Confusion Matrix

20													
ground truth	Low Veg. (0) _ 12,467,294 / 19.8%	90.5%	2.9%	0.0% 4,880	1.6%	0.0% 3,837	0.6% 71,676	2.2%	0.5% 68,518	0.5% 63,350	1.0%	0.0% 208	90.5%
	Imp. Surface (1) _ 5,163,151 / 8.2%	2.5%	93.1%	0.1% 6,696	1.0% 52,213	0.1% 4,124	1.9% 97,775	0.1% 3,534	0.0% 2,307	0.4% 19,516	0.8% 42,360	0.0% 409	93.1%
	Vehicle (2) _ 506,913 / 0.8%	0.1% 379	0.1% 283	98.9%	0.6% 3,007	0.0% 142	0.2% 1,134	0.0% 195	0.1% 320	0.0% 179	0.0% 6	0.0% 38	98.9%
	Urban Furn. (3) 2,014,939 / 3.2%	0.7% 14,843	0.7% 13,216	0.1% 1,346	93.2%	0.3% 5,555	2.2% 44,807	2.1% 43,029	0.2% 5,004	0.0% 591	0.4% 8,966	0.0% 150	93.2%
	Roof (4) – 4,072,591 / 6.5%	0.1% 4,581	0.0% 1,804	0.0% 1,227	0.3% 11,635	97.6%	1.0% 39,686	0.2% 7,024	0.3% 12,098	0.0% 1,376	0.0% 379	0.4% 16,009	97.6%
	Facade (5) – 2,712,810 / 4.3%	0.2% 6,104	0.7% 18,228	0.1% 1,873	1.4% 36,984	0.9% 24,903	96.1%	0.2% 4,370	0.2% 5,843	0.0% 83	0.2% 4,939	0.1% 2,657	96.1%
	Shrub (6) – 2,699,948 / 4.3%	1.9% 52,095	0.1% 2,932	0.1% 1,794	4.2%	0.3% 6,934	0.6% 16,049	89.2%	2.8% 76,347	0.0% 1,132	0.8% 20,909	0.0% 75	89.2%
	Tree (7) _ 26,833,112 / 42.7% _	0.5%	0.0% 866	0.0% 5,524	0.2% 49,104	0.1% 26,487	0.1% 17,164	1.1%	97.8%	0.0% 6,785	0.1% 27,097	0.0% 6,224	97.8%
	Soil / Gravel (8) _ 4,178,016 / 6.6%	2.8%	1.4% 58,264	0.0% 1,146	0.2% 6,495	0.1% 2,941	0.0% 757	0.1% 4,332	0.1% 2,603	95.4%	0.0% 258	0.0% 27	95.4%
	Vertical (9) _ 2,215,568 / 3.5%	0.4% 9,781	0.3% 6,637	0.0% 80	0.3% 6,103	0.0% 122	0.2% 3,938	0.9% 18,946	0.6% 12,709	0.0% 13	97.4%	0.0% 39	97.4%
	Chimney (10) _ 33,719 / 0.1%	0.0%	0.0%	0.0%	0.0%	0.1% 32	0.0%	0.0%	0.0% 0	0.0% 0	0.0%	99.9% 33,687	99.9% 33,687
	precision -	96.0%	91.1%	95.3%	79.7%	98.1%	89.9%	78.7%	99.3%	97.7%	90.3%	56.6% 33,687	95.2%
	F1 μ=91.2% -	93.2%	92.1%	97.1%	85.9%	97.9%	92.9%	83.6%	98.6%	96.5%	93.7%	72.3%	
	1,160, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14	5.7.15.3.3.1. 9.1.0.0.2.1.	Jan C	ognogo Ognogo Vyo	37.06 C	4800 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	500 20 20 20 20 20 20 20 20 20 20 20 20 2	1000 Signal Sign	1000 P. 1000 P	387 387 (74 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9) ₀ 10	ecall

prediction