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| Paper | Summary | Novelty | Technologies/  Architecture  Used | Results/  Evaluation/  Benchmark | Limitations | Future Work | Research Gap |
| 1. [**Automatic Player Face Detection and Recognition for Players in Cricket Games**](https://www.researchgate.net/publication/379071780_Automatic_Player_Face_Detection_and_Recognition_for_Players_in_Cricket_Games) | This paper presents an augmented reality system using the AdaBoost algorithm for player face detection and recognition, enhancing live broadcasts with real-time player information | Introduction of an augmented reality overlay in live broadcasts for instant player identification. | AdaBoost algorithm for face detection and recognition | Demonstrated high accuracy under controlled conditions with frontal face orientations | Decreased accuracy with non-frontal face angles and dependency on high-quality video input | Improving algorithm robustness to handle varied face orientations and video qualities | Developing methods to enhance detection accuracy in low-resolution and dynamically changing video feeds |
| 1. [**Automatic Player Detection and Identification for Sports Entertainment Applications**](https://link.springer.com/article/10.1007/s10044-014-0416-4) | Develops a sports broadcasting application for automatic detection and recognition of players, displaying their information in real-time | Real-time overlay of player information in sports broadcasts | Machine learning techniques for face detection | Achieved high accuracy in player detection with frontal and near-frontal facial captures | Requires faces to be frontal or near-frontal for high accuracy. | Expanding the detection capability to include non-frontal facial orientations | Enhancing the system to work effectively under varied lighting and motion conditions |
| 1. [**Enhancing Cricket Performance Analysis with Human Pose Estimation and Machine Learning**](https://www.mdpi.com/1424-8220/23/15/6839) | Uses human pose estimation to predict and analyze cricket strokes. | Application of human pose estimation for detailed analysis of cricket strokes | MediaPipe library, machine learning algorithms | Effective prediction of cricket strokes with actionable insights for coaching | Challenges in real-time responsiveness and occlusion handling | Improving real-time processing speeds and accuracy during fast player movements. | Developing enhanced models to handle partial occlusions and multiple player interactions. |
| 1. [**A Comprehensive Review of Computer Vision in Sports: Open Issues, Future Trends and Research Directions**](https://www.mdpi.com/2076-3417/12/9/4429) | Covers the application of computer vision in sports, highlighting current research and future trends | Extensive review of various computer vision applications in sports, outlining future research directions. | Survey of existing computer vision techniques used across multiple sports. | Compilation of findings from numerous studies demonstrating the effectiveness of current technologies and methodologies | Need for more scalable and cost-effective solutions for real-time applications. | Focus on developing lightweight models that can be deployed in real-time sports environments. | Creating cost-effective, scalable computer vision systems that require minimal computational resources |
| 1. [**Optimized Deep Learning-Based Cricket Activity Focused Network**](https://www.researchgate.net/publication/371978339_Optimized_deep_learning-based_cricket_activity_focused_network_and_medium_scale_benchmark) | a deep learning network designed specifically for recognizing and classifying cricket activities in real-time | Custom deep learning network tailored for cricket-specific movements and activities | Deep learning frameworks and optimization techniques to handle complex cricket activities. | Demonstrated effective classification and recognition of various cricket actions with significant accuracy improvements over existing models. | High computational demands limit deployment on standard broadcasting equipment. | Optimization of network architecture to reduce computational load without sacrificing performance. | Development of more efficient models that can run on less powerful hardware |
