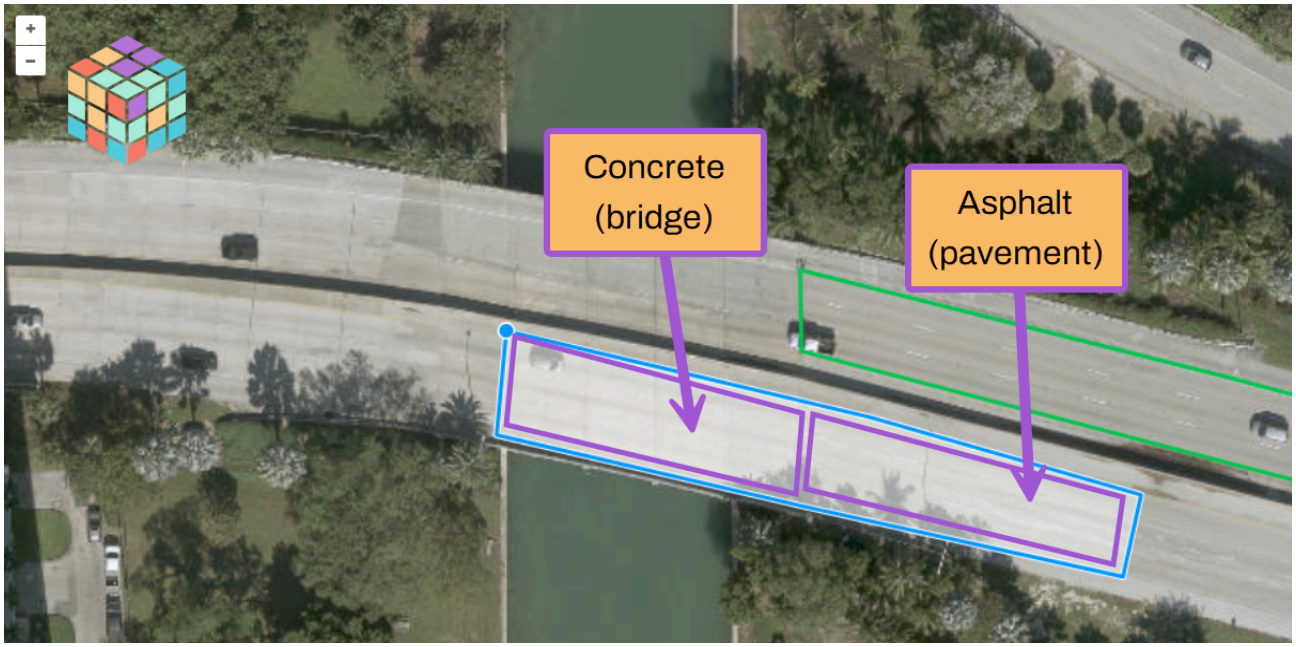
Best Practices - Selecting Area of Interest

