

Object Permanence Emerges in a Random Walk along Memory



Pavel Tokmakov



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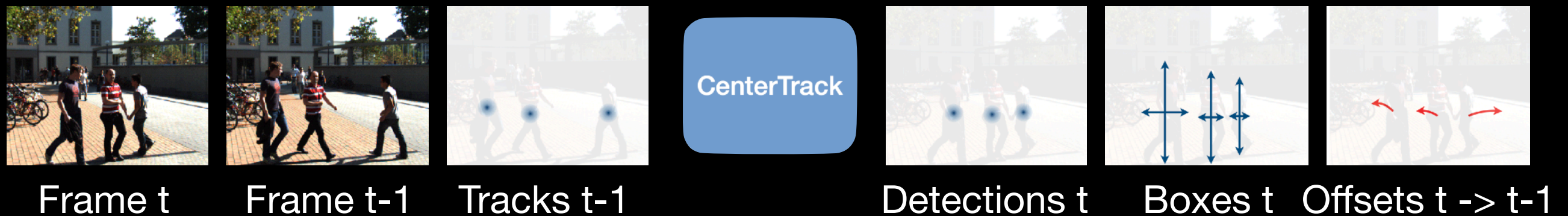
Adrien Gaidon

Object Permanece



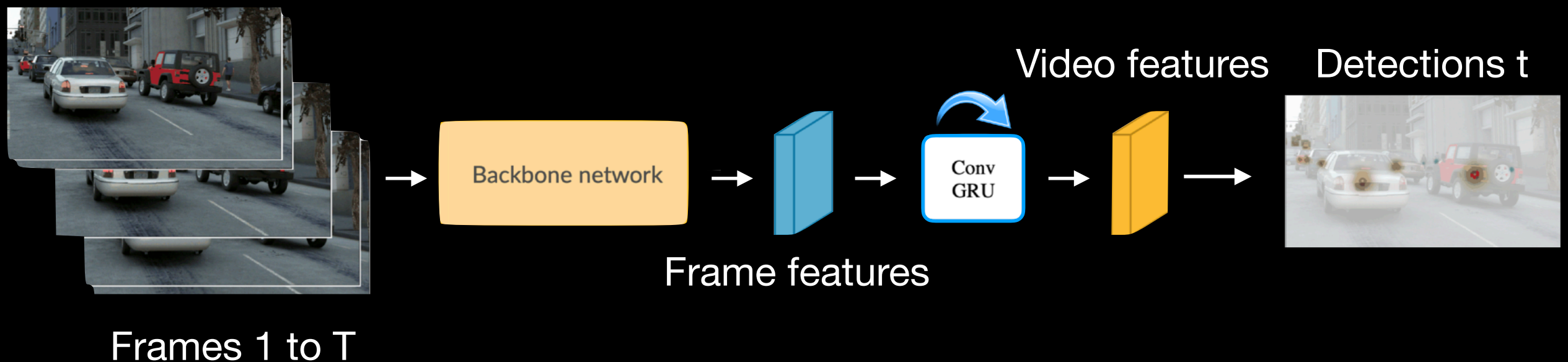
[Shamsian et al., ECCV'20]

CenterTrack Framework



[Zhou et al., ECCV'20]

Spatio-Temporal Object Representation



Supervising the Invisible in Sim



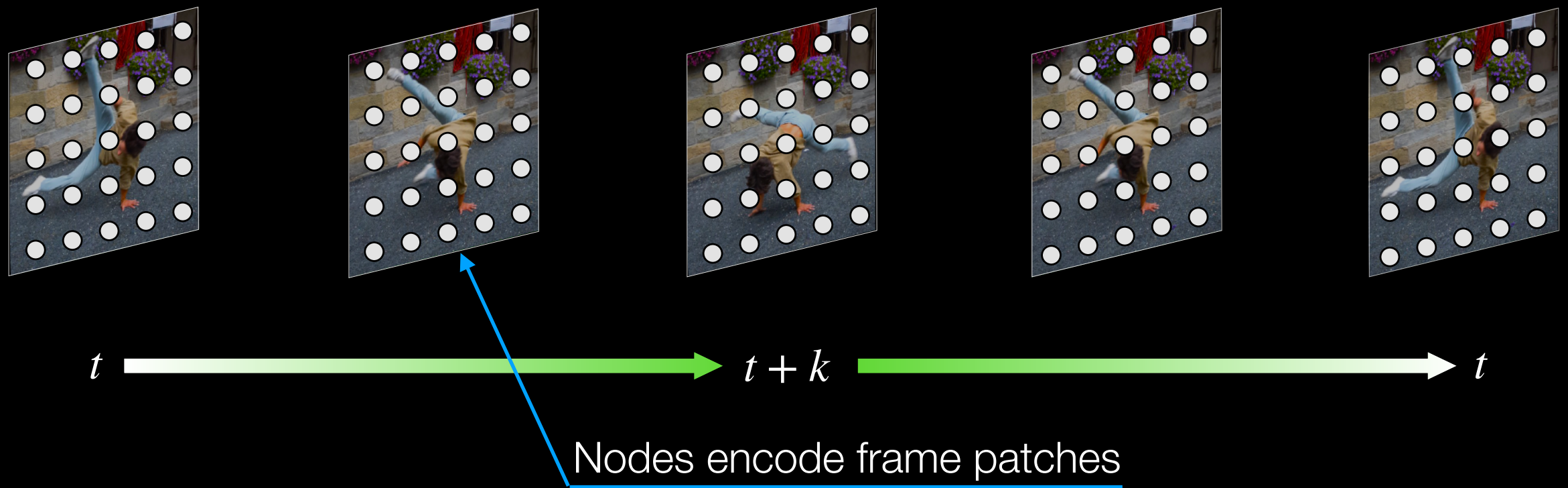
[Tokmakov et al., ICCV'21]

