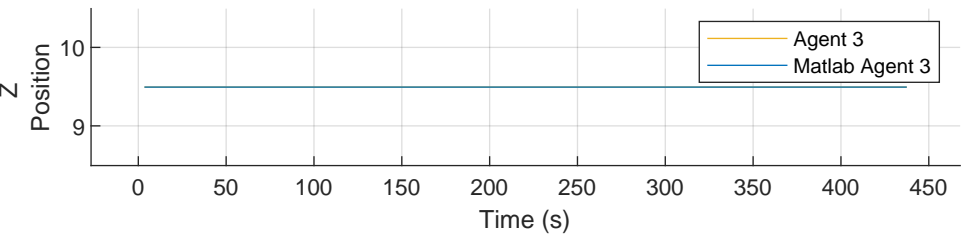
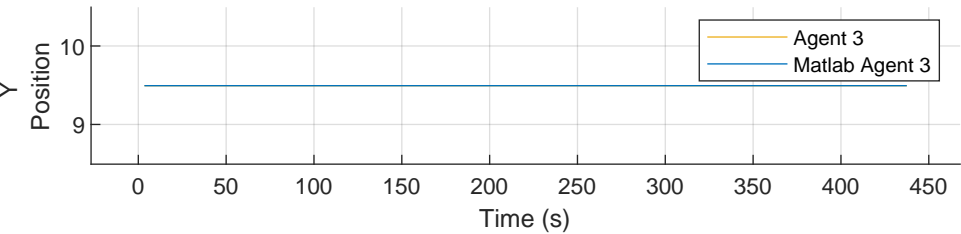
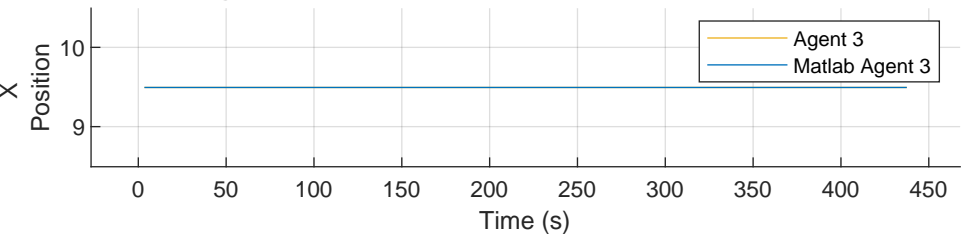
Agent 1 2D Destination Comparison



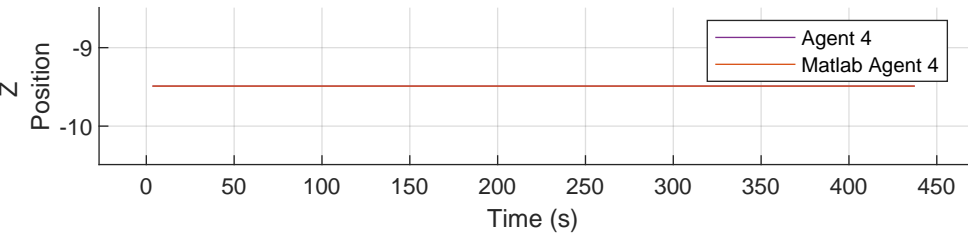
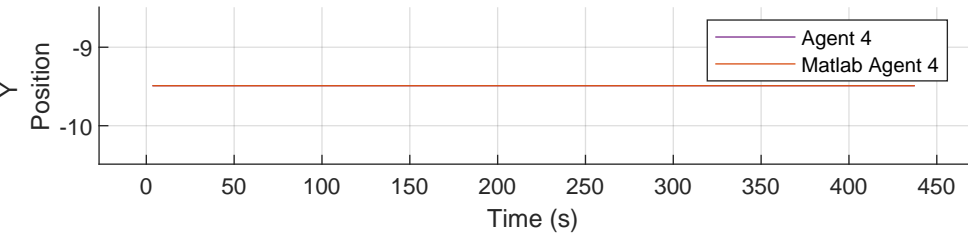
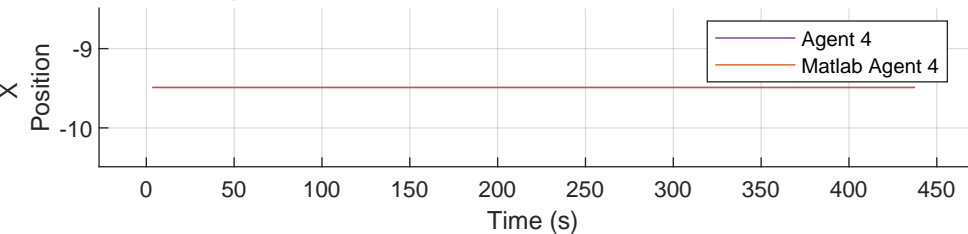
Agent 2 2D Destination Comparison



