

call	41	12	27	03	07	02	03	05
cough	01	63	02	02	22	03	04	03
drink	16	03	62	02	01	00	02	14
scratch	17	08	06	39	08	06	14	02
sneeze	13	02	16	25	36	02	05	01
stretch	02	04	06	09	09	57	03	10
wave	03	12	08	06	04	02	65	00
wipe	05	06	08	00	11	03	02	65

(a) cuboid + BoW + χ^2

call	39	16	04	01	21	17	00	02
cough	08	34	21	09	05	18	04	01
drink	00	23	39	16	03	08	07	04
scratch	04	05	07	53	08	09	11	03
sneeze	05	13	14	08	48	07	00	05
stretch	18	06	00	07	09	59	00	01
wave	07	09	22	00	00	00	61	01
wipe	00	32	00	02	08	07	08	43

(b) HOGHOF + BoW + χ^2

call	54	02	03	11	06	12	07	05
cough	17	44	04	07	03	09	04	12
drink	07	05	62	06	12	03	05	00
scratch	01	04	03	59	11	07	03	12
sneeze	12	07	04	06	54	08	02	07
stretch	00	16	05	00	01	59	08	11
wave	07	08	10	04	00	05	65	01
wipe	03	01	04	06	01	03	07	75

(c) cuboid + AMK II

call	50	06	01	02	11	01	14	15
cough	04	64	00	07	08	10	00	07
drink	12	01	71	00	08	00	07	01
scratch	04	05	03	65	02	12	07	02
sneeze	14	02	00	12	59	01	04	08
stretch	07	08	21	01	12	42	02	07
wave	08	06	00	00	04	00	75	07
wipe	00	01	11	00	09	08	00	71

(d) HOGHOF + AMK II