

Report 4

Samuel Spillane

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I spent my time today adding more data by iterating through an animation and using my script on each frame. There are now 240 entries for each animation with 71 bones each. This means that all told my dataset is now 51191 rows long, which is much longer than before. For Wednesday, my plans are to run my naive Bayes algorithm. If that continues to produce poor results, I will likely switch to a more complicated deep learning algorithm. I am also going to find out if it is possible to split rows into buckets so that the algorithm would treat all limbs as a whole, rather than individually. I have attached the new dataset.