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Abstract

Recent work by Isola et. al. (2011) has demonstrated that memorability is an intrinsic property of images that is consistent across viewers and can be predicted accurately with current computer vision techniques. Despite progress, a clear understanding of the specific components of an image that drive memorability are still unknown. While previous studies such as Khosla et. al. (2012) have tried to investigate computationally the memorability of image regions within individual images, no behavioral study has systematically explored which memorability of image regions. Here we study which region from an image is memorable or forgettable. Using a large image database, we obtained the memorability scores of the different visual regions present in every image. In our task, participants viewed a series of images, each of which were displayed for 1.4 seconds. After the sequence was complete, participants similarly viewed a series of image regions and were asked to indicate whether each region was seen in the earlier sequence of full images.

035

1. Introduction

Consider the image and its corresponding objects in Figure 1. Even though the person on the right is comparable in size to the left person, he is remembered far less by humans (indicated by their memorability scores of 0.18 and 0.64 respectively). People tend to remember the fish in the center and the person on the left, even after 30 minutes have passed (memorability score = 0.64). Interestingly, despite vibrant colors and considerable size, the boat is also remembered far less by humans (memorability = 0.18).

NOTE: Big picture way to think about this (rough): A currently massive goal in computer science and artificial intelligence is to model the data driven inference processes that humans make use of for solving vision problems, such as object recognition and scene understanding. A subset of these processes make use of nearly all of the information in the scene, much of which is used implicitly but others are dependent on more explicitly remembered information in

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011 **Figure 1: Not all objects are equally remembered.** Memorability scores of objects for the image in the top row obtained from our psychophysics experiment.

012 a scene, that is, the information that the brain has deemed 013 worthy to create special storage for. For example, the 014 recognition of edges in a scene is learned and used automatically, 015 but if we ask a person to report the important information 016 in a scene, only a few high level things are reported. More 017 specifically, humans can only make judgements about ele- 018 ments of an image that they can remember...

019 Just like aesthetics, interestingness, and other metrics 020 of image importance, memorability quantifies something 021 about the utility of a photograph toward our everyday lives. 022 For many practical tasks, memorability is an especially de- 023 sirable property to maximize. For example, this may be the 024 case when creating educational materials, logos, advertisements, 025 book covers, websites, and much more. Understanding 026 memorability, and being able to automatically predict it, 027 lends itself to a wide variety of applications in each of these 028 areas. **rewrite this to draw attention of reviewer to impor-** 029 **tance of image memorability.** Due to this, automatic pre- 030 diction of intrinsic memorability of images using computer 031 vision and machine learning techniques has received con- 032 siderable attention in the recent years [5], [6], [4], [2], [7]. 033 While these studies have shed light on what distinguishes 034 the memorability of different images and the intrinsic and 035 extrinsic properties that make those images memorable, the 036 above example raises an interesting question: what exactly 037 about an image is remembered? Despite progress in the 038 computer vision literature on image memorability, a clear 039 understanding of the memorability of the specific compo- 040 nents of an image is still unknown. For example, not all 041 objects in an image will be equally remembered by people 042 and as the figure 1 seems to suggest, there exists significant 043 044 045 046 047 048 049 050 051 052 053

108 and interesting differences in memorability of objects in an
109 image. Furthermore, the memorability of complex images
110 may be principally driven by the memorability of its objects.
111 Can specific objects inside images be memorable to
112 all us and how can we better understand what makes those
113 objects more memorable?

114 In this paper, we systematically explore the memorability
115 of objects within individual images and shed light
116 on the various factors and properties that drive object
117 memorability by augmenting both the images and object
118 segmentations in the 850 existing images from PASCAL
119 2010 [3] dataset with memorability scores and class labels.
120 By exploring the connection between object memorability,
121 saliency, and image memorability, our paper makes several
122 important contributions.

