## INFINIBENCH: A COMPREHENSIVE BENCHMARK FOR Large Multimodal Models in Very Long Video Understanding

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Paper under double-blind review

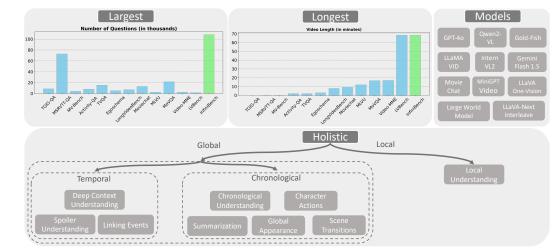


Figure 1: An overview of InfiniBench characteristics: 1) The largest as it contains more than 100K questions.2) The longest as it consists of movies that exceed 1 hr duration. 3) Holistic by covering nine diverse skills and 11 models including commercial and open-source ones.

### ABSTRACT

Understanding long videos, ranging from tens of minutes to several hours, presents unique challenges in video comprehension. Despite the increasing importance of long-form video content, existing benchmarks primarily focus on shorter clips. To address this gap, we introduce InfiniBench a comprehensive benchmark for very long video understanding which presents 1) very long video duration, averaging 52.59 minutes per video; 2) The largest number of question-answer pairs, 108.2K; 3) *Diversity* in questions that examine nine different skills and include both multiple-choice questions and open-ended questions; 4) Memory questions, such as Global Appearance that require remembering and tracking the visual aspects through the video. Using InfiniBench, we comprehensively evaluate existing Large Multi-Modality Models (LMMs) on each skill, including the commercial models such as GPT-40 and Gemini 1.5 Flash and the recent open-source models. The evaluation shows significant challenges in our benchmark. Our findings reveal that even leading AI models like GPT-40 and Gemini 1.5 Flash face challenges in achieving high performance in long video understanding, with average accuracies of just 56.01% and 43.32%, and average scores of 3.25 and 2.79 out of 5, respectively. Qwen2-VL matches Gemini's performance in the MCQ skills but lags significantly in open-ended question tasks. We hope this benchmark will stimulate the LMMs community towards long video and human-level understanding. Our benchmark can be accessed at InfiniBench.

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## 051 1 INTRODUCTION

Recent Large Language Models (LLMs) (Li et al., 2023a; Achiam et al., 2023; Touvron et al., 2023) have shown impressive progress in the Natural Language community. Inspired by the strong abilities

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of LLMs, Large Multi-Modality Models (MLMMs) (Ataallah et al., 2024a; Zhu et al., 2023; Zhang et al., 2023a; Chen et al., 2023; Lin et al., 2023; Liu et al., 2023b; Maaz et al., 2023; Bai et al., 2023) which equip the LLMs with visual processors have been developed to solve cross-modality tasks such as image understanding and short video understanding. While current large multi-modality models show some progress in video understanding, their abilities remain unclear for very long-form video understanding.

060 Long-form video understanding (Song et al., 2023; Regneri et al., 2013; Rohrbach et al., 2014; Awad 061 et al., 2017; 2018; 2020) not only challenges these models by increasing the number of images but 062 also contains more comprehensive information, making it a boundary-pushing task toward human-063 level intelligence. For example, humans can link multiple events at different times and answer ques-064 tions requiring a deep understanding of events or characters in a long video. Multi-modal models can address these questions, requiring long-range temporal-spatial reasoning and strong vision-language 065 alignment abilities, potentially serving a wider range of AI applications. While the necessity of a 066 long-video understanding benchmark is evident, the current recent benchmarks are up to 17 min-067 utes, however LVBench (Wang et al., 2024) introduces a 1-hour-long benchmark with 1,549 QA 068 pairs.it only supports visual mode, whereas our benchmark examines the more challenging com-069 bined subtitle + visual understanding capability. Additionally, the scale of our benchmark is 70× 070 larger than LVBench.. To fill this gap in comprehensive long video understanding, we propose In-071 finiBench, a comprehensive benchmark for very long-form video understanding. As shown in Tab 1, 072 InfiniBench is currently the video benchmark that has both the longest length (52.59 minutes) and 073 the largest number of question-answer (QA) pairs (108.2K). The video sources are movies and daily 074 TV shows, and the questions are designed based on multiple sources including video frames, video 075 scripts, and video summaries. As shown in Figure 1, the QA pairs consist of nine carefully designed types of questions, which mainly focus on human-centric aspects, including Summarization, Global 076 Appearance, Scene Transitions, Sequence of Actions by Each Character, Temporal Questions, Link-077 ing Events, Deep Context Understanding, Movie Spoiler Questions, Local Visual and contextual 078 Questions. The questions include multiple-choice questions (MCQs) and open-ended questions. We 079 report the accuracy for MCQs and the GPT-40 rating score for open-ended questions. The annotation 080 process is mainly done by an automatic pipeline using GPT-4, which includes proposing questions 081 and generating answers. To prevent hallucinations and gather sufficient information for generating 082 QA pairs, we used various sources of information including video frames which are used in the 083 global appearance skill, video transcripts, and video summaries.

Based on InfiniBench, we evaluate the current state-of-the-art MLLMs capable of handling very long videos, including the open-source models Movie-Chat(Song et al., 2023), Llama-Vid(Li et al., 2023b), Large World Model(Liu et al., 2024),Qwen2-VL(Bai et al., 2023) and the commercial models such as GPT-40 and Gemini 1.5 Flash.

We summarize the key experimental findings here: (1) All existing models struggle with InfiniBench, showing the unique challenges of our benchmark. (2) Experiments show that GPT-40 outperform all open-source models on each skill with a large gap despite it struggles with average accuracies of just 56.01% and, and average scores of 3.25 out of 5.(3)Only Qwen2-VL surpasses Gemini in the MCQ skills but struggles in the open-ended.

(4) All models showed better performance in local skills compared to global skills. (5)The most
 difficult skill in MCQ is character actions, while for open-ended questions, it is movies spoiler
 questions that designed for human-centric video understanding.

- By introducing this comprehensive InfiniBench, we hope to:
  - Help bridge the gap of lacking a large-scale long-form video understanding benchmark.
  - Boost the development of current open-source LMMs.
  - Push MLMMs towards human-centric and human-level long video understanding.

2 RELATED WORK

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Short video benchmarks The previous short and long videos benchmarks are listed in Table 1.
Short video benchmarks have been extensively studied in (Maaz et al., 2024; Jang et al., 2019; Xu et al., 2017; Lei et al., 2019; Miech et al., 2019). Although HowTo100M(Miech et al., 2019) is

Catagowy	Models	# Questions	# Videos	Video	Global	Questic	ons Type		QA Sourc	e	Ann	otations
Category	would	# Questions	# videos	Duration	Questions	MCQ	Open	Video	Transcript	Summary	Auto	Human
	TGIF-QA	8.5 K	9575	0.05	<ul> <li>✓</li> </ul>	×	1	1	×	X	1	1
Short	MSRVTT-QA	72.8 K	2990	0.25	×	×	1	1	×	×	1	×
	MV-Bench	4.0 K	3641	0.27	1	1	×	1	×	×	1	×
	Activity-QA	8.0 K	800	1.85	×	×	1	1	×	×	×	1
	TVQA	15.2 K	2179	1.86	×	1	×	1	×	×	×	1
	Egoschema	5.0 K	5063	3.00	1	1	×	1	×	×	1	1
Long	LongVideoBench	6.7 K	3763	7.88	×	1	×	1	×	×	×	1
Long	Moviechat	13.0 K	1000	9.40	1	×	1	1	×	×	×	1
	MLVU	2.6 K	757	12.00	1	1	1	1	×	×	1	1
	MoVQA	21.9 K	100	16.53	1	1	×	1	×	×	×	1
	Video-MME	2.7 K	900	16.97	1	1	×	1	×	×	×	1
Very Long	LVBench	1.6 K	103	68.35	1	1	×	~	×	×	×	~
very Long	InfiniBench (Ours)	108.2 K	1219	52.59	1	1	1	1	1	1	1	1

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123 124 Table 1: Comparison between InfiniBench and existing video understanding benchmarks (TGIF-QA (Jang et al., 2017), MSRVTT-QA (Xu et al., 2017), MV-Bench (Li et al., 2024b), Activity-QA (Yu et al., 2019), TVQA (Lei et al., 2019), Egoschema (Mangalam et al., 2023), LongVideoBench (Song et al., 2023), Moviechat (Song et al., 2023), MLVU (Zhou et al., 2024), MoVQA(Zhang et al., 2023b), Video-MME(Fu et al., 2024), and LVBench(Wang et al., 2024)). InfiniBench has the largest QA pairs, the most videos, and the longest average duration. (Note: Global Q stands for whether any challenging questions are designed to explain the whole video. VS is the video's script, and VSum is the summary of the video.)

125 a valuable and diverse repository of daily life actions with an extensive collection of 136 million 126 videos, it suffers from weak labeling due to its reliance on narrative subtitles and its average video 127 duration is 3.6 second. MSRVTT-QA (Xu et al., 2017) has a large number of questions, but it does 128 not support global questions, and the annotations are automatically generated without human verifi-129 cation. TGIF-QA (Jang et al., 2017) and MV-Bench (Li et al., 2024b) are short video benchmarks 130 that support global questions, but their scale is limited. Activity-QA (Yu et al., 2019), TVQA (Lei 131 et al., 2019), do not support global and have only local questions. Egoschema (Mangalam et al., 132 2023) is a human-annotated Long-form Video understanding Benchmark and the video length are only three-minute-long. 133

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Long video benchmarks MovieChat-1K (Song et al., 2023) is a benchmark dataset derived from movies, featuring 1,000 video clips spanning various genres with an average duration of 9.4 minutes. It includes 14,000 annotations designed to support diverse visual narratives and question-answering tasks.

