Algorithm = SPM; Dictionary Size = 200; Number of Pyramid Levels = 2

|  |  |
| --- | --- |
| suburb | 0.6383 |
| coast | 0.7269 |
| forest | 0.9781 |
| highway | 0.8125 |
| insidecity | 0.4519 |
| mountain | 0.3978 |
| opencountry | 0.3903 |
| street | 0.5052 |
| tallbuilding | 0.6523 |
| office | 0.7391 |
| bedroom | 0.3362 |
| industrial | 0.0095 |
| kitchen | 0.5636 |
| livingroom | 0.0529 |
| store | 0.3488 |

|  |  |
| --- | --- |
| suburb | 0.5461 |
| coast | 0.6577 |
| forest | 0.9781 |
| highway | 0.8313 |
| insidecity | 0.4135 |
| mountain | 0.2518 |
| opencountry | 0.3613 |
| street | 0.4688 |
| tallbuilding | 0.5742 |
| office | 0.7565 |
| bedroom | 0.3362 |
| industrial | 0.0284 |
| kitchen | 0.5364 |
| livingroom | 0.0582 |
| store | 0.2744 |

Algorithm = SPM; Dictionary Size = 200; Number of Pyramid Levels = 3

Algorithm = SPM; Dictionary Size = 200; Number of Pyramid Levels = 1

|  |  |
| --- | --- |
| suburb | 0.7518 |
| coast | 0.7538 |
| forest | 0.9737 |
| highway | 0.7312 |
| insidecity | 0.5240 |
| mountain | 0.5657 |
| opencountry | 0.3839 |
| street | 0.4323 |
| tallbuilding | 0.7656 |
| office | 0.7565 |
| bedroom | 0.3103 |
| industrial | 0.0047 |
| kitchen | 0.5545 |
| livingroom | 0.0582 |
| store | 0.4698 |

|  |  |
| --- | --- |
| suburb | 0.6241 |
| coast | 0.6923 |
| forest | 0.9605 |
| highway | 0.7438 |
| insidecity | 0.4712 |
| mountain | 0.3212 |
| opencountry | 0.2387 |
| street | 0.4688 |
| tallbuilding | 0.7461 |
| office | 0.8435 |
| bedroom | 0.2069 |
| industrial | 0.0095 |
| kitchen | 0.7091 |
| livingroom | 0.0212 |
| store | 0.3302 |

Algorithm = SPM; Dictionary Size = 1024; Number of Pyramid Levels = 1

Algorithm = SPM; Dictionary Size = 1024; Number of Pyramid Levels = 2

|  |  |
| --- | --- |
| suburb | 0.4823 |
| coast | 0.6346 |
| forest | 0.9518 |
| highway | 0.7688 |
| insidecity | 0.4087 |
| mountain | 0.2117 |
| opencountry | 0.2774 |
| street | 0.4844 |
| tallbuilding | 0.7148 |
| office | 0.8696 |
| bedroom | 0.2931 |
| industrial | 0.0047 |
| kitchen | 0.7000 |
| livingroom | 0.0106 |
| store | 0.2698 |

Algorithm = SPM; Dictionary Size = 1024; Number of Pyramid Levels = 3

Algorithm = LLC; Dictionary Size = 200; Number of Pyramid Levels = 1

|  |  |
| --- | --- |
| suburb | 0.4468 |
| coast | 0.5885 |
| forest | 0.9298 |
| highway | 0.7875 |
| insidecity | 0.3798 |
| mountain | 0.1387 |
| opencountry | 0.2903 |
| street | 0.5052 |
| tallbuilding | 0.6406 |
| office | 0.8522 |
| bedroom | 0.3276 |
| industrial | 0 |
| kitchen | 0.6636 |
| livingroom | 0.0212 |
| store | 0.2000 |

|  |  |
| --- | --- |
| suburb | 0.8723 |
| coast | 0.8192 |
| forest | 0.8816 |
| highway | 0.7500 |
| insidecity | 0.5769 |
| mountain | 0.7774 |
| opencountry | 0.4323 |
| street | 0.6719 |
| tallbuilding | 0.8516 |
| office | 0.7391 |
| bedroom | 0.4138 |
| industrial | 0.1659 |
| kitchen | 0.3364 |
| livingroom | 0.1270 |
| store | 0.3953 |

Algorithm = LLC; Dictionary Size = 200; Number of Pyramid Levels = 2

|  |  |
| --- | --- |
| suburb | 0.9362 |
| coast | 0.8346 |
| forest | 0.9342 |
| highway | 0.7562 |
| insidecity | 0.7500 |
| mountain | 0.8029 |
| opencountry | 0.6387 |
| street | 0.8229 |
| tallbuilding | 0.8906 |
| office | 0.8957 |
| bedroom | 0.6034 |
| industrial | 0.3318 |
| kitchen | 0.4364 |
| livingroom | 0.4339 |
| store | 0.6047 |

|  |  |
| --- | --- |
| suburb | 0.9716 |
| coast | 0.8462 |
| forest | 0.9693 |
| highway | 0.8063 |
| insidecity | 0.7548 |
| mountain | 0.8285 |
| opencountry | 0.6387 |
| street | 0.8125 |
| tallbuilding | 0.8359 |
| office | 0.8783 |
| bedroom | 0.6552 |
| industrial | 0.4787 |
| kitchen | 0.5727 |
| livingroom | 0.6296 |
| store | 0.6884 |

Algorithm = LLC; Dictionary Size = 200; Number of Pyramid Levels = 3

Algorithm = LLC; Dictionary Size = 1024; Number of Pyramid Levels = 1

|  |  |
| --- | --- |
| suburb | 0.9929 |
| coast | 0.8654 |
| forest | 0.8991 |
| highway | 0.8375 |
| insidecity | 0.6971 |
| mountain | 0.8358 |
| opencountry | 0.6000 |
| street | 0.8698 |
| tallbuilding | 0.8633 |
| office | 0.8696 |
| bedroom | 0.4914 |
| industrial | 0.3412 |
| kitchen | 0.5273 |
| livingroom | 0.2275 |
| store | 0.5814 |

|  |  |
| --- | --- |
| suburb | 1.0000 |
| coast | 0.8269 |
| forest | 0.9298 |
| highway | 0.8750 |
| insidecity | 0.7837 |
| mountain | 0.8394 |
| opencountry | 0.7355 |
| street | 0.8802 |
| tallbuilding | 0.8477 |
| office | 0.9217 |
| bedroom | 0.6379 |
| industrial | 0.5024 |
| kitchen | 0.5818 |
| livingroom | 0.5344 |
| store | 0.7023 |

Algorithm = LLC; Dictionary Size = 1024; Number of Pyramid Levels = 2

Algorithm = LLC; Dictionary Size = 1024; Number of Pyramid Levels = 3

|  |  |
| --- | --- |
| suburb | 1.0000 |
| coast | 0.8308 |
| forest | 0.9474 |
| highway | 0.8562 |
| insidecity | 0.7452 |
| mountain | 0.8686 |
| opencountry | 0.7548 |
| street | 0.8906 |
| tallbuilding | 0.8750 |
| office | 0.9478 |
| bedroom | 0.6983 |
| industrial | 0.5024 |
| kitchen | 0.6909 |
| livingroom | 0.6243 |
| store | 0.7767 |