



# Narrative Action Evaluation with Prompt-Guided Multimodal Interaction

## Supplementary Material



Figure 1. **Prompt (a)**. The five versions of prompts we use to guide ChatGPT in generating different forms of text. And comparisons of the text before and after re-annotation.

**V5**  

**Action\_code:** 207B **Score:** 21.6

**Ori\_text:** poor first dive needs this to be good oh it's not our dear well your heart goes out wasn't it yeah and he's head drops he knows all too well that this went seriously wrong picked out too early and he's almost hit horizontally I did complete the dive if you do complete the dive he will get a a score like if you

**Instruction Prompt for ChatGPT V5**

A: **Ori\_text** B: **Convert2sentence(Action\_code, Score)**

A is a real-time commentary of the player's diving performance in the Olympic diving event given by the commentator, and B is an objective evaluation of the diving performance. Both A and B describe the same player. Please be a professional commentator, try to generate a coherent and reasonable real-time commentary of this player's performance, which must include all the information from B and some details from A. Do not include any prologue.

**Reconstructed Text by ChatGPT**

The diver executed a back three point five somersault dive with pike position, but it was not a successful one as he picked out too early and hit the water horizontally. Despite completing the dive, he only scored twenty one point six points.

Figure 2. **Prompt (b).** The five versions of prompts we use to guide ChatGPT in generating different forms of text. And comparisons of the text before and after re-annotation.

## 001 1. Dataset

### 002 1.1. Five Versions of Prompt

003 In our main paper, we mention that we design five versions  
004 of prompts for both datasets so that ChatGPT can generate  
005 five different evaluative texts for each video. In Figure 1  
006 and Figure 2, we show in detail the five prompt forms we  
007 use and more comparisons of captions before and after our  
008 re-annotation.

### 009 1.2. Action Code

010 In diving competition, the dives are referred to by a  
011 schematic system of three- or four-digit numbers. The letter  
012 to indicate the position is appended to the end of the number.  
013 The first digit of the number indicates the dive group. For  
014 groups 1 to 4, the number consists of three digits and a letter  
015 of the alphabet. The third digit represents the number of  
016 half-somersaults. The second digit is either 0 or 1, with 0  
017 representing a normal somersault, and 1 signifying a "flying"  
018 variation of the basic movement (i.e. the first half somersault  
019 is performed in the straight position, and then the pike or  
020 tuck shape is assumed).

## 021 2. Qualitative Results

022 In this section, we provide more qualitative results of our  
023 methods. Figure 3, Figure 4, and Figure 5 demonstrates  
024 that our method can generate sentences which maintain both  
025 narrative flexibility and evaluation rigor.

## 026 3. Implementation Details

### 027 3.1. Context-Aware Prompt Learning.

028 We set the number of classes,  $n_{emb}$  in K-class to 100. And  
029 we use CLIP[2] text encoder to get the prompt embeddings.  
030 The Context-Aware Transformer has 8 cross-attention layers,  
031 each containing 8 heads. And we sum the prompt embed-  
032 dings before and after refining through a residual structure,  
033 where the hyper-parameter  $\gamma_1$  is initialized with  $10^{-3}$ .

### 034 3.2. Score-Guided Tokens Learning.

035 We use video swin-transformer-base as our video encoder  
036 in all of the experiments. The video swin-transformer takes  
037 32 frames sampled from the video as the inputs. The Score-  
038 Aware Transformer has the same structure as the Context-  
039 Aware Transformer. And there is also a residual structure,  
040 where the hyper-parameter  $\gamma_2$  is initialized with  $10^{-3}$ .

### 041 3.3. Multimodal-Aware Text Generator.

042 A transformer encoder is used as the text decoder. Moreover,  
043 we use a three-layer multi-layer perceptron (MLP) with a  
044 ReLU activation function for the regressor.

### 045 3.4. Experimental Setting.

046 Following [1, 3–5], in the training stage of both the narrative  
047 action assessment and action quality assessment, we split  
048 videos into 75 percent for training and 25 percent for eval-  
049 uation. We implemented and trained our method with the  
050 Pytorch toolbox and run on a Linux machine with Nvidia  
051 GeForce RTX 3090.