123 Firstly, we show that just like image memorability, object
124 memorability is a property that is shared across subjects
125 and objects remembered by one person are also likely
126 to be remembered by others and vice versa. Secondly, we
127 show that there exists a strong correlation between visual
128 saliency and object memorability and demonstrate insights
129 when can visual saliency directly predict object memorability
130 and when does it fail to do so. While there have been
131 have a few studies that explore the connection between image
132 memorability and visual saliency [2], [11], our work is
133 the first to explore the connection between object memorability
134 and visual saliency. Third, we explore the connection
135 between image memorability and object memorability
136 and show that the most memorable object inside an image
137 can be a strong predictor of image memorability in certain
138 cases. Studying these questions, help not only understand
139 visual saliency, image and object memorability in more detail,
140 but it can also have important contributions to computer
141 vision. For example, understanding which regions and objects
142 in an image are memorable would enable us to modify
143 the memorability of images which can have applications in
144 advertising, user interface design etc. With this in mind,
145 as shown in the section 4, our proposed dataset serves as
146 a benchmark for evaluating object memorability model
147 algorithms and can help usher in future algorithms that try to
148 predict memorability maps.

149 1.1. Related works

150 **Image Memorability:** Describe Isola's first paper n
151 some insights that have been raised on image memorability
152 thus far. Also describe Khosla's comp model but we are
153 the first work to actually describe what humans actually
154 remember and don't

155 **Visual Saliency:** Talk about visual attention and models
156 that have been proposed. Also, talk about Pascal-S and how
157 it has helped reduce dataset bias

158 **Saliency and memorability:** discuss some results related
159 to saliency and image memorability.

160 and talk about our work plans on connecting and shedding
161 light on all these phenomena together.

162 2. Measuring Object Memorability

163 As a first step towards understanding memorability of
164 objects, we built an image database containing a variety of
165 objects from a diverse range of categories, and measured the
166 probability that every object in each image will be remembered
167 by a large group of subjects after a single viewing.
168 This helps provide ground truth memorability scores for the
169 objects inside the images and allows for a precise analysis
170 of the memorable elements within an image. For this task,
171 we utilized the PASCAL-S dataset [8], a fully segmented
172 dataset built on the validation set of the PASCAL VOC
173 2010 [3] segmentation challenge. For improved segmentation
174 purposes, we manually cleaned up and refined the segmentations
175 from this dataset. While building the improved
176 ground-truth of full segmentation, we removed all homogeneous
177 non-object or background segments such as ground,
178 grass, floor, sky etc, as well as imperceptible object
179 fragments and excessively blurred regions. All remaining object
180 segmentations were tested for memorability. In the end, our
181 final dataset consisted of 850 images and 3414 object
182 segmentations i.e. on average each image consisted of approx-
183 imately 4 segments for which we gathered the ground truth
184 memorability on.

185 2.1. Memory Game: Measuring Object Memorability

186 To measure the memorability of individual objects from
187 our dataset, we created an alternate version of the Visual
188 Memory Game following the basic design in [5], with the
189 exception of a few key differences. We administered the
190 game and collected data through Amazon Mechanical Turk.
191 In our game, participants first viewed a sequence of images
192 one at a time, with a 1.5 second gap in between image pre-
193 sentations. Subjects were asked to remember the contents
194 and objects inside those images as much as they could. To
195 ensure that subjects would not just only look at the salient
196 or center objects, subjects had unlimited time to freely view
197 the images. Once they were done viewing an image, they
198 could press any key to advance to the next image. Following
199 the initial image sequence, participants then viewed a se-
200 quence of objects, their task then being to indicate through
201 a key press which of those objects was present in one of
202 the previously shown images. Each object was displayed
203 for 1.5 second, with a 1.5 second gap in between the ob-
204 ject sequences. Pairs of corresponding image and object
205 sequences were broken up into 10 blocks. Each block con-
206 sisted of 80 total stimuli (35 images and 45 objects), and
207 lasted approximately 3 minutes. At the end of each block,
208 the subject could take a short break. Overall, the experiment
209 took approximately took 30 minutes to complete.



Figure 2: **Example stimuli from the memory game.** Example filler, familiar, and control images and objects.

