



**Enhancing MovieChat with Keyframe Extraction for Efficient Long-Term Video Understanding** 

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Improving memory efficiency and accuracy in long video understanding by enhancing MovieChat's memory management through keyframe extraction.

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# Research Background



#### Video understanding

aiming at interpreting video content

#### Various tasks

- Video Question Answering
- Video Classification
- Video Scene Segmentation

#### Limitation:

- 1. LLMs max input length
- 2. GPU memory consumption



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Tsinghua University



Research Background

**Related Work** 

Motivation

Methodology

**Experiments** 



# Long video understanding

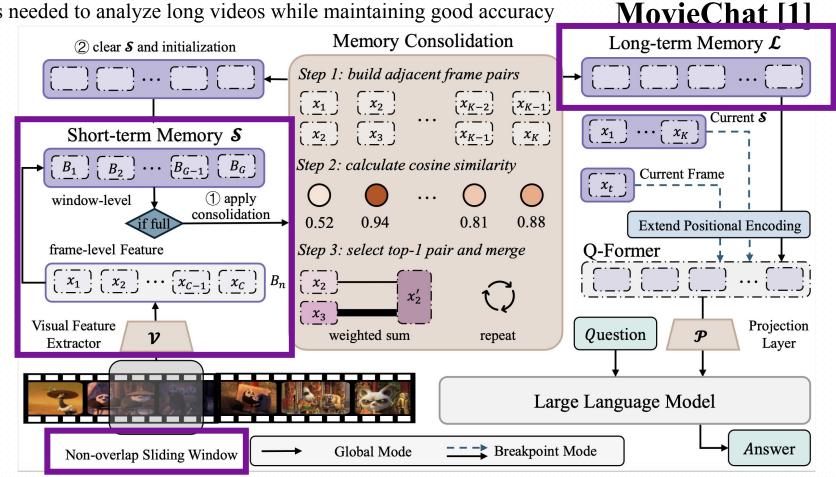
Reduce the computing requirements needed to analyze long videos while maintaining good accuracy

#### Methods

- Sampling
- Aggregation
- Memory Bank

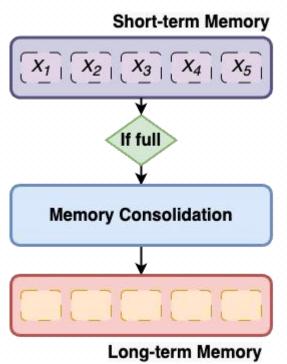
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- Short-term Memory Similar to computer's RAM
- 2. Long-term Memory Similar to computer's hard drive