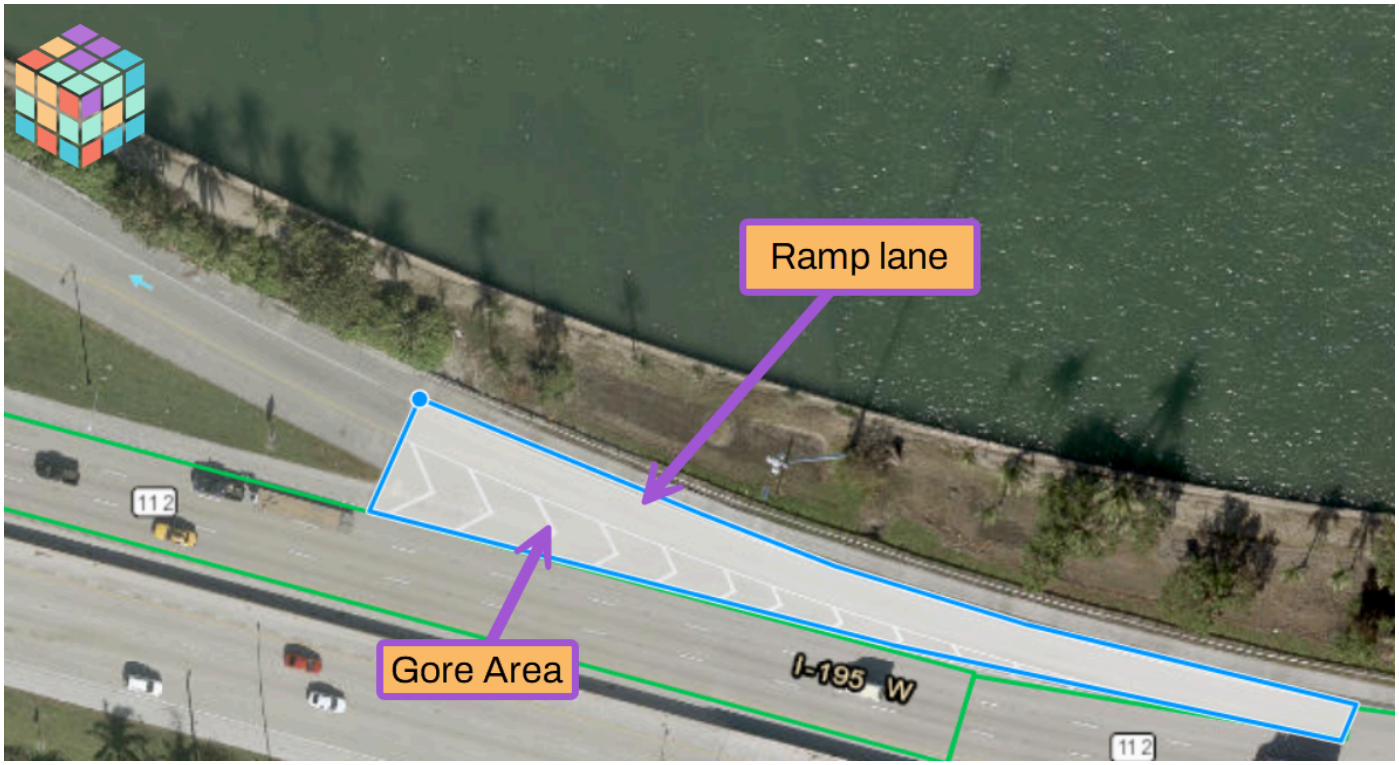
Overview: The Asphalt Intelligence computer vision model works by comparing the trafficked and untrafficked parts of roads and highways for each area of interest.

Bad: Do not include two different surface material types in the same polygon.

