

Confusion Matrix

ground truth

Low Veg. (0) 1,322,085 / 13.7%	84.7%	4.0% 52,592	0.0% 352	2.2% 29,120	0.0% 45	0.6% 8,421	6.2% 82,329	1.1% 14,649	0.7% 9,004	0.4% 5,152	0.0% 17	84.7%
Imp. Surface (1) 954,857 / 9.9%	7.9% 75,814	82.8%	0.7% 6,671	2.9% 27,979	0.7% 6,494	2.6% 25,228	0.6% 5,307	0.0% 472	0.3% 2,908	1.4% 13,622	0.0% 53	82.8%
Vehicle (2) 170,122 / 1.8%	0.7% 1,171	13.2% 22,533	40.7% 69,278	33.7% 57,291	2.4% 4,092	4.6% 7,835	0.6% 951	2.9% 4,935	0.3% 574	0.8% 1,351	0.1% 111	40.7% 69,278
Urban Furn. (3) 501,134 / 5.2%	2.2% 10,820	2.8% 13,907	2.8% 14,076	57.7%	3.1% 15,783	11.8% 59,287	9.2% 45,898	5.8% 28,992	0.1% 346	4.0% 20,066	0.6% 2,850	57.7%
Roof (4) 1,085,220 / 11.3%	0.3% 3,742	1.4% 14,944	0.1% 1,421	1.4% 15,601	92.7%	2.2% 23,388	0.1% 1,032	0.5% 5,596	0.7% 7,991	0.1% 861	0.5% 5,184	92.7%
Facade (5) 728,808 / 7.6%	0.7% 5,435	1.3% 9,476	0.4% 2,929	9.2% 67,012	2.5% 18,423	79.1%	2.2% 15,862	0.6% 4,508	0.0% 112	3.4% 24,967	0.5% 3,358	79.1%
Shrub (6) 408,253 / 4.2%	2.5% 10,328	0.2% 980	0.4% 1,486	7.3% 29,871	0.2% 716	1.0% 4,285	66.1%	21.0% 85,638	0.0% 55	1.2% 4,961	0.0% 120	66.1%
Tree (7) 4,138,163 / 43.0%	0.6% 24,955	0.0% 9	0.0% 1,873	0.3% 13,561	0.1% 2,528	0.1% 3,155	3.7% 3,155	95.1%	0.0% 49	0.0% 1,806	0.1% 2,413	95.1%
Soil / Gravel (8) 157,890 / 1.6%	59.7% 94,298	22.9% 36,214	0.1% 84	2.7% 4,235	0.0% 0	0.7% 1,031	1.7% 2,687	0.0% 4	12.2% 19,320	0.0% 17	0.0% 0	12.2% 19,320
Vertical (9) 148,051 / 1.5%	0.1% 152	2.5% 3,704	0.4% 525	5.0% 7,357	0.0% 67	9.5% 14,013	0.0% 72	0.1% 85	0.0% 4	82.4%	0.0% 49	82.4%
Chimney (10) 12,721 / 0.1%	0.0% 0	0.0% 0	0.0% 0	3.6% 459	3.0% 381	1.1% 136	0.8% 103	0.3% 44	0.0% 0	0.0% 0	91.2% 11,598	91.2% 11,598
precision	83.2%	83.7%	70.2% 69,278	53.4%	95.4%	79.7%	46.9%	96.4%	47.9% 19,320	62.6%	45.0% 11,598	85.3%
F1 $\mu=68.1\%$	84.0%	83.2%	51.5%	55.5%	94.0%	79.4%	54.9%	95.8%	19.5%	71.2%	60.3%	

prediction