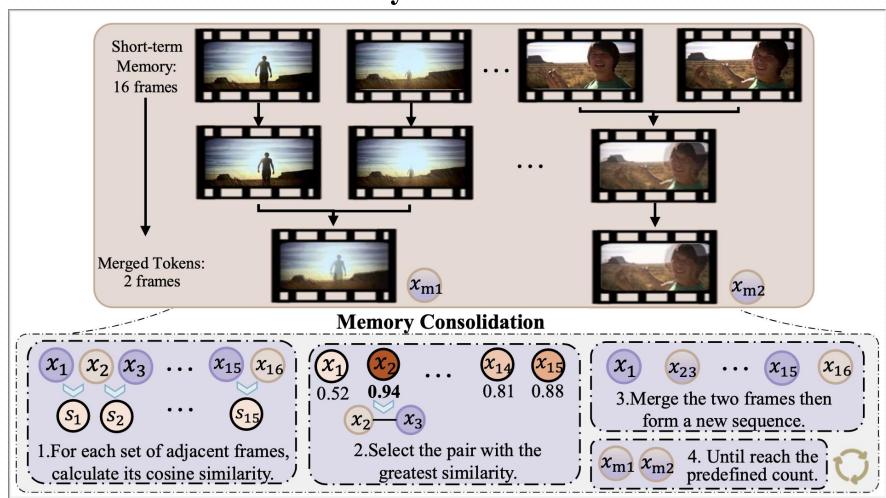








### **Memory Consolidation**



### **MovieChat**



### 1. Breakpoint Mode

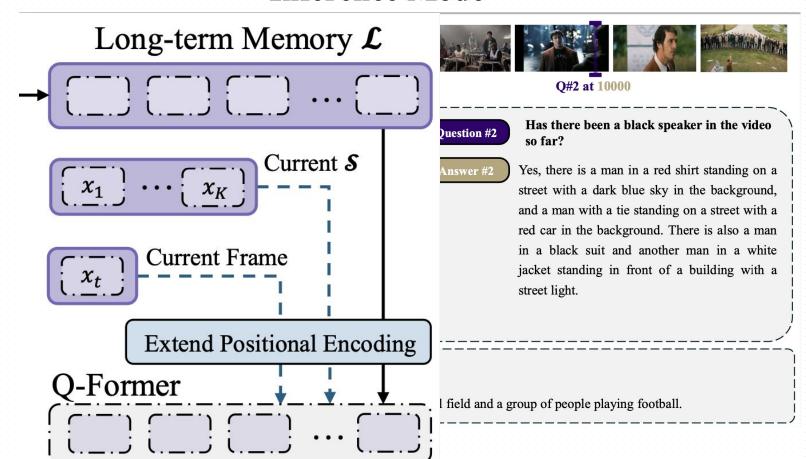
Short-term memory, Long-term memory, and Current video frames

#### 2. Global Mode

Long-term memory

MovieChat offers an efficient approach to understanding long videos by combining memory management with multi-modal large language models.

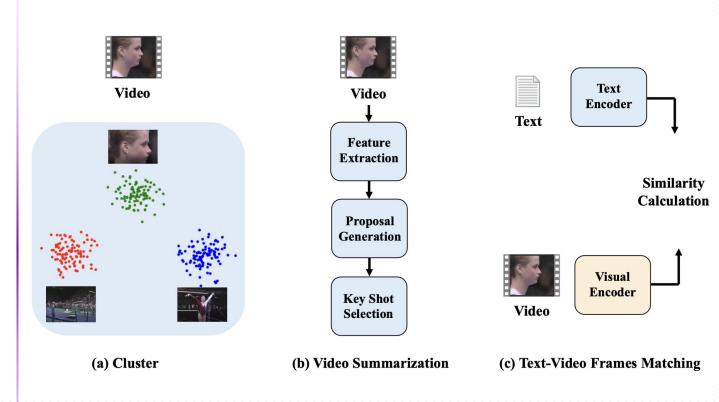
#### **Inference Mode**







- **Uniform Sampling**: Selecting frames at regular intervals.
- **Boundary-Based Methods**: Detecting scene changes.
- Activity-Based Methods: Focusing on frames with significant motion.
- Visual Content-Based Methods: Analyzing visual features like color and texture.
- Clustering-Based Methods: Grouping similar frames and selecting representative ones.
- Text-Video Similarity-Based Methods: Choosing frames that match user queries.



It is recommended to conduct experiments to compare the performance, strengths, and limitations of various methods



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### **Motivation**



### **Limitation: Loss of Critical Information During Memory Updates**

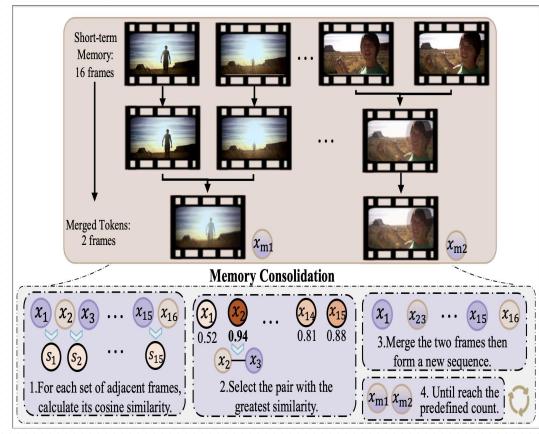
Only Token similarity and not Token importance



