

# Clutter Sequences

Clutter\_01

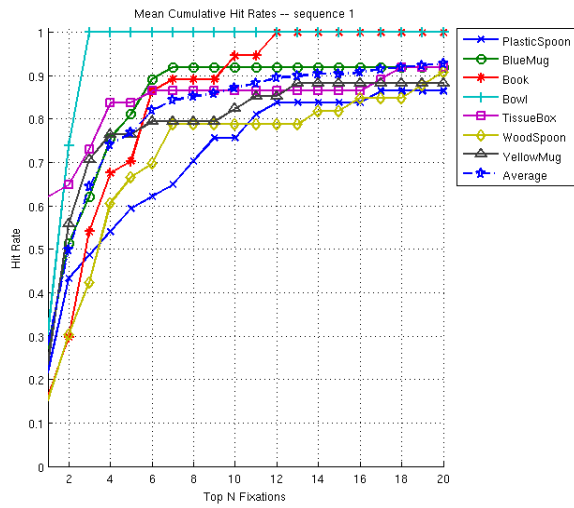


Illustration 1: Top Down

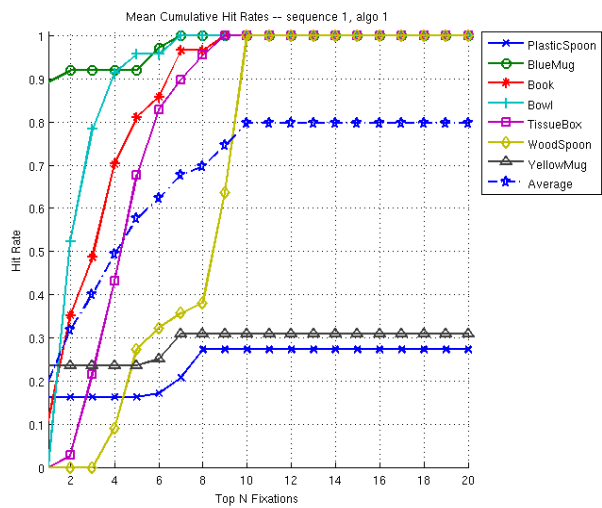


Illustration 2: Itti

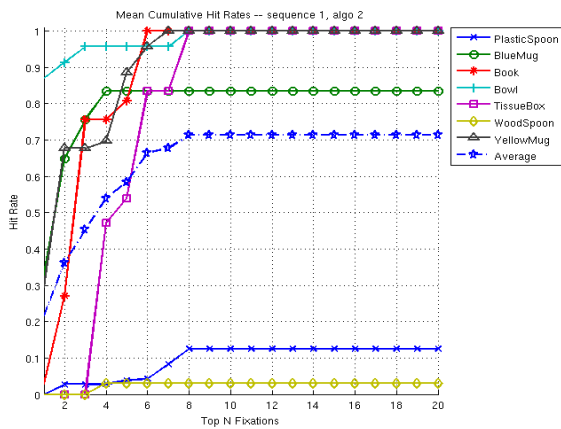


Illustration 3: GBVS

