

# Putting the Object Back into Video Object Segmentation

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## Abstract

We present *Cutie*, a video object segmentation (VOS) network with object-level memory reading, which puts the object representation from memory back into the video object segmentation result. Recent works on VOS employ bottom-up pixel-level memory reading which struggles due to matching noise, especially in the presence of distractors, resulting in lower performance in more challenging data. In contrast, *Cutie* performs top-down object-level memory reading by adapting a small set of object queries. Via those, it interacts with the bottom-up pixel features iteratively with a query-based object transformer (*qt*, hence *Cutie*). The object queries act as a high-level summary of the target object, while high-resolution feature maps are retained for accurate segmentation. Together with foreground-background masked attention, *Cutie* cleanly separates the semantics of the foreground object from the background. On the challenging MOSE dataset, *Cutie* improves by 8.7  $\mathcal{J}\&\mathcal{F}$  over *XMem* with a similar running time and improves by 4.2  $\mathcal{J}\&\mathcal{F}$  over *DeAOT* while being three times faster. Code is available at: [hkchengrex.github.io/Cutie](https://github.com/hkchengrex/Cutie).

## 1. Introduction

Video Object Segmentation (VOS), specifically the “semi-supervised” setting, requires tracking and segmenting objects from an open vocabulary specified in a first-frame annotation. VOS methods are broadly applicable in robotics [1], video editing [2], reducing costs in data annotation [3], and can also be combined with Segment Anything Models (SAMs) [4] for universal video segmentation (e.g., Tracking Anything [5–7]).

Recent VOS approaches employ a memory-based paradigm [8–11]. A memory representation is computed from past segmented frames (either given as input or segmented by the model), and any new query frame “reads” from this memory to retrieve features for segmentation. Importantly, these approaches mainly use *pixel-level matching* for memory reading, either with one [8] or multiple matching layers [10], and generate the segmentation bottom-up from

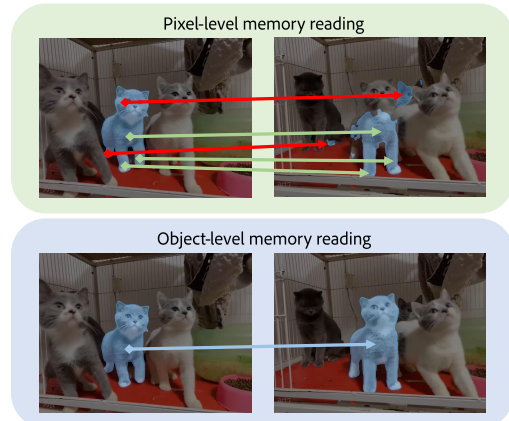


Figure 1. Comparison of pixel-level memory reading v.s. object-level memory reading. In each box, the left is the reference frame, and the right is the query frame to be segmented. Red arrows indicate wrong matches. Low-level pixel matching (e.g., *XMem* [9]) can be noisy in the presence of distractors. We propose object-level memory reading for more robust video object segmentation.

the pixel memory readout. Pixel-level matching maps every query pixel independently to a linear combination of memory pixels (e.g., with an attention layer). Consequently, pixel-level matching lacks high-level consistency and is prone to matching noise, especially in the presence of distractors. This leads to lower performance in challenging scenarios with occlusions and frequent distractors. Concretely, the performance of recent approaches [9, 10] is more than 20 points in  $\mathcal{J}\&\mathcal{F}$  lower when evaluating on the recently proposed challenging MOSE [12] dataset rather than the simpler DAVIS-2017 [13] dataset.

We think this unsatisfactory result in challenging scenarios is caused by the lack of object-level reasoning. To address this, we propose *object-level memory reading*, which effectively puts the object from a memory back into the query frame (Figure 1). Inspired by recent query-based object detection/segmentation [14–18] that represent objects as “object queries,” we implement our object-level memory reading with an object transformer. This object transformer uses a small set of end-to-end trained object queries to 1) iteratively probe and calibrate a feature map (initialized by a pixel-level

memory readout), and 2) encode object-level information. This approach simultaneously keeps a high-level/global object query representation and a low-level/high-resolution feature map, enabling bidirectional top-down/bottom-up communication. This communication is parameterized with a sequence of attention layers, including a proposed *foreground-background masked attention*. The masked attention, extended from foreground-only masked attention [15], lets part of the object queries attend only to the foreground while the remainders attend only to the background – allowing both global feature interaction and clean separation of foreground/background semantics. Moreover, we introduce a compact *object memory* (in addition to a pixel memory) to summarize the features of target objects, enhancing end-to-end object queries with target-specific features.

In experiments, the proposed approach, *Cutie*, is significantly more robust in challenging scenarios (e.g., +8.7  $\mathcal{J}\&\mathcal{F}$  in MOSE [12] over XMem [9]) than existing approaches while remaining competitive in standard datasets (i.e., DAVIS [13] and YouTubeVOS [19]) in both accuracy and efficiency. In summary,

- We develop *Cutie*, which uses high-level top-down queries with pixel-level bottom-up features for robust video object segmentation in challenging scenarios.
- We extend masked attention to include foreground *and* background for both rich features and a clean semantic separation between the target object and distractors.
- We construct a compact *object memory* to summarize object features in the long term, which are retrieved as target-specific object-level representations during querying.

## 2. Related Works

**Memory-Based VOS.** Since semi-supervised Video Object Segmentation (VOS) involves a directional propagation of information, many existing approaches employ a feature memory representation that stores past features for segmenting future frames. This includes online learning that fine-tunes a network on the first-frame segmentation for every video during inference [20–24]. However, finetuning is slow during test-time. Recurrent approaches [25–31] are faster but lack context for tracking under occlusion. Recent approaches use more context [5, 8, 11, 32–64] via pixel-level feature matching and integration, with some exploring the modeling of background features – either explicitly [36, 65] or implicitly [51]. XMem [9] uses multiple types of memory for better performance and efficiency but still struggles with noise from low-level pixel matching. While we adopt the memory reading of XMem [9], we develop an object reading mechanism to integrate the pixel features at an object level which permits *Cutie* to attain much better performance in challenging scenarios.

**Transformers in VOS.** Transformer-based [66] approaches

have been developed for pixel matching with memory in video object segmentation [10, 50, 53, 67–70]. However, they compute attention between spatial feature maps (as cross-attention, self-attention, or both), which is computationally expensive with  $O(n^4)$  time/space complexity, where  $n$  is the image side length. SST [67] proposes sparse attention but performs worse than state-of-the-art methods. AOT approaches [10, 68] use an identity bank for processing multiple objects in a single forward pass to improve efficiency, but are not permutation equivariant with respect to object ID and do not scale well to longer videos. Concurrent approaches [69, 70] use a single vision transformer network to jointly model the reference frames and the query frame without explicit memory reading operations. They attain high accuracy but require large-scale pretraining (e.g., MAE [71]) and have a much lower inference speed ( $< 4$  frames per second). *Cutie* is carefully designed to *not* compute any (costly) attention between spatial feature maps in our object transformer while facilitating efficient global communication via a small set of object queries – allowing *Cutie* to be real-time.

**Object-Level Reasoning.** Early VOS algorithms [59, 72, 73] that attempt to reason at the object level use either re-identification or k-means clustering to obtain object features and have a lower performance on standard benchmarks. HODOR [18], and its follow-up work TarViS [17], approach VOS with object-level descriptors which allow for greater flexibility (e.g., training on static images only [18] or extending to different video segmentation tasks [17, 74, 75]) but fall short on VOS segmentation accuracy (e.g., [74] is 6.9  $\mathcal{J}\&\mathcal{F}$  behind state-of-the-art methods in DAVIS 2017 [13]) due to under-using high-resolution features. ISVOS [76] proposes to inject features from a pre-trained instance segmentation network (i.e., Mask2Former [15]) into a memory-based VOS method [51]. *Cutie* has a similar motivation but is crucially different in three ways: 1) *Cutie* learns object-level information end-to-end, without needing to pre-train on instance segmentation tasks/datasets, 2) *Cutie* allows bi-directional communication between pixel-level features and object-level features for an integrated framework, and 3) *Cutie* is a one-stage method that does not perform separate instance segmentation while ISVOS does – this allows *Cutie* to run six times (estimated) faster. Moreover, ISVOS does not release code while we open source code for the community which facilitates follow-up work.

**Automatic Video Segmentation.** Recently, video object segmentation methods have been used as an integral component in automatic video segmentation pipelines, such as open-vocabulary/universal video segmentation (e.g., Tracking Anything [5, 6], DEVA [7]) and unsupervised video segmentation [77]. We believe the robustness and efficiency of *Cutie* are beneficial for these applications.

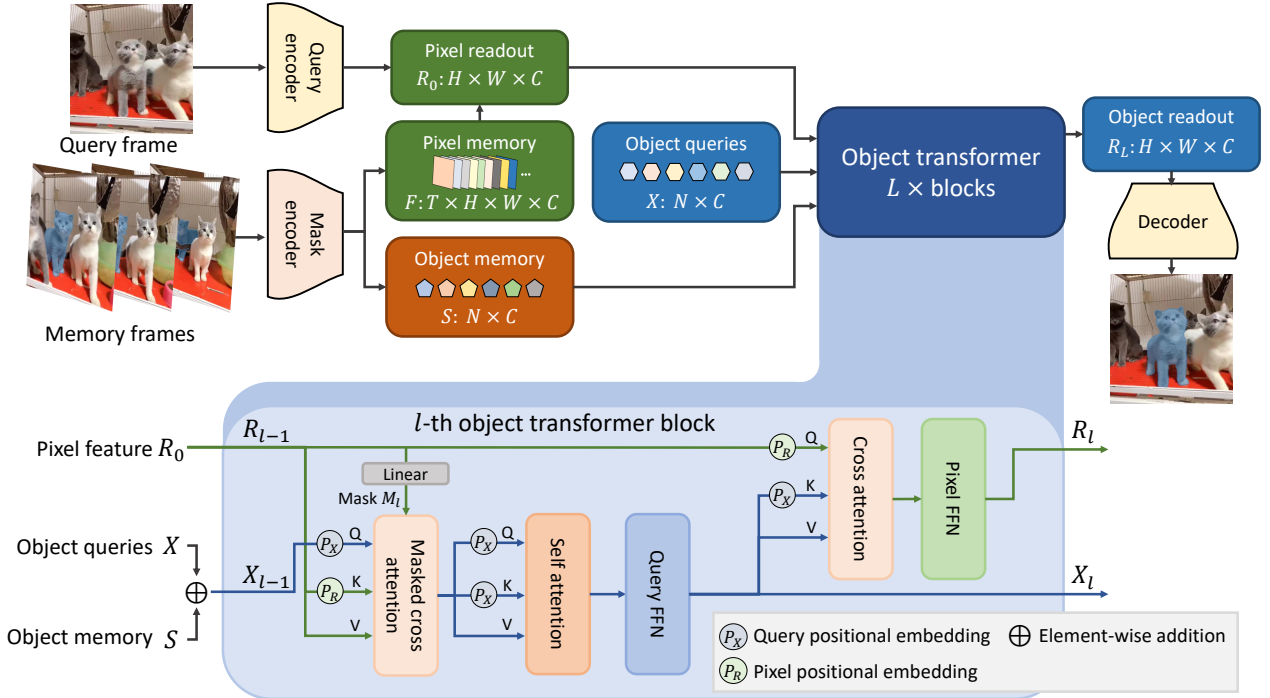


Figure 2. Overview of Cutie. We store pixel memory  $F$  and object memory  $S$  representations from past segmented (memory) frames. Pixel memory is retrieved for the query frame as pixel readout  $R_0$ , which bidirectionally interacts with object queries  $X$  and object memory  $S$  in the object transformer. The  $L$  object transformer blocks enrich the pixel feature with object-level semantics and produce the final  $R_L$  object readout for decoding into the output mask. Standard residual connections, layer normalization, and skip-connections from the query encoder to the decoder are omitted for readability.

