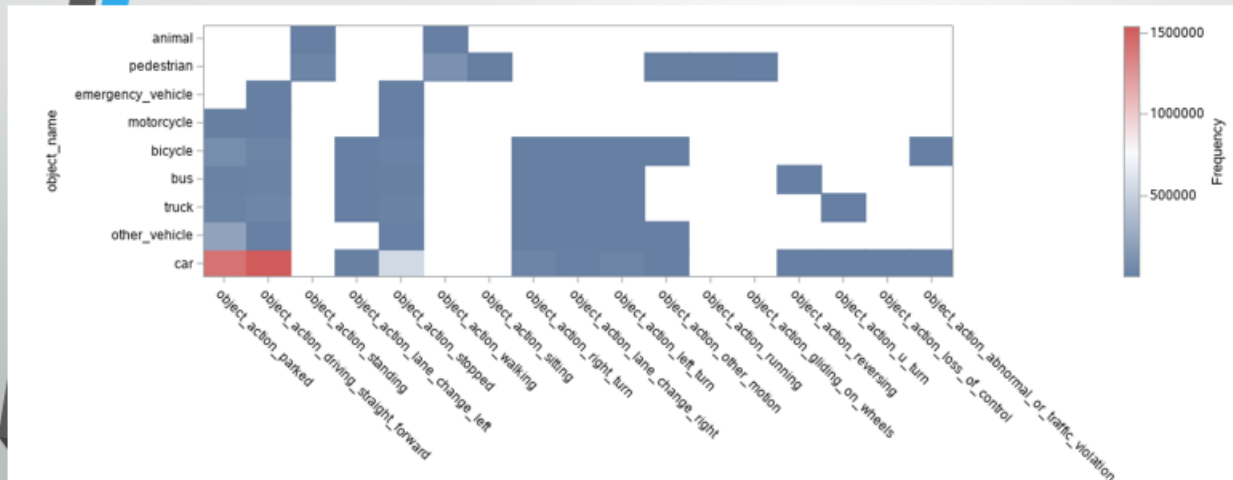


Figure 14: Attribute Influence On Object Classification

Question 2: Do available characteristics of an object strongly influence how they are classified?



Additional anecdotal evidence for correlation between the attribute observed and the object's category.

Question 2: Do available characteristics of an object strongly influence how they are classified?

PROC LOGISTIC (glogit)

Response=category_name Parameters=nbr_annotations, attribute_name

Analysis of Maximum Likelihood Estimates						
Parameter		category_name	DF	Estimate	Standard Error	Wald Chi-Square
Intercept		animal	1	0.8517	0.000919	859015.409
Intercept		bicycle	1	2.5461	0.000049	2674502712
Intercept		bus	1	-0.5732	0.000079	53230355.0
Intercept		car	1	4.4403	0.000025	3.07998E10
Intercept		emergency_vehicle	1	-3.1248	0.000508	37812624.6
Intercept		motorcycle	1	-1.5334	0.000233	43197369.8
Intercept		other_vehicle	1	0.4720	0.000034	194015818
Intercept		pedestrian	1	13.6247	0.000106	1.66313E10
nbr_annotations		animal	1	-0.0442	0.000021	4484805.13
nbr_annotations		bicycle	1	-0.0278	1.001E-6	772227009
nbr_annotations		bus	1	0.00421	9.248E-7	20708421.3
nbr_annotations		car	1	-0.0144	3.795E-7	1433538680
nbr_annotations		emergency_vehicle	1	-0.0461	0.000012	15165930.5
nbr_annotations		motorcycle	1	-0.0321	5.205E-6	38132668.9
nbr_annotations		other_vehicle	1	0.00494	5.056E-7	95855512.6
nbr_annotations		pedestrian	1	-0.0127	1.621E-6	60977362.9

nbr_annotations was significant, to varying degrees, for all categories

Question 2: Do available characteristics of an object strongly influence how they are classified?

PROC LOGISTIC (glogit)

Response=category_name Parameters=nbr_annotations, attribute_name

attribute_name	object_action_running	animal	1	-3.3124	0.00408	658265.186	<.0001
attribute_name	object_action_running	bicycle	1	-0.5932	295703	0.0000	1.0000
attribute_name	object_action_running	bus	1	-0.0466	477730	0.0000	1.0000
attribute_name	object_action_running	car	1	-0.0139	63898.4	0.0000	1.0000
attribute_name	object_action_running	emergency_vehicle	1	0.2308	4636351	0.0000	1.0000
attribute_name	object_action_running	motorcycle	1	0.4189	1491490	0.0000	1.0000
attribute_name	object_action_running	other_vehicle	1	0.5368	206746	0.0000	1.0000
attribute_name	object_action_running	pedestrian	1	28.5665	0.00408	48959107.7	<.0001
attribute_name	object_action_sitting	animal	1	-3.5734	0.00408	766101.690	<.0001
attribute_name	object_action_sitting	bicycle	1	-0.7574	303086	0.0000	1.0000
attribute_name	object_action_sitting	bus	1	-0.0217	496133	0.0000	1.0000
attribute_name	object_action_sitting	car	1	-0.0988	63858.3	0.0000	1.0000
attribute_name	object_action_sitting	emergency_vehicle	1	-0.0411	5136679	0.0000	1.0000
attribute_name	object_action_sitting	motorcycle	1	0.2292	1551646	0.0000	1.0000
attribute_name	object_action_sitting	other_vehicle	1	0.5660	216456	0.0000	1.0000
attribute_name	object_action_sitting	pedestrian	1	28.4918	0.00408	48703244.0	<.0001

Expected not significant assessments for attributes we normally ascribe to humans/animals (running and sitting)

Question 2: Do available characteristics of an object strongly influence how they are classified?

PROC LOGISTIC (glogit)

Response=category_name Parameters=nbr_annotations, attribute_name

attribute_name	object_action_loss_of_control	animal	1	-3.9665	0.00408	943920.526	<.0001
attribute_name	object_action_loss_of_control	bicycle	1	-1.0048	0.0779	166.5318	<.0001
attribute_name	object_action_loss_of_control	bus	1	0.0158	0.1285	0.0151	0.9023
attribute_name	object_action_loss_of_control	car	1	0.9725	0.0373	677.9397	<.0001
attribute_name	object_action_loss_of_control	emergency_vehicle	1	-0.4506	1.3624	0.1094	0.7408
attribute_name	object_action_loss_of_control	motorcycle	1	-0.0565	0.3986	0.0201	0.8872
attribute_name	object_action_loss_of_control	other_vehicle	1	0.6100	0.0565	116.7598	<.0001
attribute_name	object_action_loss_of_control	pedestrian	1	-13.0106	0.00408	10174338.4	<.0001

Surprising significance ascribed to attributes we normally ascribe to vehicles, but not humans/animals (running and sitting)