Supplementary Materials

`baller2vec++`: A Look-Ahead Multi-Entity Transformer For Modeling Coordinated Agents

(a) Ground truth.   (b) `baller2vec`.   (c) `baller2vec`.   (d) `baller2vec++`.   (e) `baller2vec++`.
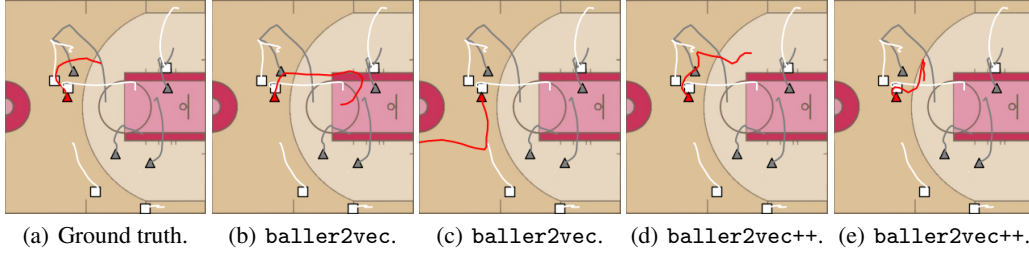
Figure S1: While `baller2vec` occasionally generates realistic trajectories for the red defender (b), it also makes egregious errors (c). In contrast, the trajectories generated by `baller2vec++` often seem plausible (d and e). For both the `baller2vec` and `baller2vec++` generated trajectories, the ground truth trajectories (a) for all of the non-red players were used as input at each time step. The red player was placed *last* in the player order when generating his trajectory with `baller2vec++`. Animated versions can be found in the code repository.