

Retraction

Retracted: A Table Tennis Motion Correction System Based on Human Motion Feature Recognition

Security and Communication Networks

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This article has been retracted by Hindawi following an investigation undertaken by the publisher [1]. This investigation has uncovered evidence of one or more of the following indicators of systematic manipulation of the publication process:

- (1) Discrepancies in scope
- (2) Discrepancies in the description of the research reported
- (3) Discrepancies between the availability of data and the research described
- (4) Inappropriate citations
- (5) Incoherent, meaningless and/or irrelevant content included in the article
- (6) Manipulated or compromised peer review

The presence of these indicators undermines our confidence in the integrity of the article's content and we cannot, therefore, vouch for its reliability. Please note that this notice is intended solely to alert readers that the content of this article is unreliable. We have not investigated whether authors were aware of or involved in the systematic manipulation of the publication process.

Wiley and Hindawi regrets that the usual quality checks did not identify these issues before publication and have since put additional measures in place to safeguard research integrity.

We wish to credit our own Research Integrity and Research Publishing teams and anonymous and named external researchers and research integrity experts for contributing to this investigation.

The corresponding author, as the representative of all authors, has been given the opportunity to register their agreement or disagreement to this retraction. We have kept a record of any response received.

References

- [1] L. Han, "A Table Tennis Motion Correction System Based on Human Motion Feature Recognition," *Security and Communication Networks*, vol. 2022, Article ID 7049429, 8 pages, 2022.

Research Article

A Table Tennis Motion Correction System Based on Human Motion Feature Recognition

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Computer-aided sports systems are an important area of current research. To be specific, it can combine computer vision, computer graphics, and motion capture technologies with the characteristics of sports, and design and develop assisted systems according to user needs. As a result, it is of great practical importance and application to improve the entertainment and science of sports learning, to stimulate public participation in sports, and to learn sports skills. Table tennis has a very great popular base in China and has a wide range of audiences. However, for beginners or amateurs of table tennis, it is difficult to learn table tennis skills by relying on books, videos, etc., due to the lack of professional technical guidance, which makes it relatively difficult for them to continuously improve their skills. Sometimes they tend to form wrong technical habits, which are not easy to detect and correct in time, and can lead to sports injuries over time. Therefore, the lack of professional instruction has hindered the development of table tennis in public fitness to a certain extent. On the other hand, in a table tennis course, the learning of table tennis techniques is mostly dependent on the teacher's explanation. Students are bored with the repetitive and boring teaching because they need to repeat the exercises several times. The formation of correct table tennis movements requires repeated instruction from the instructor to address problems with the student's movements. However, due to limited teaching resources, it is difficult for teachers to accommodate different students during the teaching process. In addition, with a limited team of instructors, the level of proficiency varies, making it difficult for them to make an objective assessment. As a result, with the rapid development and application of modern science and technology in the field of sports, there is an urgent need to explore intelligent sports technology instructional support systems to improve the shortcomings of the traditional teaching model. Motion recognition technology, as an essential branch of multimodal interaction technology, has been developing rapidly in recent years. This research focus on designing and implementing a system for recognizing human motion based on skeletal point pose information by combining inertial sensors. This system can collect data from sensors located at the main skeletal points of the human body and transmits them to the host computer through multi-Bluetooth pairing transmission. After that, support vector machines are applied to classify human movements and to recognize general human movements. This system has significant advantages for human movement recognition and classification due to the distinctive technical characteristics of table tennis. The recognition and classification of both players in the video can play an important role in the technical analysis and tactical arrangement of the players. As a result, the table tennis motion correction system based on human motion feature recognition has crucial research significance and application value.

1. Introduction

In recent years, with the continuous development of computer technologies such as mathematical modeling [1, 2], deep learning [3, 4], and machine learning [5, 6], society as a whole has entered a new phase of rapid development. The impact of these technologies has spread to all walks of life.

