data HeteroDataBatch(

  scenario\_id=[4],

  city=[4],

  agent={

    num\_nodes=113,

    av\_index=[4],

    valid\_mask=[113, 110],

    predict\_mask=[113, 110],

    id=[4],

    type=[113],

    category=[113],

    position=[113, 110, 3],

    heading=[113, 110],

    velocity=[113, 110, 3],

    target=[113, 60, 4],

    batch=[113],

    ptr=[5],

  },

  map\_polygon={

    num\_nodes=244,

    position=[244, 3],

    orientation=[244],

    height=[244],

    type=[244],

    is\_intersection=[244],

    batch=[244],

    ptr=[5],

  },

  map\_point={

    num\_nodes=5449,

    position=[5449, 3],

    orientation=[5449],

    magnitude=[5449],

    height=[5449],

    type=[5449],

    side=[5449],

    batch=[5449],

    ptr=[5],

  },

  (map\_point, to, map\_polygon)={ edge\_index=[2, 5449] },

  (map\_polygon, to, map\_polygon)={

    edge\_index=[2, 638],

    type=[638],

  }

)