| | UCF-101 | | | HMDB-51 | | | Kinetics | | |
|--------------------|---------|------|------------|---------|------|------------|----------|------|----|
| Architecture | RGB | Flow | RGB + Flow | RGB | Flow | RGB + Flow | RGB | Flow | RO |
| (a) LSTM | 81.0 | _ | _ | 36.0 | _ | _ | 63.3 | _ | |
| (b) 3D-ConvNet | 51.6 | _ | _ | 24.3 | _ | _ | 56.1 | _ | |
| (c) Two-Stream | 83.6 | 85.6 | 91.2 | 43.2 | 56.3 | 58.3 | 62.2 | 52.4 | |
| (d) 3D-Fused | 83.2 | 85.8 | 89.3 | 49.2 | 55.5 | 56.8 | _ | _ | |
| (e) Two-Stream I3D | 84.5 | 90.6 | 93.4 | 49.8 | 61.9 | 66.4 | 71.1 | 63.4 | |