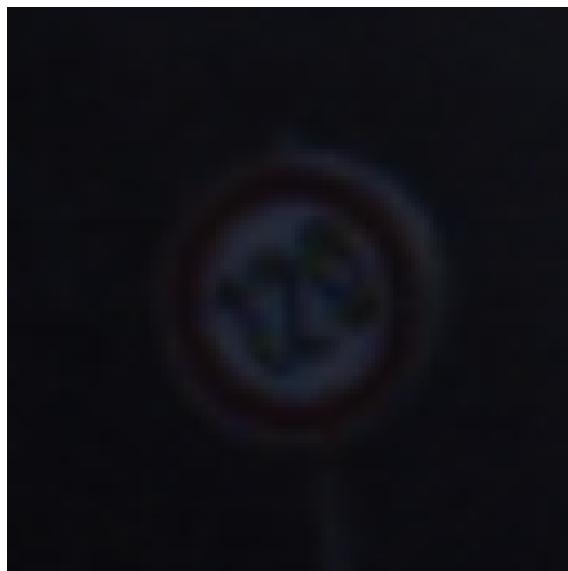


# Misclassification report

Total incorrect cases: **174**

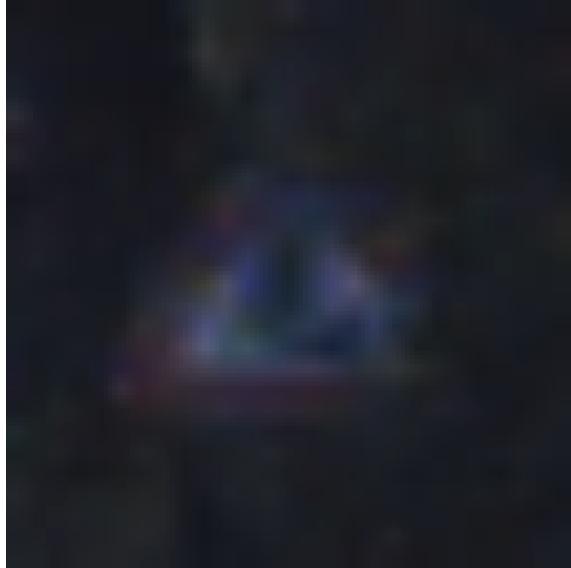


**Ground Truth (GT):** Speed limit (120km/h)

**Prediction (P):** Speed limit (80km/h)

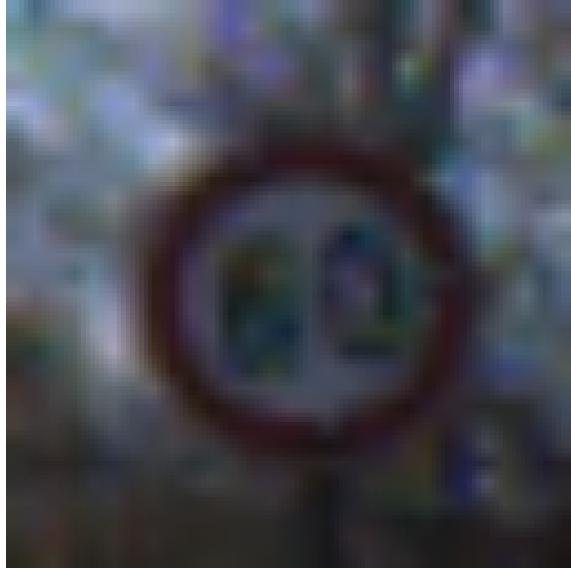
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** Road work  
**Prediction (P):** Double curve  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	1	0
symbol_double_curve	0	1



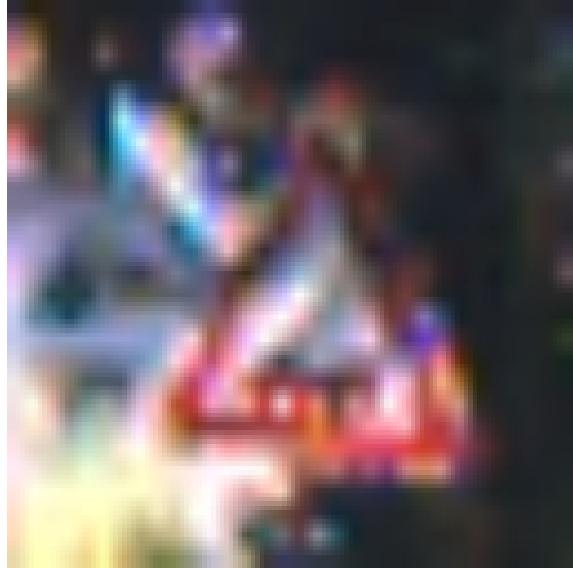
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** Speed limit (70km/h)  
**Prediction (P):** Speed limit (100km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	0	1
number_7	1	0



**Ground Truth (GT):** Beware of ice/snow  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_ice	1	1



**Ground Truth (GT):** Bumpy road

**Prediction (P):** Road work

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0

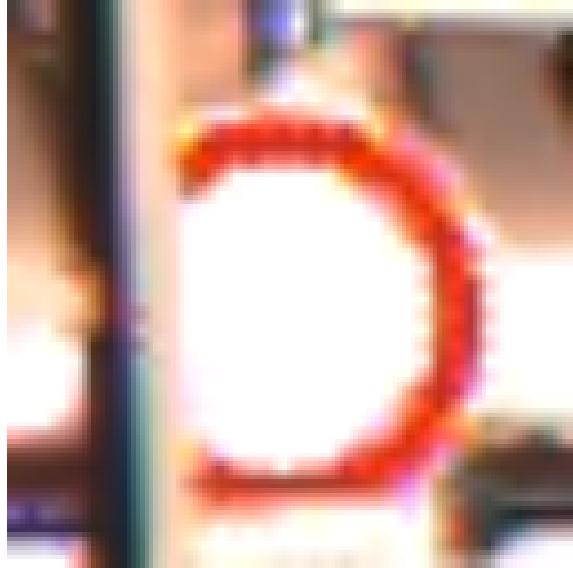


**Ground Truth (GT):** Speed limit (70km/h)

**Prediction (P):** Speed limit (50km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_5	0	1
number_7	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Speed limit (60km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1

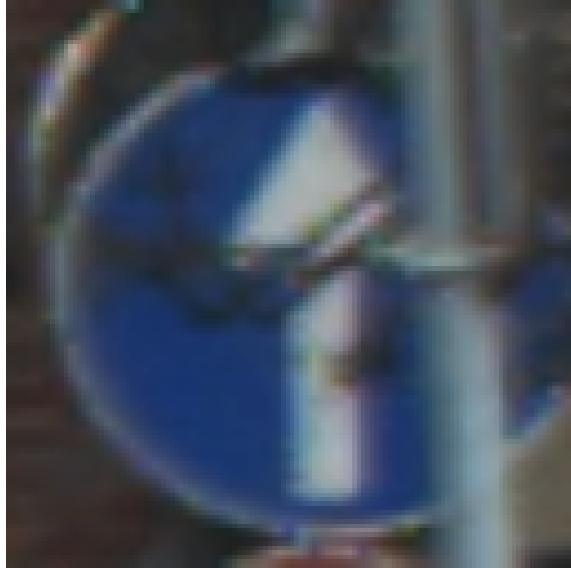


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Ahead only  
**Prediction (P):** Keep right  
**Hamming Dist. (HD):** 2

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_straight	1	0
symbol_arrow_bottom_right	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** Road work

**Prediction (P):** Right of way at the next intersection

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	1	1
symbol_right_of_way	0	1

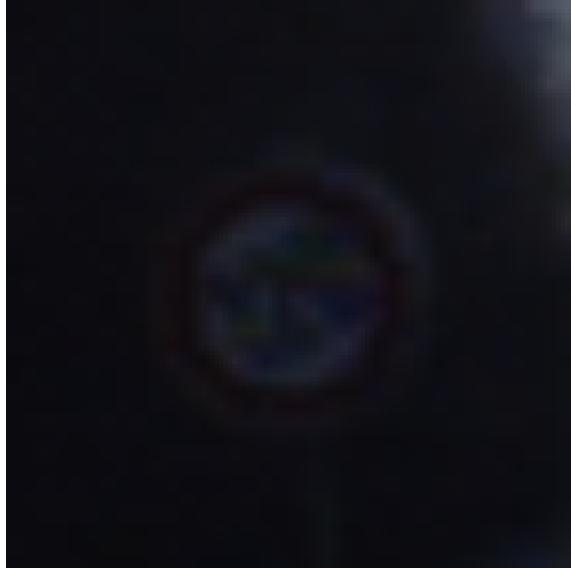


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



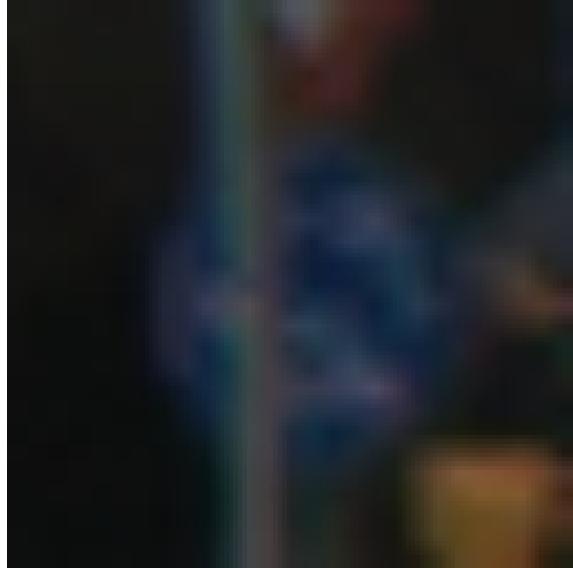
**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