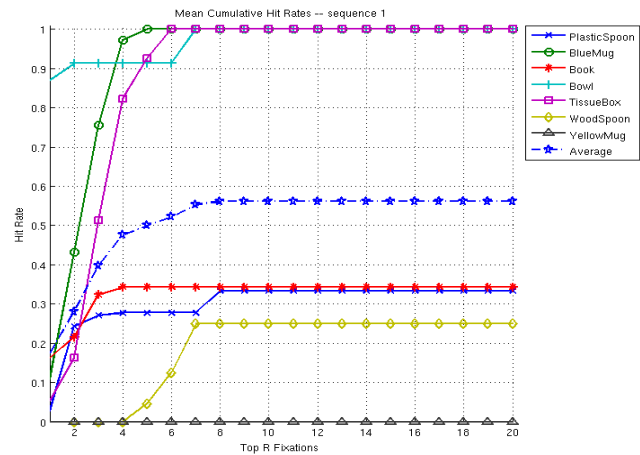


Illustration 4: KernDesc

# Clutter\_02

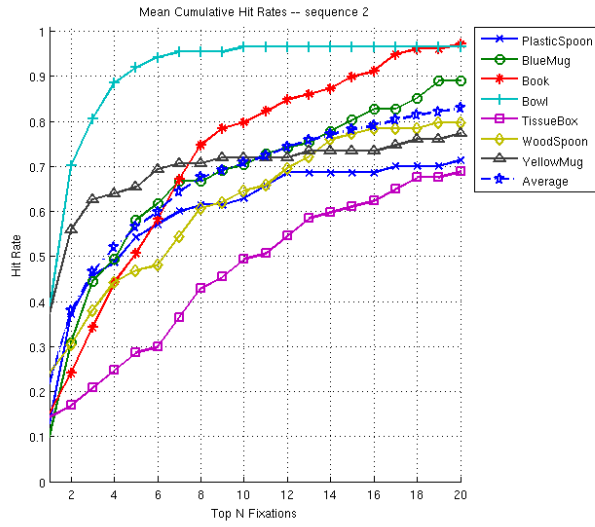


Illustration 5: Top Down

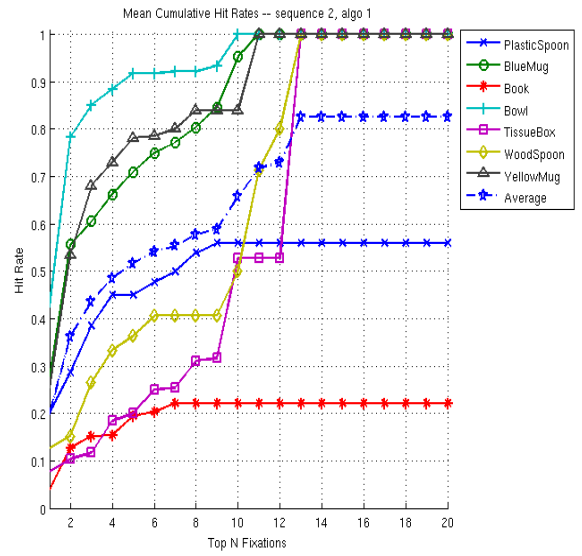


Illustration 6: Itti