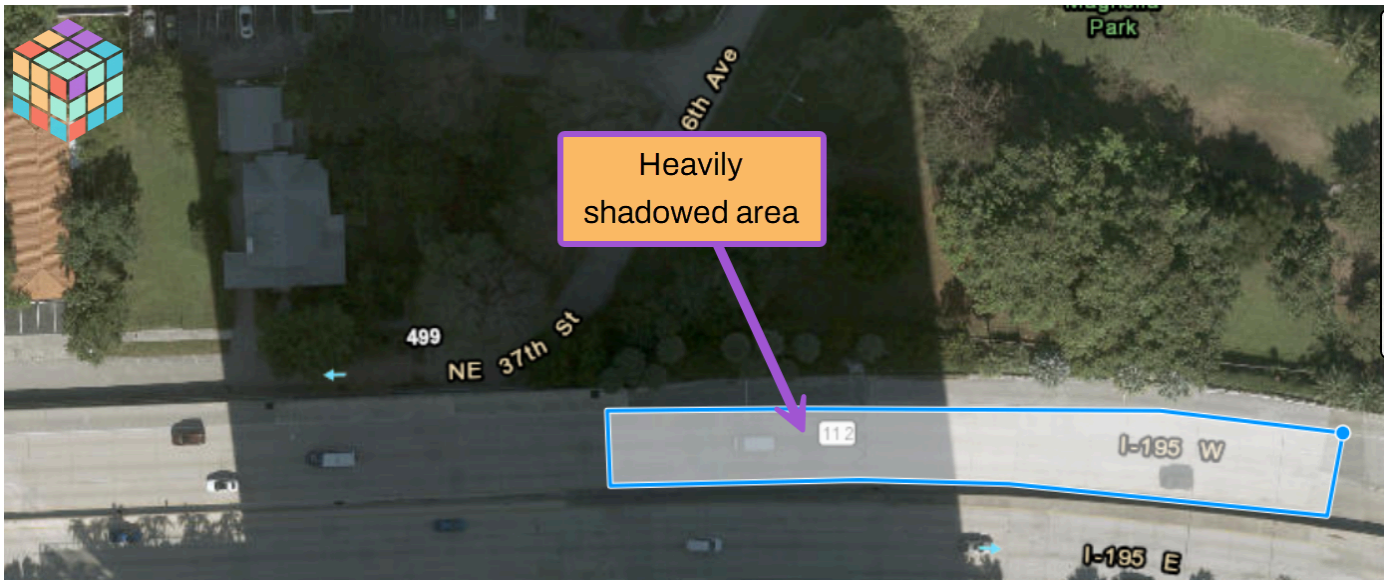


Bad: Do not attempt to cross or overlap over the polygon boundary.

Bad: Do not include include infrequently driven surfaces with regular driving surface together in the same polygon (i.e. shoulders, gores, driveways with driving lanes).

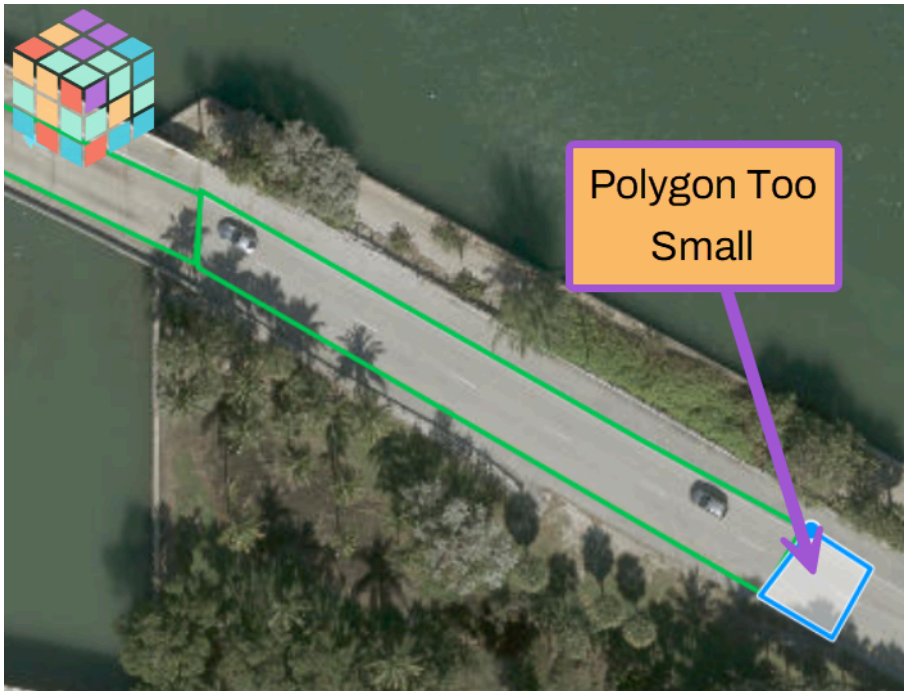


Bad: Do not include heavily shadowed areas in the area of interest polygon, or draw separate polygons just for those areas (separately).