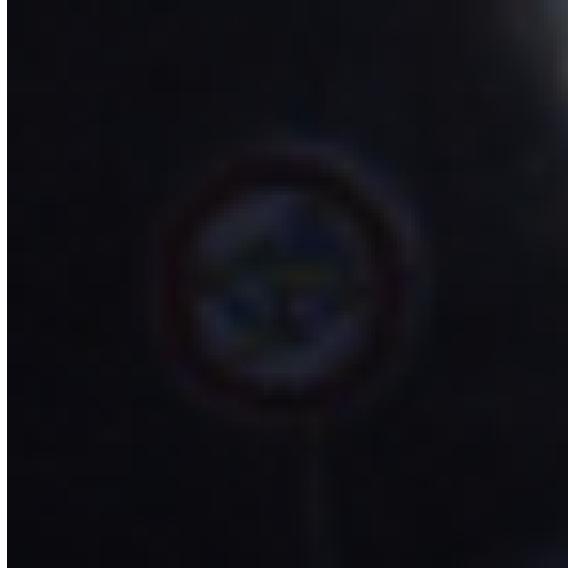
**Ground Truth (GT):** Priority road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	0	1
main_color_yellow	1	0
border_color_white	1	0
border_color_red	0	1
shape_triangular	0	1
shape_square	1	0



**Ground Truth (GT):** Roundabout mandatory  
**Prediction (P):** Turn right ahead  
**Hamming Dist. (HD):** 2

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_right	0	1
symbol_arrow_roundabout	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** General caution  
**Prediction (P):** Traffic signals  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_attention	1	1
symbol_traffic_lights	0	1



**Ground Truth (GT):** Priority road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	0	1
main_color_yellow	1	0
border_color_white	1	0
border_color_red	0	1
shape_triangular	0	1
shape_square	1	0



**Ground Truth (GT):** General caution  
**Prediction (P):** Slippery road  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	0	1
symbol_attention	1	0



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Speed limit (50km/h)  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_3	0	1
number_5	1	0



**Ground Truth (GT):** Slippery road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_ice	0	1



**Ground Truth (GT):** Speed limit (70km/h)  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_3	0	1
number_7	1	0



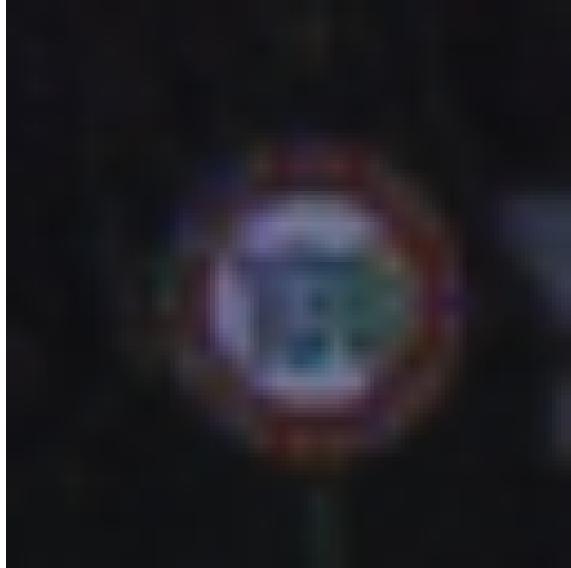
**Ground Truth (GT):** Ahead only  
**Prediction (P):** Go straight or right  
**Hamming Dist. (HD):** 1

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_right	0	1
symbol_arrow_straight	1	1



**Ground Truth (GT):** Pedestrians  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_pedestrian	1	1



**Ground Truth (GT):** Speed limit (100km/h)  
**Prediction (P):** Speed limit (120km/h)  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	1
number_2	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1

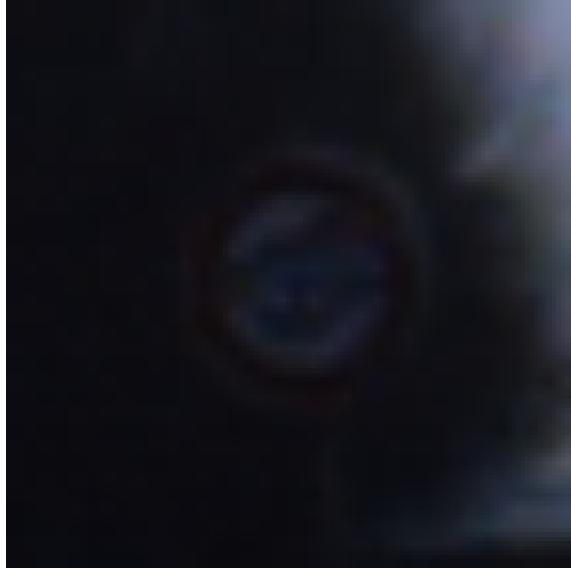


**Ground Truth (GT):** No passing

**Prediction (P):** No passing for vehicles over 3.5 metric tons

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
symbol_car	1	1
symbol_truck	0	1

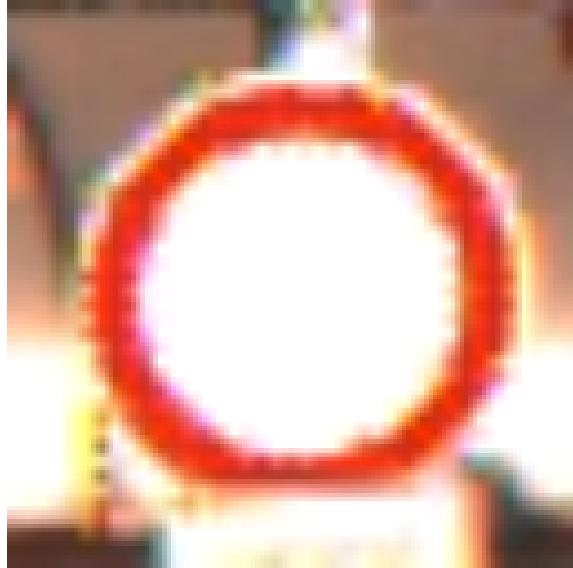


**Ground Truth (GT):** Speed limit (120km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



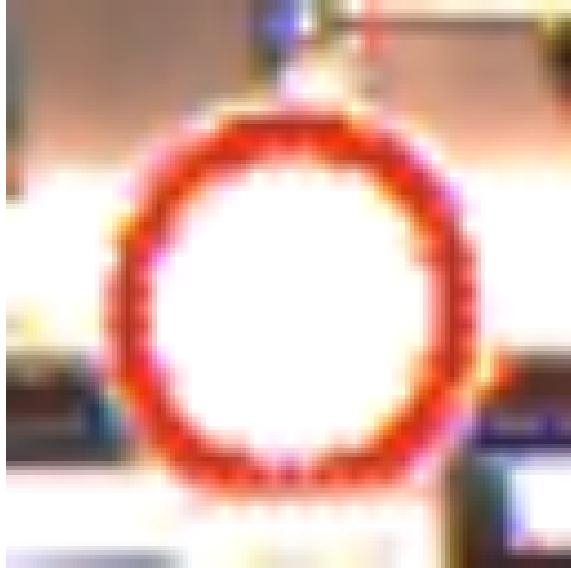
**Ground Truth (GT):** Speed limit (30km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_3	1	0
number_8	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

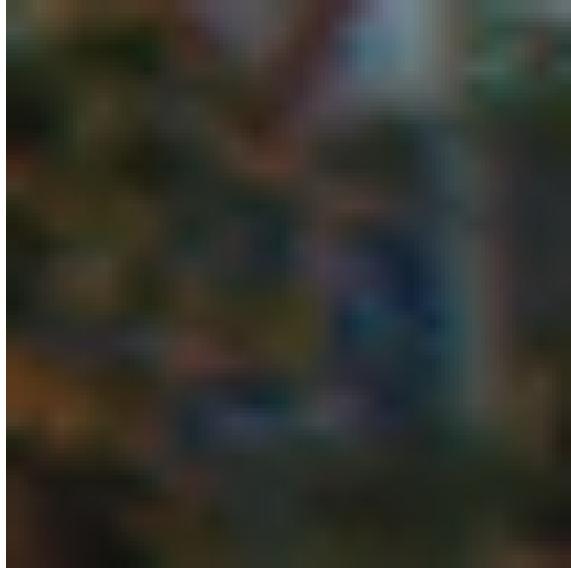
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Ahead only  
**Prediction (P):** Go straight or right  
**Hamming Dist. (HD):** 2

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_right	0	1
symbol_arrow_left	0	1
symbol_arrow_straight	1	1



**Ground Truth (GT):** Roundabout mandatory  
**Prediction (P):** Priority road  
**Hamming Dist. (HD):** 5

	GT	P
main_color_blue	1	1
main_color_yellow	0	1
border_color_white	0	1
shape_round	1	0
shape_square	0	1
symbol_arrow_roundabout	1	0



**Ground Truth (GT):** Priority road  
**Prediction (P):** General caution  
**Hamming Dist. (HD):** 7

	GT	P
main_color_white	0	1
main_color_yellow	1	0
border_color_white	1	0
border_color_red	0	1
shape_triangular	0	1
shape_square	1	0
symbol_attention	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



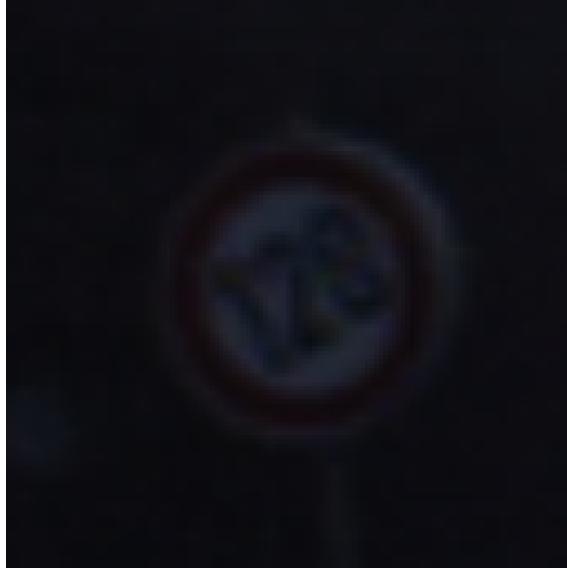
**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** General caution  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_attention	1	0

