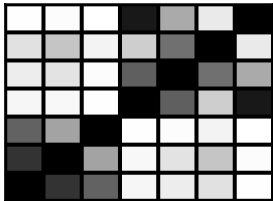
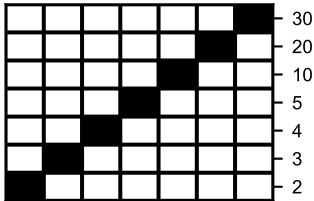


LSTM Linear
Euclidean distance



x and y offset



Speed, heading, and time