Videos as Random Graphs



[Jabri et al., NeurIPS'20]

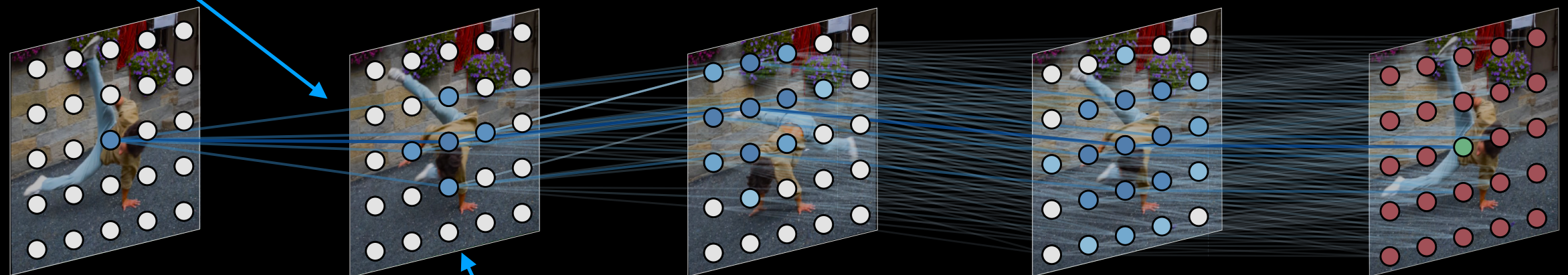
Videos as Random Graphs



[Jabri et al., NeurIPS'20]

Videos as Random Graphs

Tracking a point is a walk on the graph



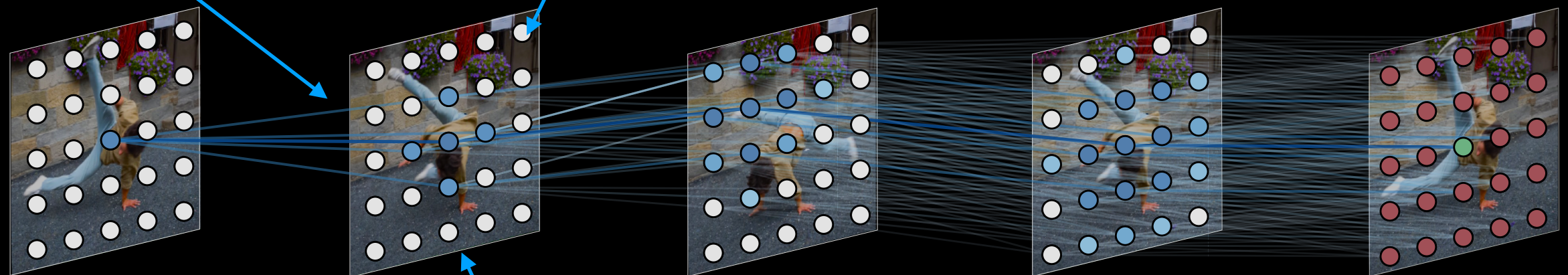
Nodes encode frame patches

[Jabri et al., NeurIPS'20]