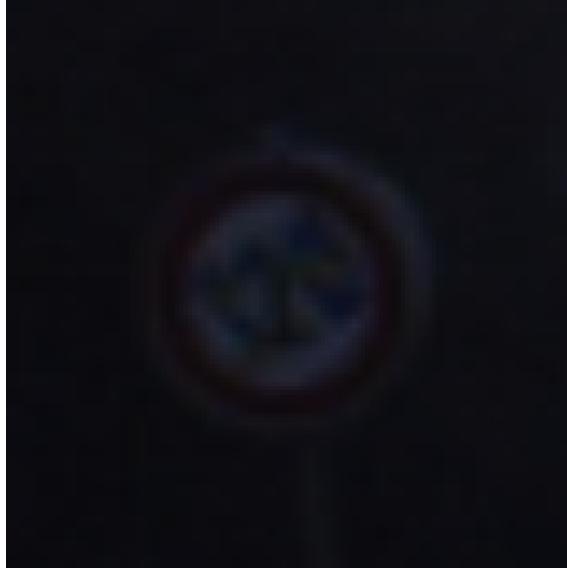


**Ground Truth (GT):** Bumpy road

**Prediction (P):** Yield

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_uneven	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



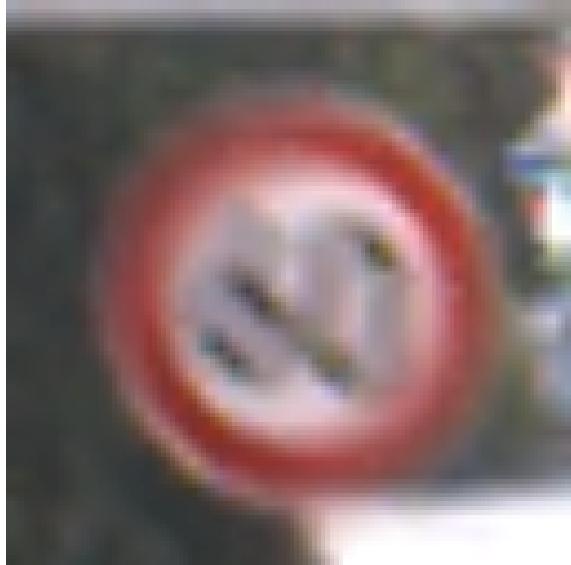
**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



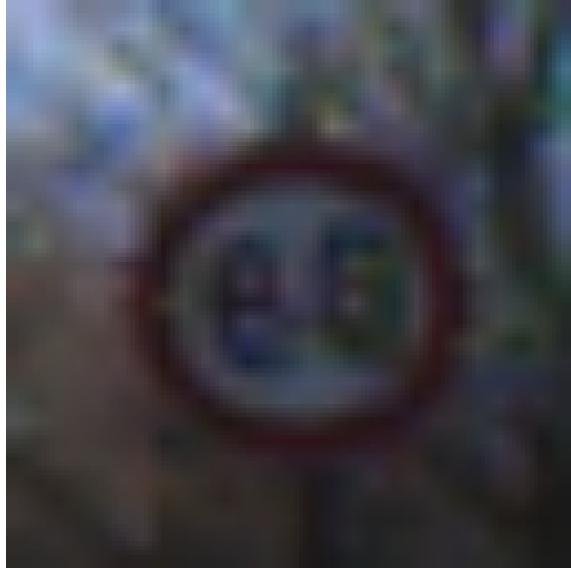
**Ground Truth (GT):** Keep left  
**Prediction (P):** Keep right  
**Hamming Dist. (HD):** 1

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_bottom_right	0	1
symbol_arrow_bottom_left	1	1



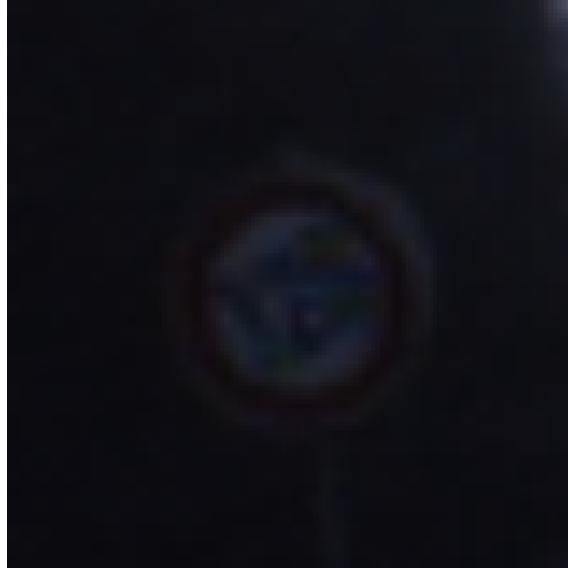
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



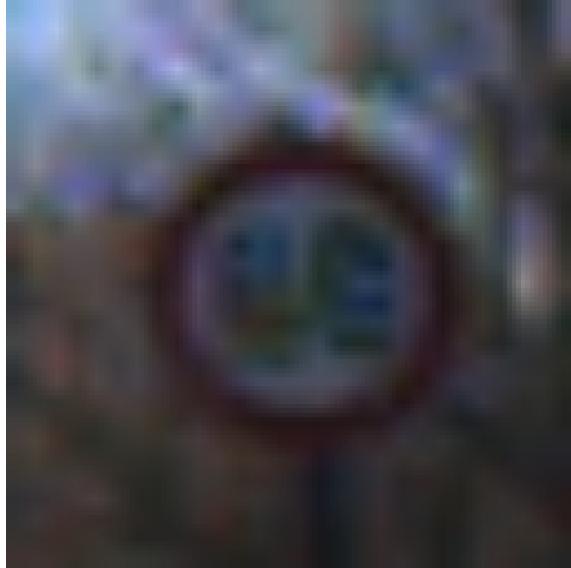
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1

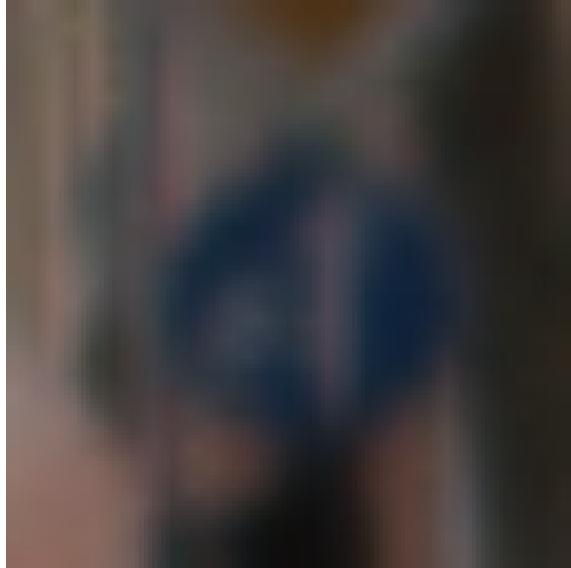


**Ground Truth (GT):** Speed limit (60km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Go straight or left

**Prediction (P):** Ahead only

**Hamming Dist. (HD):** 1

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_left	1	0
symbol_arrow_straight	1	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

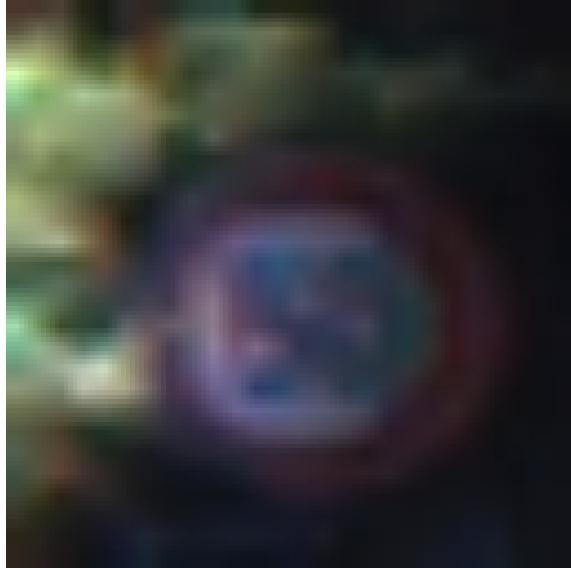
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Priority road  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	1	0
main_color_yellow	0	1
border_color_white	0	1
border_color_red	1	0
shape_round	1	0
shape_square	0	1



**Ground Truth (GT):** Speed limit (50km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_5	1	0
number_8	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** General caution  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_attention	1	0



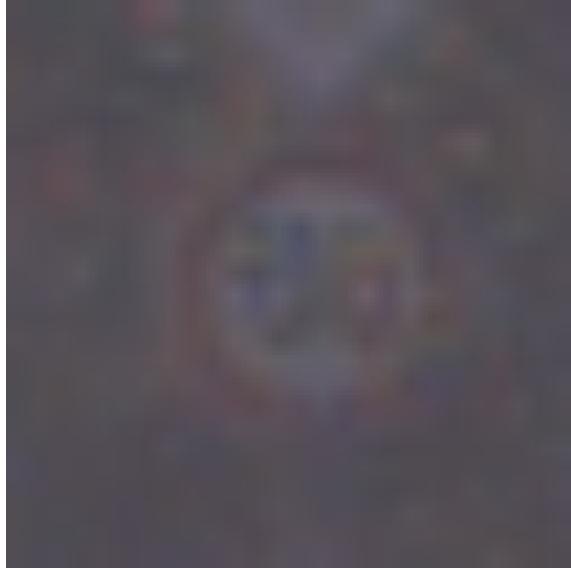
**Ground Truth (GT):** Priority road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	0	1
main_color_yellow	1	0
border_color_white	1	0
border_color_red	0	1
shape_triangular	0	1
shape_square	1	0



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (50km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_5	1	0
number_8	0	1



