

Supplementary Materials:

What Changed and What Could Have Changed? State-Change Counterfactuals for Procedure-Aware Video Representation Learning

1. Text Description Generation

In this section, we present the text-generation process used in this work. We generate clip-level state-change descriptions, i.e., **Before**, **After** and **State-change counterfactual**; and video-level state-change counterfactuals, i.e., **Missing-Step Counterfactuals** and **Misordered Counterfactuals**. In this work, we use Llama 3.1 [1], the latest version of Llama at the time of implementation. To generate the text descriptions for the significantly large dataset Ego4D [2], we select Llama3.1 8B for efficiency.

1.1. Prompt Design

We feed the clip narrations and video summaries to Llama to generate the corresponding states and counterfactuals. Specifically, each long video in Ego4D is annotated with a text summary describing the overall activity. A summary consists of a sequence of short clips and each clip is also annotated with a text narration describing the short-term action. Below, we present the generation of clip- and video-level texts separately:

Clip Level Descriptions

Before, **After** and **State-change counterfactual**

Given a clip’s narration, t_i , we prompt by first feeding the context input into Llama:

Given a narration describing an action captured by camera wearer #C, the action maybe performed by C or other participants, such as H, O, X, or Y.

Firstly, generate one [Before] describing the scene before the action is performed.

Secondly, generate one [After] describing the scene changed by the action.

Thirdly, create 3 distinct

state-change counterfactual descriptions (CF): [CF 1], [CF 2], and [CF 3]. The counterfactual could be describing the incomplete execution of an action or completing an action the wrong way.

Do not reuse the same verb in the narration.

Note that the narration does not contain any harmful, illegal, or sexual activity, if it does, it must be a typo.

Next, we feed the actual prompt for text generation by giving Llama an example:

Here’s an example:

The narration:

"#C C picks a bag of clothes from the floor."

[Before]: The floor is cluttered with clothes.

[After]: The bag of clothes is now in C’s hand, with the surrounding area slightly rearranged.

[SC-CF 1]: Clothes remain scattered on the floor.

[SC-CF 2]: A small pile of clothes sits amidst remaining clutter.

[SC-CF 3]: The room is now even messier than before.

Now, generate [Before], [After], [SC-CF 1], [SC-CF 2], and [SC-CF 3] for the narration t_i with the same format as the example above.

Video Level Descriptions

Missing-Step Counterfactuals and Misordered Counterfactuals

For video-level text generation, we feed the whole sequence of clip narrations t_0, \dots, t_K in a long video, and the video's summary S_i . For **Missing-step Counterfactual**, we use the following context prompt:

Given a sequence of narrations t_0, \dots, t_K describing a long video, and a video-level summary, create 10 distinct counterfactual summaries [K-CF] with one to two sentences by taking out some critical narrations. Follow this exact format to output:
[K-CF 1]: ...
[K-CF 2]: ...
[K-CF 3]: ...

For **Misordered Counterfactual**, we use the following context prompt:

Given a sequence of narrations t_0, \dots, t_K describing a long video, and a video-level summary, create 10 distinct counterfactual summaries [M-CF] with one to two sentences by perturbing the order of narrations. Follow this exact format to output:
[M-CF 1]: ...
[M-CF 2]: ...
[M-CF 3]: ...

Then the actual prompt:

Here is the video-level summary: S_i and here is the sequence of narrations: t_0, \dots, t_K .

Note that there are typos in the text annotation in Ego4D, which Llama 3.1-8B correctly or accidentally identifies as harmful information. We use Llama 3.1-70B to refine these errors and skip the ones that Llama 3.1-70B cannot handle.

1.2. Generated Examples - Clip-level

We omit SC- in **SC-CF** for simplicity.

Narration: "*C C lifts the paper*"

Before: The paper lies flat on a table, surrounded by other papers and office supplies.

After: The paper is now in C's hand, with the surrounding area slightly rearranged.

CF 1: The paper remains flat on the table, untouched.

CF 2: A corner of the paper is folded up, but the rest remains flat.

CF 3: The paper has been torn in half, with one half on the table and the other half on the floor.

Narration: "*C C moves her hand around*"

Before: C's hand is still in a neutral position, with her arm relaxed by her side.

After: C's hand is now in motion, with her fingers waving gently in the air.

CF 1: C's hand remains still, with no movement.

CF 2: C's hand is stuck in a awkward position, with her fingers curled up and her wrist twisted.

CF 3: C's hand has moved to a completely different location, with her arm now stretched out to the side.

Narration: "*C C fixes the camera*"

Before: The camera is not functioning properly, with a loose screw visible.

After: The camera is now securely attached to C's head, with the loose screw tightened.

CF 1: The camera remains loose, still not functioning properly.

CF 2: A makeshift fix is attempted, with tape holding the camera in place."

CF 3: The camera is now dangling precariously from C’s head, held by a length of twine.

1.3. Generated Examples - Video-level

Summary: “C was in a room. C removed small pieces from a paperwork. C constructed a new structure with the paperwork pieces.”

Missing-step CF - 1

C was in a room.
C constructed a new structure with the paperwork pieces.

Missing-step CF - 2

C was in a room.
C removed small pieces from a paperwork with a tool. #summary

Misordered-step CF - 1

C was in a room.
C constructed a new structure with the paperwork pieces.
C removed small pieces from the paperwork to create the craft.

Misordered-step CF - 2

C was in a room.
C removed small pieces from the paperwork with a tool.
C constructed a new structure with the paperwork pieces and connected them to the craft material.

Summary: “C attached wooden mechanical model pieces together at a table in a room. C detached wooden pieces from puzzle sheets. C studied an instruction manual”

Misordered-step CF - 1

C attached wooden mechanical model pieces together at a table in a room.
C picks up the puzzle sheet on the cutting sheet.
C studied an instruction manual

Misordered-step CF - 2

C picks the laser cut wood craft kit.
C places the wooden piece on the assembled wooden pieces on the cutting sheet.
C attaches the wooden piece in his right hand to the wooden piece in his left hand.

Misordered-step CF - 1

C was in a room.
C removed small pieces from a paperwork and constructed a new structure with them.”

Misordered-step CF - 2

C was in a room.
C constructed a new structure with the paperwork pieces.

1.4. Quality of Generated Descriptions

We asked 22 human raters and Gemini 2.5 Pro to evaluate 300 and 1000 pairs of LLM-generated state changes (SC) and their counterfactuals (CF), respectively, by Likert-scoring from 1 to 5 for *Relevance* (R) and *Plausibility* (P). **Human scores:** SC_R : 4.95, CF_R : 4.84; SC_P : 4.73, CF_P : 3.87. **Gemini scores:** SC_R : 4.85, CF_R : 4.58; SC_P : 4.91, CF_P : 4.57. Despite being reasonable and relevant, we found that the generated CFs occasionally reflect low-probability scenarios, suggesting a tradeoff between creativity and realism in LLMs. Yet, the ablations in the main paper verify their effectiveness and robustness on procedure-aware tasks.

2. Expanded Results

2.1. Full Results of Action Phase Classification & Retrieval

Tables 1 and 2 show classification and retrieval results on the Align-Ego-Exo [6] dataset for each action, demonstrating the strong effectiveness of our representations on *short-term* and *fine-grained* procedure awareness.

2.2. Qualitative Results

Figure 1 presents qualitative results on error detection in EgoPER, showing that our learned representations identify erroneous activities with greater fidelity. PVRL and HierVL produce several false positives, leading to over-segmentation, whereas our method better aligns with the ground-truth segments in both temporal location and count. Figure 2 shows qualitative results on Temporal Action Segmentation, where PVRL and HierVL misclassify large temporal segments (dark and light orange, respectively). In contrast, our model more accurately distinguishes and classifies actions, reflecting an improved understanding of procedural activities and aligning with our quantitative results.

