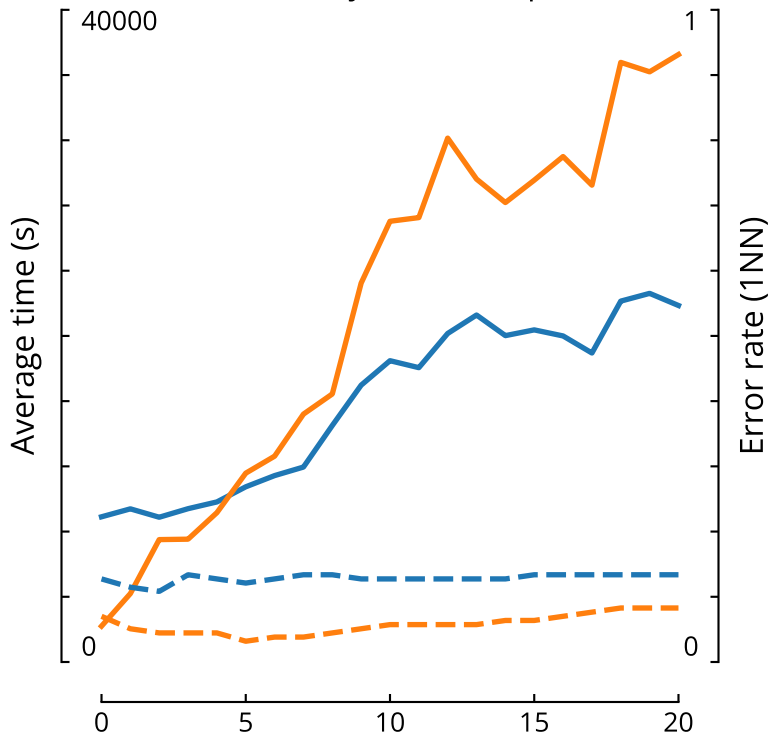


# UWaveGestureLibraryAll, own implementations



FastDTW radius ( $r$ , integer), cDTW warp window width ( $w$ , %)

