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Team website URL (if any)	NA

Title of the contribution	A sliding window approach for action localization
General method description	In the training stage, the best instance for each action (from each of training and validation video sequences) were collected. Improved trajectories [1] were computed and Fisher vectors [2] were built for each of them. Thus Fisher vector is our feature. Models, consisting of these features are built for each action. In the testing stage, strongest response for each action was searched in each test sequence by a sliding window approach. The minimum length (and incremental steps) were of size 15 frames. In each of the sequence segment extracted thus by sliding window technique, improved trajectories were computed and Fisher vectors were constructed. Nearest neighbour *(k*-NN*)* model was used to predict the label of the extracted segment using these features (Fisher vectors).
References	[1] H. Wang and C. Schmid. Action Recognition with Improved Trajectories. In IEEE Intenational Conference on Computer Vision (ICCV2013), Dec. 2013 [2] F. Perronnin, J. S´anchez, and T. Mensink. Improving the fisher kernel for large-scale image classification. In European conference on Computer vision (ECCV 2010), pages 143–156. Springer-Verlag, 2010

Describe data preprocessing techniques applied (if any)	**NA**
Describe features used or data representation model (if any)	We used improved trajectories [1] to compute local descriptors from extracted video-segments. A fisher vector [2] is computed from that representations.
Dimensionality reduction technique applied (if any)	PCA (during construcción of Fisher vectors)
Temporal clustering approach (if any)	NA

Temporal segmentation approach (if any)	**NA**
Gesture representation approach (if any)	NA
Classifier used (if any)	*K*-Nearest neighbour
Large scale strategy (if any)	NA

Transfer learning strategy (if any)	NA
Temporal coherence and/or tracking approach considered (if any)	NA
Compositional model used, i.e. pictorial structure (if any)	NA
Other technique/strategy used not included in previous items (if any)	Gaussian Mixture Modeling (during construction of Fisher vectors)
Method complexity analysis	NA

Qualitative advantages of the proposed solution	Very fast, needs less computational resources
Results of the comparison to other approaches (if any)	NA
Novelty degree of the solution and if is has been previously published	Incorporated classical techniques like sliding window, fisher vector in orderly manner.

Language and implementation details (including platform, memory, parallelization requirements)	**It was implemented in MATLAB2012a Linux environment. Some of the third party utilities used were compiled (using gcc compiler) and their binaries were constructed. They needed OpenCV, ffmpeg packages.**
Human effort required for implementation, training and validation?	Human effort was used to select only few segments for each action from the given training and valdiation sequences. Models were built using only this partial data.
Training/testing expended time?	Training time- 2 hours for all the models. Testing time- 3.5 hrs per sequence
General comments and impressions of the challenge	We observed ambiguity in ground truth data (action labels). We did not get their purpose perhaps. Hence used only partial information for our methods.