| 1. [**Cricket Shot Detection Using 2D CNN**](https://ieeexplore.ieee.org/abstract/document/10142272) | Proposes a system using a 2D Convolutional Neural Network to automatically detect and classify cricket shots from video footage | Use of 2D CNNs for the specific task of cricket shot detection. | 2D Convolutional Neural Networks. | Achieved high accuracy in identifying different types of cricket shots, enhancing broadcast analysis and viewer engagement. | Struggles with occlusions and overlapping players, which can lead to misclassifications | Enhancing the model to handle complex scenarios involving multiple players and partial occlusions | Improving occlusion handling and real-time processing capabilities. |
| 1. [**Multi-camera Multi-player Tracking with Deep Player Identification**](https://www.sciencedirect.com/science/article/abs/pii/S0031320320300650#:~:text=Highlights&text=We%20propose%20a%20robust%20tracking,%2C%20IPOM%20and%20KSP%2DID.) | Proposes a framework for multi-camera tracking and identification of players, improving tracking accuracy using deep learning. | Integration of multi-camera inputs to enhance player tracking and identification accuracy. | Deep learning techniques, multi-camera integration. | Significantly improved tracking accuracy in complex multi-player environments | High computational requirements and complex data integration challenge real-time processing. | Streamlining data integration and processing to enhance real-time performance. | Reducing computational overhead and simplifying system architecture for better real-time applicability. |
| 1. [**Optical Tracking in Team Sports**](https://www.degruyter.com/document/doi/10.1515/jqas-2020-0088/html?lang=en) | Discusses traditional methods like Histogram of Oriented Gradients (HOG) and Gaussian Mixture Model (GMM) for detecting players in team sports. | Application of classical computer vision techniques for player detection in dynamic environments. | HOG, GMM, and other traditional computer vision methods. | Provided a stable baseline for player tracking, though affected by dynamic backgrounds and lighting variations. | Challenges with dynamic backgrounds and varying lighting conditions. | Integrating more robust algorithms to handle environmental changes more effectively. | Enhancing the robustness of tracking systems against environmental variations. |
| 1. [**Automated Recognition of the Cricket Batting Backlift**](https://www.nature.com/articles/s41598-022-05966-6) | Introduces a deep learning model for recognizing cricket batting backlift, achieving high accuracy in classifying batting techniques. | Focused application of deep learning for detecting specific batting techniques in cricket. | Deep learning models specialized in motion analysis. | High classification accuracy for different batting techniques, providing valuable insights for coaches and commentators. | Dependence on high-quality video feeds limits real-time applicability. | Developing methods to process lower quality video efficiently. | Improvement of model performance with varied video quality and in real-time scenarios. |
| 1. [**Cricket Scoreboard Automation using Umpire Gestures**](https://www.ijresm.com/Vol.2_2019/Vol2_Iss7_July19/IJRESM_V2_I7_80.pdf) | Automates cricket scoreboards by recognizing umpire gestures using convolutional neural networks, enhancing broadcast efficiency. | Use of CNNs to automate the update of cricket scoreboards based on umpire gestures. | Convolutional Neural Networks. | Successfully recognized a range of umpire gestures with high accuracy, streamlining live broadcast operations. | Needs further refinement to handle diverse gesture variations and background noise. | Enhancing gesture recognition accuracy in diverse conditions and reducing false positives. | Improving real-time processing speed and scalability of gesture recognition systems. |
| 1. [**Past, Present, and Future of Face Recognition: A Review**](https://www.mdpi.com/2079-9292/9/8/1188) | This review paper explores the evolution of face recognition technology, detailing its historical development, current applications, and future potential. It discusses technological advancements, application areas, and emerging trends. | The paper provides a comprehensive historical context, allowing readers to understand how face recognition technology has evolved and what has influenced these changes over time. | Reviews various algorithms and technologies used in face recognition over the years, including but not limited to, neural networks, deep learning techniques, and 3D face recognition methods. | The paper compiles various benchmarks and evaluations from past research to compare the effectiveness and accuracy of different face recognition technologies. | Discusses the challenges related to privacy concerns, ethical issues, and the potential for bias in training datasets that can affect the fairness of face recognition systems. | Suggests areas for further research, particularly in improving the robustness and ethical dimensions of face recognition technology. | Highlights the need for developing more secure and privacy-preserving methods in face recognition, which could be an avenue for future research and development. |
