

## Procedure used

$$D(x, y, t) = I(x, y, t) - I(x, y, t - 1)$$
$$D(x, y, t) = (I(x, y, t) - I(x, y, t - 1)) > \tau$$
$$H_t(x, y, t) = \begin{cases} \tau, & \text{if } D(x, y, t) = 1 \\ \max(0, H_t(x, y, t - 1)), & \text{otherwise} \end{cases}$$

All the files submitted in this assignment are for  $\tau = 5$ .

## Example Motion History Images

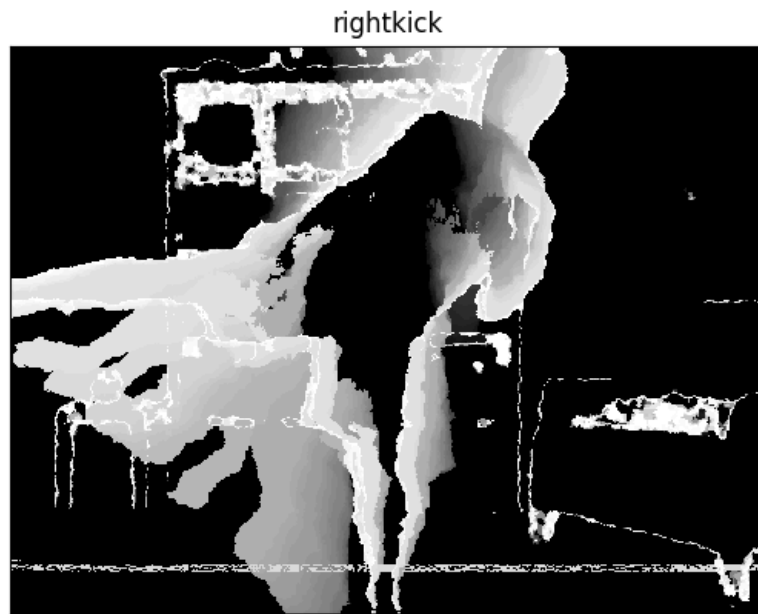


Figure 1

crouch

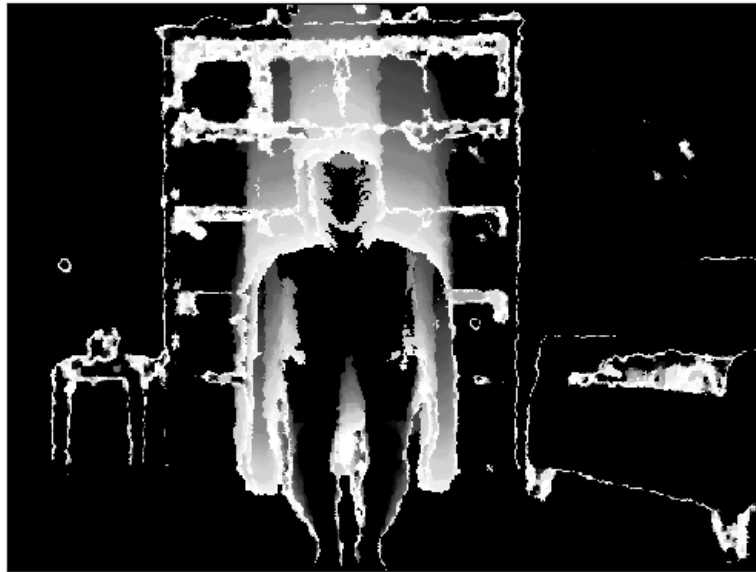


Figure 2

botharms

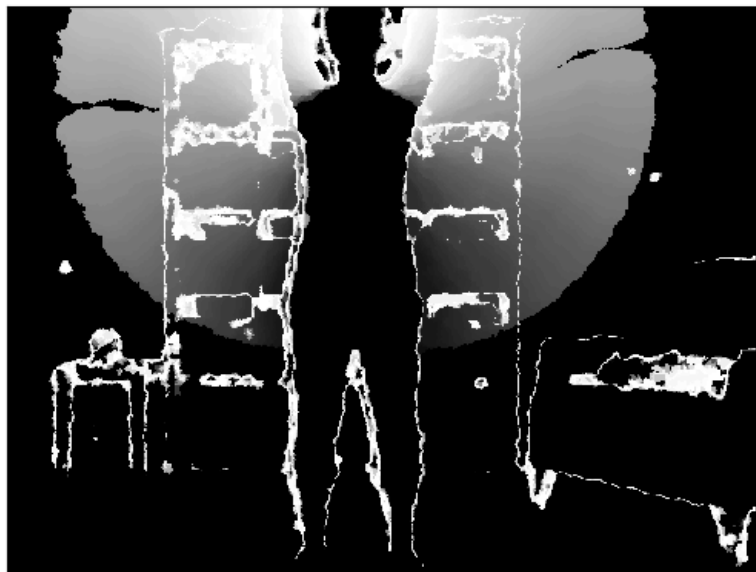


Figure 3

## Nearest Neighbour examples

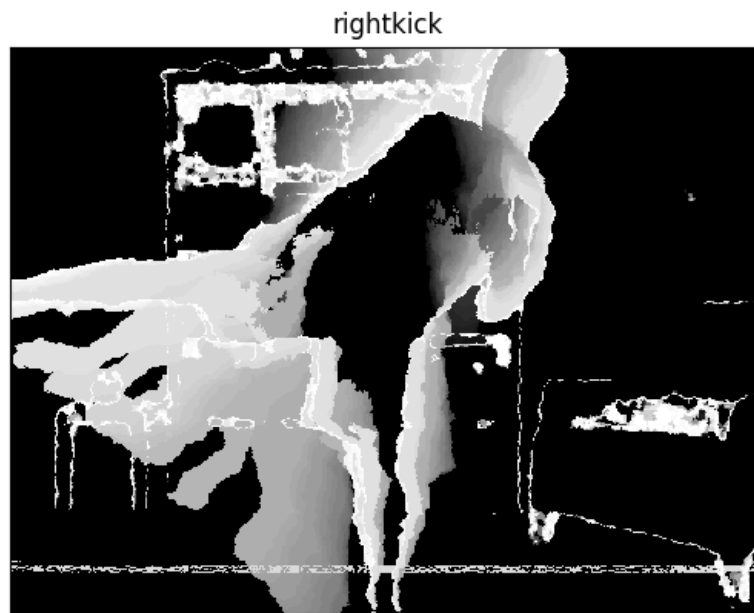


Figure 4: Test MHI

Result 1 Action: rightkick



Result 2 Action: rightkick



Result 3 Action: botharms



Result 4 Action: rightkick



Figure 5: Result MHIs

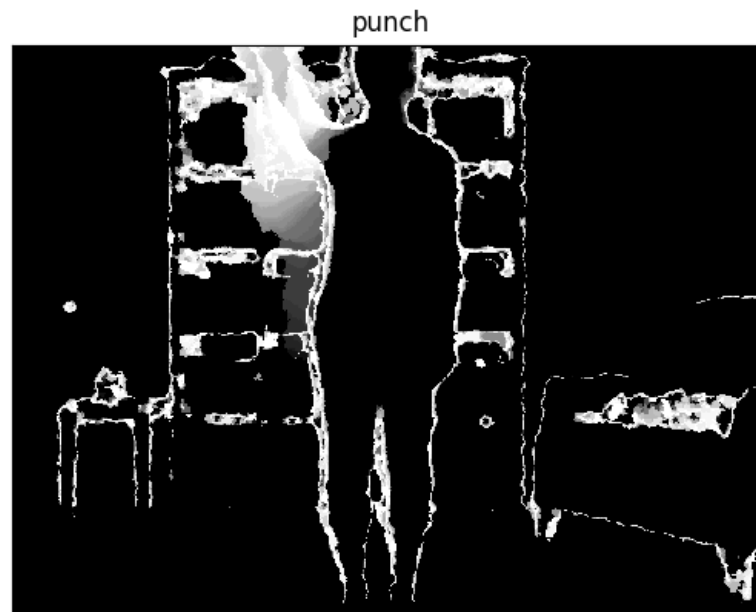


Figure 6: Test MHI

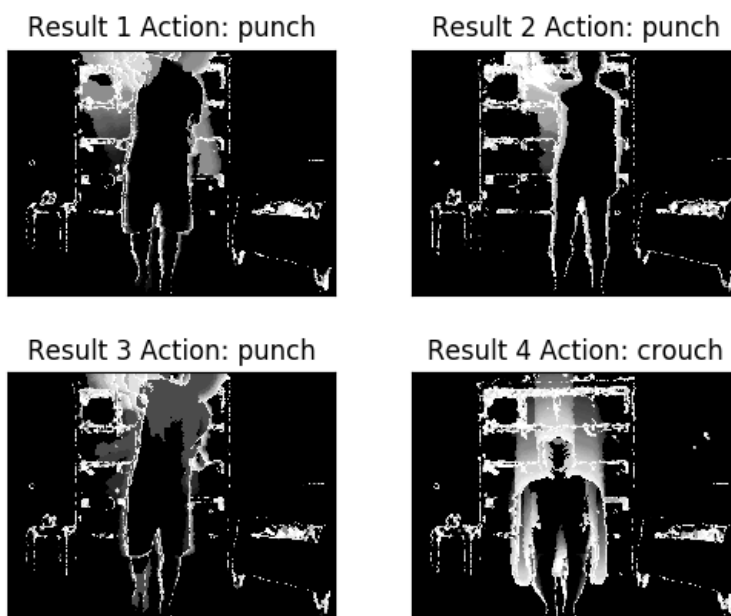


Figure 7: Result MHIs

**Leave one out cross validation**

$$\tau = 10$$

	botharms	crouch	leftarmup	punch	rightkick
botharms	3	0	0	1	0
crouch	0	3	0	1	0
leftarmup	0	0	4	0	0
punch	0	0	0	4	0
rightkick	0	0	0	0	4

Overall recognition rate = 0.9

Per category recognition rate

botharms	crouch	leftarmup	punch	rightkick