The social changes brought by these technologies are everywhere, and the intelligent society has come. At the same time, people's living standards are also improving. In many advanced devices for people, it is essential to collect data about people, and human movement data are particularly important [7]. Numerous research institutions and laboratories are studying how to capture human motion data,

and analyze and restore it. These sets of motion capture systems have begun to move from laboratory research to the consumer market, and are beginning to open up in conjunction with virtual reality technology [8]. The main motion capture technologies on the market today are optical image-based technologies based on image processing and light point positioning. In addition, motion capture technologies such as inertial navigation, electromagnetic sensing, and mechanical feedback are also at the forefront of scientific research [9]. The optical capture system uses image processing to obtain the human motion model and corrects the fit by comparison to obtain the human kinematic parameters [10]. The inertial navigation capture system uses inertial sensor units bound to the skeleton. By obtaining the acceleration and angular velocity of the sensor nodes, the posture of the human skeleton can be restored, and the corresponding displacement information can be calculated [11]. Inertial sensors are widely adopted in the development of motion posture machines and scientific experiments because of their ability to collect data in a timely manner, their relatively low cost, their independence from light field environments, as well as their ease of installation.

Mechanical motion capture solutions have been around for a long time and are actually humanoid structures that can perform specific movements in place of the user [12]. By design, a mechanical capture solution consists of multiple linkage structures and joints that rely on mechanical stresses between the linkages. When the user wears the device, the active movement of the body causes the mechanical structure to change its angle and strain [13]. The motion is then captured and analyzed based on the angle change measured by the angle sensor and the length of the linkage. Figure 1 shows a classic mechanical motion capture system. Electromagnetic motion capture solutions generally consist of a transmitter source, a receiver point, and a data processing unit. The transmission method is an electromagnetic wave, and the process is to build a uniform low-frequency magnetic field environment in the test environment [14]. The test subject wears an electromagnetic receiver. When the test subject moves, the magnetic field changes and the motion data can be captured, and the position and direction of the receiver can be obtained after decoding. The optical motion capture solution works by capturing the spatial position of the light-emitting point to determine the motion trajectory of the subject [15]. Depending on the capture method, there are two options. Passive solutions are those in which reflective devices are placed on the subject's joints and the motion capture camera marks the subject with a reflected light source [16]. The active solution is that the subject wears a light-emitting device and the camera captures the location of the light point directly.

Human motion recognition has been researched in the past mainly based on visual aspects. With the development of sensors, sensor-based human motion recognition has only been noticed [17]. The existing human motion recognition methods are mainly these two. The vision-based human motion recognition method is to install the filming equipment in a fixed space and determine the human motion state

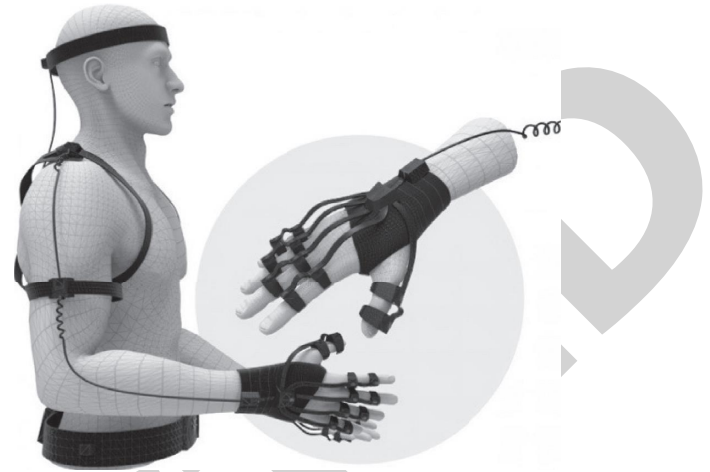


FIGURE 1: A classic mechanical motion capture system.

by analyzing the human motion state in the filmed pictures and the comparison of the before and after pictures [18]. Its technology started earlier and its theoretical research is more mature. From the existing research, the complexity of the algorithm and the accuracy of the recognition rate of the system are able to meet the daily needs. However, one of the major shortcomings of the system is that it has strict requirements for the environment in which the images are acquired [19]. The acquisition of human motion images requires a spacious environment, sufficient light, and no obstruction of the subject. The sensor-based human motion recognition system is a new direction in pattern recognition. Its basic principle is to collect the motion data information from one or more miniature sensors carried by the user [20]. After that, the motion of the human body is recognized and judged accordingly according to the data. Table 1 compares the characteristics of two different human motion recognition systems, vision based and sensor based.