Unknown to the subjects, inside each block, each sequence of images was pseudo-random and consisted of 3 'target' images taken from the Pascal-S dataset whose objects the participants were to later identify. The remaining images in the sequence consisted of 16 'filler' images and 16 'familiar' images. The 'filler' images were randomly selected from the DUT-OMRON dataset [12] and the 'familiar' images were randomly sampled from the MSRA dataset proposed in [10]. Similarly, the object sequence was also pseudo-random and consisted of 3 'target' objects (1 object taken randomly from each previously shown target image). The remaining objects in the sequence consisted of 10 'control' objects, 16 'filler' objects, and 16 'familiar' objects. The 'filler' objects were taken randomly from the 80 different object categories in the Microsoft COCO dataset [9] and the 'familiar' objects were the objects taken from the previously displayed 'familiar' images in the image sequence. The filler images and objects helped provide spacing between the target images and target objects, whereas the familiar images and objects allowed us to check if the subjects were paying attention to the task [1], [5]. While the fillers and familiars (both the images and objects) were taken from datasets resembling real world scenes and objects, the 'control' objects were artificial stimuli randomly sampled from the dataset proposed in [1] and helped serve as an additional control to test the attentiveness of the subjects. Repeats on targets i.e. the target images and target objects were spaced 70 – 79 stimuli apart, and repeats occurred on the familiars with a spacing of 1 – 79 stimuli (i.e. distance between familiar images and their objects). The images and objects appeared only once, and each subject was tested on only one object from each target image. Objects were centered within their parent frame and non-object pixels were set to grey. Participants were required to complete the entire task, which included 10 blocks (overall time approximately 30 minutes), and could not participate in the experiment a second time. After collecting the data, we assigned a 'memorability score' to each target object in our dataset, defined as the percentage of correct detections by subjects. In all our analysis, we removed all subjects whose accuracy on the control objects was below 75% and below 50% on familiar images/objects. A total of 2000 workers from Mechanical

Turk ($> 95\%$ approval rate in Amazons system) performed the game and on average each object was scored by 20 subjects.

2.2. Is object memorability a shared property across subjects?

Previous work on image memorability has found human consistency to be fairly high. That is, people tend to remember the same images, and exhibit similar performance in doing so. Despite variability due to individual differences and other sources of noise, this level of consistency provides evidence that memorability is an intrinsic property of images that can be predicted. In contrast to full images, this paper focuses primarily on the memorability of individual objects in an image, which may or may not exhibit the same level of human consistency as full images, which often contain complex arrangements of several objects. High consistency in object memorability would indicate that, like full images, objects can potentially be predicted with high accuracy. To assess human consistency in remembering objects, we repeatedly divided our entire subject pool into two equal halves and quantified the degree to which memorability scores for the two sets of subjects were in agreement using Spearmans rank correlation (ρ). We computed the average correlation over 25 of these random split iterations, yielding a final value of 0.76. Such a result confirms that human consistency in remembering particular objects is at least as strong as that of images.

3. Understanding Object Memorability

In this section, we aim to better understand object memorability and the factors that make an object more memorable or forgettable to humans. We first investigate if simple color and geometric factors like simple object features like color etc can predict if an object would be memorable or not.

3.1. Can simple color features explain object memorability?

While simple image features are traditionally poor predictors of memorability in full images [Oliva, CVPR 2011], and with good reason [cite [11] from Oliva, CVPR 2011]], it is important to verify that this finding generalizes to individual objects. To do this, we first examined a number of simple color statistics. We decomposed each image into its hue, saturation, and value components and calculated the mean and standard deviation of each channel. Essentially no relationship existed between memorability and either mean hue ($\mu = 0$) or mean saturation ($\mu = 0.02$). This deviates somewhat from the findings related to images that show hue to be weakly predictive of memorability. However, this makes sense since the effect has been speculated to be due to the blue and green outdoor landscapes being less memorable than warmly colored human faces and indoor

