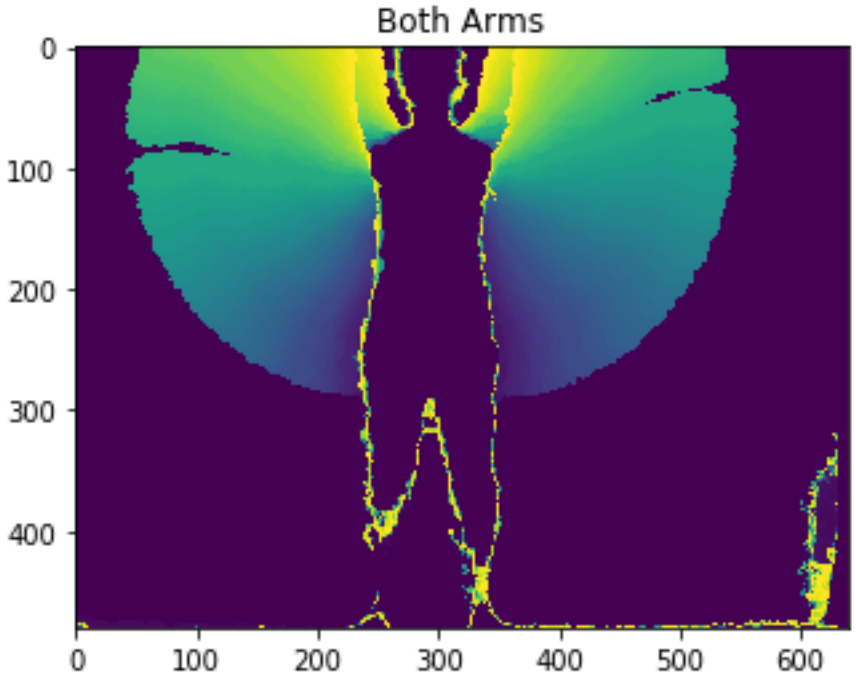
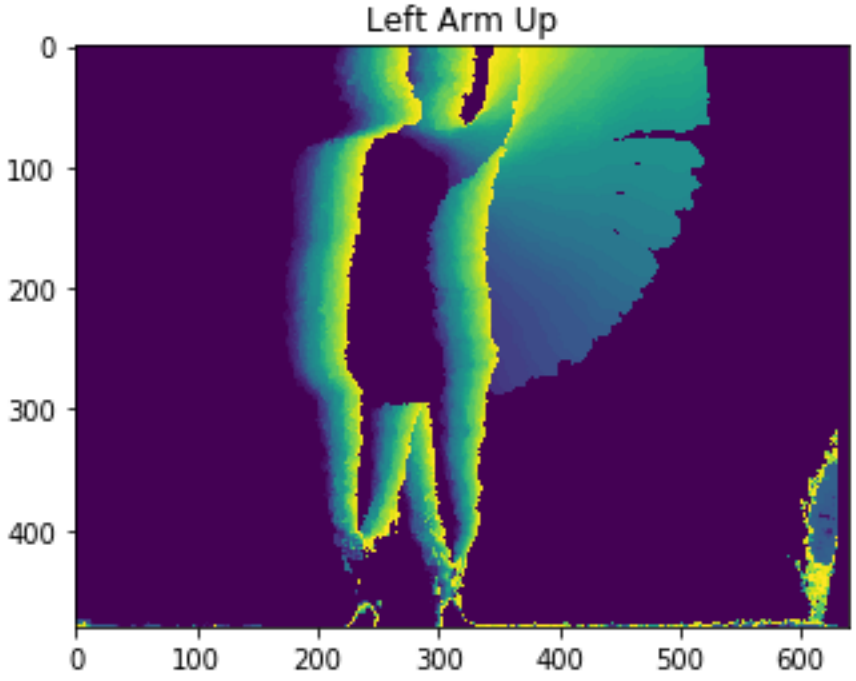
