

Figure 5. **Visualization of Trajectories.** \times indicates that the trajectory results in a collision or goes beyond the drivable area, while \checkmark represents a safe trajectory. The orange points are generated by the Goal Constructor, while the blue and yellow points correspond to samples from the vocabulary. The results highlight that GoalFlow generates higher-quality trajectories compared to the other two methods.

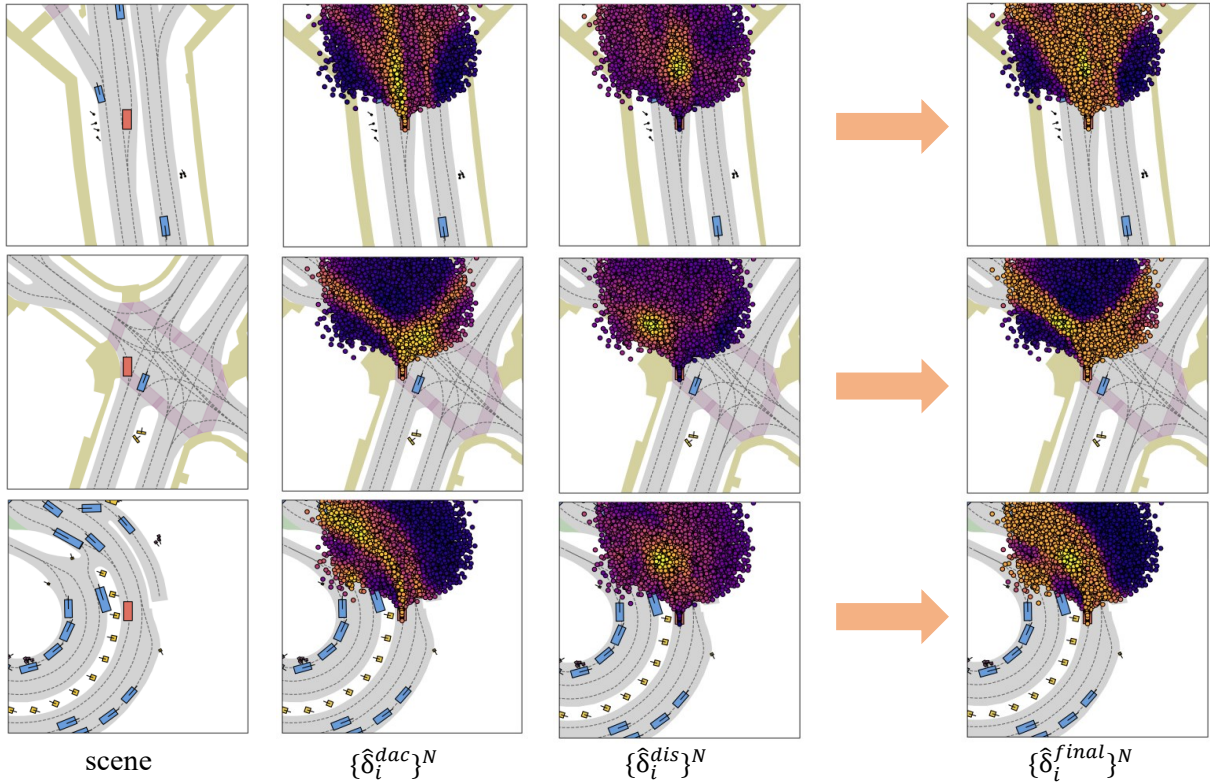


Figure 6. **Visualization of the goal point distribution.** The $\hat{\delta}_i^{dac}$ score indicates whether a point is within the drivable area, while the $\hat{\delta}_i^{dis}$ score reflects the distance relationship between the point and the goal. The final score $\hat{\delta}_i^{final}$ is a fusion of the $\hat{\delta}_i^{dac}$ and $\hat{\delta}_i^{dis}$ scores, where points with higher brightness represent higher scores.

