CONTENT

Chapt	er 1.	PROBLEM IDENTIFICATION	.1
1.1.	Probler	n Introduction	. 1
1.2.	Probler	n Description	.1
Chapt	er 2.	OUR SOLUTION	.2
2.1.	Phase 1	- Human Object Pairs Prediction	.2
2.2.	Phase 2	2 - Human Object Interaction Classification	.2
Chapt	er 3.	THE APPLICATION OF COMPUTATIONAL THINKING	.4
3.1.	Decom	position	.4
3.2.	Pattern	Recognition	.7
3.3.	Abstrac	ction	.9
Chapt	er 4.	CONCLUSION	.9
Chapt	er 5.	REFERENCE	10