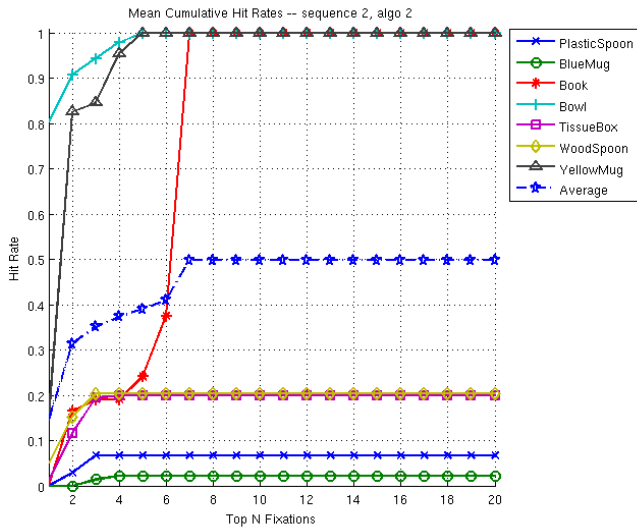


Illustration 7: GBVS

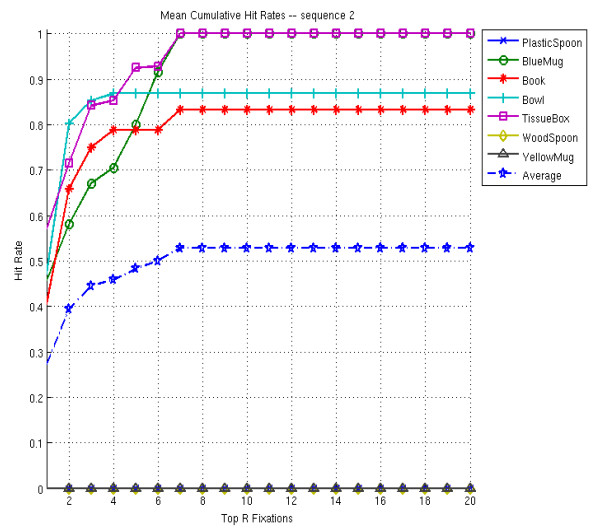


Illustration 8: KernDesc

# Clutter\_03

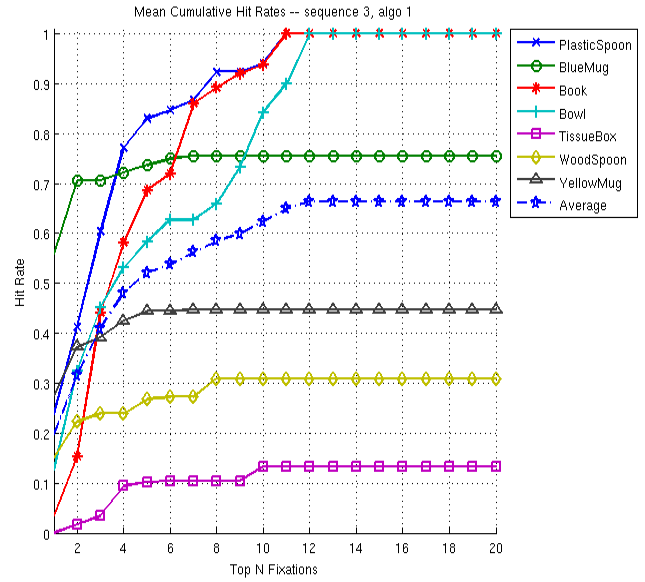
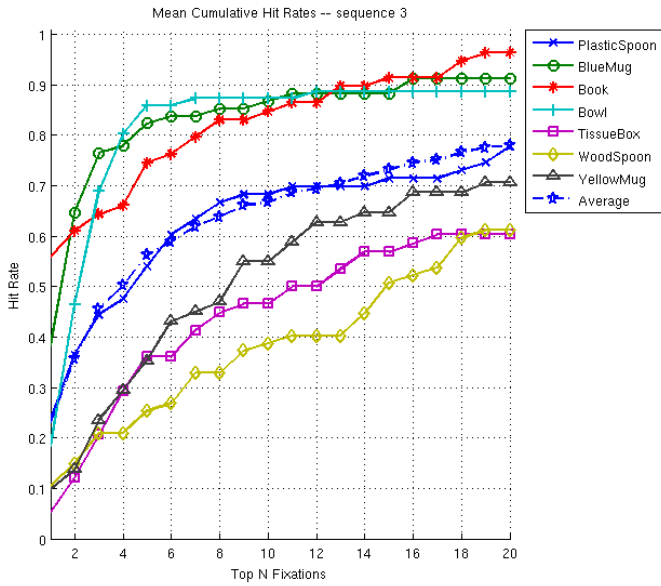