Videos as Random Graphs

Tracking a point is a walk on the graph

Walker state represents belief about the target location



t  $t + k$  t

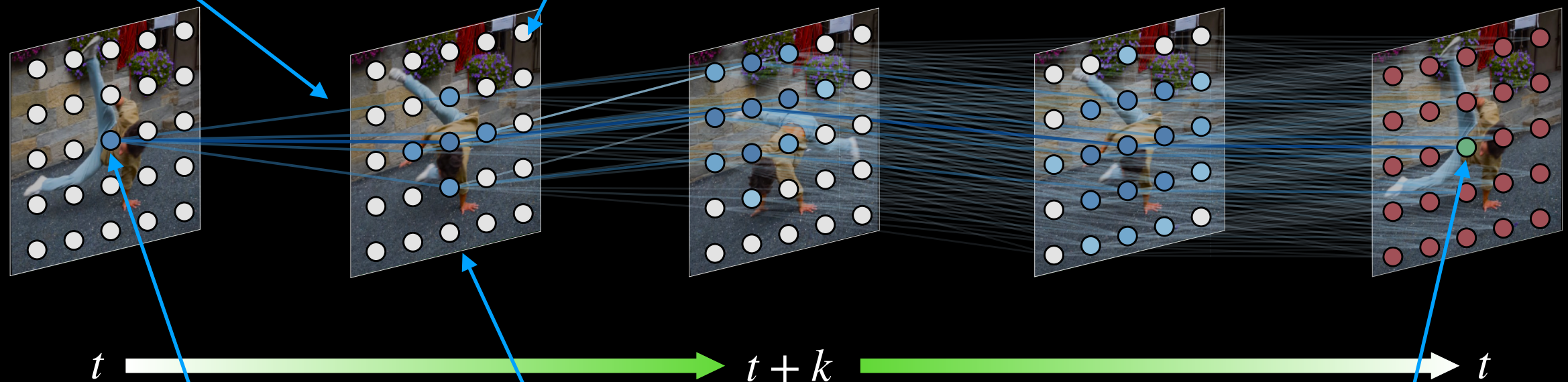
Nodes encode frame patches

[Jabri et al., NeurIPS'20]

Videos as Random Graphs

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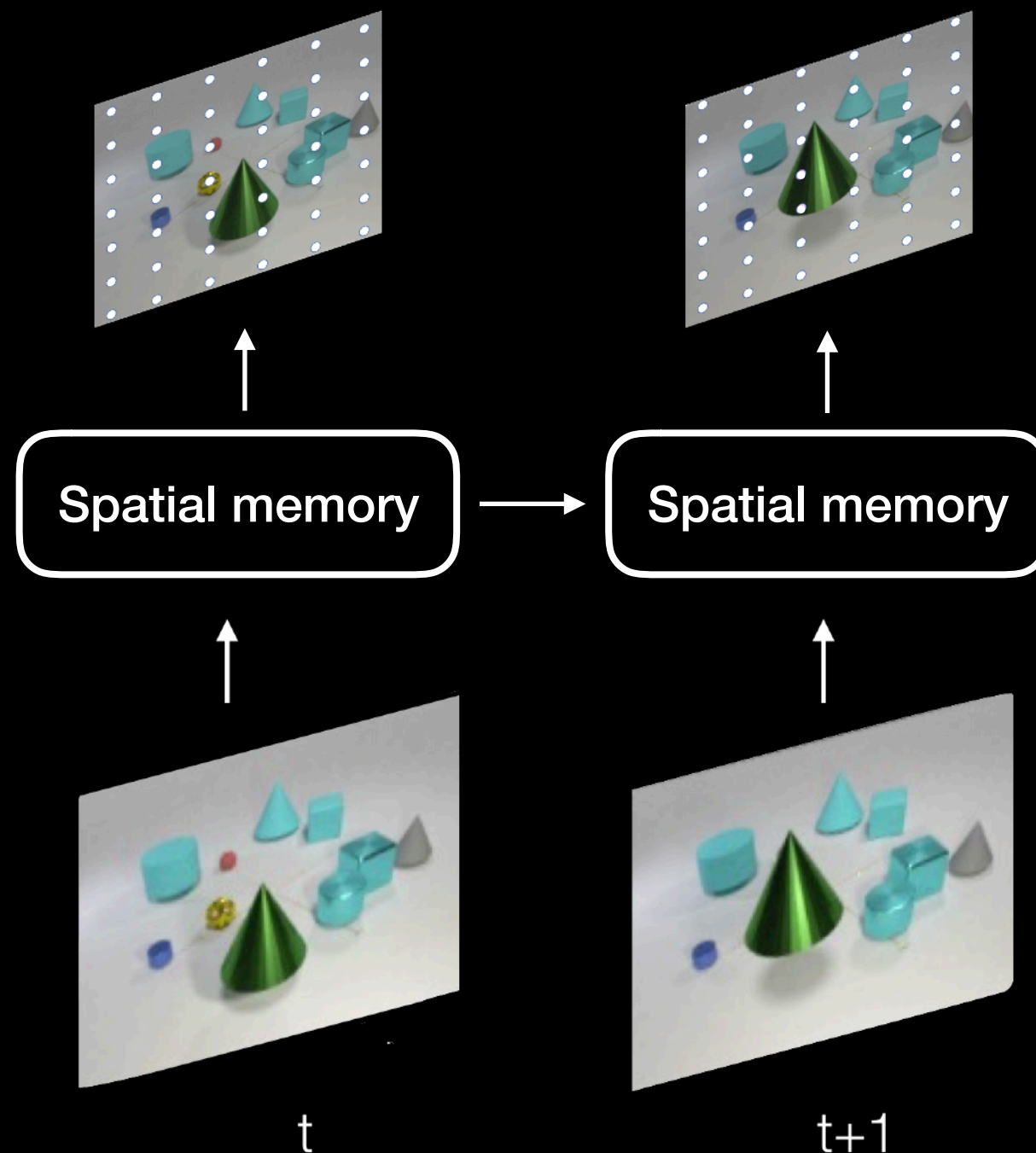


