

**skyMap**

*dimensions:* {skymap}  
*storage class:* SkyMap

**deepCoadd\_psfMatchedWarp**

**deepCoadd\_directWarp**

*dimensions:* {patch, visit}  
*storage class:* ExposureF

**assembleCoadd**

lsst.drp.tasks.assemble\_coadd.CompareWarpAssembleCoaddTask  
*dimensions:* {band, patch}

**deepCoadd**

*dimensions:* {band, patch}  
*storage class:* ExposureF

**deepCoadd\_nImage**

*dimensions:* {band, patch}  
*storage class:* ImageU

**deepCoadd\_inputMap**

*dimensions:* {band, patch}  
*storage class:* HealSparseMap