0.75	0.75	1.0	1.0	1.0

$$\tau = 20$$

	botharms	crouch	leftarmup	punch	rightkick
botharms	4	0	0	0	0
crouch	0	3	0	1	0
leftarmup	0	0	4	0	0
punch	0	0	0	4	0
rightkick	0	0	0	0	4

Overall recognition rate = 0.95

Per category recognition rate

botharms	crouch	leftarmup	punch	rightkick
1.0	0.75	1.0	1.0	1.0

$$\tau = 5$$

	botharms	crouch	leftarmup	punch	rightkick
botharms	1	1	0	1	1
crouch	0	3	0	1	0
leftarmup	0	0	4	0	0
punch	0	0	0	4	0
rightkick	1	0	0	0	3

Overall recognition rate = 0.75

Per category recognition rate

botharms	crouch	leftarmup	punch	rightkick
0.25	0.75	1.0	1.0	0.75

The performance of the recognition varies on threshold  $\tau$ . As we can see from the above results,  $\tau = 20$  gives the best results and the performance decreases on a greater or lesser  $\tau$ . This implies that the results of the recognition are very sensitive to the threshold used.

One of the sequences of action crouch is confused with action punch for all the thresholds. The performance of actions leftarmup and punch are very consistent. We can also observe that the performance of action botharms decreases as the threshold is lowered, giving a very bad recognition rate at  $\tau = 5$ .