Nodes encode frame patches

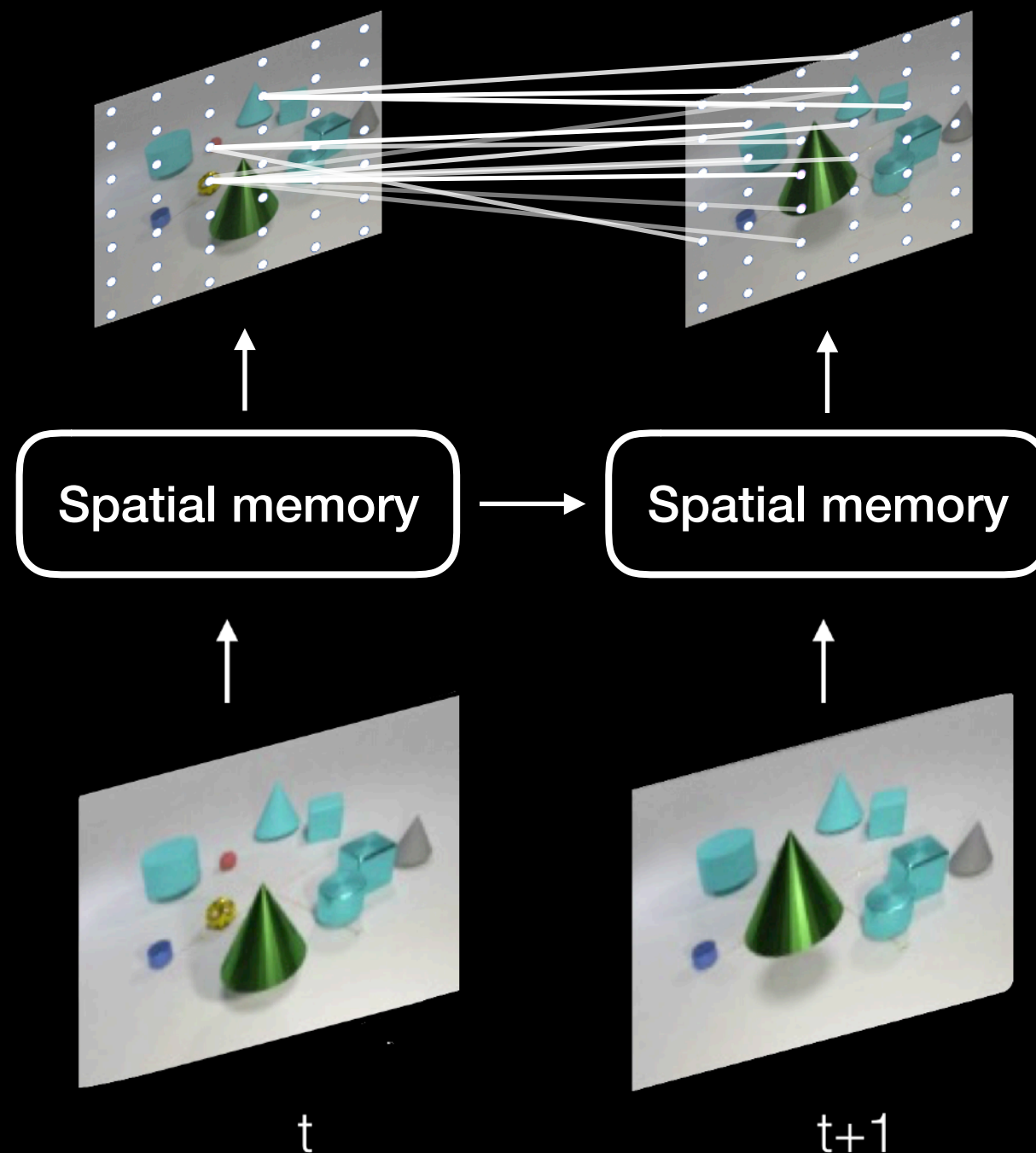
Only sparse supervision is required (start and end points)

[Jabri et al., NeurIPS'20]