Merged Keyframes with similar neighboring frames



Loss of critical information





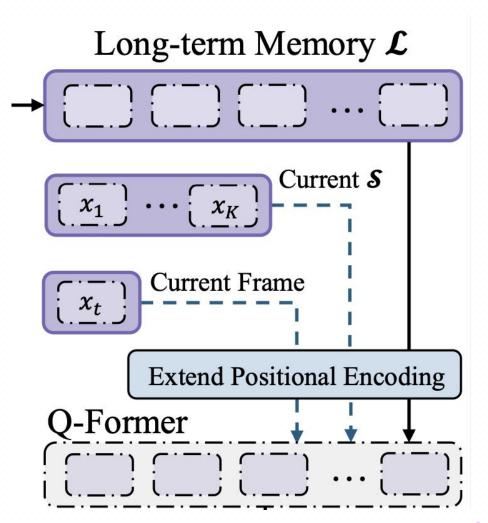


Limitation: Inefficient Use of the Memory Bank

All memory bank as input without selection or filter



Prevent the memory bank for reducing computational load





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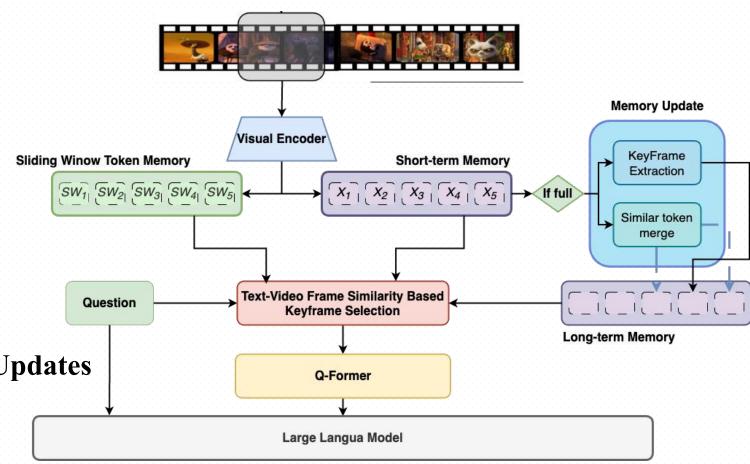


#### Limitation:

- 1. Loss of Critical Information During Memory Updates
- 2. Inefficient Use of the Memory Bank

### **Key improvements:**

- 1. Keyframe Selection for Memory Updates
- 2. Text-Based Keyframe Selection
- 3. Sliding Window Memory Bank





### **Using Keyframe Selection for Long-term Memory Updates**

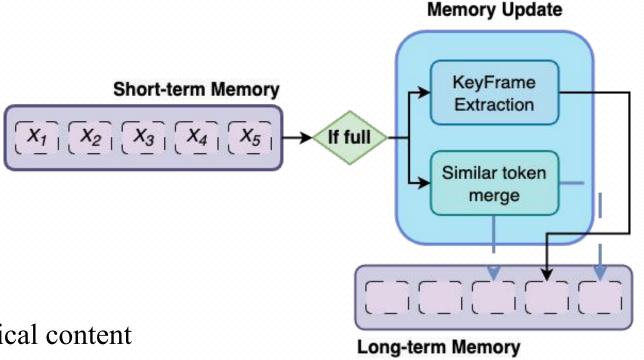
### 1. Keyframe Extraction

Extract multi Keyframe and then stored in Long-term Memory

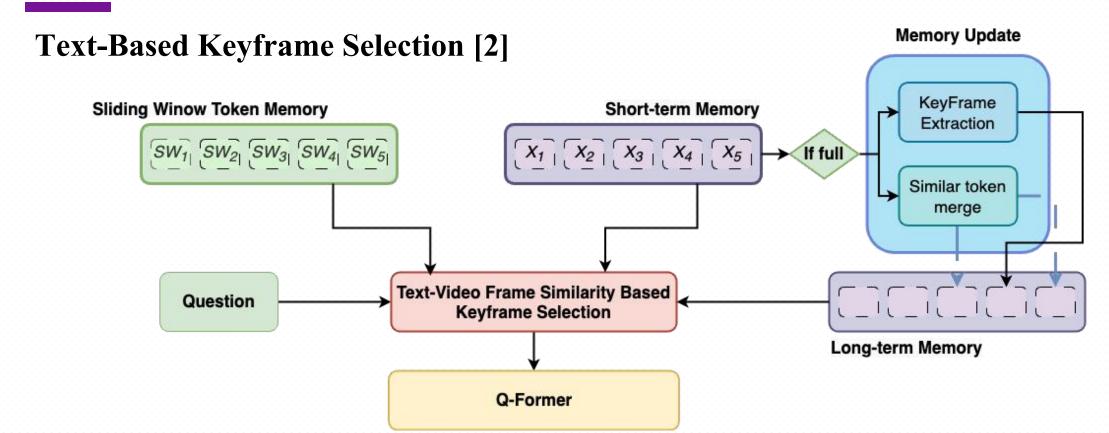
#### 2. Similarity-Based Fusion

Memory consolidation as MovieChat for the remaining tokens

This approach addresses the problem of critical content disappearing due to the current update process.







