Filtered Questions

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, Entity\_2, **Entity\_3,** Entity\_4, Entity\_5, Entity\_6, Entity\_7, Entity\_8, **Entity\_9, Entity\_10,** Entity\_11, **Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), **IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12), IsBus(Entity\_10), IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), IsReckless(Entity\_7), **IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_1), IsAtInter(Entity\_2), IsAtInter(Entity\_5), IsAtInter(Entity\_8), **IsInInter(Entity\_10), IsClose(Entity\_0,** Entity\_8), **IsClose(Entity\_1,** Entity\_7), **IsClose(Entity\_1,** Entity\_8), **IsClose(Entity\_2, Entity\_10), IsClose(Entity\_4,** Entity\_13), **IsClose(Entity\_5,** Entity\_13), **IsClose(Entity\_6,** Entity\_7), **IsClose(Entity\_7,** Entity\_1), **IsClose(Entity\_7,** Entity\_6), **IsClose(Entity\_8,** Entity\_0), **IsClose(Entity\_8,** Entity\_1), **IsClose(Entity\_9, Entity\_10), IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10,** Entity\_2), **IsClose(Entity\_10, Entity\_9), IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1,** Entity\_7), **HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_1, Entity\_10), HigherPri(Entity\_2,** Entity\_7), **HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2, Entity\_10), HigherPri(Entity\_2,** Entity\_13), **HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3, Entity\_10), HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_4,** Entity\_13), **HigherPri(Entity\_5,** Entity\_13), **HigherPri(Entity\_6,** Entity\_7), **HigherPri(Entity\_6, Entity\_10), HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_7, Entity\_10), HigherPri(Entity\_9, Entity\_10), HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9,** Entity\_13), **HigherPri(Entity\_10, Entity\_12), HigherPri(Entity\_10,** Entity\_13), **LeftOf(Entity\_1,** Entity\_2), **LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_1, Entity\_10), LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2,** Entity\_6), **LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2, Entity\_10), LeftOf(Entity\_2,** Entity\_13), **LeftOf(Entity\_3,** Entity\_6), **LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4,** Entity\_13), **LeftOf(Entity\_5,** Entity\_13), **LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6,** Entity\_7), **LeftOf(Entity\_6, Entity\_10), LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7,** Entity\_2), **LeftOf(Entity\_7,** Entity\_6), **LeftOf(Entity\_7, Entity\_10), LeftOf(Entity\_9,** Entity\_2), **LeftOf(Entity\_10,** Entity\_1), **LeftOf(Entity\_10,** Entity\_2), **LeftOf(Entity\_10,** Entity\_6), **LeftOf(Entity\_10,** Entity\_7), **LeftOf(Entity\_11,** Entity\_6), **LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_9), RightOf(Entity\_1,** Entity\_6), **RightOf(Entity\_2,** Entity\_7), **RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3, Entity\_10), RightOf(Entity\_3, Entity\_12), RightOf(Entity\_6, Entity\_3), RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9, Entity\_3), RightOf(Entity\_9, Entity\_10), RightOf(Entity\_9,** Entity\_13), **RightOf(Entity\_10, Entity\_3), RightOf(Entity\_10, Entity\_9), RightOf(Entity\_10, Entity\_12), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_12, Entity\_10), RightOf(Entity\_13,** Entity\_2), **RightOf(Entity\_13,** Entity\_4), NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, Entity\_2, **Entity\_3,** Entity\_4, Entity\_5, Entity\_6, Entity\_7, Entity\_8, **Entity\_9, Entity\_10,** Entity\_11, **Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), **IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12), IsBus(Entity\_10), IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), IsReckless(Entity\_7), **IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_1), IsAtInter(Entity\_2), IsAtInter(Entity\_5), IsAtInter(Entity\_8), **IsInInter(Entity\_10), IsClose(Entity\_1,** Entity\_8), **IsClose(Entity\_2, Entity\_10), IsClose(Entity\_4,** Entity\_13), **IsClose(Entity\_5,** Entity\_13), **IsClose(Entity\_6,** Entity\_7), **IsClose(Entity\_7,** Entity\_6), **IsClose(Entity\_8,** Entity\_1), **IsClose(Entity\_9, Entity\_10), IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10,** Entity\_2), **IsClose(Entity\_10, Entity\_9), IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1,** Entity\_0), **HigherPri(Entity\_1,** Entity\_7), **HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_1, Entity\_10), HigherPri(Entity\_2,** Entity\_7), **HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2, Entity\_10), HigherPri(Entity\_2,** Entity\_13), **HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3, Entity\_10), HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_4, Entity\_9), HigherPri(Entity\_4, Entity\_10), HigherPri(Entity\_4,** Entity\_13), **HigherPri(Entity\_5,** Entity\_13), **HigherPri(Entity\_6,** Entity\_7), **HigherPri(Entity\_6, Entity\_10), HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_7, Entity\_10), HigherPri(Entity\_7,** Entity\_13), **HigherPri(Entity\_9, Entity\_10), HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9,** Entity\_13), **HigherPri(Entity\_10,** Entity\_11), **HigherPri(Entity\_10, Entity\_12), HigherPri(Entity\_10,** Entity\_13), CollidingClose(Entity\_0, Entity\_8), **LeftOf(Entity\_1,** Entity\_0), **LeftOf(Entity\_1,** Entity\_2), **LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_1, Entity\_10), LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2,** Entity\_6), **LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2, Entity\_10), LeftOf(Entity\_2,** Entity\_13), **LeftOf(Entity\_3,** Entity\_6), **LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4, Entity\_9), LeftOf(Entity\_4, Entity\_10), LeftOf(Entity\_4,** Entity\_13), **LeftOf(Entity\_5,** Entity\_13), **LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6,** Entity\_7), **LeftOf(Entity\_6, Entity\_10), LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7,** Entity\_2), **LeftOf(Entity\_7,** Entity\_6), **LeftOf(Entity\_7, Entity\_10), LeftOf(Entity\_7,** Entity\_13), **LeftOf(Entity\_9,** Entity\_2), **LeftOf(Entity\_10,** Entity\_1), **LeftOf(Entity\_10,** Entity\_2), **LeftOf(Entity\_10,** Entity\_6), **LeftOf(Entity\_10,** Entity\_7), **LeftOf(Entity\_10,** Entity\_11), **LeftOf(Entity\_11,** Entity\_6), **LeftOf(Entity\_11, Entity\_10), LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_9), RightOf(Entity\_0,** Entity\_1), **RightOf(Entity\_1,** Entity\_6), **RightOf(Entity\_1,** Entity\_7), **RightOf(Entity\_2,** Entity\_7), **RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3, Entity\_10), RightOf(Entity\_3, Entity\_12), RightOf(Entity\_4,** Entity\_2), **RightOf(Entity\_6, Entity\_3), RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9, Entity\_3), RightOf(Entity\_9,** Entity\_4), **RightOf(Entity\_9, Entity\_10), RightOf(Entity\_9,** Entity\_13), **RightOf(Entity\_10, Entity\_3), RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10, Entity\_9), RightOf(Entity\_10, Entity\_12), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_12, Entity\_10), RightOf(Entity\_13,** Entity\_2), **RightOf(Entity\_13,** Entity\_4), **RightOf(Entity\_13,** Entity\_7), NextTo(Entity\_0, Entity\_8), NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2), NextTo(Entity\_8, Entity\_0). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, Entity\_2, **Entity\_3,** Entity\_4, Entity\_5, Entity\_6, Entity\_7, Entity\_8, **Entity\_9,** Entity\_10, Entity\_11, **Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), **IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12),** IsBus(Entity\_10), **IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), IsReckless(Entity\_7), **IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_1), IsAtInter(Entity\_2), IsAtInter(Entity\_5), IsAtInter(Entity\_8), **IsClose(Entity\_1,** Entity\_8), **IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_2,** Entity\_10), **IsClose(Entity\_4,** Entity\_13), **IsClose(Entity\_5,** Entity\_13), **IsClose(Entity\_6,** Entity\_2), **IsClose(Entity\_6,** Entity\_7), **IsClose(Entity\_7,** Entity\_6), **IsClose(Entity\_7,** Entity\_10), **IsClose(Entity\_8,** Entity\_1), **IsClose(Entity\_9,** Entity\_10), **IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10,** Entity\_2), **IsClose(Entity\_10,** Entity\_7), **IsClose(Entity\_10, Entity\_9), IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1,** Entity\_0), **HigherPri(Entity\_1,** Entity\_7), **HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_1,** Entity\_10), **HigherPri(Entity\_2,** Entity\_7), **HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2,** Entity\_10), **HigherPri(Entity\_2,** Entity\_13), **HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3,** Entity\_10), **HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_4, Entity\_9), HigherPri(Entity\_4,** Entity\_10), **HigherPri(Entity\_4,** Entity\_13), **HigherPri(Entity\_5,** Entity\_13), **HigherPri(Entity\_6,** Entity\_7), **HigherPri(Entity\_6,** Entity\_10), **HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_7, Entity\_9), HigherPri(Entity\_7,** Entity\_10), **HigherPri(Entity\_7,** Entity\_13), **HigherPri(Entity\_9,** Entity\_10), **HigherPri(Entity\_9,** Entity\_11), **HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9,** Entity\_13), **HigherPri(Entity\_10,** Entity\_11), **HigherPri(Entity\_10,** Entity\_13), CollidingClose(Entity\_0, Entity\_8), **LeftOf(Entity\_1,** Entity\_0), **LeftOf(Entity\_1,** Entity\_2), **LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_1,** Entity\_10), **LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2,** Entity\_6), **LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2,** Entity\_10), **LeftOf(Entity\_2,** Entity\_13), **LeftOf(Entity\_3,** Entity\_6), **LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4, Entity\_9), LeftOf(Entity\_4,** Entity\_10), **LeftOf(Entity\_4,** Entity\_13), **LeftOf(Entity\_5,** Entity\_13), **LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6, Entity\_3), LeftOf(Entity\_6,** Entity\_7), **LeftOf(Entity\_6,** Entity\_10), **LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7,** Entity\_2), **LeftOf(Entity\_7,** Entity\_6), **LeftOf(Entity\_7, Entity\_9), LeftOf(Entity\_7,** Entity\_10), **LeftOf(Entity\_7,** Entity\_13), **LeftOf(Entity\_9,** Entity\_2), **LeftOf(Entity\_9, Entity\_3), LeftOf(Entity\_9,** Entity\_7), **LeftOf(Entity\_9,** Entity\_11), **LeftOf(Entity\_10,** Entity\_1), **LeftOf(Entity\_10,** Entity\_2), **LeftOf(Entity\_10, Entity\_3), LeftOf(Entity\_10,** Entity\_6), **LeftOf(Entity\_10,** Entity\_7), **LeftOf(Entity\_10,** Entity\_11), **LeftOf(Entity\_11,** Entity\_6), **LeftOf(Entity\_11,** Entity\_10), **LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_9), RightOf(Entity\_0,** Entity\_1), **RightOf(Entity\_1,** Entity\_6), **RightOf(Entity\_1,** Entity\_7), **RightOf(Entity\_2,** Entity\_7), **RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3,** Entity\_10), **RightOf(Entity\_3, Entity\_12), RightOf(Entity\_4,** Entity\_2), **RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9,** Entity\_4), **RightOf(Entity\_9,** Entity\_10), **RightOf(Entity\_9,** Entity\_13), **RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10, Entity\_9), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_11, Entity\_9), RightOf(Entity\_13,** Entity\_2), **RightOf(Entity\_13,** Entity\_4), **RightOf(Entity\_13,** Entity\_7), NextTo(Entity\_0, Entity\_8), NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2), NextTo(Entity\_8, Entity\_0). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, Entity\_2, **Entity\_3,** Entity\_4, Entity\_5, Entity\_6, Entity\_7, Entity\_8, **Entity\_9,** Entity\_10, Entity\_11, **Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), **IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12),** IsBus(Entity\_10), **IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), IsReckless(Entity\_7), **IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_1), IsAtInter(Entity\_2), IsAtInter(Entity\_5), IsAtInter(Entity\_7), IsAtInter(Entity\_8), **IsClose(Entity\_1,** Entity\_8), **IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_2,** Entity\_10), **IsClose(Entity\_4,** Entity\_13), **IsClose(Entity\_5,** Entity\_13), **IsClose(Entity\_6,** Entity\_2), **IsClose(Entity\_6,** Entity\_7), **IsClose(Entity\_7,** Entity\_6), **IsClose(Entity\_7,** Entity\_10), **IsClose(Entity\_8,** Entity\_1), **IsClose(Entity\_9,** Entity\_10), **IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10,** Entity\_2), **IsClose(Entity\_10,** Entity\_7), **IsClose(Entity\_10, Entity\_9), IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1,** Entity\_7), **HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_2,** Entity\_7), **HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2,** Entity\_10), **HigherPri(Entity\_2,** Entity\_13), **HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3,** Entity\_10), **HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_4,** Entity\_13), **HigherPri(Entity\_5,** Entity\_13), **HigherPri(Entity\_6,** Entity\_7), **HigherPri(Entity\_6, Entity\_9), HigherPri(Entity\_6,** Entity\_10), **HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_7, Entity\_9), HigherPri(Entity\_7,** Entity\_10), **HigherPri(Entity\_7,** Entity\_13), **HigherPri(Entity\_9,** Entity\_10), **HigherPri(Entity\_9,** Entity\_11), **HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9,** Entity\_13), **HigherPri(Entity\_10,** Entity\_11), **HigherPri(Entity\_10,** Entity\_13), CollidingClose(Entity\_0, Entity\_8), CollidingClose(Entity\_2, Entity\_7), **LeftOf(Entity\_1,** Entity\_2), **LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2,** Entity\_6), **LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2,** Entity\_10), **LeftOf(Entity\_2,** Entity\_13), **LeftOf(Entity\_3,** Entity\_6), **LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4,** Entity\_13), **LeftOf(Entity\_5,** Entity\_13), **LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6, Entity\_3), LeftOf(Entity\_6,** Entity\_7), **LeftOf(Entity\_6,** Entity\_10), **LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7,** Entity\_6), **LeftOf(Entity\_7, Entity\_9), LeftOf(Entity\_7,** Entity\_10), **LeftOf(Entity\_7,** Entity\_13), **LeftOf(Entity\_9, Entity\_3), LeftOf(Entity\_9,** Entity\_6), **LeftOf(Entity\_9,** Entity\_7), **LeftOf(Entity\_9,** Entity\_11), **LeftOf(Entity\_10, Entity\_3), LeftOf(Entity\_10,** Entity\_6), **LeftOf(Entity\_10,** Entity\_7), **LeftOf(Entity\_10,** Entity\_11), **LeftOf(Entity\_11,** Entity\_6), **LeftOf(Entity\_11,** Entity\_10), **LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_9), RightOf(Entity\_1,** Entity\_6), **RightOf(Entity\_1,** Entity\_7), **RightOf(Entity\_2,** Entity\_7), **RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3,** Entity\_10), **RightOf(Entity\_3, Entity\_12), RightOf(Entity\_6, Entity\_9), RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9,** Entity\_2), **RightOf(Entity\_9,** Entity\_10), **RightOf(Entity\_9,** Entity\_13), **RightOf(Entity\_10,** Entity\_2), **RightOf(Entity\_10, Entity\_9), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_11, Entity\_9), RightOf(Entity\_13,** Entity\_2), **RightOf(Entity\_13,** Entity\_4), **RightOf(Entity\_13,** Entity\_7), NextTo(Entity\_0, Entity\_8), NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2), NextTo(Entity\_8, Entity\_0). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, Entity\_2, **Entity\_3,** Entity\_4, Entity\_5, Entity\_6, Entity\_7, Entity\_8, **Entity\_9,** Entity\_10, Entity\_11, **Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), **IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12),** IsBus(Entity\_10), **IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), IsReckless(Entity\_7), **IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_1), IsAtInter(Entity\_2), IsAtInter(Entity\_5), IsAtInter(Entity\_7), IsAtInter(Entity\_8), **IsAtInter(Entity\_9), IsClose(Entity\_1,** Entity\_8), **IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_2,** Entity\_13), **IsClose(Entity\_4,** Entity\_13), **IsClose(Entity\_5,** Entity\_13), **IsClose(Entity\_6,** Entity\_2), **IsClose(Entity\_6,** Entity\_7), **IsClose(Entity\_7,** Entity\_6), **IsClose(Entity\_7,** Entity\_10), **IsClose(Entity\_8,** Entity\_1), **IsClose(Entity\_9,** Entity\_10), **IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10,** Entity\_7), **IsClose(Entity\_10, Entity\_9), IsClose(Entity\_10,** Entity\_11), **IsClose(Entity\_11,** Entity\_10), **IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13,** Entity\_2), **IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1,** Entity\_7), **HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_2,** Entity\_7), **HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2,** Entity\_10), **HigherPri(Entity\_2,** Entity\_13), **HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3,** Entity\_10), **HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_4,** Entity\_13), **HigherPri(Entity\_5,** Entity\_13), **HigherPri(Entity\_6,** Entity\_7), **HigherPri(Entity\_6, Entity\_9), HigherPri(Entity\_6,** Entity\_10), **HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_7, Entity\_9), HigherPri(Entity\_7,** Entity\_10), **HigherPri(Entity\_7,** Entity\_13), **HigherPri(Entity\_9,** Entity\_10), **HigherPri(Entity\_9,** Entity\_11), **HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9,** Entity\_13), **HigherPri(Entity\_10,** Entity\_11), **HigherPri(Entity\_10,** Entity\_13), CollidingClose(Entity\_0, Entity\_8), CollidingClose(Entity\_2, Entity\_7), **LeftOf(Entity\_1,** Entity\_2), **LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2,** Entity\_6), **LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2,** Entity\_10), **LeftOf(Entity\_2,** Entity\_13), **LeftOf(Entity\_3,** Entity\_6), **LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4,** Entity\_13), **LeftOf(Entity\_5,** Entity\_13), **LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6, Entity\_3), LeftOf(Entity\_6,** Entity\_7), **LeftOf(Entity\_6,** Entity\_10), **LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7,** Entity\_6), **LeftOf(Entity\_7, Entity\_9), LeftOf(Entity\_7,** Entity\_10), **LeftOf(Entity\_7,** Entity\_13), **LeftOf(Entity\_9, Entity\_3), LeftOf(Entity\_9,** Entity\_6), **LeftOf(Entity\_9,** Entity\_7), **LeftOf(Entity\_9,** Entity\_11), **LeftOf(Entity\_10, Entity\_3), LeftOf(Entity\_10,** Entity\_6), **LeftOf(Entity\_10,** Entity\_7), **LeftOf(Entity\_10,** Entity\_11), **LeftOf(Entity\_11,** Entity\_6), **LeftOf(Entity\_11,** Entity\_10), **LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_9), RightOf(Entity\_1,** Entity\_6), **RightOf(Entity\_1,** Entity\_7), **RightOf(Entity\_2,** Entity\_7), **RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3,** Entity\_10), **RightOf(Entity\_3, Entity\_12), RightOf(Entity\_6, Entity\_9), RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9,** Entity\_2), **RightOf(Entity\_9,** Entity\_10), **RightOf(Entity\_9,** Entity\_13), **RightOf(Entity\_10,** Entity\_2), **RightOf(Entity\_10, Entity\_9), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_11, Entity\_9), RightOf(Entity\_13,** Entity\_2), **RightOf(Entity\_13,** Entity\_4), **RightOf(Entity\_13,** Entity\_7), NextTo(Entity\_0, Entity\_8), NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2), NextTo(Entity\_8, Entity\_0). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, **Entity\_2, Entity\_3,** Entity\_4, Entity\_5, Entity\_6, **Entity\_7,** Entity\_8, **Entity\_9, Entity\_10,** Entity\_11, **Entity\_12, Entity\_13.** There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), **IsPedestrian(Entity\_2), IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12), IsBus(Entity\_10), IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), **IsReckless(Entity\_7), IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), **IsYoung(Entity\_2),** IsYoung(Entity\_4), IsAtInter(Entity\_1), **IsAtInter(Entity\_2),** IsAtInter(Entity\_5), **IsAtInter(Entity\_7),** IsAtInter(Entity\_8), **IsAtInter(Entity\_9), IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_2, Entity\_10), IsClose(Entity\_2, Entity\_13), IsClose(Entity\_3, Entity\_10), IsClose(Entity\_4, Entity\_13), IsClose(Entity\_5, Entity\_13), IsClose(Entity\_6, Entity\_2), IsClose(Entity\_6, Entity\_7), IsClose(Entity\_7,** Entity\_6), **IsClose(Entity\_7, Entity\_10), IsClose(Entity\_9, Entity\_10), IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10, Entity\_2), IsClose(Entity\_10, Entity\_3), IsClose(Entity