Agent 3 2D Destination Comparison

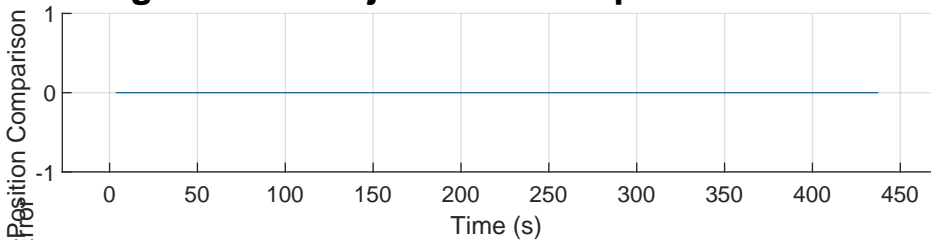


Agent 4 2D Destination Comparison

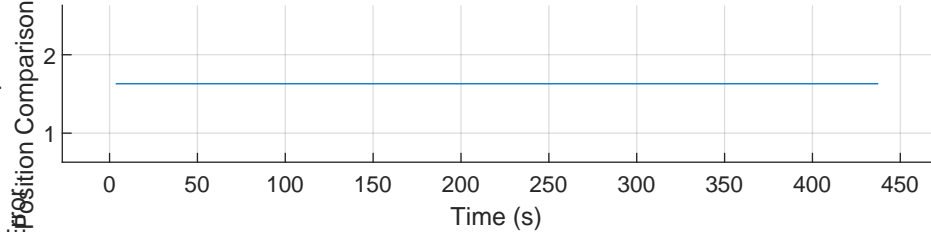


Agent 1 2D Trajectories Comparison Error

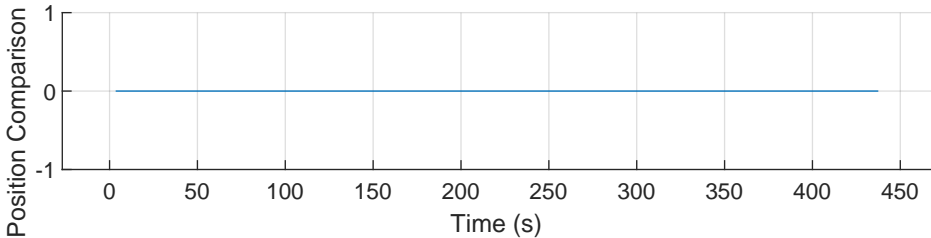
X



Y

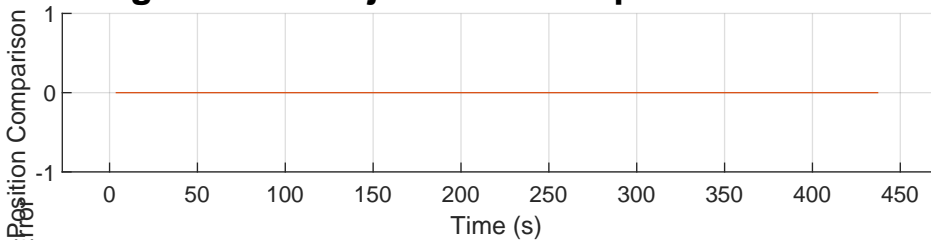


Z

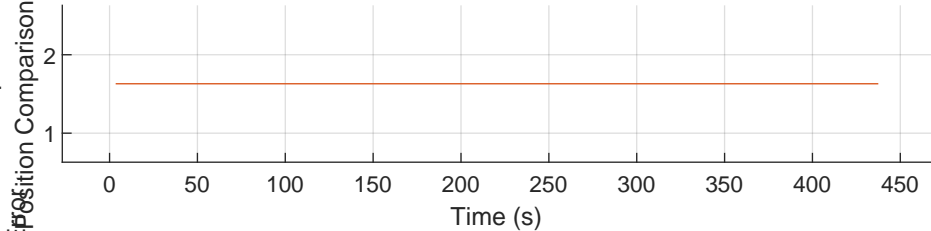


Agent 2 2D Trajectories Comparison Error

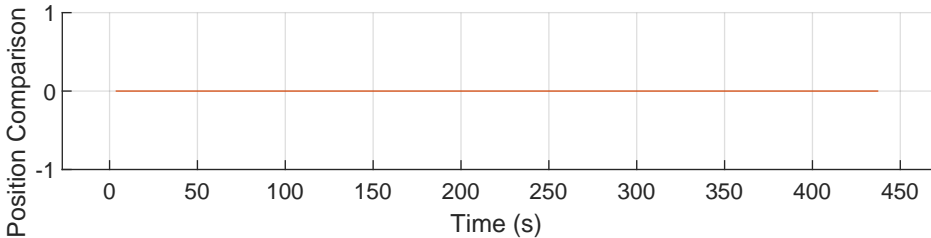
X



Y

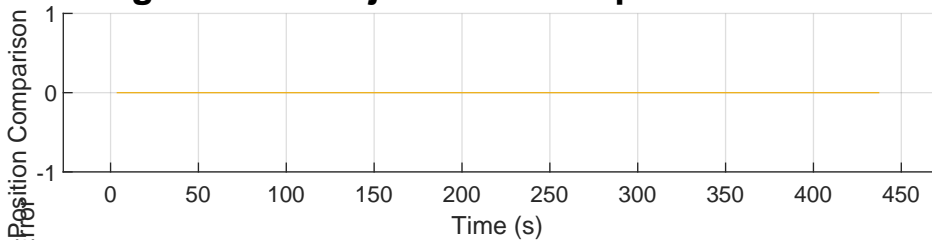


Z

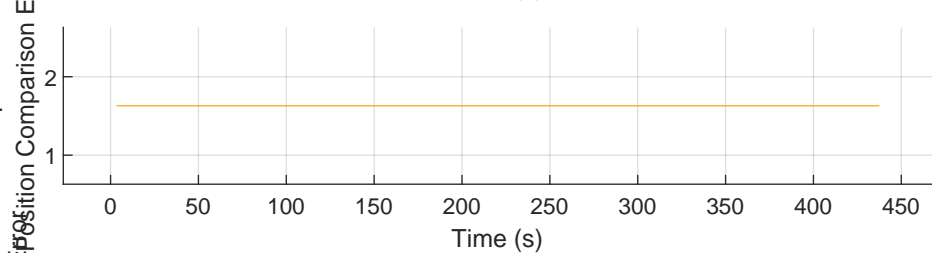


Agent 3 2D Trajectories Comparison Error

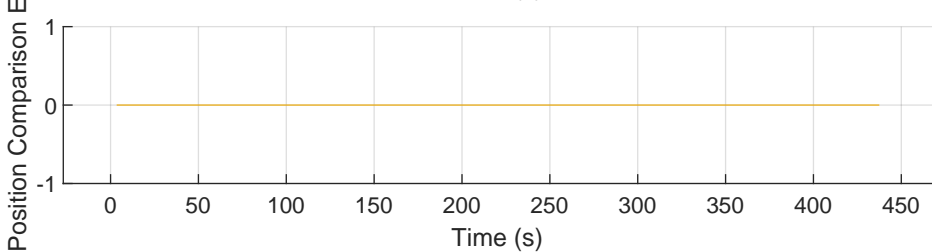
X



Y

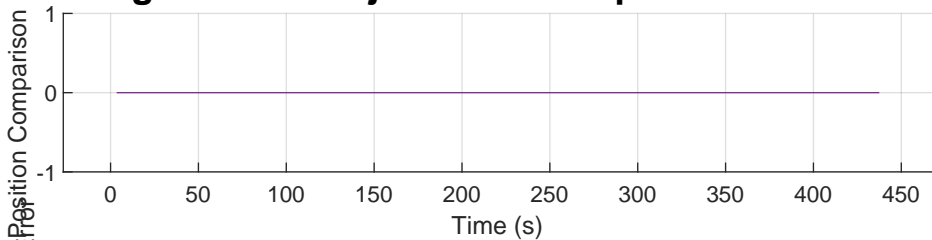


Z

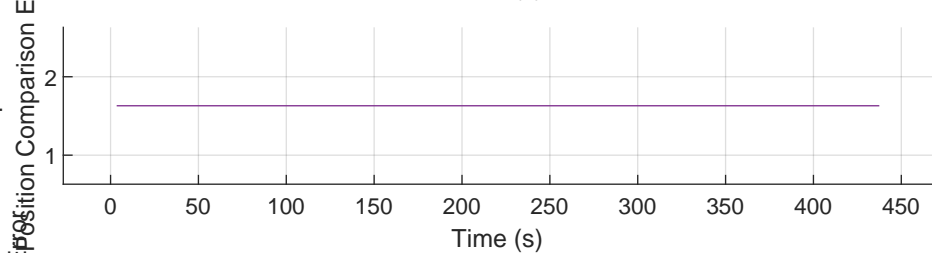


Agent 4 2D Trajectories Comparison Error