139 Recently, researchers continue to push the boundaries of video lengths in long video understanding 140 benchmarks (Zhou et al., 2024; Zhang et al., 2023b; Fu et al., 2024; Wang et al., 2024). MLVU (Zhou 141 et al., 2024) includes diverse types of videos and tasks . MoVQA (Zhang et al., 2023b)is a bench-142 mark fully sourced from movies, designed with multi-temporal-level questions. Video-MME (Fu 143 et al., 2024) is a high-quality long video benchmark annotated by expert annotators, featuring var-144 ious video lengths. The video durations for these benchmarks have a maxmium average duration of approximately 17 minutes. Compared to these works, our dataset offers several advantages: (1) 145 The video lengths in our dataset approach 1 hour. (2) Our dataset is significantly larger in scale. 146 (3) It supports both multiple-choice questions (MCQ) and open-ended evaluations. (4) It includes 147 the video script and a summary of the video as additional resources for question answering. We 148 also acknowledge a contemporary effort, LVBench (Wang et al., 2024), which presents a benchmark 149 comprising 1,549 question-answer (QA) pairs derived from diverse video sources with average du-150 raion of one hour. In comparison, Infinibench significantly surpasses LVBench in the scale of QA 151 pairs by approximately 70 time.

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153 Long Video Models. Google Gemini-Flash 1.5 model (Gemini, 2024) is currently the only avail-154 able native commercial model capable of processing extremely long videos, boasting an unprece-155 dented context window of 1 million tokens. This extensive context window allows Gemini-Flash 1.5 156 to effectively handle both video frames and subtitles simultaneously. GPT-40 (OpenAI, 2024) can 157 also handle video input by processing up to 250 frames along with the accompanying subtitles, en-158 suring that the combined data fits within the model's maximum context window of 128K tokens. 159 In contrast to the commercial solutions, there is some recent open source models that can process long videos such as Qwen2-VL (Bai et al., 2023) :Qwen2-VL is a recently developed multimodal 160 model designed to process images at multiple resolutions. It is also capable of handling videos 161 with a maximum of 768 frames, making it inherently suited for long video processing. The model

162 leverages Multimodal Rotary Position Embedding (M-RoPE), an extension of the one-dimensional 163 RoPE, to effectively encode positional information for both images and videos, enhancing its ability 164 to understand spatial and temporal relationships. Goldfish (Ataallah et al., 2024b)is an efficient re-165 trieval framework designed to handle arbitrarily long videos by segmenting them into multiple clips 166 and retrieving the top-k clips most relevant to the query. LLama-vid (Li et al., 2023b) is a recent open-source model that comprehends long videos due to its excellent efficiency in representing each 167 frame using only two tokens. The Large World Model (LWM) (Liu et al., 2024) is another open-168 source model capable of processing millions of tokens using the innovative ring attention mechanism (Liu et al., 2023a). Consequently, Moviechat (Song et al., 2023) processes long videos but without 170 subtitles and operates in two modes: global and breakpoint. The global mode exclusively utilizes 171 long-term memory, and the breakpoint mode additionally incorporates the current short-term mem-172 ory as part of the video representation. The breakpoint mode allows for understanding the video at 173 a specific moment in time. 174

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## 3 INFINIBENCH

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179 180 In this section, we first dissect the data collection pipeline (Sec 3.1) then the skills definition (Sec 3.2), and finally, the benchmark statistics (Sec 3.3).

181 3.1 DATA COLLECTION

182 We utilized two sources to obtain very long videos: Movies and TV shows, for Movies, we employed 183 the MovieNet dataset (Huang et al., 2020). However, no dataset is available for complete TV shows, 184 as TVQA(Lei et al., 2019) provides only short clips, Inspired by Goldfish (Ataallah et al., 2024b) 185 trick, we transformed the TVQA dataset from a collection of short clips into a long video dataset 186 by gathering and sequencing the clips corresponding to each episode, thereby reconstructing the 187 full episode frames. We obtained 924 full-length episodes from six different TV shows through 188 this modification. Consequently, MovieNet dataset(Huang et al., 2020), has only 296 movies which had shots aligned with subtitles. Therefore, only these movies are included; we excluded the rest 189 from our benchmark. In addition, we relied on two extra data sources: the video summaries and 190 transcripts. For the TVQA dataset (Lei et al., 2019), the summaries from IMDB and the transcripts 191 were scraped for the 924 episodes. For the filtered MovieNet movies (296)(Huang et al., 2020), we 192 obtained transcripts from the MovieNet annotations. However, since MovieNet (Huang et al., 2020) 193 annotations do not include complete movie summaries, the missing summaries are scrapped from 194 IMDB to obtain comprehensive movie summaries and transcripts for all filtered movies. 195

For spoiler skill, out of 296 movies in the MovieNet (Huang et al., 2020) dataset, we identified 196 147 movies with associated spoiler questions available on IMDb, totaling 806 questions. These 197 questions were meticulously collected and integrated into our benchmark dataset. Consequently, 198 we directly adopted TVQA questions for the local skills by aggregating questions corresponding to 199 clips from the same episode, ensuring multiple questions per episode. Notably, these questions in 200 TVQA (Lei et al., 2019) exhibit a dual property encompassing visual and contextual dimensions. 201 It's pertinent to mention that these questions are exclusive to the TVQA dataset and have hitherto 202 remained unutilized for long video benchmark solely for analyzing short clips. 203

3.2 Skills

To create a robust benchmark for long video understanding, the questions should cover both local and global events throughout the video. As shown in Figure 1, the global questions can involve temporal or chronological reasoning, requiring a deeper understanding of the sequence and progression of events to provide accurate answers. This dual focus ensures a comprehensive evaluation of a model's ability to grasp both detailed and holistic aspects of video content.

- Additionally, figures of skills are presented in the Supplementary. E
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- 3.2.1 GLOBAL CHRONOLOGICAL SKILLS
- **Global Appearance.** In this skill, we focused on generating questions that require continuous visual understanding, which cannot be answered from short video segments but necessitate watching

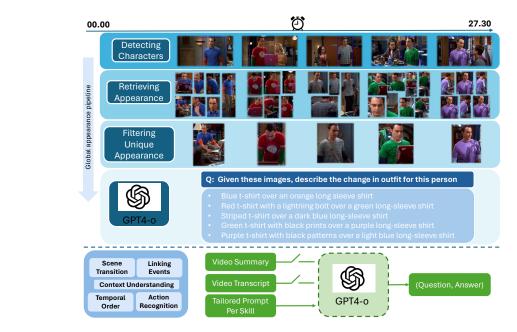


Figure 2: Full annotation pipeline for InfiniBench skill set. The upper section depicts the global appearance pipeline, while the lower section illustrates the question generation using GPT-40. The gates for video summary and video transcript indicate that some skills utilize only the summary, others use only the transcript, and some use both.

the entire video. We selected changes in outfits as the basis for these continuous vision questions. To create this type of question, we developed the global appearance pipeline, as shown in Figure 2. The TVQA+ (Lei et al., 2020) dataset was used, providing bounding boxes for each character in one of the six TV shows in TVQA (Lei et al., 2019), specifically The Big Bang Theory. Images were cropped using these bounding boxes, and all images of each character in the episode were collected. Manual filtering was performed to select each character's best and most unique outfits. GPT-40 described the outfit for each unique image and generated a sequence list of the outfits For evalua-tion, multiple-choice questions were formulated by altering the sequence of outfits. For example: "Choose the correct option for the following question: In what order does Leonard change outfits in this episode?" The correct option is (a) a red T-shirt under a beige jacket with a green hood, a white t-shirt with a green print under a grey jacket and black vest, or a white dress shirt with a patterned tie under a brown blazer. Other options present the outfits in the incorrect order. In special cases where a character's outfit does not change throughout the episode, distractor options with incorrect outfits were added as alternative choices. 

Scene Transitions. Scene transition skills necessitate continuous visual comprehension and cannot be adequately addressed using short video segments; they require viewing the entire video. To assess this skill, questions concerning transitions between scenes were generated. It was observed that the locations of each scene are mentioned in the transcript. Utilizing GPT-40 by inputting the transcript of the TV shows as in Figure 2. We extracted these locations and created a list in the correct sequence. Then, for evaluation, we follow a template-based approach to collect multiple-choice questions to assess the correct sequence of these scene transitions.

Character Actions This skill involves generating questions about each character's actions, encompassing contextual and visual actions, which can often be identified in the transcript where
 scene actions are described. For example, "Rachel serving coffee to her friends in Central Park." To
 create these questions, we utilized GPT-40 by inputting both the video summary and the transcript as in Figure 2. This approach ensures that the questions accurately reflect the sequence of actions
 depicted in the video. To evaluate this skill, we formulated multiple-choice questions regarding the
 correct order of actions performed by each character. These questions were generated for both the
 Long TVQA and MovieNet datasets.

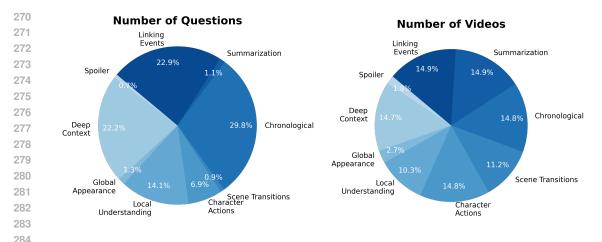


Figure 3: Left) Number of questions distribution for each skill set. Right) Number of videos for each skill.

