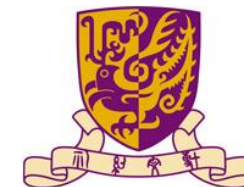




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VideoRoPE

What Makes for Good Video Rotary Position Embedding?

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Observation 1

Interference Issues in Modern RoPE Variants

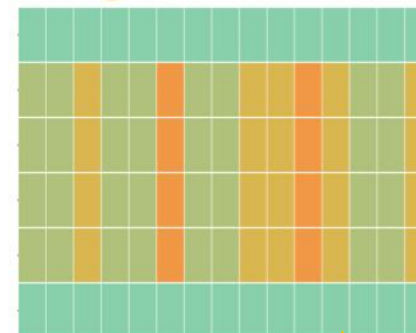
(a) V-NIAH (Visual-Needle-In-A-Haystack)



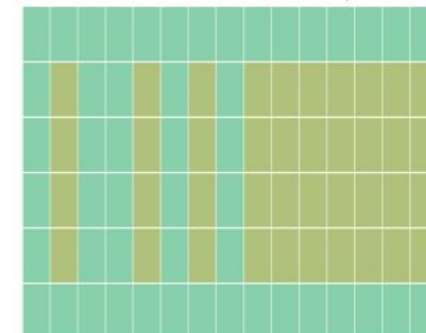
Question: Find the frame of **a couple in a wedding**, what is the color of **a balloon on the bridegroom's head**?
Answer: **Yellow**



M-RoPE



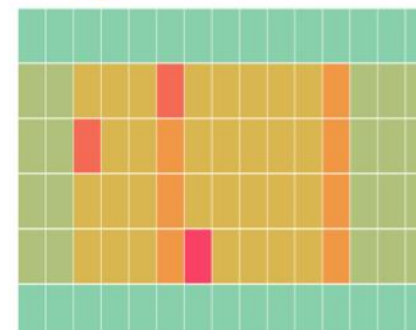
Video RoPE (Ours)



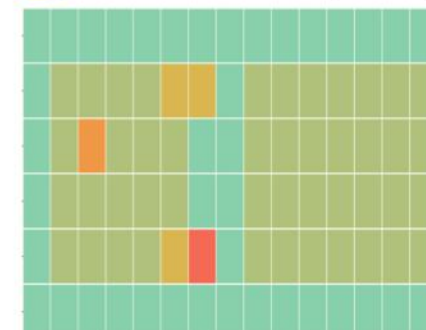
(b) V-NIAH-D (Ours)



M-RoPE



Video RoPE (Ours)



compare

Current advanced position embedding methods, such as M-RoPE, are still susceptible to periodic distractor interference (V-NIAH-D).

Observation 2

Misfocused Attention Sink

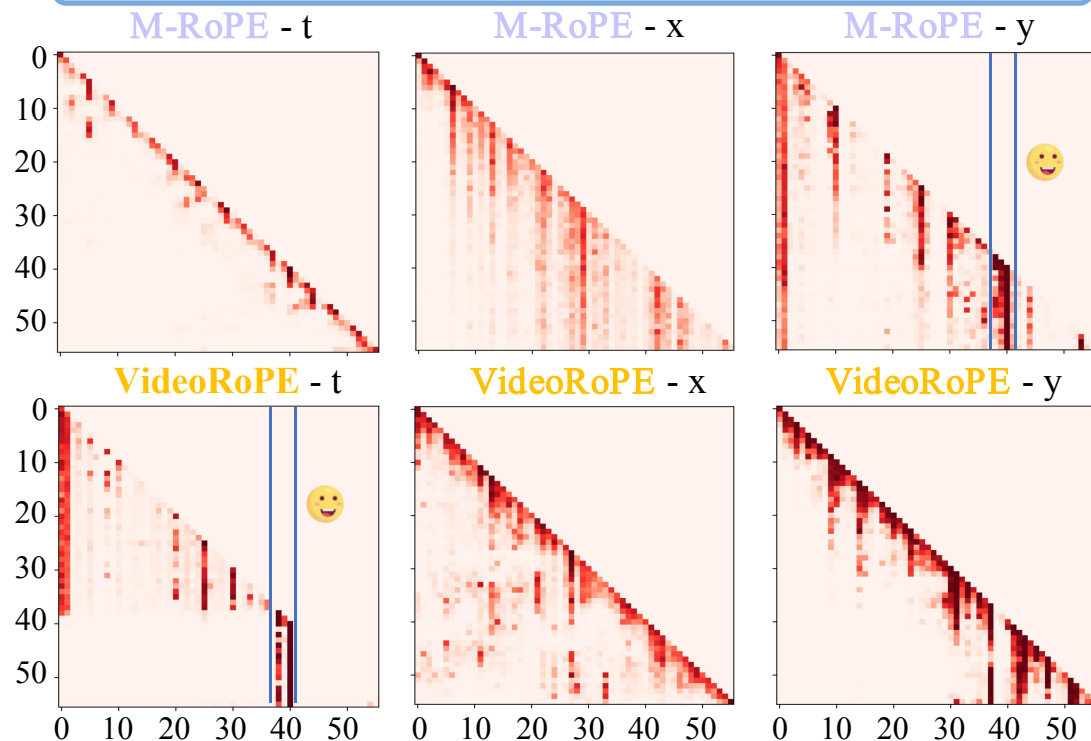


Question: what is being transferred to the beaker in the laboratory?

