

Confusion Matrix

ground truth

Powerline (0) 7,111 / 0.1%	98.7% 7,016	0.0% 2	0.0% 0	0.0% 2	0.0% 0	0.3% 22	0.9% 67	0.0% 1	0.0% 1	98.7% 7,016
Low veg. (1) 2,053,395 / 24.8%	0.0% 181	84.4%	10.8%	0.3% 6,192	0.5% 10,260	0.0% 537	1.1% 22,434	2.7% 55,849	0.1% 2,951	84.4%
Imp. surface (2) 1,642,037 / 19.8%	0.0% 97	3.3% 54,891	95.3%	0.7% 12,187	0.1% 861	0.0% 129	0.3% 5,323	0.2% 3,251	0.1% 1,060	95.3%
Car (3) 60,563 / 0.7%	0.2% 98	1.1% 660	2.0% 1,189	94.8% 57,409	0.5% 328	0.2% 134	0.2% 125	0.8% 510	0.2% 110	94.8% 57,409
Fence/Hedge (4) 143,271 / 1.7%	0.1% 84	9.3% 13,349	0.5% 712	2.3% 3,326	47.1% 67,455	0.5% 671	1.3% 1,792	37.2% 53,352	1.8% 2,530	47.1% 67,455
Roof (5) 1,499,772 / 18.1%	0.9% 14,043	0.2% 2,649	0.8% 12,739	0.2% 2,800	0.0% 431	94.1% 94,157	3.4% 51,157	0.3% 4,098	0.0% 694	94.1%
Facade (6) 407,772 / 4.9%	0.6% 2,579	2.0% 8,316	0.3% 1,365	0.4% 1,466	0.1% 317	4.2% 17,120	90.2% 90,278	1.7% 6,878	0.5% 2,077	90.2%
Shrub (7) 588,567 / 7.1%	0.4% 2,141	16.6% 97,579	0.5% 2,858	1.0% 6,085	2.6% 15,045	1.0% 6,007	7.6% 44,465	58.8% 58,879	11.7% 68,579	58.8%
Tree (8) 1,876,695 / 22.7%	0.5% 8,459	1.4% 26,343	0.1% 987	0.1% 2,261	0.1% 1,622	0.4% 8,318	2.4% 45,470	4.5% 85,260	90.5% 90,560	90.5%
precision	20.2% 7,016	89.5%	86.6%	62.6% 57,409	70.0% 67,455	97.7%	68.3%	62.3%	95.6%	87.6%
F1 $\mu=74.4\%$	33.6%	86.9%	90.7%	75.4%	56.3%	95.9%	77.7%	60.5%	93.0%	

Powerline (0)
34,698 / 0.4%
 Low veg. (1)
1,937,236 / 23.4%
 Imp. surface (2)
1,805,612 / 21.8%
 Car (3)
91,728 / 1.1%
 Fence/Hedge (4)
96,319 / 1.2%
 Roof (5)
1,444,099 / 17.4%
 Facade (6)
538,487 / 6.5%
 Shrub (7)
555,007 / 6.7%
 Tree (8)
1,775,977 / 21.5%
 recall

prediction