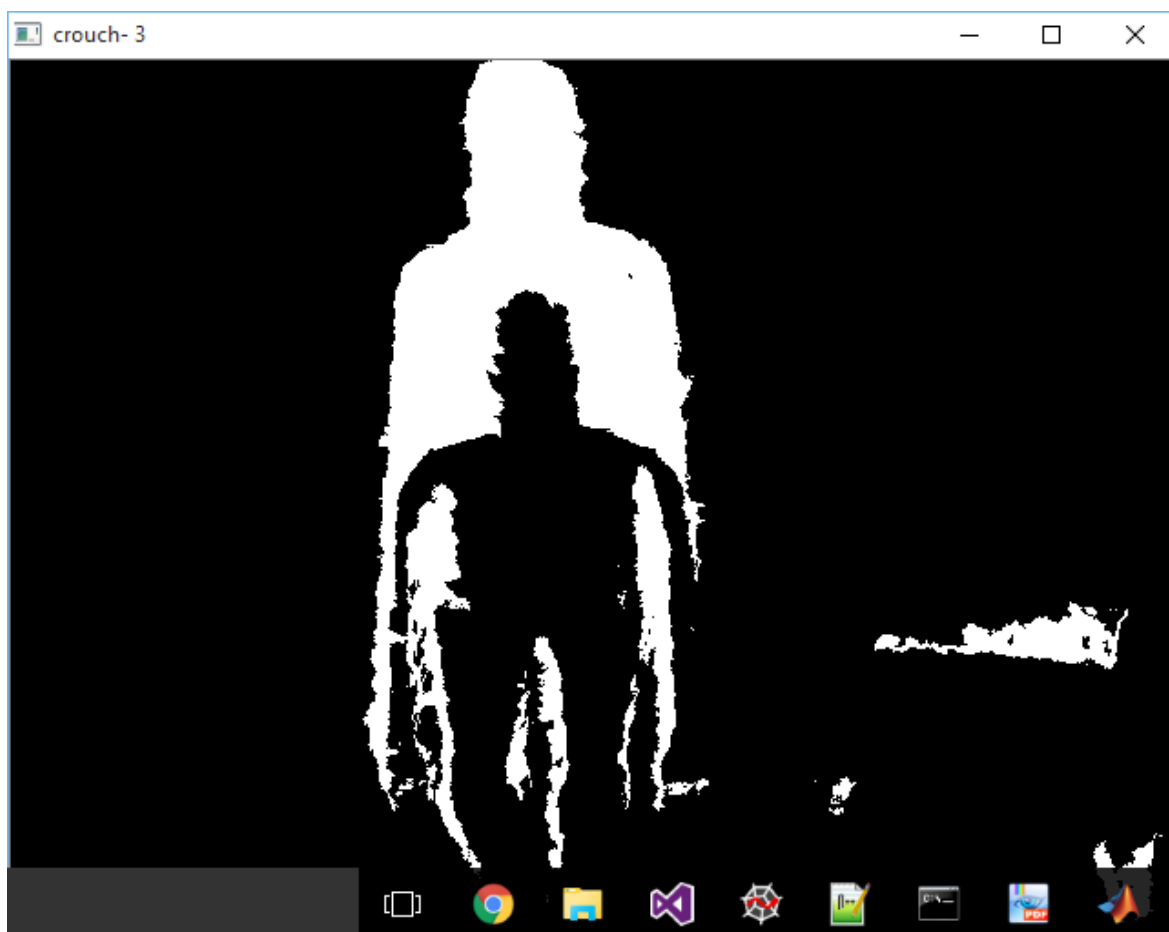
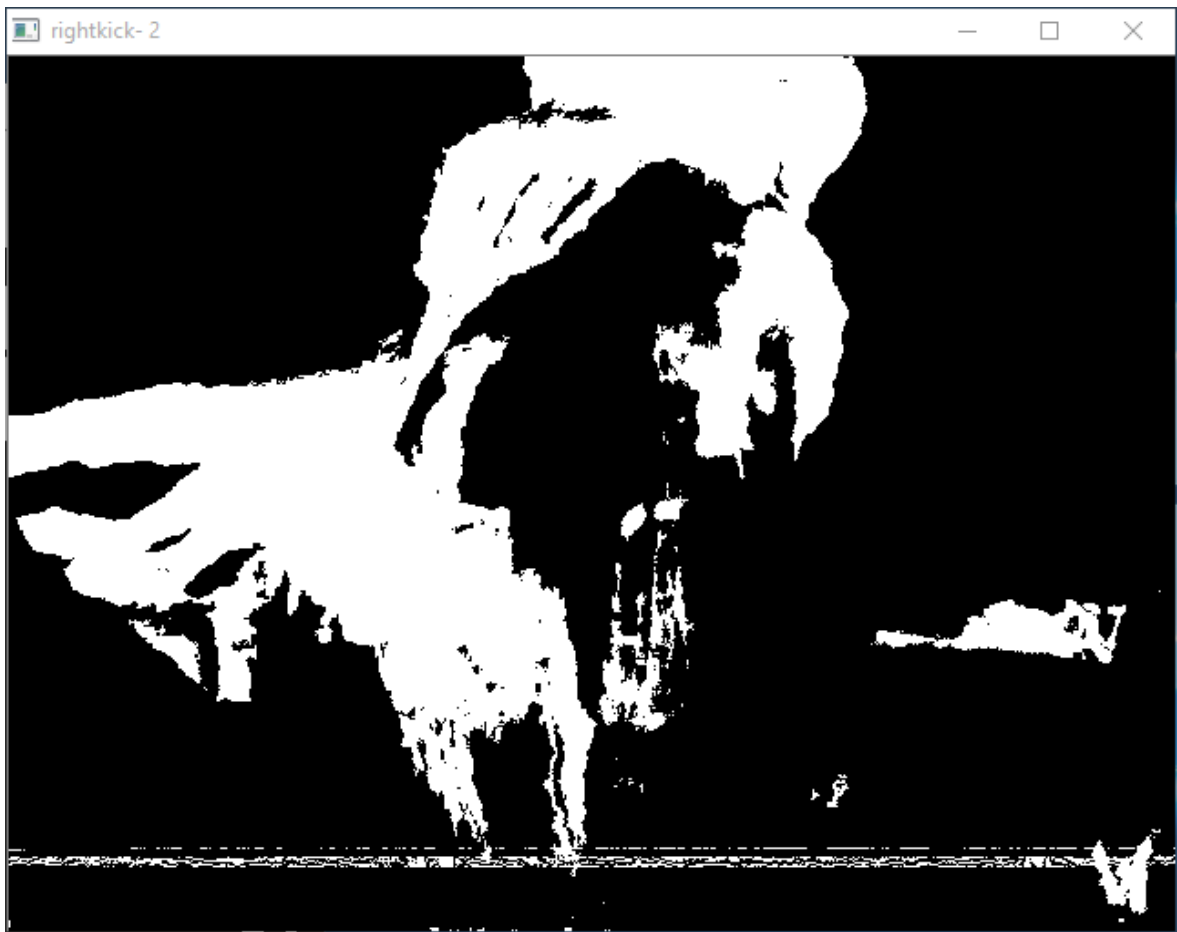