A. Solid substance B. Gas C. Nothing D. Liquid tester

M-RoPE: A. Solid substance 😞

VideoRoPE: D. Liquid tester 😊



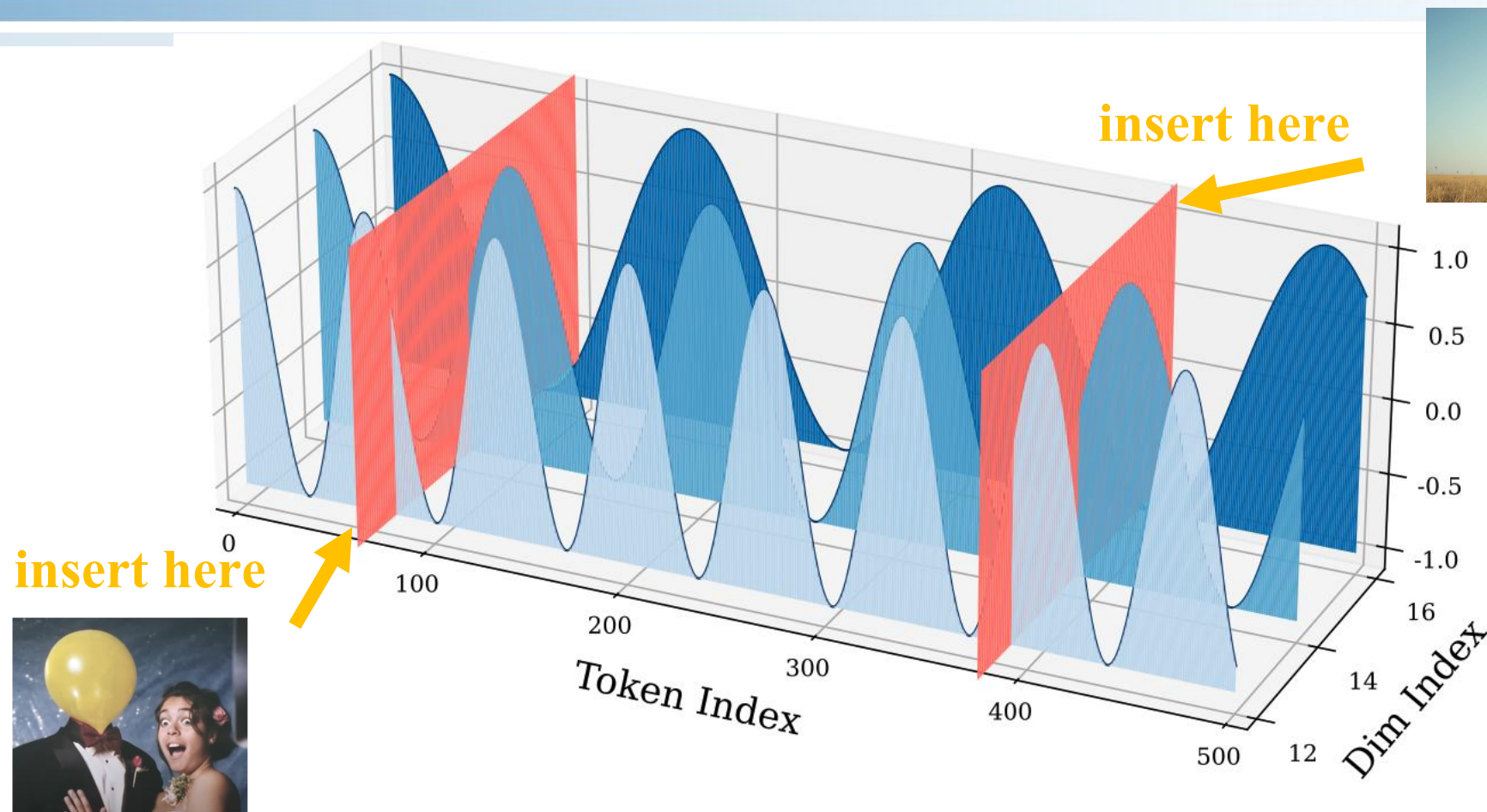
- Both M-RoPE and VideoRoPE **successfully locate the needle information** required to answer the question.
- Due to suboptimal frequency allocation, M-RoPE focuses on vertical cues at the expense of temporal semantics, leading to **poor long-range modeling and wrong answers**. VideoRoPE, by leveraging **temporal localization, answers correctly**.

