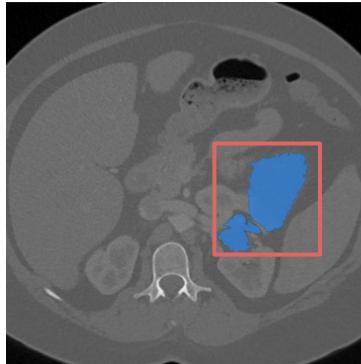
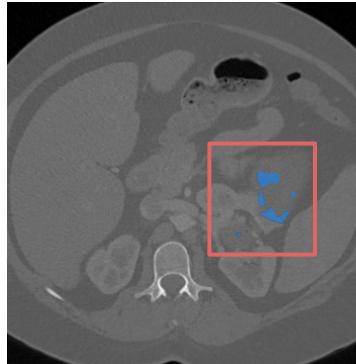


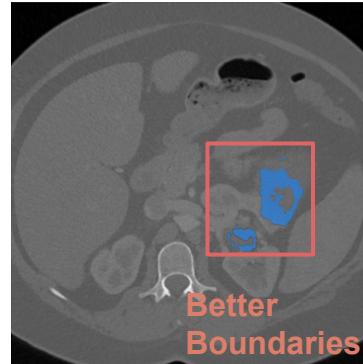
GT



argmax/threshold

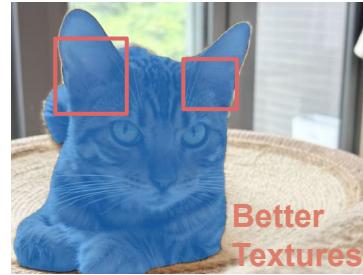
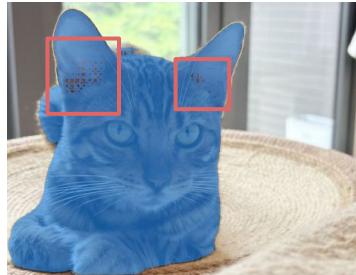


RankSEG



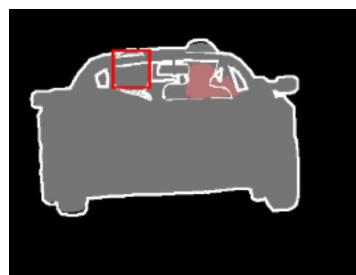
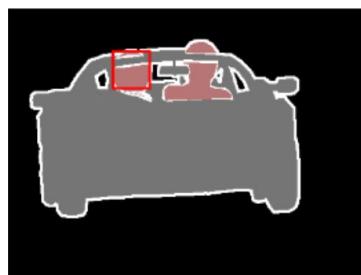
DeepLabv3+
(ResNet50)

Better
Boundaries



Sam
(vit-Huge)
interactive
segmentation

Better
Textures



UPerNet
(ConvNext)

Better
Objects



DeepLabv3+
(ResNet101)
zero-shot

Better
zero-shot