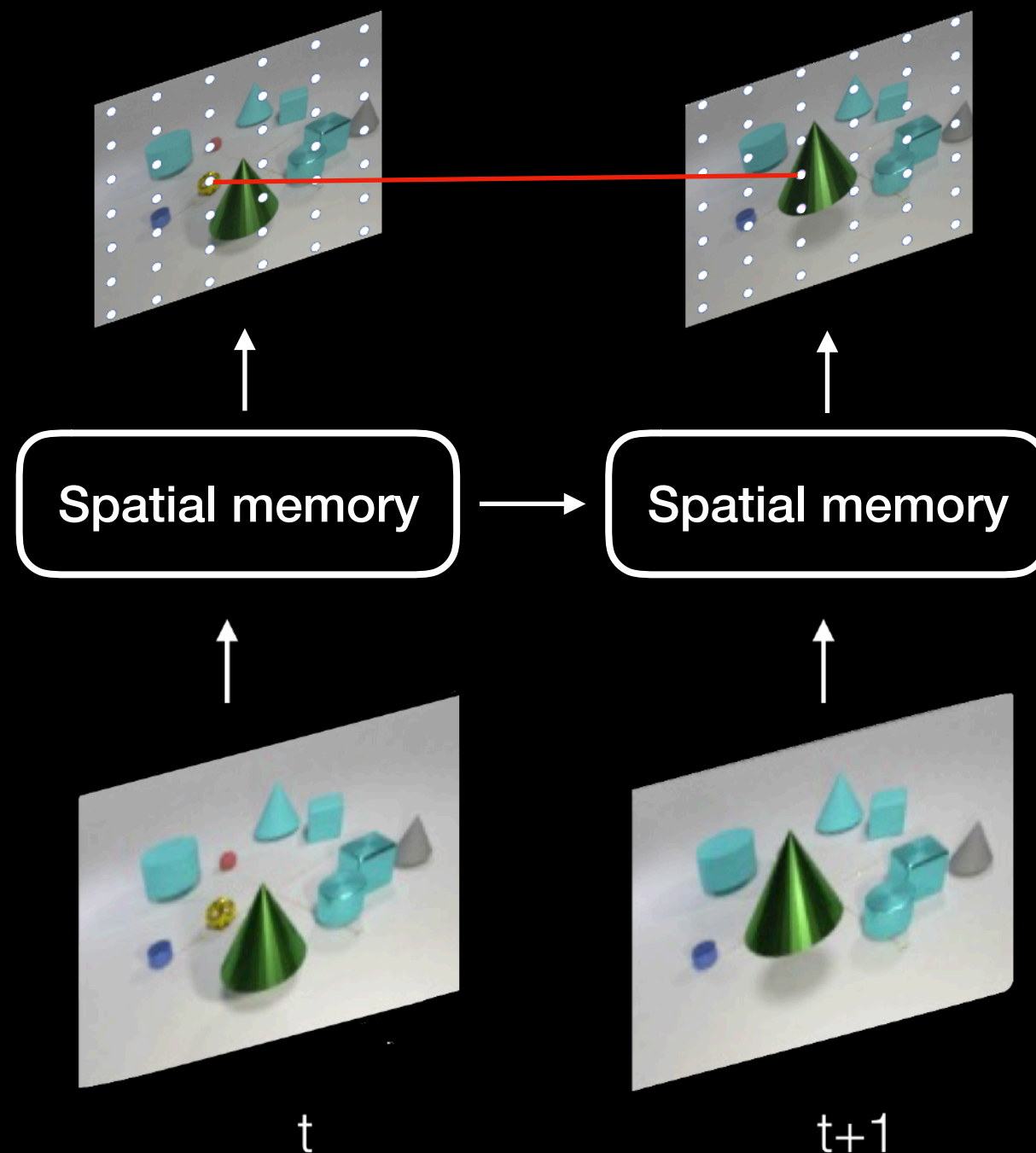
Random Walk Along Memory (RAM)



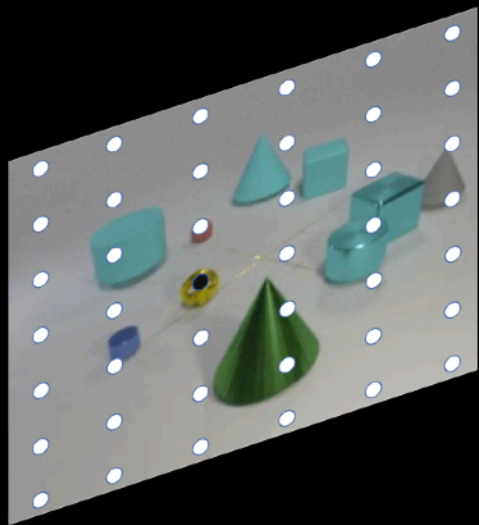
Random Walk Along Memory (RAM)