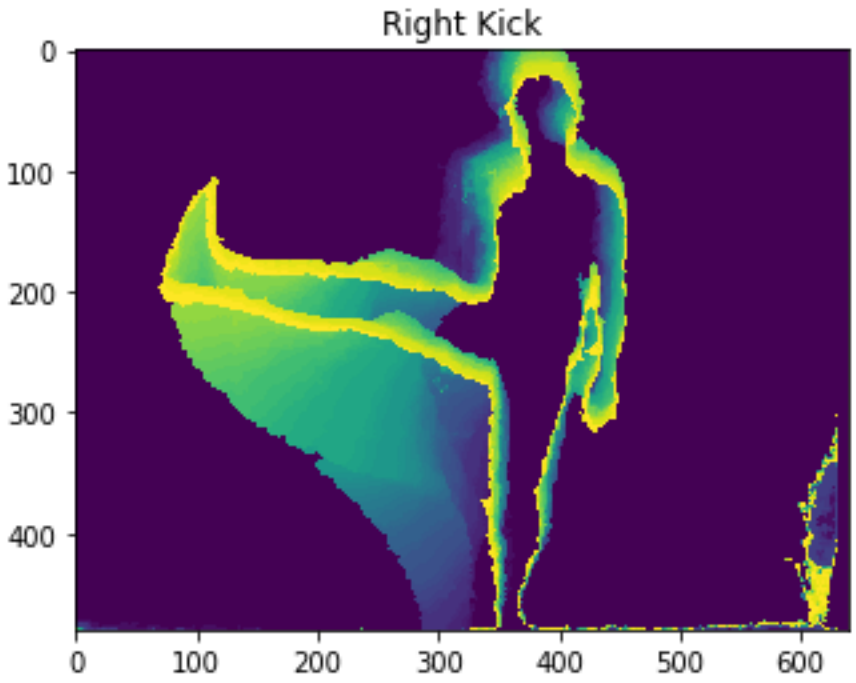
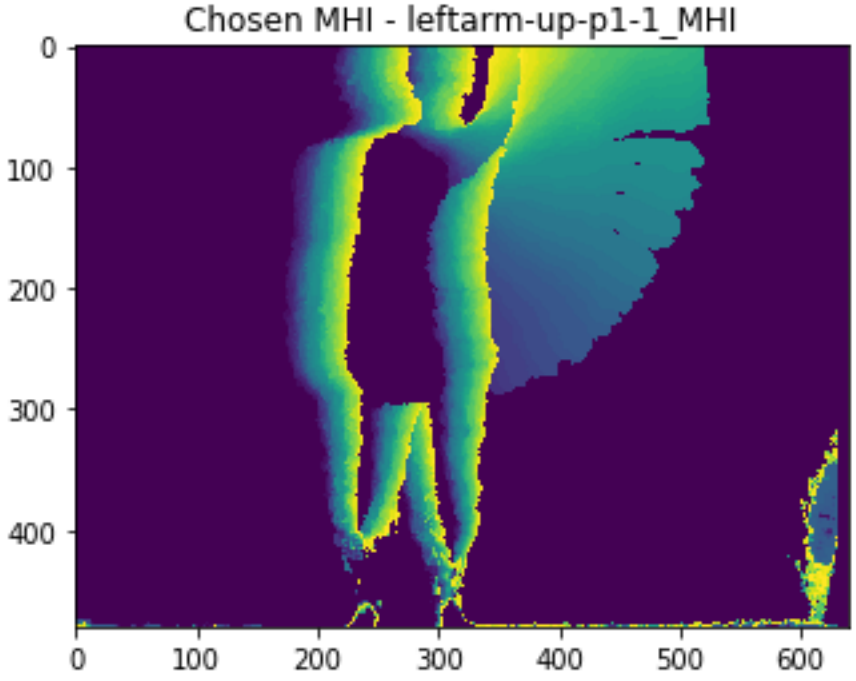
1.