From the comparison results in the table, it is clear that the sensor-based human motion recognition system has unique advantages. First of all, it allows free access to data information about different human movements. The sensor-based human motion recognition system is minimally dependent on the environment and is not affected by the equipment used to capture the images [21]. As a result, it can be acquired at any time and at any place. When capturing human motion data, the human body can move freely, thus making the data collected more realistic. In addition, there is no need for other peripherals to interfere with the acquisition of the user's data. As long as the user is moving, the data can be obtained without violating the user's privacy [22]. What is more, the sensor-based human motion recognition system is small, light, and inexpensive. Thus, it can be placed on any part of a person's body, and the corresponding motion data information can be collected anywhere.

In recent years, as wireless body area networks are used more and more in various fields, researchers can design specific identifiers according to their system requirements

TABLE 1: Characteristics of two different human motion recognition systems.

Feature	Vision-based system	Sensor-based system
Collected data	Image	Discrete data from sensors
Portability	Low	High
Affected by the environment	High	Low
Affected by space	Fixed regions	Any regions
Signal processing complexity	High	Low

using different methods to collect different kinds of human motion data information. In the existing research, the sensor modules used to collect human motion data mainly include acceleration sensors [23], gyroscope sensors [24], magnetometer sensors [25], and so on. In previous studies, researchers have used individual acceleration sensors to collect the corresponding acceleration signals and then used different recognition methods to identify human motion. These methods are generally only related to a specific human motion and have a single signal and function [26]. As a result, the application value and the accuracy of the recognition are limited. In order to avoid these issues, this study proposes a human motion recognition system based on humans' skeletal points. To be specific, it is mainly based on low-cost pose sensors, and the motion data collected are parsed and classified by machine learning classification algorithms. In terms of hardware, it can overcome the spatial limitations of optical motion detection methods and wired acquisition methods [27]. In terms of motion recognition, the classification algorithm can be used to classify and train the motion in a statistical way, thus effectively improving the accuracy of table tennis motion recognition [28]. In summary, the skeleton point-based human motion recognition system designed in this research can be applied in the field as shown in Figure 2.

This system is designed and developed to meet the demand of table tennis enthusiasts to learn table tennis skills on their own, as there is a lack of professional table tennis instruction for beginners or amateurs in the public fitness field. By matching the user's table tennis technical movement data features with the extracted technical movement features of the best athletes, the similarity of the movements and the detailed evaluation results are fed back to the user, which can help guide the beginners or amateurs to correct their technical movements [29]. It is of practical significance and application value to meet the basic needs of table tennis enthusiasts in mass fitness to learn sports skills. On the other hand, by combining computer vision and motion capture technologies, the system can analyze and guide the user's technical movements in a real-time, efficient, and objective manner [30]. To be specific, it can balance the deviations of the gesture guidance evaluation caused by human subjective judgment, which is important for the realization of a digital and scientific auxiliary evaluation system. This research method can be further developed for the characteristics of other sports, which is conducive to the cross-fertilization of sports and computer theory technology and other interdisciplinary disciplines to promote the development of sports.

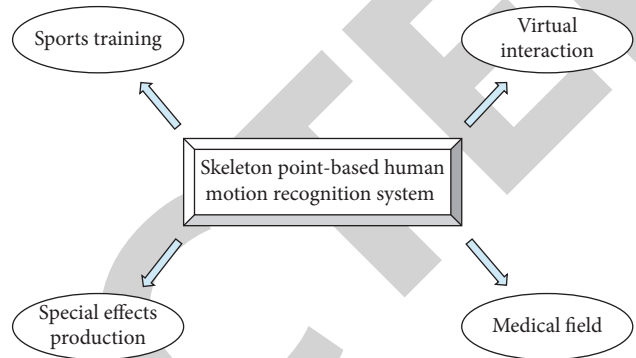


FIGURE 2: Application field of skeleton point-based human motion recognition.