**Ground Truth (GT):** Bumpy road

**Prediction (P):** Road work

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0

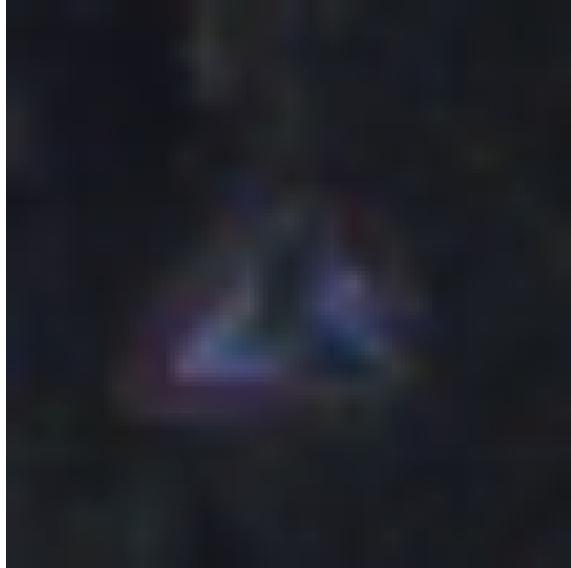


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

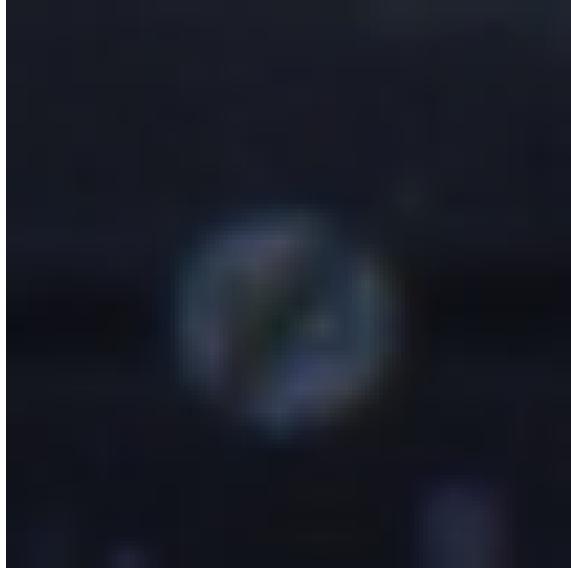
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



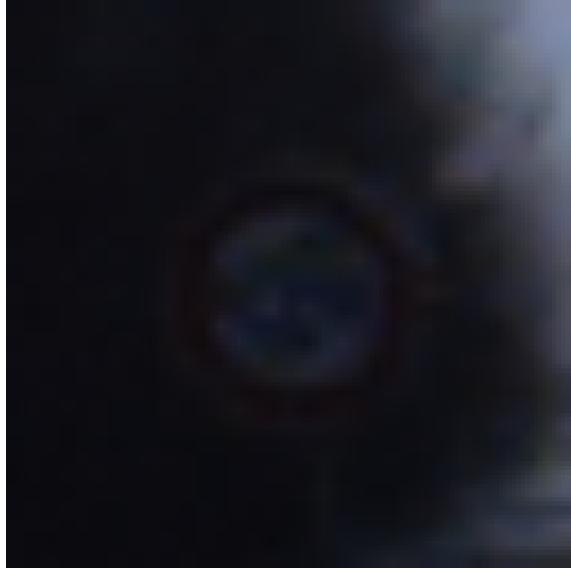
**Ground Truth (GT):** Road work  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_construction_site	1	0



**Ground Truth (GT):** End of speed limit (80km/h)  
**Prediction (P):** Speed limit (20km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
shape_round	1	1
number_0	1	1
number_2	0	1
number_8	1	0
symbol_diagonal_stripes	1	1



**Ground Truth (GT):** Speed limit (120km/h)

**Prediction (P):** Speed limit (80km/h)

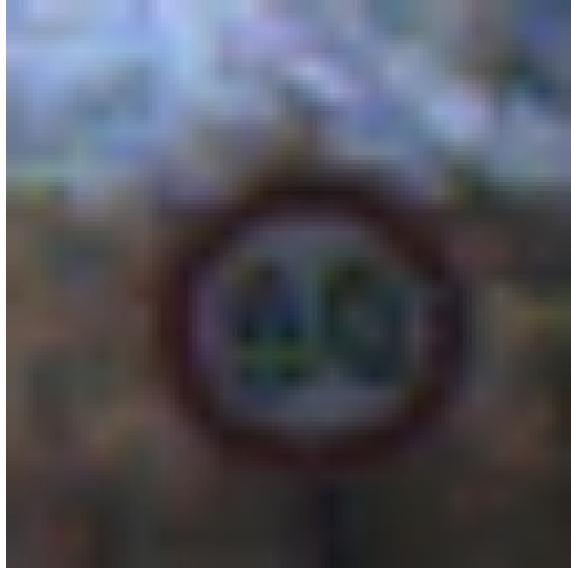
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Priority road  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	1	0
main_color_yellow	0	1
border_color_white	0	1
border_color_red	1	0
shape_round	1	0
shape_square	0	1



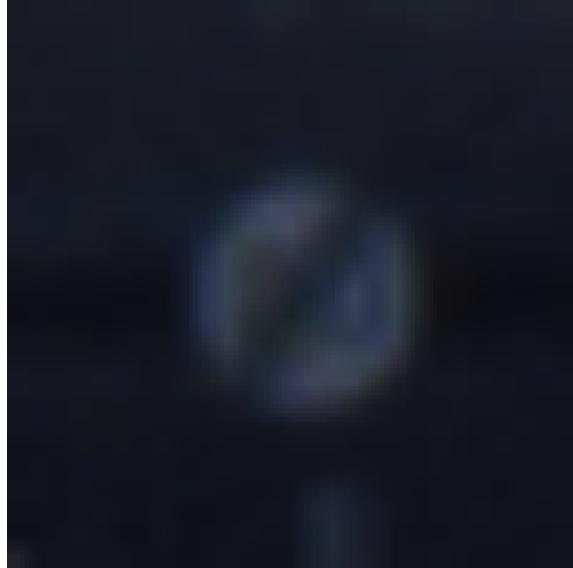
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** End of speed limit (80km/h)  
**Prediction (P):** End of all speed limits  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
shape_round	1	1
number_0	1	1
number_8	1	0
symbol_diagonal_stripes	1	1

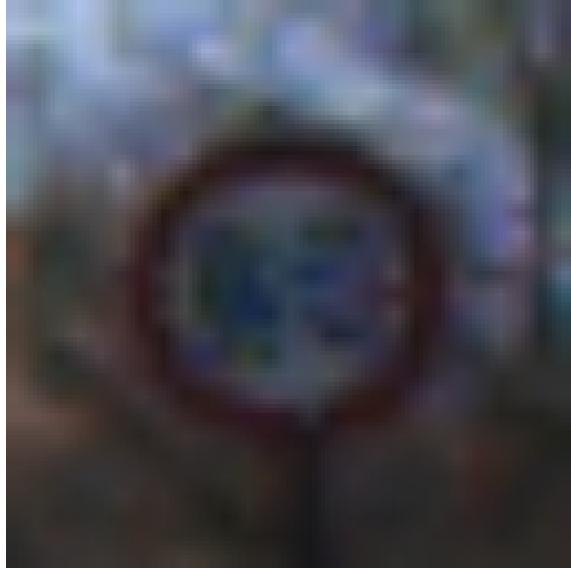


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

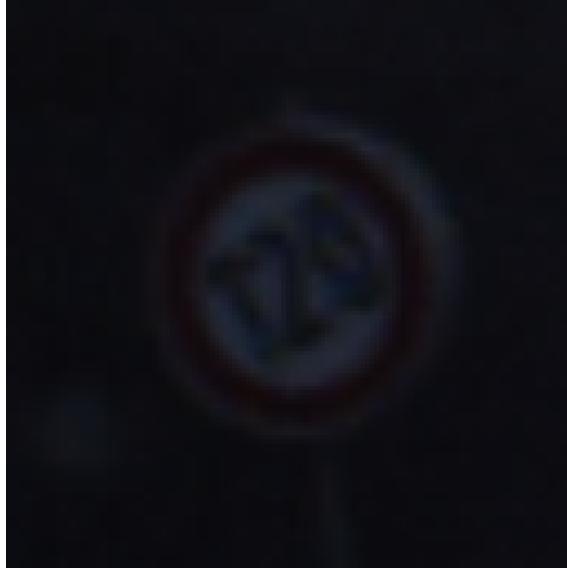
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1

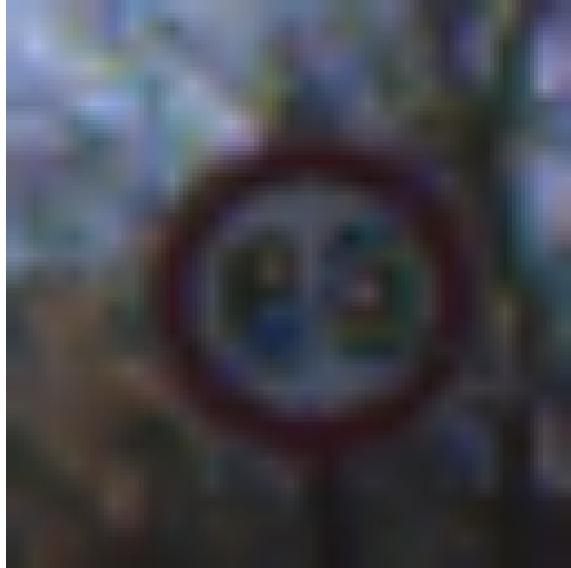


**Ground Truth (GT):** Bumpy road

**Prediction (P):** Road work

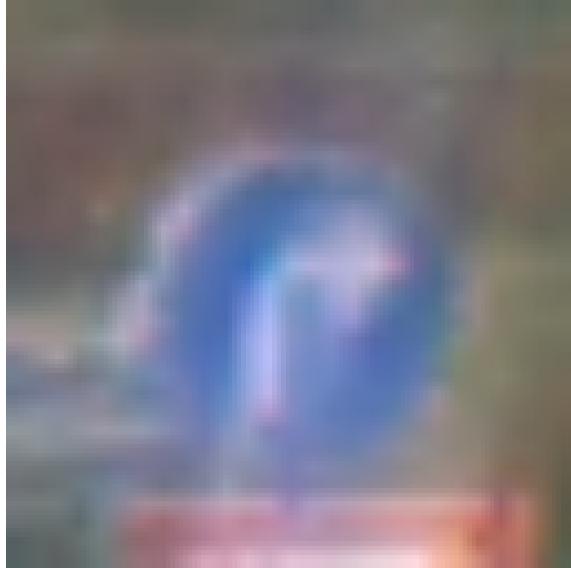
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



