MOTION RECOGNITION: A REVIEW

RESHMA DAVIS[1] & JYOTHIS T S[2]

[1]Department of Computer Science & Engineering, Jyothi Engineering College,

Cheruthuruthy, Thrissur, Kerala, India

[2]Assistant Professor, Department of Computer Science & Engineering, Jyothi Engineering College,

Cheruthuruthy, Thrissur, Kerala, India

ABSTRACT

Motion recognition is widely used in the area of robotics and it has application in game playing also. Motion Recognition helps the robots to find out what others are doing and it can also change the behavior using the others behavior. At some time the robot can support the humans by recognizing the behavior. In this paper we are discussing about different methods for motion recognition and we are comparing these methods with a method called "Motion Symbol Tree". The review happens based on the method motion symbol tree**.**

KEYWORDS: Motion Recognition, Imitation

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