2. Research on Human Motion Feature Recognition

2.1. Framework of Motion Recognition. The existing multi-sensor-based human motion recognition system mainly consists of a portable sensor terminal, a wireless sensor network, and a remote monitoring center, and the basic framework is shown in Figure 3. To be specific, the unknown human motion data are first collected by the sensor terminal and then transmitted to the monitoring device through the wireless sensor network.

2.2. Data Acquisition Module. The sensor module is mainly responsible for collecting effective data information of human body movement. In recent years, with the rapid development of sensor technology, data signal processing technology, and hardware circuit technology, many parameters of the human body can be represented by collecting some sensor data. For example, the temperature of the human body can be represented by temperature sensor data information, and the pulse rate of the human body can be represented by pulse sensors. The motion of the human body can be represented by the acceleration sensor, gyroscope sensor data information, etc.

The main sensors used to collect human motion data are pressure sensors, acceleration sensors, and gyroscopic sensors. Different researchers have placed sensor nodes in different locations to collect data on different human movements. There is no unified database and no specific hardware technology standard in the existing recognition systems. Therefore, researchers generally have to design and select sensor modules that meet their system performance according to their research requirements and experimental goals.

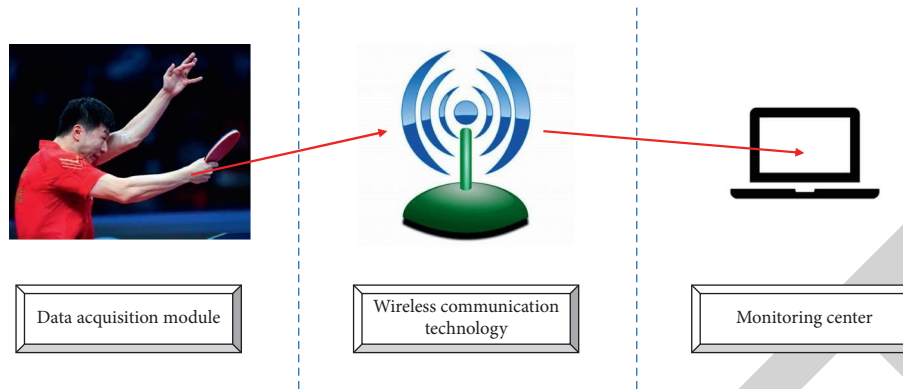


FIGURE 3: Framework of motion recognition.

2.3. Wireless Communication Technology. Wireless communication technology mainly refers to short-range and low-power communication around the human body. In recent years, with the rapid development of wearable devices and mobile IoT products, short-range wireless communication technology is also developing rapidly. Among the many short-range communication technologies, Bluetooth is one of the most widely used and popular technologies. Bluetooth communication with low-power consumption has the characteristics of low price, fast connection, and strong anti-interference. Therefore, it is widely used in the field of medical and health care for individual users. Radio frequency recognition technology, also called electronic label or wireless video radio frequency recognition, is a kind of widely used short-distance wireless communication technology. The video recognition uses the wireless signal to recognize the specific target and read-write the related data without establishing mechanical or optical contact. Therefore, this technology has a low cost, the use convenient characteristic. However, its main disadvantage is the slow transmission speed. As a result, it is widely applied in access control and automatic charging occasions.

2.4. Human Motion Recognition Mode. The essence of sensor-based human motion pattern recognition is to first collect a large amount of sensor data information. Then, the recognizer is trained to meet the system recognition system based on the collected data, and finally the trained recognizer is used to recognize some unknown human motion data information. The main steps include data acquisition, data preprocessing, feature extraction and selection, recognizer selection, etc. This process is illustrated in Figure 4.