**Chronological Understanding** This skill assesses the temporal understanding of long videos by generating questions about the correct sequence of events in movies or TV series, and these events cover both visual and contextual events. We ask questions regarding which event occurred first or the correct order of adjacent events. For instance, "Is event A before event B?" or "What is the correct sequence of these events: event A, event B, or event C?" To generate these questions, we 292 utilized GPT-40 by inputting the episode's transcript as in Figure 2. We used the transcript instead of the summary, as the correct order of events can only be accurately extracted from the detailed transcript. These questions are presented in a multiple-choice format and generated for both the Long TVQA we created and MovieNet (Huang et al., 2020) datasets. 296

Summarization. Summarization is a critical skill for evaluating long sequence data, such as long 298 text understanding in NLP, and is equally crucial for assessing long video comprehension. Our 299 benchmark includes human-generated summaries for movies and TV shows sourced from IMDb. 300 These summaries, created by humans, encapsulate visual and contextual events in the videos, making it a strong skill for evaluating a long video understanding. 302

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3.2.2 GLOBAL TEMPORAL SKILLS

305 **Deep Context Understanding.** For this skill, we aim to test the model's ability to answer hard and 306 tricky questions requiring a deep understanding of the full video. We utilized GPT-40 to generate 307 challenging and nuanced questions about the video. We did not restrict GPT-40 to a specific skill 308 set, allowing the advanced AI model to generate questions autonomously. We provided GPT-40 with 309 comprehensive information about the video, including the transcript and summary as in Figure 2, 310 enabling it to create complex questions that require a profound understanding of the context and the main topic of the movie or the TV show. These open-ended questions were developed for the Long 311 TVQA we created and MovieNet(Huang et al., 2020) datasets. 312

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314 Movies Spoiler Questions. Spoiler questions are inquiries that reveal critical plot points, twists, or specific details that could potentially spoil the experience for viewers who have not yet seen the 315 movie. These questions are crucial for evaluating long videos because they delve into significant, 316 often pivotal moments in the narrative, requiring a deep and comprehensive understanding of the 317 entire storyline. These questions are important for long video evaluation for several reasons: 318

- Comprehensive Understanding: Answering spoiler questions necessitates a thorough comprehension of the entire video, as they often reference events from various points in the narrative. This ensures that the evaluator has engaged with the content meaningfully and sustainably.
- *Critical Thinking*: These questions require viewers to think critically about the plot and its developments, analyzing character actions and narrative resolutions.

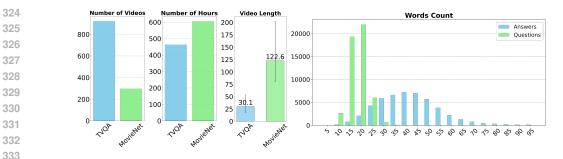


Figure 4: Data statistics. The first two figures On the left, reporting the number of videos and their length in hours from each data source: TVQA and MovieNet datasets. In the middle, we demonstrate the video duration of each video source. On the right, we show the histogram of the lengths of the questions and answers.

• *Detail Orientation*: Spoiler questions often focus on specific, detailed aspects of the plot, ensuring that the evaluator has paid close attention to the video.

**Linking Events.** This skill involves generating a set of questions that link multiple events together, such as events from the beginning of an episode that affect later events, to ensure the questions comprehensively cover the entire video. Examples of such questions include:

- What is the influence of event A on event B?
- How does event A lead to event B?
- What is the relationship between event A and event B?
- What is the impact of event A on event B?

We generated these questions by inputting the video summary into GPT-40 and instructing GPT-40 to create this type of question as in Figure 2. These open-ended questions were developed for the Long TVQA we created and MovieNet(Huang et al., 2020) datasets.

3.2.3 LOCAL UNDERSTANDING

Local Understanding The local questions in our benchmark are adapted from the TVQA dataset
 Lei et al. (2019) and are inspired by the Goldfish paper Ataallah et al. (2024b) that converted the
 evaluation from short video to long videos. These questions are multiple-choice and rely on human
 annotations. The local questions are specifically designed to assess the model's ability to localize and
 focus on specific segments within extended video content. Successfully answering these questions
 indicates the model's capacity to capture fine-grained details, making it analogous to a "needle-in a-haystack" challenge, but tailored for video understanding.

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3.3 BENCHMARK STATISTICS

The InfiniBench benchmark represents the largest dataset for long video question-answering, comprising 108.2K questions spanning nine distinct skill categories. Figure 3 (left) displays the distribution of questions across these skills, while Figure 3 (right) illustrates the distribution of videos associated with each skill.

Figure 4 (left) provides an overview of the number of videos and total hours of footage included from each data source in the benchmark.The center of the Figure 4 highlights the variation in video durations across the benchmark's video sources, such as TVQA (Lei et al., 2019) and MovieNet (Huang et al., 2020).Notably, the benchmark includes videos with durations ranging up to 201 minutes (3.35 hours), underscoring its focus on long video understanding. ,On the right, a histogram shows the distribution of word counts for the questions and answers.

Also, human verification for InfiniBench is presented in Supplementary with overall correctness og 95.8%. A.

Models	Frame Rate	Subtitles	Global Appearance	Scene Transitions	Character Actions	Chronological Understanding	Local Understanding	Summar- ization	Deep Context Understanding	Spoiler Understanding	Linking Events	Avg. Acc.	Avg. Score
Random Accuracy	-	-	16.68	16.66	16.14	41.51	20.00	-	-	-	-	22.20	
GPT-40	250 FPV	<ul> <li>Image: A start of the start of</li></ul>	45.39	47.93	36.07	68.85	81.75	3.49	3.39	2.67	3.45	56.00	3.25
Qwen2VL	250 FPV	1	38.39	37.54	36.86	50.85	59.98	0.67	2.07	1.41	2.76	44.72	1.73
Gemini Flash 1.5	-	1	31.80	31.63	37.82	56.41	58.95	3.24	2.55	2.05	3.33	43.32	2.79
LLaVA-OneVision	128 FPV	1	38.60	25.02	24.83	45.91	48.54	0.49	1.78	1.30	2.51	36.58	1.52
InternVL2	128 FPV	1	29.26	21.98	25.00	44.63	42.62	0.69	1.68	1.25	2.47	32.70	1.52
LLaMA-VID	1 FPS	1	17.37	17.06	18.25	41.74	23.73	1.58	2.00	1.49	2.40	23.63	1.83
Goldfish	0.5 FPS	1	10.30	2.82	20.87	40.14	40.66	0.77	2.36	1.85	3.01	22.96	2.00
Large World Model	8 FPV	×	9.20	3.30	8.46	38.64	18.70	0.02	0.90	0.60	0.89	15.66	0.60
MovieChat	L/8 FPV	×	8.10	7.60	4.67	38.20	18.27	0.14	0.62	0.41	1.00	15.37	0.5
LLaVA-Next Interleave	8 FPV	×	1.71	0.32	0.44	41.90	18.75	0.28	1.33	0.92	1.87	12.62	1.1
MiniGPT4-video	45 FPV	1	2.33	1.09	2.36	39.86	15.15	0.05	0.54	0.75	0.89	12.16	0.5

Table 2: InfiniBench leader-board over the nine skills, FPV is the Frame rate Per Video, FPS is the Frame rate Per Second.

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4.1 EVALUATION METRICS

**EXPERIMENTS** 

We employed distinct evaluation metrics appropriate for the two questions types: open-ended and multiple-choice (MCOs). For MCOs, accuracy was the chosen metric, while for open-ended questions, we utilized a scoring system based on GPT-4-mini, ranging from 0 to 5. For MCO, GPT-4mini is used to match the predicted answer with one of the options or to match with the "I don't know option", that indicates there is no match or hallucination. See Sec. Evaluation Details in the supplementary D for more details. For open-ended questions, GPT-4-mini evaluated the LLMs' predictions based on multiple criteria: correctness, meaningfulness, proximity to the expected answer, presence of hallucinations, and completeness. Based on these criteria, GPT-4-mini generates a score ranging from 0 to 5, reflecting the overall quality of the response.

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## 4.2 EVALUATION MODELS SETTING

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In our evaluation, we evaluated two commercial models and nine open-source models.

406 **GPT-40.** GPT-40 cannot natively process .mp4 video files. To work within its limitations, we sampled the maximum of 250 frames from the video, followed by the subtitle text and the question. 407 Gemini-Flash 1.5. The Gemini-Flash 1.5 model, developed by Google (Gemini, 2024), Gemini 408 recently gained the capability to process .mp4 files, but since our benchmark videos lack audio, we 409 provided Gemini with the video file, followed by the subtitle file and the accompanying question. 410 **Owen2-VL** supports processing up to 768 frames; however, this exceeds the memory capacity of 411 a single A100 GPU (80 GB) and requires the use of multiple GPUs. To ensure a fair comparison 412 with GPT-40, we limit the maximum number of frames to 250. Subtitles are provided as additional 413 context, concatenated with the question, to enhance input comprehension.