Illustration 9: Top Down

Illustration 10: Itti

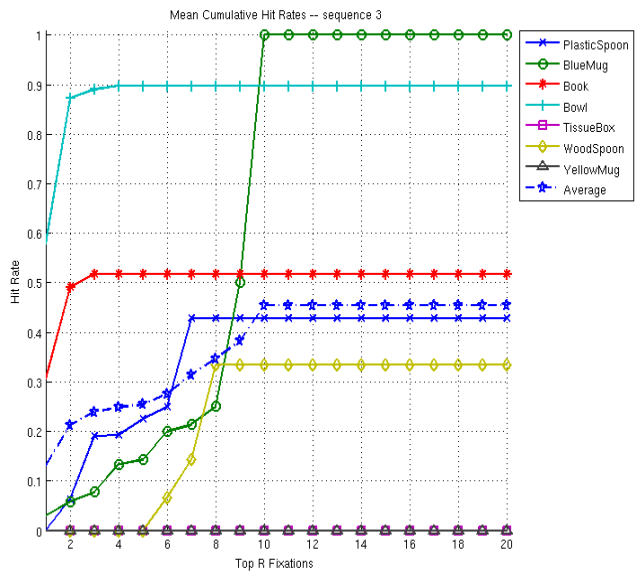
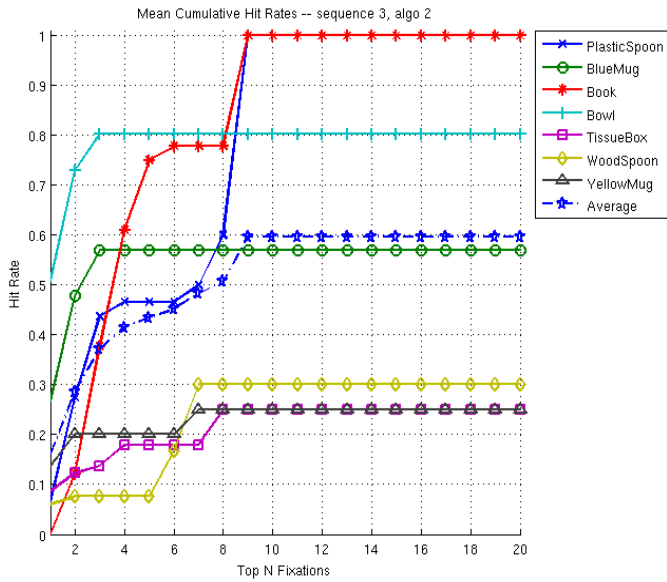


Illustration 11: GBVS

Illustration 12: KernDesc

# UDub Sequences

Only the averaged performance per object over all approaches is shown (for space reasons)

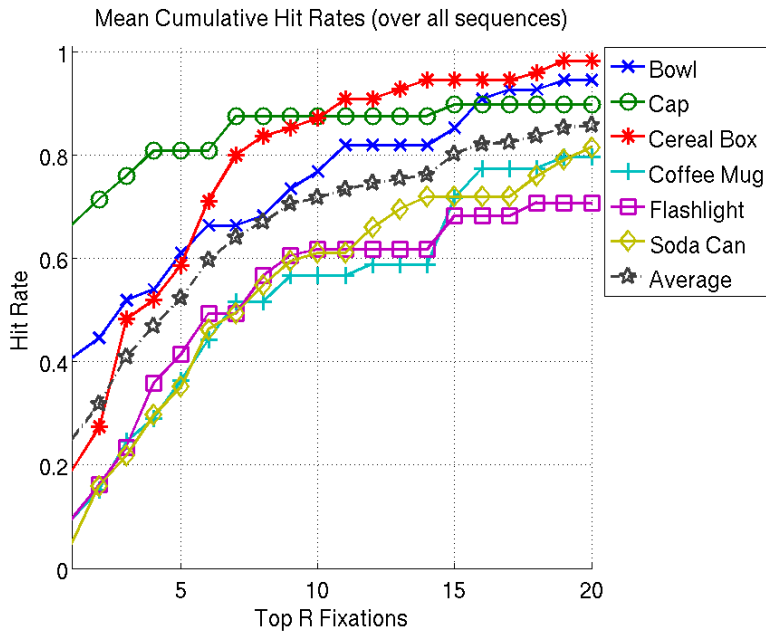


Illustration 1: Top Down (all sequences)

