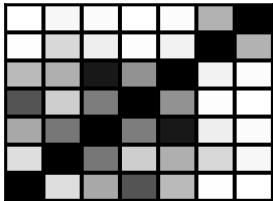
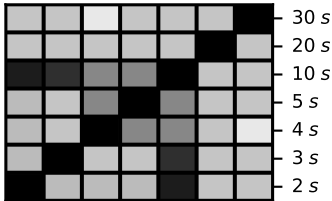


LSTM Reference
Euclidean distance



x and y offset



Speed, heading, and time