Bagautdinov, T. M., Alahi, A., Fleuret, F., Fua, P., & Savarese, S. (2017, July). Social Scene Understanding: End-to-End Multi-Person Action Localization and Collective Activity Recognition. In CVPR (pp. 3425-3434).

Xiao, Q., & Si, Y. (2017, December). Human action recognition using autoencoder. In Computer and Communications (ICCC), 2017 3rd IEEE International Conference on (pp. 1672-1675). IEEE

Baccouche, M., Mamalet, F., Wolf, C., Garcia, C., & Baskurt, A. (2011, November). Sequential deep learning for human action recognition. In International Workshop on Human Behavior Understanding (pp. 29-39). Springer, Berlin, Heidelberg.

Sun, L., Jia, K., Chen, K., Yeung, D. Y., Shi, B. E., & Savarese, S. (2017, October). Lattice Long ShortTerm Memory for Human Action Recognition. In ICCV (pp. 2166-2175).

Chen, J., Wu, J., Konrad, J., & Ishwar, P. (2017, March). Semi-coupled two-stream fusion convnets for action recognition at extremely low resolutions. In Applications of Computer Vision (WACV), 2017 IEEE Winter Conference on (pp. 139-147). IEEE.

Pigou, L., Van Den Oord, A., Dieleman, S., Van Herreweghe, M., & Dambre, J. (2018). Beyond temporal pooling: Recurrence and temporal convolutions for gesture recognition in video. International Journal of Computer Vision, 126(2-4), 430-439.

Luvizon, D. C., Picard, D., & Tabia, H. (2018, June). 2d/3d pose estimation and action recognition using multitask deep learning. In The IEEE Conference on Computer Vision and Pattern Recognition (CVPR) (Vol. 2).

Wang, Y., Long, M., Wang, J., & Philip, S. Y. (2017, July). Spatiotemporal Pyramid Network for Video Action Recognition. In CVPR (Vol. 6, p. 7).

Rahmani, H., Mian, A., & Shah, M. (2018). Learning a deep model for human action recognition from novel viewpoints. IEEE transactions on pattern analysis and machine intelligence, 40(3), 667-681.

Zhang, P., Lan, C., Xing, J., Zeng, W., Xue, J., & Zheng, N. (2017). View adaptive recurrent neural networks for high performance human action recognition from skeleton data. arXiv, no. Mar.

Zhang, S., Liu, X., & Xiao, J. (2017, March). On geometric features for skeleton-based action recognition using multilayer lstm networks. In 2017 IEEE Winter Conference on Applications of Computer Vision (WACV) (pp. 148-157). IEEE.

Li, C., Sun, S., Min, X., Lin, W., Nie, B., & Zhang, X. (2017, July). End-to-end learning of deep convolutional neural network for 3D human action recognition. In 2017 IEEE International Conference on Multimedia & Expo Workshops (ICMEW) (pp. 609-612). IEEE.

Li, C., Cui, Z., Zheng, W., Xu, C., Ji, R., & Yang, J. (2018). Action-Attending Graphic Neural Network. IEEE Transactions on Image Processing, 27(7), 3657-3670.

] Weinzaepfel, P., Revaud, J., Harchaoui, Z., & Schmid, C. (2013). DeepFlow: Large displacement optical flow with deep matching. In Proceedings of the IEEE International Conference on Computer Vision (pp. 1385-1392).

Pang, J., Sun, W., Ren, J. S., Yang, C., & Yan, Q. (2017, October). Cascade Residual Learning: A TwoStage Convolutional Neural Network for Stereo Matching. In ICCV Workshops (Vol. 7, No. 8).

Edwards, M., & Xie, X. (2016). Graph based convolutional neural network. arXiv preprint arXiv:1609.08965.

ResnetCrowd: AResidualDeepLearningArchitectureforCrowdCounting, ViolentBehaviourDetectionandCrowdDensityLevelClassiﬁcation

http://cn.arxiv.org/pdf/1705.10698v1

Two-stream convolutional networks for action recognition in videos

https://arxiv.org/pdf/1604.06573v2.pdf

(no code)

Learning to Detect Violent Videos using Convolutional Long Short-Term Memory

https://paperswithcode.com/paper/learning-to-detect-violent-videos-using

Show, Attend and Tell: Neural Image Caption Generation with Visual Attention

https://arxiv.org/pdf/1502.03044v3.pdf

Evaluating Real-time Anomaly Detection Algorithms - the Numenta Anomaly Benchmark

https://arxiv.org/ftp/arxiv/papers/1510/1510.03336.pdf