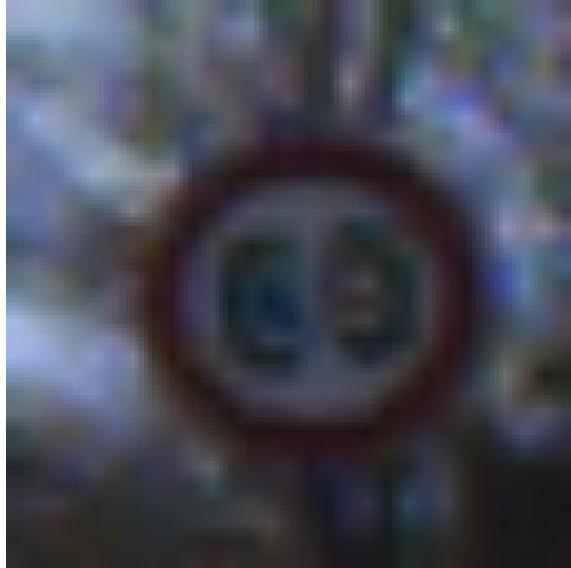
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Turn right ahead  
**Prediction (P):** Go straight or right  
**Hamming Dist. (HD):** 1

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_right	1	1
symbol_arrow_straight	0	1



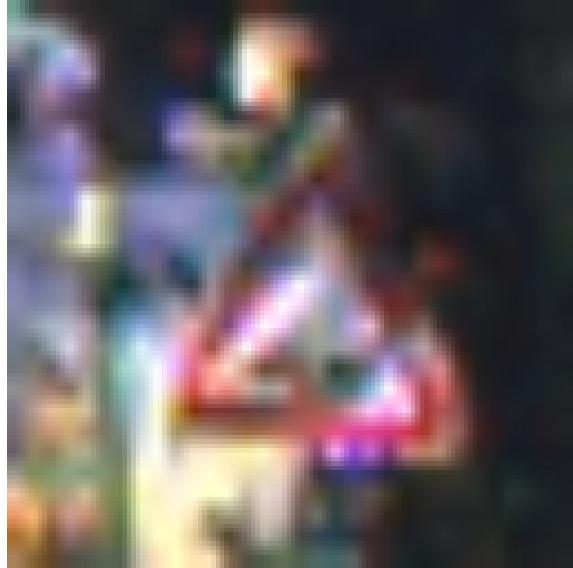
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Slippery road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_ice	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



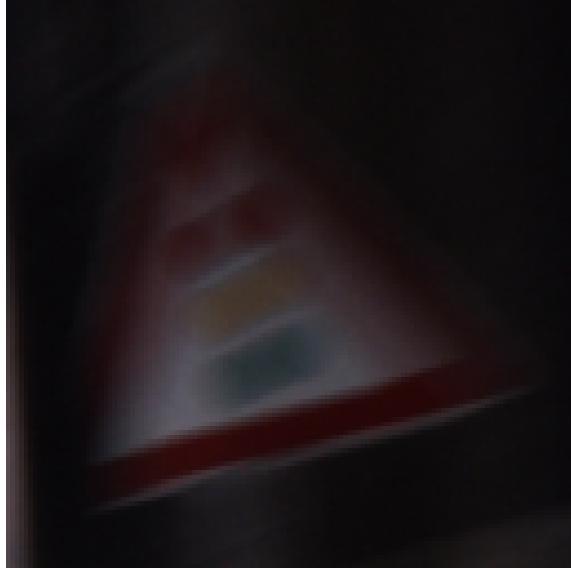
**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



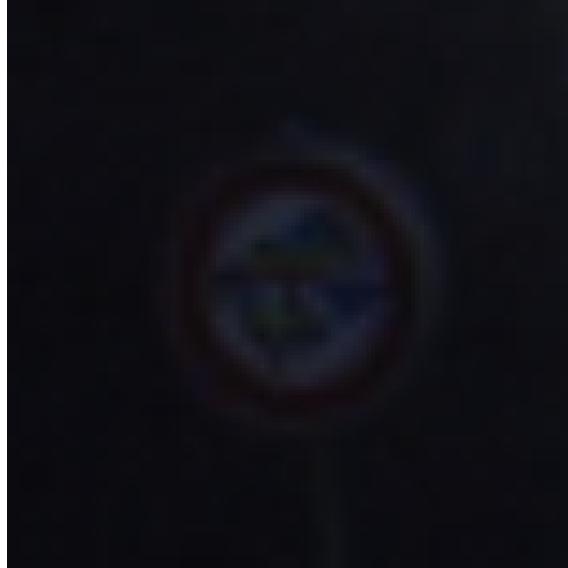
**Ground Truth (GT):** Road work  
**Prediction (P):** Pedestrians  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_construction_site	1	0



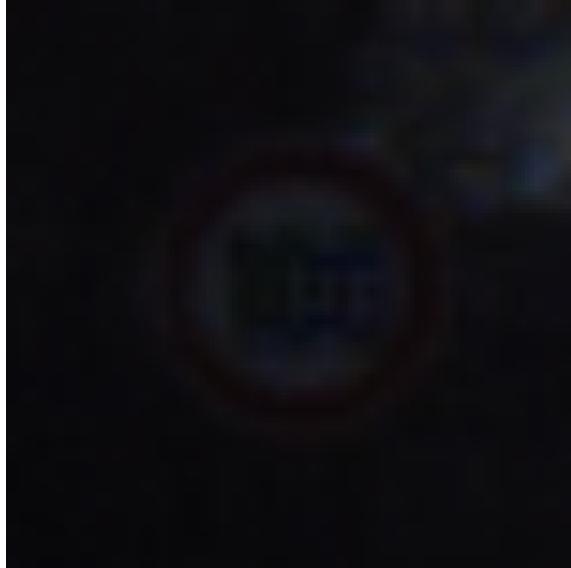
**Ground Truth (GT):** Traffic signals  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_traffic_lights	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (100km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_8	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** Priority road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 5

	GT	P
main_color_white	0	1
main_color_yellow	1	0
border_color_white	1	0
shape_triangular	0	1
shape_square	1	0



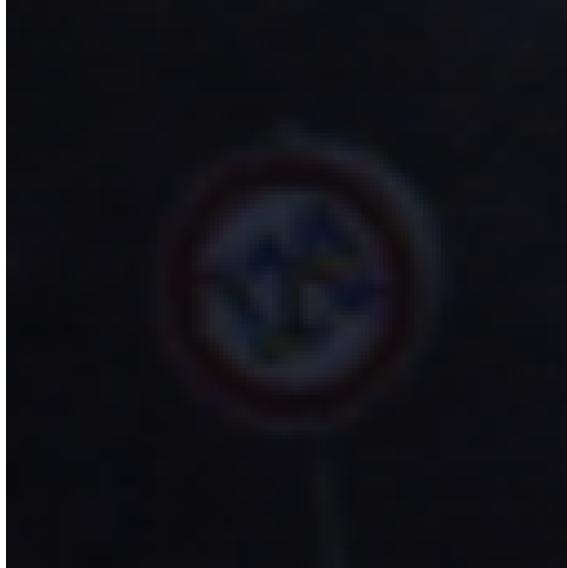
**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Speed limit (60km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1

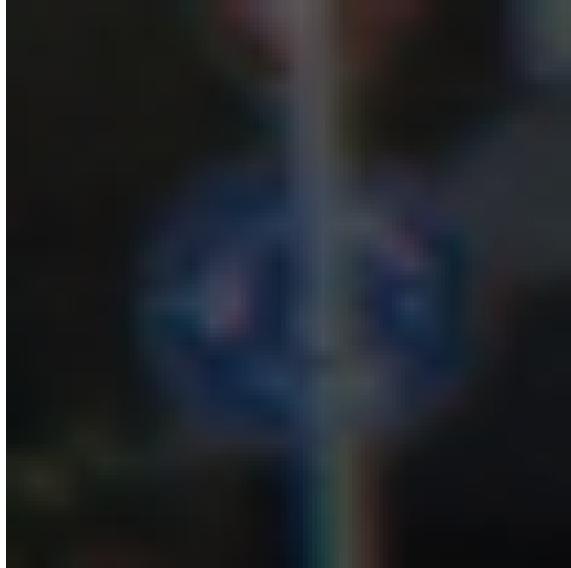


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0

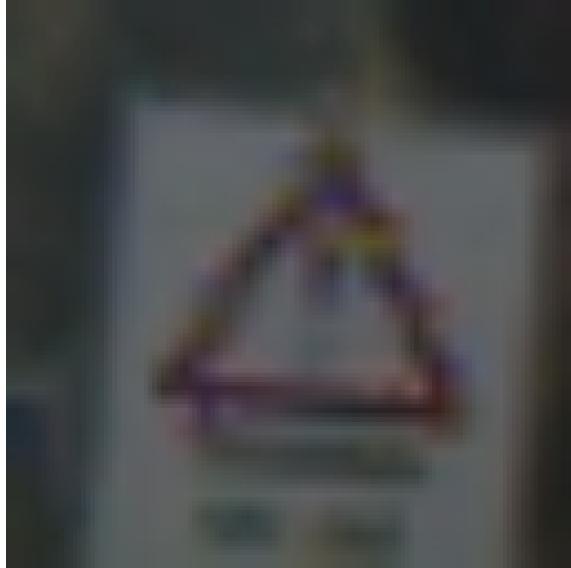


**Ground Truth (GT):** Roundabout mandatory

**Prediction (P):** Keep right

**Hamming Dist. (HD):** 2

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_bottom_right	0	1
symbol_arrow_roundabout	1	0

