all

class_object –	0	0.67	0.4	0.51	0.57	0.47	0.24	0.84	0.79	0.57	0.62	0.53	0.62
class_scene –	0.67	0	0.61	0.55	0.64	0.55	0.64	0.54	0.72	0.72	0.59	0.38	0.48
depth_euclidean –	0.4	0.61	0	1.5	0.65		0.46		0.33	0.44	0.61	0.45	0.47
depth_zbuffer –	0.51	0.55	1.5	0	0.57	0.45	0.49		0.39	0.54	0.49	0.72	0.56
edge_occlusion –	0.57	0.64	0.65	0.57	0	0.45		0.31			0.47	0.43	0.55
edge_texture -	0.47	0.55		0.45	0.45	0		0.65	0.4	0.56		0.55	0.72
keypoints2d –	0.24	0.64	0.46	0.49		1.1	0		0.31	0.67	0.64	0.66	0.48
keypoints3d 🗕	0.84	0.54	0.85		0.31	0.65	0.75	0	0.45	0.26		0.44	0.46
normal –		0.72	0.33	0.39	0.75	0.4	0.31	0.45	0	0.63		0.56	0.66
principal_curvature –	0.57	0.72	0.44	0.54		0.56	0.67	0.26	0.63	0	0.4	0.8	0.52
reshading –	0.62	0.59	0.61	0.49	0.47		0.64			0.4	0	0.42	0.71
segment_unsup25d –	0.53	0.38	0.45	0.72	0.43	0.55	0.66	0.44	0.56		0.42	0	1.1
segment_unsup2d –	0.62	0.48	0.47	0.56	0.55	0.72	0.48	0.46	0.66	0.52	0.71	1.1	0
	class_object -	class_scene -	depth_euclidean -	depth_zbuffer –	edge_occlusion =	edge_texture =	keypoints2d –	keypoints3d –	normal –	principal_curvature -	reshading –	segment_unsup25d –	segment_unsup2d -

- 1.4 - 1.2 - 1.0 - 0.8 - 0.6 - 0.4 - 0.2

- 0.0