- 1. Calculates the similarity
- 2. Selecte the top-N relevant frames

This approach further reduces the computational cost, while still maintaining response accuracy.



### **Sliding Window Memory Bank**

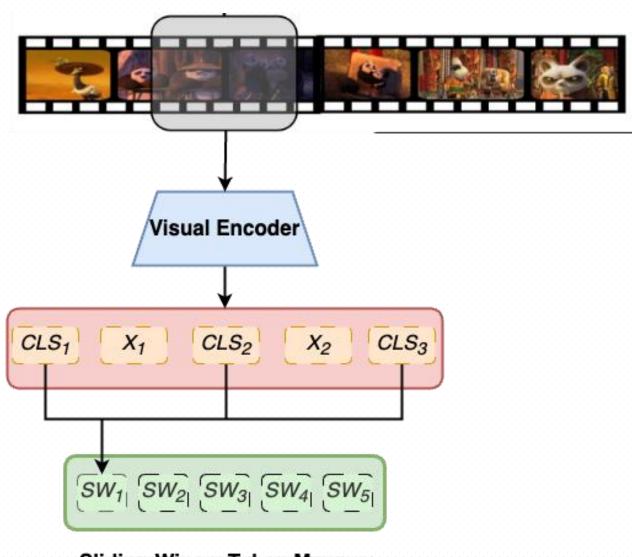
### **Purpose:**

Provide supplementary information with a longer temporal span

For N<sub>th</sub> sliding window, with length L:

$$SW_N = \frac{1}{L} \sum_{i=1}^{L} CLS_i$$

Future work will explore more advanced methods



Sliding Winow Token Memory



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# **Experiments**

### **Text-Based Keyframe Selection method**

Benchmark: MovieChat-1k

Test: 170 videos, durations 10k -- 12k frames

Table 1: Accuracy on MovieChat-1k

Model	Acc
MovieChat	0.527
Ours with Text-based Key Frame Selection	0.513

MovieChat ---- 256 frames Ours ---- 128 framse

#### **Result:**

• Only half of the frames, the accuracy is closed to the original MovieChat

It is possible to reduce the number of frames required for processing, while maintaining similar response accuracy



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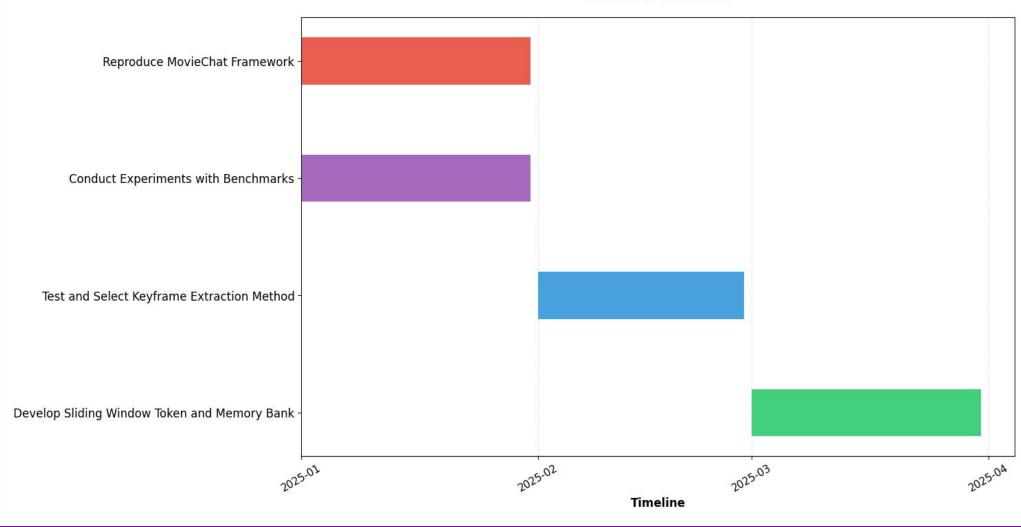
Methodology

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TREEE

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Dec 18th, 2024