ExAct: A Video-Language Benchmark for Expert Action Analysis

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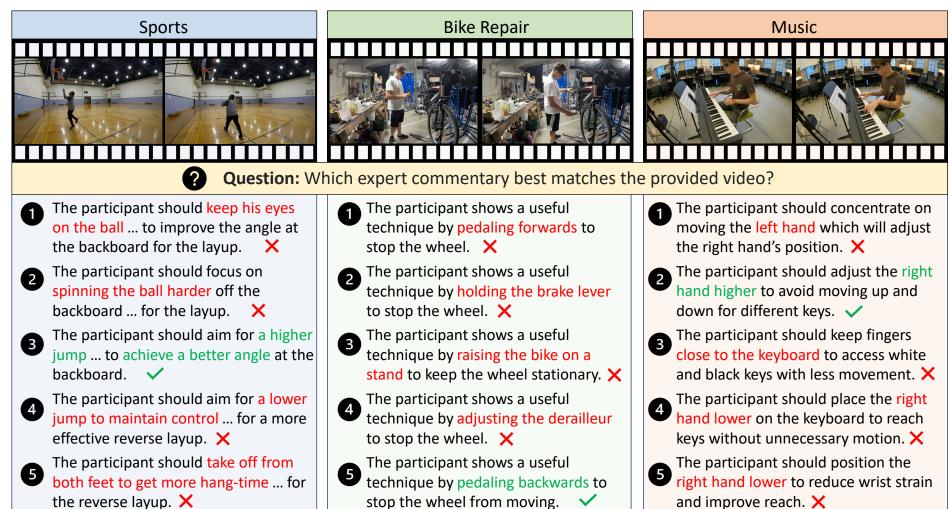
UNC Chapel Hill



Project Page
https://texaser.github.io/exact_project_page/

Motivation

Modern VLMs lack expert-level understanding of skilled physical human activities.



Task: Given a short video, select the correct expert commentary from 5 options.

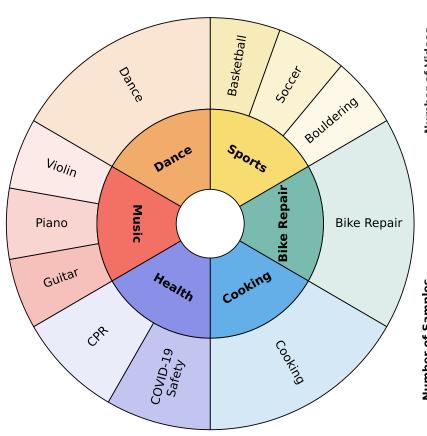
Comparison with Existing Datasets

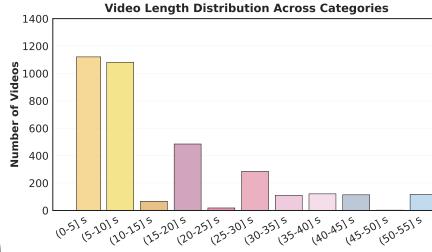
- Most existing datasets lack expertlevel annotations
- Provides free-form language annotations
- Supports MCQ-based evaluation

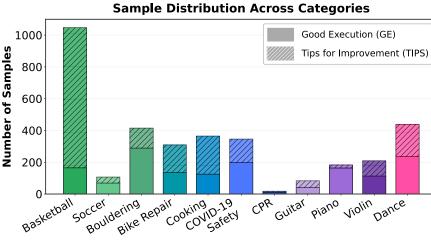
Dataset	Expert-level Knowledge	Free-form Language Annotations	MCQ Evaluation
Coarse Action Recognition Date	asets		- Anna Carlo
Kinetics-700 [8]	×	×	X
HowTo100M [33]	×	×	X
UCF101 [45]	×	×	X
HMDB [21]	×	×	X
Moments in Time [34]	×	×	X
Hollywood [43]	×	1	X
ActivityNet-QA [51]	X	×	1
Fine-grained Action Recognition	n Datasets		
Something-Something V2 [15]	×	×	X
FineGym [42]	×	×	X
Multisports [25]	×	×	X
TemporalBench [6]	×	1	✓
Video-Based Skill Assessment D	atasets		
JIGSAWS [1]	1	×	X
Best [12]	1	×	X
FineDiving [50]	1	×	X
FP-Basket [4]	1	×	X
BASKET [36]	✓	×	X
Aifit [13]	✓	/	X
Skilled Activity Video-Language	Datasets		
VidDiffBench [5]	1	1	X
EgoExo-Fitness [26]	1	1	X
EgoExolearn [19]	1	1	X
Ego-Exo4D [16]	✓	/	X
EXACT (Ours)	✓	✓	✓

Benchmark Overview

- 3,521 expert-curated video QA samples
- 11 activities across 6
 domains: Sports, Music,
 Dance, Health, Cooking,
 Bike Repair







Stage I: Pre-Processing Raw Expert Commentaries

Raw expert commentary

An additional thing to look for in terms of footwork in order to be able to open up his hips, so as the ball's been played in, again we're looking to move into this space to set ourselves up to release the ball. So by moving the non-kicking foot back slightly as the ball comes in, that should naturally help in terms of opening up his hips to face more in the direction that we want to go and then it opens up the space for the ball to travel through.



The participant should adjust his footwork by moving the non-kicking foot back slightly as the ball comes in. This will help in opening up his hips to face more in the direction they intend to go, and it will also create space for the ball to travel through.

