

Confusion Matrix

ground truth

Low Veg. (0) 216,935 / 13.1%	93.4%	1.5% 3,231	0.0% 81	0.7% 1,596	0.0% 102	0.2% 373	2.7% 5,876	0.4% 791	1.0% 2,210	0.1% 126	0.0% 0	0.0% 0	93.4%
Imp. Surface (1) 182,782 / 11.0%	8.7% 15,941	81.6%	0.4% 756	1.3% 2,346	2.3% 4,189	1.0% 1,759	0.2% 430	0.0% 19	4.1% 7,460	0.4% 643	0.0% 0	0.0% 0	81.6%
Vehicle (2) 9,260 / 0.6%	0.3% 31	2.2% 202	60.5% 5,601	23.9% 2,210	3.7% 341	5.5% 513	3.1% 284	0.7% 69	0.0% 0	0.0% 0	0.1% 9	0.0% 0	60.5% 5,601
Urban Furn. (3) 44,852 / 2.7%	3.7% 1,679	2.4% 1,076	3.1% 1,368	55.0% 24,651	2.6% 1,160	7.8% 3,512	13.8% 6,199	4.4% 1,983	0.0% 11	7.1% 3,173	0.1% 40	0.0% 0	55.0% 24,651
Roof (4) 136,302 / 8.2%	1.1% 1,475	3.0% 4,057	0.7% 900	2.2% 2,941	90.4%	1.6% 2,222	0.3% 419	0.4% 511	0.0% 3	0.1% 97	0.4% 505	0.0% 0	90.4%
Facade (5) 82,842 / 5.0%	0.6% 464	1.0% 864	0.1% 48	6.6% 5,496	3.0% 2,463	81.8% 67,752	1.0% 852	0.9% 736	0.0% 0	4.8% 3,972	0.2% 195	0.0% 0	81.8% 67,752
Shrub (6) 27,476 / 1.7%	4.2% 1,143	0.1% 37	0.0% 0	5.6% 1,547	0.1% 33	0.7% 203	78.0% 21,420	10.2% 2,813	0.0% 0	1.0% 280	0.0% 0	0.0% 0	78.0% 21,420
Tree (7) 196,158 / 11.8%	0.1% 160	0.0% 4	0.0% 0	0.3% 596	0.0% 43	0.2% 352	2.2% 4,349	97.2%	0.0% 0	0.0% 51	0.0% 15	0.0% 0	97.2%
Soil / Gravel (8) 34,938 / 2.1%	51.4% 17,967	16.7% 5,836	0.2% 80	1.0% 365	0.1% 31	0.2% 62	1.7% 580	0.0% 0	28.4% 9,916	0.3% 101	0.0% 0	0.0% 0	28.4% 9,916
Vertical (9) 25,969 / 1.6%	0.8% 201	1.2% 324	0.0% 7	6.4% 1,666	0.2% 48	4.4% 1,150	1.3% 330	0.1% 35	0.0% 0	85.5% 22,208	0.0% 0	0.0% 0	85.5% 22,208
Chimney (10) 1,269 / 0.1%	0.0% 0	0.2% 2	0.2% 2	3.7% 47	5.6% 71	0.0% 0	1.0% 13	0.0% 0	0.0% 0	0.0% 0	89.4% 1,134	0.0% 0	89.4% 1,134
Ignore* (11) 696,968 / 42.1%	27.6% 17,967	14.4% 5,836	0.6% 3,873	2.5% 17,556	8.8% 61,125	10.7% 74,645	1.2% 8,516	24.5%	7.0% 48,653	2.7% 18,793	0.0% 172	0.0% 0	0.0% 0
precision	83.8%	90.5%	63.3% 5,601	56.7% 24,651	93.6%	87.0% 67,752	52.6% 21,420	96.5%	50.6% 9,916	72.5% 22,208	59.7% 1,134	nan%	85.3%
F1 $\mu=74.0\%$	88.3%	85.9%	61.9%	55.8%	91.9%	84.3%	62.8%	96.8%	36.4%	78.4%	71.6%	nan%	

prediction