Layer 0

| | Layer 0 | | | | | | | | | | | | | | 16 | | |
|--------------------------|---------|----|--------|--------|----|--------|--------|--------|----|---------------|---------|---------|---------|---------|---------|---|------|
| class_object – | 8 | 0 | 14 | 0 | 7 | 6 | 16 | 0 | 0 | 0 | 16 | 0 | 0 | 16 | 13 | | - 16 |
| class_scene – | 12 | 0 | 13 | 16 | 5 | 3 | 16 | 0 | 1 | 0 | 16 | 0 | 0 | 0 | 13 | | - 14 |
| depth_euclidean – | 5 | 0 | 0 | 16 | 0 | 0 | 2 | 15 | 16 | 8 | 1 | 8 | 5 | 0 | 16 | | |
| depth_zbuffer – | 5 | 0 | 0 | 0 | 4 | 1 | 2 | 12 | 0 | 16 | 10 | 6 | 6 | 16 | 16 | | - 12 |
| edge_occlusion – | 5 | 13 | 0 | 0 | 2 | 11 | 1 | 0 | 0 | 16 | 7 | 11 | 6 | 16 | 6 | | - 10 |
| edge_texture – | 0 | 16 | 16 | 0 | 16 | 1 | 0 | 0 | 16 | 0 | 0 | 16 | 13 | 0 | 0 | | 10 |
| keypoints2d – | 9 | 0 | 16 | 0 | 16 | 4 | 7 | 16 | 5 | 0 | 3 | 0 | 16 | 1 | 0 | _ | - 8 |
| keypoints3d – | 5 | 0 | 0 | 0 | 7 | 12 | 4 | 4 | 0 | 16 | 6 | 0 | 6 | 16 | 16 | | |
| normal – | 5 | 15 | 0 | 0 | 2 | 8 | 1 | 11 | 0 | 16 | 1 | 11 | 8 | 16 | 0 | | - 6 |
| principal_curvature = | 3 | 16 | 0 | 16 | 0 | 13 | 0 | 15 | 0 | 16 | 0 | 12 | 4 | 0 | 0 | | - 4 |
| reshading – | 4 | 16 | 0 | 16 | 0 | 6 | 0 | 15 | 16 | 0 | 1 | 14 | 6 | 0 | 0 | | · |
| segment_unsup25d – | 6 | 15 | 0 | 16 | 0 | 1 | 3 | 12 | 16 | 0 | 6 | 12 | 7 | 0 | 0 | - | - 2 |
| segment_unsup2d – | 13 | 0 | 1 | 0 | 16 | 16 | 16 | 0 | 16 | 0 | 7 | 0 | 10 | 0 | 0 | | _ |
| ' | 0 | 1 | 1 2 | 1 3 | 4 | 1 5 | 1 6 | 1 7 | 8 | 1 9 | 1 10 | 1 11 | 1 12 | 1 13 | 1 14 | | - 0 |