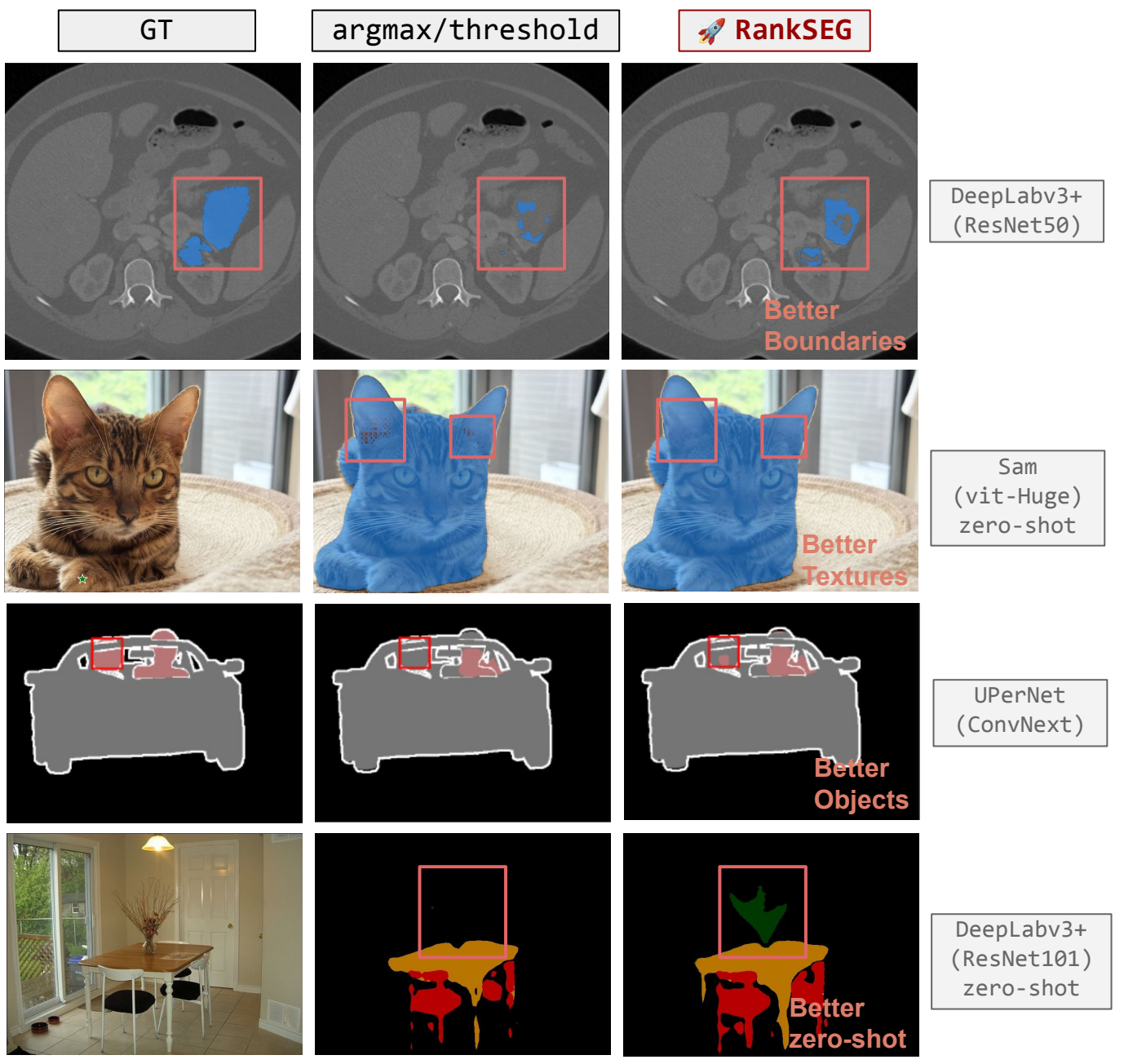
GT
argmax/threshold
RankSEG
DeepLabv3+ (ResNet50)
Better Boundaries
Sam (vit-Huge) zero-shot
Better Textures
UPerNet (ConvNext)
Better Objects
DeepLabv3+ (ResNet101) zero-shot
Better zero-shot