

Method	RGB	Flow	Two-stream
Random	13.4	13.4	13.4
I3D	33.8	35.1	34.2
I3D + max-pooling	34.9	36.4	36.8
I3D + pyramid	36.8	37.5	39.7
I3D + LSTM	36.2	37.3	39.4
I3D + temporal conv	35.2	38.1	39.2
I3D + sub-events	35.5	37.5	38.5
I3D + super-events	38.7	38.6	39.1
I3D + sub+super-events	38.2	39.4	40.4
InceptionV3	31.2	31.8	31.9
InceptionV3 + max-pooling	31.8	34.1	35.2
InceptionV3 + pyramid	32.2	35.1	36.8
InceptionV3 + LSTM	32.1	33.5	34.1
InceptionV3 + temporal conv	28.4	34.4	33.4
InceptionV3 + sub-events	32.1	35.8	37.3
InceptionV3 + super-events	31.5	36.2	39.6
InceptionV3 + sub+super-events	34.2	40.2	40.9