- most previous methods only cover **part of** the table
- **VideoRoPE** achieves a **full-stack design**, addressing **all four core dimensions**: structural modeling, frequency allocation, spatial symmetry, and temporal scaling—surpassing prior RoPE variants.



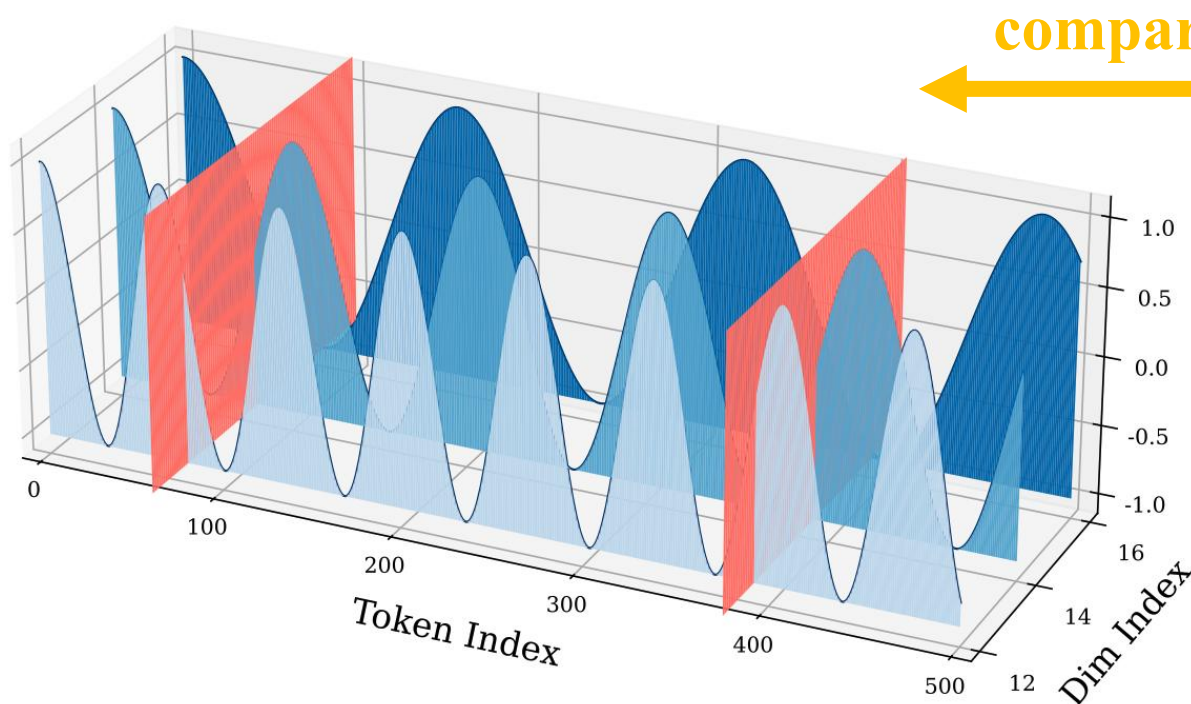
	2D/3D Structure	Frequency Allocation	Spatial Symmetry	Temporal Index Scaling	Spatial Symmetry	Temporal Index Scaling
Vanilla RoPE (Su et al., 2024)			✗	✗	✗	✗
TAD-RoPE (Gao et al., 2024)			✗	✗	✗	✓
RoPE-Tie (Su, 2024a)			✓	✗	✓	✗
M-RoPE (Wang et al., 2024a)			✓	✗	✗	✗
VideoRoPE (Ours)			✓	✓	✓	✓

Low-frequency Temporal Allocation (LTA)