414 **InternVL2**: For the configuration of InternVL2, the default number of frames was increased to 415 the maximum supported by the A100 GPU (80 GB), resulting in a limit of 128 frames. While 416 the model can accommodate more than 128 frames, this often leads to significant hallucinations 417 in its outputs. Performance was evaluated at different frame rates, specifically 16 and 128 frames. Subtitles were incorporated as additional context alongside the input question to enhance the model's 418 understanding. LLaVA-OneVision: This model is capable of processing both videos and images. 419 We investigated the maximum number of frames that can be processed using an A100 GPU (80 420 GB) without inducing hallucinations and evaluated the model's performance at frame rates of 16 421 and 128. Subtitles were included as additional context, provided alongside the input question to 422 enhance comprehension. Goldfish. we used the default model setting with number of retrieved 423 videos k=3 and process the video in 0.5 fps as each small clip is 90 sec and the model sample 45 424 from them which means 0.5 fps. LLama-vid. The LLaMA-VID model (Li et al., 2023b) accepts 425 both video frames and subtitles. For our evaluation of the movies, we utilized our dataset with one 426 frame per second, accompanied by aligned subtitle shots. The model was evaluated using the default 427 settings without any modifications to the inference parameters. Large World Model (LWM). LWM 428 is efficiently optimized for execution on Google TPUs and has another version for GPUs. Our evaluation is done using (NVIDIA A100), which allows for processing a maximum of 8 frames 429 per video. While this setup does not represent the optimal configuration for LWM, it was the most 430 feasible setting. LWM can accept only the video frames without the subtitles. Moviechat. The 431 MovieChat model (Song et al., 2023) processes video frames without subtitles and operates in global

and breakpoint modes. Our evaluation focused on the global mode, utilizing the default inference
settings without any modifications, where this setting allows to input the video length/8 frames.
LLaVA-NeXT-Interleave. LLaVA-NeXT-Interleave can process only 8 frames per video, we also
used the default setting without any changes. MiniGPT4-video. We evaluated MiniGPT4-video
with the Llama 2 version that capable of handling 45 frames per video.we also used the default
setting without any changes.

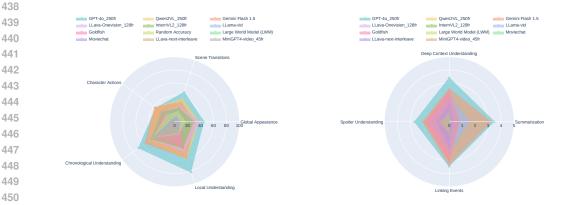


Figure 5: InfiniBench full leaderboard: Left – Comparison of performance across (MCQ) skills. Right – Evaluation of performance on open-ended question skills.

### 4.3 RESULTS

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456 In this section, we evaluate the state-of-the-art (SOTA) open-source and commercial models for 457 long video understanding. First, we present the overall performance averaged across all nine skills. 458 Then, we delve into the specific skill performance detailed in Table 2, **Overall performance.** The 459 overall performance of different models on InfiniBench is shown in Table 2 (i). Three findings 460 can be observed: (1) All models' is relatively lower than other benchmarks (e.g., Movie-chat, MLVU, VideoMME benchmarks). This could be interpreted by the challenging nature of our skills 461 that require deep, long-term understanding. To further verify this point, we test our benchmark 462 on the most recent short-video models, e.g., MiniGPT4-video and LLaVA-NeXT-Interleave. We 463 argue that short-video models should suffer if the benchmark truly assesses long-video understand-464 ing capabilities. In other words, the limited context captured by the short video models should 465 not be enough to answer long reasoning queries. As shown in the table 2, MiniGPT4-video and 466 LLaVA-NeXT-Interleave match lower than the random performance, which shows the effectiveness 467 of our benchmark in assessing long reasoning capabilities. (2) GPT-40 (OpenAI, 2024) achieves 468 the best performance on both multiple-choice and open-ended questions, with 56.01 accuracy (0-469 100) and 3.25 GPT4-score (0-5). There is also a large performance gap between GPT-40 and other 470 open-source models which could be justified by the huge gap in the scale of the training data and 471 GPUs used in training these models.(3) Qwen2-VL demonstrated the strongest performance among all open-source models, surpassing Gemini in MCQ skills by 1.4%. However, it struggled with 472 open-ended tasks, where Gemini outperformed it by 1.06 GPT-score. One reason for Qwen2-VL's 473 underperformance in open-ended tasks could be its reliance on training data that primarily con-474 sisted of videos without subtitles and images. As a result, it lacks the ability to fully comprehend 475 video content that requires understanding both visual frames and audio (or subtitles). However 476 Qwen2-VL is test with subtitles but it seams that it can't perform the alignment well.(4) short video 477 models achieved the lowest performance because of information loss while sampling the long video 478 into 8 or 45 frames in LLaVA-NeXT-Interleave (Li et al., 2024a) and MiniGPT4-video (Ataallah 479 et al., 2024a) respectively. (5) As shown in Table 3, adding subtitles enables GPT-4 to achieve op-480 timal performance. Subtitles allow the model to align characters, track their actions and clothing, 481 and reason about specific events more effectively. Other models such as Qwen2-VL, InternVL2 and 482 LLaVA-OneVision failed to exploit the subtitles. **Performance on specific skills.** Table 2 shows the performance of the SOTA long video understanding models on each skill. The performance 483 varies significantly among different skills, highlighting the unique challenges introduced by each 484 one. Observations of the results: (1) Character Actions is the most difficult MCQ question type, 485 while Gemini achieving only 36.86% accuracy. The potential reason for the low performance is that

this question requires global reasoning across the entire hour-long video instead and the alignment between the audio or subtitles and the visual content. (2) All models struggle with Movie Spoiler questions in open-ended tasks, with the best model achieving a score of only 2.67 out of 5. The diffi-culty lies in the need for deeper understanding and reasoning to get the correct answer. Since Movie Spoiler questions are meaningful for human-centric video understanding, current model capabilities need improvement. (3) All models' achieved a good performance for the Local understanding ques-tions. This shows that the main challenge for existing models is long-sequence global reasoning. (4) For the local questions our results is consistence with Gemini technical report (Gemini, 2024) that shows that Gemini and GPT-40 excel in the "needle in the haystack" skill, achieving high scores across all modalities. This aligns with our benchmark results in the local understanding skill, where Gemini and GPT-40 achieve the highest scores among all skills. 

## 4.4 EFFECT OF SUBTITLES

As shown in table 3 Incorporating subtitles intuitively enhances model performance; however, the extent of improvement varies across different models. For instance, GPT-40 demonstrates the most significant benefit from the inclusion of subtitles, while other models show minimal changes. This disparity suggests that GPT-40 effectively integrates and aligns multimodal inputs, leveraging both visual and textual modalities. In contrast, other models in the table trained exclusively on visual data lack the capacity to fully utilize the additional context provided by subtitles, thereby limiting their performance gains.

Models	Frame Rate	Subtitles	Global Appearance	Scene Transitions	Character Actions	Chronological Understanding	Local Understanding	Summar- ization	Deep Context Understanding	Spoiler Understanding	Linking Events	Avg. Acc.	Avg. Score
Random Performance	_		16.68	16.66	16.14	41.51	20.00	N/A	N/A	N/A	N/A	22.20	N/A
GPT-40	250	1	45.98	46.35	35.32	68.02	81.7	3.46	3.38	2.72	3.47	55.47	3.26
GPT-40	250	×	22.68	30.89	17.52	43.51	21.93	1.73	0.37	0.67	0.68	27.31	0.86
Qwen2-VL	250	1	36.6	30.2	36.64	50.23	59.89	0.67	2.05	1.39	2.82	42.71	1.73
Qwen2-VL	250	×	36.97	28.12	36.97	49.06	47.56	0.35	1.69	1.26	2.49	39.74	1.44
LLaVA-OneVision	128	1	36.6	23.95	25.911	45.49	48.6	0.55	1.79	1.3	2.58	36.11	1.56
LLaVA-OneVision	128	×	39.28	22.39	26.37	44.36	42.8	0.43	1.56	1.21	2.31	35.04	1.38
InternVL2	128	1	25.89	21.35	24.12	44.33	41.62	0.72	1.69	1.27	2.53	31.46	1.55
InternVL2	128	×	30.35	19.27	24.45	44.43	32.74	0.5	1.5	1.21	2.42	30.25	1.41

Table 3: Analysis of the impact of subtitles on model performance.

## 5 CONCLUSION

We introduced InfiniBench, a comprehensive benchmark for very long-form video understanding, featuring the longest average video duration (52.59 minutes) and the largest number of question-answer pairs (108.2K). Our diverse and human-centric questions evaluate nine distinct skills, posing significant challenges to current Multi-Modality Large language Models (MLMMs). Evaluations reveal that all existing models, including the commercial Gemini 1.5 Flash and GPT-40 and var-ious open-source models, struggle with InfiniBench, particularly in tasks requiring deep context understanding and critical thinking. Despite these challenges, GPT-40 outperforms all open-source models across all skills. InfiniBench aims to bridge the gap in long-form video understanding bench-marks, promoting the development of LMMs toward achieving human-level comprehension and reasoning. 

## 6 LIMITATIONS

This section outlines the limitations of our work: Restricted Video Sources: The video sources utilized in this study are limited exclusively to movies and television shows. Consequently, the benchmark lacks a broader spectrum of general videos encompassing various aspects of human life or the diverse field of wildlife. Dependency on Transcripts: The generation pipeline of questions and answers employed in this benchmark is inherently dependent on the availability of transcripts. This reliance confines its applicability to movies and television shows where such transcripts are readily available. For more general videos, the absence of transcripts poses a significant challenge, thereby limiting the pipeline's utility in those contexts. We hope to overcome these limitations in the future work.

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#### 702 HUMAN VERIFICATION А

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To verify the reliability of our benchmark, we conducted a human evaluation to validate the correctness of our questions and answers pairs. Due to the challenging nature of our benchmark, which involves understanding videos over an hour long, we randomly sample 10% of the data for human verification.

