
Supplementary Material for Intrinsic Object-Centric Image Similarity

Klemen Kotar*, Stephen Tian*, Hong-Xing Yu, Daniel L. K. Yamins, Jiajun Wu
Stanford University

*Equal contribution

{klemenk, stephentian, koven, yamins, jiajunw}@stanford.edu

1 A Dataset Details

2 Our dataset consists of a total of 50 categories with 2 or 10 instances each, for a total of 180 objects.
3 The specific categories are listed below:

4 1. Apple	21 18. Bell pepper (orange)	38 35. Bowl
5 2. Strawberry	22 19. Bell pepper (red)	39 36. Notebook
6 3. Orange	23 20. Can of tomatoes	40 37. Book
7 4. Pear	24 21. Eggplant	41 38. Diet Coke
8 5. Apricot	25 22. Green water bottle	42 39. Red soda
9 6. Banana	26 23. Marker	43 40. Rose
10 7. Mango	27 24. Pencil (blue)	44 41. Cookie
11 8. Broccoli	28 25. Pen	45 42. Octopus
12 9. Carrot	29 26. Mug	46 43. Cardboard box
13 10. Potato	30 27. Ceramic Mug	47 44. Mouse
14 11. Yellow onion	31 28. Fork	48 45. Keyboard
15 12. Shallot	32 29. Spoon	49 46. Cable
16 13. Tomato	33 30. Butter Knife	50 47. Screwdriver
17 14. Grapes	34 31. Spatula (wood)	51 48. Pliers
18 15. Lettuce	35 32. Cups	52 49. Hammer
19 16. Avocado	36 33. Ceramic pot	53 50. Screw
20 17. Bell pepper (yellow)	37 34. Plate	

54 Additionally, ten categories contain ten object instances. These categories are enumerated below:

55 1. Apple	59 5. Fork	63 9. Screw
56 2. Banana	60 6. Spoon	64 10. Screwdriver
57 3. Pen	61 7. Book	
58 4. Ceramic Mug	62 8. Mouse	

Light setting	Shutter speed	F-number	ISO	Focal length
Left, back, right	1/640s	f/2.8	2000	39mm
Low light	1/20s	f/2.8	2000	39mm

Table 1: Camera settings for our dataset.



Figure A1: Capture setting for our controlled **different illumination** and **different object poses** configurations.

65 We capture images using a Sony α 7IV mirrorless camera equipped with a FE 24-70mm F2.8 GM
66 lens. The camera settings used in our **different illumination** and **different object poses** data capture
67 configurations are enumerated in Table 1. We show our capture setup in Figure A1.

68 For the **different object poses** data capture configuration, we use the turntable to perform a full 360
69 degree rotation at a constant velocity with a period of approximately 24 seconds. We then configure
70 the camera to capture 24 images shooting at an interval of 1 second.

71 We capture images in the controlled setting at a resolution of 3168×3168 .

72 For “in-the-wild” settings, we capture images using cell phones (iPhone 13, iPhone 14 Pro, iPhone
73 12 Mini) at varying resolutions.

74 B Data

75 **Dataset description.** We provide a dataset description in a dataset sheet: <https://github.com/s-tian/PlatonicDistance/blob/main/datasheet.md>
76

77 **Link and license.** The dataset is uploaded for public download under the CC-BY-4.0 license:
78 <https://purl.stanford.edu/gj714cj0414>.

79 **Maintenance.** Our dataset is hosted on the Stanford Research Data digital repository which will
80 provide long-term support for hosting the dataset. It also provides structured metadata (schema.org
81 standards) It has the following DOI: <https://doi.org/10.25740/gj714cj0414>.

82 **Author statement.** The authors bear all responsibility in case of violation of rights. All dataset
83 images were collected by the authors and we are releasing the dataset under CC-BY-4.0.

84 **Format.** The data is uploaded in a simple zip format. Upon decompressing the archive, a directory
85 is provided for each object category. In each directory, the data is further split into “instance_1” and
86 “instance_2” which represent the two object instances for each category. Under these directories,
87 JPEG images are stored for each lighting condition, with file name descriptors indicating the relative
88 angle in degrees of rotation under which the object was taken, as well as in-the-wild images, which
89 are labeled only with an arbitrary index 0 through₂4.

90 C Potential societal impacts

91 Our paper introduces a metric that may find a range of downstream applications, including improving
92 the temporal consistency of generative models, augmenting vehicle and human re-identification,
93 to aiding perception for embodied agents. As with any improvements, e.g., in consistent video
94 generation, nefarious actors may seek to use these technologies for harmful purposes. We recognize
95 that there may be additional future applications that we cannot currently foresee.

96 We see opportunities for this research and our findings in Section 5.1 to provide some inspiration for
97 additional research in neuroscience on understanding the human medial temporal lobe.

98 By introducing a new evaluation dataset, we are also providing a benchmark that may impact the
99 direction of future work. For example, our dataset consists of common objects largely found around
100 North American homes and laboratories, and images are captured in outdoor settings in a limited set
101 of geographical locations. While we select items that we believe are commonly occurring around the
102 world, performing future evaluation on just the CUTE dataset may create a bias towards particular
103 types of objects or scenes. Our metric also largely inherits any biases present in the original DINOv2
104 model.