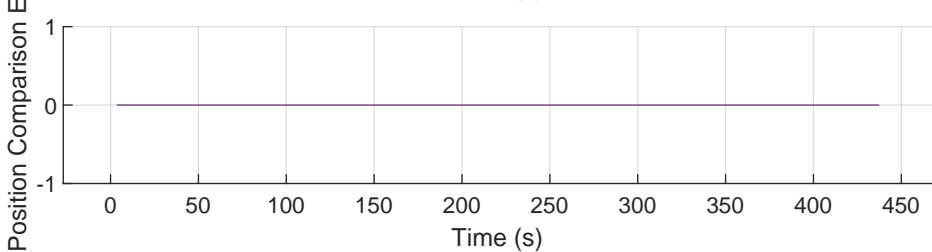
X



Y



Z

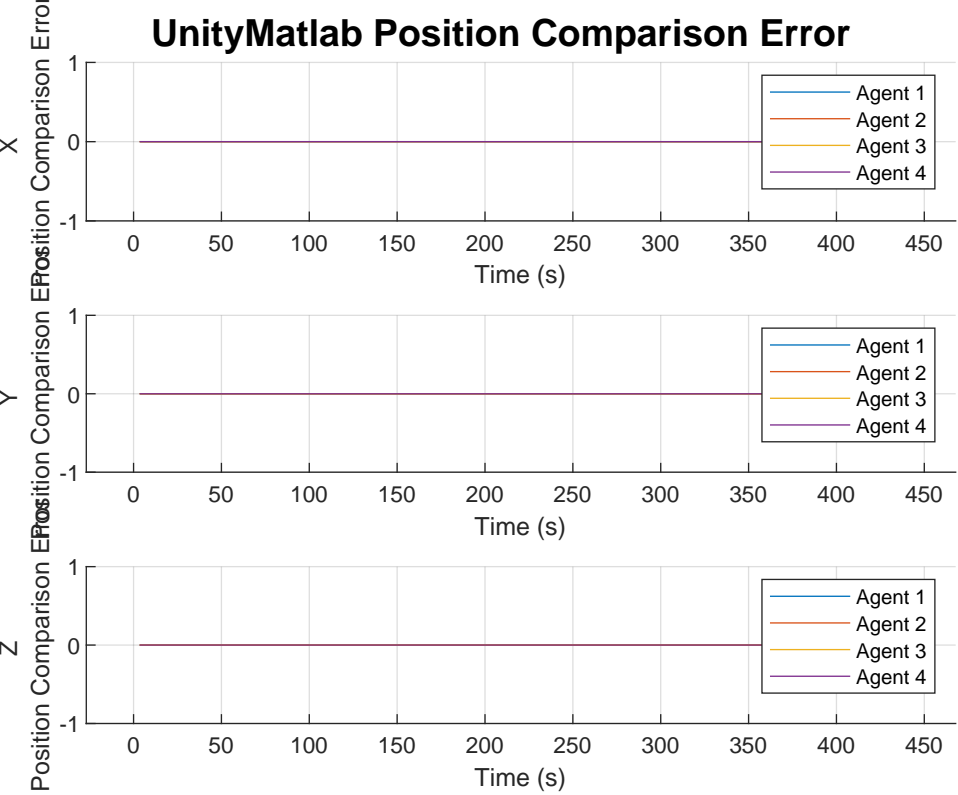


UnityMatlab Position Comparison Error

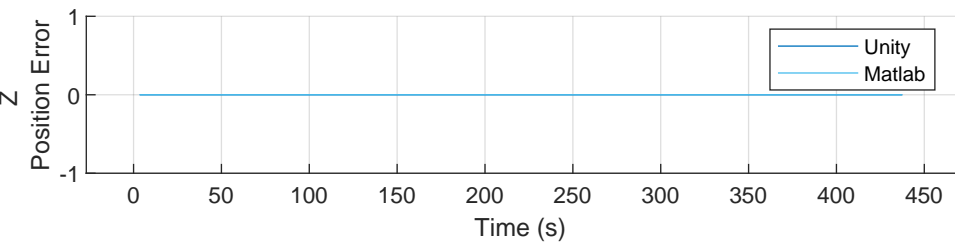
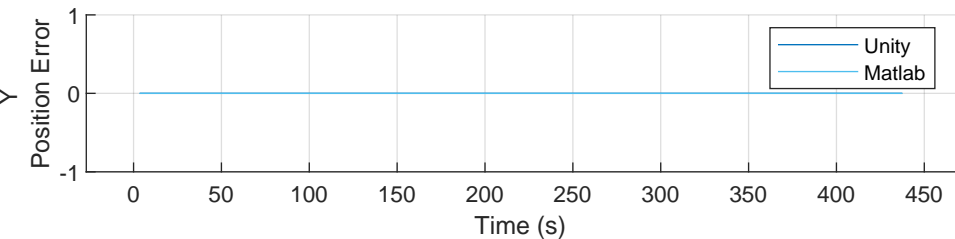
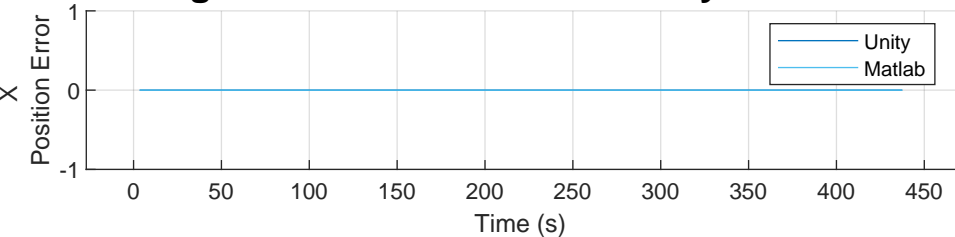
X

Y

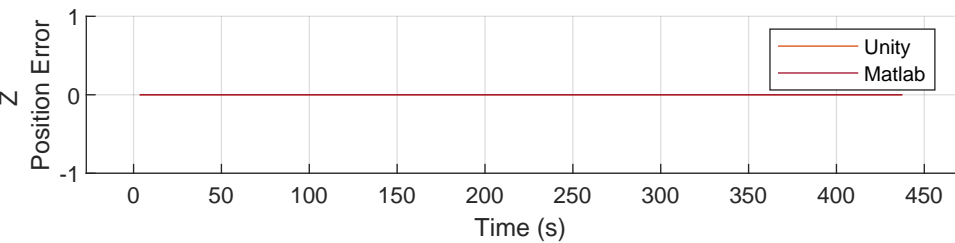
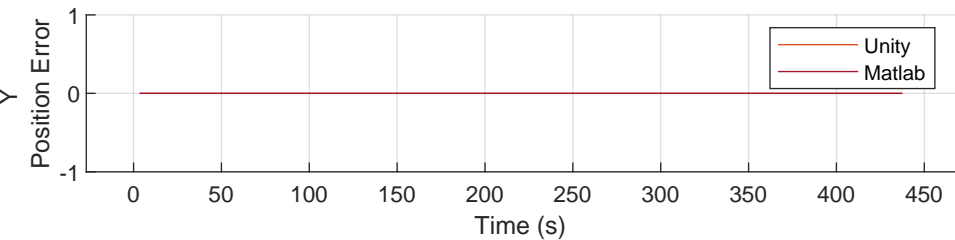
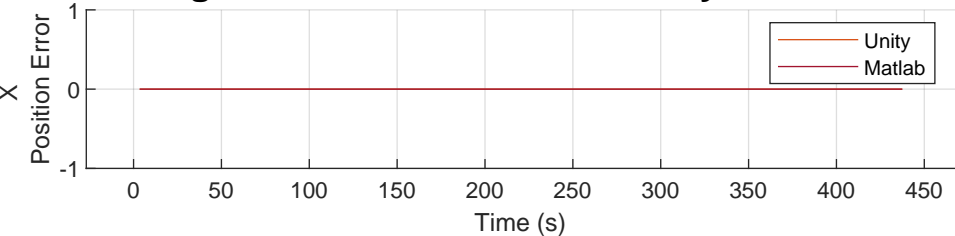
Z



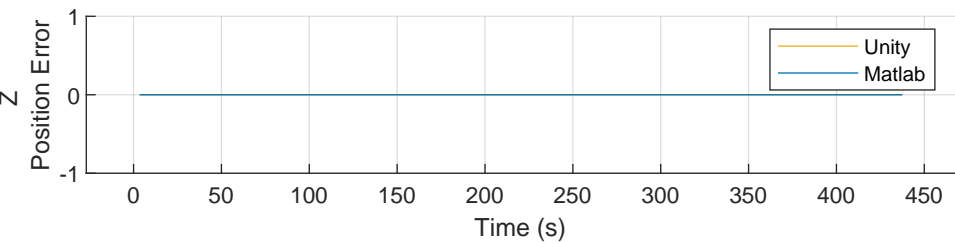
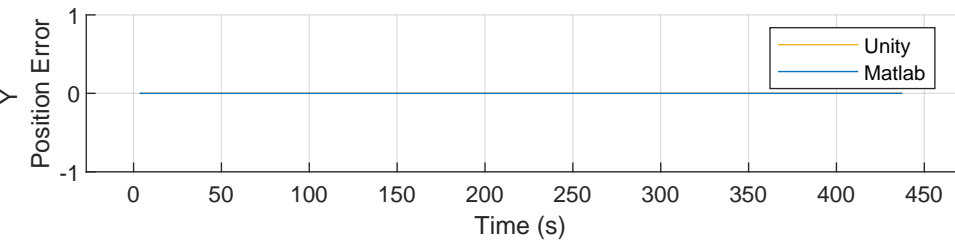
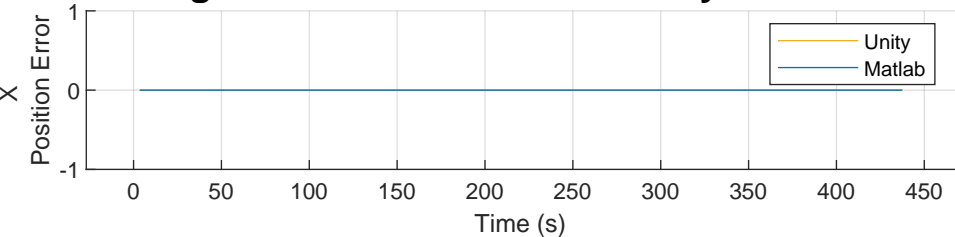
Agent 1 2D Position Error UnityMatlab



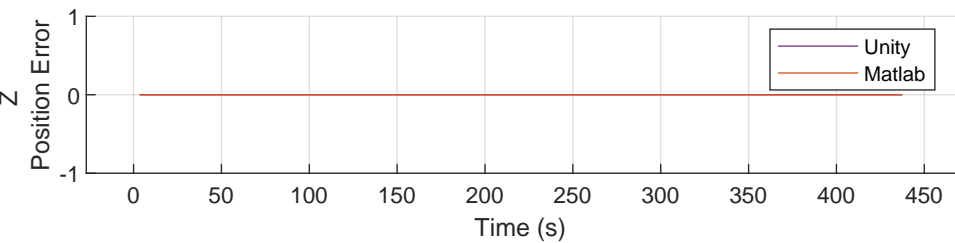
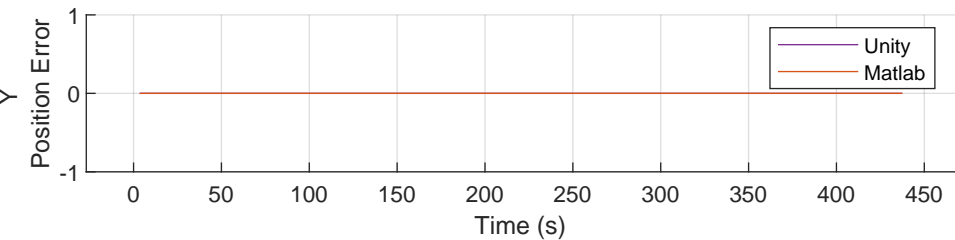
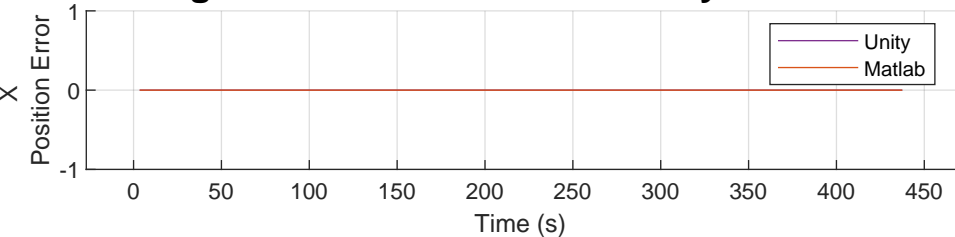
Agent 2 2D Position Error UnityMatlab