More specifically, we asked nine annotators to read the questions related to each video and then watch the full video before validating the questions then start validating the questions. Each video averages 80 questions and is over an hour long, requiring 3 to 4 hours for annotators to verify. The study shows a great alignment between the human responses and our benchmark, where the accuracy of the true questions across different skills is 95.8%. The detailed accuracy of the true questions per skill is reported in the table 4. The remaining two skills, i.e., Local understanding and sum-

Skill Name	Number of Questions	Accuracy of Correctness (%)
Linking Events	2297	98.00
Character Actions	667	94.90
Deep Context Understanding	2172	96.50
Global Appearance	135	89.62
Scene Transitions	103	88.34
Spoiler Questions	43	95.34
Temporal Questions	2927	94.08

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Table 4: Human verification for all the GPT skills involved in the generation pipeline

727 marization questions, do not need human verification due to these annotaions are arleady humanly 728 verified.For the quality of TVQA(Lei et al., 2019) questions and answers is well-documented in the TVQA paper (Lei et al., 2019) (Section 3.2, Table 8). It explicitly mentions that "The negative 729 answers in TVQA are written by human annotators. They are instructed to write false but relevant 730 answers to make the negatives challenging." This demonstrates that the questions and options are 731 carefully crafted and verified by humans, ensuring their quality and relevance. for the scrapped sum-732 maries, according to IMDB's contribution guidelines, the contributors must follow strict instructions 733 when submitting plot summaries and each contribution is reviewed and approved by the IMDB team 734 before publication. This rigorous process ensures that IMDB summaries are reliable, accurate, and 735 already human-verified.

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### В ABLATIONS

#### **B**.1 **EFFECT OF DIFFERENT INPUT FRAMES**

To see the effect of different frame rates we conducted this ablation between three open-source 742 models such as Qwen2VL, InternVL, LLaVA-OneVision and the best-performing model on our 743 benchmark, GPT-40, with different input frame rates. From Tab 5 we see that feeding more frames 744 intuitively improves accuracy, but the degree of improvement varies across models. For instance, 745 GPT-40 benefits the most from higher frame rates, while LLaVA-OneVision's performance remains 746 almost unchanged despite using an 8x higher frame rate. The limited benefit of higher frame rates 747 for LLaVA-OneVision may be attributed to its training strategy. LLaVA-OneVision is trained jointly 748 on single images, multi-images, and videos. This strategy employs a balanced visual representation 749 approach, aggressively down sampling video inputs to ensure parity with image-based scenarios. 750 While effective for general tasks, this aggressive down sampling likely hurts LLaVA-OneVision's 751 ability to understand long videos, limiting its benefit from higher frame rates. There are specific 752 skills benefit more from higher frame rates. For example, the "local vision+text" skill improves 753 most as it relies on short sequential shots. Increasing the frame rate reduces the chance of missing critical shots related to the answer, thereby boosting accuracy for such tasks. The results demonstrate 754 that while higher frame rates generally improve performance, the degree of improvement depends 755 on the model's design and training strategy. Models like GPT-40, optimized for sequential inputs,

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759	Models	#Frames	Subtitles	Global Appearance	Scene Transitions	Character Actions	Chronological Understanding	Local Understanding	Summar- ization	Deep Context Understanding	Spoiler Understanding	Linking Events	Avg. Acc.	Avg. Score
760	Random Performance	-	-	16.68	16.66	16.14	41.51	20.00	N/A	N/A	N/A	N/A	22.20	N/A
100	GPT-40	250	1	45.98	46.35	35.32	68.02	81.70	3.46	3.38	2.72	3.47	55.47	3.26
=04	GPT-40	128	1	18.98	29.84	17.92	43.12	22.10	1.78	0.37	0.61	0.69	26.39	0.86
761	GPT-40	16	1	20.37	31.93	16.38	42.32	20.22	1.68	0.35	0.63	0.65	26.24	0.83
	Qwen2-VL	250	1	36.60	30.20	36.64	50.23	59.89	0.67	2.05	1.39	2.82	42.71	1.73
762	Qwen2-VL	128	1	32.58	28.64	34.59	49.33	54.98	0.59	1.87	1.31	2.75	40.02	1.63
101	Qwen2-VL	16	1	30.80	20.83	32.20	46.59	42.90	0.30	1.53	1.16	2.44	34.66	1.36
763	LLaVA-OneVision	128	1	36.60	23.95	25.91	45.49	48.60	0.55	1.79	1.30	2.58	36.11	1.56
103	LLaVA-OneVision	16	1	41.51	24.47	25.97	44.27	40.15	0.48	1.48	1.33	2.30	35.27	1.40
704	InternVL	128	1	25.89	21.35	24.12	44.33	41.62	0.72	1.69	1.27	2.53	31.46	1.55
764	InternVI.	16	1	23 21	20.83	25.18	44.82	31.95	0.70	1 54	1.28	2.60	29.20	1.53

# show significant gains, whereas models like LLaVA-OV, which aggressively downsample videos, see minimal benefits.

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## Table 5: Impact of varying frame rates on model performance.

## B.2 IMPACT OF THE "I DON'T KNOW" OPTION

The results in Table 6 indicate that excluding the "I don't know" option improves the model's performance metrics. This increase occurs because, in the absence of this option, the model is compelled to select a response, even when it lacks sufficient evidence, thereby increasing the likelihood of correctly guessing through chance. Conversely, including the "I don't know" option introduces an additional challenge, as it requires the model to explicitly acknowledge uncertainty when it cannot confidently match a provided answer.

This option also serves as a valuable diagnostic tool for assessing hallucination tendencies. Specifically, when evaluating with GPT-40, the "I don't know" option allows for the detection of instances where the model generates an answer inconsistent with the given evidence. GPT-40 is designed to utilize this option when the predicted response either lacks sufficient evidence to align with one of the provided choices or constitutes a hallucination. Thus, the inclusion of the "I don't know" option enhances the robustness of model evaluation by accounting for uncertainty and mitigating the impact of overconfident, unsupported predictions.

783 784	Models	# Frames	Subtitles	I don't know option	Global Appearance	Scene Transitions	Character Actions	Chronological Understanding	Avg. Acc.
785	Random Performance	-	-	_	16.68	16.66	16.14	41.51	22.75
700	Qwen2-VL	250	1	1	36.60	30.20	36.64	50.23	38.42
786	Qwen2-VL	250	1	×	36.16	33.85	39.36	48.59	39.49
787	InternVL2	128	1	1	25.89	21.35	24.12	44.33	28.92
	InternVL2	128	1	×	29.46	22.91	26.70	44.57	30.91
788	LLaVA-OneVision	128	1	1	36.60	23.95	25.91	45.49	32.99
789	LLaVA-OneVision	128	1	×	38.83	23.43	27.50	46.05	33.95

Table 6: Analysis of the impact of incorporating the "I don't know" option on model performance.

## C DEEP DATA EXPLORATION

## 795 C.1 ANALYSIS OF DATA LEAKAGE

To genuinely assess the data leakage, we deliberately drop the video and only feed the question and
some context about the episode or the movie without any visual inputs.

- For instance, here is the input prompt in the blindness case:
- "This is a question for a video from show season\_num episode\_num, use your knowledge to answer this question: question"

We have conducted the blindness experiments using two models, Qwen and GPT-40. As shown in the tables 7, in most skills, the blind models' performance is too close to the random performance.

For instance, on the "global appearance" and the "scene transitions" skills, Qwen achieves 19.6 and

and the scene transitions skins, given deneves 19.6 and 21, while GPT-40 achieves 20.8 and 22.5, approximately equal to the random performance of around 17 for both skills.

In contrast, only the blind Qwen on one skill, the "Character Actions", achieves closer performance than the Qwen, which takes the visual input, 36.6 and 36, respectively. This could be interpreted

as the model using its common sense to answer the question. The choices in this skill contain valid
actions, and only their order is wrong. Thus, we argue that the model could perform well using
common sense to order the events. To test our hypothesis, we assess the model performance on this
skill as an open-ended question without choices. We leverage GPT-40 to score the models' outputs
out of 5, where 0 is the worst and 5 is the best. The detailed prompt used while scoring is depicted
in Figure 7. As expected, when we remove the visual input, the accuracy drops significantly from
0.79 to 0.003 as shown in the table below.

Models	Global Appearance	Scene Transitions	Character Actions	Chronological Understanding	Local Understanding	Summar- ization	Deep Context Understanding	Spoiler Understanding	Linking Events	Avg. Acc.	Avg. Score
Random Performance	16.68	16.66	16.14	41.51	20.00	N/A	N/A	N/A	N/A	22.20	N/A
GPT-40 Video + sub + question	45.98	46.35	35.32	68.02	81.70	3.46	3.38	2.72	3.47	55.47	3.26
GPT-40 Question + Video Info	20.83	22.51	17.18	42.82	17.17	1.70	0.37	0.68	0.70	24.10	0.86
GPT-40 Question	14.81	24.08	15.78	42.35	16.44	1.75	0.36	0.67	0.67	22.69	0.86
Qwen Video + sub + question	36.60	30.20	36.64	50.23	59.89	0.67	2.05	1.39	2.82	42.71	1.73
Qwen Question + Video Info	19.64	21.35	35.05	46.57	39.71	0.28	1.70	1.48	2.60	32.46	1.51
Qwen Question	18.75	19.27	29.62	45.49	38.29	0.00	0.97	0.76	1.7	30.28	0.86

Table 7: Analysis of the impact of different input modalities on the performance of Qwen2VL and GPT-40.

Input	GPT-40 score
Qwen2VL Video+Questions	0.79
Qwen2VL only Question	0.003

Table 8: Evaluation of Qwen2-VL on character action recognition as an open-ended skill without multiple-choice options.