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| Paper | Summary | Novelty | Technologies/  Architecture  Used | Results/  Evaluation/  Benchmark | Limitations | Future Work | Research Gap |
| 1. [**Hybrid Deep-Learning Framework Based on Gaussian Fusion of Multiple Spatiotemporal Networks for Walking Gait Phase Recognition**](https://onlinelibrary.wiley.com/doi/full/10.1155/2020/8672431) |  |  |  |  |  |  |  |
| 1. [**HybridGait: A Benchmark for Spatial-Temporal Cloth-Changing Gait Recognition with Hybrid Explorations**](https://ojs.aaai.org/index.php/AAAI/article/view/27926) |  |  |  |  |  |  |  |
| 1. [**Gait-DenseNet: A Hybrid Convolutional Neural Network for Gait Recognition.**](https://openurl.ebsco.com/EPDB%3Agcd%3A15%3A21377999/detailv2?sid=ebsco%3Aplink%3Ascholar&id=ebsco%3Agcd%3A157247544&crl=c) |  |  |  |  |  |  |  |
| 1. [**An Acceleration Based Fusion of Multiple Spatiotemporal Networks for Gait Phase Detection**](https://www.mdpi.com/1660-4601/17/16/5633) |  |  |  |  |  |  |  |
| 1. [**Robust gait recognition using hybrid descriptors based on Skeleton Gait Energy Image**](https://www.sciencedirect.com/science/article/abs/pii/S0167865519301618) |  |  |  |  |  |  |  |
| 1. [**Model-based person identification in multi-gait scenario using hybrid classifier**](https://link.springer.com/article/10.1007/s00530-022-01041-2) |  |  |  |  |  |  |  |
| 1. [**Hybrid Deep Neural Network Framework Combining Skeleton and Gait Features for Pathological Gait Recognition**](https://www.mdpi.com/2306-5354/10/10/1133) |  |  |  |  |  |  |  |
| 1. [**Gaitcotr: Improved Spatial-Temporal Representation for Gait Recognition with a Hybrid Convolution-Transformer Framework**](https://ieeexplore.ieee.org/abstract/document/10096602) |  |  |  |  |  |  |  |
| 1. [**Multi-view gait recognition system using spatio-temporal features and deep learning**](https://www.sciencedirect.com/science/article/abs/pii/S095741742100498X) |  |  |  |  |  |  |  |
| 1. [**Gait Recognition Analysis for Human Identification Analysis-A Hybrid Deep Learning Process**](https://link.springer.com/article/10.1007/s11277-022-09758-z) |  |  |  |  |  |  |  |
| 1. [**STAR: Spatio-Temporal Augmented Relation Network for Gait Recognition**](https://ieeexplore.ieee.org/abstract/document/9913216) |  |  |  |  |  |  |  |
| 1. [**Automatic multi-gait recognition using pedestrian’s spatiotemporal features**](https://link.springer.com/article/10.1007/s11227-023-05391-0) |  |  |  |  |  |  |  |
| 1. [**Human Gait Recognition: A Single Stream Optimal Deep Learning Features Fusion**](https://www.mdpi.com/1424-8220/21/22/7584) |  |  |  |  |  |  |  |
| 1. [**Skeleton-based abnormal gait recognition with spatio-temporal attention enhanced gait-structural graph convolutional networks**](https://www.sciencedirect.com/science/article/abs/pii/S0925231221018385) |  |  |  |  |  |  |  |
| 1. [**Hybrid LSTM and GAN model for action recognition and prediction of lawn tennis sport activities**](https://link.springer.com/article/10.1007/s00500-023-09215-4) |  |  |  |  |  |  |  |
| 1. [**INDIVIDUAL ACTION AND GROUP ACTIVITY RECOGNITION IN SOCCER VIDEOS**](https://essay.utwente.nl/84038/1/Gerats_MA_EEMCS.pdf) |  |  |  |  |  |  |  |
| 1. [**Identification of humans using gait**](https://ieeexplore.ieee.org/abstract/document/1323098) |  |  |  |  |  |  |  |
| 1. [**Concurrent validity of human pose tracking in video for measuring gait parameters in older adults: a preliminary analysis with multiple trackers, viewing angles, and walking directions**](https://jneuroengrehab.biomedcentral.com/articles/10.1186/s12984-021-00933-0) |  |  |  |  |  |  |  |
| 1. [**Accuracy of Computer Vision-Based Pose Estimation Algorithms in Predicting Joint Kinematics During Gait**](https://www.researchsquare.com/article/rs-3239200/v1) |  |  |  |  |  |  |  |
| 1. [**Two-dimensional video-based analysis of human gait using pose estimation**](https://journals.plos.org/ploscompbiol/article?id=10.1371/journal.pcbi.1008935#sec001) |  |  |  |  |  |  |  |
| 1. [**Gait recognition using spatio-temporal silhouette-based features**](https://www.spiedigitallibrary.org/conference-proceedings-of-spie/8755/87550R/Gait-recognition-using-spatio-temporal-silhouette-based-features/10.1117/12.2017950.full) |  |  |  |  |  |  |  |