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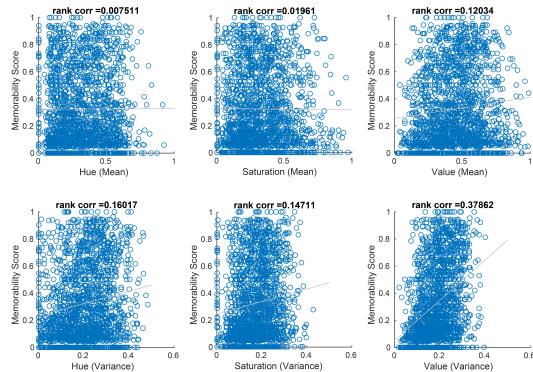
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Figure 3: Correlations between simple color features and object memorability. Color features were computed from HSV representations of the objects.

scenes. While our dataset contained plenty of indoor objects and people, outdoor scene-related image regions such as sky and ground were not included as objects. This may explain why the effect was not present in our dataset. Looking at the variance of each channel, we see that variance in hue ($= 0.16$) and saturation ($= 0.15$) are weakly correlated with memorability, while value has a medium correlation ($= 0.38$). This suggests that variation in the color hue and color purity of an object contribute somewhat to object memorability. This may be because people are memorable regardless of the color of their clothing, or simply that color inhomogeneity draws ones attention. The finding that variation in value contributes considerably to object memorability indicates that high contrast objects are more memorable. Although the correlation seems high compared to the performance of past simple features in past research, the scatterplot in FIGURE X suggests that it may not produce reliable predictions. Next, we computed image size, calculated by the number of pixels that make up the object normalized by the total number of pixels in the parent image. Not surprisingly, this metric correlated strongly with object memorability ($= 0.53$). This makes sense given that large objects, especially that take up the majority of the parent image frame, are more likely to be seen and identified.

3.2. What is the relationship between visual saliency and object memorability?

Note: add in small intro about past work

To examine the relationship between visual saliency and object memorability, we used two indexes of saliency to describe each object. The first was calculated as the number of unique fixation points within the area of each object. The correlation between object memorability and number of fixations within those objects was quite high ($= 0.71$). However, this correlation decreases significantly as the number of total fixations within the object increases. In figure X, we show the correlation between object memorability and

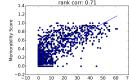


Figure 4: Correlation between object memorability and number of fixations. add-in later.



Figure 5: Relationship between memorability and saliency by minimum number of fixations. add-in later.

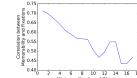


Figure 6: Relationship between memorability and saliency by minimum number of objects. add-in later.

number of fixations for subsets of the objects that have at least some minimum number of fixations. On the leftmost side of the plot, the correlation is at it's highest since the set of objects with a fixation count greater than or equal to zero includes all objects and so the correlation is identical to FIGURE FIX-CORR. However, as the minimum number of fixations increases, we look only at objects that contain an increasingly higher number of distinct fixation points, and the correlation decreases. By the time we reach a minimum fixation count of around 35, the correlation falls to around 0.2. This may mean that the predictive value of saliency decreases when there are many areas of interest within a single object. (NOTE: We may want to show examples of images with lots of fixation points that were not well predicted. We could just plot the fixation locations as points on the image) The reason for this decline may be that...[make arguments here] Toward the right end of the plot, few objects contain large numbers of fixations, and so the correlations become sporadic. The red line marks the point for which the correlations cease to be statistically significant, just at the end of the main trend line. Alternatively, FIGURE Z shows a similar relationship in which the correlation between memorability and fixation count is plotted as a function of minimum number of objects present in the parent image of the object. In a similar pattern, we see that as the minimum number of objects increases, the correlation between fixation count and object memorability decreases. This follows from the fact that fixation count and number of parent image objects are negatively correlated ($= -0.38$), meaning that if there are more objects in an image, there are less fixation points in any one object, which may a consequence of needing to distribute attention across the objects in the scene. In both scenarios, the ability to predict object memorability sharply decreases.

The second metric we used... (put map method here?)

The second metric we used... (put map method here?)