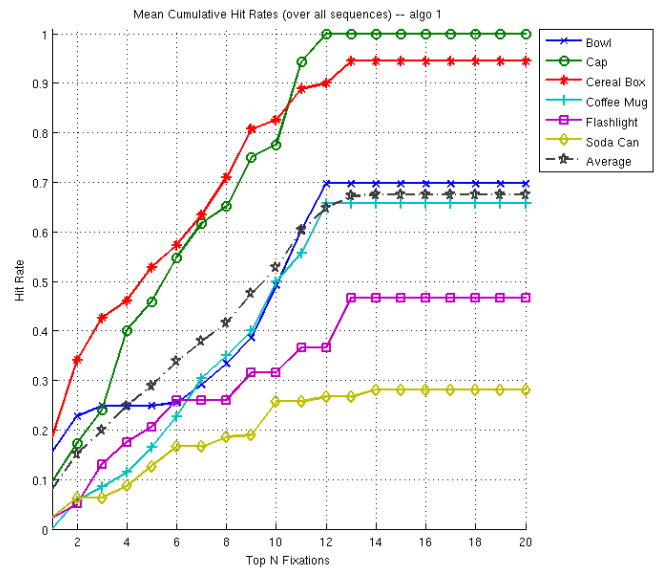


Illustration 2: Itti (all sequences)

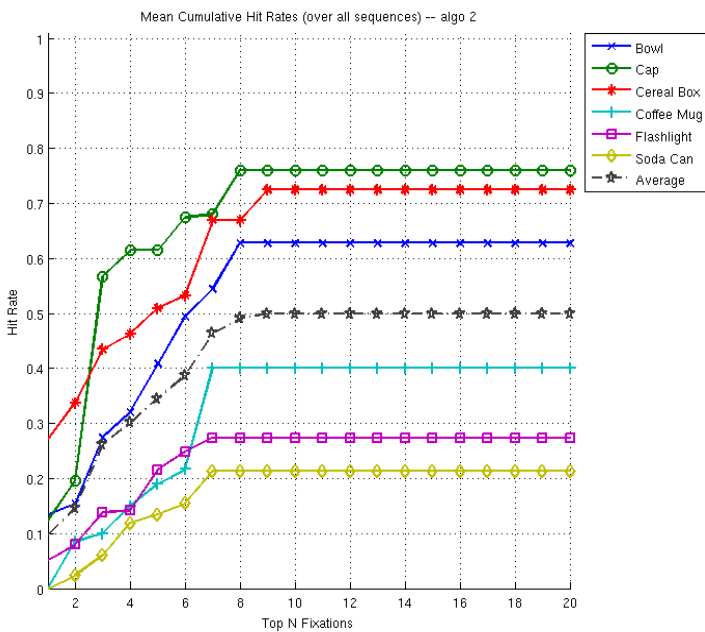


Illustration 4: GBVS (all sequences)

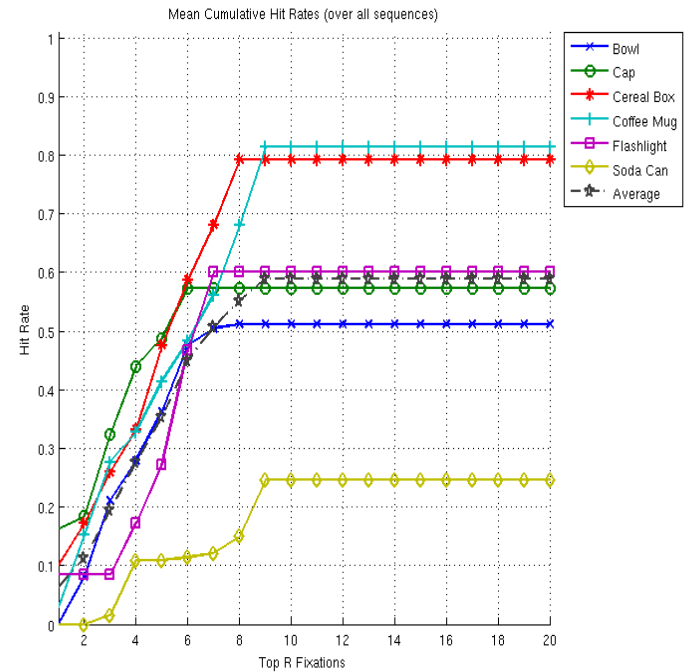


Illustration 3: KernDesc (all sequences)