### 3. Cutie

#### 3.1. Overview

We provide an overview of Cutie in Figure 2. For readability, following prior works [8, 9], we consider a single target object as the extension to multiple objects is straightforward (see supplement). Following the standard semi-supervised video object segmentation (VOS) setting, Cutie takes a first-frame segmentation of target objects as input and segments subsequent frames sequentially in a streaming fashion. First, Cutie encodes segmented frames (given as input or segmented by the model) into a high-resolution pixel memory  $F$  (Section 3.4.1) and a high-level object memory  $S$  (Section 3.3) and stores them for segmenting future frames. To segment a new query frame, Cutie retrieves an initial pixel readout  $R_0$  from the pixel memory using encoded query features. This initial readout  $R_0$  is computed via low-level pixel matching and is therefore often noisy. We enrich it with object-level semantics by augmenting  $R_0$  with information from the object memory  $S$  and a set of object queries  $X$  through an *object transformer* with  $L$  transformer blocks (Section 3.2). The enriched output of the object transformer,  $R_L$ , or the object readout, is passed to the decoder for generating the final output mask. In the following, we will first describe the three main contributions of Cutie: object transformer, masked attention, and object memory. Note,

we derive the pixel memory from existing works [9], which we only describe as implementation details in Section 3.4.1 without claiming any contribution.

#### 3.2. Object Transformer

##### 3.2.1 Overview

The bottom of Figure 2 illustrates the object transformer. The object transformer takes an initial readout  $R_0 \in \mathbb{R}^{HW \times C}$ , a set of  $N$  end-to-end trained object queries  $X \in \mathbb{R}^{N \times C}$ , and object memory  $S \in \mathbb{R}^{N \times C}$  as input, and integrates them with  $L$  transformer blocks. Note  $H$  and  $W$  are image dimensions after encoding with stride 16. Before the first block, we sum the static object queries with the dynamic object memory for better adaptation, i.e.,  $X_0 = X + S$ . Each transformer block bidirectionally allows the object queries  $X_{l-1}$  to attend to the readout  $R_{l-1}$ , and vice versa, producing updated queries  $X_l$  and readout  $R_l$  as the output of the  $l$ -th block. The last block's readout,  $R_L$ , is the final output of the object transformer.

Within each block, we first compute masked cross-attention, letting the object queries  $X_{l-1}$  read from the pixel features  $R_{l-1}$ . The masked attention focuses half of the object queries on the foreground region while the other half is targeted towards the background (details in Section 3.2.2). Then, we pass the object queries into standard

self-attention and feed-forward layers [66] for object-level reasoning. Next, we update the pixel features with a reversed cross-attention layer, *putting the object* semantics from object queries  $X_l$  back into pixel features  $R_{l-1}$ . We then pass the pixel features into a feed-forward network while skipping the computationally expensive self-attention in a standard transformer [66]. Throughout, positional embeddings are added to the queries and keys following [14, 15] (Section 3.2.3). Residual connections and layer normalizations are used in every attention and feed-forward layer following [78]. All attention layers are implemented with multi-head scaled dot product attention [66]. Importantly,

1. We carefully avoid any direct attention between high-resolution spatial features (e.g.,  $R$ ), as they are intensive in both memory and compute. Despite this, these spatial features can still interact globally via object queries, making each transformer block efficient and expressive.
2. The object queries restructure the pixel features with a residual contribution without discarding the high-resolution pixel features. This avoids irreversible dimensionality reductions (would be over  $100\times$ ) and keeps those high-resolution features for accurate segmentation.

Next, we describe the core components in our object transformer blocks: foreground/background masked attention and the construction of the positional embeddings.

### 3.2.2 Foreground-Background Masked Attention

In our (pixel-to-query) cross-attention, we aim to update the object queries  $X_l \in \mathbb{R}^{N \times C}$  by attending over the pixel features  $R_l \in \mathbb{R}^{HW \times C}$ . Standard cross-attention with the residual path finds

$$X'_l = A_l V_l + X_l = \text{softmax}(Q_l K_l^T) V_l + X_l, \quad (1)$$

where  $Q_l$  is a learned linear transformation of  $X_l$ , and  $K_l, V_l$  are learned linear transformations of  $R_l$ . The rows of the affinity matrix  $A_l \in \mathbb{R}^{N \times HW}$  describe the attention of each object query over the entire feature map. We note that there are distinctly different attention patterns for different object queries – some focus on different foreground parts, some on the background, and some on distractors (top of Figure 3). These object queries collect information from different regions of interest and integrate them in subsequent self-attention/feed-forward layers. However, the soft nature of attention makes this process noisy and less reliable – queries that mainly attend to the foreground might have small weights distributed in the background and vice versa. Inspired by [15], we deploy masked attention to aid the clean separation of semantics between foreground and background. Different from [15], which only attends to the foreground, we find it helpful to also attend to the background, especially in challenging tracking scenarios with distractors. In practice, we let the first half of the object queries (i.e., foreground

queries) always attend to the foreground and the second half (i.e., background queries) attend to the background. This masking is shared across all attention heads.

Formally, our foreground-background masked cross-attention finds

$$X'_l = \text{softmax}(\mathcal{M}_l + Q_l K_l^T) V_l + X_l, \quad (2)$$

where  $\mathcal{M}_l \in \{0, -\infty\}^{N \times HW}$  controls the attention masking – specifically,  $\mathcal{M}_l(q, i)$  determines whether the  $q$ -th query is allowed ( $= 0$ ) or not allowed ( $= -\infty$ ) to attend to the  $i$ -th pixel. To compute  $\mathcal{M}_l$ , we first find a mask prediction at the current layer  $M_l$ , which is linearly projected from the last pixel feature  $R_{l-1}$  and activated with the sigmoid function. Then,  $\mathcal{M}_l$  is computed as

$$\mathcal{M}_l(q, i) = \begin{cases} 0, & \text{if } q \leq N/2 \text{ and } M_l(i) \geq 0.5 \\ 0, & \text{if } q > N/2 \text{ and } M_l(i) < 0.5, \\ -\infty, & \text{otherwise} \end{cases}, \quad (3)$$

where the first case is for foreground attention and the second is for background attention. Figure 3 (bottom) visualizes the attention maps after this foreground-background masking. Note, despite the hard foreground-background separation, the object queries communicate in the subsequent self-attention layer for potential global feature interaction. Next, we discuss the positional embeddings used in object queries and pixel features that allow location-based attention.

### 3.2.3 Positional Embeddings

Since vanilla attention operations are permutation equivariant, positional embeddings are used to provide additional features about the position of each token [66]. Following prior transformer-based vision networks [14, 15], we add the positional embedding to the query and key features at every attention layer (Figure 2), and not to the value.

For the object queries, we use a positional embedding  $P_X \in \mathbb{R}^{N \times C}$  that combines an end-to-end learnable embedding  $E_X \in \mathbb{R}^{N \times C}$  and the dynamic object memory  $S \in \mathbb{R}^{N \times C}$  via

$$P_X = E_X + f_{\text{ObjEmbed}}(S), \quad (4)$$

where  $f_{\text{ObjEmbed}}$  is a trainable linear projection.

For the pixel feature, the positional embedding  $P_R \in \mathbb{R}^{HW \times C}$  combines a fixed 2D sinusoidal positional embedding  $R_{\text{sin}}$  [14] that encodes absolute pixel coordinates and the initial readout  $R_0 \in \mathbb{R}^{HW \times C}$  via

$$P_R = R_{\text{sin}} + f_{\text{PixEmbed}}(R_0), \quad (5)$$

where  $f_{\text{PixEmbed}}$  is another trainable linear projection. Note that the sinusoidal embedding  $R_{\text{sin}}$  operates on normalized coordinates and is scaled accordingly to different image sizes at test time.





Figure 3. Visualization of cross-attention weights (rows of  $A_L$ ) in the object transformer. The middle cat is the target object. Top: without foreground-background masking – some queries mix semantics from foreground and background (framed in red). Bottom: with foreground-background masking. The leftmost three are foreground queries, and the rightmost three are background queries. Semantics is thus cleanly separated. The f.g./b.g. queries can communicate in the subsequent self-attention layer. Note the queries attend to different foreground regions, distractors, and background regions.

### 3.3. Object Memory

In the object memory  $S \in \mathbb{R}^{N \times C}$ , we store a compact set of  $N$  vectors which make up a high-level summary of the target object. This object memory is used in the object transformer (Section 3.2) to provide target-specific features. At a high level, we compute  $S$  by mask-pooling over all encoded object features with  $N$  different masks. Concretely, given object features  $U \in \mathbb{R}^{T \times H \times W \times C}$  and  $N$  pooling masks  $\{W_q \in [0, 1]^{T \times H \times W}, 0 < q \leq N\}$ , where  $T$  is the number of memory frames, the  $q$ -th object memory  $S_q \in \mathbb{R}^C$  is computed by

$$S_q = \frac{\sum_{i=1}^{T \times H \times W} U(i) W_q(i)}{\sum_{i=1}^{T \times H \times W} W_q(i)}. \quad (6)$$

During inference, we use a classic streaming average algorithm such that this operation takes constant time and memory with respect to the video length. See the supplement for details. Note, an object memory vector  $S_q$  would not be modified if the corresponding pooling weights are zero, i.e.,  $\sum_{i=1}^{H \times W} W_q^t(i) = 0$ , preventing feature drifting when the corresponding object region is not visible (e.g., occluded).

