

**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\_inputMap**

*dimensions: {band, patch}*

*storage class: HealSparseMap*

**deepCoadd\_nImage**

*dimensions: {band, patch}*

*storage class: ImageU*