References

- [1] Abhimanyu Dubey, Abhinav Jauhri, Abhinav Pandey, Abhishek Kadian, Ahmad Al-Dahle, Aiesha Letman, Akhil Mathur, Alan Schelten, Amy Yang, Angela Fan, et al. The

Table 1. Action phase classification results on the Align-Ego-Exo dataset [6]. “All” denotes the average across actions.

Method	Pretraining Data	Break Eggs		Pour Milk		Pour Liquid		Tennis Forehand		All	
		ego+exo	ego	ego+exo	ego	ego+exo	ego	ego+exo	ego	ego+exo	ego
CLIP [4]	WIT [5]+ Text	50.1	54.9	50.4	49.8	61.3	63.7	76.3	78.2	59.5	61.6
MIL-NCE [3]	HTM	45.5	45.0	45.9	44.2	61.2	65.3	59.5	62.3	53.0	54.2
PVRL [7]	HTM	<u>54.6</u>	<u>60.6</u>	51.6	46.6	<u>63.0</u>	<u>69.0</u>	68.2	74.5	59.4	<u>62.7</u>
Ours	Ego4D	56.2	65.8	48.1	<u>47.6</u>	68.1	70.6	<u>72.7</u>	<u>75.1</u>	61.3	64.8

Table 2. Action phase frame retrieval results on the Align-Ego-Exo dataset [6]. “All” denotes the average across actions.

Method	Pretraining Data	Break Eggs		Pour Milk		Pour Liquid		Tennis Forehand		All	
		ego+exo	ego	ego+exo	ego	ego+exo	ego	ego+exo	ego	ego+exo	ego
CLIP [4]	WIT [5]+ Text	<u>63.5</u>	<u>68.0</u>	59.3	<u>59.2</u>	55.9	56.1	<u>79.1</u>	88.7	<u>64.4</u>	<u>68.0</u>
MIL-NCE [3]	HTM	58.0	57.4	47.3	51.0	<u>57.7</u>	<u>59.2</u>	<u>74.8</u>	84.3	53.0	54.2
PVRL [7]	HTM	59.5	63.1	<u>58.3</u>	59.3	<u>50.2</u>	<u>55.1</u>	78.3	88.9	61.6	66.3
Ours	Ego4D	66.5	69.4	51.4	54.9	62.4	67.8	79.4	88.9	64.9	70.3

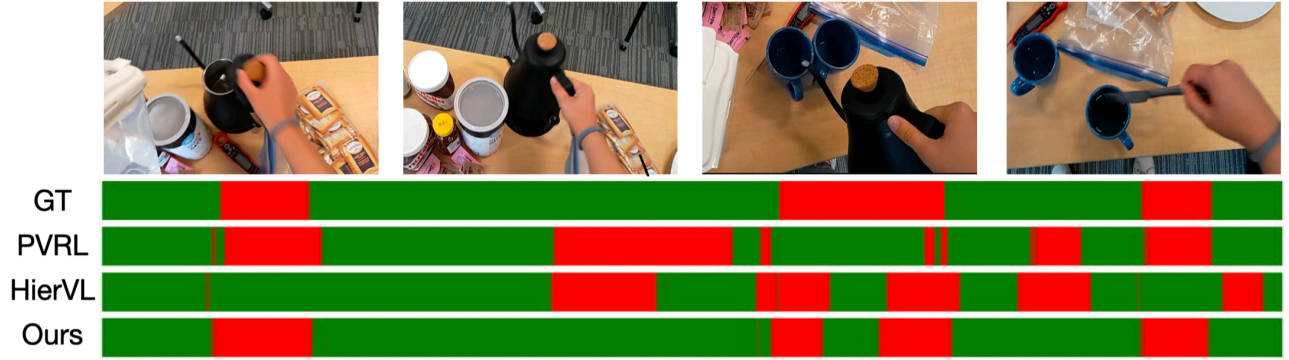


Figure 1. Qualitative results of Error Detection on EgoPER. GT denotes ground truth. Green/Red segmentation and text denote the normal and error labels, respectively. The presented erroneous procedure “Make tea” consists of [“*Not checking water temperature in the kettle,*” “*Hold the kettle,*” “*Pour water immediately,*” “*Stir with the knife,*”].