To find  $U$  and  $W$  for a memory frame, we first encode the corresponding image  $I$  and the segmentation mask  $M$  with the mask encoder for memory feature  $F \in \mathbb{R}^{T \times H \times W \times C}$ . We use a 2-layer,  $C$ -dimensional MLP  $f_{\text{ObjFeat}}$  to obtain the object feature  $U$  via

$$U = f_{\text{ObjFeat}}(F). \quad (7)$$

For the  $N$  pooling masks  $\{W_q \in [0, 1]^{T \times H \times W}, 0 < q \leq N\}$ , we additionally apply foreground-background separation as detailed in Section 3.2.2 and augment it with a fixed 2D sinusoidal positional embedding  $R_{\text{sin}}$  (as mentioned in Section 3.2.3). The separation allows it to aggregate clean semantics during pooling, while the positional embedding enables location-aware pooling. Formally, we compute the

$i$ -th pixel of the  $q$ -th pooling mask via

$$W_q(i) = \begin{cases} 0, & \text{if } q \leq N/2 \text{ and } M(i) < 0.5 \\ 0, & \text{if } q > N/2 \text{ and } M(i) \geq 0.5 \\ \sigma(f_{\text{PoolWeight}}(F(i) + R_{\text{sin}}(i))), & \text{otherwise} \end{cases}, \quad (8)$$

where  $\sigma$  is the sigmoid function,  $f_{\text{PoolWeight}}$  is a 2-layer,  $N$ -dimensional MLP, and the segmentation mask  $M$  is down-sampled to match the feature stride of  $F$ .

### 3.4. Implementation Details

#### 3.4.1 Pixel Memory

Our pixel memory design, which provides the pixel feature  $R_0$  (see Figure 2), is derived from XMem [5, 9] working and sensory memory. We do not claim contributions. Here, we present the high-level algorithm and defer details to the supplementary material. The pixel memory is composed of an attentional component (with keys  $\mathbf{k} \in \mathbb{R}^{T \times H \times W \times C^k}$  and values  $\mathbf{v} \in \mathbb{R}^{T \times H \times W \times C}$ ) and a recurrent component (with hidden state  $\mathbf{h}^{H \times W \times C}$ ). Long-term memory [9] can be optionally included in the attentional component without re-training for better performance on long videos. The keys and values consist of low-level appearance features for matching while the hidden state provides temporally consistent features. To retrieve a pixel readout  $R_0$ , we first encode the query frame to obtain query feature  $\mathbf{q}^{H \times W \times C}$ , and compute the query-to-memory affinity  $A^{\text{pix}} \in [0, 1]^{H \times W \times T \times H \times W}$  via

$$A_{ij}^{\text{pix}} = \frac{\exp(d(\mathbf{q}_i, \mathbf{k}_j))}{\sum_m \exp(d(\mathbf{q}_i, \mathbf{k}_m))}, \quad (9)$$

where  $d(\cdot, \cdot)$  is the anisotropic L2 function [9] which is proportional to the similarity between the two inputs. Finally, we find the pixel readout  $R_0$  by combining the attention readout with the hidden state:

$$R_0 = f_{\text{fuse}}(A^{\text{pix}} \mathbf{v} + \mathbf{h}), \quad (10)$$

where  $f_{\text{fuse}}$  is a small network consisting of two  $C$ -dimension convolutional residual blocks with channel attention [79].

### 3.4.2 Network Architecture

We study two model variants: ‘small’ and ‘base’ with different query encoder backbones, otherwise sharing the same configuration:  $C = 256$  channels with  $L = 3$  object transformer blocks and  $N = 16$  object queries.

**ConvNets.** We parameterize the query encoder and the mask encoder with ResNets [80]. Following [8, 9], we discard the last convolutional stage and use the stride 16 feature. For the query encoder, we use ResNet-18 for the small model and ResNet-50 for the base model. For the mask encoder, we use ResNet-18. ‘Cutie-base’ thus shares the same backbone configuration as XMem. We find that Cutie works well with a lighter decoder – we use a similar iterative upsampling architecture as in XMem but halve the number of channels in all upsampling blocks for better efficiency.

**Feed-Forward Networks (FFN).** We use query FFN and pixel FFN in our object transformer block (Figure 2). For the query FFN, we use a 2-layer MLP with a hidden size of  $8C = 2048$ . For the pixel FFN, we use two  $3 \times 3$  convolutions with a smaller hidden size of  $C = 256$  to reduce computation. As we do not use self-attention on the pixel features, we compensate by using efficient channel attention [79] after the second convolution of the pixel FFN. Layer normalizations are applied to the query FFN following [78] and not to the pixel FFN, as we observe no empirical benefits. ReLU is used as the activation function.

### 3.4.3 Training

**Data.** Following [8–10], we first pretrain our network on static images [81–85] by generating three-frame sequences with synthetic deformation. Next, we perform the main training on video datasets DAVIS [13] and YouTubeVOS [19] by sampling eight frames following [9]. We optionally also train on MOSE [12] (combined with DAVIS and YouTubeVOS), as we notice the training sets of YouTubeVOS and DAVIS have become too easy for our model to learn from (>93% IoU during training). For every setting, we use one trained model and do not finetune for specific datasets. We additionally introduce a ‘MEGA’ setting with BURST [3] and OVIS [86] included in training (+1.6  $\mathcal{J}\&\mathcal{F}$  in MOSE). Details are provided in the supplementary material.

**Optimization.** We use the AdamW [87] optimizer with a learning rate of  $1e-4$ , a batch size of 16, and a weight decay of 0.001. Pretraining lasts for 80K iterations with no learning rate decay. Main training lasts for 125K iterations, with the learning rate reduced by 10 times after 100K and 115K iterations. The query encoder has a learning rate multiplier of 0.1 following [5, 10, 15] to mitigate overfitting. Following

the bag of tricks from DEVA [5], we clip the global gradient norm to 3 throughout and use stable data augmentation. The entire training process takes approximately 30 hours on four A100 GPUs for the small model.

**Losses.** Following [15], we adopt point supervision which computes the loss only at  $K$  sampled points instead of the whole mask. We use importance sampling [88] and set  $K = 8192$  during pretraining and  $K = 12544$  during main training. We use a combined loss function of cross-entropy and soft dice loss with equal weighting following [5, 9, 10]. In addition to the loss applied to the final segmentation output, we adopt auxiliary losses in the same form (scaled by 0.01) to the intermediate masks  $M_i$  in the object transformer.

### 3.4.4 Inference

During testing, we encode a memory frame for updating the pixel memory and the object memory every  $r$ -th frame.  $r$  defaults to 5 following [9]. For the keys  $\mathbf{k}$  and values  $\mathbf{v}$  in the attention component of the pixel memory, we always keep features from the first frame (as it is given by the user) and use a First-In-First-Out (FIFO) approach for other memory frames to ensure the total number of memory frames  $T$  is less than or equal to a pre-defined limit  $T_{\text{max}} = 5$ . For processing long videos (e.g., BURST [3] or LVOS [89] with over a thousand frames per video), we use the long-term memory [9] instead of FIFO without re-training, following the default parameters in [9]. For the pixel memory, we use top- $k$  filtering [2] with  $k = 30$ . Inference is fully online, can be streamed, and uses a constant amount of compute per frame and memory with respect to the sequence length.

## 4. Experiments

For evaluation, we use standard metrics: Jaccard index  $\mathcal{J}$ , contour accuracy  $\mathcal{F}$ , and their average  $\mathcal{J}\&\mathcal{F}$  [13]. In YouTubeVOS [19],  $\mathcal{J}$  and  $\mathcal{F}$  are computed for “seen” and “unseen” categories separately.  $\mathcal{G}$  is the averaged  $\mathcal{J}\&\mathcal{F}$  for both seen and unseen classes. For BURST [3], we assess Higher Order Tracking Accuracy (HOTA) [90] on common and uncommon object classes separately. For our models, unless otherwise specified, we resize the inputs such that the shorter edge has no more than 480 pixels and rescale the model’s prediction back to the original resolution.

### 4.1. Main Results

We compare with several state-of-the-art approaches on recent standard benchmarks: DAVIS 2017 validation/test-dev [13] and YouTubeVOS validation [19]. To assess the robustness of VOS algorithms, we also report results on MOSE validation [12], which contains heavy occlusions and crowded environments for evaluation. DAVIS 2017 [13] contains annotated videos at 24 frames per second (fps), while YouTubeVOS contains videos at 30fps but is only annotated

Method	MOSE			DAVIS-17 val			DAVIS-17 test			YouTubeVOS-2019 val					
	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{G}$	$\mathcal{J}_s$	$\mathcal{F}_s$	$\mathcal{J}_u$	$\mathcal{F}_u$	FPS
<b>Trained without MOSE</b>															
STCN [51]	52.5	48.5	56.6	85.4	82.2	88.6	76.1	72.7	79.6	82.7	81.1	85.4	78.2	85.9	13.2
AOT-R50 [10]	58.4	54.3	62.6	84.9	82.3	87.5	79.6	75.9	83.3	85.3	83.9	88.8	79.9	88.5	6.4
RDE [55]	46.8	42.4	51.3	84.2	80.8	87.5	77.4	73.6	81.2	81.9	81.1	85.5	76.2	84.8	24.4
XMem [9]	56.3	52.1	60.6	86.2	82.9	89.5	81.0	77.4	84.5	85.5	84.3	88.6	80.3	88.6	22.6
DeAOT-R50 [68]	59.0	54.6	63.4	85.2	82.2	88.2	80.7	76.9	84.5	85.6	84.2	89.2	80.2	88.8	11.7
SimVOS-B [69]	-	-	-	81.3	78.8	83.8	-	-	-	-	-	-	-	-	3.3
JointFormer [70]	-	-	-	-	-	-	65.6	61.7	69.4	73.3	75.2	78.5	65.8	73.6	3.0
ISVOS [76]	-	-	-	80.0	76.9	83.1	-	-	-	-	-	-	-	-	5.8*
DEVA [5]	60.0	55.8	64.3	86.8	83.6	90.0	82.3	78.7	85.9	85.5	85.0	89.4	79.7	88.0	25.3
Cutie-small	62.2	58.2	66.2	87.2	84.3	90.1	84.1	80.5	87.6	<b>86.2</b>	85.3	89.6	<b>80.9</b>	<b>89.0</b>	<b>45.5</b>
Cutie-base	<b>64.0</b>	<b>60.0</b>	<b>67.9</b>	<b>88.8</b>	<b>85.4</b>	<b>92.3</b>	<b>84.2</b>	<b>80.6</b>	<b>87.7</b>	86.1	<b>85.5</b>	<b>90.0</b>	80.6	88.3	36.4
<b>Trained with MOSE</b>															
XMem [9]	59.6	55.4	63.7	86.0	82.8	89.2	79.6	76.1	83.0	85.6	84.1	88.5	81.0	88.9	22.6
DeAOT-R50 [68]	64.1	59.5	68.7	86.0	83.1	88.9	82.8	79.1	86.5	85.3	84.2	89.0	79.9	88.2	11.7
DEVA [5]	66.0	61.8	70.3	87.0	83.8	90.2	82.6	78.9	86.4	85.4	84.9	89.4	79.6	87.8	25.3
Cutie-small	67.4	63.1	71.7	86.5	83.5	89.5	83.8	80.2	87.5	86.3	85.2	89.7	81.1	89.2	<b>45.5</b>
Cutie-base	<b>68.3</b>	<b>64.2</b>	<b>72.3</b>	<b>88.8</b>	<b>85.6</b>	<b>91.9</b>	<b>85.3</b>	<b>81.4</b>	<b>89.3</b>	<b>86.5</b>	<b>85.4</b>	<b>90.0</b>	<b>81.3</b>	<b>89.3</b>	36.4

Table 1. Quantitative comparison on video object segmentation benchmarks. All algorithms with available code are re-run on our hardware for a fair comparison. We could not obtain the code for [69, 70, 76] at the time of writing, and thus they cannot be reproduced on datasets that they do not report results on. For a fair comparison, all methods in this table use ImageNet [91] pre-training only or are trained from scratch. We compare methods with external pre-training (e.g., MAE [71] pre-training) in the supplement. \*estimated FPS.