\_10, Entity\_7), IsClose(Entity\_10, Entity\_9), IsClose(Entity\_10,** Entity\_11), **IsClose(Entity\_11, Entity\_10), IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13, Entity\_2), IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1, Entity\_7), HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_2, Entity\_7), HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2, Entity\_10), HigherPri(Entity\_2, Entity\_12), HigherPri(Entity\_2, Entity\_13), HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3, Entity\_10), HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_3, Entity\_13), HigherPri(Entity\_4, Entity\_7), HigherPri(Entity\_4, Entity\_9), HigherPri(Entity\_4, Entity\_10), HigherPri(Entity\_4, Entity\_13), HigherPri(Entity\_5, Entity\_13), HigherPri(Entity\_6, Entity\_7), HigherPri(Entity\_6, Entity\_9), HigherPri(Entity\_6, Entity\_10), HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_7, Entity\_9), HigherPri(Entity\_7, Entity\_10), HigherPri(Entity\_7, Entity\_12), HigherPri(Entity\_7, Entity\_13), HigherPri(Entity\_9, Entity\_10), HigherPri(Entity\_9,** Entity\_11), **HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9, Entity\_13), HigherPri(Entity\_10,** Entity\_11), **HigherPri(Entity\_10, Entity\_12), HigherPri(Entity\_10, Entity\_13), HigherPri(Entity\_12, Entity\_13),** CollidingClose(Entity\_0, Entity\_8), **LeftOf(Entity\_1, Entity\_2), LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2,** Entity\_6), **LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2, Entity\_10), LeftOf(Entity\_2, Entity\_12), LeftOf(Entity\_2, Entity\_13), LeftOf(Entity\_3,** Entity\_6), **LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4, Entity\_9), LeftOf(Entity\_4, Entity\_10), LeftOf(Entity\_4, Entity\_13), LeftOf(Entity\_5, Entity\_13), LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6, Entity\_2), LeftOf(Entity\_6, Entity\_3), LeftOf(Entity\_6, Entity\_7), LeftOf(Entity\_6, Entity\_10), LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7,** Entity\_6), **LeftOf(Entity\_7, Entity\_9), LeftOf(Entity\_7, Entity\_10), LeftOf(Entity\_7, Entity\_12), LeftOf(Entity\_7, Entity\_13), LeftOf(Entity\_9, Entity\_3), LeftOf(Entity\_9,** Entity\_6), **LeftOf(Entity\_9, Entity\_7), LeftOf(Entity\_9,** Entity\_11), **LeftOf(Entity\_10, Entity\_3), LeftOf(Entity\_10,** Entity\_6), **LeftOf(Entity\_10, Entity\_7), LeftOf(Entity\_10,** Entity\_11), **LeftOf(Entity\_11,** Entity\_6), **LeftOf(Entity\_11, Entity\_10), LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_12, Entity\_7), LeftOf(Entity\_13, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_9), LeftOf(Entity\_13, Entity\_12), RightOf(Entity\_1,** Entity\_6), **RightOf(Entity\_1, Entity\_7), RightOf(Entity\_2, Entity\_7), RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3, Entity\_10), RightOf(Entity\_3, Entity\_12), RightOf(Entity\_3, Entity\_13), RightOf(Entity\_4, Entity\_7), RightOf(Entity\_6, Entity\_9), RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9, Entity\_2), RightOf(Entity\_9,** Entity\_4), **RightOf(Entity\_9, Entity\_10), RightOf(Entity\_9, Entity\_13), RightOf(Entity\_10, Entity\_2), RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10, Entity\_9), RightOf(Entity\_10, Entity\_12), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_11, Entity\_9), RightOf(Entity\_12, Entity\_2), RightOf(Entity\_12, Entity\_10), RightOf(Entity\_12, Entity\_13), RightOf(Entity\_13, Entity\_2), RightOf(Entity\_13,** Entity\_4), **RightOf(Entity\_13, Entity\_7),** NextTo(Entity\_0, Entity\_8), **NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2),** NextTo(Entity\_8, Entity\_0). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: Entity\_0, Entity\_1, **Entity\_2, Entity\_3,** Entity\_4, Entity\_5, **Entity\_6, Entity\_7,** Entity\_8, **Entity\_9, Entity\_10,** Entity\_11, **Entity\_12, Entity\_13.** There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), IsInInter (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), **IsPedestrian(Entity\_2), IsPedestrian(Entity\_3),** IsPedestrian(Entity\_4), IsPedestrian(Entity\_5), **IsPedestrian(Entity\_6), IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12), IsBus(Entity\_10), IsPolice(Entity\_9),** IsPolice(Entity\_11), IsTiro(Entity\_8), IsReckless(Entity\_0), **IsReckless(Entity\_7), IsOld(Entity\_3),** IsOld(Entity\_5), IsYoung(Entity\_1), **IsYoung(Entity\_2),** IsYoung(Entity\_4), IsAtInter(Entity\_1), **IsAtInter(Entity\_2),** IsAtInter(Entity\_5), **IsAtInter(Entity\_7),** IsAtInter(Entity\_8), **IsAtInter(Entity\_9), IsClose(Entity\_2, Entity\_6), IsClose(Entity\_2, Entity\_10), IsClose(Entity\_2, Entity\_13), IsClose(Entity\_3, Entity\_10), IsClose(Entity\_3,** Entity\_11), **IsClose(Entity\_4, Entity\_13), IsClose(Entity\_5, Entity\_13), IsClose(Entity\_6, Entity\_2), IsClose(Entity\_6, Entity\_7), IsClose(Entity\_7, Entity\_6), IsClose(Entity\_7, Entity\_10), IsClose(Entity\_9, Entity\_10), IsClose(Entity\_9, Entity\_12), IsClose(Entity\_10, Entity\_2), IsClose(Entity\_10, Entity\_3), IsClose(Entity\_10, Entity\_7), IsClose(Entity\_10, Entity\_9), IsClose(Entity\_10,** Entity\_11), **IsClose(Entity\_11, Entity\_3), IsClose(Entity\_11, Entity\_10), IsClose(Entity\_12, Entity\_9), IsClose(Entity\_13, Entity\_2), IsClose(Entity\_13,** Entity\_4), **IsClose(Entity\_13,** Entity\_5), **HigherPri(Entity\_0,** Entity\_8), **HigherPri(Entity\_1, Entity\_7), HigherPri(Entity\_1,** Entity\_8), **HigherPri(Entity\_1, Entity\_13), HigherPri(Entity\_2, Entity\_7), HigherPri(Entity\_2, Entity\_9), HigherPri(Entity\_2, Entity\_10), HigherPri(Entity\_2, Entity\_12), HigherPri(Entity\_2, Entity\_13), HigherPri(Entity\_3, Entity\_9), HigherPri(Entity\_3, Entity\_10), HigherPri(Entity\_3,** Entity\_11), **HigherPri(Entity\_3, Entity\_12), HigherPri(Entity\_3, Entity\_13), HigherPri(Entity\_4, Entity\_7), HigherPri(Entity\_4, Entity\_9), HigherPri(Entity\_4, Entity\_10), HigherPri(Entity\_4, Entity\_13), HigherPri(Entity\_5, Entity\_13), HigherPri(Entity\_6, Entity\_7), HigherPri(Entity\_6, Entity\_9), HigherPri(Entity\_6, Entity\_10), HigherPri(Entity\_6,** Entity\_11), **HigherPri(Entity\_6, Entity\_12), HigherPri(Entity\_6, Entity\_13), HigherPri(Entity\_7, Entity\_9), HigherPri(Entity\_7, Entity\_10), HigherPri(Entity\_7, Entity\_12), HigherPri(Entity\_7, Entity\_13), HigherPri(Entity\_9, Entity\_10), HigherPri(Entity\_9,** Entity\_11), **HigherPri(Entity\_9, Entity\_12), HigherPri(Entity\_9, Entity\_13), HigherPri(Entity\_10,** Entity\_11), **HigherPri(Entity\_10, Entity\_12), HigherPri(Entity\_10, Entity\_13), HigherPri(Entity\_12, Entity\_13),** CollidingClose(Entity\_0, Entity\_8), **LeftOf(Entity\_1, Entity\_2), LeftOf(Entity\_1,** Entity\_8), **LeftOf(Entity\_1, Entity\_13), LeftOf(Entity\_2,** Entity\_1), **LeftOf(Entity\_2, Entity\_6), LeftOf(Entity\_2, Entity\_9), LeftOf(Entity\_2, Entity\_10), LeftOf(Entity\_2, Entity\_12), LeftOf(Entity\_2, Entity\_13), LeftOf(Entity\_3, Entity\_6), LeftOf(Entity\_3,** Entity\_11), **LeftOf(Entity\_4, Entity\_9), LeftOf(Entity\_4, Entity\_10), LeftOf(Entity\_4, Entity\_13), LeftOf(Entity\_5, Entity\_13), LeftOf(Entity\_6,** Entity\_1), **LeftOf(Entity\_6, Entity\_2), LeftOf(Entity\_6, Entity\_3), LeftOf(Entity\_6, Entity\_7), LeftOf(Entity\_6, Entity\_10), LeftOf(Entity\_6, Entity\_13), LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_7, Entity\_6), LeftOf(Entity\_7, Entity\_9), LeftOf(Entity\_7, Entity\_10), LeftOf(Entity\_7, Entity\_12), LeftOf(Entity\_7, Entity\_13), LeftOf(Entity\_9, Entity\_3), LeftOf(Entity\_9, Entity\_6), LeftOf(Entity\_9, Entity\_7), LeftOf(Entity\_9,** Entity\_11), **LeftOf(Entity\_10, Entity\_3), LeftOf(Entity\_10, Entity\_6), LeftOf(Entity\_10, Entity\_7), LeftOf(Entity\_10,** Entity\_11), **LeftOf(Entity\_11, Entity\_6), LeftOf(Entity\_11, Entity\_10), LeftOf(Entity\_12, Entity\_3), LeftOf(Entity\_12, Entity\_6), LeftOf(Entity\_12, Entity\_7), LeftOf(Entity\_13,** Entity\_1), **LeftOf(Entity\_13, Entity\_3), LeftOf(Entity\_13,** Entity\_5), **LeftOf(Entity\_13, Entity\_6), LeftOf(Entity\_13, Entity\_9), LeftOf(Entity\_13, Entity\_12), RightOf(Entity\_1, Entity\_6), RightOf(Entity\_1, Entity\_7), RightOf(Entity\_2, Entity\_7), RightOf(Entity\_3, Entity\_9), RightOf(Entity\_3, Entity\_10), RightOf(Entity\_3, Entity\_12), RightOf(Entity\_3, Entity\_13), RightOf(Entity\_4, Entity\_7), RightOf(Entity\_6, Entity\_9), RightOf(Entity\_6,** Entity\_11), **RightOf(Entity\_6, Entity\_12), RightOf(Entity\_8,** Entity\_1), **RightOf(Entity\_9, Entity\_2), RightOf(Entity\_9,** Entity\_4), **RightOf(Entity\_9, Entity\_10), RightOf(Entity\_9, Entity\_13), RightOf(Entity\_10, Entity\_2), RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10, Entity\_9), RightOf(Entity\_10, Entity\_12), RightOf(Entity\_11, Entity\_3), RightOf(Entity\_11, Entity\_9), RightOf(Entity\_12, Entity\_2), RightOf(Entity\_12, Entity\_10), RightOf(Entity\_12, Entity\_13), RightOf(Entity\_13, Entity\_2), RightOf(Entity\_13,** Entity\_4), **RightOf(Entity\_13, Entity\_7),** NextTo(Entity\_0, Entity\_8), **NextTo(Entity\_2, Entity\_7), NextTo(Entity\_7, Entity\_2),** NextTo(Entity\_8, Entity\_0). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: **Entity\_0,** Entity\_1, Entity\_2, Entity\_3, Entity\_4, **Entity\_5,** Entity\_6, Entity\_7, Entity\_8, Entity\_9, Entity\_10, **Entity\_11, Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), **IsInInter** (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), NextTo (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), IsPedestrian(Entity\_3), IsPedestrian(Entity\_4), **IsPedestrian(Entity\_5),** IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12),** IsBus(Entity\_10), IsPolice(Entity\_9), **IsPolice(Entity\_11),** IsTiro(Entity\_8), **IsReckless(Entity\_0),** IsReckless(Entity\_7), IsOld(Entity\_3), **IsOld(Entity\_5),** IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_10), **IsInInter(Entity\_7), IsInInter(Entity\_12), IsInInter(Entity\_13), IsClose(Entity\_0, Entity\_5), IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_4,** Entity\_6), **IsClose(Entity\_5, Entity\_0), IsClose(Entity\_5, Entity\_12), IsClose(Entity\_6,** Entity\_2), **IsClose(Entity\_6,** Entity\_4), **IsClose(Entity\_8,** Entity\_13), **IsClose(Entity\_12, Entity\_5), IsClose(Entity\_13,** Entity\_8), **HigherPri(Entity\_0, Entity\_11), HigherPri(Entity\_0, Entity\_12), HigherPri(Entity\_2,** Entity\_9), **HigherPri(Entity\_2,** Entity\_10), **HigherPri(Entity\_3,** Entity\_9), **HigherPri(Entity\_4,** Entity\_9), **HigherPri(Entity\_4,** Entity\_10), **HigherPri(Entity\_5, Entity\_0), HigherPri(Entity\_5,** Entity\_8), **HigherPri(Entity\_5, Entity\_11), HigherPri(Entity\_5, Entity\_12), HigherPri(Entity\_6,** Entity\_9), **HigherPri(Entity\_6,** Entity\_10), **HigherPri(Entity\_7,** Entity\_10), **HigherPri(Entity\_8,** Entity\_13), **HigherPri(Entity\_9,** Entity\_10), **HigherPri(Entity\_11, Entity\_12), LeftOf(Entity\_0, Entity\_11), LeftOf(Entity\_0, Entity\_12), LeftOf(Entity\_2,** Entity\_9), **LeftOf(Entity\_2,** Entity\_10), **LeftOf(Entity\_4,** Entity\_2), **LeftOf(Entity\_4,** Entity\_9), **LeftOf(Entity\_4,** Entity\_10), **LeftOf(Entity\_5, Entity\_0), LeftOf(Entity\_5, Entity\_11), LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6,** Entity\_4), **LeftOf(Entity\_6,** Entity\_9), **LeftOf(Entity\_6,** Entity\_10), **LeftOf(Entity\_8, Entity\_5), LeftOf(Entity\_9,** Entity\_2), **LeftOf(Entity\_9,** Entity\_4), **LeftOf(Entity\_9,** Entity\_10), **LeftOf(Entity\_10,** Entity\_9), **LeftOf(Entity\_11, Entity\_5), LeftOf(Entity\_11, Entity\_12), LeftOf(Entity\_12, Entity\_0), LeftOf(Entity\_12, Entity\_5), LeftOf(Entity\_12, Entity\_11), RightOf(Entity\_0, Entity\_5), RightOf(Entity\_2,** Entity\_4), **RightOf(Entity\_2,** Entity\_6), **RightOf(Entity\_3,** Entity\_6), **RightOf(Entity\_3,** Entity\_9), **RightOf(Entity\_4,** Entity\_6), **RightOf(Entity\_5,** Entity\_8), **RightOf(Entity\_5, Entity\_12), RightOf(Entity\_6,** Entity\_3), **RightOf(Entity\_7,** Entity\_10), **RightOf(Entity\_8,** Entity\_13), **RightOf(Entity\_9,** Entity\_3), **RightOf(Entity\_9,** Entity\_6), **RightOf(Entity\_10,** Entity\_2), **RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10,** Entity\_6), **RightOf(Entity\_10,** Entity\_7), **RightOf(Entity\_11, Entity\_0), RightOf(Entity\_13,** Entity\_8), NextTo(Entity\_2, Entity\_4), NextTo(Entity\_3, Entity\_9), NextTo(Entity\_4, Entity\_2), NextTo(Entity\_7, Entity\_10), NextTo(Entity\_9, Entity\_3), NextTo(Entity\_10, Entity\_7). What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: **Entity\_0,** Entity\_1, Entity\_2, Entity\_3, Entity\_4, **Entity\_5,** Entity\_6, Entity\_7, Entity\_8, Entity\_9, Entity\_10, **Entity\_11, Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), **IsInInter** (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), **NextTo** (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), IsPedestrian(Entity\_3), IsPedestrian(Entity\_4), **IsPedestrian(Entity\_5),** IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12),** IsBus(Entity\_10), IsPolice(Entity\_9), **IsPolice(Entity\_11),** IsTiro(Entity\_8), **IsReckless(Entity\_0),** IsReckless(Entity\_7), IsOld(Entity\_3), **IsOld(Entity\_5),** IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_10), **IsInInter(Entity\_12), IsInInter(Entity\_13), IsClose(Entity\_0, Entity\_5), IsClose(Entity\_0, Entity\_12), IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_4,** Entity\_6), **IsClose(Entity\_5, Entity\_0), IsClose(Entity\_6,** Entity\_2), **IsClose(Entity\_6,** Entity\_4), **IsClose(Entity\_8,** Entity\_13), **IsClose(Entity\_12, Entity\_0), IsClose(Entity\_13,** Entity\_8), **HigherPri(Entity\_0, Entity\_11), HigherPri(Entity\_0, Entity\_12), HigherPri(Entity\_2,** Entity\_9), **HigherPri(Entity\_2,** Entity\_10), **HigherPri(Entity\_3,** Entity\_9), **HigherPri(Entity\_4,** Entity\_9), **HigherPri(Entity\_4,** Entity\_10), **HigherPri(Entity\_5, Entity\_0), HigherPri(Entity\_5,** Entity\_8), **HigherPri(Entity\_5, Entity\_11), HigherPri(Entity\_5, Entity\_12), HigherPri(Entity\_6,** Entity\_9), **HigherPri(Entity\_6,** Entity\_10), **HigherPri(Entity\_7,** Entity\_10), **HigherPri(Entity\_8,** Entity\_13), **HigherPri(Entity\_9,** Entity\_10), **HigherPri(Entity\_11, Entity\_12), LeftOf(Entity\_0, Entity\_11), LeftOf(Entity\_0, Entity\_12), LeftOf(Entity\_2,** Entity\_9), **LeftOf(Entity\_2,** Entity\_10), **LeftOf(Entity\_4,** Entity\_2), **LeftOf(Entity\_4,** Entity\_9), **LeftOf(Entity\_4,** Entity\_10), **LeftOf(Entity\_5, Entity\_0), LeftOf(Entity\_5, Entity\_11), LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6,** Entity\_4), **LeftOf(Entity\_6,** Entity\_9), **LeftOf(Entity\_6,** Entity\_10), **LeftOf(Entity\_8, Entity\_5), LeftOf(Entity\_9,** Entity\_2), **LeftOf(Entity\_9,** Entity\_4), **LeftOf(Entity\_9,** Entity\_10), **LeftOf(Entity\_10,** Entity\_9), **LeftOf(Entity\_11, Entity\_5), LeftOf(Entity\_11, Entity\_12), LeftOf(Entity\_12, Entity\_0), LeftOf(Entity\_12, Entity\_5), LeftOf(Entity\_12, Entity\_11), RightOf(Entity\_0, Entity\_5), RightOf(Entity\_2,** Entity\_4), **RightOf(Entity\_2,** Entity\_6), **RightOf(Entity\_3,** Entity\_6), **RightOf(Entity\_3,** Entity\_9), **RightOf(Entity\_4,** Entity\_6), **RightOf(Entity\_5,** Entity\_8), **RightOf(Entity\_5, Entity\_12), RightOf(Entity\_6,** Entity\_3), **RightOf(Entity\_7,** Entity\_10), **RightOf(Entity\_8,** Entity\_13), **RightOf(Entity\_9,** Entity\_3), **RightOf(Entity\_9,** Entity\_6), **RightOf(Entity\_10,** Entity\_2), **RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10,** Entity\_6), **RightOf(Entity\_10,** Entity\_7), **RightOf(Entity\_11, Entity\_0), RightOf(Entity\_13,** Entity\_8), **NextTo(Entity\_2,** Entity\_4), **NextTo(Entity\_3,** Entity\_9), **NextTo(Entity\_4,** Entity\_2), **NextTo(Entity\_5, Entity\_12), NextTo(Entity\_7,** Entity\_10), **NextTo(Entity\_9,** Entity\_3), **NextTo(Entity\_10,** Entity\_7), **NextTo(Entity\_12, Entity\_5).** What is the next action of entity **Entity\_12?**

