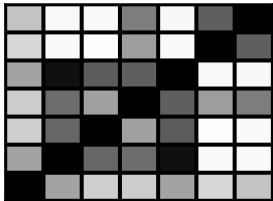


LSTM Twice  
Euclidean distance



$x$  and  $y$  offset



Speed, heading, and time