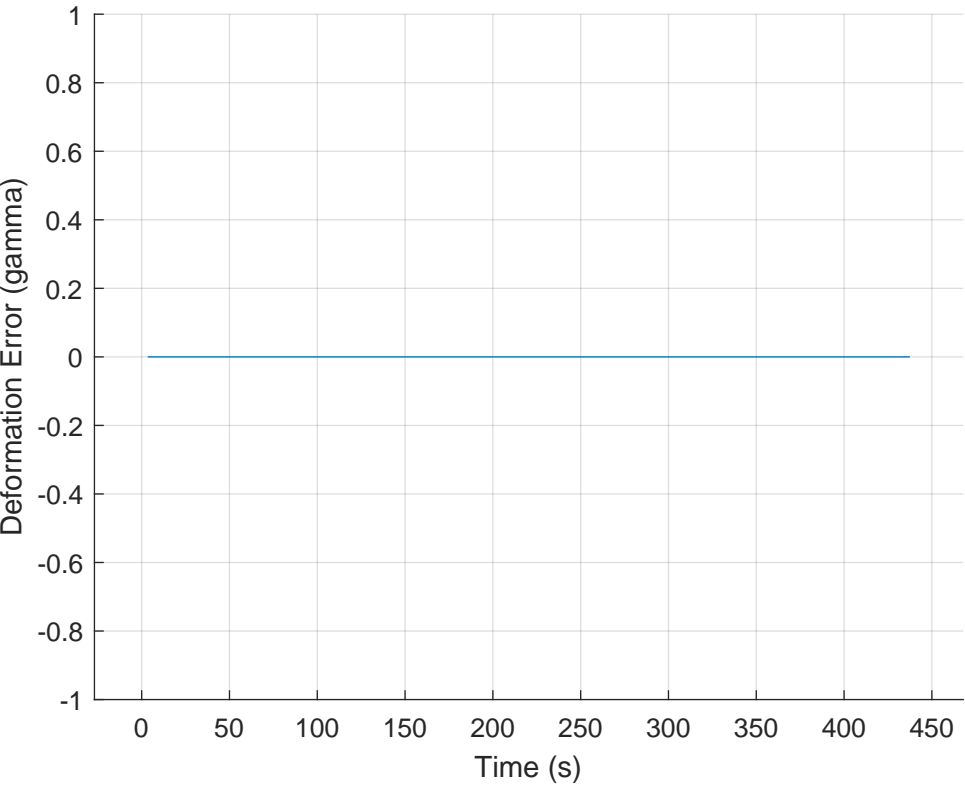
Agent 3 2D Position Error UnityMatlab



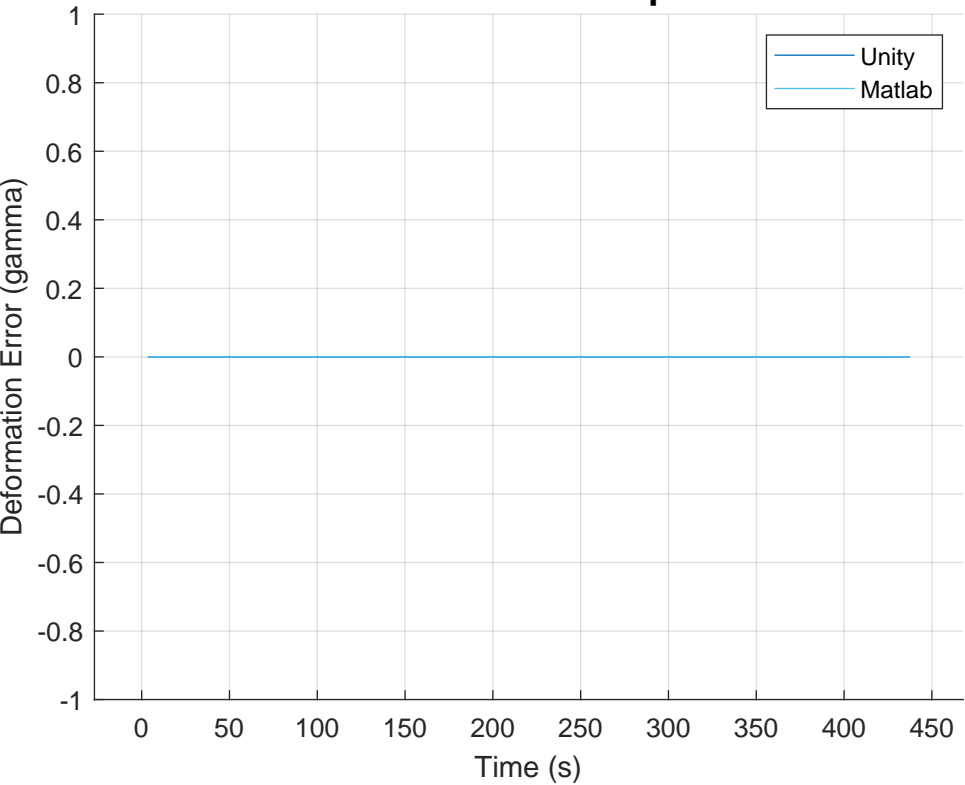
Agent 4 2D Position Error UnityMatlab



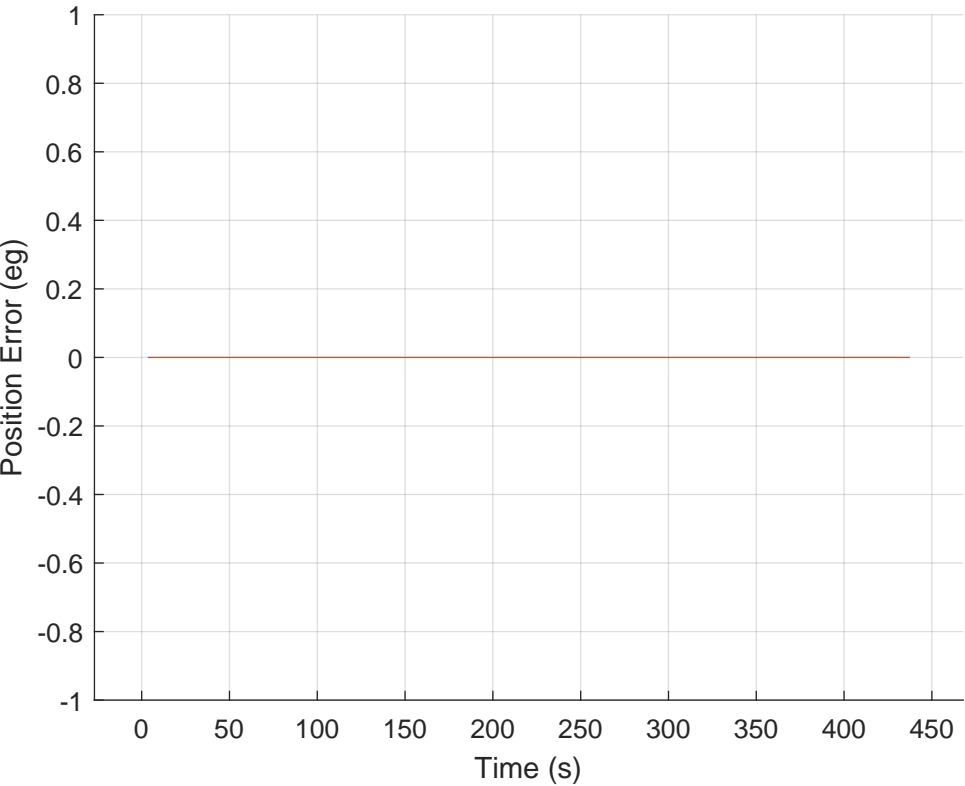
Deformation Error