| 1. [**Ubiquitous Gait Analysis through Footstep-Induced Floor Vibrations**](https://www.mdpi.com/1424-8220/24/8/2496) |  |  |  |  |  |  |  |
| 1. [**Quantitative and Qualitative Running Gait Analysis through an Innovative Video-Based Approach**](https://www.mdpi.com/1424-8220/21/9/2977) |  |  |  |  |  |  |  |
| 1. [**Gait symmetry methods: Comparison of waveform-based Methods and recommendation for use**](https://www.sciencedirect.com/science/article/abs/pii/S1746809419302241) |  |  |  |  |  |  |  |
| 1. [**Sensor-Based Human Activity Recognition with Spatio-Temporal Deep Learning**](https://www.mdpi.com/1424-8220/21/6/2141) |  |  |  |  |  |  |  |
| 1. [**Multimodal Low Resolution Face and Frontal Gait Recognition from Surveillance Video**](https://www.mdpi.com/2079-9292/10/9/1013) |  |  |  |  |  |  |  |
| 1. [**Real-Time Human Recognition at Night via Integrated Face and Gait Recognition Technologies**](https://www.mdpi.com/1424-8220/21/13/4323) |  |  |  |  |  |  |  |
| 1. [**Multimodal Adaptive Fusion of Face and Gait Features using Keyless attention based Deep Neural Networks for Human Identification**](https://ar5iv.labs.arxiv.org/html/2303.13814) |  |  |  |  |  |  |  |
| 1. [**Gait Recognition by Jointing Transformer and CNN**](https://link.springer.com/chapter/10.1007/978-981-99-8565-4_30) |  |  |  |  |  |  |  |
| 1. [**Exploring Deep Models for Practical Gait Recognition**](https://ar5iv.labs.arxiv.org/html/2303.03301) |  |  |  |  |  |  |  |
| 1. [**GaitPT: Skeletons Are All You Need For Gait Recognition**](https://ar5iv.labs.arxiv.org/html/2308.10623) |  |  |  |  |  |  |  |
| 1. [**A model-based gait recognition method with body pose and human prior knowledge**](https://www.sciencedirect.com/science/article/abs/pii/S003132031930370X) |  |  |  |  |  |  |  |
| 1. [**Human gait recognition: A systematic review**](https://link.springer.com/article/10.1007/S11042-023-15079-5) |  |  |  |  |  |  |  |
| 1. [**Gait analysis for recognition and classification**](https://ieeexplore.ieee.org/abstract/document/1004148) |  |  |  |  |  |  |  |
| 1. [**Human Recognition by Appearance and Gait**](https://link.springer.com/article/10.1134/S0361768818040035) |  |  |  |  |  |  |  |
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| Paper | | Summary | Novelty | Technologies/  Architecture  Used | Results/  Evaluation/  Benchmark | Limitations | Future Work | Research Gap |
| 1. [**Enhancing Natural Language Query to SQL Query Generation Through Classification-Based Table Selection**](https://link.springer.com/chapter/10.1007/978-3-031-62495-7_12) | |  |  |  |  |  |  |  |
| 1. [**Structure Guided Large Language Model for SQL Generation**](https://arxiv.org/abs/2402.13284) | |  |  |  |  |  |  |  |
| 1. [**MCS-SQL: Leveraging Multiple Prompts and Multiple-Choice Selection For Text-to-SQL Generation**](https://arxiv.org/abs/2405.07467) | |  |  |  |  |  |  |  |
| 1. [**Knowledge-to-SQL: Enhancing SQL Generation with Data Expert LLM**](https://arxiv.org/abs/2402.11517) | |  |  |  |  |  |  |  |
| 1. [**Prompting GPT-3.5 for Text-to-SQL with De-semanticization and Skeleton Retrieval**](https://link.springer.com/chapter/10.1007/978-981-99-7022-3_23) | |  |  |  |  |  |  |  |
| 1. [**RH-SQL: Refined Schema and Hardness Prompt for Text-to-SQL**](https://arxiv.org/abs/2406.09133) | |  |  |  |  |  |  |  |
| 1. [**Enhancing Text-to-SQL Capabilities of Large Language Models: A Study on Prompt Design Strategies**](https://aclanthology.org/2023.findings-emnlp.996.pdf) | |  |  |  |  |  |  |  |
| 1. [**Next-Generation Database Interfaces: A Survey of LLM-based Text-to-SQL**](https://arxiv.org/abs/2406.08426) | |  |  |  |  |  |  |  |
| 1. [**Bridging Language & Data: Optimizing Text-to-SQL Generation in Large Language Models**](https://www.diva-portal.org/smash/record.jsf?pid=diva2%3A1833681&dswid=-1064) | |  |  |  |  |  |  |  |
| 1. [**CodeS: Towards Building Open-source Language Models for Text-to-SQL**](https://dl.acm.org/doi/abs/10.1145/3654930) | |  |  |  |  |  |  |  |
| 1. [**[2405.16755] CHESS: Contextual Harnessing for Efficient SQL Synthesis (arxiv.org)**](https://ar5iv.labs.arxiv.org/html/2405.16755) | |  |  |  |  |  |  |  |
| 1. [**Retrieval-Augmented GPT-3.5-Based Text-to-SQL Framework** **with Sample-Aware Prompting and Dynamic Revision Chain**](https://link.springer.com/chapter/10.1007/978-981-99-8076-5_25) | |  |  |  |  |  |  |  |
| 1. [**Evaluating the Text-to-SQL Capabilities of Large Language Models**](https://www.researchgate.net/publication/359709736_Evaluating_the_Text-to-SQL_Capabilities_of_Large_Language_Models) | |  |  |  |  |  |  |  |
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