Modular Interactive Video Object Segmentation: Interaction-to-Mask, Propagation and Difference-Aware Fusion Supplementary Material

1. Notations

This is a quick index of the notations in the order of appearance.

General notations	
r	The current interaction round index.
t^r	The index of the current user-interacting frame.
M^r	The mask results of all the frames of the current round.
M_j^r	The mask result of the j -th frame of the current round.
M^{r-1}	The mask results of all the frames of the previous round.
Notations related to interaction	
$M_{t_r}^{r-1}$	The previous mask result of the current user-interacting frame.
Notations related to propagation	
H, W	The spatial dimensions of the features after the encoder with stride 16.
C^k, C^v	The channel dimensions of the "key" and "value" features respectively.
T	The number of frames in the memory bank.
$\mathbf{k}^M, \mathbf{v}^M$	The extracted "key" and "value" features from the memory encoder.
$\mathbf{k}^Q, \mathbf{v}^Q$	The extracted "key" and "value" features from the query encoder.
\mathbf{F}_{ij}	The dot product between the query feature at position i and the memory feature at position j .
\mathbf{W}_{ij}	The normalized affinity between the query feature at position i and the memory feature at position j .
k	A hyperparameter. Top- k filtering is applied along the memory dimension.
$\operatorname{Top}_{j}^{k}(\mathbf{F})$	Indices of affinities that are top- k in the j -th column (i.e., memory) of \mathbf{F} .
\mathbf{m}_{j}	The aggregated memory feature for the query position j .
Notations related to fusion	
t_i	The target frame index to be fused.
t^c	The closest previously interacted frame index in the direction of propagation.
$M^{r'}$	The current mask results after propagation and before fusion.
$\mathcal{D}^+, \mathcal{D}^-$	The positive and negative mask differences respectively.
$\mathcal{A}^+, \mathcal{A}^-$	The positive and negative mask differences aligned with the target frame t_i .
n_r, n_c	The normalized temporal distance between the target frame t_i and the current/previously interacted frames t^r and t^c respectively.

2. Comparisons with KMN

KMN [3] presents two major ideas: 1) hide-and-seek training augmentation and 2) kernelized memory reading. We focus only on 2) here. KMN assumes that each *memory* position should only attend to a local window (specified by a Gaussian

distribution with a fixed σ) in the *query*. Thus, filtering is performed on the *query* for every *memory* position. In contrast, our top-k filtering does not assume any spatial prior and performs on the *memory* for every *query* position. Ours is discrete, leading to a efficient algorithm while KMN slows the algorithm down. Note that the two methods are not at odds with each other – we can use both at the same time to obtain higher accuracy in the test-dev set (see our project page) without retraining.

References

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