1NN + DTW

Window length = length(sample) / 10

Used Keogh’s lower bound

(w1,w2,w3) = (vertical,diag,horizantal)

ECG200: weights

(1,1,1) = 0.85

(1,2,1) = 0.81

(1,1,2 ) = 0.85

(2,1,1) = 0.86

(3,1,1) =

(2,1,2) =

(2,0.5,1) =

(1,2,2) =

ECG200: weights(normalized)

(1,1,1) = 0.930

(1,2,1) = 0.95999

(1,1,2 ) = 0.911

(2,1,1) = 0.9200

(1,3,1) = 0.979999

(1,4,1) = 0.989999

(2,4,1) = 0.969999

(1,5,1) = 0.989999

(2,5,1) = 0.989999

ECG200: weights(normalized+Euclidean)

(1,1,1) =

(1,2,1) =

(1,1,2 ) =

(2,1,1) =

(1,3,1) =

(1,4,1) =

(2,4,1) =

(1,5,1) =

(2,5,1) =

Coffee

(1,1,1) = 0.857

(1,2,1) = 0.821

(1,1,2)= 0.857

(2,1,1) = 0.821

(1,1,1.5) =

(1,1,1.4) =

Coffee(normalized)

(1,1,1) = 0.964

(1,2,1) = 0.964

(1,1,2)= 0.964

(2,1,1) = 0.964

Beef

(1,1,1) = 0.50

(1,1,2) = 0.50

(1,2,1) = 0.5333

(2,1,1) = 0.50

Beef (normalized)

(1,1,1) = 0.6666

(1,1,2) =

(1,2,1) = 0.6666

(2,1,1) =

Lightning7

(1,1,1) = 0.78

(1,1,2) =

(1,2,1) = 0.767

(2,1,1) =

(2,2,1) =

Lightning7(normalized)

(1,1,1) = 0.849315

(1,1,2) = 0.8356

(1,2,1) = 0.835616438

(2,1,1) = 0.849315

(3,1,1) = 0.83561

(2,2,1) = 0.849315

Gun point(normalized)

(1,1,1) = 0.95999

(1,2,1) = 0.979999

(1,1,2) = 0.9666667

(2,1,1) = 0.9533337

(1,3,1) = 0.986999999

(1,3,2) = 0.986999999

(1,4,1) = 0.9869999

Gun point(normalized+Euclidean)

(1,1,1) = 1.0

(1,2,1) = 1.0

(1,1,2) = 1.0

(2,1,1) = 1.0

Olive oil (normailzed)

(1,1,1) = 1.0

(1,1,2) = 1.0

(1,2,1) = 1.0

(2,1,1) = 1.0

**DTW2**

Olive Oil

(1,1,1) = 0.8667

ECG200

(1,1,1) = 0.859

(1,2,1) = 0.859

()

Gun\_Point

(1,1,1) = 0.9799