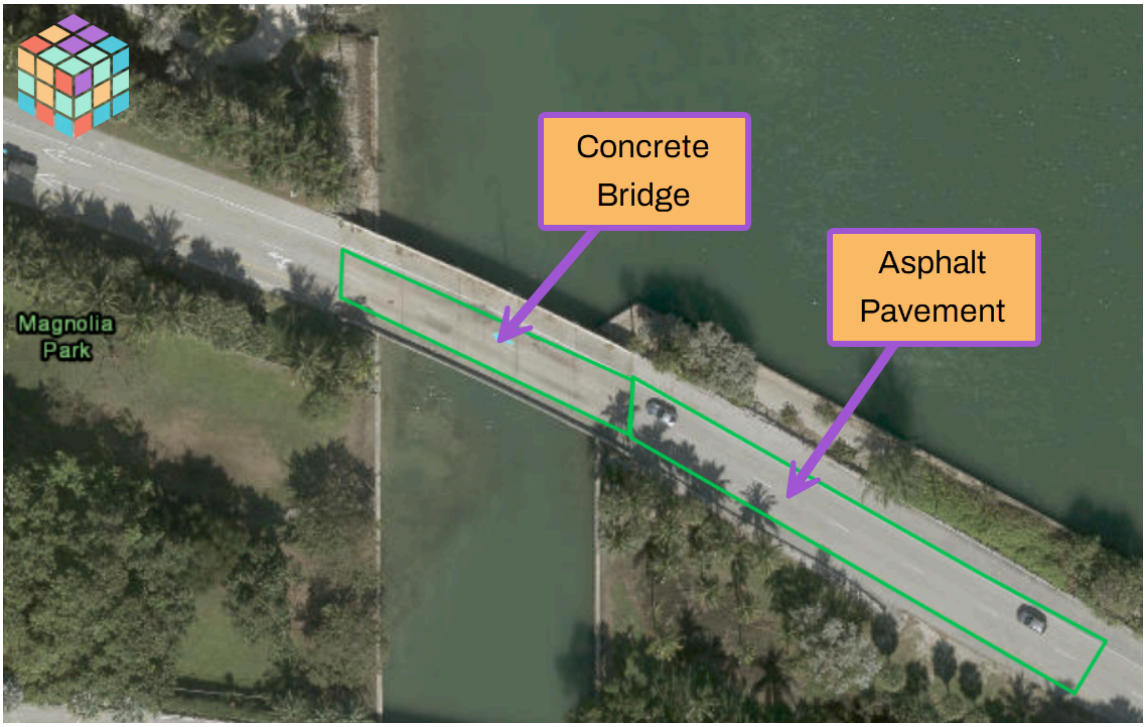


Best Practices - Selecting Area of Interest

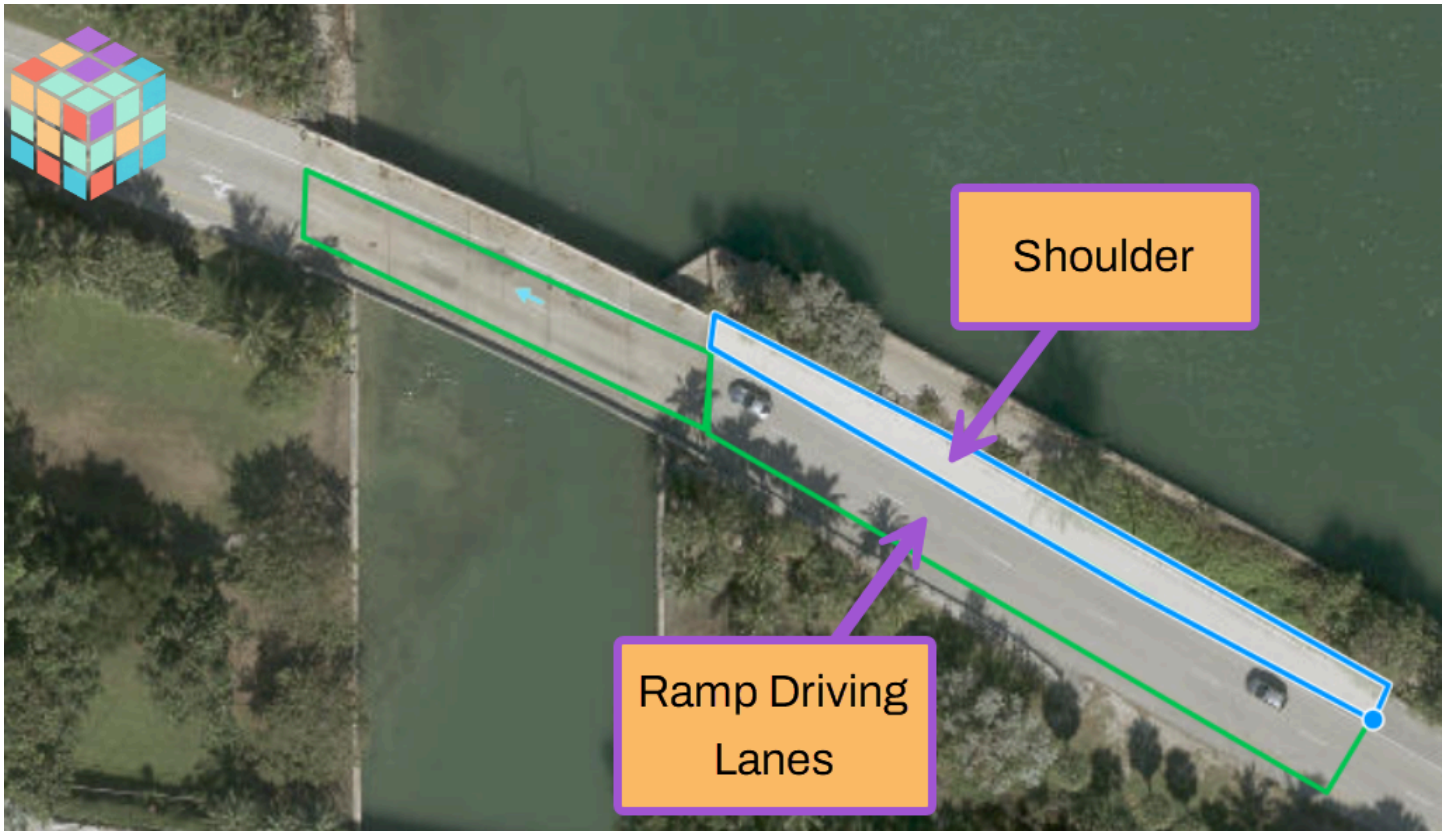
Bad: Do not draw small area of interest polygons, make them as large as possible.



