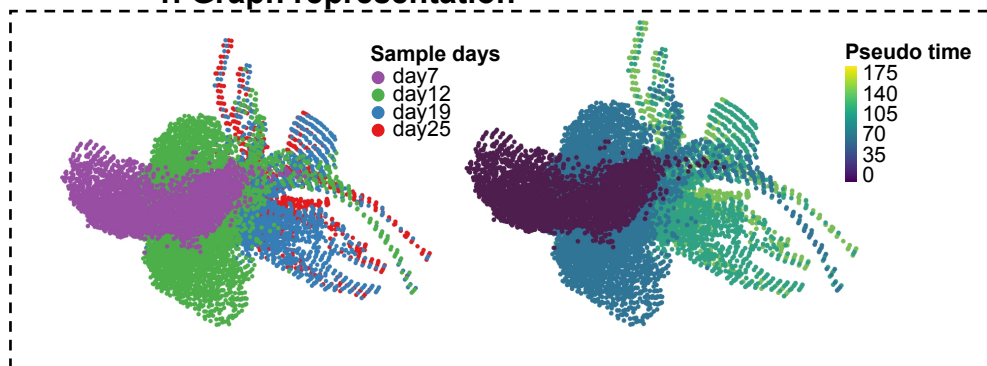
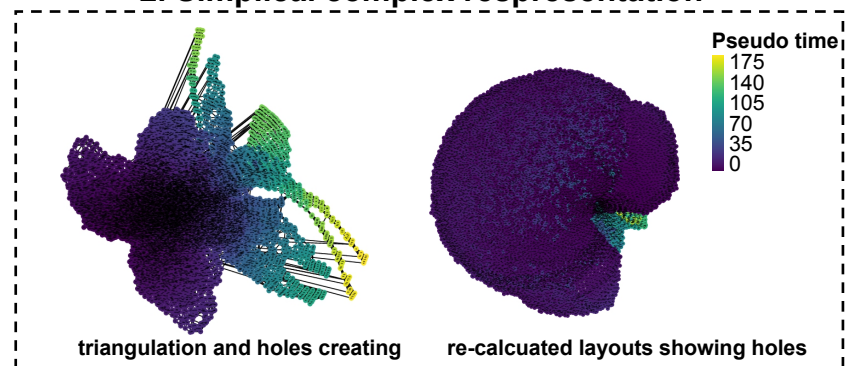


1. Graph representation

A

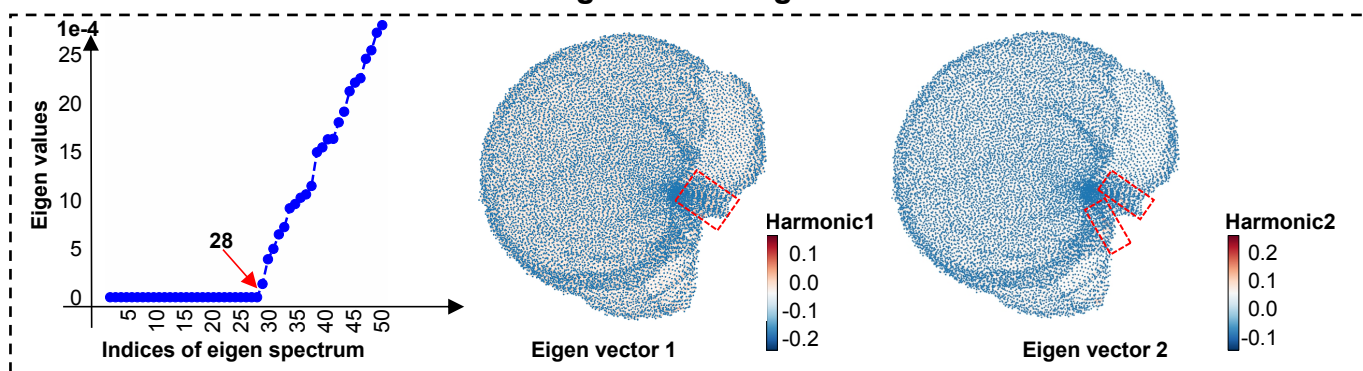


B



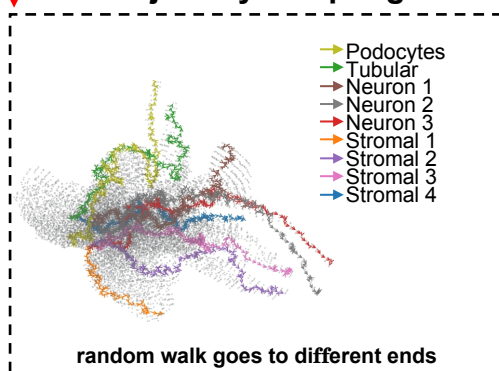
3. Edge embedding

C



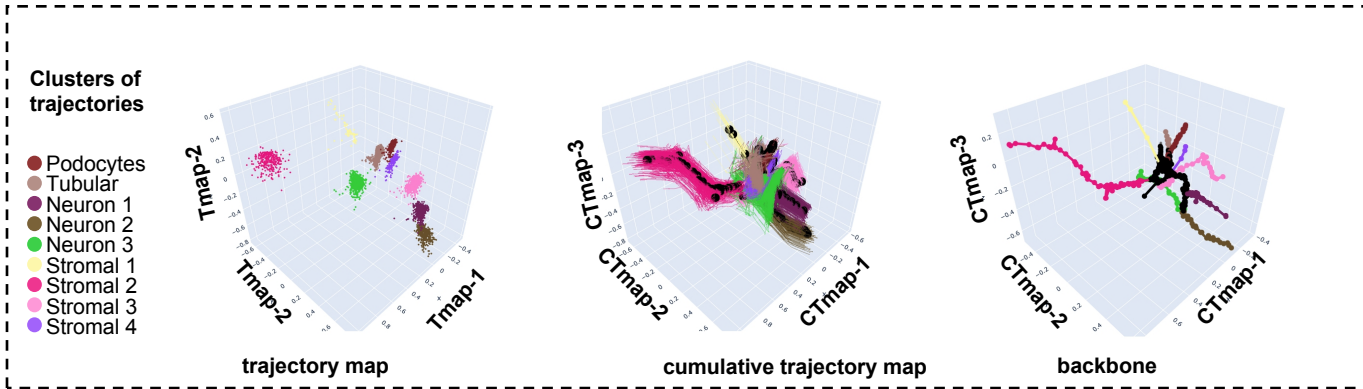
4. trajectory sampling

D



5. trajectory embeddings

E



6. trajectory tree

F

