Attributes used to train the model

MAP RELATED	TYPE	MIN; MAX
number_of_pedestrians	[INT]	[0; +infinity)
number_of_vehicles	[INT]	[0; +infinity)
number_of_two_wheel_vehicles	[INT]	[0; +infinity)
proportion_of_speeding_vehicles	[float]	[0; 1]
proportion_of_vehicles_without_lights	[float]	[0; 1]
proportion_of_light_ignoring_vehicles	[float]	[0; 1]
light_ignoring_percent	[float]	[0; 100]
proportion_of_sign_ignoring_vehicles	[float]	[0; 1]
sign_ignoring_percent	[float]	[0; 100]
proportion_of_vehicle_ignoring_vehicles	[float]	[0; 1]
vehicle_ignoring_percent	[float]	[0; 100]
proportion_of_walker_ignoring_vehicles	[float]	[0; 1]
walker_ignoring_percent	[float]	[0; 100]
proportion_of_keeping_right_vehicles	[float]	[0; 1]
keeping_right_percent	[float]	[0; 100]
proportion_of_lane_changing_vehicles	[float]	[0; 1]
lane_change_percent	[float]	[0; 100]
proportion_of_misbehaving_pedestrians	[float]	[0; 1]
proportion_of_running_pedestrians	[float]	[0; 1]
proportion_of_road_crossing _pedestrians	[float]	[0; 1]
number_of_junctions	[INT]	[0; +infinity)
distance_in_metres	[float]	(0; +infinity)
area_in_square_metres	[float]	(0; +infinity)

WEATHER RELATED		
cloudiness	[float]	[0; 100]
precipitation	[float]	[0; 100]
precipitation_deposits	[float]	[0; 100]
wind_intensity	[float]	[0; 100]
sun_azimuth_angle	[float]	[0; 360]
sun_altitude_angle	[float]	[-90; 90]
fog_density	[float]	[0; 100]
fog_distance	[float]	[0; +infinity)
wetness	[float]	[0; 100]
fog_falloff	[float]	[0; +infinity)
scattering_intensity	[float]	[0; +infinity)
mie_scattering_scale	[float]	[0; +infinity)
rayleigh_scattering_scale	[float]	[0; +infinity)
dust_storm	[float]	[0; 100]

More about weather related metrics can be found here.

OTHER

difficulty	[float]	[0; 1000]