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432 **3.3. What is the relationship between object mem-
433 orability and object categories?**

435 In the previous sections, we showed that simple features
436 have little predictive power over object memorability and
437 there exists a weak relationship between visual saliency and
438 object memorability. In this section, we show that object
439 memorability is heavily influenced by it's category and in-
440 vestigate the possible reasons behind the same.

441 **3.3.1 Are some object classes more memorable than
443 others?**

445 Our dataset contains 3414 object segmentations from the
446 Pascal-S dataset. For this analysis, we first assigned three
447 in-house annotators the task of assigning class labels to each
448 object segmentation in our dataset. The annotators were
449 given the original image (for reference) and the object seg-
450 mentation and asked to assign 1 category to the segment out
451 of 7 possible categories: animal, building, device, furniture,
452 nature, person, and vehicle. We choose these high-level cat-
453 egories such that a wide range of object classes could be
454 covered under these categories. For example, device in-
455 cluded object segments like utensils, bottle, tv, computer
456 etc, nature included segments like tree, mountain, flowers,
457 and vehicle covered segments like car, bike, bus, aeroplane
458 etc. **add a small table here which shows stats of the object
459 classes n their frequency in the dataset.**

460 Figure 7 shows the average memorability score for the all
461 7 different object classes in our dataset. This visualisation
462 gives a sense of how the memorability of different object
463 classes differs. Animal, person, and vehicle are all highly
464 memorable classes with each of them having an average
465 memorability score greater than 0.5. Interestingly, all the
466 other object categories have an average memorability score
467 lower than 0.25 indicating that humans do not remember
468 objects from these categories very well. In particular, fur-
469 niture has an average memorability score of only 0.18 and
470 is the least memorable object class. This could be possibly
471 due to the fact that most objects from classes like furniture,
472 nature, and building either appear mostly in the background
473 or are occluded which could decrease their memorability
474 significantly. On the contrary, objects from animal, person,
475 and vehicle classes appear mostly in the foreground leading
476 to a higher memorability score on average. Table 1 shows
477 the average memorability of the top 20 most memorable ob-
478 jects for each object class. This analysis is particularly in-
479 teresting as these top objects are not occluded and most of
480 them tend to appear in the foreground. The top 20 most
481 memorable objects from person, animal and vehicle have
482 memorability higher than 0.90 whereas the average memo-
483 rability of the top 20 objects from building, furniture, and
484 nature is lesser than 0.70. While the differences in the mem-
485 orability of different classes could be driven primarily due

Object Class	Memorability of top 20 objects	486
Animal	0.94	487
Building	0.65	488
Device	0.86	489
Furniture	0.63	490
Nature	0.67	491
Person	0.93	492
Vehicle	0.96	493
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Table 1: Average memorability of top 20 objects for each class

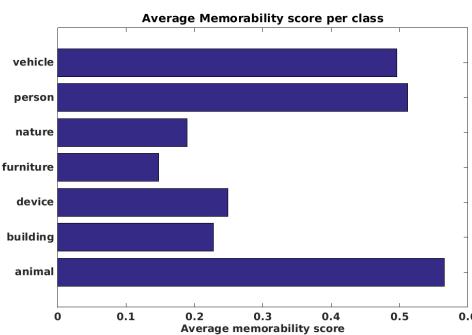


Figure 7: **Average memorability per object class.** Figure showing some object classes are more memorable than others.

to factors like occlusion, size, background/foreground, the results in table 1 suggest that memorability could be an intrinsic property of an object class and some object classes like person, animal, vehicle are in general intrinsically more memorable than classes like furniture, nature etc.

3.3.2 Why are some objects not memorable within a class?

As demonstrated above, some object classes like animal, person, vehicle are more than others either due to their intrinsic property or external factors like occlusion, foreground/background etc. However, not all objects in a class are equally memorable. The examples in figure 8 show the most memorable and least memorable objects for each object class. A common property between these objects is that the least memorable objects within each object class tend to be occluded and obstructed by other objects. What other possible factors could influence the memorability of an object within a class?