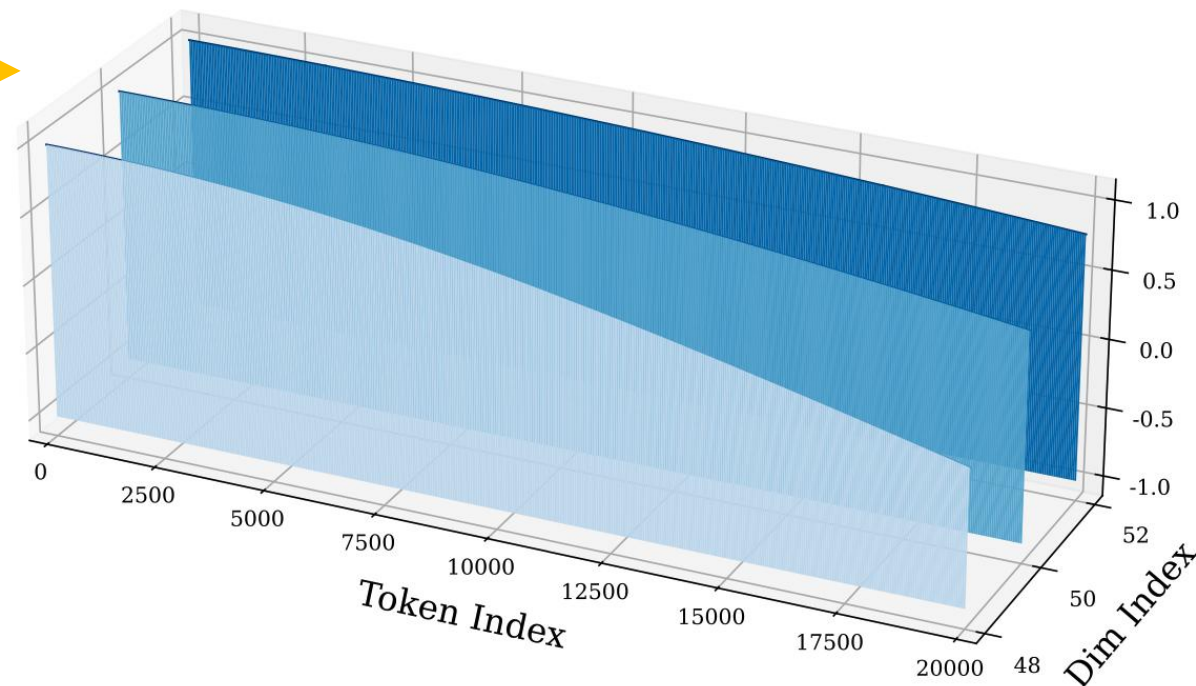


(a) Temporal Frequency Allocation in M-RoPE

As shown in the red planes, positions that are far apart in time can end up with **similar** positional encodings due to these **oscillations**.



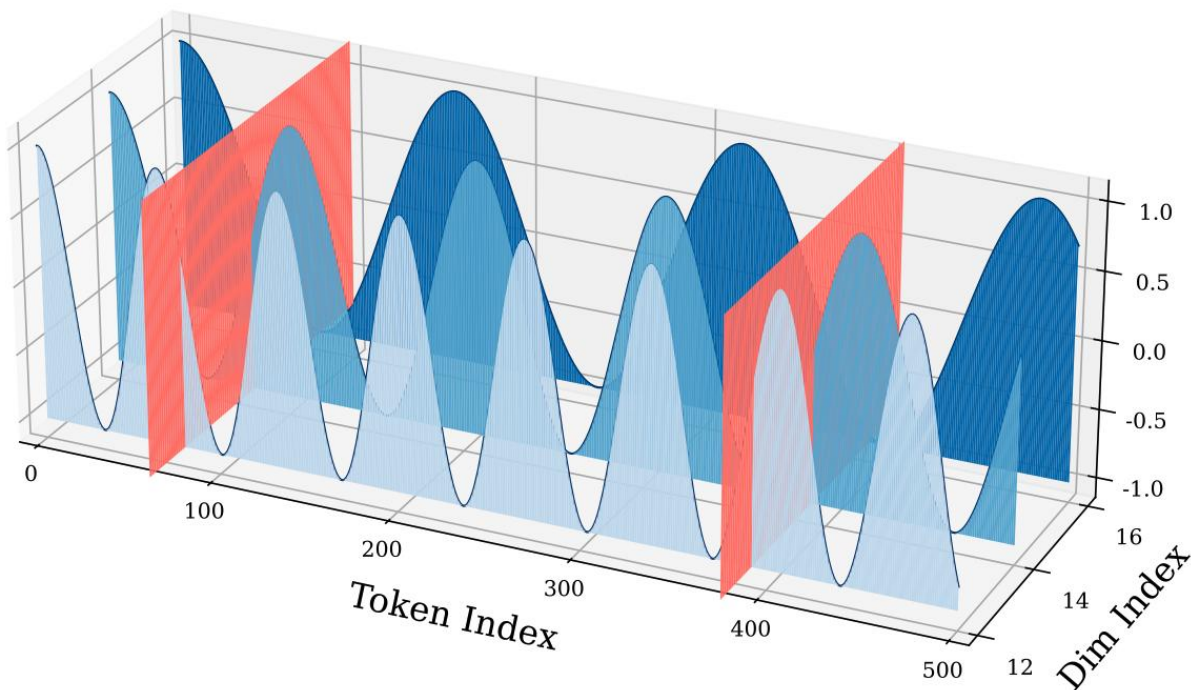
(a) Temporal Frequency Allocation in M-RoPE



(b) Temporal Frequency Allocation in VideoRoPE (ours)

VideoRoPE adopts **low-frequency modeling for the temporal dimension**, achieving better long-range monotonicity and **avoiding oscillations**, which effectively reduces distractor interference in V-NIAH-D.