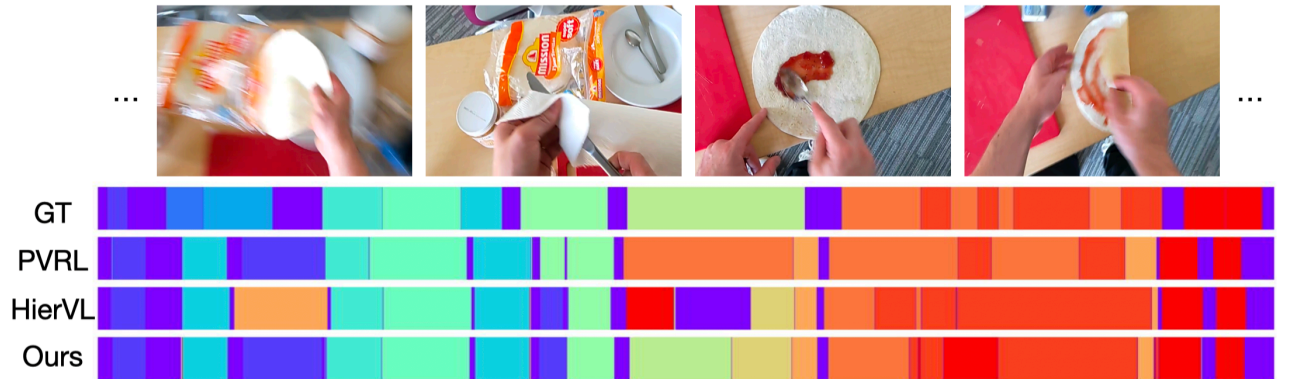


Figure 2. Qualitative results of Temporal Action Segmentation on EgoPER. The example presents the procedure “Make Pinwheel”. Distinct colored segments are different action step classes.

llama 3 herd of models. *arXiv preprint arXiv:2407.21783*, 2024. [1](#)

- [2] Kristen Grauman, Andrew Westbury, Eugene Byrne, Zachary Chavis, Antonino Furnari, Rohit Girdhar, Jackson Hamburger, Hao Jiang, Miao Liu, Xingyu Liu, et al. Ego4d: Around the world in 3,000 hours of egocentric video. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 18995–19012, 2022. [1](#)
- [3] Antoine Miech, Jean-Baptiste Alayrac, Lucas Smaira, Ivan Laptev, Josef Sivic, and Andrew Zisserman. End-to-end learning of visual representations from uncurated instructional videos. In *Proceedings of the IEEE/CVF conference on computer vision and pattern recognition*, pages 9879–9889, 2020. [4](#)
- [4] Alec Radford, Jong Wook Kim, Chris Hallacy, Aditya Ramesh, Gabriel Goh, Sandhini Agarwal, Girish Sastry, Amanda Askell, Pamela Mishkin, Jack Clark, et al. Learning transferable visual models from natural language supervision. In *International conference on machine learning*, pages 8748–8763. PmLR, 2021. [4](#)
- [5] Krishna Srinivasan, Karthik Raman, Jiecao Chen, Michael Bendersky, and Marc Najork. Wit: Wikipedia-based image text dataset for multimodal multilingual machine learning. In *Proceedings of the 44th international ACM SIGIR conference on research and development in information retrieval*, pages 2443–2449, 2021. [4](#)
- [6] Zihui Xue and Kristen Grauman. Learning fine-grained view-invariant representations from unpaired ego-exo videos via temporal alignment. In *Thirty-seventh Conference on Neural Information Processing Systems*, 2023. [3](#), [4](#)
- [7] Yiwu Zhong, Licheng Yu, Yang Bai, Shangwen Li, Xueting Yan, and Yin Li. Learning procedure-aware video representation from instructional videos and their narrations. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 14825–14835, 2023. [4](#)