## C.2 CHECK QUESTIONS DUPLICATION

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To ensure the dataset is free from (near) duplicate questions, we implemented the following approach:

838 Encoding and Similarity Calculation: We used M3-Embedding (Chen et al., 2024) to encode the 839 questions and answer choices into vector representations.the cosine similarity was then calculated to 840 identify potential duplicates. To account for varying degrees of similarity, we evaluated three thresh-841 olds: 90%, 95%, and 98% cosine similarity. As shown in Figure 6 the vast majority of questions 842 across all skills are unique, with no duplicates detected. Only two skills, Temporal Questions and Character Actions, showed instances of potential duplicates. Upon investigation, we found that the 843 duplicates detected were false positives. For example, the following pair of questions was flagged 844 as duplicates because they differ only by the words "before" and "after". However, this small dif-845 ference completely changes the meaning of the question. for instance : Q1: Did the event flashback 846 to Phoebe completing a mile on a hippity-hop before turning thirty, happen before the event Monica 847 makes breakfast with chocolate-chip pancakes? 848

Q2: Did the event flashback to Phoebe completing a mile on a hippity-hop before turning thirty, happen after the event Monica makes breakfast with chocolate-chip pancakes? These examples highlight the importance of semantic context in evaluating the similarity of questions, as minor lexical differences can significantly alter meaning. Based on our analysis, we are confident that the dataset is free from true duplicates, and our pipeline effectively identifies and handles potential near-duplicates. The false positives flagged by the similarity detection process underscore the complexity of semantic evaluation, especially in nuanced question construction.

856 857 C.3 TRANSCRIPT VS. SUBTITLES

As shown in Figure ?? that shows the difference between subtitles and the transcript. Transcripts are
detailed documents created by movie or TV show writers. They provide comprehensive information
beyond spoken dialogue, including: scene descriptions, context about settings, locations, character
actions ,and camera angles or shot compositions. Transcripts serve as blueprints for visual and
narrative elements, helping to extract visual insights and design challenging, reliable benchmark
questions. The Key Point: Transcripts are used only during the benchmark creation process to ensure
robustness and question diversity, not during inference or evaluation.

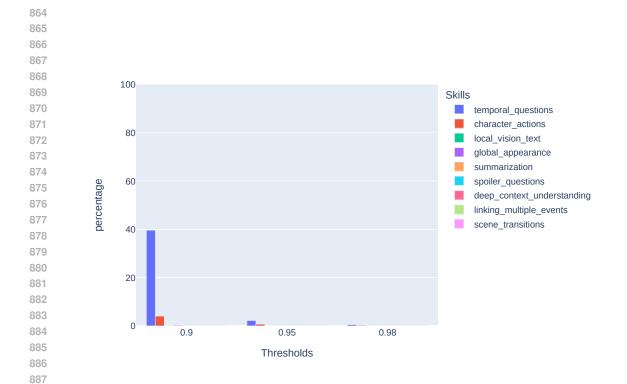


Figure 6: InfiniBench duplication for different thresholds using cosine similarity of text vector embeddings

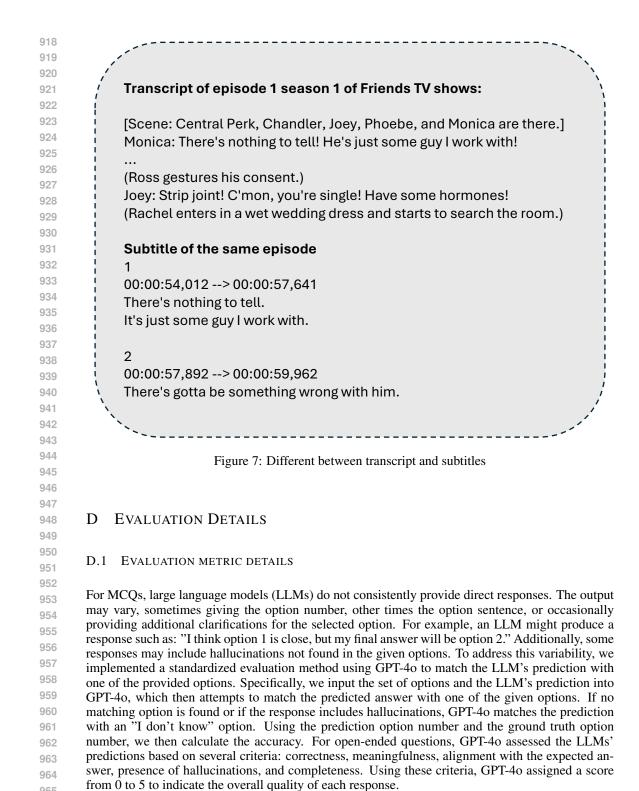
Skill Name	Ν	umber o	Weighted		
	2	5	6	7	Random accuracy
Global Appearance	0	9	1447	0	16.68
Scene transitions	0	0	920	0	16.66
Character actions	0	0	5829	1665	16.14
temporal order of events	24056	0	8208	0	41.51
Local vision + text questions	0	15246	0	0	20.00

Table 9: Detailed calculations for the random accuracy for the whole MCQ skills

Subtitles focus solely on translating spoken dialogue into text, typically extracted by transcribing the video's audio. The subtitles are optional input for the AI model during inference, representing an additional modality when available. During inference, the model's input consists of video frames and, optionally, subtitles.

C.4 WEIGHTED RANDOM ACCURACY

Table. 9 provides details about the number of options for each multiple-choice question (MCQ) skill,
including Global Appearance, Scene Transitions, Sequence of Character Actions, Temporal Order
of Events, and Local Vision and Context Questions. The table also reports the weighted random accuracy for each skill.



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## D.2 EVALUATION PROMPTS DETAILS

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970 In this section we will discuss the details for the prompts that have been used for evaluation for both 971 the open ended questions and multiple choices. Figure. 8 show the detailed prompt used for the results matching.Figure 9 show the detailed prompt for the GPT-40 scores.

#### 972 Ε **EXTRA BENCHMARK EXAMPLES** 973

Here in this sections, we are showing more examples of our benchmark skills such as the temporal 975 order of events in Fig. 13, linking multiple events in Figure.14, deep context understanding in Figure. 12, local questions in Figure.15, spoiler questions in Figure.17, Sequence of character actions Figure. 18, and summarization in Figure. 16.

### F SUCCESS AND FAILURE CASES

In this section, we present examples of both success and failure cases in question generation using GPT-40. Figure 20 illustrates cases involving the generation of Temporal Order of Events questions, while Figure 19 showcases examples related to Linking Multiple Events questions. As highlighted in the human evaluation section A, such failure cases are infrequent, with 92% of the generated data verified as accurate.

### G **QUALITATIVE RESULTS**

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In this section, we present qualitative results to assess how the evaluated models perform in answering the benchmark questions. We also examine how GPT-40 scores these responses compared to the ground truth, particularly in the case of open-ended questions. Figure 21 shows an example of the deep context understanding skill, Figure 22 shows an example of Global appearance skill, Figure 23 shows an example of the Scene transition skill and Figure 24 shows an example of the spoiler questions skill.

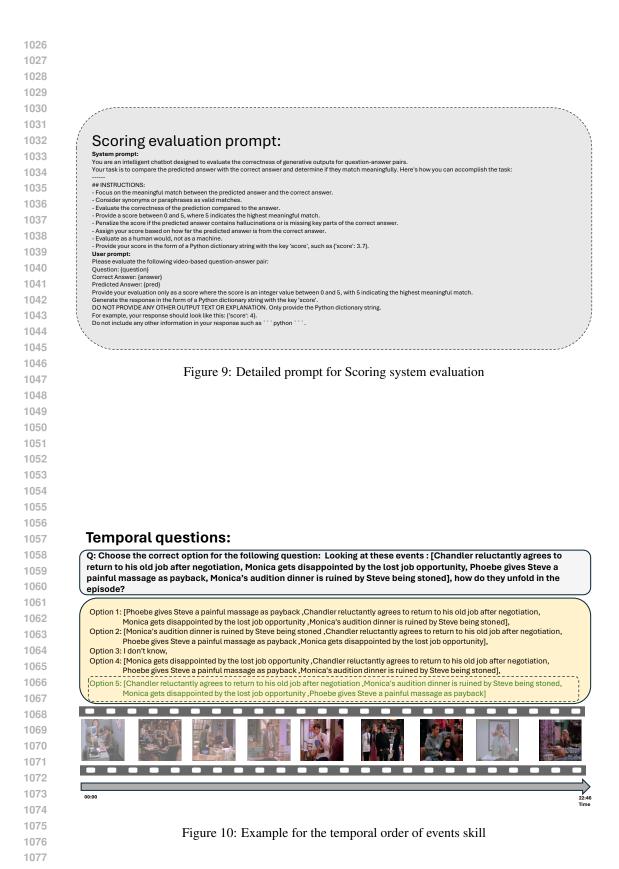
in the spoiler questions and deep context understanding, we can see the GPT-40 scores for each answer.