Relationship with number of objects in an image: We first tested how the memorability of each object class is affected by the number of objects inside an image. We took in all images that had at least 'n' objects (where $1 \leq n \leq 10$) inside them and computed the average memorability of each object class. Figure 9 shows the change in average

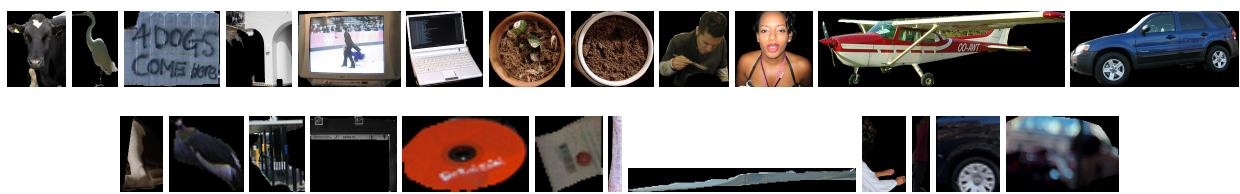


Figure 8: Qual Results. Figure showing top and bottom objects for each class.

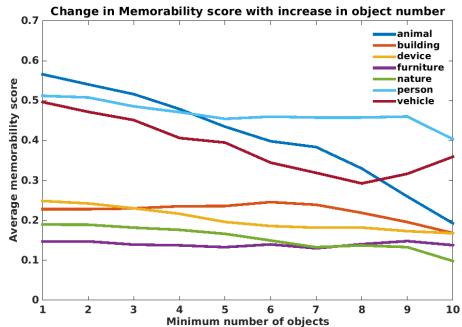


Figure 9: Correlation between object class and number of objects. add-in later.

memorability of the different object classes with respect to the increase in number of objects in an image. This figure shows that the number of objects present in an image is an important factor that results in the variation in the memorability of objects within a class. As the number of objects in an image increase, the memorability of the object classes decreases. In particular, the memorability of objects belonging to highly memorable classes like animal, person, and vehicle decreases significantly with the increase in number of objects in an image. Intuitively, this could mean that with an increase in number of objects, humans cannot concentrate on a single object in an image and have a difficulty remembering objects in those images. Thus, if a person, animal or vehicle is present in a highly cluttered image, humans can not remember those objects very well.

Relationship of inter-class memorability: While the previous analysis sheds light on how the memorability of an object class is effected by factors such as occlusion, and number of objects in an image, how does the presence of a particular object class effect the memorability of another object class? To investigate this, for each possible pair of object categories we took all images that contained at least one object from both the categories and computed the average memorability scores for the two object categories. This way we were able to capture the relationship between pairs of object categories and how their presence effects their respective memorability scores. Figure 10 plots these results and for each object class, shows how it's memorability is effected in the presence of other object classes. The red mark on each line shows the over all average memorability

of that class. Firstly, the memorability of low memorable classes i.e. nature, furniture, device, and building is not effected a lot in the presence of other object categories and their memorability tends to be low throughout. The memorability of person class also remains close to it's average memorability score and tends to be unaffected by the presence of most object categories. However, the memorability of person does get effected in the presence of buildings as the average memorability of person class drops below 0.4 for images containing both persons and buildings. This could be due to the fact that there exists images wherein the building is quite large and the persons in those images are usually smaller or less significant in contrast to the building (also illustrated in figure 11). The memorability of the animal class remains close to it's average memorability in presence of most classes, however it drops significantly to below 0.4 in presence of the person class (also shown in figure 11). The memorability of vehicle class is strongly affected by the presence of other object categories. In particular, it's memorability drops significantly in presence of person and animal classes also shown in figure 11.

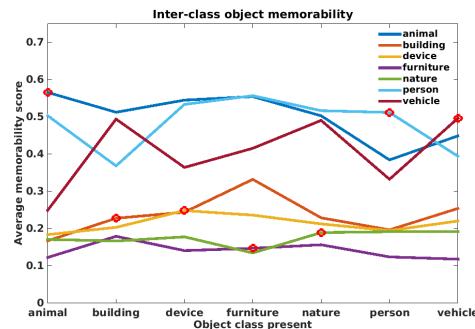


Figure 10: inter-class object memorability relationship. add-in later.