Method	BURST val			BURST test			Mem.
	All	Com.	Unc.	All	Com.	Unc.	
DeAOT [68] FIFO	51.3	56.3	50.0	53.2	53.5	53.2	10.8G
DeAOT [68] INF	56.4	59.7	55.5	57.9	56.7	58.1	34.9G
XMem [9] FIFO	52.9	56.0	52.1	55.9	57.6	55.6	3.03G
XMem [9] LT	55.1	57.9	54.4	58.2	59.5	58.0	3.34G
Cutie-small FIFO	56.8	61.1	55.8	61.1	62.4	60.8	<b>1.35G</b>
Cutie-small LT	58.3	61.5	<b>57.5</b>	61.6	63.1	61.3	2.28G
Cutie-base LT	<b>58.4</b>	<b>61.8</b>	<b>57.5</b>	<b>62.6</b>	<b>63.8</b>	<b>62.3</b>	2.36G

Table 2. Comparisons of performance on long videos on the BURST dataset [3]. Mem.: maximum GPU memory usage. FIFO: first-in-first-out memory bank; INF: unbounded memory; LT: long-term memory [9]. DeAOT [68] is not compatible with long-term memory. All methods are trained with the MOSE [12] dataset.

at 6fps. For a fair comparison, we evaluate all algorithms at full fps whenever possible, which is crucial for video editing and for having a smooth user-interaction experience. For this, we re-run (De)AOT [10, 68] with their official code at 30fps on YouTubeVOS. We also retrain XMem [9], DeAOT [68], and DEVA [5] with their official code to include MOSE as training data (in addition to YouTubeVOS and DAVIS). For long video evaluation, we test on BURST [3] and LVOS [89] and experiment with the long-term memory [9] in addition to our default FIFO memory strategy. See supplement for details. We compare with DeAOT [68] and XMem [9] under

the same setting.

Table 1 and Table 2 list our findings. Our method is highlighted with lavender. FPS is recorded on YouTubeVOS with a V100. Results on YouTubeVOS-18 and LVOS [89] are provided in the supplement. Cutie achieves better results than state-of-the-art methods, especially on the challenging MOSE dataset, while remaining efficient.

## 4.2. Ablations

Here, we study various design choices of our algorithm. We use the small model variant with MOSE [12] training data. We highlight our default configuration with lavender. For ablations, we report the  $\mathcal{J}\&\mathcal{F}$  for MOSE validation and FPS on YouTubeVOS-2019 validation when applicable. Due to resource constraints, we train a selected subset of ablations three times with different random seeds and report mean $\pm$ std. The baseline is trained five times. In tables that do not report std, we present our performance with the default random seed only.

**Hyperparameter Choices.** Table 3 compares our results with different choices of hyperparameters: number of object transformer blocks  $L$ , number of object queries  $N$ , interval between memory frames  $r$ , and maximum number of memory frames  $T_{\max}$ . Note that  $L = 0$  is equivalent to not having an object transformer. We visualize the progression of pixel features in Figure 4. We find that the object transformer

Setting	$\mathcal{J}\&\mathcal{F}$	FPS
<i>Number of transformer blocks</i>		
$L = 0$	65.2	<b>56.6</b>
$L = 1$	66.0	51.1
$L = 3$	67.4	45.5
$L = 5$	<b>67.8</b>	37.1
<i>Number of object queries</i>		
$N = 8$	<b>67.6</b>	<b>45.5</b>
$N = 16$	<b>67.4</b>	<b>45.5</b>
$N = 32$	67.2	<b>45.5</b>
<i>Memory interval</i>		
$r = 3$	<b>68.9</b>	43.2
$r = 5$	67.4	45.5
$r = 7$	67.0	<b>46.4</b>
<i>Max. memory frames</i>		
$T_{\max} = 3$	66.9	<b>48.5</b>
$T_{\max} = 5$	<b>67.4</b>	45.5
$T_{\max} = 10$	<b>67.6</b>	37.4

Table 3. Performance comparison with different choices of hyperparameters.

blocks effectively suppress noises from distractors and produce more coherent object masks. Cutie is insensitive to the number of object queries – we think this is because 8 queries are sufficient to model the foreground/background of a single target object. As these queries execute in parallel, we find no noticeable differences in running time. Cutie benefits from having a shorter memory interval and a larger memory bank at the cost of a slower running time (e.g., +2.2  $\mathcal{J}\&\mathcal{F}$  on MOSE with half the speed) – we explore this speed-accuracy trade-off (as Cutie+) without re-training in the supplement.

**Bottom-Up v.s. Top-Down Feature.** Table 4 reports our findings. We compare a bottom-up-only approach (similar to XMem [9] with the training tricks [5] and a lighter backbone) without the object transformer, a top-down-only approach without the pixel memory, and our approach with both. Ours, integrating both features, performs the best.

**Masked Attention** Table 6 shows our results with different masked attention configurations. Masked attention is crucial for good performance – we hypothesize that using full attention produces confusing signals (especially in cluttered settings, see supplement), which leads to poor generalization. We note that using full attention also leads to rather unstable training. We experimented with different distributions of f.g./b.g. queries with no significant observed effects.

**Object Memory and Positional Embeddings.** Table 5 and Table 7 ablate on the object memory ( $X$ ), the object query ( $S$ ), and the positional embeddings in the object transformer.

Setting	$\mathcal{J}\&\mathcal{F}$	FPS
Both	<b>67.3</b> $\pm$ 0.36	45.5
Bottom-up only	65.0 $\pm$ 0.44	<b>56.6</b>
Top-down only	40.7 $\pm$ 1.62	46.9

Table 4. Comparison of our approach with bottom-up-only (no object transformer) and top-down-only (no pixel memory).

Setting	$\mathcal{J}\&\mathcal{F}$	FPS
f.g.-b.g. masked attn.	<b>67.3</b> $\pm$ 0.36	45.5
f.g. masked attn. only	66.7 $\pm$ 0.21	45.5
No masked attn.	63.8 $\pm$ 1.06	<b>46.3</b>

Table 6. Ablations on foreground-background masked attention and object memory.

Setting	$\mathcal{J}\&\mathcal{F}$
With both	<b>67.3</b> $\pm$ 0.36
No object memory ( $X$ )	66.9 $\pm$ 0.26
No object query ( $S$ )	<b>67.2</b> $\pm$ 0.10

Table 5. Ablations on the dynamic object memory and the static object query. Running times are similar.

Setting	$\mathcal{J}\&\mathcal{F}$
With both p.e.	<b>67.4</b>
Without query p.e.	66.5
Without pixel p.e.	66.2
With neither	66.1

Table 7. Ablations on positional embeddings. Running times are similar.

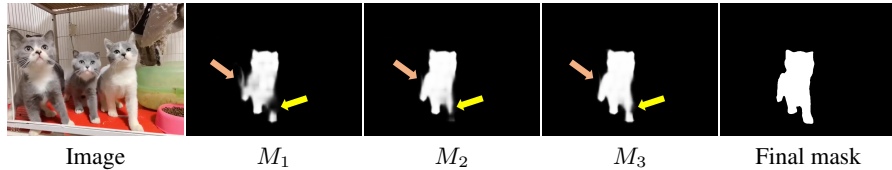


Figure 4. Visualization of auxiliary masks ( $M_i$ ) at different layers of the object transformer. At every layer, noises are suppressed (pink arrows) and the target object becomes more coherent (yellow arrows).

We note that the object query, while standard, is not useful for Cutie in the presence of the object memory. Positional embeddings are commonly used and do help.

### 4.3. Limitations

Despite being more robust, Cutie often fails when highly similar objects move in close proximity or occlude each other. This problem is not unique to Cutie. We suspect that, in these cases, neither the pixel memory nor the object memory is able to pick up sufficiently discriminative features for the object transformer to operate on. We provide visualizations in the supplementary material.

## 5. Conclusion

We present Cutie, an end-to-end network with object-level memory reading for robust video object segmentation in challenging scenarios. Cutie efficiently integrates top-down and bottom-up features, achieving new state-of-the-art results in several benchmarks, especially on the challenging MOSE dataset. We hope to draw more attention to object-centric video segmentation and to enable more accessible universal video segmentation methods via integration with segment-anything models [4, 5].

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# Supplementary Material

## Putting the Object Back into Video Object Segmentation

The supplementary material is structured as follows:

1. We first provide visual comparisons of Cutie with state-of-the-art methods in Section [A](#).
2. We then show some highly challenging cases where both Cutie and state-of-the-art methods fail in Section [B](#).
3. We analyze the running time of XMem and Cutie in Section [C](#).
4. To elucidate the workings of the object transformer, we visualize the difference in attention patterns of pixel readout v.s. object readout, feature progression within the object transformer, and the qualitative benefits of masked attention/object transformer in Section [D](#).
5. We present additional details on BURST evaluation in Section [E](#).
6. We list options for adjusting the speed-accuracy trade-off without re-training, comparisons with methods that use external training, additional quantitative results on YouTube-VOS 2018 [[19](#)]/LVOS [[89](#)], and the performance variations with respect to different random seeds in Section [F](#).
7. We give more implementation details on the training process, decoder architecture, and pixel memory in Section [G](#).
8. Lastly, we showcase an interactive video segmentation tool powered by Cutie in Section [H](#). This tool will be open-sourced to help researchers and data annotators.

### A. Visual Comparisons

We provide visual comparisons of Cutie with DeAOT-R50 [[68](#)] and XMem [[9](#)] at [youtu.be/LGbJ11GT8Ig](https://youtu.be/LGbJ11GT8Ig). For a fair comparison, we use Cutie-base and train all models with the MOSE dataset. We visualize the comparisons using sequences from YouTubeVOS-2019 validation, DAVIS 2017 test-dev, and MOSE validation. Only the first-frame (not full-video) ground-truth annotations are available in these datasets. At the beginning of each sequence, we pause for two seconds to show the first-frame segmentation that initializes all the models. Our model is more robust to distractors and generates more coherent masks.

### B. Failure Cases

We visualize some failure cases of Cutie at [youtu.be/PljXUYRzQ8Q](https://youtu.be/PljXUYRzQ8Q), following the format discussed in Section [A](#). As discussed in the main paper, Cutie fails in some of the challenging cases where similar objects move in close proximity or occlude each other. This problem is not unique to Cutie, as current state-of-the-art methods also fail as shown in the video.

In the first sequence “elephants”, all models have difficulty tracking the elephants (e.g., light blue mask) behind the big (unannotated) foreground elephant. In the second sequence “birds”, all models fail when the bird with the pink mask moves and occludes other birds.