Low-frequency Temporal Allocation (LTA)



(a) Temporal Frequency Allocation in M-RoPE

$$\begin{pmatrix} q^{(96)} \\ q^{(97)} \\ q^{(98)} \\ q^{(99)} \\ \vdots \\ q^{(126)} \\ q^{(127)} \end{pmatrix}^T \begin{pmatrix} \cos \theta_{48} \Delta t - \sin \theta_{48} \Delta t & 0 & 0 & \cdots & 0 & 0 \\ \sin \theta_{48} \Delta t & \cos \theta_{48} \Delta t & 0 & 0 & \cdots & 0 \\ 0 & 0 & \cos \theta_{49} \Delta t - \sin \theta_{49} \Delta t & \cdots & 0 & 0 \\ 0 & 0 & \sin \theta_{49} \Delta t & \cos \theta_{49} \Delta t & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & 0 & \cdots & \cos \theta_{63} \Delta t - \sin \theta_{63} \Delta t \\ 0 & 0 & 0 & 0 & \cdots & \sin \theta_{63} \Delta t & \cos \theta_{63} \Delta t \end{pmatrix} \begin{pmatrix} k^{(96)} \\ k^{(97)} \\ k^{(98)} \\ k^{(99)} \\ \vdots \\ k^{(126)} \\ k^{(127)} \end{pmatrix}$$

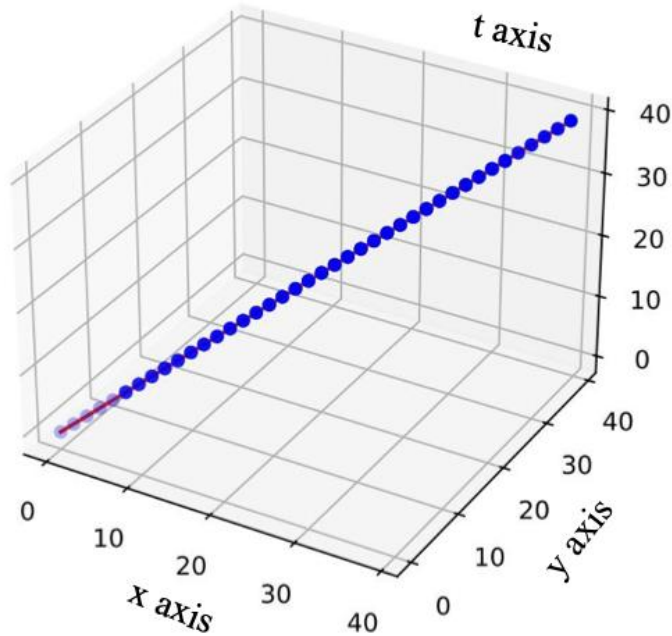
modeling temporal dependency with lower frequency 😊

$$+ \begin{pmatrix} q^{(0)} \\ q^{(1)} \\ q^{(4)} \\ q^{(5)} \\ \vdots \\ q^{(92)} \\ q^{(93)} \end{pmatrix}^T \begin{pmatrix} \cos \theta_0 \Delta x - \sin \theta_0 \Delta x & 0 & 0 & \cdots & 0 & 0 \\ \sin \theta_0 \Delta x & \cos \theta_0 \Delta x & 0 & 0 & \cdots & 0 \\ 0 & 0 & \cos \theta_2 \Delta x - \sin \theta_2 \Delta x & \cdots & 0 & 0 \\ 0 & 0 & \sin \theta_2 \Delta x & \cos \theta_2 \Delta x & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & 0 & \cdots & \cos \theta_{46} \Delta x - \sin \theta_{46} \Delta x \\ 0 & 0 & 0 & 0 & \cdots & \sin \theta_{46} \Delta x & \cos \theta_{46} \Delta x \end{pmatrix} \begin{pmatrix} k^{(0)} \\ k^{(1)} \\ k^{(4)} \\ k^{(5)} \\ \vdots \\ k^{(92)} \\ k^{(93)} \end{pmatrix}$$

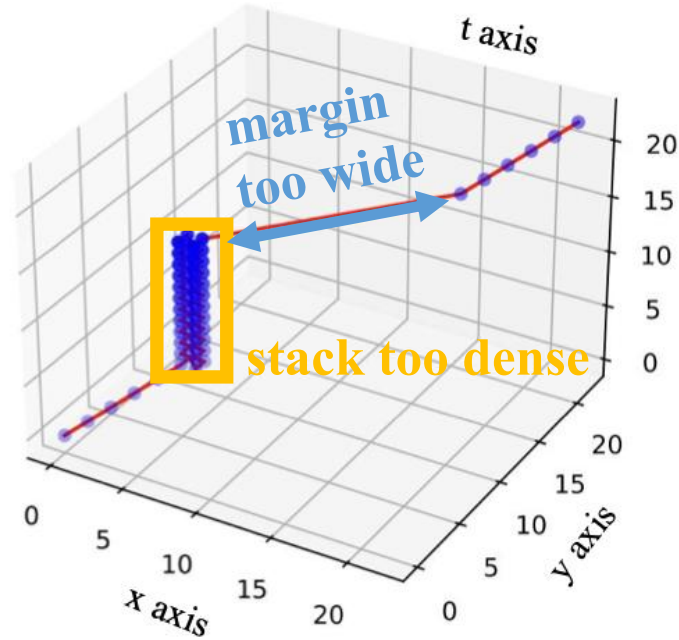
modeling horizontal dependency with interleaved high frequency