### INFINIBENCH GENERATION DETAILS Η

1000 This section elaborates on the specific prompts employed to generate questions for each skill cat-1001 egory. The prompts, utilized within the GPT-40 framework, are depicted in Figures 25, 27, 26, 1002 28,29. These figures provide the exact phrasing and structure used for question generation, ensuring 1003 reproducibility and clarity in the benchmarking creation process. 1004

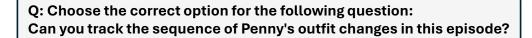
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1009	MCQ matching prompt:
1010	System prompt: You are an intelligent chatbot designed to evaluate the correctness of generative outputs for multiple-choice questions (MCQs).
1011	Your task is to match the predicted answer with one of the provided options, which include an 'I don't know' option. If there is no match between the predicted answer and the options, choose the option that says, 'I don't know'. Here's how you can accomplish the task:
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1013	## INSTRUCTIONS: - Focus on finding a meaningful match between the predicted answer and the correct option.
1014	- Consider synonyms or paraphrases as valid matches. - Choose an option only if you believe there is sufficient evidence to directly derive the answer from the predicted information or indirectly with
1015	minimal reasoning. If there isn't enough evidence to support any option, simply select the option with 'I don't know.'
1016	<ul> <li>Provide only the integer that represents the option number for your evaluation decision.</li> <li>Evaluate as a human would, considering context and meaning, not just exact words.</li> </ul>
1017	- Provide your answer in the form of a Python dictionary string with the key 'decision', such as {'decision': 3}.
1018	User prompt: Please evaluate the following question-answer pair:
	Options: {options} Predicted Answer: {pred}
1019	Provide your evaluation as a decision with the matched option number.
1020	Generate the response in the form of a Python dictionary string with the key 'decision'.
1021	DO NOT PROVIDE ANY OTHER OUTPUT TEXT OR EXPLANATION. Only provide the Python dictionary string. For example, your response should look like this: {'decision': 1}.
1022	Do not include any other information in your response such as ```python```.
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1024	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
1025	Figure 8: Detailed prompt for MCQ evalaution

## Figure 8: Detailed prompt for MCQ evaluation





## **Global Appearance**



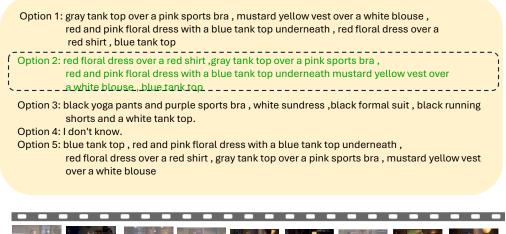




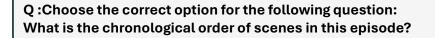
Figure 11: Example for the Global appearance skill.

## **Deep context understanding:**



Figure 12: Example for the deep context understanding skill

## **Scenes Transition**



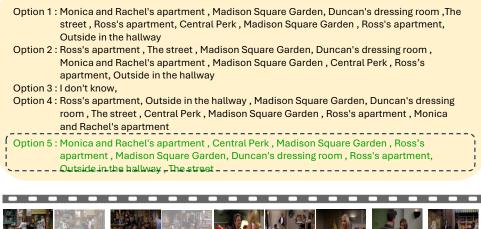
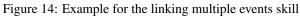




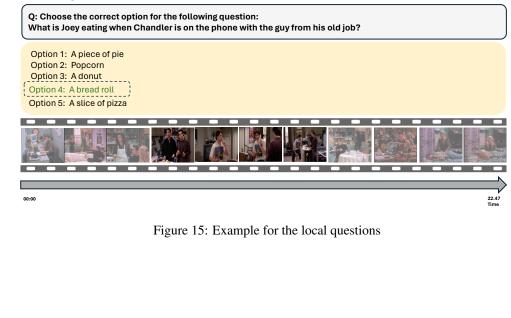
Figure 13: Example for the Scenes transitions skills.

## Linking multiple events :

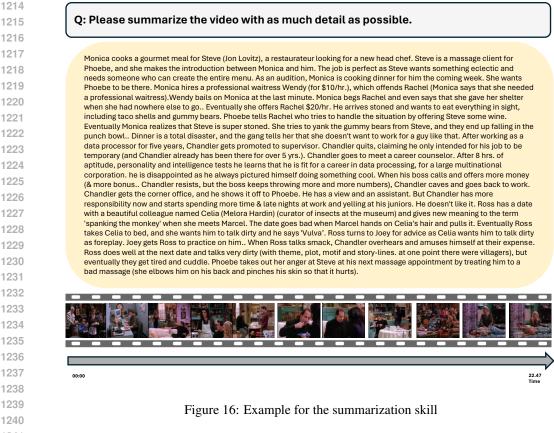




## Local questions



## Summarization

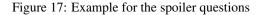


## **Spoiler questions**

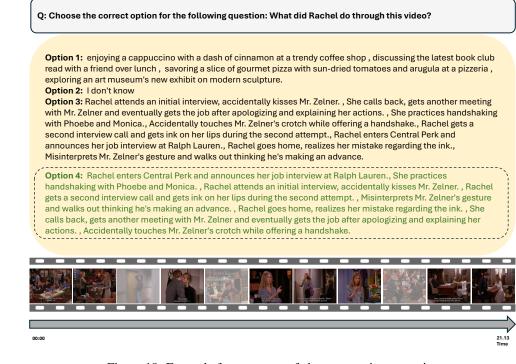
### Q: Why didn't the Arquillian in the jeweler's head simply tell Jay that the galaxy was on his cat's collar?

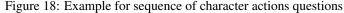
To add a bit of mystery to the story. If he'd said 'the galaxy in the jewel on the cat's collar', the movie would have ended much faster. Actually, Arquillian was indeed trying to tell Jay that the galaxy was on the cats collar. He just didn't have the correct vocabulary to do so. Note how he stumbles over the word \"war\". He almost certainly thinks \"belt\" is the correct word for \"collar\", which is understandable because the articles of clothing are identical, as the only differences are that one is worn around the waist and the other is worn around the neck. And the cat's name is Orion, so he's being accurately descriptive, not deceitful.It's likely that the Arquillian didn't understand much English and that the Jeweler's body had a translator in it when conversing with humans. It was likely damaged when Edgar stabbed it through the neck.





## **Character Actions:**





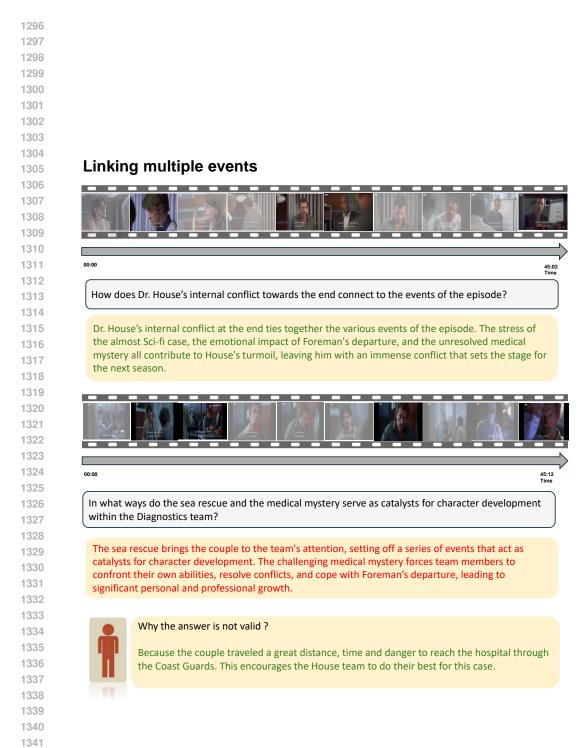


Figure 19: Examples of success and failure cases in Linking Multiple Events questions.



