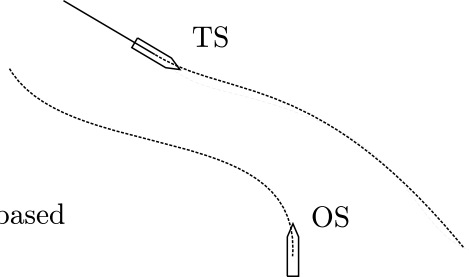


1. Physics-based  
prediction

2. Maneuver-based  
prediction



3. Interaction-aware  
prediction