$$+ \begin{pmatrix} q^{(2)} \\ q^{(3)} \\ q^{(6)} \\ q^{(7)} \\ \vdots \\ q^{(94)} \\ q^{(95)} \end{pmatrix}^T \begin{pmatrix} \cos \theta_1 \Delta y - \sin \theta_1 \Delta y & 0 & 0 & \cdots & 0 & 0 \\ \sin \theta_1 \Delta y & \cos \theta_1 \Delta y & 0 & 0 & \cdots & 0 \\ 0 & 0 & \cos \theta_3 \Delta y - \sin \theta_3 \Delta y & \cdots & 0 & 0 \\ 0 & 0 & \sin \theta_3 \Delta y & \cos \theta_3 \Delta y & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & 0 & \cdots & \cos \theta_{47} \Delta y - \sin \theta_{47} \Delta y \\ 0 & 0 & 0 & 0 & \cdots & \sin \theta_{47} \Delta y & \cos \theta_{47} \Delta y \end{pmatrix} \begin{pmatrix} k^{(2)} \\ k^{(3)} \\ k^{(6)} \\ k^{(7)} \\ \vdots \\ k^{(94)} \\ k^{(95)} \end{pmatrix}$$

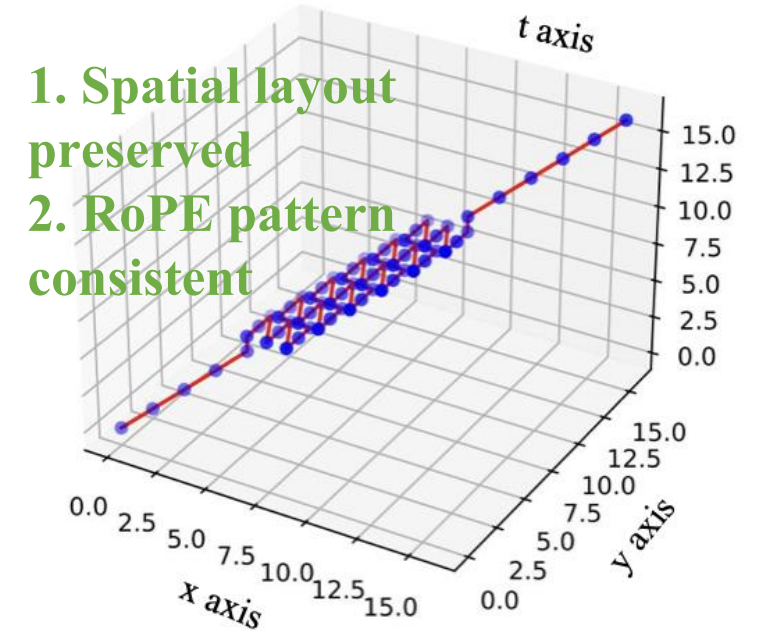
modeling vertical dependency with interleaved high frequency



(a) 3D visualization for Vanilla RoPE.



(b) 3D visualization for M-RoPE.



(c) 3D visualization for VideoRoPE.

3D visualization of position embeddings: (a) Vanilla RoPE **lacks spatial modeling**. (b) M-RoPE introduces **inconsistent index growth** across frames. (c) VideoRoPE **balances spatial modeling with consistent indexing**, preserving RoPE's desirable structure.

$$(t, x, y) = \begin{cases} (\tau, \tau, \tau) & \text{if } 0 \leq \tau < T_s \\ \left(\begin{array}{l} T_s + \delta(\tau - T_s), \\ T_s + \delta(\tau - T_s) + w - \frac{W}{2}, \\ T_s + \delta(\tau - T_s) + h - \frac{H}{2} \end{array} \right) & \text{if } T_s \leq \tau < T_s + T_v \\ \left(\begin{array}{l} \tau + (\delta - 1)T_v, \\ \tau + (\delta - 1)T_v, \\ \tau + (\delta - 1)T_v \end{array} \right) & \text{if } T_s + T_v \leq \tau < T_s + T_v + T_e \end{cases}$$

Adjustable Temporal Spacing(ATS). To scale the temporal index, we introduce a scaling factor δ to better align temporal information between visual and textual tokens.

$$(t, x, y) = \begin{cases} (\tau, \tau, \tau) & \text{if } 0 \leq \tau < T_s \\ \left(\begin{array}{l} T_s + \delta(\tau - T_s), \\ T_s + \delta(\tau - T_s) + w - \frac{W}{2}, \\ T_s + \delta(\tau - T_s) + h - \frac{H}{2} \end{array} \right) & \text{if } T_s \leq \tau < T_s + T_v \\ \left(\begin{array}{l} \tau + (\delta - 1)T_v, \\ \tau + (\delta - 1)T_v, \\ \tau + (\delta - 1)T_v \end{array} \right) & \text{if } T_s + T_v \leq \tau < T_s + T_v + T_e \end{cases}$$

Adjustable Temporal Spacing(ATS). To scale the temporal index, we introduce a scaling factor δ to better align temporal information between visual and textual tokens.

