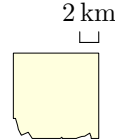


(a) Start map; 13,238 parcels; at scale 1 : 10,000;
from input

- 10310: Highway (not for fast traffic)
- 10311: Highway (not for fast traffic;
on fixed part of bridge)
- 10410: Regional road (not for fast traffic)
- 10411: Regional road (not for fast traffic;
on fixed part of bridge)
- 10510: Local road
- 10600: Street
- 10700: Other road (bus traffic)
- 10710: Other road (mixed traffic;
paved or unknown)
- 10720: Other road (mixed traffic;
half paved)
- 10730: Other road (mixed traffic;
unpaved)



(b) Goal map; 1 parcel; at scale 1 : 1,150,565;
from our greedy algorithm;
type code: 14010

- 10740: Other road (cyclists, moped riders)
- 10741: Other road (cyclists, moped riders;
on fixed part of bridge)
- 10750: Other road (pedestrians;
not other traffic area)
- 10760: Other road (pedestrians;
other traffic area)
- 10780: Parking space, carpool, or P + R
- 12400: Watercourse (6–12 meters)
- 12500: Lake, pond
- 13000: Small building
- 14010: Arable land
- 14030: Built-up area
- 14040: Orchard
- 14050: Tree nursery
- 14060: Forest: mixed forest
- 14080: Forest: deciduous forest
- 14090: Forest: coniferous forest
- 14100: Cemetery
- 14120: Fruit farm
- 14130: Grassland
- 14140: Heathland
- 14160: Other terrain
- 14162: Other terrain
(on fixed part of bridge)
- 14170: Poplars
- 14180: Track of railroad

(c) The 33 land-cover types appearing on the start map