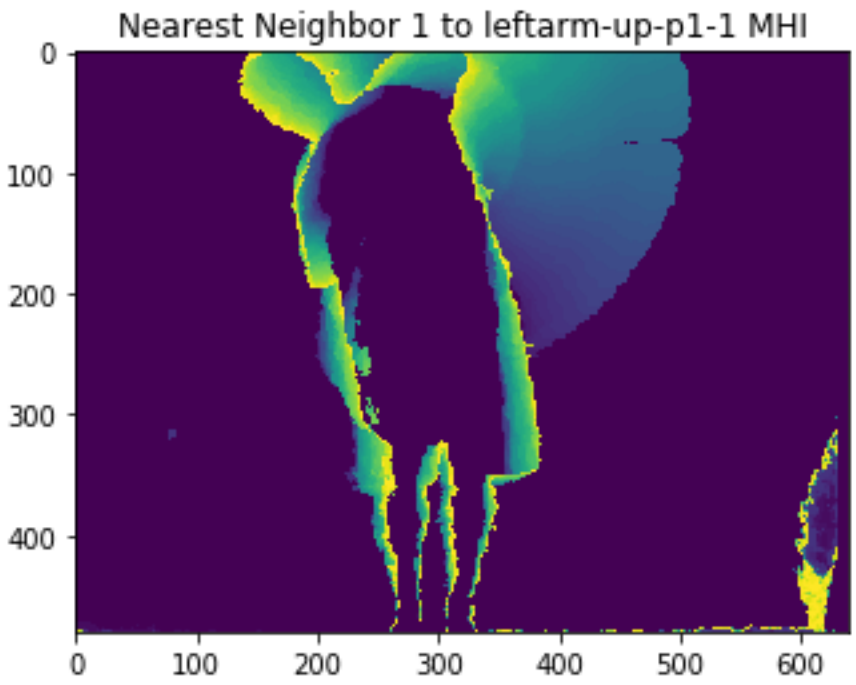

Both Arms
0
100
200
300
400
0
100
200
300
400
500
600

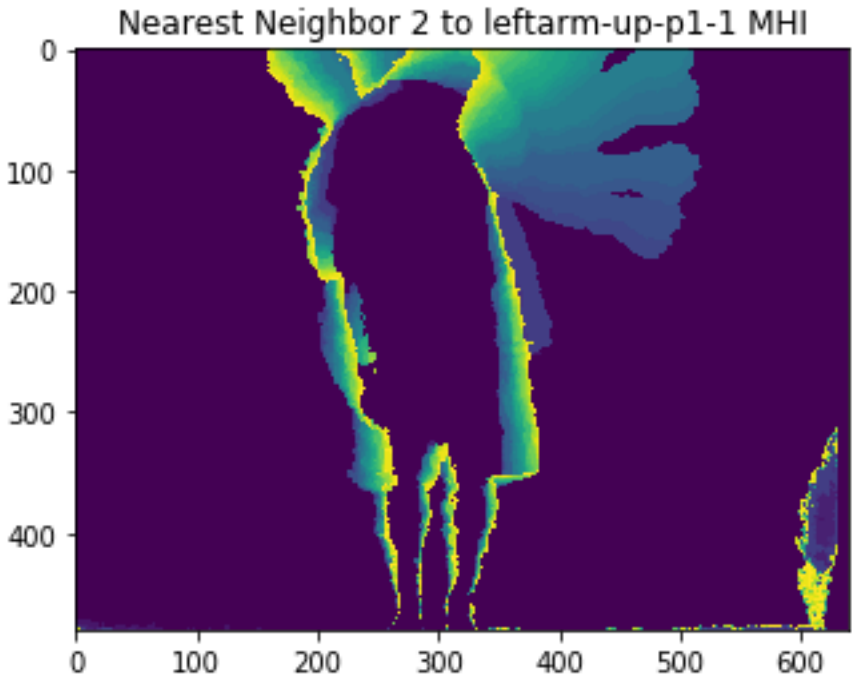

Left Arm Up
0
100
200
300
400
