Correlation Matrix Heatmap scene name - 1.00 -0.05 -0.06 0.02 -0.00 -0.09 0.05 -0.06 -0.09 -0.00 -0.06 0.04 0.11 0.12 0.06 0.12 0.11 0.04 num elements --0.05 1.00 0.05 -0.08 -0.13 0.04 -0.42 -0.31 0.73 -0.16 0.04 0.40 -0.27 -0.24 -0.15 -0.24 -0.27 0.40 max vertex count --0.06 0.05 1.00 0.16 0.36 0.31 -0.02 0.20 0.48 0.38 0.98 0.24 0.06 0.12 0.06 0.12 0.06 0.24 min vertex count - 0.02 -0.08 0.16 1.00 0.92 -0.02 0.24 0.11 -0.03 0.88 0.15 0.05 0.53 0.24 0.64 0.24 0.53 0.05 avg vertex count --0.00 -0.13 0.36 0.92 1.00 0.16 0.26 0.28 0.11 0.99 0.38 0.14 0.53 0.31 0.57 0.31 0.53 0.14 tallest building - 0.09 0.04 0.31 -0.02 0.16 1.00 -0.00 0.61 0.28 0.20 0.38 0.16 -0.08 -0.00 -0.07 -0.00 -0.08 0.16 shortest building - 0.05 -0.42 -0.02 0.24 0.26 -0.00 1.00 0.49 -0.35 0.28 -0.02 -0.14 0.38 0.20 0.34 0.20 0.38 -0.14 avg building height --0.06 -0.31 0.20 0.11 0.28 0.61 0.49 1.00 -0.00 0.32 0.25 0.13 0.13 0.10 0.10 0.10 0.13 0.13 tot\_num\_faces --0.09 0.73 0.48 -0.03 0.11 0.28 -0.35 -0.00 1.00 0.12 0.50 0.52 -0.20 -0.13 -0.12 -0.13 -0.20 0.52 avg num faces building --0.00 -0.16 0.38 0.88 0.99 0.20 0.28 0.32 0.12 1.00 0.41 0.16 0.56 0.34 0.59 0.34 0.56 0.16 max num faces building --0.06 0.04 0.98 0.15 0.38 0.38 -0.02 0.25 0.50 0.41 1.00 0.28 0.07 0.16 0.06 0.16 0.07 0.28 avg building area - 0.11 -0.27 0.06 0.53 0.53 -0.08 0.38 0.13 -0.20 0.56 0.07 0.24 1.00 0.73 0.86 0.73 1.00 0.24 max building area - 0.12 -0.24 0.12 0.24 0.31 -0.00 0.20 0.10 -0.13 0.34 0.16 0.53 0.73 1.00 0.40 1.00 0.73 0.53 min occuppied percentage area - 0.06 -0.15 0.06 0.64 0.57 -0.07 0.34 0.10 -0.12 0.59 0.06 0.07 0.86 0.40 1.00 0.40 0.86 0.07 max occuppied percentage area - 0.12 -0.24 0.12 0.24 0.31 -0.00 0.20 0.10 -0.13 0.34 0.16 0.53 0.73 1.00 0.40 1.00 0.73 0.53 avg occuppied percentage area - 0.11 -0.27 0.06 0.53 0.53 -0.08 0.38 0.13 -0.20 0.56 0.07 0.24 1.00 0.73 0.86 0.73 1.00 0.24 total occuppied percentage area - 0.04 0.40 0.24 0.05 0.14 0.16 -0.14 0.13 0.52 0.16 0.28 1.00 0.24 0.53 0.07 0.53 0.24 1.00 num\_elements max\_vertex\_count min\_vertex\_count avg\_vertex\_count tallest\_building shortest\_building avg\_building\_height tot\_num\_faces avg\_num\_faces\_building max\_num\_faces\_building avg\_building\_area min\_occuppied\_percentage\_area max\_occuppied\_percentage\_area avg\_occuppied\_percentage\_area total\_occuppied\_percentage\_area max\_building\_area scene\_name tot\_buildings\_area

1.0 - 0.8 - 0.6 - 0.4 - 0.2

- 0.0

- -0.2

-0.4