ID

* This is a unique identifier of the accident record.

Severity

* Shows the severity of the accident, a number between 1 and 4, where 1 indicates the least impact on traffic (i.e., short delay.

Start\_Time

* Shows start time of the accident in local time zone.

End\_Time

* Shows end time of the accident in local time zone. End time here refers to when the impact of accident on traffic flow was dismissed.

Start\_Lat

* Shows latitude in GPS coordinate of the start point.

Start\_Lng

* Shows longitude in GPS coordinate of the start point.

End\_Lat

* Shows latitude in GPS coordinate of the end point.

End\_Lng

* Shows longitude in GPS coordinate of the end point.

Distance(mi)

* The length of the road extent affected by the accident.

Description

* Shows a human provided description of the accident.

Number

* Shows the street number in address field.

Street

* Shows the street name in address field.

Side

* Shows the relative side of the street (Right/Left) in address field.

City

* Shows the city in address field.

County

* Shows the county in address field.

State

* Shows the state in address field.

Zipcode

* Shows the zipcode in address field.

Country

* Shows the country in address field.

Timezone

* Shows timezone based on the location of the accident (eastern, central, etc.).

Airport\_Code

* Denotes an airport-based weather station which is the closest one to location of the accident.

Weather\_Timestamp

* Shows the time-stamp of weather observation record (in local time).

Temperature(F)

* Shows the temperature (in Fahrenheit).

Wind\_Chill(F)

* Shows the wind chill (in Fahrenheit).

Humidity(%)

* Shows the humidity (in percentage).

Pressure(in)

* Shows the air pressure (in inches).

Visibility(mi)

* Shows visibility (in miles).

Wind\_Direction

* Shows wind direction.

Wind\_Speed(mph)

* Shows wind speed (in miles per hour).

Precipitation(in)

* Shows precipitation amount in inches, if there is any.

Weather\_Condition

* Shows the weather condition (rain, snow, thunderstorm, fog, etc.)

Amenity

* A POI annotation which indicates presence of amenity in a nearby location.

Bump

* A POI annotation which indicates presence of speed bump or hump in a nearby location.

Crossing

* A POI annotation which indicates presence of crossing in a nearby location.

Give\_Way

* A POI annotation which indicates presence of give\_way in a nearby location.

Junction

* A POI annotation which indicates presence of junction in a nearby location.

No\_Exit

* A POI annotation which indicates presence of no\_exit in a nearby location.

Railway

* A POI annotation which indicates presence of railway in a nearby location.

Roundabout

* A POI annotation which indicates presence of roundabout in a nearby location.

Station

* A POI annotation which indicates presence of station in a nearby location.

Stop

* A POI annotation which indicates presence of stop in a nearby location.

Traffic\_Calming

* A POI annotation which indicates presence of traffic\_calming in a nearby location.

Traffic\_Signal

* A POI annotation which indicates presence of traffic\_signal in a nearby location.

Turning\_Loop

* A POI annotation which indicates presence of turning\_loop in a nearby location.

Sunrise\_Sunset

* Shows the period of day (i.e. day or night) based on sunrise/sunset.

Civil\_Twilight

* Shows the period of day (i.e. day or night) based on civil twilight.

Nautical\_Twilight

* Shows the period of day (i.e. day or night) based on nautical twilight.

Astronomical\_Twilight

* Shows the period of day (i.e. day or night) based on astronomical twilight.