

Motion Generator

Output Embedding
 $\tilde{\mathbf{V}}_P$

Historical States
 \mathbf{X}_T

Residual Block
 \mathcal{F}_{Res1}

Residual Block
 \mathcal{F}_{Res2}

Output:
Generated future trajectory
 $\hat{\mathbf{Y}}_F$

Output:
Reconstructed historical trajectory
 $\hat{\mathbf{X}}_T$

