

number of frame → displacement with foreground remove

1	2.74238
2	2.11725
3	2.23412
4	1.85944
5	1.12609
6	1.83115
7	1.80346
8	1.28688
9	1.4727
10	1.49541
11	1.32739
12	2.05044
13	2.05759
14	2.10807
15	2.15042
16	1.87867
17	1.99533
18	1.86953
19	1.84382
20	2.05166
21	1.79193
22	1.78218
23	1.82412
24	1.62405
25	1.90117
26	2.10775
27	2.25602
28	2.23488
29	2.28503
30	2.36247
31	2.27856
32	2.51727
33	2.54013
34	2.50219
35	2.73315
36	2.70021
37	2.60631
38	2.64212
39	2.74207
40	2.7921
41	2.86457
42	2.73818
43	2.62422
44	2.88514
45	2.81069
46	2.70489

47	2.8624
48	3.09788
49	2.8463
50	3.00046
51	2.97174
52	2.95791
53	3.10476
54	2.94481
55	2.71294
56	2.62572
57	2.77341
58	2.81146
59	2.38145
60	2.48359
61	2.59031
62	2.46044
63	2.59946
64	2.82869
65	2.9318
66	2.80406
67	2.91378
68	2.73689
69	2.71254
70	2.72971
71	2.70988
72	2.17084
73	2.70175
74	2.61331
75	2.52626
76	2.6364
77	2.7047
78	2.57441
79	2.47003
80	2.27697
81	2.44272
82	2.48601
83	2.06425
84	2.18646
85	2.22474
86	2.50461
87	2.32502
88	2.48932
89	2.60144
90	2.75906
91	2.67709
92	2.47333
93	2.37284

94	2.40906
95	1.86618
96	2.25449
97	2.32893
98	2.37477
99	2.23473
100	2.07865
101	1.98475
102	2.13181
103	2.24411
104	2.26875
105	2.21002
106	2.17294
107	1.7196
108	2.13812
109	2.15954
110	1.98099
111	2.12381
112	1.99679
113	1.57363
114	1.85495
115	1.85763
116	2.03948
117	2.04142
118	2.10126
119	2.08416
120	2.26045
121	2.06215
122	1.93465
123	2.00034
124	1.83843
AMDE	2.32543