We think that this is due to the lack of useful features from the pixel memory and the object memory, as they fail to disambiguate objects that are similar in both appearance and position. A potential future work direction for this is to encode three-dimensional spatial understanding (i.e., the bird that occludes is closer to the camera).

### C. Running Time Analysis

We analyze the total runtime of XMem and Cutie in Tab. [S1](#), testing on a single video with a 2080Ti. We synchronize and warm up properly to get accurate timing; small deviations might arise from minor implementation differences and run-time variations. We note that the speedup is mostly achieved by using a lighter decoder.

	XMem	Cutie-base	Cutie-small
Query encoder	0.861	0.851	0.295
Mask encoder	0.143	0.145	0.142
Pixel memory read	0.758	0.514	0.514
Object memory read	-	0.913	0.894
Decoding	2.749	0.725	0.700

Table S1. Total running time (s) of each component in XMem and Cutie.



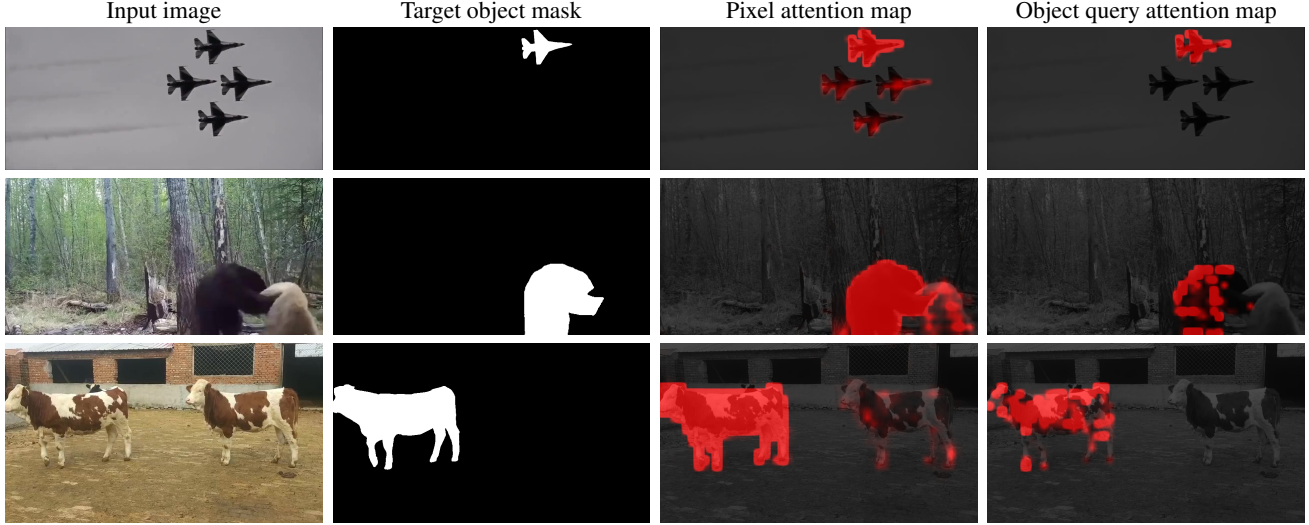


Figure S1. Comparison of foreground attention patterns between pixel attention with object query attention. In each of the three examples, the two leftmost columns show the input image and the ground-truth (annotated by us for reference). The two rightmost columns show the attention patterns for pixel attention and object query attention respectively. Ideally, the attention weights should focus on the foreground object. As shown, the pixel attention has a broader coverage but is easily distracted by similar objects. The object query attention’s attention is more sparse (as we use a small number of object queries), and is more focused on the foreground. Our object transformer makes use of both: it first initializes with pixel attention and restructures the features iteratively with object query attention.

## D. Additional Visualizations

### D.1. Attention Patterns of Pixel Attention v.s. Object Query Attention

Here, we visualize the attention maps of pixel memory reading and of the object transformer, showing the qualitative difference between the two.

To visualize attention in pixel memory reading, we use “self-attention”, i.e., by setting  $\mathbf{k} = \mathbf{q} \in \mathbb{R}^{HW \times C^k}$ . We compute the pixel affinity  $A^{\text{pix}} \in [0, 1]^{HW \times HW}$ , as in Equation (9) of the main paper. We then sum over the foreground region along the rows, visualizing the affinity of every pixel to the foreground. Ideally, all the affinity should be in the foreground – others are distractors that cause erroneous matching. The foreground region is defined by the last auxiliary mask  $M_L$  in the object transformer.

To visualize the attention in the object transformer, we inspect the attention weights  $A_L \in \mathbb{R}^{N \times HW}$  of the first (pixel-to-query) cross-attention in the last object transformer block. Similar to how we visualize the pixel attention, we focus on the foreground queries (i.e., first  $N/2$  object queries) and sum over the corresponding rows in the affinity matrix.

Figure S1 visualizes the differences between these two types of attention. The pixel attention is more spread out and is easily distracted by similar objects. The object query attention focuses on the foreground without being distracted. Our object transformer makes use of both types of attention by using pixel attention for initialization and object query attention for restructuring the feature in every transformer block.

### D.2. Feature Progression in the Object Transformer

Figure S2 visualizes additional feature progressions within the object transformer (in addition to Figure 4 in the main paper). The object transformer helps to suppress noises from low-level matching and produces more coherent object-level features.

### D.3. Benefits of Masked Attention/Object Transformer

Figure S3 qualitatively compares results with/without using masked attention – while both work well for simpler cases, masked attention helps in challenging cases with similar objects. Figure S4 visualizes the benefits of the object transformer. Using the object transformer leads to more complete and accurate outputs.

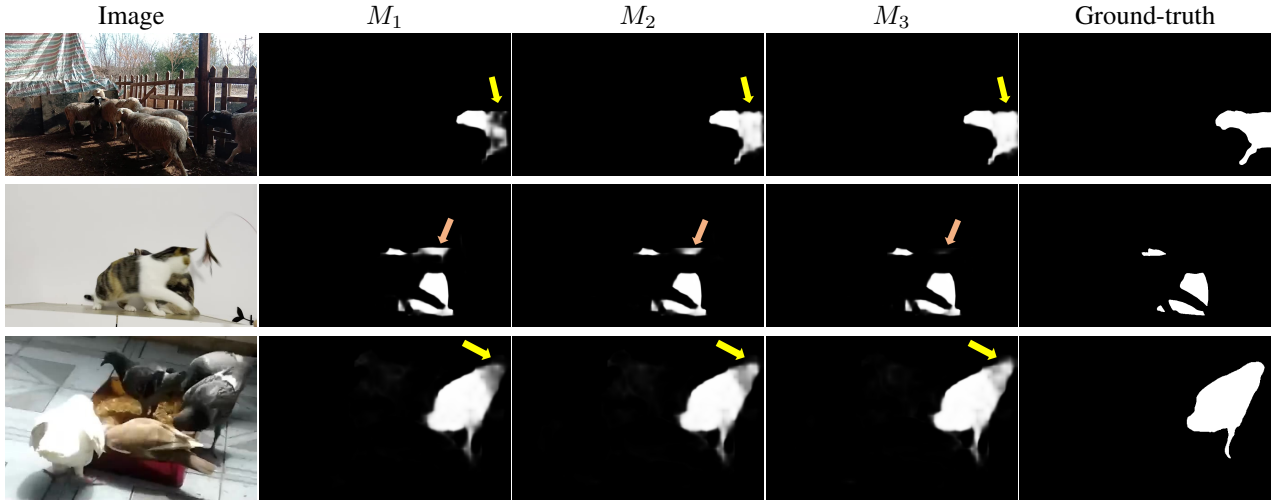


Figure S2. Visualization of auxiliary masks  $M_l$  in the  $l$ -th object transformer block. At every layer, matching errors are suppressed (pink arrows) and the target object becomes more coherent (yellow arrows). The ground-truth is annotated by us for reference.



Figure S3. Comparisons of Cutie with/without masked attention. While both work well in simple cases, masked attention helps to differentiate similarly-looking objects.

## E. Details on BURST Evaluation

In BURST [3], we update the memory every 10th frame following [9]. Since BURST contains high-resolution images (e.g.,  $1920 \times 1200$ ), we downsize the images such that the shorter edge has no more than 600 pixels instead of the default 480 pixels for all methods. Following [3], we assess Higher Order Tracking Accuracy (HOTA) [90] on common and uncommon object classes separately.

For better performance on long videos, we experiment with the long-term memory [9] in addition to our default FIFO memory strategy. The long-term memory is a plug-in addition to our pixel memory – it routinely compresses the attentional “working memory” into a long-term memory storage instead of discarding them as in our first-in-first-out approach. The long-term memory can be adopted without any re-training. We follow the default long-term memory parameters in XMem [9] and present the improvement in the main paper.



Figure S4. Top-to-bottom: Without object queries, Cutie’s default model, and ground-truth. The leftmost frame is a reference frame.

## F. Additional Quantitative Results

### F.1. Speed-Accuracy Trade-off

We note that the performance of Cutie can be further improved by changing hyperparameters like memory interval and the size of the memory bank during inference, at the cost of a slower running time. Here, we present “Cutie+”, which adjusts the following hyperparameters without re-training:

1. Maximum memory frames  $T_{\max} = 5 \rightarrow T_{\max} = 10$
2. Memory interval  $r = 5 \rightarrow r = 3$
3. Maximum shorter side resolution during inference  $480 \rightarrow 720$  pixels

These settings apply to DAVIS [13] and MOSE [12]. For YouTubeVOS, we keep the memory interval  $r = 5$  and set the maximum shorter side resolution during inference to 600 for two reasons: 1) YouTubeVOS is annotated every 5 frames, and aligning the memory interval with annotation avoids adding unannotated objects into the memory as background, and 2) YouTubeVOS has lower video quality and using higher resolution makes artifacts more apparent. The results of Cutie+ are tabulated in the bottom portion of Table S2.

### F.2. Comparisons with Methods that Use External Training

Here, we present comparisons with methods that use external training: SimVOS [81], JointFormer [70], and ISVOS [76] in Table S2. Note, we could not obtain the code for these methods at the time of writing. ISVOS [76] does not report running time – we estimate to the best of our ability with the following information: 1) For the VOS branch, it uses XMem [9] as the baseline with a first-in-first-out 16-frame memory bank, 2) for the instance branch, it uses Mask2Former [15] with an unspecified backbone. Beneficially for ISVOS, we assume the lightest backbone (ResNet-50), and 3) the VOS branch and the instance branch share a feature extraction backbone. Our computation is as follows:

1. Time per frame for XMem with a 16-frame first-in-first-out memory bank (from our testing): 75.2 ms
2. Time per frame for Mask2Former with ResNet-50 backbone (from Mask2Former paper): 103.1 ms
3. Time per frame of the doubled-counted feature extraction backbone (from our testing): 6.5 ms

Thus, we estimate that ISVOS would take  $(75.2+103.1-6.5) = 171.8$  ms per frame, which translates to 5.8 frames per second.

