

## 1 Qualitative Results of Semantic Difficulty Map

Below are the qualitative results we get in Cityscapes. It can be observed that objects with high difficulty scores have the following characters:

- **Slender or tiny objects.** For example, *poles* and *traffic signs* in the 1st and 5th rows; *bicycles* far away in the 4th row.
- **Under-represented classes.** In the 2nd row, *rider* has higher score than *pedestrian*; In the 3rd row, *bus* has higher score than *car*.

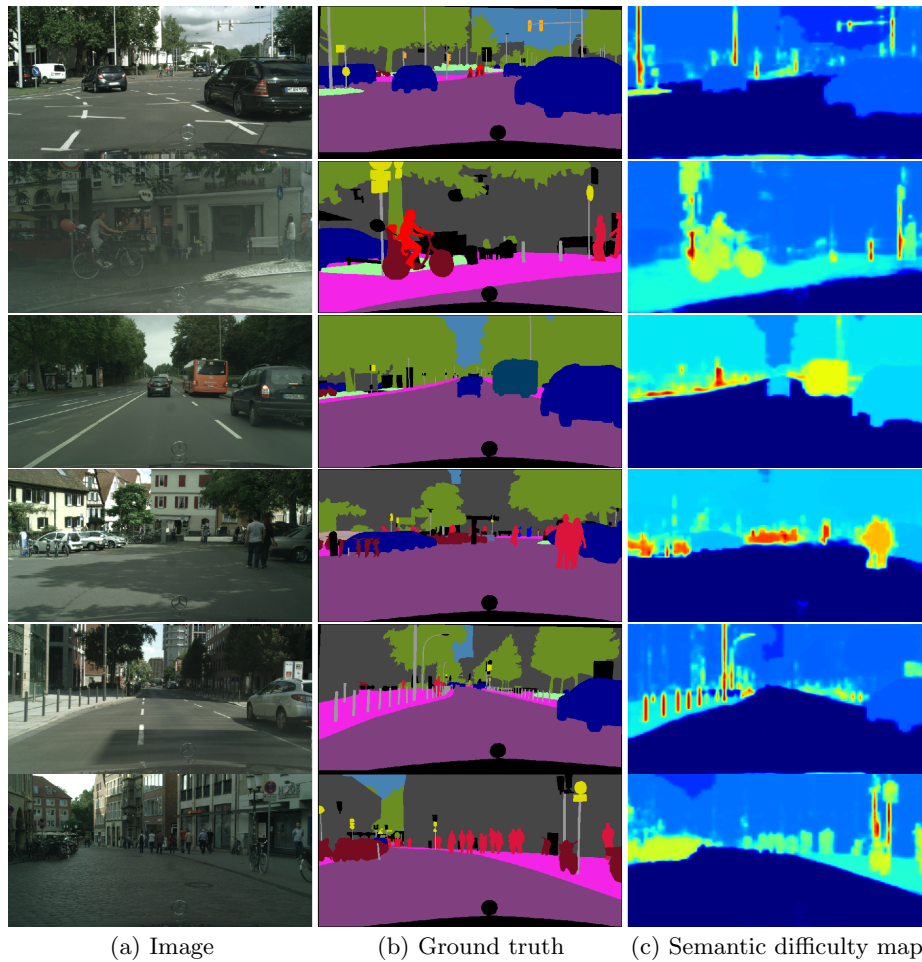


Fig. 1: Qualitative results of semantic difficulty map in Cityscapes.