

Architecture	Kinetics			ImageNet then Kinetics		
	RGB	Flow	RGB + Flow	RGB	Flow	RGB + Flow
(a) LSTM	53.9	–	–	63.3	–	–
(b) 3D-ConvNet	56.1	–	–	–	–	–
(c) Two-Stream	57.9	49.6	62.8	62.2	52.4	65.6
(d) 3D-Fused	–	–	62.7	–	–	67.2
(e) Two-Stream I3D	<b>68.4</b> (88.0)	<b>61.5</b> (83.4)	<b>71.6</b> (90.0)	<b>71.1</b> (89.3)	<b>63.4</b> (84.9)	<b>74.2</b> (91.1)