## **Confusion Matrix**

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	Low Veg. (0) _ 12,392,510 / 19.8%	89.6%	3.4%	0.1% 8,538	1.6%	0.0% 2,851	0.5% 67,262	2.6%	0.5% 63,156	0.7% 83,383	1.0%	0.0% 19	89.6%
ground truth	Imp. Surface (1) _ 5,175,461 / 8.3%	5.1%	90.0%	0.5% 26,229	1.4% 74,811	0.1% 5,301	1.5% 79,361	0.1% 7,724	0.1% 3,293	0.4% 18,762	0.8% 40,094	0.0% 36	90.0%
	Vehicle (2) _ 504,508 / 0.8%	0.0% 82	0.1% 551	99.0%	0.8% 3,865	0.0% 7	0.0% 172	0.0% 22	0.0% 239	0.0% 144	0.0%	0.0%	99.0%
	Urban Furn. (3) 1,987,512 / 3.2%	1.2% 23,371	0.7% 13,072	1.0% 19,726	86.2%	0.3% 5,250	2.7% 53,196	6.6%	0.7% 14,052	0.0% 579	0.6% 12,503	0.1% 1,052	86.2%
	Roof (4) _ 4,069,993 / 6.5%	0.2% 9,955	0.2% 7,469	0.1% 3,592	0.9% 38,439	95.4%	1.6% 64,348	0.2% 6,263	0.8% 30,847	0.2% 6,697	0.0% 1,712	0.5% 19,283	95.4%
	Facade (5) _ 2,719,420 / 4.4%	0.6% 16,613	0.9% 23,158	0.1% 2,739	5.1%	1.5% 39,801	89.1%	0.9% 25,833	0.3% 8,010	0.0% 101	1.2% 32,853	0.4% 9,670	89.1%
	Shrub (6) _ 2,679,073 / 4.3%	2.9% 77,578	0.1% 1,841	0.1% 1,947	4.3%	0.2% 4,334	0.6% 15,053	86.5%	4.4%	0.0% 1,117	1.0% 26,182	0.0% 219	86.5%
	Tree (7) _ 26,529,957 / 42.4% _	0.6%	0.0% 208	0.0% 8,797	0.2% 61,359	0.1% 23,795	0.0% 9,768	1.8%	96.9%	0.0% 4,800	0.2% 54,283	0.0% 3,976	96.9%
	Soil / Gravel (8) _ 4,166,184 / 6.7%	8.0%	4.3%	0.2% 7,139	0.2% 9,943	0.0% 307	0.0% 937	0.2% 7,622	0.1% 2,593	87.1%	0.0% 922	0.0% 55	87.1%
	Vertical (9) _ 2,248,417 / 3.6%	0.9% 20,652	0.5% 10,883	0.0% 101	0.4% 8,008	0.0% 62	0.5% 11,294	2.0% 44,293	0.5% 10,276	0.0% 3	95.3%	0.0% 3	95.3%
	Chimney (10) _ 33,924 / 0.1%	0.0%	0.0%	0.0%	0.1% 34	0.7% 227	0.0% 5	0.1% 26	0.0%	0.0% 3	0.0%	99.1% 33,629	99.1% 33,629
	precision -	92.4%	87.6%	86.4%	72.6%	97.9%	88.9%	69.1%	99.0%	96.9%	88.1%	49.5% 33,629	93.0%
	<sub>μ=87.3%</sub> F1 -	91.0%	88.8%	92.3%	78.8%	96.6%	89.0%	76.8%	98.0%	91.7%	91.6%	66.0%	
													ecall

prediction