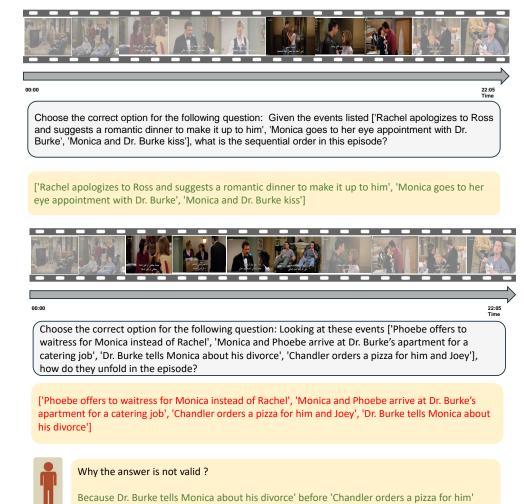
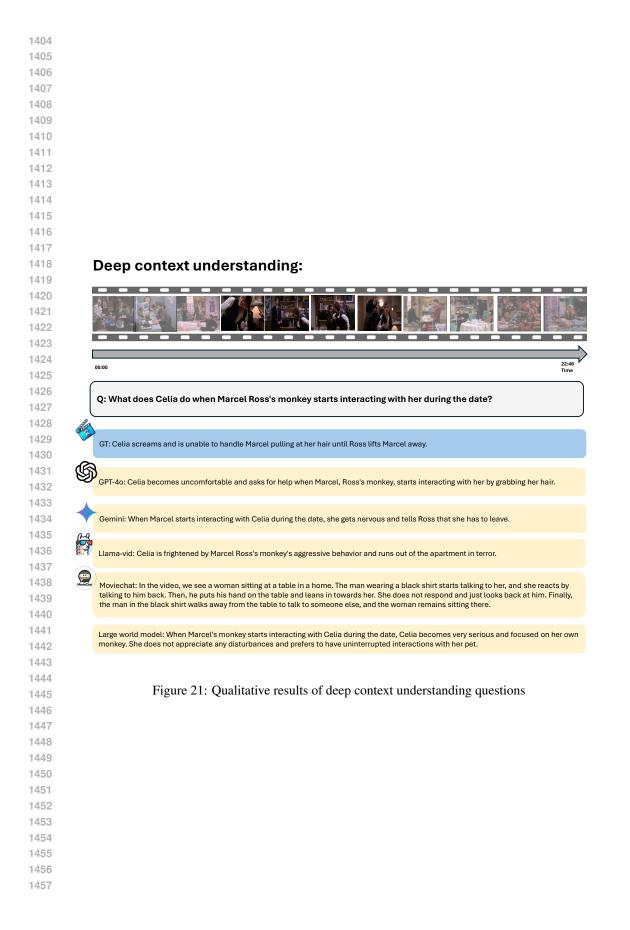
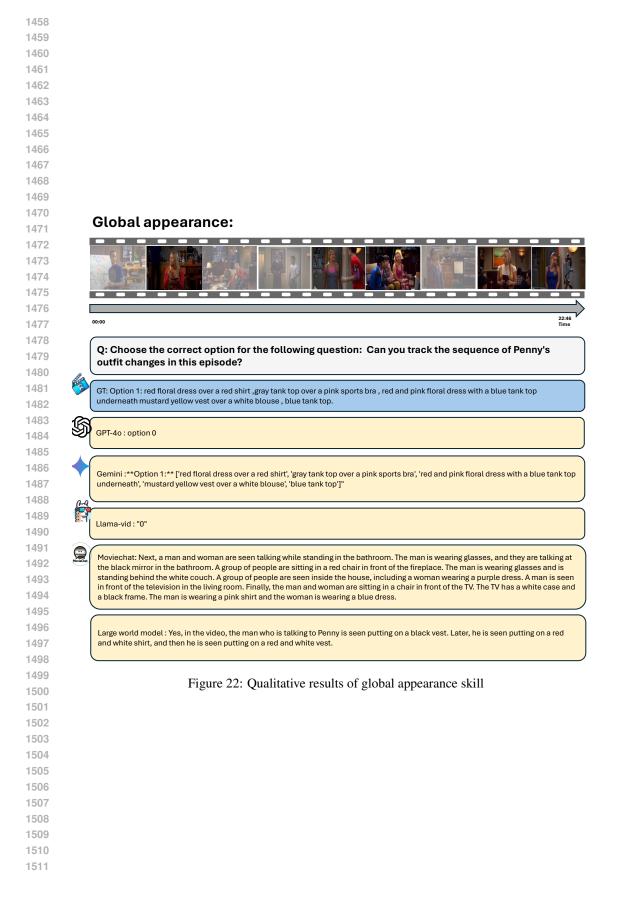
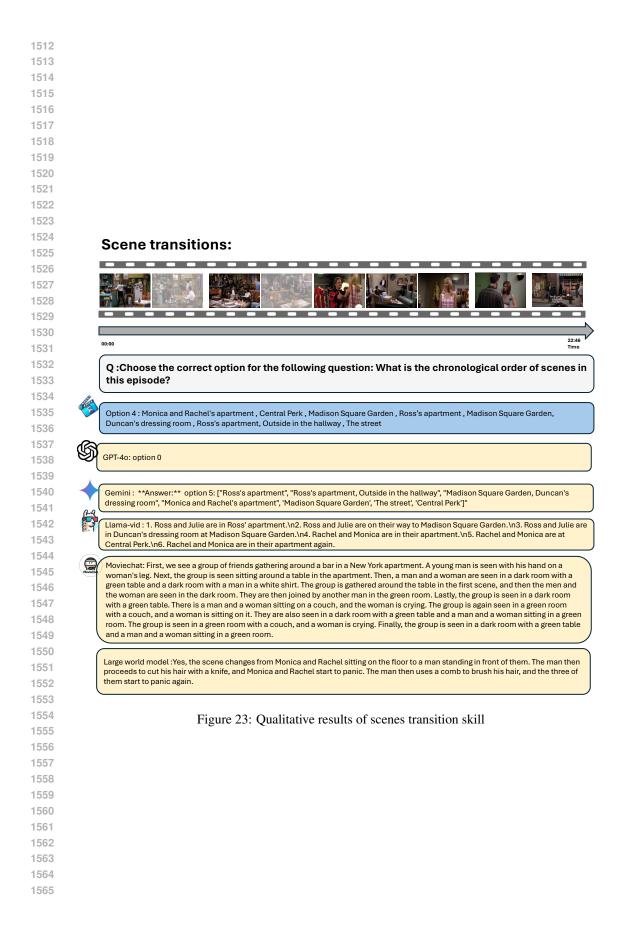
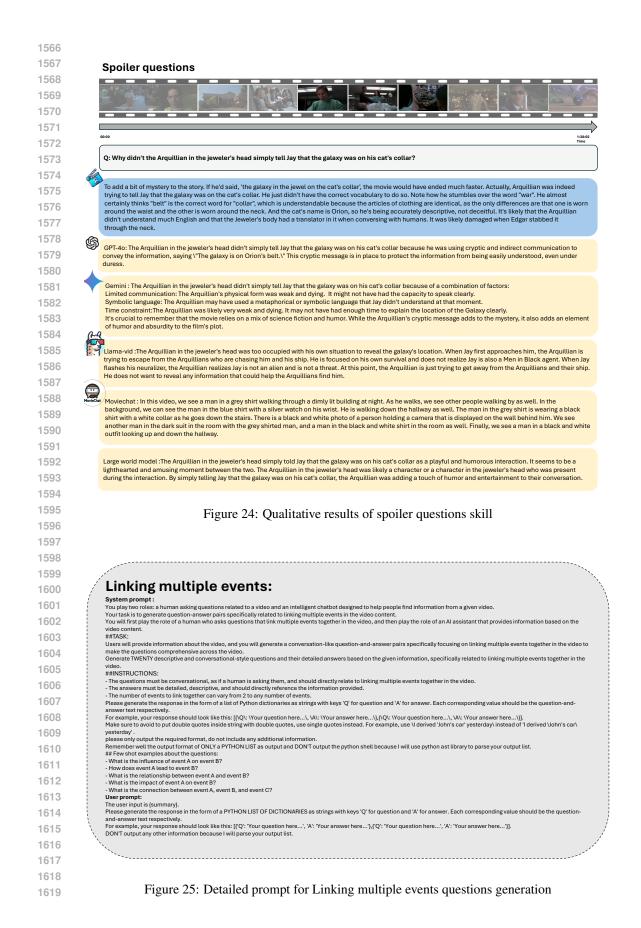


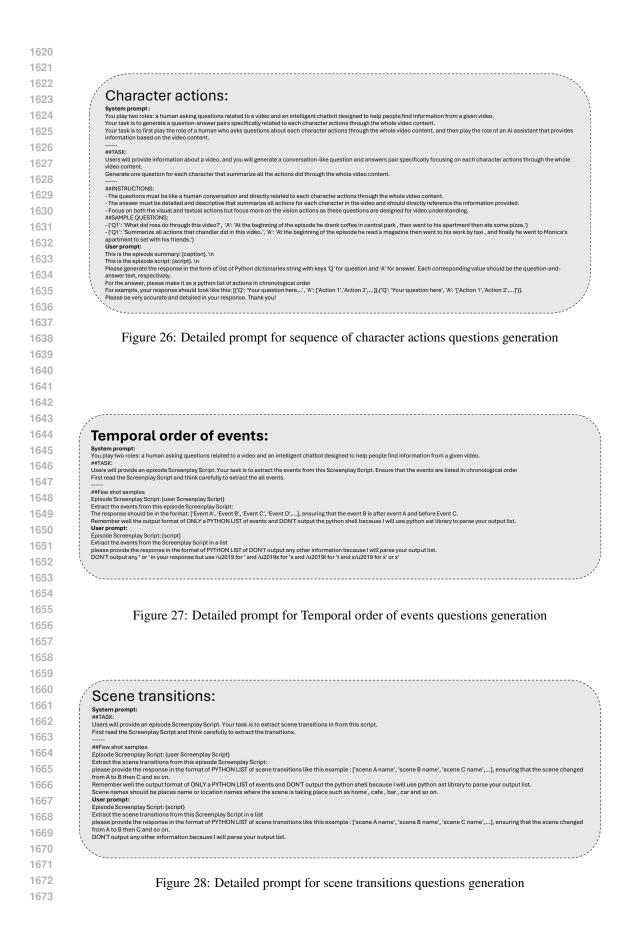
Figure 20: Examples of success and failure cases in Temporal Order of Events questions.











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1694	/ Deep context understanding:
1695	System prompt: You play two roles: a human asking questions related to a video and an intelligent chatbot designed to help people find information from a given video.
1696	##TASK: Your task is to first play the role of a human who asks questions related to deep context understanding in the video and then play the role of an Al assistant that provides information
1697	based on the video content. Users will provide human video summary and the video script, and you will generate a conversation-like question and answers pair specifically focusing on measuring the viewer's
1698	context understanding. ##INSTRUCTIONS:
1699	The questions must be conversational, as if a human is asking them, and should directly relate to deep context understanding for the video content.     The answers must be detailed, descriptive, and should directly reference the information provided.
1700	The number of questions should be up to 20 questions and answers.     The questions should be tricky and hard to answer to measure the viewer's context understanding.     The questions should be tricky and hard to answer to measure the viewer's context understanding.
	The answers must be detailed, descriptive, and should directly reference the information provided.     It will be good if most of the questions are related to the visual content of the video.     Again, the questions should be very tricky and hard to answer to measure the viewer's context understanding.
1701	Please generate the response in the form of a list of Python dictionaries as strings with keys 'Q' for question and 'A' for answer. Each corresponding value should be the question- and-answer text respectively.
1702	For example, your response should look like this: {{'Q': Your question here', 'A': Your answer here', {Q': Your question here', 'A': Your answer here'}, Please only output the required format, do not include any additional information.
1703	If you wan't to type 's or 't and so on, please use \u2019s for 's and \u2019t for 't and so on. Test your output by using the python ast library to parse your output list.
1704	Remember well the output format of ONLY a PYTHON LIST as output User prompt:
1705	video summary: (caption). video transcript: (script).
1706	Please generate up to 20 questions and their answers in the form of list of Python dictionaries string with keys 'Q' for question and 'A' for answer. Each corresponding value should be the question-and-answer text respectively.
1707	V For example, your response should look like this: [['Q': Your question here', 'A': Your answer here', [Q': Your question here', 'A': Your answer here'].
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1709	Figure 29: Detailed prompt for deep context understanding questions generation
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