Part I. Statistics details on the DAVIS 2016

Table 1 Statistics of our method on 50 video sequences and time stability T (%)

Video sequences	Total number of frames	Mean T	Video sequences	Total number of frames	Mean T
bear	82	0.062	horsejump-high	50	0.115
blackswan	50	0.035	horsejump-low	60	0.283
bmx-bumps	90	NaN	kite-surf	50	0.538
bmx-trees	80	0.336	kite-walk	80	0.208
boat	75	0.232	libby	49	0.240
breakdance	84	0.325	lucia	70	0.067
breakdance-flare	71	0.184	mallard-fly	70	NaN
bus	80	0.086	mallard-water	80	0.100
camel	90	0.126	motocross-bumps	60	0.154
car-roundabout	75	0.070	motocross-jump	40	0.176
car-shadow	40	0.119	motorbike	43	0.143
car-turn	80	0.089	paragliding	70	0.427
cows	104	0.224	paragliding-launch	80	0.225
dance-jump	60	0.296	parkour	100	0.164
dance-twirl	90	0.178	rhino	90	0.096
dog	60	0.121	rollerblade	35	0.229
dog-agility	25	0.276	scooter-black	43	0.162
drift-chicane	52	NaN	scooter-gray	75	0.256
drift-straight	50	0.208	soapbox	99	0.142
drift-turn	64	0.175	soccerball	70	0.105
elephant	80	0.138	stroller	91	0.174
flamingo	80	0.183	surf	55	NaN
goat	90	0.239	swing	60	0.273
hike	80	0.043	tennis	70	0.138
hockey	75	0.172	train	80	0.071
Average			•		0.183