## 052 References

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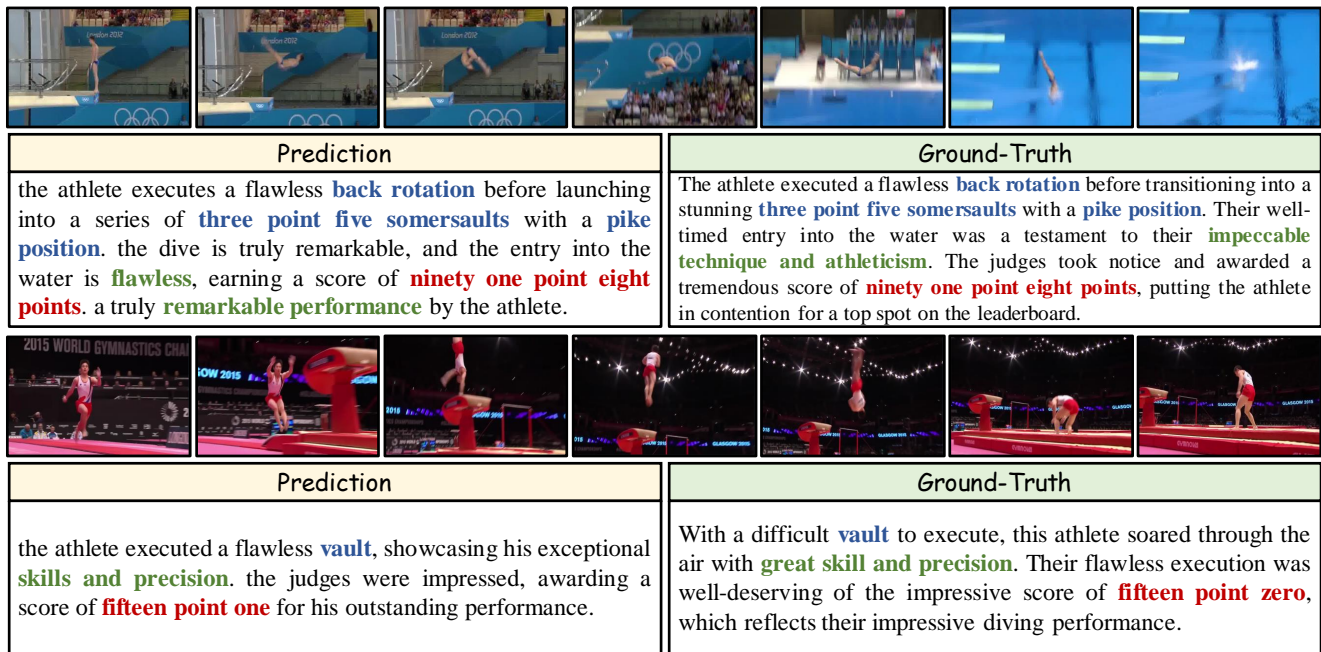


Figure 3. **Qualitative Results (a)**. Our model can generate detailed narrations to describe and evaluate the actions comprehensively. Notably, the model can analyze the quality of actions by pointing out the details of the execution.

