

Confusion Matrix

ground truth

Powerline (0) 7,113 / 0.1%	99.6% 7,083	0.0% 0	0.0% 0	0.0% 0	0.0% 0	0.1% 6	0.3% 20	0.0% 2	0.0% 2	99.6% 7,083
Low veg. (1) 2,050,596 / 24.8%	0.0% 265	85.9%	4.3% 88,433	0.2% 3,500	1.4% 28,850	0.7% 14,068	1.0% 20,754	6.0%	0.5% 9,422	85.9%
Imp. surface (2) 1,642,154 / 19.8%	0.0% 195	7.1%	90.6%	0.5% 8,445	0.2% 3,741	0.8% 12,510	0.3% 4,664	0.4% 6,238	0.1% 1,997	90.6%
Car (3) 60,635 / 0.7%	0.1% 46	0.7% 422	1.4% 825	95.4% 57,816	0.5% 331	0.1% 44	0.2% 129	1.6% 989	0.1% 33	95.4% 57,816
Fence/Hedge (4) 143,050 / 1.7%	0.0% 61	2.9% 4,157	0.2% 218	0.2% 298	82.0%	0.2% 323	0.2% 350	13.8% 19,795	0.3% 476	82.0%
Roof (5) 1,498,297 / 18.1%	0.8% 12,612	0.0% 505	0.1% 1,424	0.1% 812	0.1% 2,110	96.4%	2.0% 29,974	0.3% 3,908	0.2% 2,559	96.4%
Facade (6) 407,267 / 4.9%	0.7% 2,911	1.2% 4,727	0.1% 595	0.2% 809	0.4% 1,428	6.7% 27,132	86.3%	3.4% 13,924	1.1% 4,473	86.3%
Shrub (7) 587,934 / 7.1%	0.2% 1,093	6.2% 36,512	0.2% 888	0.5% 2,816	3.2% 18,818	0.8% 4,634	3.6% 21,310	78.7%	6.7% 39,290	78.7%
Tree (8) 1,875,976 / 22.7%	0.1% 2,711	0.7% 13,706	0.0% 546	0.1% 1,190	0.2% 3,284	0.2% 4,588	0.4% 7,023	4.8% 89,115	93.5%	93.5%
precision	26.3% 7,083	90.9%	94.1%	76.4% 57,816	66.7%	95.8%	80.7%	64.3%	96.8%	90.0%
F1 $\mu=80.7\%$	41.6%	88.3%	92.3%	84.8%	73.6%	96.1%	83.4%	70.7%	95.1%	

Powerline (0)
26,977 / 0.3%
 Low veg. (1)
1,939,261 / 23.4%
 Imp. surface (2)
1,580,202 / 19.1%
 Car (3)
75,686 / 0.9%
 Fence/hedge (4)
175,934 / 2.1%
 Roof (5)
1,507,698 / 18.2%
 Facade (6)
435,492 / 5.3%
 Shrub (7)
719,707 / 8.7%
 Tree (8)
1,812,065 / 21.9%

prediction