Deformation Error Comparison

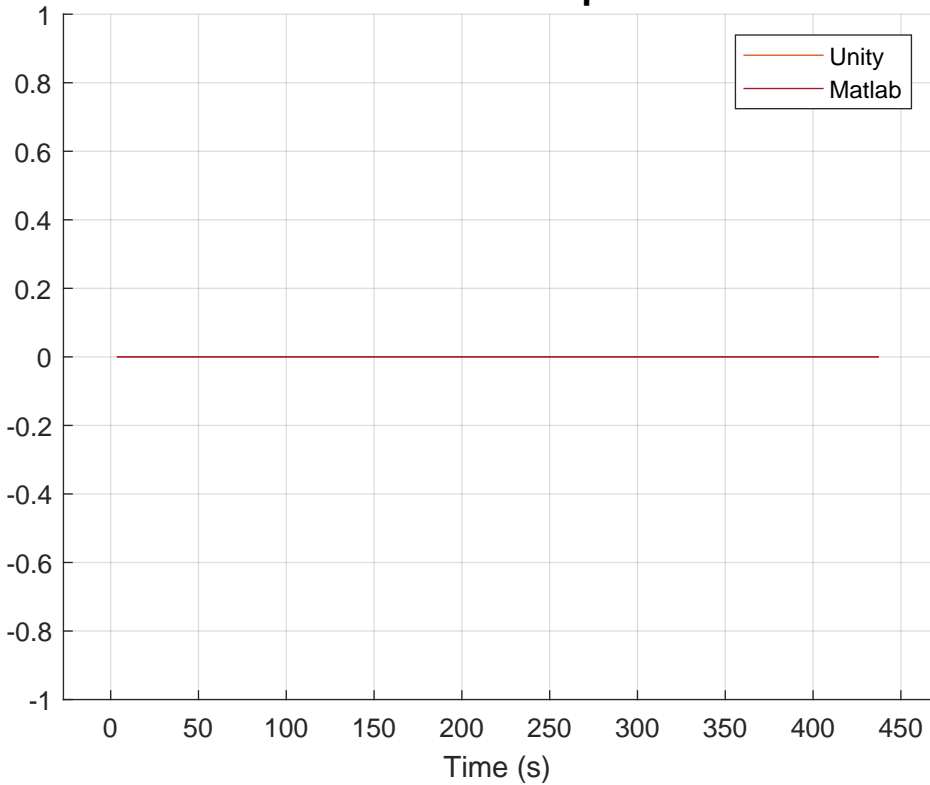


Position Error

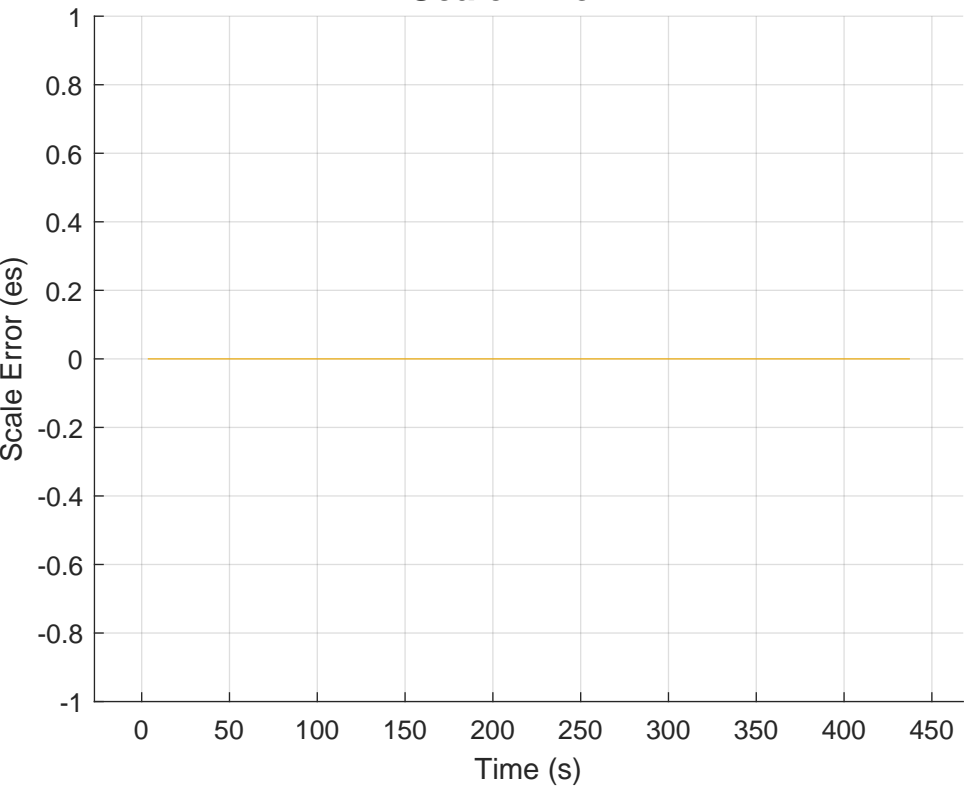


Position Error Comparison

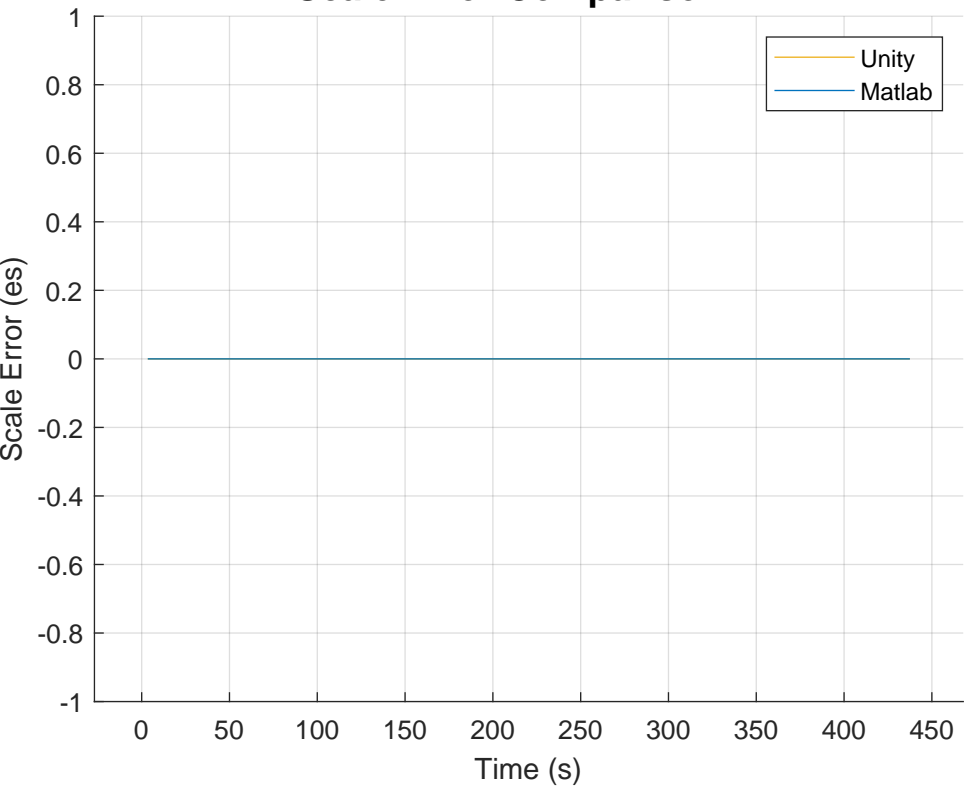
Position Error (eg)