PS5

1

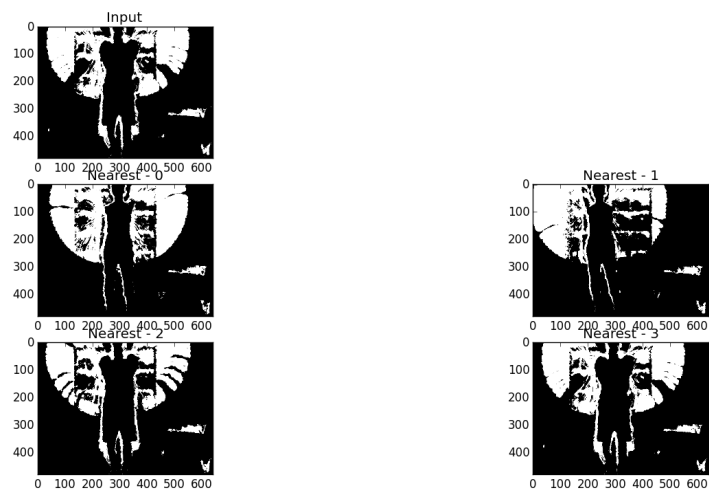




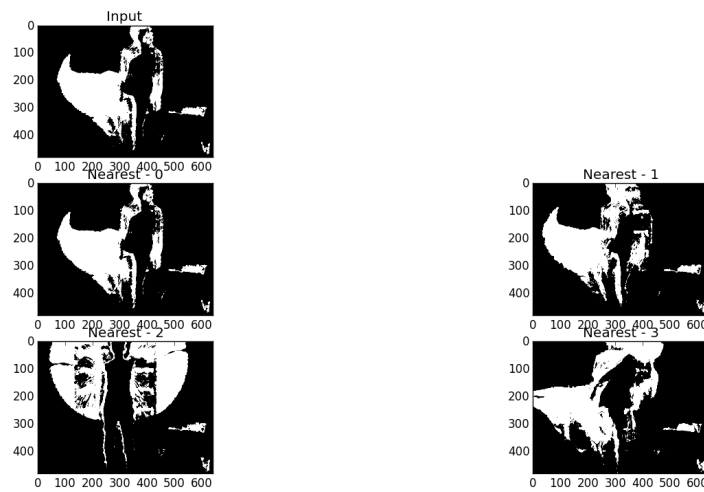




4



Results are very good for this class due to more changes from frame to frame for this action event.



For right kick action also results are fairly good with only single anomaly.

5

Confusion Matrix is (Rows represent Actual Class and Columns represent predicted class)

[[4. 0. 0. 0. 0.][1. 2. 0. 0. 1.]

[1. 0. 3. 0. 0.][0. 0. 1. 3. 0.]

[0. 1. 0. 0. 3.]]

Mean Recognition Rate for botharms class is 100.0 %

Mean Recognition Rate for crouch class is 50.0 %

Mean Recognition Rate for leftarmup class is 75.0 %

Mean Recognition Rate for punch class is 75.0 %

Mean Recognition Rate for rightkick class is 75.0 %

I frequently faced problem with “crouch” class otherwise results were consistent. I believe problem with crouch class is due to not much motion as compared to other classes.

Other reason for this could be with KNN classifier which is unable to classify for crouch class based on its huMoments.