

Confusion Matrix

ground truth

Low Veg. (0) 806,207 / 12.3%	73.1%	21.9%	0.1% 672	1.7% 13,502	0.1% 713	0.5% 3,654	2.1% 16,561	0.4% 3,563	0.1% 975	0.1% 455	0.0% 0	0.0% 0	73.1%
Imp. Surface (1) 648,029 / 9.9%	22.4%	55.1%	0.2% 1,174	1.2% 7,784	16.3%	1.4% 9,340	0.4% 2,869	0.3% 2,222	2.3% 15,194	0.2% 1,019	0.0% 123	0.0% 0	55.1%
Vehicle (2) 37,005 / 0.6%	0.6% 227	0.6% 234	55.9% 20,702	19.0% 7,020	3.9% 1,437	4.3% 1,585	15.4% 5,715	0.0% 6	0.1% 50	0.1% 29	0.0% 0	0.0% 0	55.9% 20,702
Urban Furn. (3) 198,365 / 3.0%	4.7% 9,384	1.2% 2,404	0.1% 269	37.1% 73,583	6.7% 13,278	10.4% 20,652	23.9% 47,472	13.0% 25,844	0.0% 1	1.4% 2,792	1.4% 2,686	0.0% 0	37.1% 73,583
Roof (4) 484,335 / 7.4%	0.4% 1,854	0.5% 2,267	0.0% 0	0.6% 3,127	94.0%	2.4% 11,666	0.5% 2,494	1.2% 5,700	0.0% 103	0.0% 76	0.4% 1,954	0.0% 0	94.0%
Facade (5) 302,820 / 4.6%	0.5% 1,512	1.0% 2,925	0.0% 2	2.8% 8,450	4.0% 12,104	88.6%	1.3% 3,952	1.3% 3,863	0.0% 19	0.5% 1,492	0.0% 103	0.0% 0	88.6%
Shrub (6) 127,469 / 1.9%	3.9% 5,019	0.3% 428	0.8% 1,046	12.4% 15,746	2.3% 2,955	2.4% 3,075	68.2% 86,891	8.4% 10,709	0.0% 0	1.3% 1,600	0.0% 0	0.0% 0	68.2% 86,891
Tree (7) 849,176 / 12.9%	0.2% 1,579	0.0% 17	0.1% 754	0.4% 3,520	0.1% 1,140	0.2% 1,337	2.6% 22,360	96.4%	0.0% 0	0.0% 1	0.0% 110	0.0% 0	96.4%
Soil / Gravel (8) 134,394 / 2.0%	53.7% 72,163	24.8% 33,378	0.1% 174	1.5% 1,984	0.3% 435	0.2% 239	1.2% 1,670	0.0% 0	17.4% 23,394	0.7% 957	0.0% 0	0.0% 0	17.4% 23,394
Vertical (9) 83,532 / 1.3%	1.7% 1,405	0.5% 435	0.0% 0	7.9% 6,584	6.7% 5,560	63.7% 53,180	2.9% 2,391	3.1% 2,625	0.0% 0	13.5% 11,316	0.0% 36	0.0% 0	13.5% 11,316
Chimney (10) 6,604 / 0.1%	0.0% 0	0.0% 0	0.0% 0	0.4% 24	5.8% 380	0.0% 3	0.0% 0	0.2% 14	0.0% 0	0.0% 0	93.6% 6,183	0.0% 0	93.6% 6,183
Ignore* (11) 2,888,704 / 44.0%	11.7%	8.4%	0.9% 26,971	4.6%	18.1%	25.5%	5.5%	23.0%	0.3% 8,285	1.5% 43,107	0.5% 14,169	0.0% 0	0.0% 0
precision	71.2%	62.0%	83.5% 20,702	52.1% 73,583	76.0%	71.9%	45.2% 86,891	93.8%	58.9% 23,394	57.3% 11,316	55.2% 6,183	nan% 0	73.7%
F1 $\mu=61.1\%$	72.1%	58.3%	67.0%	43.3%	84.0%	79.4%	54.3%	95.0%	26.9%	21.9%	69.5%	nan%	

prediction