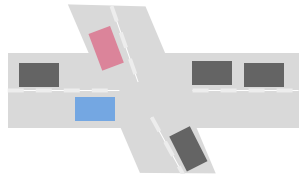


## Human Annotation Process

*for Agent Interactions*

### Highlight Two Interacting Agents



### Select Interaction Type

- A. Lane Change
- B. Yield
- C. Follow/Stop Behind
- D. Pass
- E. Overtake
- F. Merge

### Select Interaction Subtype

#### Lane Change

1. For turn or exit
2. For overtaking
3. For avoiding obstacles/traffic
4. For merging
5. With lead or trail

#### Yield

1. At intersection
2. Before merging
3. To merging cars
4. Waiting for ped.
5. At roundabout
6. Unprotected turn

#### Follow/Stop

1. Follow lane dwith lead
2. Follow slow lead
3. Tailgating
4. Stop behind lead

#### Pass

1. Through intersection
2. A pedestrian
3. Pedestrian pass car
4. Through roundabout
5. Keep straight

#### Overtake

1. Car avoidance
2. Standard
3. High-Speed
4. Slow vehicle

#### Merge

1. Standard
2. Lane reduction
3. Zipper merge
4. Highway on-ramp
5. Late Merge

## Automatic Annotation Process

*for Agent States and Actions*

### Identify Agent Type

- A. Pedestrian/Cyclist
- B. Vehicle

### Select All States/Actions that Apply & Infer Road Intersections

#### Pedestrian/ Cyclist

1. Static
2. Crossing the street
3. Walking along the road
4. Moving

#### Vehicle

1. Parked
2. Off the main roads
3. Static
4. Moving slowly
5. Speeding up
6. Slowing down
7. Moving at a constant speed
8. Turning right
9. Turning left
10. Going straight
11. Crossing an intersection
12. Approaching an intersection
13. Lane position (e.g. leftmost)
14. Changing lanes from-to