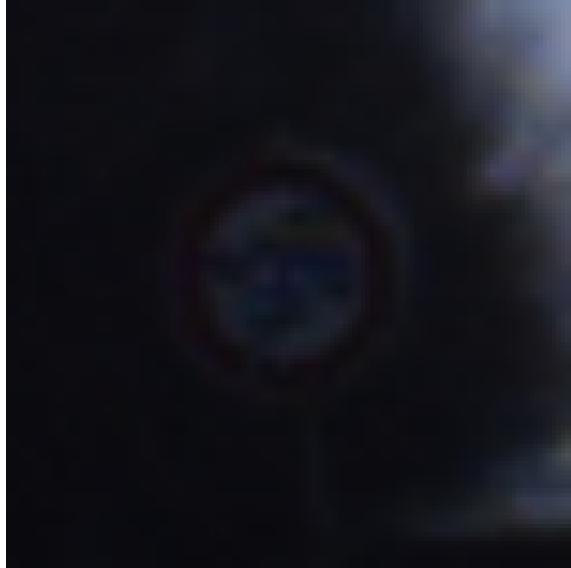


**Ground Truth (GT):** General caution

**Prediction (P):** Traffic signals

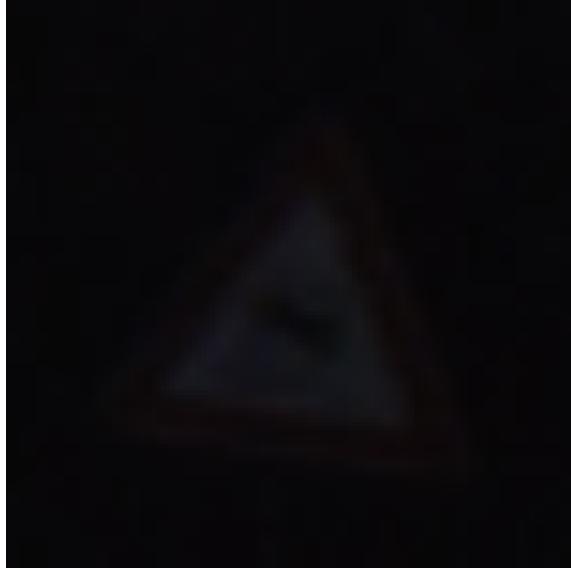
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_attention	1	1
symbol_traffic_lights	0	1



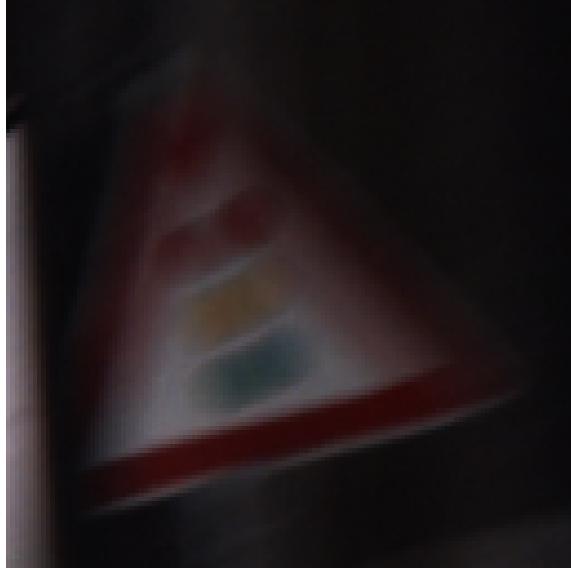
**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



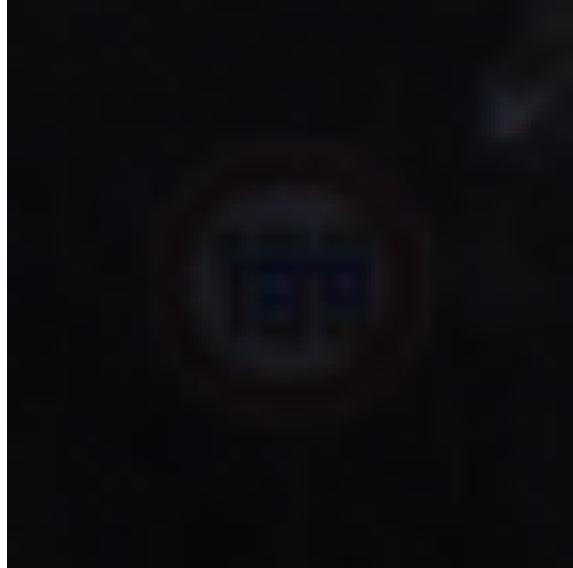
**Ground Truth (GT):** Slippery road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_ice	0	1



**Ground Truth (GT):** Traffic signals  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_traffic_lights	1	0



**Ground Truth (GT):** Speed limit (100km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Bumpy road

**Prediction (P):** Road work

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0

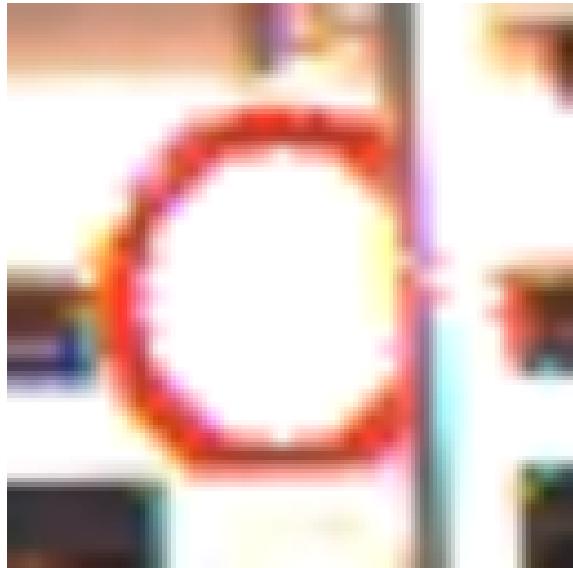


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



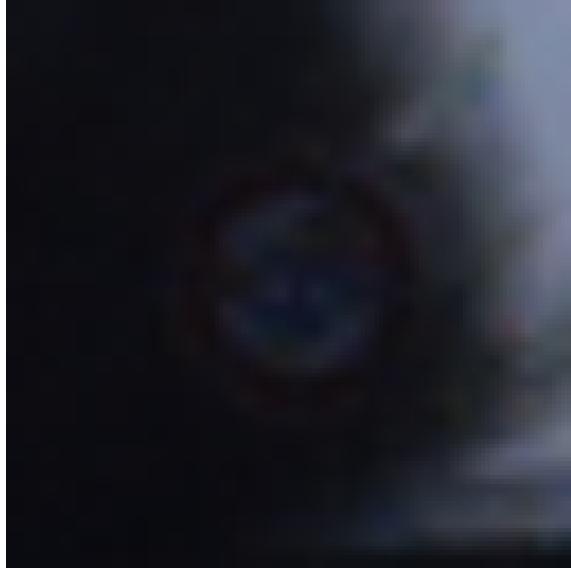
**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



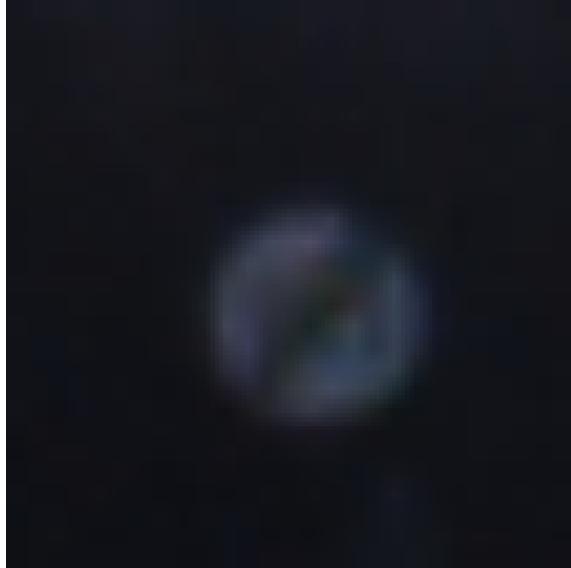
**Ground Truth (GT):** Slippery road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** End of speed limit (80km/h)  
**Prediction (P):** End of all speed limits  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
shape_round	1	1
number_0	1	1
number_8	1	0
symbol_diagonal_stripes	1	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Speed limit (70km/h)  
**Prediction (P):** Speed limit (100km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	0	1
number_7	1	0



**Ground Truth (GT):** Speed limit (60km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1

**Ground Truth (GT):** No passing for vehicles over 3.5 metric tons

**Prediction (P):** Vehicles over 3.5 metric tons prohibited

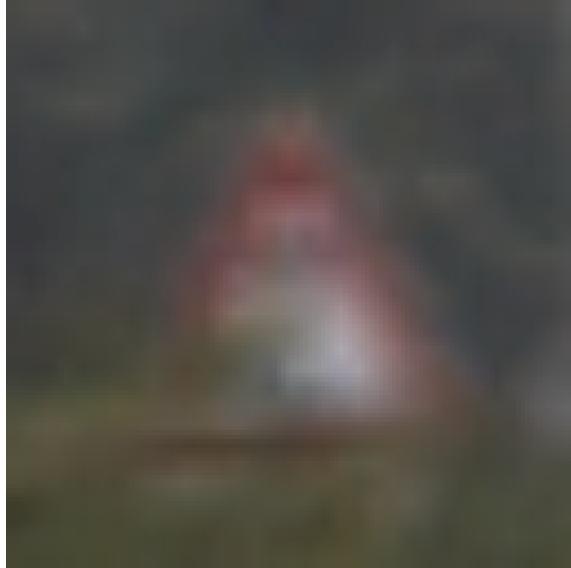
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_8	0	1
symbol_car	1	0
symbol_truck	1	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** General caution

**Prediction (P):** No passing for vehicles over 3.5 metric tons

**Hamming Dist. (HD):** 5

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	0	1
shape_triangular	1	0
symbol_car	0	1
symbol_truck	0	1
symbol_attention	1	0