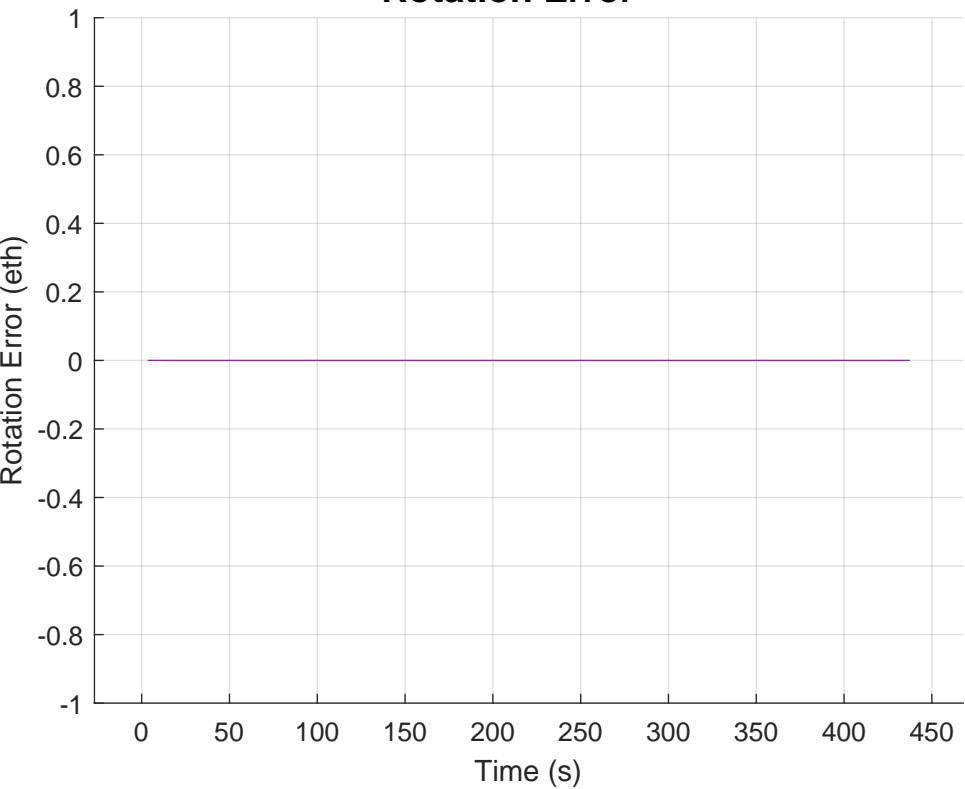
Scale Error



Scale Error Comparison

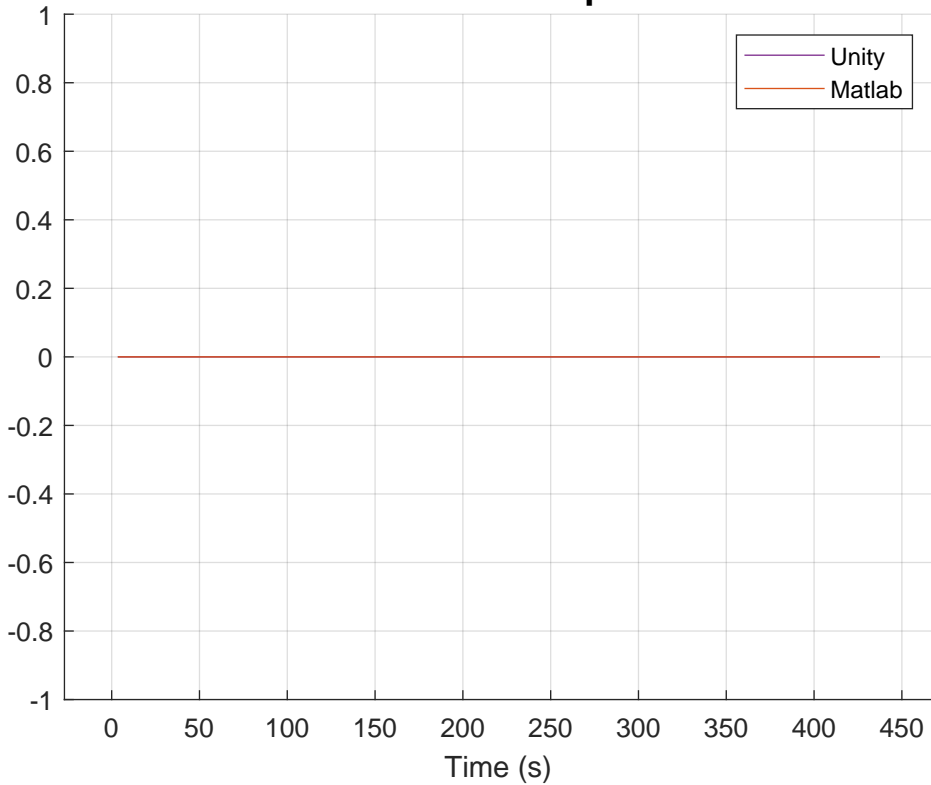


Rotation Error

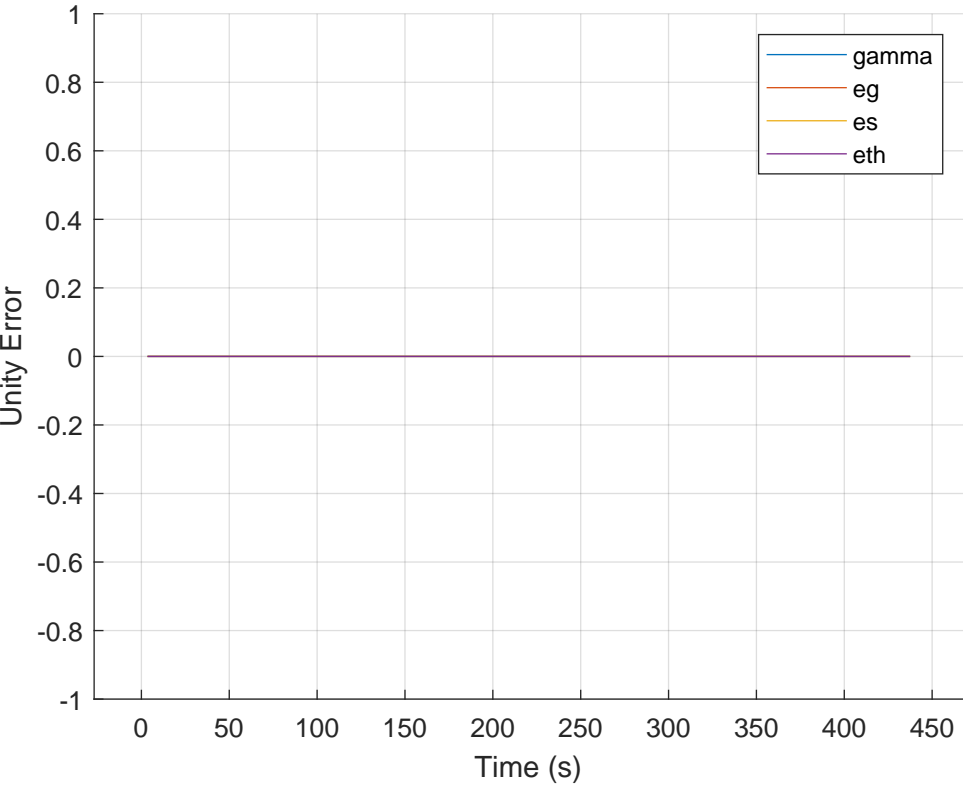


Rotation Error Comparison

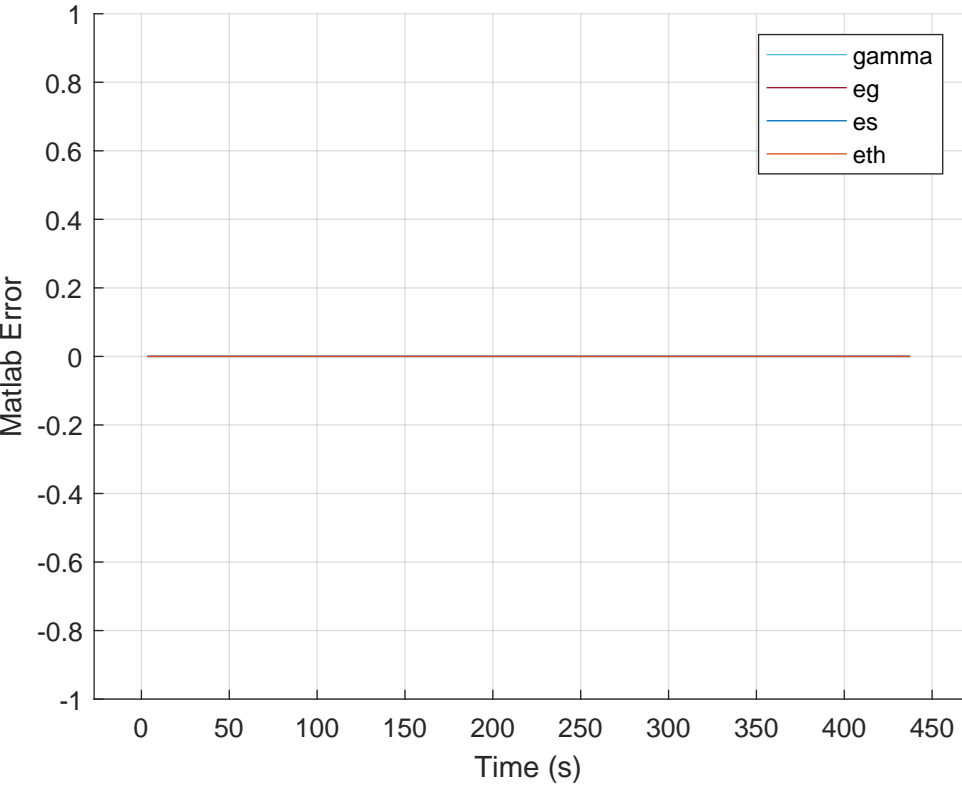
Rotation Error (eth)



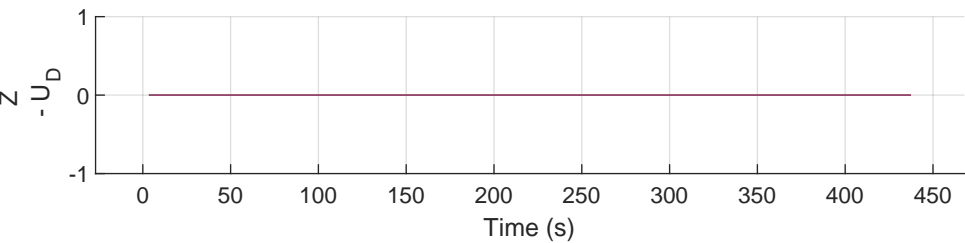
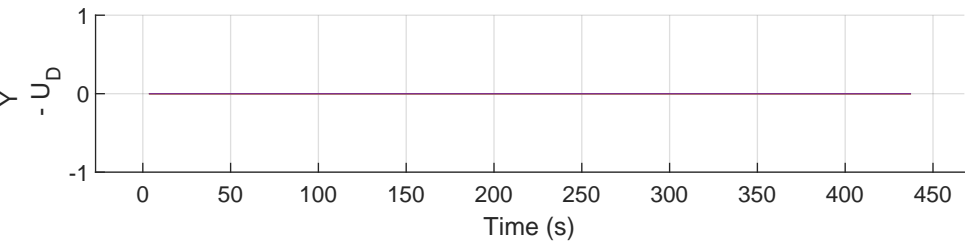
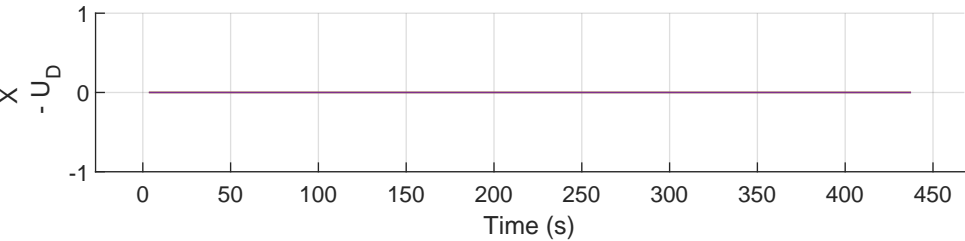
All Unit Errors



