

TABLE I: Context annotation guideline.

Attribute	Attribute Value	Description
time_of_day	daytime	Selected if any other condition does not fit.
	dawn_dusk	It is selected in case of a low-lying sun, dawn/dusk, or twilight.
	night	There is no natural light, the sky is black, and the vehicle is not inside a building, tunnel, or similar.
	undefined	The environment is not visible, e.g., because the vehicle is inside a building, tunnel, or similar.
sky	clear	Not a single cloud is visible in the sky.
	partly_cloudy	At least one cloud is visible in the sky.
	overcast	Clouds completely cover the sky.
	foggy	Fog is visible, or visibility is in general low.
	undefined	Clouds are not visible/recognizable because the sky is too light/dark or obscured, e.g., by trees, buildings, or other obstacles.
illumination	natural	Selected if any other condition does not fit.
	sun_glare	Directly or indirectly (via reflection) dazzling sun or very bright/white sky, e.g., between buildings, at the exit of tunnels or a forest.
	artificial	The primary light source is artificial and is not the ego vehicle's headlights. Borderline case: twilight with street lighting falls in here.
	dark	No natural or artificial light source apart from the ego vehicle's headlights.
precipitation	nothing	No raindrops or snowflakes are visible in the image.
	rain	There are large raindrops on the windshield clearly distinguishable from dirt.
	snow	Falling snowflakes are well visible in the image.
infrastructure	inner_city	There are dense buildings all around, and everything else does not apply.
	industrial	There are factories or similar visible.
	highway	The vehicle is on the highway, and the surrounding area does not matter.
	suburb	There is more than one building visible and some greenery.
	nature	No or very few buildings/infrastructure are visible (max. one small building).
	parking_lot	Recognizable parking lot markings or appropriate signs are visible.
	gas_station	Gas station or parts of it are visible somewhere in the picture (roadside also suffices).
undefined	Surroundings are not clearly recognizable/obscured/too dark/too light or the vehicle is in a tunnel, building, or similar.	
road (Drivable area only, edge of roadway and sidewalk are ignored.)	dry	There is no water, mud, or snow on the road.
	wet	At least wetness is recognizable on the road, e.g., via reflection.
	slushy	There is recognizable snow mud, and the road is not completely covered by snow.
	snowy	The road is completely covered by snow.
undefined	State is not clearly discernible, or the passable area is largely obscured/too dark.	
tunnel	true, false	The vehicle is recognizably in or just in front of a tunnel.
construction_site	true, false	Construction site markings are somewhere in the picture. Construction vehicles alone are not sufficient.
clear_windshield	true, false	The windshield is unclear if dirt, raindrops, leaves, or the windshield wipers is blocking the view. Other obstacles (e.g., mirror, dashboard, hood) does not count as unclear.
light_exposure	true, false	In the image, there is a light source, e.g., sun or spotlight, and the light shines into the camera. For example, oncoming traffic, streetlights, or rising sun.
reflections	true, false	The reflection of the dashboard or objects (ghost objects) in the windshield are labeled as true. Reflections of objects in the hood or glass facades do not count.