105 D Computational resources

106 The computational resources used were a personal workstation and computing nodes from the
107 Stanford SC computational cluster. We used a personal workstation with an NVIDIA RTX 3090
108 GPU for the main experiments, and on the SC cluster, we used around 30 jobs lasting at most 2 hours
109 each to perform the Re-ID experiments, including the sweeps on the values of α . We use 1 NVIDIA
110 TITAN RTX GPU for each job. We also ran additional backbone ablations on the SC cluster with
111 around 30 jobs lasting at most 4 hours each using one NVIDIA A40 GPU each.

112 E Qualitative Analysis

113 One characteristic of the proposed metric is its continuous nature. Different from recognition tasks
114 such as Re-ID, it does not simply classify two objects as being the same instance but rather measures
115 how similar they are. Since a measure of distance in the space of all objects is highly subjective and
116 a definitive ground truth is exceedingly difficult to establish, we evaluate our metric using human
117 preference.

118 Our study design is as follows: one of the authors generated 10 sets of 5 images each, consisting
119 of photos taken by the author and photos from the internet. Then 2 other authors each ranked the
120 image sets, considering both personal preference and the demonstration quality of the set. Their
121 votes were averaged out and the top 5 image sets were selected. These image sets were then scored
122 by LPIPS, CLIPScore, and foreground feature averaging (FFA) and ordered from most similar to
123 least similar to a query object in each set. 34 participants then chose which ordering they prefer
124 according to their personal subjective opinion. The specific prompt they were given was: "[This is
125 a quick, anonymous survey about ordering preference. Please carefully look at each set of images.
126 3 Orderings are presented for each set. Select the ordering that makes the most sense to you. The
127 images are ordered from most similar to least similar to the first image \(left to right\). There is no one
128 correct answer, we seek your subjective opinion.](#)"

129 In Figure A2 we see that FFA was the top choice on 4 out of the 5 sets and a close second choice on
130 the fifth. While the participants showed strong agreement on certain sets, they generally displayed
131 pretty mixed opinions, highlighting the subjective nature of this type of classification. The given
132 prompt was intentionally vague, allowing the participants to focus on various aspects of the images
133 such as the pose of the objects, the background, the class, etc. Despite this, the results of this limited
134 study suggest that our proposed metric is reasonably aligned with the intuitive human definition of
135 similarity.



Figure A2: Human survey results. Each of the five groups of images represents an image set. For each image set, we generated three orderings, based on LPIPS, CLIPScore, and foreground feature averaging (FFA) respectively. For each image set, participants were asked to determine which of the three orderings they preferred, where the ordering represented a ranking of the similarity of the first image to the others. We see that in four out of five cases, participants preferred orderings scored as in FFA.

136 F Code and instructions for experiments

137 The code can be found at: <https://github.com/s-tian/PlatonicDistance>.

138 **Experimental details and hyperparameters** To strike a balance between performance and speed
139 we chose the DINOv2 ViT-B/14 distilled backbone (dinov2_vitb14) for FFA, consisting of 86M
140 parameters. DINOv2 models are capable of accepting inputs at various resolutions, but we select a
141 fixed input size of 336×336 for the same reason as above, and also to provide a fair comparison to
142 the CLIPScore metric. Our CLIPScore is based on the ViT-L/14@336px model from OpenAI.

143 In order to obtain the foreground mask we pass the input image through the Tracer-B7 model provided
144 by CarveKit. We then downsample the foreground mask by a factor of 14 (the DINOv2 patch size) in
145 order to obtain a mask of the same size as the DINOv2 feature grid. We then superimpose the two
146 and average the unmasked patches.

147 G Re-ID Experimental Details

148 We select the hyperparameter α for the weighted sum between SpCL and each considered model by
149 sweeping over the values $[0.1, 0.2, \dots, 0.9]$ on a validation set and picking the α value with the best
150 top-1 accuracy on the validation set. The score is always computed by summing α times the model
151 in question and $1 - \alpha$ times the SpCL score. The selected values of α for each model are reported
152 below:

Model	VeRi	CityScapes
SpCL+LPIPS	0.1	0.1
SpCL+DINOv2+Crop	0.5	0.9
SpCL+DINOv2 (Global)	0.1	0.2
SpCL+FFA DINOv1 (Crop-Img)	0.7	0.9
SpCL+FFA (Crop-Img)	0.6	0.9

Table 2: Selected α values for ReID experiments combining SpCL with various metrics.

153 H Relation to Other Metrics of Similarity

154 There are many aspects to object similarity. One can measure the visual similarity - such as the shape,
155 color or texture of objects or functional similarity such as the purpose or affordance of an object.
156 Often these measures are entirely orthogonal to each other, and further influenced by the context of
157 the comparison. Because of this, many measurements of object similarity lack proper ground truth.
158 Our aim is to define one particular dimension of similarity where we can obtain at least partial ground
159 truth labels. We can obtain strong binary labels for this particular metric based on the identity of the
160 objects themselves – different images of the same object should have an ideal perfect similarity.