

## DATA DICTIONARY run\_analysis.R

### Column Names 6

Including six activities

"WALKING"

"WALKING\_UPSTAIRS"

"WALKING\_DOWNSTAIRS"

"SITTING","STANDING"

"LAYING"

### Row Names 79

t\_Body\_Acc\_XYZ :

the acceleration signal was then separated into body  
and gravity acceleration signals

t\_Gravity\_Acc\_XYZ :

the acceleration signal was then separated into body  
and gravity acceleration signals

t\_Body\_Acc\_Jerk\_XYZ :

the body linear acceleration and angular velocity  
were derived in time to obtain Jerk signals

t\_Body\_Gyro\_XYZ :

the body body gyroscope 3-axial signals (mean)

t\_Body\_Gyro\_Jerk-XYZ :

the body linear acceleration and angular velocity  
were derived in time to obtain Jerk signals

t\_Body\_Acc\_Mag :

the body magnitude of these three-dimensional  
signals were calculated using the Euclidean norm

t\_Gravity\_Acc\_Mag :

the gravity magnitude of these three-dimensional  
signals were calculated using the Euclidean norm

t\_Body\_Acc\_Jerk\_Mag :

the body acceleration jerk magnitude of these

three-dimensional signals were calculated using the Euclidean norm

t\_Body\_Gyro\_Mag :

the body gyroscope magnitude of these three-dimensional signals were calculated using the Euclidean norm

t\_Body\_Gyro\_Jerk\_Mag :

the body gyroscope jerk magnitude of these three-dimensional signals were calculated using the Euclidean norm

f\_Body\_Acc\_XYZ :

a Fast Fourier Transform (FFT) was applied to some of these signals producing(the 'f' to indicate frequency domain signals)

f\_Body\_Acc\_Jerk\_XYZ :

a Fast Fourier Transform (FFT) was applied to t\_Body\_Acc\_Jerk\_XYZ

f\_Body\_Gyro\_XYZ :

a Fast Fourier Transform (FFT) was applied to t\_Body\_Gyro\_XYZ

f\_Body\_Acc\_Mag :

a Fast Fourier Transform (FFT) was applied to t\_Body\_Acc\_Mag

f\_Body\_Acc\_Jerk\_Mag :

a Fast Fourier Transform (FFT) was applied to t\_Body\_Acc\_Jerk\_Mag

f\_Body\_Gyro\_Mag :

a Fast Fourier Transform (FFT) was applied to t\_Body\_Gyro\_Mag

f\_Body\_Gyro\_Jerk\_Mag

a Fast Fourier Transform (FFT) was applied to t\_Body\_Gyro\_Jerk\_Mag