Good: Separate out different types of road surfaces (i.e. concrete vs. asphalt).

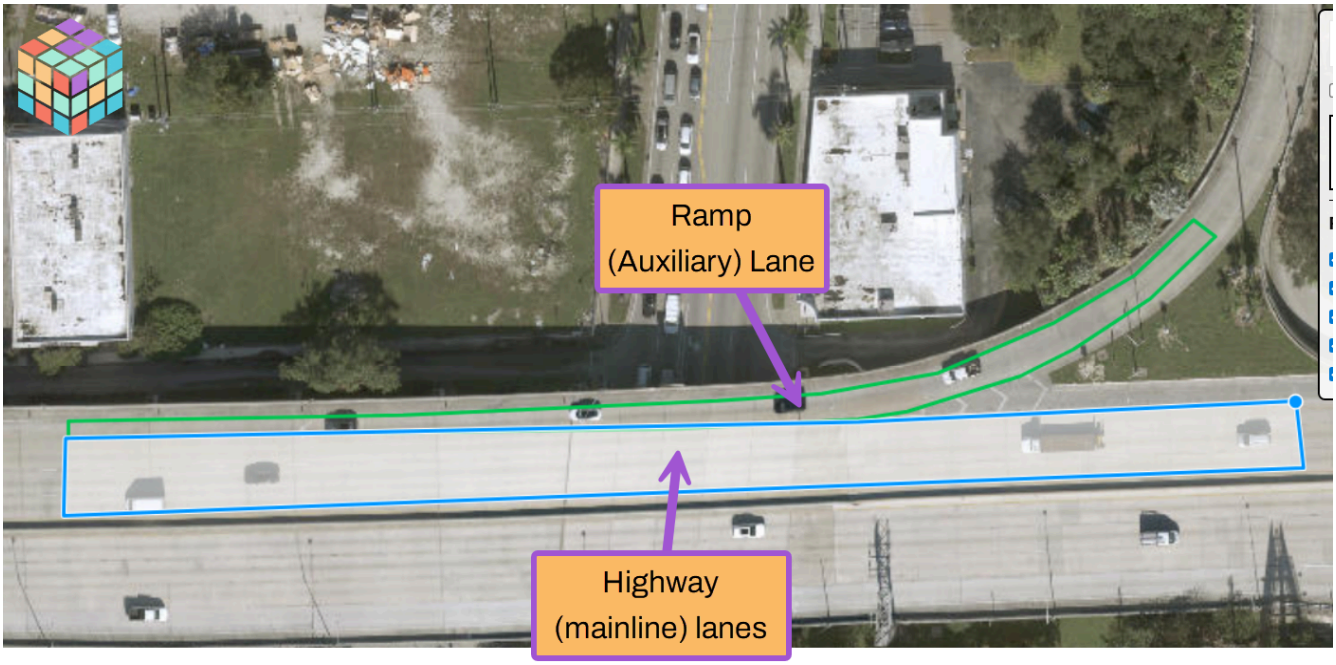


Good: Separate out infrequently driven surfaces into their own area of interest polygons.