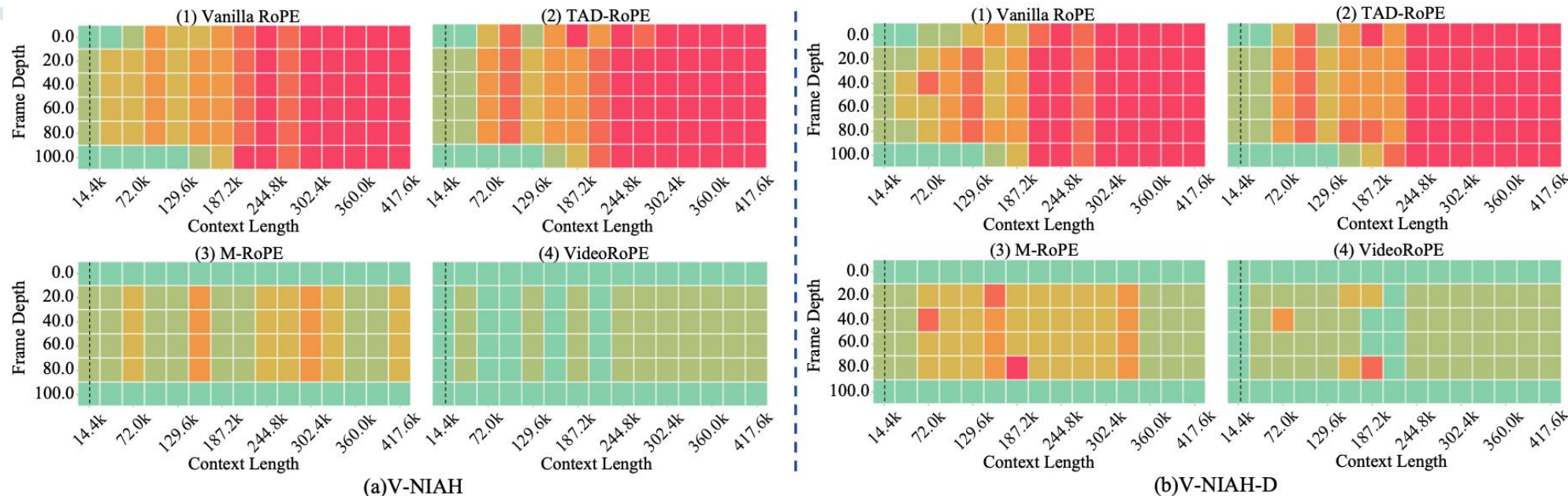
$$(t, x, y) = \begin{cases} (\tau, \tau, \tau) & \text{if } 0 \leq \tau < T_s \\ \begin{pmatrix} T_s + \delta(\tau - T_s), \\ T_s + \delta(\tau - T_s) + w - \frac{W}{2}, \\ T_s + \delta(\tau - T_s) + h - \frac{H}{2} \end{pmatrix} & \text{if } T_s \leq \tau < T_s + T_v \\ \begin{pmatrix} \tau + (\delta - 1)T_v, \\ \tau + (\delta - 1)T_v, \\ \tau + (\delta - 1)T_v \end{pmatrix} & \text{if } T_s + T_v \leq \tau < T_s + T_v + T_e \end{cases}$$

Adjustable Temporal Spacing(ATS). To scale the temporal index, we introduce a scaling factor δ to better align temporal information between visual and textual tokens.

Method	LongVideoBench				MLVU				Video-MME			
	8k	16k	32k	64k	8k	16k	32k	64k	8k	16k	32k	64k
Vanilla RoPE (Su et al., 2024)	54.97	54.87	<u>54.56</u>	54.04	63.31	<u>65.79</u>	<u>65.93</u>	<u>62.02</u>	<u>60.67</u>	60.00	61.33	58.33
TAD-RoPE (Gao et al., 2024)	54.14	<u>55.08</u>	53.94	53.42	<u>63.67</u>	65.28	65.28	60.73	60.33	61.33	62.00	58.67
M-RoPE (Wang et al., 2024a)	53.42	52.80	53.11	<u>54.35</u>	60.41	60.68	61.56	<u>61.10</u>	<u>60.67</u>	59.67	61.00	<u>59.67</u>
VideoRoPE (Ours)	<u>54.46</u>	55.29	57.15	57.26	65.19	66.29	66.02	65.56	61.33	<u>61.00</u>	<u>61.67</u>	61.33

