

# Confusion Matrix

ground truth

Powerline (0) 1,049 / 0.1%	94.9% 996	0.0% 0	0.7% 7	0.0% 0	0.0% 0	0.8% 8	0.5% 5	0.0% 0	3.1% 33	94.9% 996
Low veg. (1) 171,720 / 23.8%	0.0% 23	83.9% 18,688	10.9% 825	0.5% 825	0.7% 1,214	0.1% 113	1.1% 1,913	2.6% 4,443	0.2% 346	83.9%
Imp. surface (2) 217,475 / 30.2%	0.0% 63	8.2% 17,917	90.1% 1,862	0.9% 1,862	0.2% 439	0.1% 137	0.3% 725	0.1% 322	0.0% 102	90.1%
Car (3) 2,930 / 0.4%	0.0% 1	0.5% 15	2.1% 61	94.1% 2,757	0.3% 10	0.2% 7	0.3% 8	2.4% 69	0.1% 2	94.1% 2,757
Fence/Hedge (4) 14,589 / 2.0%	0.2% 33	10.5% 1,534	2.6% 376	6.2% 906	39.9% 5,821	0.6% 86	6.4% 938	32.7% 4,767	0.9% 128	39.9% 5,821
Roof (5) 151,164 / 21.0%	1.2% 1,836	0.3% 512	1.0% 1,541	1.1% 1,641	0.2% 276	90.9% 140,843	4.3% 6,534	0.8% 1,177	0.1% 170	90.9%
Facade (6) 3,495 / 0.5%	1.8% 62	3.0% 105	0.2% 8	0.0% 0	0.0% 0	5.7% 198	84.8% 2,964	2.4% 85	2.1% 73	84.8% 2,964
Shrub (7) 54,847 / 7.6%	0.8% 420	15.8% 8,643	1.4% 786	5.5% 2,996	6.6% 3,627	2.5% 1,359	9.2% 5,064	43.7% 23,958	14.6% 7,994	43.7% 23,958
Tree (8) 103,838 / 14.4%	0.4% 467	1.9% 1,947	0.4% 394	0.6% 581	0.2% 224	1.4% 1,458	3.8% 3,905	8.2% 8,475	83.2% 86,387	83.2% 86,387
precision	25.5% 996	82.5%	90.0%	23.8% 2,757	50.1% 5,821	97.6%	13.4% 2,964	55.3% 23,958	90.7% 86,387	83.3%
F1 $\mu=61.0\%$	40.2%	83.2%	90.0%	38.0%	44.4%	94.2%	23.2%	48.8%	86.8%	

prediction

Powerline (0)  
3,901 / 0.5%  
Low veg. (1)  
174,828 / 24.2%  
Imp. surface (2)  
217,769 / 30.2%  
Car (3)  
11,568 / 1.6%  
Fence/Hedge (4)  
11,611 / 1.6%  
Roof (5)  
140,843 / 19.5%  
Facade (6)  
22,056 / 3.1%  
Shrub (7)  
43,256 / 6.0%  
Tree (8)  
95,235 / 13.2%

recall