In an endeavor to reach a better performance with Cutie by adding more training data, we devise a “MEGA” training scheme that includes training on BURST [3] and OVIS [86] in addition to DAVIS [13], YouTubeVOS [19], and MOSE [12]. We train for an additional 50K iterations in the MEGA setting. The results are tabulated in the bottom portion of Table S2.

### F.3. Results on YouTubeVOS-2018 and LVOS

Here, we provide additional results on the YouTubeVOS-2018 validation set and LVOS [89] validation/test sets in Table S3. FPS is measured on YoutubeVOS-2018/2019 following the main paper. YouTubeVOS-2018 is the old version of YouTubeVOS-

Method	MOSE			DAVIS-17 val			DAVIS-17 test			YouTubeVOS-2019 val					
	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{G}$	$\mathcal{J}_s$	$\mathcal{F}_s$	$\mathcal{J}_u$	$\mathcal{F}_u$	FPS
SimVOS-B [69]	-	-	-	81.3	78.8	83.8	-	-	-	-	-	-	-	-	3.3
SimVOS-B [69] w/ MAE [71]	-	-	-	88.0	85.0	91.0	80.4	76.1	84.6	84.2	83.1	-	79.1	-	3.3
JointFormer [70]	-	-	-	-	-	-	65.6	61.7	69.4	73.3	75.2	78.5	65.8	73.6	3.0
JointFormer [70] w/ MAE [71]	-	-	-	89.7	86.7	92.7	87.6	84.2	91.1	87.0	86.1	90.6	82.0	89.5	3.0
JointFormer [70] w/ MAE [71] + BL30K [2]	-	-	-	90.1	87.0	<b>93.2</b>	<b>88.1</b>	<b>84.7</b>	<b>91.6</b>	<b>87.4</b>	<b>86.5</b>	<b>90.9</b>	82.0	<b>90.3</b>	3.0
ISVOS [76]	-	-	-	80.0	76.9	83.1	-	-	-	-	-	-	-	-	5.8*
ISVOS [76] w/ COCO [93]	-	-	-	87.1	83.7	90.5	82.8	79.3	86.2	86.1	85.2	89.7	80.7	88.9	5.8*
ISVOS [76] w/ COCO [93] + BL30K [2]	-	-	-	88.2	84.5	91.9	84.0	80.1	87.8	86.3	85.2	89.7	81.0	89.1	5.8*
Cutie-small	62.2	58.2	66.2	87.2	84.3	90.1	84.1	80.5	87.6	86.2	85.3	89.6	80.9	89.0	<b>45.5</b>
Cutie-base	64.0	60.0	67.9	88.8	85.4	92.3	84.2	80.6	87.7	86.1	85.5	90.0	80.6	88.3	36.4
Cutie-small w/ MOSE [12]	67.4	63.1	71.7	86.5	83.5	89.5	83.8	80.2	87.5	86.3	85.2	89.7	81.1	89.2	<b>45.5</b>
Cutie-base w/ MOSE [12]	68.3	64.2	72.3	88.8	85.6	91.9	85.3	81.4	89.3	86.5	85.4	90.0	81.3	89.3	36.4
Cutie-small w/ MEGA	68.6	64.3	72.9	87.0	84.0	89.9	85.3	81.4	89.2	86.8	85.2	89.6	82.1	<b>90.4</b>	<b>45.5</b>
Cutie-base w/ MEGA	69.9	65.8	74.1	87.9	84.6	91.1	86.1	82.4	89.9	87.0	86.0	90.5	82.0	89.6	36.4
Cutie-small+	64.3	60.4	68.2	88.7	86.0	91.3	85.7	82.5	88.9	86.7	85.7	89.8	81.7	89.6	20.6
Cutie-base+	66.2	62.3	70.1	<b>90.5</b>	<b>87.5</b>	<b>93.4</b>	85.9	82.6	89.2	86.9	86.2	90.7	81.6	89.2	17.9
Cutie-small+ w/ MOSE [12]	69.0	64.9	73.1	89.3	86.4	92.1	86.7	83.4	90.1	86.5	85.4	89.7	81.6	89.2	20.6
Cutie-base+ w/ MOSE [12]	70.5	66.5	74.6	90.0	87.1	93.0	86.3	82.9	89.7	86.8	85.7	90.0	81.8	89.6	17.9
Cutie-small+ w/ MEGA	70.3	66.0	74.5	89.3	86.2	92.5	87.1	83.8	90.4	86.8	85.4	89.5	82.3	90.0	20.6
Cutie-base+ w/ MEGA	<b>71.7</b>	<b>67.6</b>	<b>75.8</b>	88.1	85.5	90.8	<b>88.1</b>	<b>84.7</b>	<b>91.4</b>	<b>87.5</b>	<b>86.3</b>	90.6	<b>82.7</b>	<b>90.5</b>	17.9

Table S2. Quantitative comparison on common video object segmentation benchmarks, including methods that use external training data. Recent vision-transformer-based methods [69, 70, 76] depend largely on pretraining, either with MAE [71] or pretraining a separate Mask2Former [15] network on COCO instance segmentation [93]. Note they do not release code at the time of writing, and thus they cannot be reproduced on datasets that they do not report results on. Cutie performs competitively to those recent (slow) transformer-based methods, especially with added training data. MEGA is the aggregated dataset consisting of DAVIS [13], YouTubeVOS [19], MOSE [12], OVIS [86], and BURST [3]. \* estimated FPS.

Method	YouTubeVOS-2018 val					LVOS val			LVOS test			FPS
	$\mathcal{G}$	$\mathcal{J}_s$	$\mathcal{F}_s$	$\mathcal{J}_u$	$\mathcal{F}_u$	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	
DEVA [5]	85.9	85.5	90.1	79.7	88.2	58.3	52.8	63.8	54.0	49.0	59.0	25.3
DEVA [5] w/ MOSE [12]	85.8	85.4	90.1	79.7	88.2	55.9	51.1	60.7	56.5	52.2	60.8	25.3
DDMemory [89]	84.1	83.5	88.4	78.1	86.5	<b>60.7</b>	55.0	<b>66.3</b>	55.0	49.9	60.2	18.7
Cutie-small	<b>86.3</b>	85.5	90.1	<b>80.6</b>	<b>89.0</b>	58.8	54.6	62.9	<b>57.2</b>	<b>53.7</b>	<b>60.7</b>	<b>45.5</b>
Cutie-base	86.1	<b>85.8</b>	<b>90.5</b>	80.0	88.0	60.1	<b>55.9</b>	64.2	56.2	51.8	60.5	36.4
Cutie-small w/ MOSE [12]	86.8	85.7	90.4	81.6	89.7	60.7	55.6	65.8	56.9	53.5	60.2	<b>45.5</b>
Cutie-base w/ MOSE [12]	86.6	85.7	90.6	80.8	89.1	63.5	59.1	67.9	63.6	59.1	68.0	36.4
Cutie-small w/ MEGA	<b>86.9</b>	85.5	90.1	<b>81.7</b>	<b>90.2</b>	62.9	58.3	67.4	66.4	61.9	70.9	<b>45.5</b>
Cutie-base w/ MEGA	<b>87.0</b>	<b>86.4</b>	<b>91.1</b>	81.4	89.2	<b>66.0</b>	<b>61.3</b>	<b>70.6</b>	<b>66.7</b>	<b>62.4</b>	<b>71.0</b>	36.4

Table S3. Quantitative comparison on YouTubeVOS-2018 [19] and LVOS [89]. DDMemory [89] is the baseline method presented in LVOS [89] with no available official code at the time of writing. Note, we think LVOS is significantly different than other datasets because it contains a lot more tiny objects. See Section F.3 for details. MEGA is the aggregated dataset consisting of DAVIS [13], YouTubeVOS [19], MOSE [12], OVIS [86], and BURST [3].

2019 – we present our main results using YouTubeVOS-2019 and provide results on YouTubeVOS-2018 for reference. Note that these results are ready at the time of paper submission and are referred to in the main paper. The complete tables are listed here due to space constraints in the main paper.

LVOS [89] is a recently proposed long-term video object segmentation benchmark, with 50 videos in its validation set and test set respectively. Note, we have also presented results in another long-term video object segmentation benchmark, BURST [3] in the main paper, which contains 988 videos in the validation set and 1419 videos in the test set. We test Cutie on LVOS *after* completing the design of Cutie, adopt long-term memory [9], and perform no tuning. We note that our method



Method	BURST val			BURST test			Memory usage
	All	Com.	Unc.	All	Com.	Unc.	
DeAOT [68] FIFO w/ MOSE [12]	51.3	56.3	50.0	53.2	53.5	53.2	10.8G
DeAOT [68] INF w/ MOSE [12]	56.4	59.7	55.5	57.9	56.7	58.1	34.9G
XMem [9] FIFO w/ MOSE [12]	52.9	56.0	52.1	55.9	57.6	55.6	3.03G
XMem [9] LT w/ MOSE [12]	55.1	57.9	54.4	58.2	59.5	58.0	3.34G
Cutie-small FIFO w/ MOSE [12]	56.8	61.1	55.8	61.1	62.4	60.8	<b>1.35G</b>
Cutie-small LT w/ MOSE [12]	58.3	61.5	57.5	61.6	63.1	61.3	2.28G
Cutie-base LT w/ MOSE [12]	58.4	61.8	57.5	62.6	63.8	62.3	2.36G
Cutie-small LT w/ MEGA	<b>61.6</b>	<b>65.3</b>	<b>60.6</b>	64.4	63.7	64.6	2.28G
Cutie-base LT w/ MEGA	61.2	65.0	60.3	<b>66.0</b>	<b>66.5</b>	<b>65.9</b>	2.36G

Table S4. Extended comparisons of performance on long videos on the BURST dataset [3], including our results when trained in the MEGA setting. Com. and Unc. stand for common and uncommon objects respectively. Mem.: maximum GPU memory usage. FIFO: first-in-first-out memory bank; INF: unbounded memory; LT: long-term memory [9]. DeAOT [68] is not compatible with long-term memory.