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

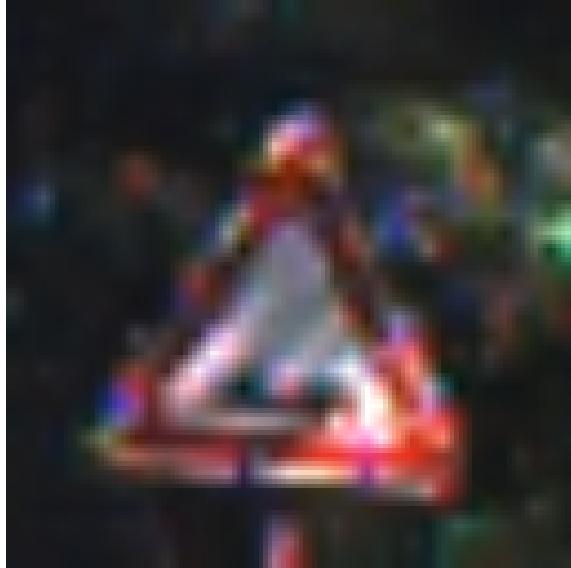
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Slippery road  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_animal	0	1



**Ground Truth (GT):** Bumpy road

**Prediction (P):** Yield

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_uneven	1	0

**Ground Truth (GT):** Slippery road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_ice	0	1



**Ground Truth (GT):** No vehicles

**Prediction (P):** Yield

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	0
shape_triangular	0	1



**Ground Truth (GT):** Slippery road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_ice	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0

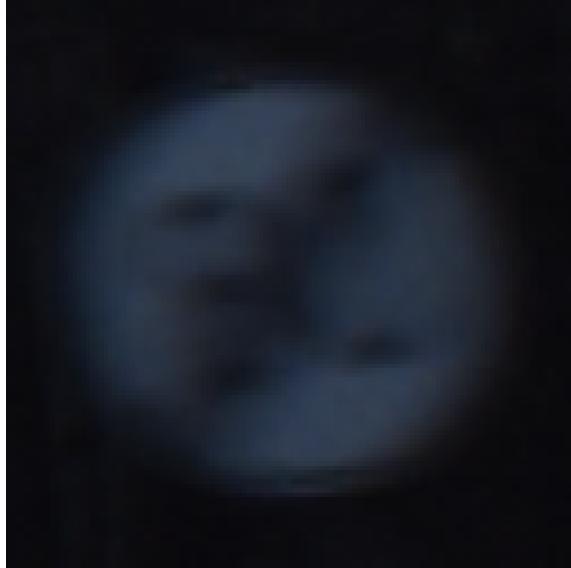


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** End of speed limit (80km/h)  
**Prediction (P):** End of no passing  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
shape_round	1	1
number_0	1	0
number_8	1	0
symbol_car	0	1
symbol_diagonal_stripes	1	1



**Ground Truth (GT):** General caution

**Prediction (P):** Traffic signals

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_attention	1	1
symbol_traffic_lights	0	1

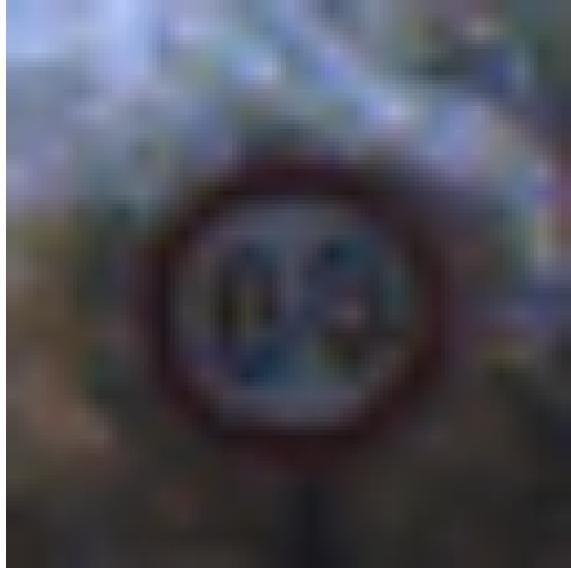


**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Speed limit (60km/h)

**Prediction (P):** Speed limit (80km/h)

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1

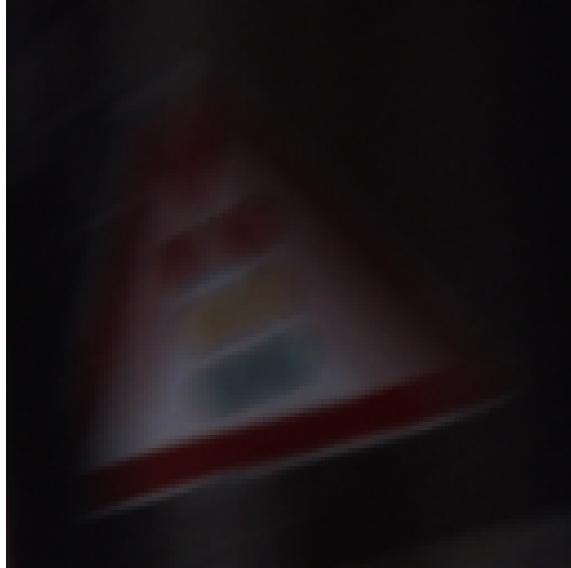


**Ground Truth (GT):** Bumpy road

**Prediction (P):** Yield

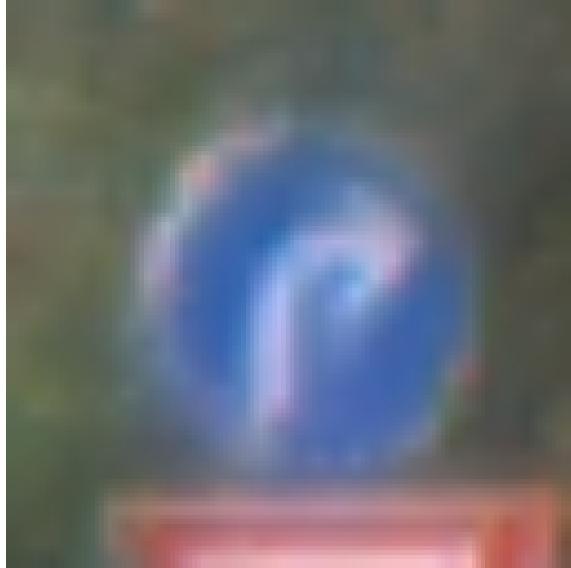
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_uneven	1	0



**Ground Truth (GT):** Traffic signals  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_traffic_lights	1	0

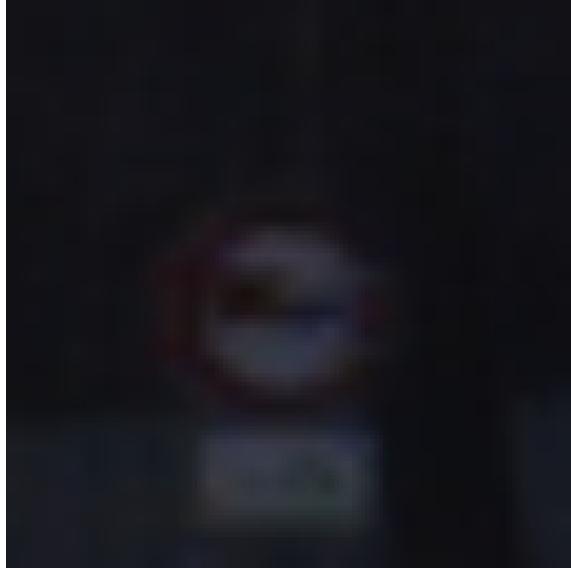


**Ground Truth (GT):** Turn right ahead

**Prediction (P):** Go straight or right

**Hamming Dist. (HD):** 1

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_right	1	1
symbol_arrow_straight	0	1



**Ground Truth (GT):** No passing for vehicles over 3.5 metric tons

**Prediction (P):** No passing

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
symbol_car	1	1
symbol_truck	1	0



**Ground Truth (GT):** Bumpy road

**Prediction (P):** Road work

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Priority road  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	1	0
main_color_yellow	0	1
border_color_white	0	1
border_color_red	1	0
shape_round	1	0
shape_square	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

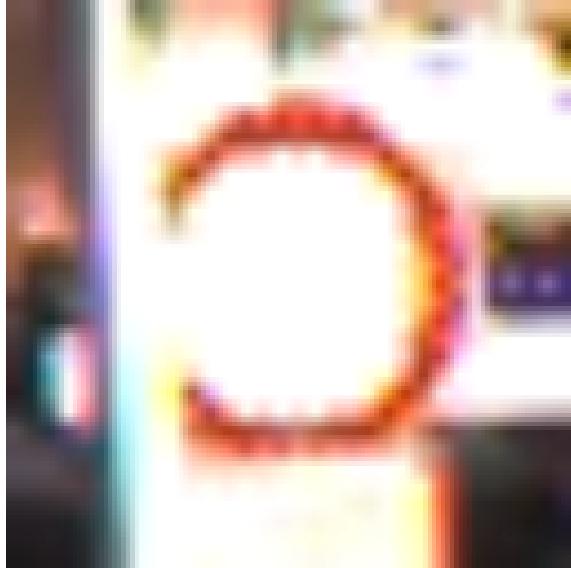
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	0
number_3	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Pedestrians  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_pedestrian	1	1



**Ground Truth (GT):** Ahead only  
**Prediction (P):** Turn left ahead  
**Hamming Dist. (HD):** 2

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_left	0	1
symbol_arrow_straight	1	0



