

# Confusion Matrix

ground truth

Low Veg. (0) 216,936 / 13.1%	93.9% 18,823 32	1.8% 3,823	0.0% 32	0.6% 1,381	0.0% 8	0.3% 731	2.1% 4,624	0.4% 953	0.6% 1,288	0.1% 289	0.0% 0	0.0% 0	93.9%
Imp. Surface (1) 182,782 / 11.0%	8.8% 16,160	76.3% 359	0.2% 1,962	1.1% 17,320	9.5% 2,874	1.6% 259	0.1% 201	2.0% 3,565	0.3% 623	0.0% 1	0.0% 0	0.0% 0	76.3%
Vehicle (2) 9,260 / 0.6%	1.2% 107	0.3% 32	48.7% 4,512	33.8% 3,130	6.0% 553	5.7% 526	4.3% 394	0.0% 0	0.0% 0	0.1% 6	0.0% 0	0.0% 0	48.7% 4,512
Urban Furn. (3) 44,853 / 2.7%	4.1% 1,841	1.8% 803	0.5% 204	47.1% 21,123	6.9% 3,096	11.3% 5,079	15.0% 6,728	9.9% 4,434	0.0% 4	2.8% 1,267	0.6% 274	0.0% 0	47.1% 21,123
Roof (4) 136,303 / 8.2%	0.6% 760	0.4% 591	0.2% 245	2.3% 3,101	92.0% 2,645	1.9% 790	0.6% 2,071	1.5% 2,071	0.1% 133	0.0% 19	0.4% 491	0.0% 0	92.0%
Facade (5) 82,842 / 5.0%	0.5% 452	0.8% 654	0.1% 70	4.1% 3,431	2.9% 2,410	88.7% 73,481	0.9% 756	1.5% 1,227	0.0% 0	0.4% 323	0.0% 38	0.0% 0	88.7% 73,481
Shrub (6) 27,476 / 1.7%	4.1% 1,137	0.1% 16	0.0% 12	6.1% 1,684	0.5% 133	1.5% 399	73.7% 20,240	12.8% 3,528	0.0% 5	1.2% 322	0.0% 0	0.0% 0	73.7% 20,240
Tree (7) 196,159 / 11.8%	0.1% 282	0.0% 3	0.0% 1	0.2% 460	0.1% 136	0.1% 293	2.7% 5,324	96.7% 0	0.0% 0	0.0% 19	0.0% 0	0.0% 0	96.7%
Soil / Gravel (8) 34,938 / 2.1%	37.7% 13,189	21.4% 7,492	0.1% 37	1.5% 513	0.0% 0	0.1% 43	0.3% 112	0.0% 0	38.1% 13,317	0.7% 235	0.0% 0	0.0% 0	38.1% 13,317
Vertical (9) 25,968 / 1.6%	1.3% 337	1.0% 248	0.0% 0	2.9% 748	1.3% 335	45.8% 11,881	2.1% 557	1.0% 256	0.0% 0	44.7% 11,606	0.0% 0	0.0% 0	44.7% 11,606
Chimney (10) 1,269 / 0.1%	0.0% 0	0.0% 0	0.0% 0	1.6% 20	5.8% 73	0.9% 12	0.0% 0	0.4% 5	0.0% 0	0.0% 0	91.3% 1,159	0.0% 0	91.3% 1,159
Ignore* (11) 696,973 / 42.1%	15.4% 43,494	6.2% 16,494	0.6% 1,410	4.4% 30,671	20.0% 53,183	25.4% 66,183	4.9% 34,183	20.0% 53,183	0.6% 4,232	2.0% 14,255	0.3% 2,177	0.0% 0	0.0% 0
precision	85.6%	91.1%	82.5% 4,512	56.2% 21,123	83.9%	75.0% 73,481	50.9% 20,240	93.7%	72.7% 13,317	78.9% 11,606	59.0% 1,159	nan% 0	83.8%
F1 $\mu=71.7\%$	89.6%	83.0%	61.3%	51.3%	87.8%	81.3%	60.2%	95.2%	50.0%	57.1%	71.7%	nan%	

prediction