Layer 9

	Layer 3															16		
class_object <b>–</b>	0	2	0	10	4	0	16	0	16	16	6	3	16	6	0			- 16
class_scene <b>–</b>	0	2	1	15	2	0	8	0	8	15	4	7	16	11	3		_	- 14
depth_euclidean <b>–</b>	15	0	0	0	8	13	0	11	0	9	4	16	0	1	16			
depth_zbuffer <b>–</b>	15	0	0	0	3	14	0	12	0	10	4	16	1	3	16			- 12
edge_occlusion <b>–</b>	15	12	16	2	11	15	0	0	0	0	0	16	0	6	1			- 10
edge_texture <b>–</b>	0	3	3	2	0	0	4	0	5	16	16	8	15	16	5			10
keypoints2d <b>–</b>	0	0	9	16	0	0	16	13	3	2	0	3	12	16	2		-	- 8
keypoints3d <b>–</b>	15	0	5	13	14	14	16	16	0	1	0	0	0	0	0			
normal –	15	16	0	1	1	14	0	0	15	0	0	0	14	4	16			- 6
principal_curvature –	15	15	0	14	15	14	0	16	4	0	0	0	0	2	0			- 4
reshading <b>–</b>	14	0	15	0	0	14	15	11	0	12	6	4	0	0	1			
segment_unsup25d <b>–</b>	0	16	15	0	6	13	0	0	8	0	16	0	0	5	15			- 2
segment_unsup2d <b>–</b>	0	14	13	0	10	9	0	0	16	0	16	2	1	6	5			•
	0	1	1 2	1 3	4	1 5	1 6	1 7	1 8	) 9	10	1 11	1 12	1 13	1 14			- 0