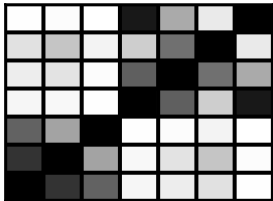
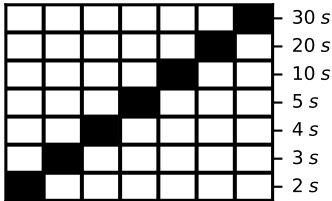


LSTM Linear
Euclidean distance



x and *y* offset



Speed, heading, and time