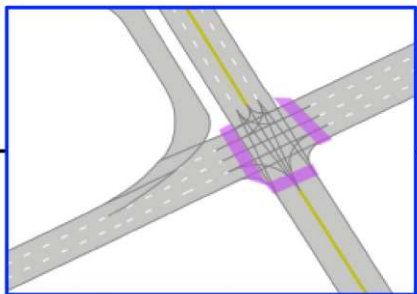
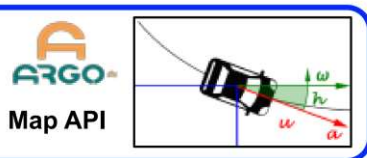


## Inputs

HD Map



Physics-based  
Heuristics



Agent Past Trajectories



$T_0$   
 $T_{-1}$   
 $T_{-2}$   
 $T_{-3}$   
...  
 $T_{-n}$

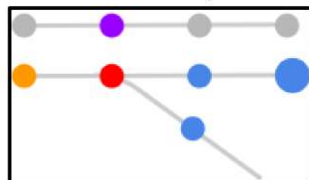
$\Delta v$

Heuristic Lane Proposals

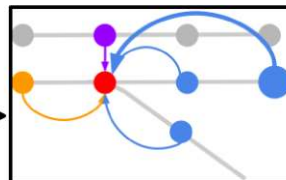
Concat

## Map Encoder

Build Graph



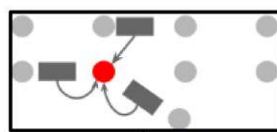
LaneGCN



## Fusion Cycle

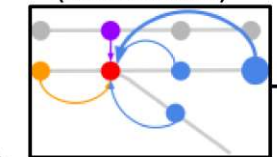
Latent graph

Attention  
(Agent to Lane)



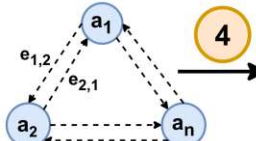
1

LaneGCN  
(Lane to Lane)



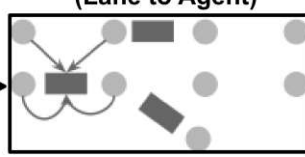
2

Crystal-GCN  
(Agent to Agent)



4

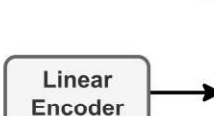
Attention  
(Lane to Agent)



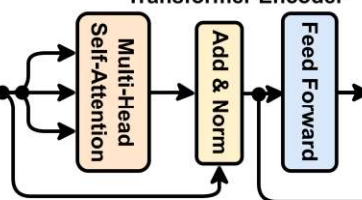
## Social Encoder

Latent actors

Positional Encoding

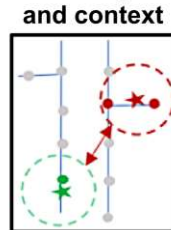


Transformer Encoder

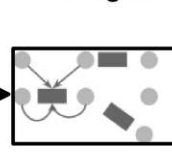


## Goal Areas estimation

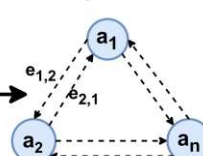
Estimate goals  
and context



Add deep context  
to agents



Agent to Agent  
update



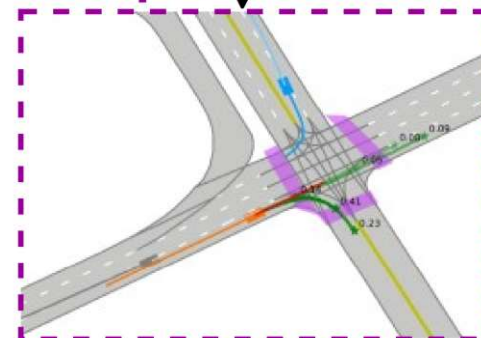
Latent actors with  
deep area context

Multimodal Decoder  
(Regression & Confidences)

Preliminary  
multimodal predictions

Motion  
Refinement

Output



Refined Multimodal trajectories