Answer: C, Fast

In the scene you see a total of 14 entities, they are named as follows: **Entity\_0,** Entity\_1, Entity\_2, Entity\_3, Entity\_4, **Entity\_5,** Entity\_6, Entity\_7, Entity\_8, Entity\_9, Entity\_10, **Entity\_11, Entity\_12,** Entity\_13. There exist the following predicates as their attributes and relations: IsPedestrian (arity: 1), **IsCar** (arity: 1), **IsAmbulance** (arity: 1), IsBus (arity: 1), IsPolice (arity: 1), IsTiro (arity: 1), IsReckless (arity: 1), IsOld (arity: 1), IsYoung (arity: 1), IsAtInter (arity: 1), **IsInInter** (arity: 1), **IsClose** (arity: 2), **HigherPri** (arity: 2), CollidingClose (arity: 2), **LeftOf** (arity: 2), **RightOf** (arity: 2), **NextTo** (arity: 2). The truth value of these predicates grounded to the entities are as follows (Only the ones that are True are provided, assume the rest are False): IsPedestrian(Entity\_1), IsPedestrian(Entity\_2), IsPedestrian(Entity\_3), IsPedestrian(Entity\_4), **IsPedestrian(Entity\_5),** IsPedestrian(Entity\_6), **IsCar(Entity\_0), IsCar(Entity\_7), IsCar(Entity\_8), IsCar(Entity\_9), IsCar(Entity\_10), IsCar(Entity\_11), IsCar(Entity\_12), IsCar(Entity\_13), IsAmbulance(Entity\_12),** IsBus(Entity\_10), IsPolice(Entity\_9), **IsPolice(Entity\_11),** IsTiro(Entity\_8), **IsReckless(Entity\_0),** IsReckless(Entity\_7), IsOld(Entity\_3), **IsOld(Entity\_5),** IsYoung(Entity\_1), IsYoung(Entity\_2), IsYoung(Entity\_4), IsAtInter(Entity\_1), **IsAtInter(Entity\_5), IsInInter(Entity\_10), IsInInter(Entity\_12), IsInInter(Entity\_13), IsClose(Entity\_0, Entity\_5), IsClose(Entity\_0, Entity\_12), IsClose(Entity\_2,** Entity\_6), **IsClose(Entity\_4,** Entity\_6), **IsClose(Entity\_5, Entity\_0), IsClose(Entity\_5,** Entity\_8), **IsClose(Entity\_6,** Entity\_2), **IsClose(Entity\_6,** Entity\_4), **IsClose(Entity\_8, Entity\_5), IsClose(Entity\_8,** Entity\_13), **IsClose(Entity\_12, Entity\_0), IsClose(Entity\_13,** Entity\_8), **HigherPri(Entity\_0, Entity\_11), HigherPri(Entity\_0, Entity\_12), HigherPri(Entity\_1,** Entity\_7), **HigherPri(Entity\_2,** Entity\_9), **HigherPri(Entity\_2,** Entity\_10), **HigherPri(Entity\_3,** Entity\_9), **HigherPri(Entity\_3,** Entity\_10), **HigherPri(Entity\_4,** Entity\_9), **HigherPri(Entity\_4,** Entity\_10), **HigherPri(Entity\_5, Entity\_0), HigherPri(Entity\_5,** Entity\_8), **HigherPri(Entity\_5, Entity\_11), HigherPri(Entity\_5, Entity\_12), HigherPri(Entity\_6,** Entity\_9), **HigherPri(Entity\_6,** Entity\_10), **HigherPri(Entity\_7,** Entity\_10), **HigherPri(Entity\_8,** Entity\_13), **HigherPri(Entity\_9,** Entity\_10), **HigherPri(Entity\_11, Entity\_12), LeftOf(Entity\_0, Entity\_11), LeftOf(Entity\_0, Entity\_12), LeftOf(Entity\_2,** Entity\_9), **LeftOf(Entity\_2,** Entity\_10), **LeftOf(Entity\_3,** Entity\_2), **LeftOf(Entity\_3,** Entity\_4), **LeftOf(Entity\_3,** Entity\_10), **LeftOf(Entity\_4,** Entity\_2), **LeftOf(Entity\_4,** Entity\_9), **LeftOf(Entity\_4,** Entity\_10), **LeftOf(Entity\_5, Entity\_0), LeftOf(Entity\_5, Entity\_11), LeftOf(Entity\_6,** Entity\_2), **LeftOf(Entity\_6,** Entity\_4), **LeftOf(Entity\_6,** Entity\_9), **LeftOf(Entity\_6,** Entity\_10), **LeftOf(Entity\_7,** Entity\_1), **LeftOf(Entity\_8, Entity\_5), LeftOf(Entity\_9,** Entity\_2), **LeftOf(Entity\_9,** Entity\_4), **LeftOf(Entity\_9,** Entity\_10), **LeftOf(Entity\_10,** Entity\_9), **LeftOf(Entity\_11, Entity\_5), LeftOf(Entity\_11, Entity\_12), LeftOf(Entity\_12, Entity\_0), LeftOf(Entity\_12, Entity\_5), LeftOf(Entity\_12, Entity\_11), RightOf(Entity\_0, Entity\_5), RightOf(Entity\_1,** Entity\_7), **RightOf(Entity\_2,** Entity\_3), **RightOf(Entity\_2,** Entity\_4), **RightOf(Entity\_2,** Entity\_6), **RightOf(Entity\_3,** Entity\_6), **RightOf(Entity\_3,** Entity\_9), **RightOf(Entity\_4,** Entity\_3), **RightOf(Entity\_4,** Entity\_6), **RightOf(Entity\_5,** Entity\_8), **RightOf(Entity\_5, Entity\_12), RightOf(Entity\_6,** Entity\_3), **RightOf(Entity\_7,** Entity\_10), **RightOf(Entity\_8,** Entity\_13), **RightOf(Entity\_9,** Entity\_3), **RightOf(Entity\_9,** Entity\_6), **RightOf(Entity\_10,** Entity\_2), **RightOf(Entity\_10,** Entity\_3), **RightOf(Entity\_10,** Entity\_4), **RightOf(Entity\_10,** Entity\_6), **RightOf(Entity\_10,** Entity\_7), **RightOf(Entity\_11, Entity\_0), RightOf(Entity\_13,** Entity\_8), **NextTo(Entity\_2,** Entity\_4), **NextTo(Entity\_3,** Entity\_9), **NextTo(Entity\_4,** Entity\_2), **NextTo(Entity\_5, Entity\_12), NextTo(Entity\_7,** Entity\_10), **NextTo(Entity\_9,** Entity\_3), **NextTo(Entity\_10,** Entity\_7), **NextTo(Entity\_12, Entity\_5).** What is the next action of entity **Entity\_12?**

Answer: C, Fast