0
100
200
300
400
500
600

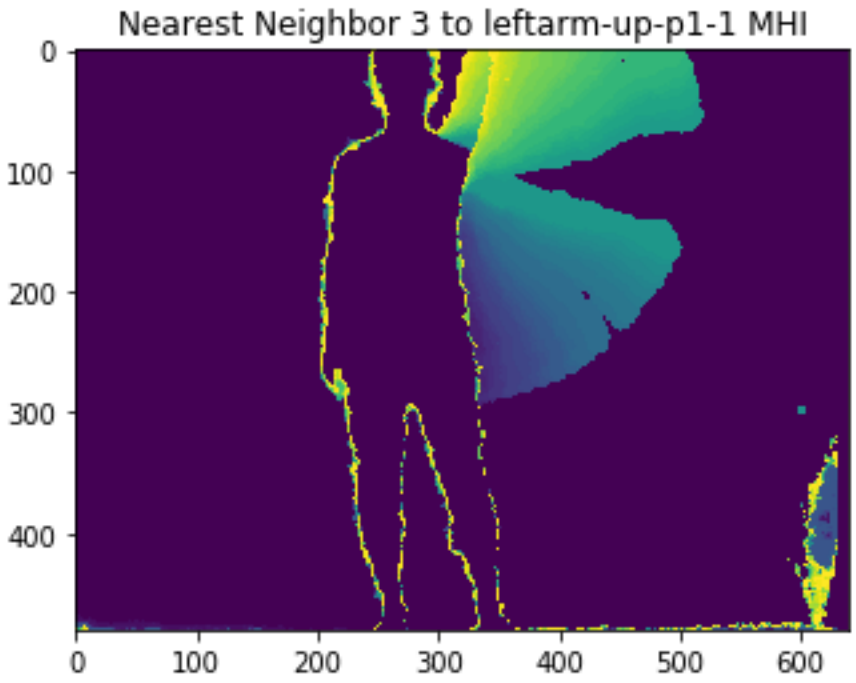

Right Kick
0
100
200
300
400
0
100
200
300
400
500
600

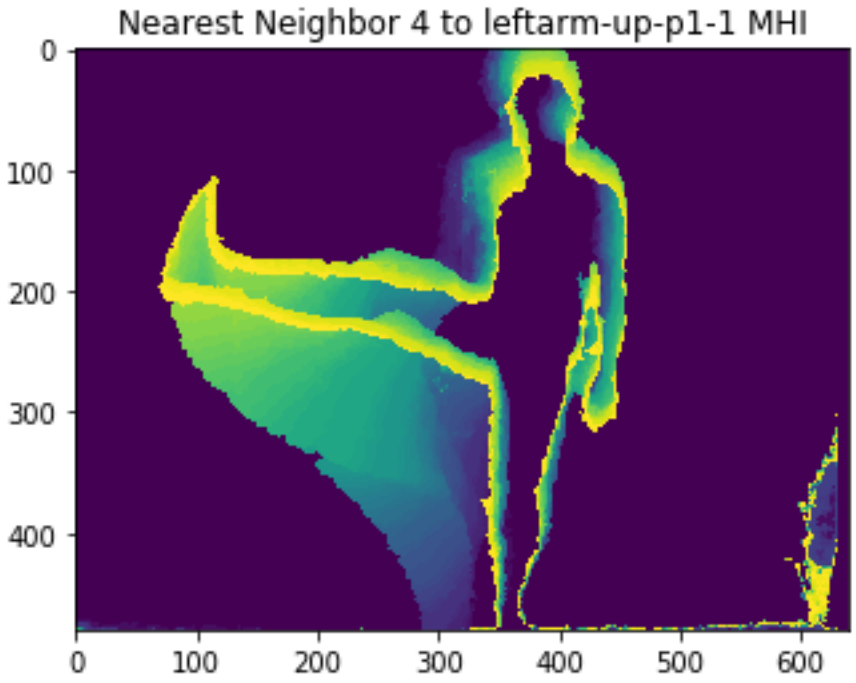
4.