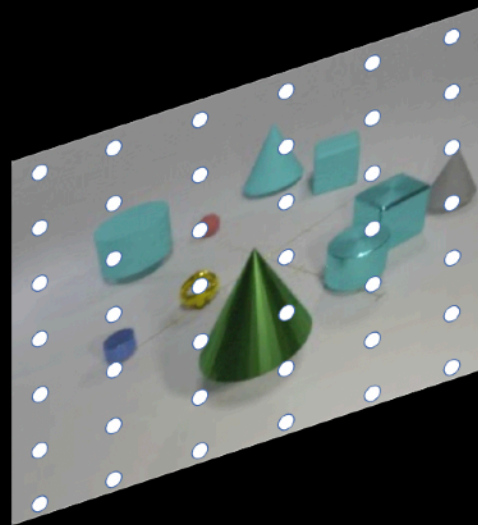
Random Walk Along Memory (RAM)



Fitting the Walk

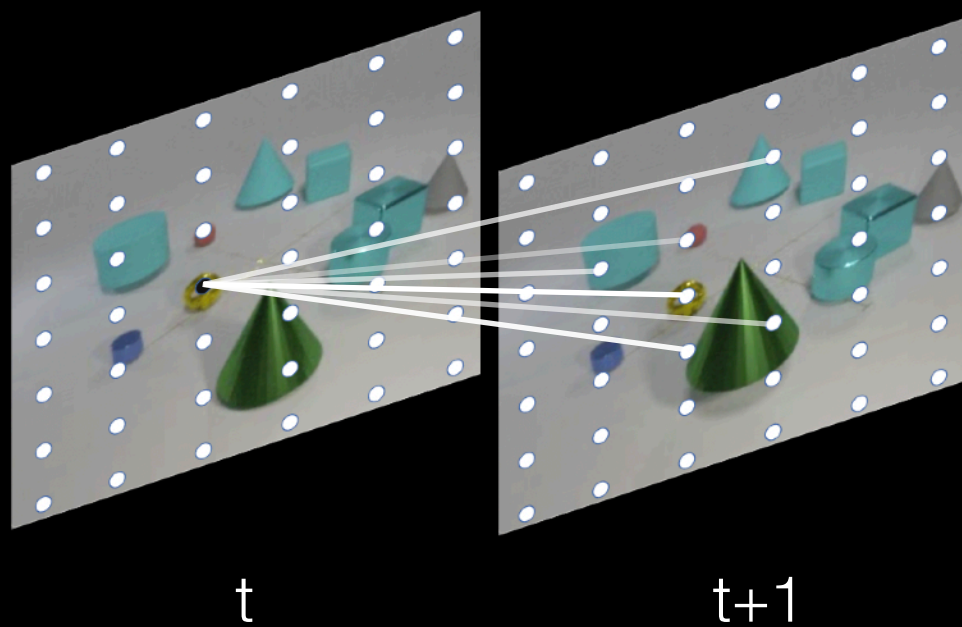


t

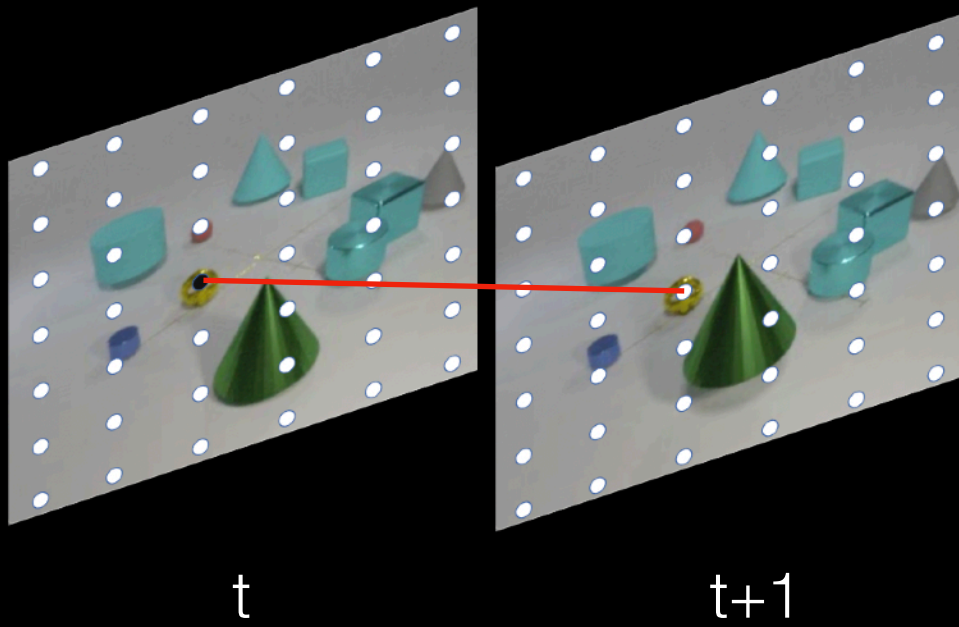