- Benchmarks: LongVideoBench, MLVU, VideoMME
- Consistent gains over M-RoPE: +2.91 / +4.46 / +1.66 @64k context
- Robust to long-range dependencies
- Strong adaptability across tasks

Experiments on Long Video Retrieval



Method	V-NIAH Acc.	V-NIAH-D Acc.
Vanilla RoPE (Su et al., 2024)	31.78	30.22
TAD-RoPE (Gao et al., 2024)	29.33	29.56
M-RoPE (Wang et al., 2024a)	<u>78.67</u>	<u>74.67</u>
VideoRoPE	91.11	87.11

- ❑ V-NIAH-D is more challenging than V-NIAH
- ❑ Vanilla RoPE / TAD-RoPE: limited extrapolation
- ❑ VideoRoPE > M-RoPE in long context extrapolation
- ❑ +12.44% over M-RoPE on Video Retrieval

Method	OR	T	SD	F	NF	Avg.
Vanilla RoPE (Su et al., 2024)	<u>51.5</u>	30.0	<u>48.0</u>	8.0	43.0	36.1
TAD-RoPE (Gao et al., 2024)	51.0	37.0	<u>48.0</u>	11.5	<u>47.5</u>	39.0
M-RoPE (Wang et al., 2024a)	39.0	29.0	43.5	<u>12.5</u>	<u>47.5</u>	34.3
VideoRoPE	57.0	58.5	50.5	15.0	50.0	46.2

- +29.5% on Temporal Hallucination → better temporal reasoning
- +18.0% on Spatial/Object-Relation Hallucination → better spatial understanding
- Robust to complex video hallucinations

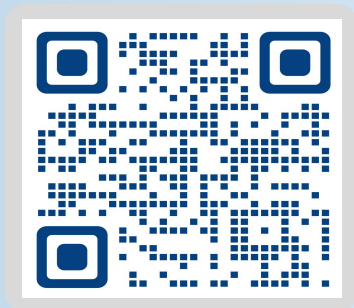
Method	LongVideoBench				MLVU			
	8k	16k	32k	64k	8k	16k	32k	64k
Baseline	53.42	52.80	53.11	54.35	60.41	60.68	61.56	61.10
+ DL	52.17	52.07	53.31	53.63	62.06	63.03	62.52	62.75
+ DL & LTA	54.46	55.49	54.66	55.60	63.35	64.09	64.00	63.26
+ DL & LTA & ATS	54.46	55.29	57.15	57.26	65.19	66.29	66.02	65.56

- ❑ Ablation on LongVideoBench & MLVU (64k context)
- ❑ Baseline (M-RoPE): 54.35 / 61.10
- ❑ +DL → +LTA → +ATS → performance improves progressively
- ❑ Final: 57.26 / 65.56
- ❑ Effective use of spatio-temporal position encoding

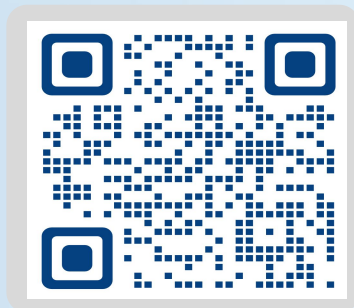
* Further ablations on layout strategies, frequency allocation, ATS scaling, and DL are provided in the main paper.

- **Four key criteria** for effective positional encoding:
 - 2D/3D structure, frequency allocation, spatial symmetry, temporal index scaling
- Prior RoPE variants struggle with **temporal distractors due to improper allocation**
 - VideoRoPE **addresses** this with:
 - 3D spatiotemporal structure
 - Low-frequency temporal allocation (reduces oscillations)
 - Diagonal spatial layout (ensures symmetry)
 - Adjustable temporal spacing (ATS)
- **Superior performance** in:
 - Long video retrieval
 - Video understanding
 - Video hallucination tasks

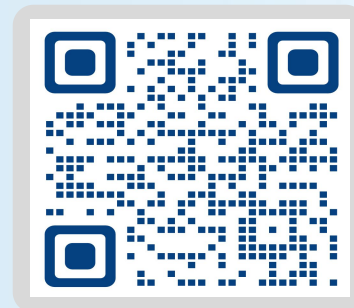
Thanks



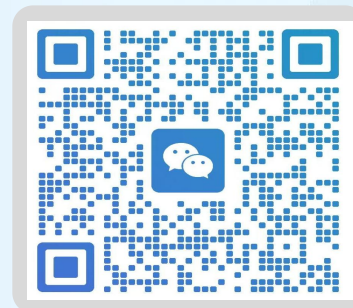
Github



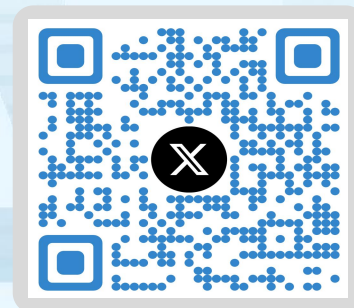
Paper



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wechat



X

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