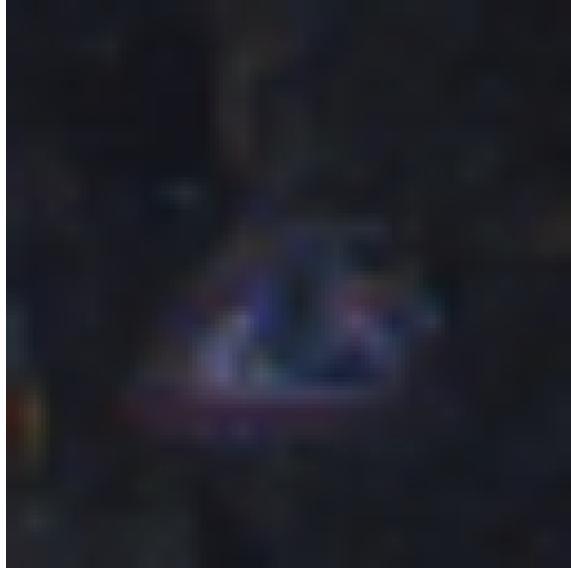
**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_3	0	1



**Ground Truth (GT):** General caution  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_attention	1	0



**Ground Truth (GT):** Road work  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_construction_site	1	0



**Ground Truth (GT):** Double curve  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_double_curve	1	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Pedestrians

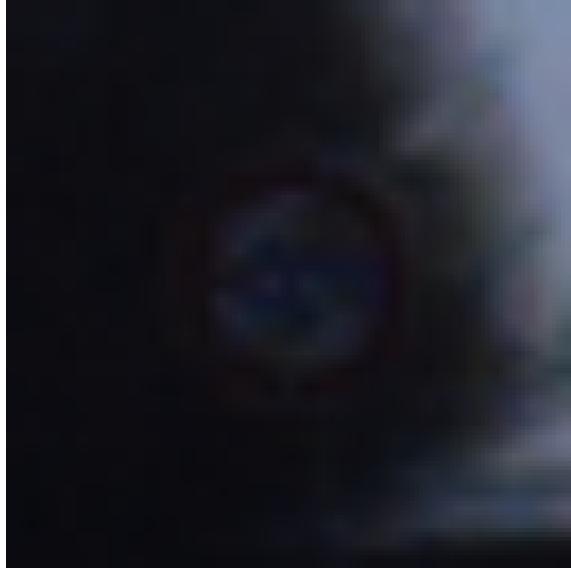
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_pedestrian	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** General caution  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_attention	1	0



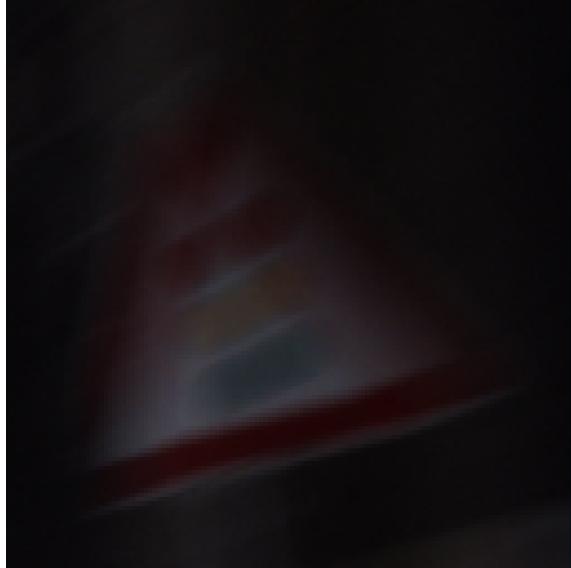
**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Priority road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 4

	GT	P
main_color_yellow	1	0
border_color_white	1	0
shape_triangular	0	1
shape_square	1	0



**Ground Truth (GT):** Traffic signals  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_traffic_lights	1	0



**Ground Truth (GT):** Ahead only  
**Prediction (P):** Go straight or left  
**Hamming Dist. (HD):** 1

	GT	P
main_color_blue	1	1
shape_round	1	1
symbol_arrow_left	0	1
symbol_arrow_straight	1	1

**Ground Truth (GT):** Slippery road  
**Prediction (P):** Beware of ice/snow  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_car	1	0
symbol_ice	0	1



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_uneven	1	0



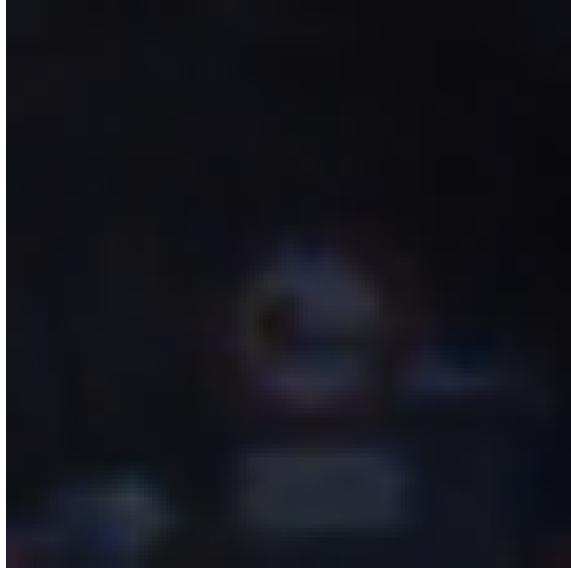
**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Road work  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_construction_site	0	1
symbol_uneven	1	0



**Ground Truth (GT):** Bumpy road  
**Prediction (P):** Wild animals crossing  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_uneven	1	0

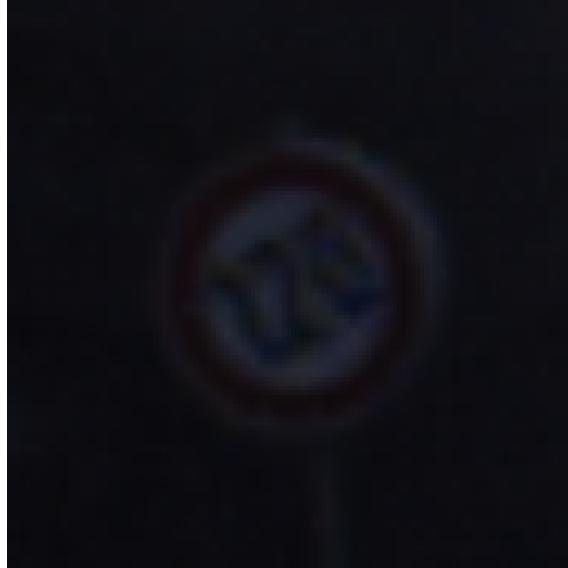


**Ground Truth (GT):** No passing for vehicles over 3.5 metric tons

**Prediction (P):** No passing

**Hamming Dist. (HD):** 1

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
symbol_car	1	1
symbol_truck	1	0



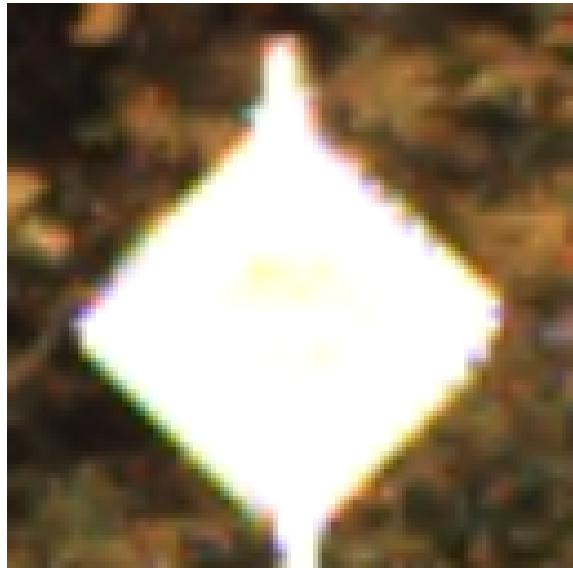
**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



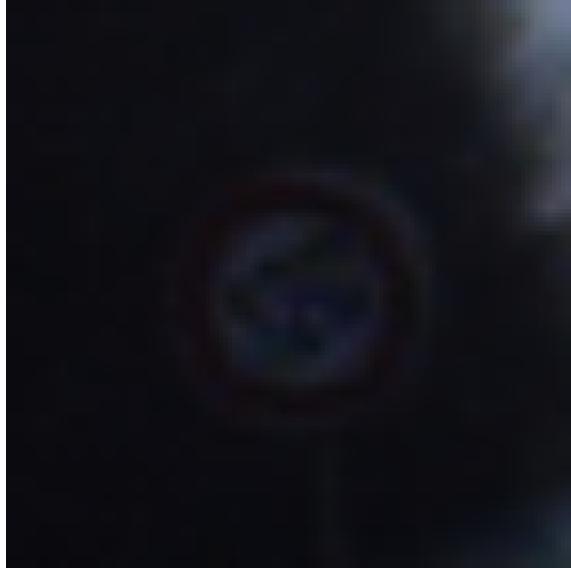
**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Priority road  
**Prediction (P):** Yield  
**Hamming Dist. (HD):** 6

	GT	P
main_color_white	0	1
main_color_yellow	1	0
border_color_white	1	0
border_color_red	0	1
shape_triangular	0	1
shape_square	1	0



**Ground Truth (GT):** Speed limit (120km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_1	1	0
number_2	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** No vehicles  
**Prediction (P):** Speed limit (30km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	0	1
number_3	0	1



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Speed limit (60km/h)  
**Prediction (P):** Speed limit (80km/h)  
**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_round	1	1
number_0	1	1
number_6	1	0
number_8	0	1



**Ground Truth (GT):** Children crossing

**Prediction (P):** No vehicles

**Hamming Dist. (HD):** 5

	GT	P
main_color_white	1	1
main_color_yellow	0	1
border_color_white	0	1
border_color_red	1	1
shape_triangular	1	1
shape_square	0	1
symbol_children	1	0
symbol_pedestrian	1	0



**Ground Truth (GT):** Right of way at the next intersection

**Prediction (P):** Beware of ice/snow

**Hamming Dist. (HD):** 2

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_ice	0	1
symbol_right_of_way	1	0



**Ground Truth (GT):** General caution

**Prediction (P):** Road narrows on the right

**Hamming Dist. (HD):** 3

	GT	P
main_color_white	1	1
border_color_red	1	1
shape_triangular	1	1
symbol_animal	0	1
symbol_attention	1	0
symbol_narrow_point	0	1