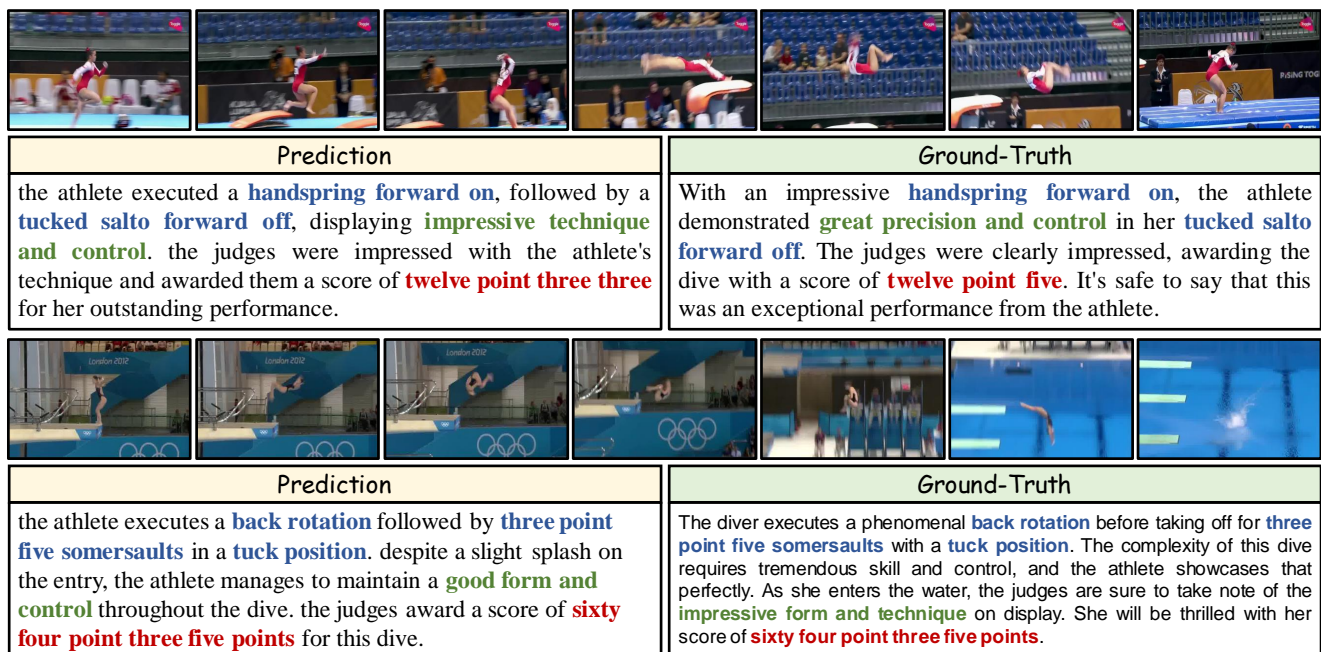


Figure 4. **Qualitative Results (b)**. Our model can generate detailed narrations to describe and evaluate the actions comprehensively. Notably, the model can analyze the quality of actions by pointing out the details of the execution.





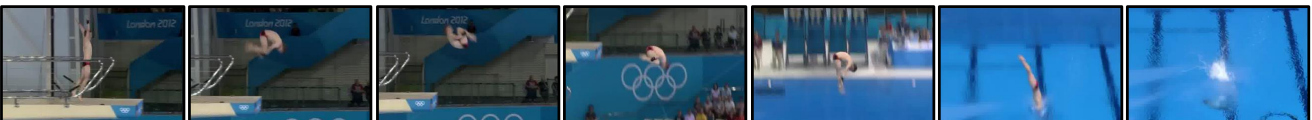
						
<b>Prediction</b>				<b>Ground-Truth</b>		
<p>the athlete executes a <b>back rotation</b> followed by <b>two point five somersaults</b> and <b>one point five twists</b> with a <b>pike position</b>. despite a <b>slight wobble on the entry</b>, the athlete manages to maintain a good form and earns a respectable <b>score of seventy two point zero points</b>.</p>				<p>The athlete impresses with a <b>back rotation</b> followed by <b>two point five somersaults</b> and <b>one point five twists</b>, executed perfectly in a <b>pike position</b>. The entry into the water is clean but generates a <b>bit too much splash</b>. The judges award a well-deserved <b>score of seventy six point eight</b>, showcasing the athlete's talent and precision.</p>		
						
<b>Prediction</b>				<b>Ground-Truth</b>		
<p>the athlete executes a flawless <b>forward rotation</b> followed by <b>three point five somersaults</b> with a <b>pike position</b>. the entry into the water is <b>clean and precise</b>, earning the athlete a well-deserved score of <b>seventy five point four five points</b>. this performance is a testament to the athlete's skill and technique.</p>				<p>The athlete takes a confident <b>forward rotation</b> before beginning the challenging <b>three point five somersaults</b> with a commendable <b>pike position</b>. The execution of this dive was <b>technically proficient</b> with the athlete maintaining his form throughout. The entry to the water was <b>clean and precise</b>. The judges award a score of <b>seventy seven point five points</b> for this performance. Well done!</p>		
						
<b>Prediction</b>				<b>Ground-Truth</b>		
<p>the athlete executes a <b>forward rotation</b> and follows it up with an impressive <b>four point five somersaults</b> in a <b>tuck position</b>. despite a slight deviation from vertical entry, the athlete manages to <b>minimize the splash</b> and earns a remarkable score of <b>ninety four point three five points</b>. this performance puts the athlete in a strong position for the rest of the competition.</p>				<p>The diver executed a precise <b>forward rotation</b> followed by an impressive <b>four point five somersaults</b> with a <b>tuck position</b>. He showcased his commitment and skill, <b>flawlessly entering</b> the water with power. It's evident that he has been working hard, consistently improving throughout the evening. Finally, the judges deemed his exceptional talent worthy of a remarkable score of <b>ninety four point three five points</b>.</p>		

Figure 5. **Qualitative Results (c)**. Our model can generate detailed narrations to describe and evaluate the actions comprehensively. Notably, the model can analyze the quality of actions by pointing out the details of the execution.