$t+1$

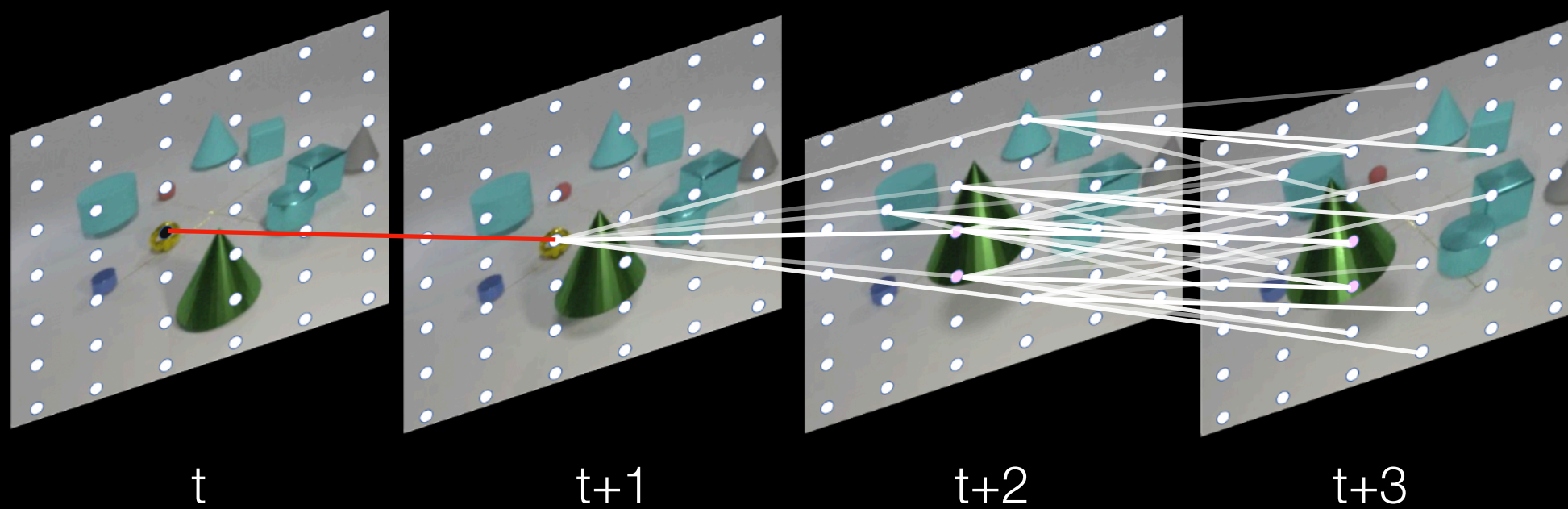
Fitting the Walk



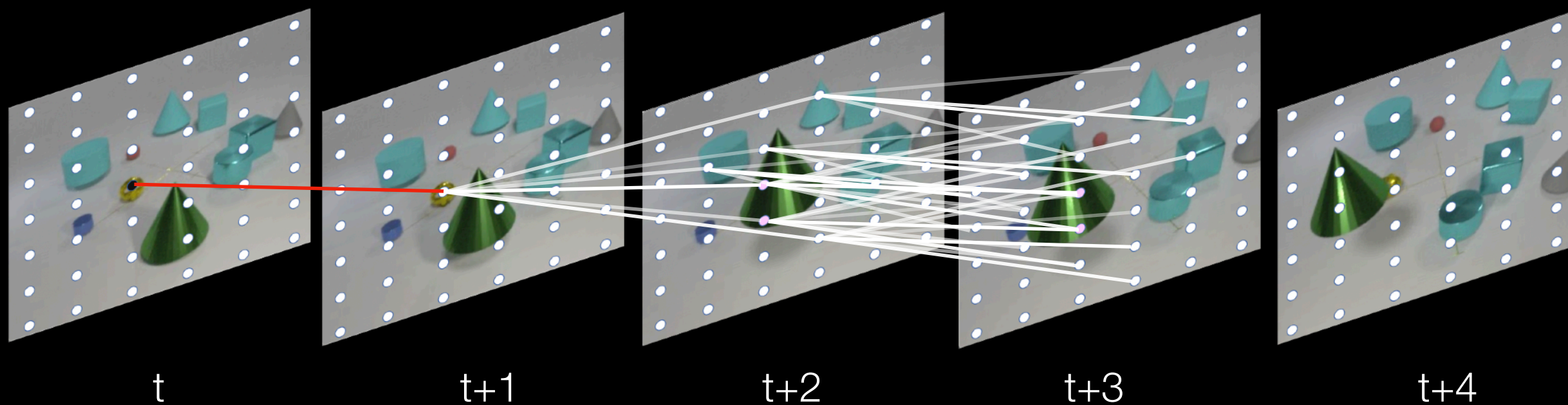
Fitting the Walk



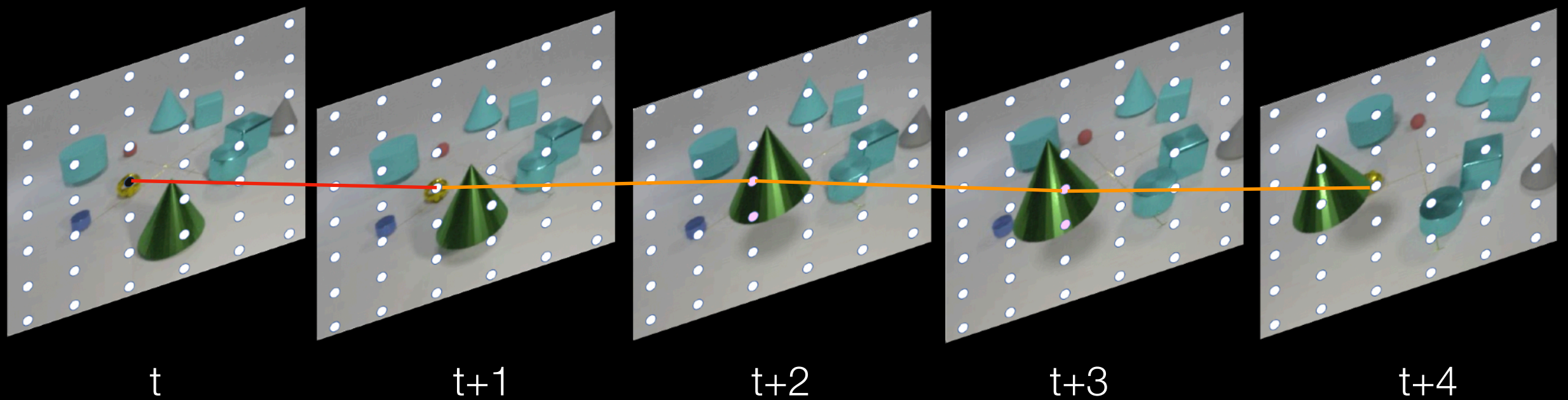