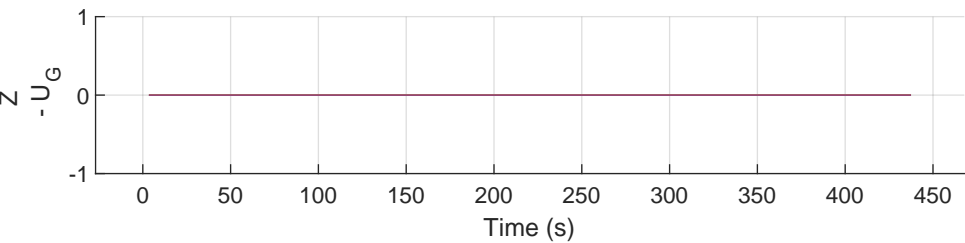
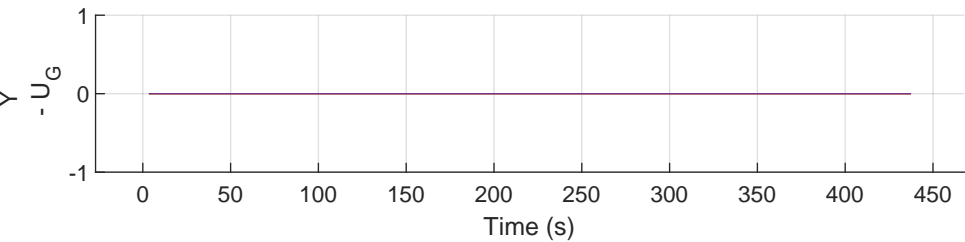
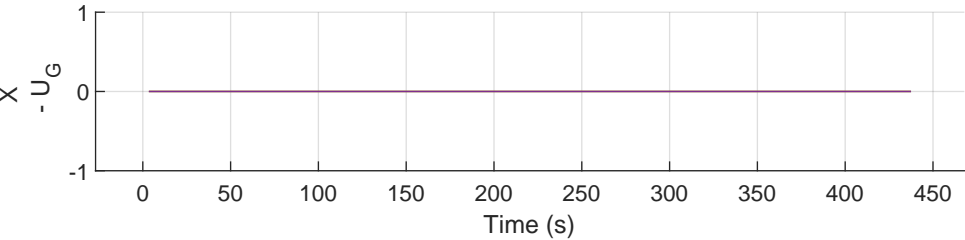
All Matlab Errors



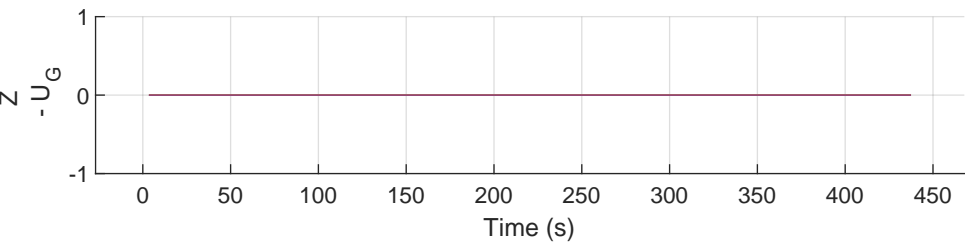
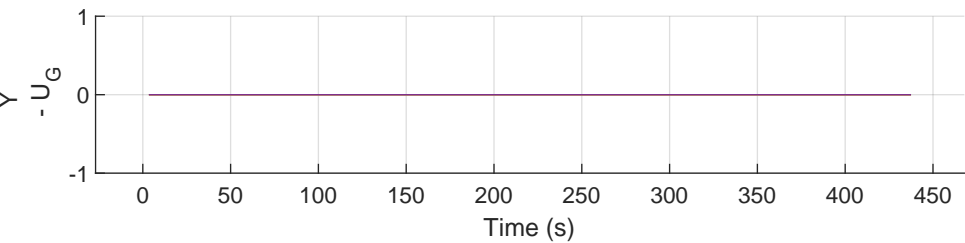
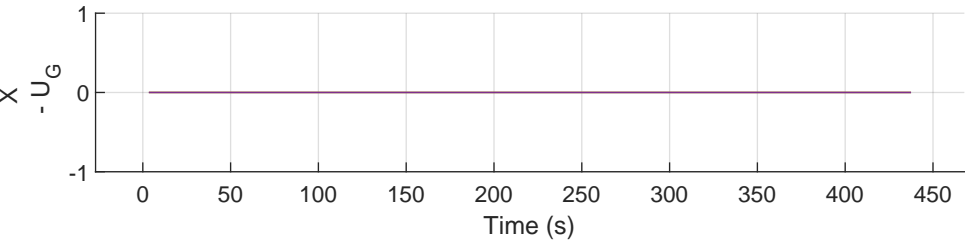
Deformation Control Value



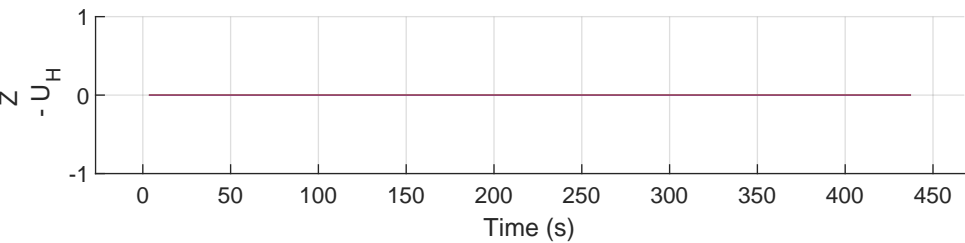
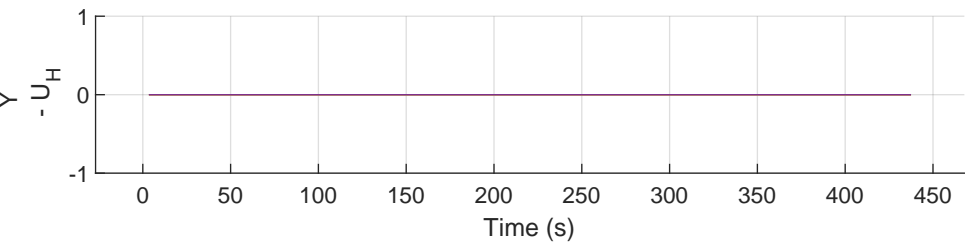
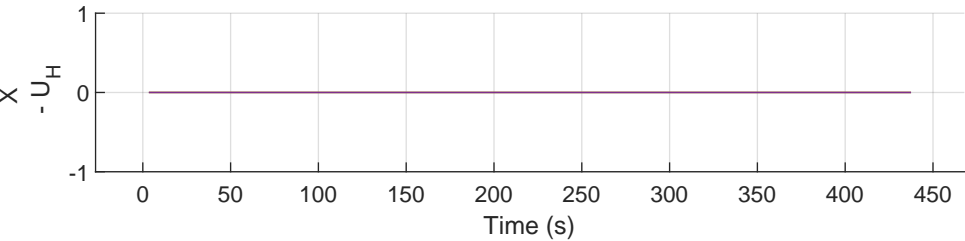
Correction Term Deformation Control Value



