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Structured Dynamic Time Warping for Continuous Hand Trajectory Gesture Recognition

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Highlights

- We use the positions of the corner points in arbitrary trajectories as a kind of structured information, and assign different weights to feature sequences based on the structure.
- We propose a natural continuous trajectory segmentation approach, which combines templates and velocity to detect the beginning and ending points in hand gesture trajectories.
- We combine position and orientation features with DTW to make trajectories more discriminative.

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