































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

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

	10310: Highway (not for fast traffic)		10780: Parking space, carpool, or P + R
	10311: Highway (not for fast traffic; on fixed part of bridge)		12400: Watercourse (6–12 meters)
	10410: Regional road (not for fast traffic)		12500: Lake, pond
	10411: Regional road (not for fast traffic; on fixed part of bridge)		13000: Small building
	10510: Local road		14010: Arable land
	10600: Street		14030: Built-up area
	10700: Other road (bus traffic)		14040: Orchard
	10710: Other road (mixed traffic; paved or unknown)		14050: Tree nursery
	10720: Other road (mixed traffic; half paved)		14060: Forest: mixed forest
	10730: Other road (mixed traffic; unpaved)		14080: Forest: deciduous forest
	10740: Other road (cyclists, moped riders)		14090: Forest: coniferous forest
	10741: Other road (cyclists, moped riders; on fixed part of bridge)		14100: Cemetery
	10750: Other road (pedestrians; not other traffic area)		14120: Fruit farm
	10760: Other road (pedestrians; other traffic area)		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