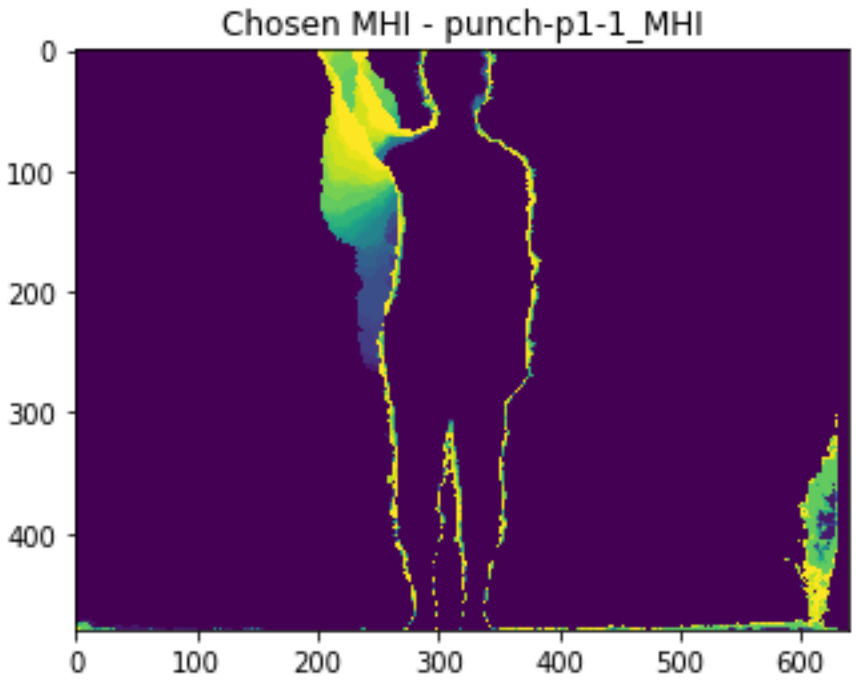

Chosen MHI - leftarm-up-p1-1_MHI
0
100
200
300
400
0
100
200
300
400
500
600

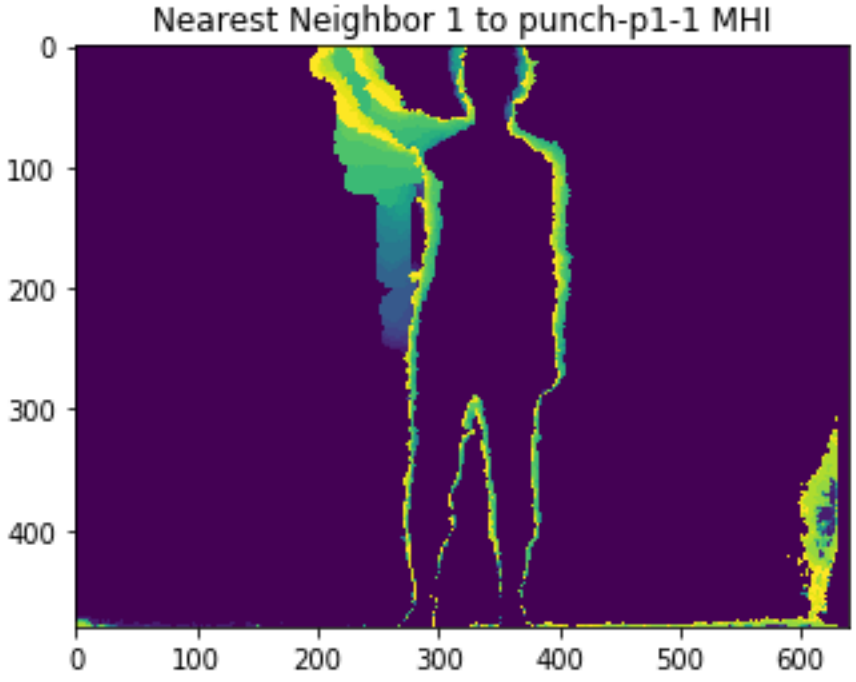

Nearest Neighbor 1 to