

Confusion Matrix

ground truth

Low Veg. (0) 216,936 / 13.1%	72.8%	22.6% 48,978	0.1% 168	1.5% 3,268	0.1% 234	0.4% 920	1.8% 4,008	0.5% 1,010	0.1% 260	0.1% 109	0.0% 0	0.0% 0	72.8%
Imp. Surface (1) 182,782 / 11.0%	23.1% 42,173	54.2% 99,104	0.2% 293	1.1% 1,932	16.9% 30,972	1.3% 2,370	0.4% 730	0.3% 631	2.4% 4,296	0.1% 255	0.0% 26	0.0% 0	54.2% 99,104
Vehicle (2) 9,260 / 0.6%	0.5% 42	0.3% 31	55.9% 5,177	19.1% 1,770	4.2% 391	4.8% 446	15.0% 1,387	0.0% 1	0.1% 8	0.1% 7	0.0% 0	0.0% 0	55.9% 5,177
Urban Furn. (3) 44,853 / 2.7%	4.5% 2,026	1.1% 503	0.1% 63	34.1% 15,280	8.2% 3,662	13.1% 5,878	22.2% 9,959	13.6% 6,081	0.0% 0	2.0% 889	1.1% 512	0.0% 0	34.1% 15,280
Roof (4) 136,303 / 8.2%	0.4% 530	0.5% 721	0.0% 0	0.5% 741	94.6%	2.1% 2,894	0.4% 601	1.0% 1,377	0.0% 41	0.0% 17	0.3% 463	0.0% 0	94.6%
Facade (5) 82,842 / 5.0%	0.4% 324	0.7% 594	0.0% 2	2.4% 1,964	3.4% 2,788	90.5% 74,945	1.1% 934	1.1% 896	0.0% 4	0.4% 369	0.0% 22	0.0% 0	90.5% 74,945
Shrub (6) 27,476 / 1.7%	2.7% 732	0.3% 73	0.9% 253	12.0% 3,287	2.3% 622	2.5% 681	68.6% 18,858	9.2% 2,537	0.0% 0	1.6% 433	0.0% 0	0.0% 0	68.6% 18,858
Tree (7) 196,159 / 11.8%	0.2% 295	0.0% 3	0.1% 132	0.3% 637	0.1% 274	0.2% 335	2.4% 4,661	96.8%	0.0% 0	0.0% 0	0.0% 19	0.0% 0	96.8%
Soil / Gravel (8) 34,938 / 2.1%	52.7% 18,426	26.0% 9,074	0.1% 32	1.2% 416	0.3% 121	0.1% 41	1.0% 351	0.0% 0	17.9% 6,250	0.6% 227	0.0% 0	0.0% 0	17.9% 6,250
Vertical (9) 25,968 / 1.6%	1.2% 315	0.3% 79	0.0% 0	5.0% 1,301	5.5% 1,438	68.4% 17,752	2.5% 661	3.2% 821	0.0% 0	13.8% 3,590	0.0% 11	0.0% 0	13.8% 3,590
Chimney (10) 1,269 / 0.1%	0.0% 0	0.0% 0	0.0% 0	0.2% 2	5.0% 63	0.0% 0	0.0% 0	0.4% 5	0.0% 0	0.0% 0	94.5% 1,199	0.0% 0	94.5% 1,199
Ignore* (11) 696,973 / 42.1%	12.5% 87,141	9.2% 64,127	0.9% 6,118	3.7% 26,005	20.6% 20,600	27.2% 27,200	4.2% 29,439	19.4%	0.3% 2,271	1.6% 11,055	0.4% 2,520	0.0% 0	0.0% 0
precision	70.9%	62.3% 99,104	84.6% 5,177	49.9% 15,280	76.1%	70.5% 74,945	44.7% 18,858	93.4%	57.6% 6,250	60.9% 3,590	53.2% 1,199	nan% 0	73.1%
F1 $\mu=60.8\%$	71.8%	58.0%	67.3%	40.5%	84.3%	79.3%	54.2%	95.1%	27.3%	22.5%	68.1%	nan%	

prediction