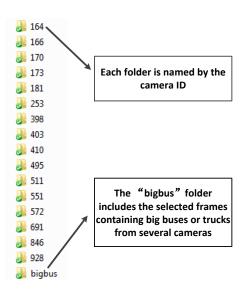
Annotation Instructions

Data Description:

- Videos captured by the camera installed on the road. Frame rate: about 1 frame/second; Resolution: 240*352.
- 2. CMU has the only copyright of these data. These data are confidential and cannot be released to others.

Annotations:

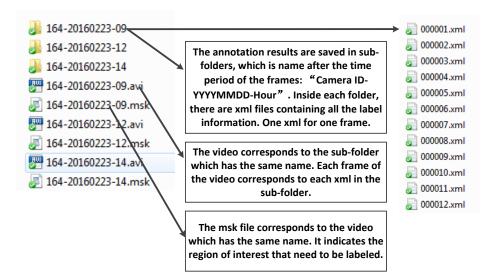
1. Archive Instructions



The address for each camera id is:

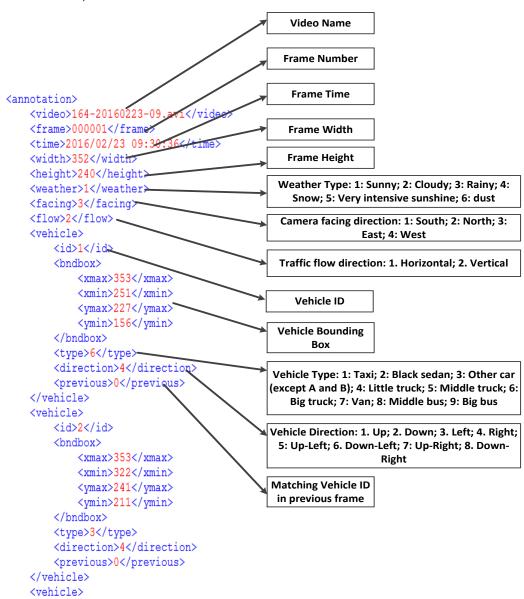
Camera ID	Camera URL	Camera Address
166	http://dotsignals.org/google_popup.php?cid=166	Central Park S @ Columbus Cr
170	http://dotsignals.org/google_popup.php?cid=170	6 Ave @ 34 St
173	http://dotsignals.org/google_popup.php?cid=173	6 Ave @ 42 St
181	http://dotsignals.org/google_popup.php?cid=181	8 Ave @ 42 St
253	http://dotsignals.org/google_popup.php?cid=253	FDR Dr @ 23 St
398	http://dotsignals.org/google_popup.php?cid=398	3 Ave @ 42 St
403	http://dotsignals.org/google_popup.php?cid=403	3 AVE @ 34 ST
410	http://dotsignals.org/google_popup.php?cid=410	3 Ave @ 49 St
495	http://dotsignals.org/google_popup.php?cid=495	3 Ave @ 23 St
511	http://dotsignals.org/google_popup.php?cid=511	6 Ave @ 23 St
551	http://dotsignals.org/google_popup.php?cid=551	2 Ave @ 42 St
691	http://dotsignals.org/google_popup.php?cid=691	FDR Dr @ 79 St
846	http://dotsignals.org/google_popup.php?cid=846	2 Ave @ E 14 St
928	http://dotsignals.org/google_popup.php?cid=928	QBB NOR @ 1 Ave

Inside each camera folder, the archive is like this:



2. Label instructions

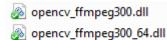
For each xml file, the labeled information is like this:



3. Annotation visualization

We have made a software to view the annotation results. You can open it by double click: Notice three dll files must be included in the same folder of the software:





opencv_world300.dll

And your computer should have OpenCV installed.

Here is the interface of the software:



You can click "Browse" to view the video you are interested in. The video, its annotation folder, and its mask file should be in the same folder. By clicking "Previous" or "Next" you can view the previous or later frame. You can also "Jump" to the frame by input its frame number.