Notes 02-03-2020

We don’t get the same amount of stuttering in the sequences

Slightly confused about why we linear extend our sequences

DTW should be able to deal with the flat areas (Could be a constraint problem)

This could happen because:

* One fast and one slow
* That we have a fixed start and end
  + Solve by using open\_begin and open\_end maybe

1. Make same length (current solution):

Result all the same length

“This is the poor technique and now we do it again”

Not understanding how that is done and why it works

Concerned about omitting frames and how we align the shorter sequences based on dtw alone

Use repetitions of movements. We should maybe cut down the sequences to two repetitions

There should not be a difference between whether there are 2 or 100 repetitions

Problems on selecting repetitions:

1. “non” – run/walk parts
   1. E.g. T-pose or turning

Solution:

1. Define a window width and shift value
2. Compute variance
3. Window is in motion if variance > threshold

Todo:

Make a synthetic sample of short and long sin function, run dtw and check if we get flat area or not