

Confusion Matrix

ground truth	Powerline (0) 7,076 / 0.1%	96.7% 6,846	0.1% 7	0.0% 0	0.0% 0	0.0% 0	1.6% 114	1.3% 95	0.1% 8	0.1% 6	96.7% 6,846
	Low veg. (1) 2,053,078 / 24.8%	0.0% 167	88.8%	4.7% 97,512	0.1% 1,137	1.1% 21,562	0.0% 259	0.8% 16,102	4.3% 88,805	0.2% 4,893	88.8%
	Imp. surface (2) 1,641,372 / 19.8%	0.0% 84	8.8%	90.3%	0.2% 3,334	0.1% 2,002	0.0% 213	0.2% 3,134	0.3% 4,987	0.1% 866	90.3%
	Car (3) 60,613 / 0.7%	0.1% 46	3.2% 1,929	2.0% 1,218	84.7% 51,334	1.6% 1,000	0.1% 58	4.0% 2,416	4.2% 2,537	0.1% 75	84.7% 51,334
	Fence/Hedge (4) 143,196 / 1.7%	0.0% 52	5.4% 7,684	0.2% 245	0.2% 311	70.5%	0.2% 350	1.3% 1,932	21.4% 30,580	0.8% 1,148	70.5%
	Roof (5) 1,495,730 / 18.1%	0.6% 9,061	0.4% 5,546	0.9% 12,887	0.0% 491	0.1% 2,051	93.0%	4.2% 62,622	0.3% 4,732	0.4% 6,638	93.0%
	Facade (6) 407,079 / 4.9%	0.5% 1,902	1.9% 7,657	0.2% 1,002	0.1% 498	0.2% 691	2.9% 11,705	90.5%	2.8% 11,303	0.9% 3,813	90.5%
	Shrub (7) 586,987 / 7.1%	0.2% 1,019	12.0% 70,503	0.2% 1,084	0.2% 1,307	4.7% 27,490	0.8% 4,445	5.7% 33,555	61.8%	14.5% 84,827	61.8%
	Tree (8) 1,876,840 / 22.7%	0.1% 2,443	1.2% 22,180	0.0% 663	0.0% 730	0.3% 4,798	0.1% 2,315	1.5% 28,020	4.3% 80,695	92.4%	92.4%
	precision	31.7% 6,846	87.5%	92.8%	86.8% 51,334	62.9%	98.6%	71.4%	61.9%	94.4%	88.5%
F1 $\mu=78.9\%$	47.7%	88.1%	91.6%	85.7%	66.4%	95.8%	79.8%	61.8%	93.4%		
	Powerline (0) 21,620 / 0.3%	Low veg. (1) 2,082,553 / 25.2%	Imp. surface (2) 1,596,957 / 19.3%	Car (3) 59,142 / 0.7%	Fence/Hedge (4) 160,488 / 1.9%	Roof (5) 1,411,161 / 17.1%	Facade (6) 516,384 / 6.2%	Shrub (7) 586,404 / 7.1%	Tree (8) 1,837,262 / 22.2%	recall	
prediction											