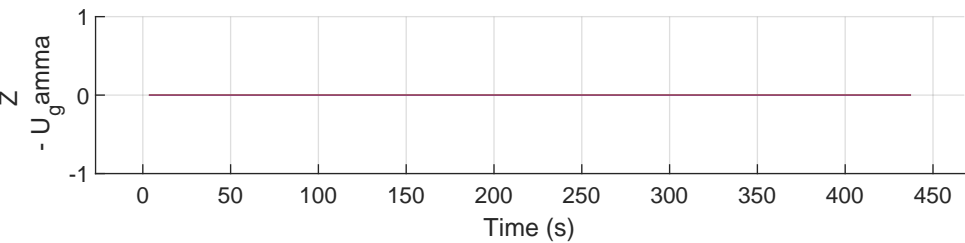
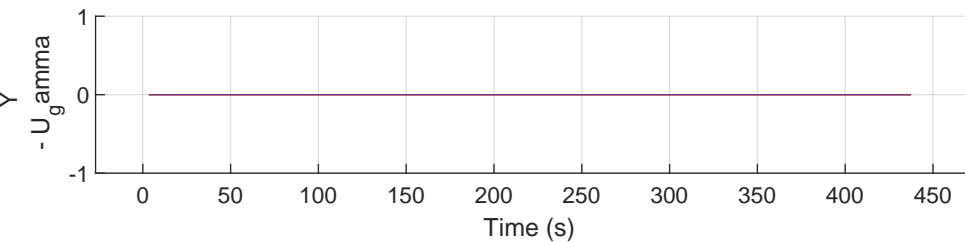
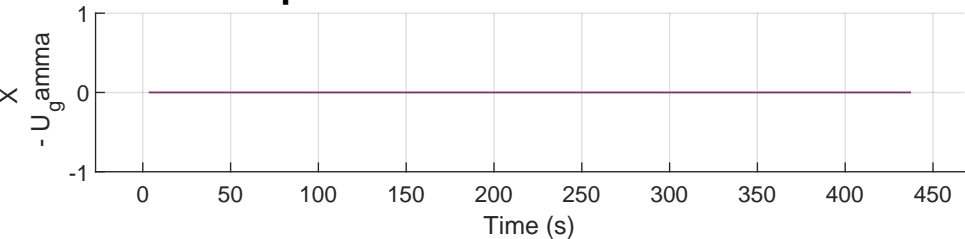
Internal Deformation Control Value



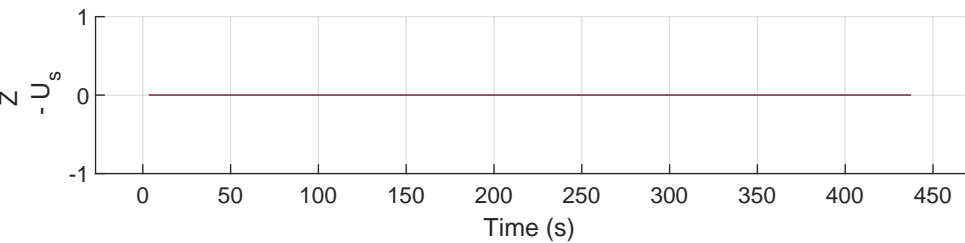
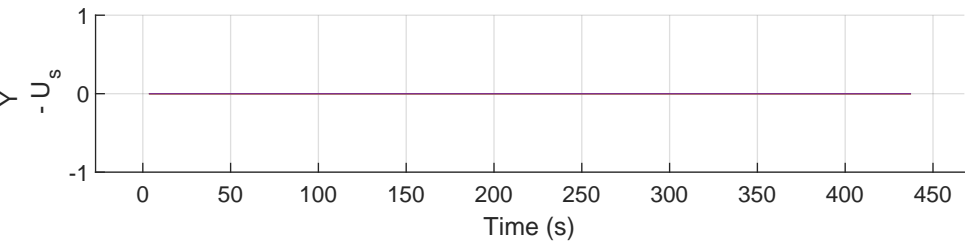
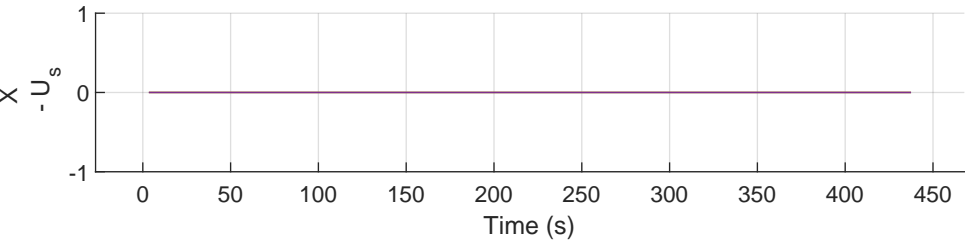
Internal Deformation Control Value



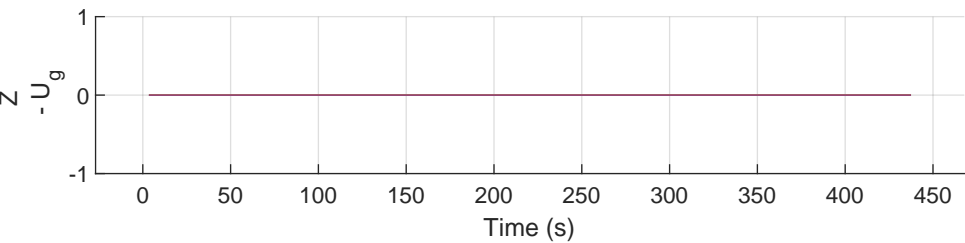
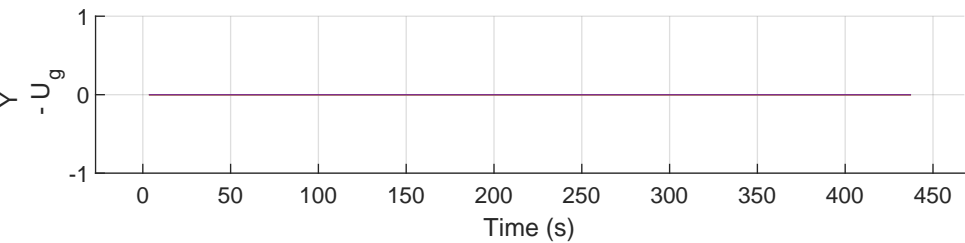
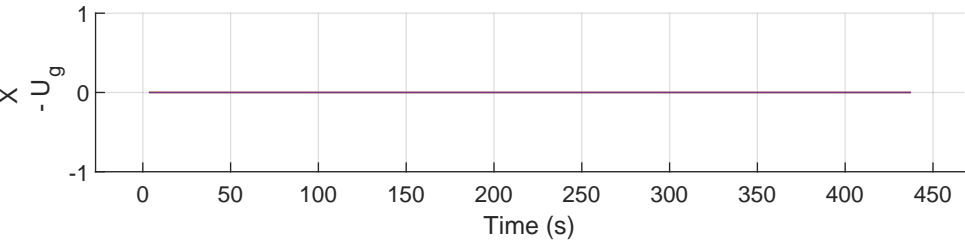
Shape Deformation Control Value



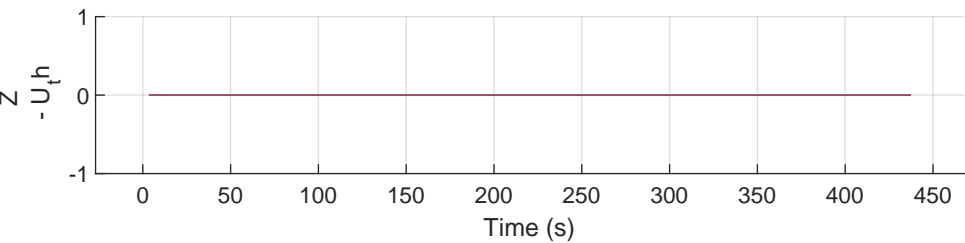
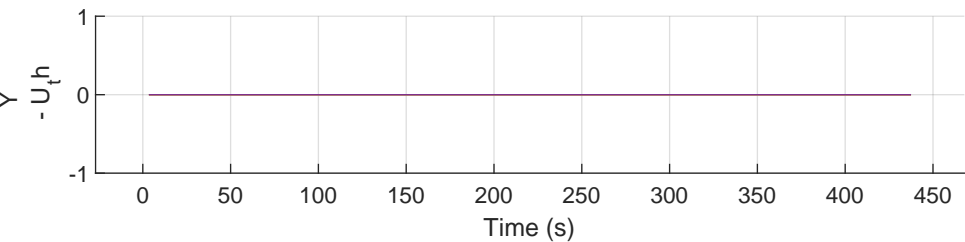
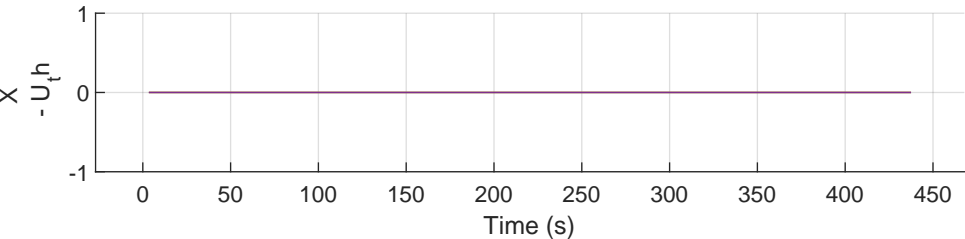
Scale Control Value



Position Control Value



Rotation Control Value



Global Control Value

