Predicting Game Play Direction in Football Videos

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Abstract

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1 Introduction

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2 Overview of Methods

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3 Features

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4 Learning

We used two different strategies for learning the best rectangle: 1) AdaBoost with decision stumps and 2) decision trees. The critical question for the decision tree is when to stop growing the tree. We investigate this as a parameter in our experiments.

5 Experiments

For AdaBoost, we plot the training and test error as a function of ensemble size.

For the decision tree, we plot the training and test error as a function of the maximum decision tree depth.

6 Conclusion

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References

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