

Confusion Matrix

ground truth

Low Veg. (0) 9,003,066 / 15.7%	90.5%	1.1%	0.0% 1,432	1.5%	0.1% 5,293	0.1% 11,891	2.5%	0.2% 16,230	3.6%	0.5% 41,441	0.0% 0	0.0% 0	90.5%
Imp. Surface (1) 4,813,134 / 8.4%	9.7%	84.1%	0.2% 9,161	1.1% 55,189	0.2% 11,842	0.8% 40,728	0.2% 10,606	0.0% 980	2.2%	1.3% 62,807	0.0% 0	0.0% 0	84.1%
Vehicle (2) 294,984 / 0.5%	0.0% 25	0.2% 668	97.6%	1.6% 4,592	0.0% 3	0.0% 16	0.0% 39	0.1% 226	0.5% 1,463	0.0% 0	0.0% 0	0.0% 0	97.6%
Urban Furn. (3) 1,249,251 / 2.2%	2.7% 33,933	1.2% 14,847	0.8% 10,087	81.4%	0.3% 3,481	1.8% 22,869	10.5%	0.7% 8,302	0.1% 1,793	0.5% 6,114	0.0% 10	0.0% 0	81.4%
Roof (4) 3,278,903 / 5.7%	1.1% 36,325	0.3% 9,391	0.2% 7,372	3.2%	91.6%	2.5% 81,478	0.3% 10,110	0.3% 10,199	0.0% 1,260	0.1% 4,322	0.4% 11,974	0.0% 0	91.6%
Facade (5) 1,860,640 / 3.3%	0.4% 7,720	0.8% 14,989	0.0% 282	8.2%	1.1% 20,588	87.0%	0.9% 16,184	0.1% 2,324	0.0% 34	1.4% 26,545	0.1% 1,034	0.0% 0	87.0%
Shrub (6) 980,035 / 1.7%	4.1% 40,434	0.1% 851	0.0% 355	4.6% 44,949	0.1% 588	0.6% 6,293	85.6%	4.3% 42,573	0.1% 662	0.4% 4,144	0.0% 3	0.0% 0	85.6%
Tree (7) 7,767,528 / 13.6%	0.2% 15,298	0.0% 199	0.0% 316	0.5% 36,064	0.0% 1,200	0.1% 10,286	4.1%	95.0%	0.0% 1,469	0.2% 11,780	0.0% 524	0.0% 0	95.0%
Soil / Gravel (8) 3,726,895 / 6.5%	3.4%	0.1% 5,359	0.1% 4,367	0.2% 6,182	0.0% 67	0.0% 353	0.1% 4,614	0.0% 1,433	96.0%	0.0% 9	0.0% 0	0.0% 0	96.0%
Vertical (9) 1,636,546 / 2.9%	2.2% 35,847	0.2% 3,870	0.0% 4	0.4% 5,974	0.0% 14	0.5% 7,763	5.7% 93,470	0.3% 5,470	0.1% 1,218	90.6%	0.0% 0	0.0% 0	90.6%
Chimney (10) 27,109 / 0.0%	0.0% 0	0.0% 0	0.0% 0	0.1% 29	1.3% 358	2.5% 681	0.3% 88	0.4% 102	0.0% 2	0.0% 0	95.4% 25,849	0.0% 0	95.4% 25,849
Ignore* (11) 22,581,709 / 39.5%	10.9%	0.7%	0.4% 87,184	20.7%	6.1%	21.0%	14.9%	22.3%	0.4% 98,259	2.5%	0.0% 8,697	0.0% 0	0.0% 0
precision	91.4%	96.4%	89.6%	65.2%	98.6%	89.9%	51.1%	98.8%	89.2%	90.4%	65.6% 25,849	nan% 0	90.7%
F1 $\mu=86.5\%$	91.0%	89.9%	93.4%	72.4%	94.9%	88.4%	64.0%	96.9%	92.5%	90.5%	77.7%	nan%	

prediction