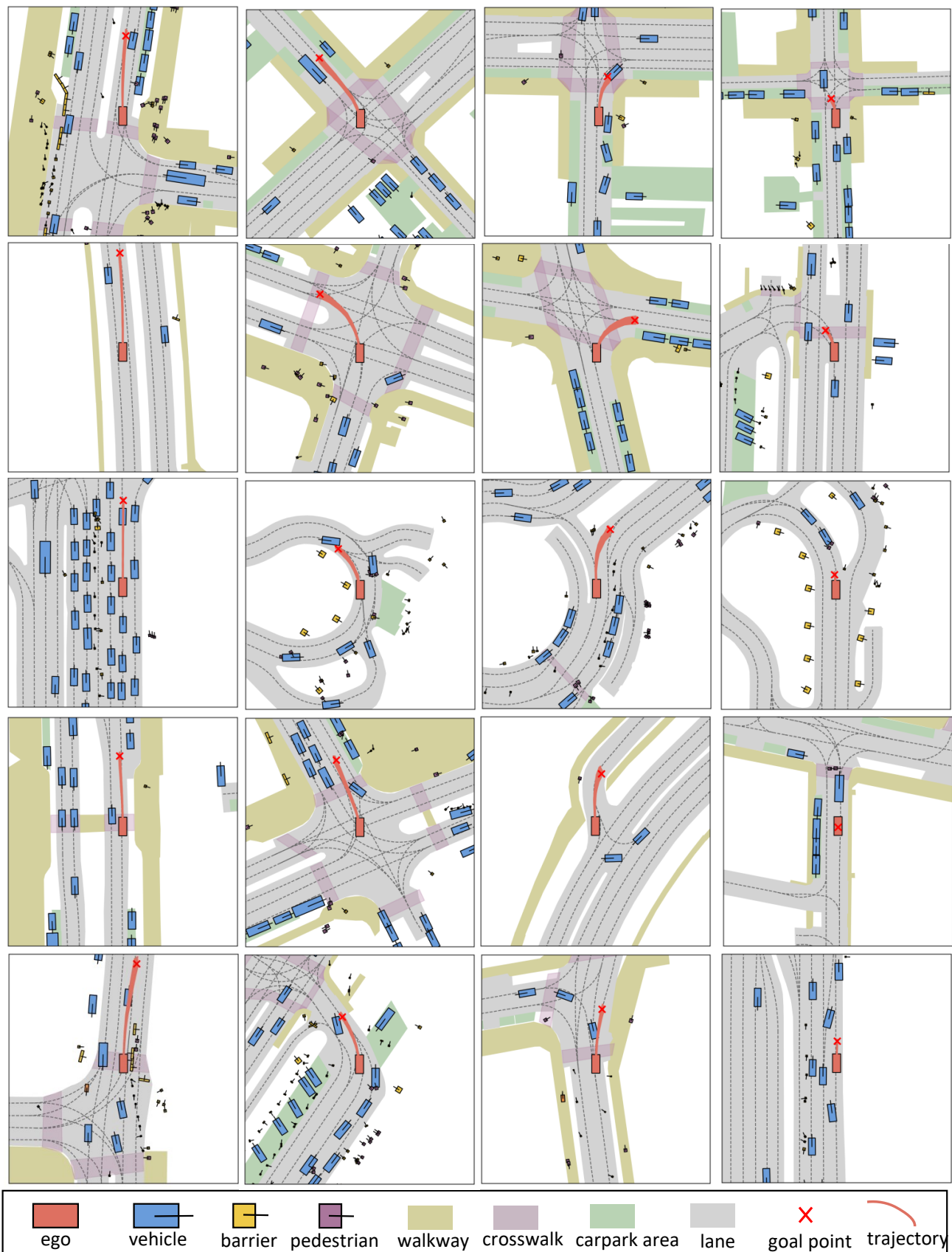


Figure 7. **Visualization of trajectories.** We visualize four scenarios: going straight, turning left, turning right, and yielding. For each scenario, 128 trajectories were generated using GoalFlow.