Self-contained feedback

Stage I: Pre-Processing Raw Expert Commentaries

Stage II: Question and Answer Generation

Raw expert commentary

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T-40

The participant should adjust his footwork by moving the non-kicking foot back slightly as the ball comes in. This will help in opening up his hips to face more in the direction they intend to go, and it will also create space for the ball to travel through.





- Which expert commentary best matches the provided video?
- The participant should move his non-kicking foot forward... This helps square the hips and reduce interception.
- The participant should cross his non-kicking foot over... This helps generate more power... for a longer pass.
- The participant should adjust his footwork by moving the non-kicking foot back... This will help in opening up his hips... and create space...
- The participant should rotate his torso away from the target... This helps add swerve to the ball and mislead the opponent.
- The participant should plant his non-kicking foot in line with the ball... This helps maintain hip stability and a straight pass path.

Stage I: Pre-Processing Raw Expert Commentaries

Stage II: Question and Answer Generation

Raw expert commentary

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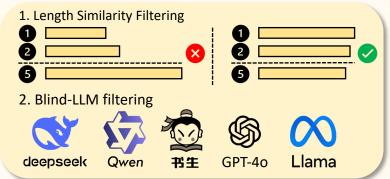
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Stage III: Generated Question Answer Filtering



Stage I: Pre-Processing Raw Expert Commentaries

Stage II: Question and Answer Generation

Raw expert commentary

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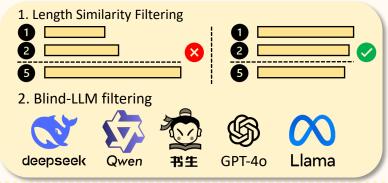
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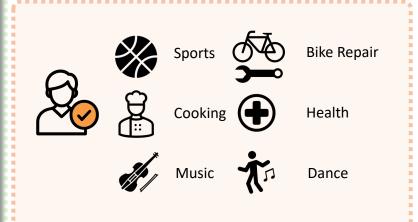


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Stage III: Generated Question Answer Filtering



Stage IV: Final Expert Review and Validation





- **Question:** Which expert commentary best matches the provided video?
- The participant needs to improve on providing enough arc accuracy and rotation on their jump shot to ensure the ball reaches the midpoint between the rims.
- The participant should work on keeping a stiffer wrist during the release to maintain stability, which will ensure the ball travels precisely to the center of the hoop.
- The participant should aim to add more spin to the ball to create a backspin effect, which will assist the ball in reaching the center point of the hoop.
- The participant should concentrate on jumping higher to increase the shot's velocity, which will make the ball accurately land in the midpoint between the rims.
- The participant needs to focus on reducing the arc of their jump shot to increase momentum, which will help the ball reach the midpoint between the rims.



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Model response: GPT-4o: Option A Gemini 1.5 Pro: Option A LLaVA-Video: Option A Human Expert: Option A Human Non-Expert: Option A



- **Question:** Which expert commentary best matches the provided video?
- The participant executes a nice jump to the side with well-bent knees while clapping her hands above her head to maintain rhythm and movement.
- The participant executes a nice jump to the side with well-bent knees and performs a nice roll with her upper body to maintain rhythm and movement.
- The participant executes a nice jump to the side with well-bent knees and performs a smooth cartwheel to maintain rhythm and movement.
- The participant executes a nice jump upwards with locked knees and performs a rigid turn with her upper body to maintain rhythm and movement.
- The participant executes a nice leap to the front with well-straightened legs and performs a graceful arm sweep to maintain rhythm and movement.



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Model response: Human:

GPT-4o: Option A X Human Expert: Option B
Gemini 1.5 Pro: Option A X Human Non-Expert: Option C
LLaVA-Video: Option A X

Model	Overall (%)	Results by Domain (%)					
		Sports	Bike Repair	Cooking	Health	Music	Dance
Random Choice	20.00	20.00	20.00	20.00	20.00	20.00	20.00
Human Non-Expert	61.86	62.97	55.02	66.58	71.43	54.11	59.22
Human Expert	82.02	82.09	81.23	80.27	87.09	80.21	81.55
Open-source VLMs							
PerceptionLM-8B [10]	24.65	24.22	28.16	25.75	22.53	22.95	26.42
VideoLLaMA3-7B [53]	26.38	26.64	23.30	29.32	26.65	23.79	27.79
InternVL2.5-78B [9]	33.48	31.93	36.57	33.70	37.91	32.00	34.62
LLaVA-OneVision-72B [22]	35.44	33.65	43.04	33.42	35.44	30.53	43.51
Qwen2.5-VL-72B-Instruct [3]	35.67	35.62	37.86	33.97	36.26	32.63	38.50
LLaVA-Video-72B [55]	41.58	41.81	42.72	44.11	32.42	38.74	48.52
Proprietary VLMs							
Gemini 1.5 Pro [46]	43.91	42.83	52.10	51.78	41.21	41.89	39.86
GPT-4o [20]	44.70	43.47	52.75	46.30	53.30	33.89	46.70
GPT-4.1 [20]	50.89	51.37	58.90	54.25	51.10	40.84	51.48
Gemini 2.5 Pro [11]	55.35	52.58	65.05	58.36	60.71	53.05	53.98

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Conclusion

- We introduce ExAct, a new benchmark for evaluating expert-level understanding of skilled human activities via multiple-choice QA.
- Our results show a large performance gap between current VLMs and human experts.
- ExAct serves as a rigorous and necessary benchmark for advancing expert-level video-language models.

Thank you!