leftarm-up-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600

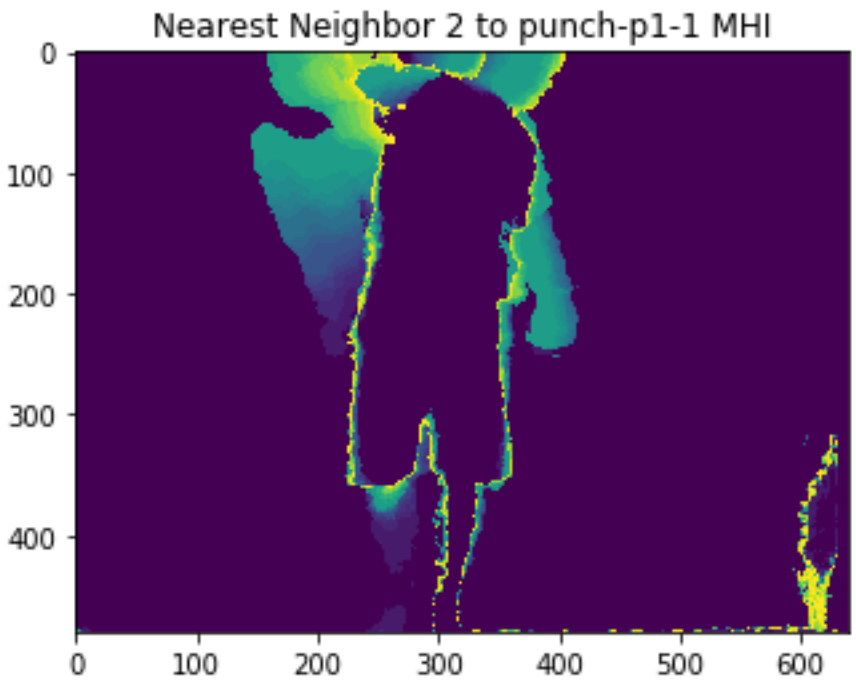

Nearest Neighbor 2 to leftarm-up-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600