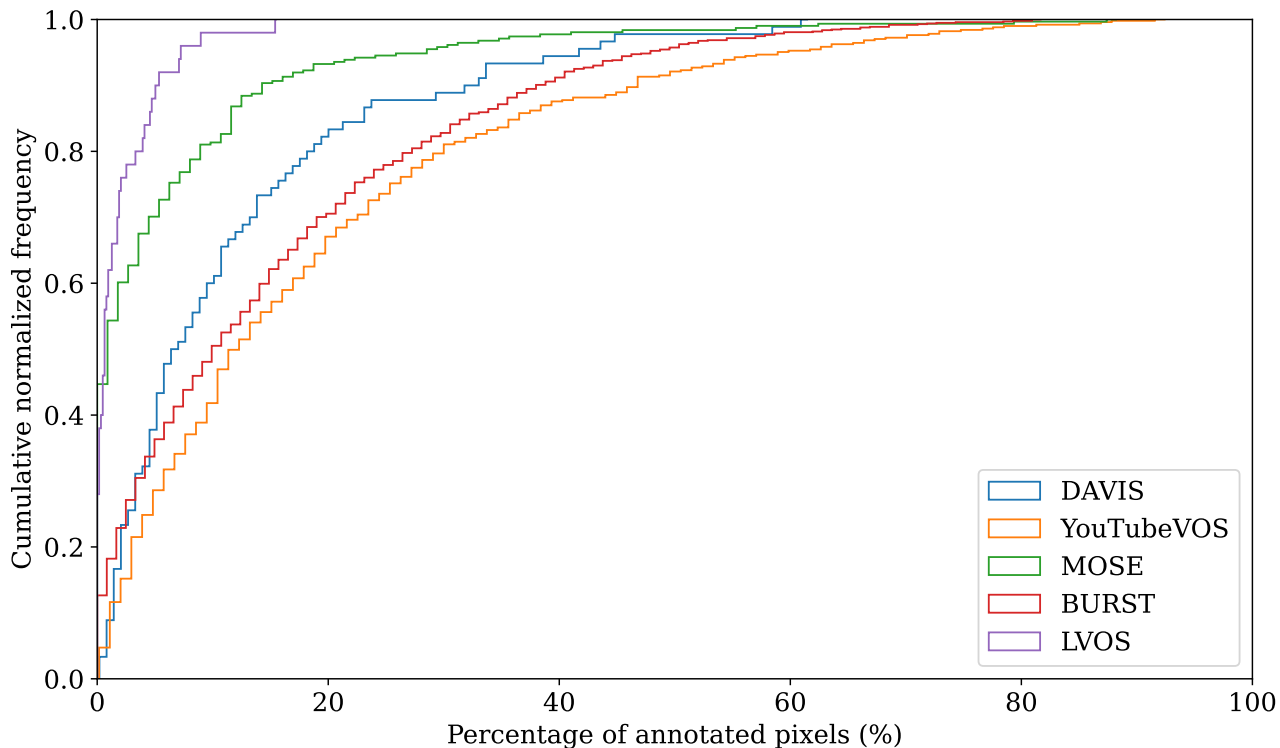


Figure S5. Cumulative frequency graph of annotated pixel areas (as percentages of the total image area) for different datasets. Tiny objects are significantly more prevalent on LVOS [89] than on other datasets.

(Cutie-base) performs better than DDMemory, the baseline presented in LVOS [89], on the test set and has a comparable performance on the validation set, while running about twice as fast. Upon manual inspection of the results, we observe that one of the unique challenges in LVOS is the prevalence of tiny objects, which our algorithm has not been specifically designed to handle. We quantify this observation by analyzing the first frame annotations of all the videos in the validation sets of DAVIS [13], YouTubeVOS [19], MOSE [12], BURST [3], and LVOS [89], as shown in Figure S5. Tiny objects are significantly more prevalent on LVOS [89] than on other datasets. We think this makes LVOS uniquely challenging for methods that are not specifically designed to detect small objects.

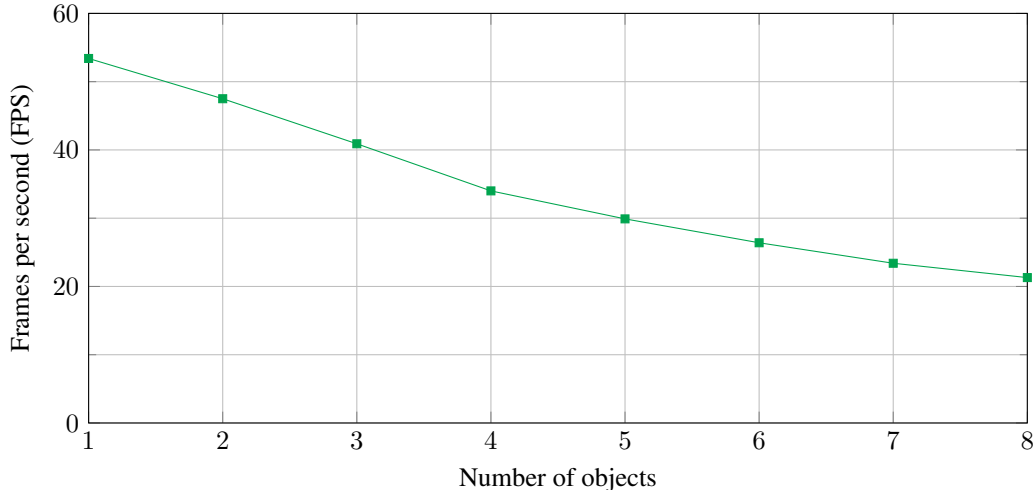


Figure S6. Cutie-small’s processing speed with respect to the number of objects in the video. Common benchmarks (DAVIS [13], YouTubeVOS [19], and MOSE [12]) average 2-3 objects per video with longer-term benchmarks like BURST [3] averaging 5.57 objects per video – our model remains real-time (25+ FPS) in these scenarios. For evaluation, we use standard  $854 \times 480$  test videos with 100 frames each.

#### F.4. Performance Variations

To assess performance variations with respect to different random seeds, we train Cutie-small with five different random seeds (including both pretraining and main training with the MOSE dataset) and report mean±standard deviation on the MOSE [12] validation set and the YouTubeVOS 2019 [19] validation set in Table S5. Note, the improvement brought by our model (i.e., 8.7  $\mathcal{J}\&\mathcal{F}$  on MOSE and 0.9  $\mathcal{G}$  on YouTubeVOS over XMem [9]) corresponds to +24.2 s.d. and +8.2 s.d. respectively.

MOSE val			YouTubeVOS-2019 val				
$\mathcal{J}\&\mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{G}$	$\mathcal{J}_s$	$\mathcal{F}_s$	$\mathcal{J}_u$	$\mathcal{F}_u$
67.3±0.36	63.1±0.36	71.6±0.35	86.2±0.11	85.1±0.20	89.6±0.27	81.1±0.19	89.3±0.13

Table S5. Performance variations (median±standard deviation) across five different random seeds.

### G. Implementation Details

Here, we include more implementation details for completeness. Our training and testing code will be released for reproducibility.

#### G.1. Extension to Multiple Objects

We extend Cutie to the multi-object setting following [5, 8, 9, 51]. Objects are processed independently (in parallel as a batch) except for 1) the interaction at the first convolutional layer of the mask encoder, which extracts features corresponding to a target object with a 5-channel input concatenated from the image (3-channel), the mask of the target object (1-channel), and the sum of masks of all non-target objects (1-channel); 2) the interaction at the soft-aggregation layers [8] used to generate segmentation logits – where the object probability distributions at every pixel are normalized to sum up to one. Note these are standard operations from prior works [5, 8, 9, 51]. Parts of the computation (i.e., feature extraction from the query image and affinity computation) are shared between objects while the rest are not. We experimented with object interaction within the object transformer in the early stage of this project but did not obtain positive results.

Figure S6 plots the FPS against the number of objects. Our method slows down with more objects but remains real-time when handling a common number of objects in a scene (29.9 FPS with 5 objects). For instance, the BURST [3] dataset averages 5.57 object tracks per video and DAVIS-2017 [13] averages just 2.03.

Additionally, we plot the memory usage with respect to the number of processed frames during inference in Figure S7.

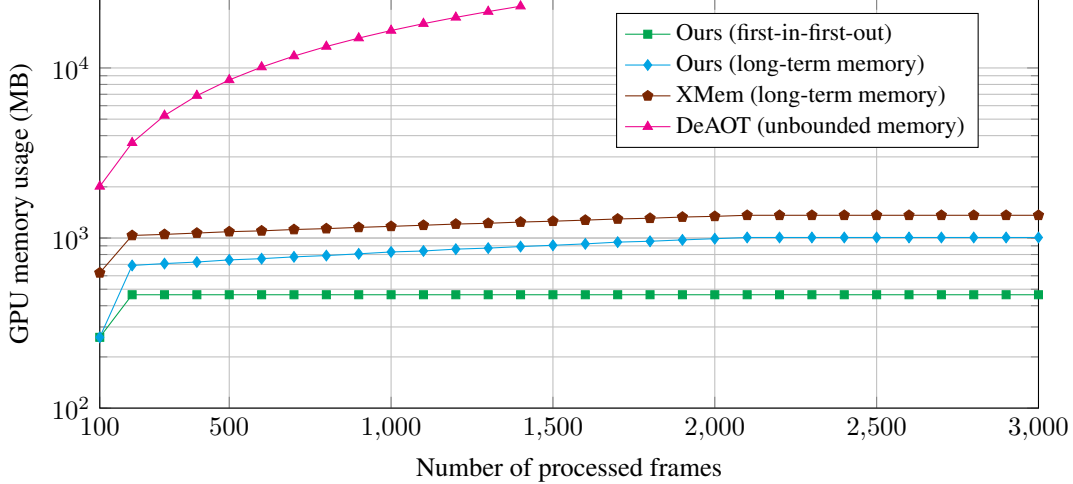


Figure S7. Running GPU memory usage (log-scale) comparisons with respect to the number of processed frames during inference. By default, we use a first-in-first-out (FIFO) memory bank which leads to constant memory usage over time. Optionally, we include the long-term memory from XMem [9] in our method for better performance on long videos. Our method (with long-term memory) uses less memory than XMem because of a smaller channel size (256 in our model; 512 in XMem). DeAOT [68] has an unbounded memory size and is impractical for processing long videos – our hardware (32GB V100, server-grade GPU) cannot process beyond 1,400 frames.

## G.2. Streaming Average Algorithm for the Object Memory

To recap, we store a compact set of  $N$  vectors which make up a high-level summary of the target object in the object memory  $S \in \mathbb{R}^{N \times C}$ . At a high level, we compute  $S$  by mask-pooling over all encoded object features with  $N$  different masks. Concretely, given object features  $U \in \mathbb{R}^{T \times H \times W \times C}$  and  $N$  pooling masks  $\{W_q \in [0, 1]^{T \times H \times W}, 0 < q \leq N\}$ , where  $T$  is the number of memory frames, the  $q$ -th object memory  $S_q \in \mathbb{R}^C$  is computed by

$$S_q = \frac{\sum_{i=1}^{T \times H \times W} U(i) W_q(i)}{\sum_{i=1}^{T \times H \times W} W_q(i)}. \quad (\text{S1})$$

During inference, we use a classic streaming average algorithm such that this operation takes constant time and memory with respect to the memory length. Concretely, for the  $q$ -th object memory at time step  $t$ , we keep track of a cumulative memory  $\sigma_{S_q}^t \in \mathbb{R}^C$  and a cumulative weight  $\sigma_{W_q}^t \in \mathbb{R}$ . We update the accumulators and find  $S_q$  via

$$\sigma_{S_q}^t = \sigma_{S_q}^{t-1} + \sum_{i=1}^{T \times H \times W} U(i) W_q(i), \quad \sigma_{W_q}^t = \sigma_{W_q}^{t-1} + \sum_{i=1}^{T \times H \times W} W_q(i), \quad \text{and} \quad S_q = \frac{\sigma_{S_q}^t}{\sigma_{W_q}^t}, \quad (\text{S2})$$

where  $U$  and  $W_q$  can be discarded after every time step.