Fitting the Walk



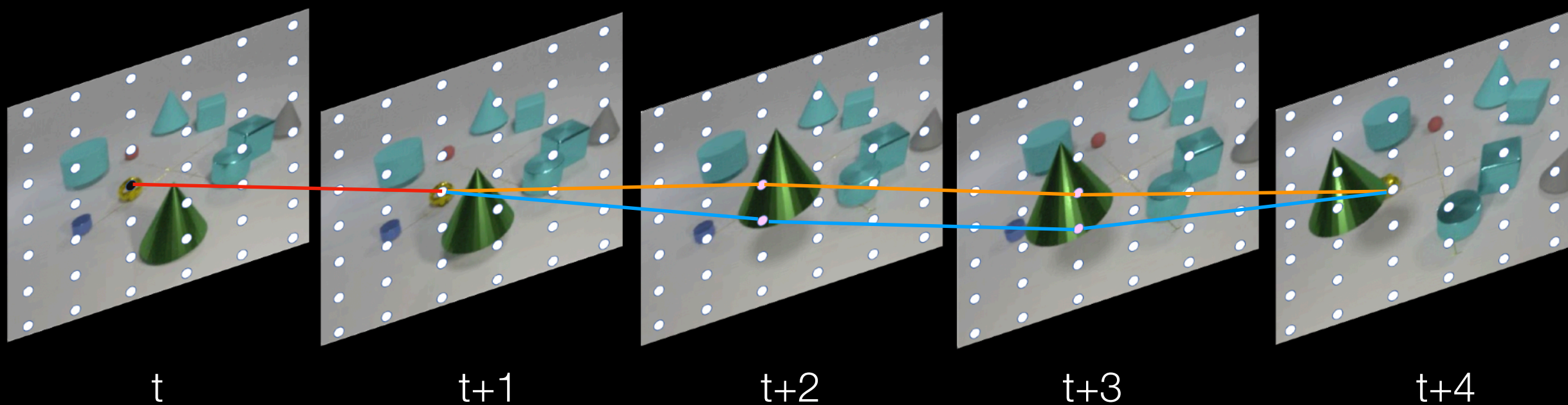
Fitting the Walk



Fitting the Walk



Fitting the Walk



Emerging Object Permanence



Object Permanence in the Real World