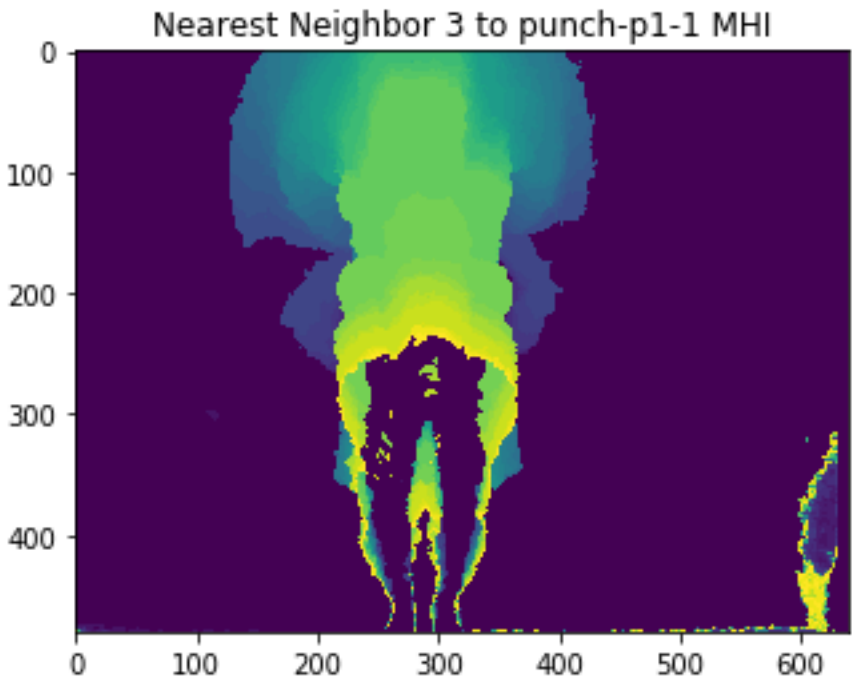

Nearest Neighbor 3 to leftarm-up-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600

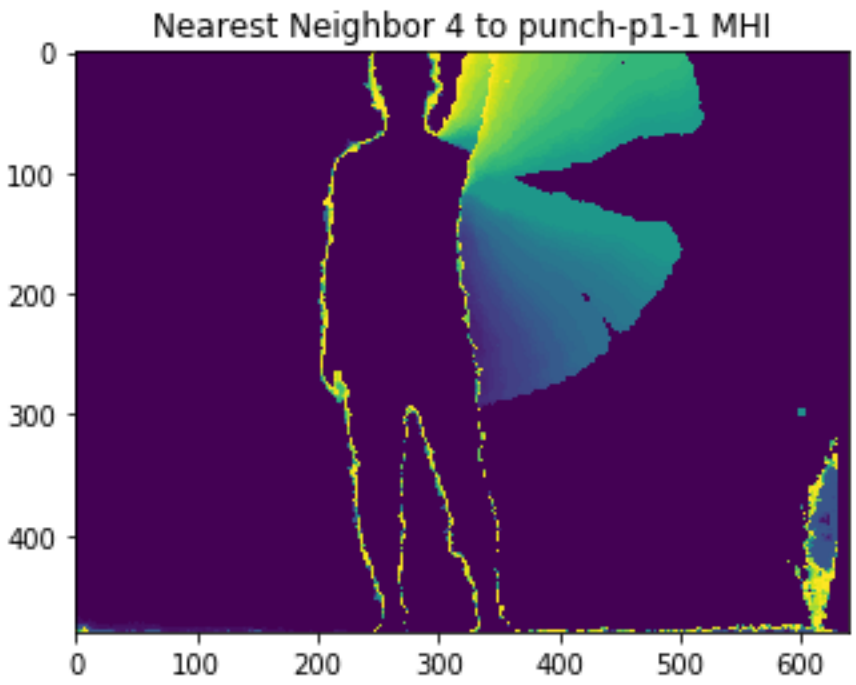

Nearest Neighbor 4 to leftarm-up-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600


Chosen MHI - punch-p1-1_MHI
0
100
200
300
400
0
100
200
300
400
500
600


Nearest Neighbor 1 to punch-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600


Nearest Neighbor 2 to punch-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600


Nearest Neighbor 3 to punch-p1-1 MHI
0
100
200
300
400
0
100
200
300
400
500
600




5.

Mean recognition rate per class

| Class | Recognition Rate |
|---|---|
| Both Arms Up | 1 |
| Crouch | 0.5 |
| Left Arm Up | 1 |
| Punch | 0.75 |
| Right Kick | 0.5 |

Confusion matrix

| | Both Arms Up | Crouch | Left Arm Up | Punch | Right Kick |
|---|---|---|---|---|---|
| Both Arms Up | 4 | 0 | 0 | 0 | 0 |
| Crouch | 0 | 2 | 1 | 1 | 0 |
| Left Arm Up | 0 | 0 | 4 | 0 | 0 |
| Punch | 0 | 0 | 1 | 3 | 0 |
| Right Kick | 0 | 0 | 2 | 0 | 2 |

Overall recognition rate: 0.75