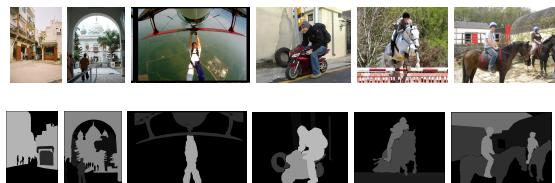


Figure 11: Qual Results. Figure showing how memorability of different classes is effected in presence of other classes. Bottom row is the memorability map

648 Taken together, the results from this section show that the
 649 memorability an object within a particular class is greatly
 650 effected by occlusion, number of objects present in an im-
 651 age and presence of other object classes in the image.
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654 3.4. What is the relationship between object and 655 image memorability?

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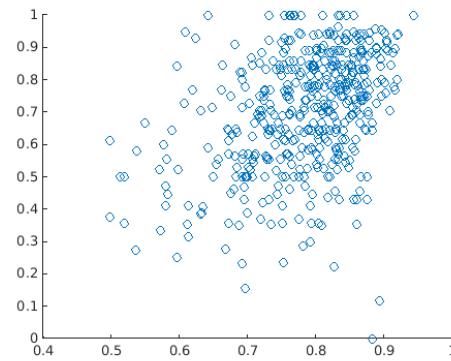
657 [Note: only the skeleton of this section is added, this still
 658 needs significant work]

659 While in the previous sections, we have investigated the
 660 various factors that could effect object memorability, an im-
 661 portant question remains. Now that we know what ob-
 662 jects people remember and the factor that influence their
 663 memorability, how does the memorability of objects effect
 664 the overall image memorability? To shed light on the re-
 665 lationship between image memorability and object mem-
 666 orability, we conducted another large-scale experiment on
 667 Amazon Mechanical turk for the images in our dataset to
 668 gather their respective memorability scores. For this ex-
 669 periment, we followed the exact paradigm as the memory game
 670 experiment proposed in [5]. [add details about the fillers,
 671 add details about the experiment including number of work-
 672 ers, number of times each image was viewed by workers and
 673 explain the consistency analysis]

674 After collecting the image memorability scores, we con-
 675 ducted several analysis to answer - if an image is highly
 676 memorable, what happens to memorability of objects in-
 677 side the image (and vice versa)? For each image in the
 678 dataset, we firstly computed the maximum object memo-
 679 rability within the image. Figure 12 shows the high corre-
 680 lation of maximum object memorability with image memo-
 681 rability ($\rho = 0.43$). Although there is a high correlation
 682 between maximum object and image memorability, it still
 683 doesn't predict image memorability completely. However,
 684 table 2 also demonstrates that maximum object memorabil-
 685 ity is a very strong predictor of whether an image is highly
 686 memorable or low memorability. If we only take the top-
 687 most 20 and bottommost 20 images from the dataset, then
 688 their average max object memorability is highly correlated
 689 with the image memorability scores. Similar trend is ob-
 690 served for 50 most and 100 most top and bottom memo-
 691 rable images. This is also shown via the figure XX [show
 692 the qualitative examples here to show memorable images
 693 contain memorable objects and non-memorable images do
 694 not]. This shows although simply the max object memo-
 695 rability cannot predict whether an image is medium memo-
 696 rable, max object memorability serves as a strong features
 697 in predicting if an image is highly memorable or not. Im-
 698 ages that are lowly memorable, is possibly due to the fact
 699 that they do not contain a single highly memorable object
 700 [refer to qual figure again].

Top and bottom images	max object memorability correlation	702
20	0.8	703
50	0.6	704
100	0.5	705

706 Table 2: correlation for top and bottommost images



707
 708 Figure 12: Correlation between max object memorability and image
 709 memorability. add-in later.

4. Predicting Object Memorability

710 here the benchmarking and baseline code comes up

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