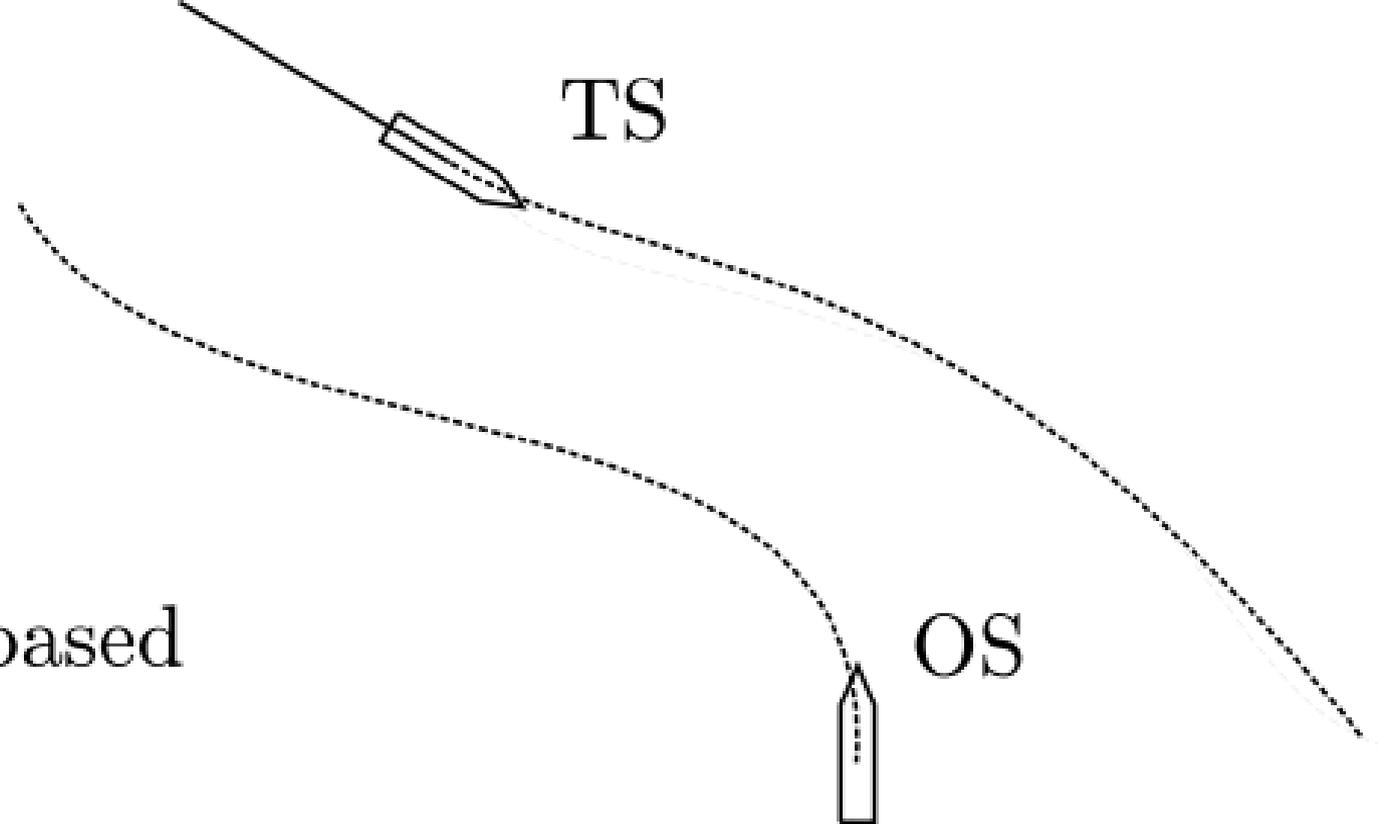


1. Physics-based prediction

2. Maneuver-based prediction



3. Interaction-aware prediction