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# Learning Human Activities and Object Functionalities through Conditional Random Fields

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**Nakul Gopalan**  
Department of Computer Science  
Brown University  
Providence, RI 02912  
ngopalan@cs.brown.edu

**Jun Ki Lee**  
Department of Computer Science  
Brown University  
Providence, RI 02912  
jkleee@cs.brown.edu

## Abstract

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- 1 Introduction**
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