

# Confusion Matrix

ground truth

Low Veg. (0) 9,001,909 / 15.7%	85.3%	4.5%	0.1% 5,593	2.1%	0.2% 13,929	0.4% 33,558	2.7%	0.4% 38,298	3.5%	0.8% 68,679	0.0% 0	0.0% 0	85.3%
Imp. Surface (1) 4,836,210 / 8.4%	1.5% 70,707	94.3%	0.4% 20,071	1.2% 58,419	0.2% 8,268	1.2% 56,329	0.2% 8,855	0.1% 3,455	0.4% 21,498	0.6% 27,848	0.0% 86	0.0% 0	94.3%
Vehicle (2) 297,214 / 0.5%	0.0% 1	0.0% 141	99.8%	0.1% 260	0.0% 6	0.0% 2	0.0% 27	0.0% 23	0.0% 124	0.0% 0	0.0% 0	0.0% 0	99.8%
Urban Furn. (3) 1,245,033 / 2.2%	0.6% 7,867	1.1% 13,122	0.5% 6,152	89.7%	0.5% 5,625	2.2% 27,624	4.5% 55,860	0.6% 7,168	0.0% 555	0.4% 4,703	0.0% 16	0.0% 0	89.7%
Roof (4) 3,299,559 / 5.8%	0.0% 848	0.1% 1,822	0.1% 2,620	0.8% 27,106	97.0%	1.3% 44,397	0.1% 2,762	0.4% 12,076	0.0% 2	0.0% 736	0.2% 6,103	0.0% 0	97.0%
Facade (5) 1,874,664 / 3.3%	0.1% 1,126	0.7% 13,428	0.0% 377	2.9% 54,789	1.4% 26,731	94.2%	0.2% 4,618	0.2% 3,915	0.0% 165	0.2% 2,933	0.0% 324	0.0% 0	94.2%
Shrub (6) 978,599 / 1.7%	1.3% 12,686	0.4% 3,959	0.1% 816	3.5% 33,822	0.2% 2,214	0.5% 4,979	89.4%	2.9% 28,387	0.1% 625	1.7% 16,299	0.0% 1	0.0% 0	89.4%
Tree (7) 7,758,244 / 13.6%	0.1% 8,367	0.0% 430	0.0% 972	0.2% 17,560	0.1% 5,492	0.1% 5,714	2.7%	96.7%	0.0% 780	0.1% 8,982	0.0% 74	0.0% 0	96.7%
Soil / Gravel (8) 3,742,481 / 6.5%	1.2% 43,330	0.4% 13,871	0.4% 14,733	0.3% 12,063	0.0% 333	0.0% 423	0.1% 1,998	0.0% 1,084	97.7%	0.0% 74	0.0% 0	0.0% 0	97.7%
Vertical (9) 1,632,936 / 2.9%	0.6% 10,033	1.0% 16,539	0.0% 330	0.2% 2,512	0.0% 152	0.5% 7,361	0.9% 14,676	0.5% 7,357	0.0% 427	96.4%	0.0% 0	0.0% 0	96.4%
Chimney (10) 27,327 / 0.0%	0.0% 0	0.0% 0	0.0% 0	0.1% 18	0.9% 253	0.2% 41	0.0% 6	0.0% 1	0.0% 0	0.0% 0	98.8% 27,008	0.0% 0	98.8% 27,008
Ignore* (11) 22,544,496 / 39.4%	38.1%	8.8%	0.9%	1.9%	5.0%	10.4%	2.0%	23.7%	6.9%	2.2%	0.0% 5,345	0.0% 0	0.0% 0
precision	98.0%	90.7%	85.2%	73.8%	98.1%	90.7%	61.7%	98.7%	91.5%	92.4%	80.4% 27,008	nan% 0	93.0%
F1 $\mu=90.4\%$	91.2%	92.4%	91.9%	81.0%	97.5%	92.4%	73.0%	97.7%	94.5%	94.3%	88.6%	nan%	

prediction