## G.3. Training Details

As mentioned in the main paper, we train our network in two stages: static image pretraining and video-level main training following prior works [8–10]. Backbone weights are initialized from ImageNet [91] pretraining, following prior work [8–10]. We implement our network with PyTorch [94] and use automatic mixed precision (AMP) for training.

### G.3.1 Pretraining

Our pretraining pipeline follows the open-sourced code of [2, 9, 51], and is described here for completeness. For pretraining, we use a set of image segmentation datasets: ECSSD [81], DUTS [82], FSS-1000 [83], HRSOD [84], and BIG [85]. We mix these datasets and sample HRSOD [84] and BIG [85] five times more often than the others as they are more accurately annotated. From a sampled image-segmentation pair, we generate synthetic sequences of length three by deforming the pair with random affine transformation, thin plate spline transformation [95], and cropping (with crop size  $384 \times 384$ ). With the generated sequence, we use the first frame (with ground-truth segmentation) as the memory frame to segment the second frame. Then, we encode the second frame with our predicted segmentation and concatenate it with the first-frame memory to segment the third frame. Loss is computed on the second and third frames and back-propagated through time.

### G.3.2 Main Training

For main training, we use two different settings. The “without MOSE” setting mixes the training sets of DAVIS-2017 [13] and YouTubeVOS-2019 [19]. The “with MOSE” setting mixes the training sets of DAVIS-2017 [13], YouTubeVOS-2019 [19], and MOSE [12]. In both settings, we sample DAVIS [13] two times more often as its annotation is more accurate. To sample a training sequence, we first randomly select a “seed” frame from all the frames and randomly select seven other frames from the same video. We re-sample if any two consecutive frames have a temporal frame distance above  $D$ . We employ a curriculum learning schedule following [9] for  $D$ , which is set to [5, 10, 15, 5] correspondingly after [0%, 10%, 30%, 80%] of training iterations.

For data augmentation, we apply random horizontal mirroring, random affine transformation, cut-and-paste [96] from another video, and random resized crop (scale [0.36, 1.00], crop size  $480 \times 480$ ). We follow stable data augmentation [5] to apply the same crop and rotation to all the frames in the same sequence. We additionally apply random color jittering and random grayscaling to the sampled images following [9, 51].

To train on a sampled sequence, we follow the process of pretraining, except that we only use a maximum of three memory frames to segment a query frame following [9]. When the number of past frames is smaller or equal to 3, we use all of them, otherwise, we randomly sample three frames to be the memory frames. We compute the loss at all frames except the first one and back-propagate through time.

### G.3.3 Point Supervision

As mentioned in the main paper, we adopt point supervision [15] for training. As reported by [15], using point supervision for computing the loss has insignificant effects on the final performance while using only one-third of the memory during training. In Cutie, we note that using point supervision reduces the memory cost during loss computation but has an insignificant impact on the overall memory usage. We use importance sampling with default parameters following [15], i.e., with an oversampling ratio of 3, and sample 75% of all points from uncertain points and the rest from a uniform distribution. We use the uncertainty function for semantic segmentation (by treating each object as an object class) from [88], which is the logit difference between the top-2 predictions. Note that using point supervision also focuses the loss in uncertain regions but this is not unique to our framework. Prior works XMem [9] and DeAOT [68] use bootstrapped cross-entropy to similarly focus on difficult-to-segment pixels. Overall, we do not notice significant segmentation accuracy differences in using point supervision vs. the loss in XMem [9].

### G.4. Decoder Architecture

Our decoder design follows XMem [9] with a reduced number of channels. XMem [9] uses 256 channels while we use 128 channels. This reduction in the number of channels improves the running time. We do not observe a performance drop from this reduction which we think is attributed to better input features (which are already refined by the object transformer).

The inputs to the decoder are the object readout feature  $R_L$  at stride 16 and skip-connections from the query encoder at strides 8 and 4. The skip-connection features are first projected to  $C$  dimensions with a  $1 \times 1$  convolution. We process the object readout features with two upsampling blocks and incorporate the skip-connections for high-frequency information in each block. In each block, we first bilinearly upsample the input feature by two times, then add the upsampled features with the skip-connection features. This sum is processed by a residual block [80] with two  $3 \times 3$  convolutions as the output of the upsample block. In the final layer, we use a  $3 \times 3$  convolution to predict single-channel logits for each object. The logits are bilinearly upsampled to the original input resolution. In the multi-object scenario, we use soft-aggregation [8] to merge the object logits.

### G.5. Details on Pixel Memory

As discussed in the main paper, we derive our pixel memory design from XMem [9] without claiming contributions. Namely, the attentional component is derived from the working memory, and the recurrent component is derived from the sensory memory of XMem [9]. Long-term memory [9], which compresses the working memory during inference, can be adopted without re-training for evaluation on long videos.

#### G.5.1 Attentional Component

For the attentional component, we store memory keys  $\mathbf{k} \in \mathbb{R}^{T \times H \times W \times C^k}$  and memory value  $\mathbf{v} \in \mathbb{R}^{T \times H \times W \times C}$  and later retrieve features using a query key  $\mathbf{q} \in \mathbb{R}^{H \times W \times C^k}$ . Here,  $T$  is the number of memory frames and  $H, W$  are image dimensions at stride



16. As we use the anisotropic L2 similarity function [9], we additionally store a memory shrinkage  $\mathbf{s} \in [1, \infty]^{T \times H \times W}$  term and use a query selection term  $\mathbf{e} \in [0, 1]^{H \times W \times C^k}$  during retrieval.

The anisotropic L2 similarity function  $d(\cdot, \cdot)$  is computed as

$$d(\mathbf{q}_i, \mathbf{k}_j) = -\mathbf{s}_j \sum_c^{C^k} \mathbf{e}_{ic} (\mathbf{k}_{ic} - \mathbf{q}_{jc}). \quad (\text{S3})$$

We compute memory keys  $\mathbf{k}$ , memory shrinkage terms  $\mathbf{s}$ , query keys  $\mathbf{q}$ , and query selection terms  $\mathbf{e}$  by projecting features encoded from corresponding RGB images using the query encoder. Since these terms are only dependent on the image, they, and thus the affinity matrix  $A^{\text{pix}}$  can be shared between multiple objects with no additional costs. The memory value  $\mathbf{v}$  is computed by fusing features from the mask encoder (that takes both image and mask as input) and the query encoder. This fusion is done by first projecting the input features to  $C$  dimensions with  $1 \times 1$  convolutions, adding them together, and processing the sum with two residual blocks, each with two  $3 \times 3$  convolutions.

### G.5.2 Recurrent Component

The recurrent component stores a hidden state  $\mathbf{h}^{H \times W \times C}$  which is updated by a Gated Recurrent Unit (GRU) [97] every frame. This GRU takes multi-scale inputs (from stride 16, 8, and 4) from the decoder to update the hidden state  $\mathbf{h}$ . We first area-downsample the input features to stride 16, then project them to  $C$  dimensions before adding them together. This summed input feature, together with the last hidden state, is fed into a GRU as defined in XMem [9] to generate a new hidden state.

Every time we insert a new memory frame, i.e., every  $r$ -th frame, we apply a *deep update* as in XMem [9]. Deep update uses a separate GRU that takes the output of the mask encoder as its input feature. This incurs minimal overhead as the mask encoder is invoked during memory frame insertion anyway. Deep updates refresh the hidden state and allow it to receive updates from a deeper network.

## H. Interactive Tool for Video Segmentation

Based on the video object segmentation capability of Cutie, we build an interactive video segmentation tool to facilitate research and data annotation. We follow the decoupled paradigm of MiVOS [2] – users annotate one or more frames using an interactive image segmentation tool such as RITM [98] and use Cutie for propagating these image segmentations through the video. Users can also include multiple permanent memory frames (as in XMem++ [11]) to increase the segmentation robustness. Figure S8 shows a screenshot of this tool.

This interactive tool is open-source to benefit researchers, data annotators, and video editors.

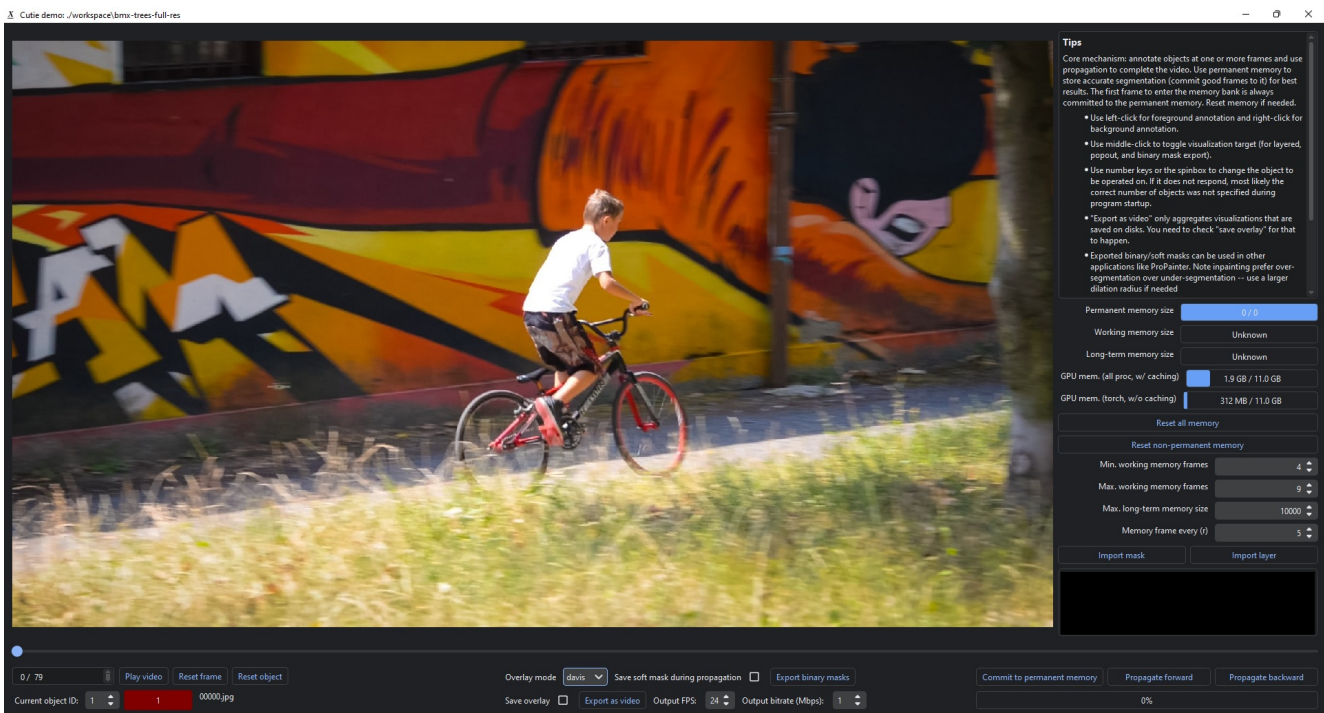


Figure S8. Screenshot of our interactive video segmentation tool.