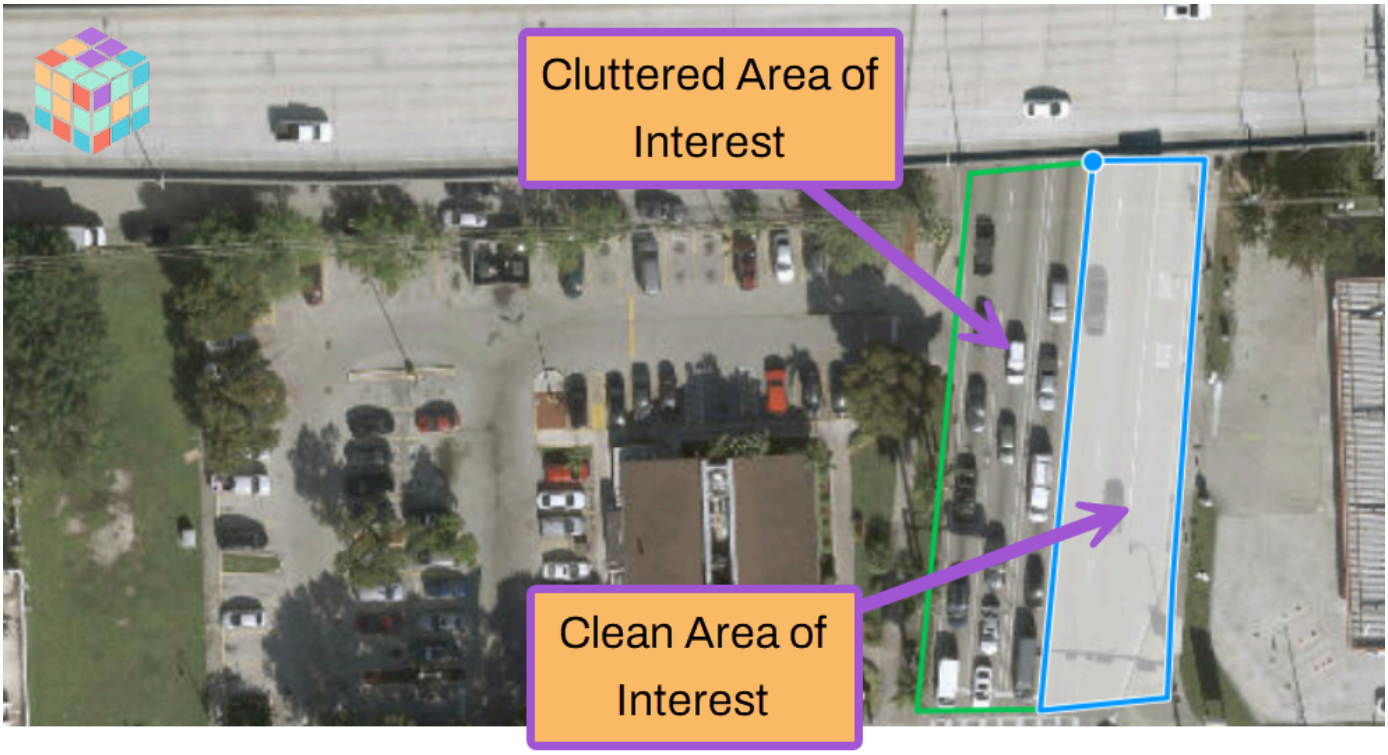


Good: Separate out heavily shadowed areas into their own area of interest polygons.

Good: Separate out different types of lanes (highway vs. ramp).



Good: Avoid road clutter (cars, trees, etc.) as much as possible.



Best Practices - Selecting Area of Interest

Best Practices Summary:

Good: Separate out different driving surfaces (i.e. concrete vs. asphalt).

Good: Separate out infrequently driven surfaces into their own area of interest polygons.

Good: Separate out heavily shadowed areas into their own area of interest polygons.

Good: Separate out different types of lanes (highway vs. ramp).

Good: Avoid road clutter (cars, trees, etc.) as much as possible.

Bad: Do not include two different surface types in the same polygon.

Bad: Do not attempt to cross or overlap over the polygon boundary.

Bad: Do not include infrequently driven surfaces with regular driving surface together in the same polygon (driveway, shoulder, driving lane) , or different types of lanes (highway vs ramp).

Bad: Do not include heavily shadowed areas in the area of interest polygon, or draw separate polygons just for those areas (separately).

Bad: Do not draw a small area of interest polygons, make each area of interest as large as possible.