The accelerometer and gyroscope sensors are used to capture the signals generated by human motion. Due to human jitter, environmental factors, and device measurement biases, the measured data include not only human motion information but also unavoidable noise. In order to reduce the impact of noise on the system, effective preprocessing is required before data feature extraction. The existing preprocessing methods include filtering and normalization for noise removal and windowing for signal length reduction. In sensor-based human motion recognition systems, data denoising and data smoothing are generally used. The jitter of

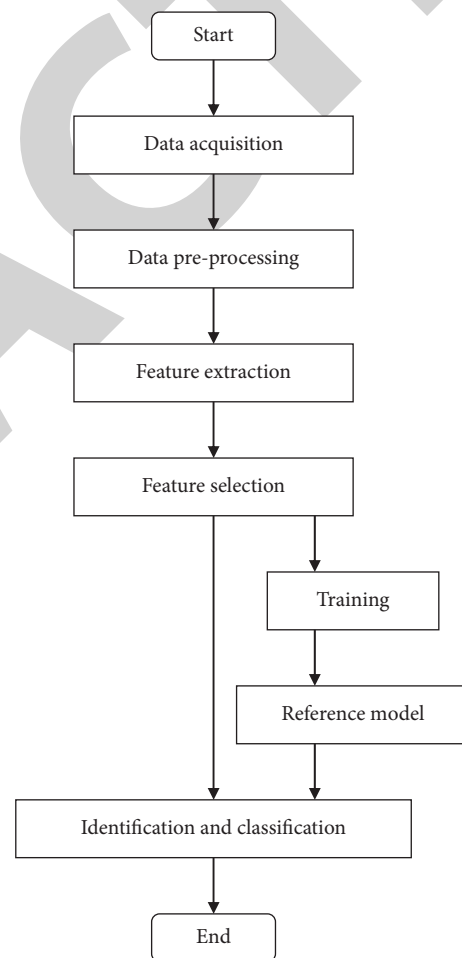


FIGURE 4: Process of human motion mode.

the human body and the jitter of the equipment when collecting sensor data information will bring the noise to the system. In addition, the measurement noise of the system is included in the collected sensor data information. As a result, the effectiveness and reliability of the system will be improved by removing the interference noise.

Normalization is also a technique frequently used in preprocessing. The main function of the normalization method is to adjust the motion data of different intensities

according to the specificity of the signal. In human motion recognition systems, the differences in height, weight, age, etc. can lead to differences in the magnitude of the motion data for different people doing the same motion. Therefore, some researchers have used normalization to reduce the impact of signal amplitude differences on the system.

Since the input data for human motion recognition are usually collected from the user's motion data signals over a period of time, the length of the input data is usually very long, which is not suitable for direct feature extraction and classification. As a result, windowing is usually applied to the collected sensor data before feature extraction. The function of windowing is to split the long sensor data signal into many windows with the same or different lengths. In the existing research, there are two main windowing methods commonly used in human motion recognition systems. The first one is sliding window segmentation as shown in Figure 5. Sliding window segmentation means that the motion signal collected by the sensor is divided into windows of the same length, and the adjacent windows may or may not have overlapping places. Adding windows to the sensor data not only shortens the length of the acquired data but also fixes the length of the sensor data signals between different people. This is essential for later data feature extraction, selection, and pattern recognition. When adopting fixed window lengths, no additional processing of the data is required, and it is often used in systems with high real-time requirements. However, this window segmentation technique also has some shortcomings. To be specific, when two motion signals are present in a window, it is difficult to recognize the transitions between the different motions.

In addition, as shown in Figure 6, the motion window-based segmentation technique refers to the processing and preliminary judgment of the data to determine the start and end times of the motion, and to segment the sensor data into windows of different lengths according to the time of the motion. Each of these windows represents a complete motion. Although this windowing technique can accurately identify each motion, the data needs to be processed and analyzed upfront. As a result, this method has a significant impact on the complexity of the algorithm and the energy consumption of the system.

Some of the existing human motion recognition algorithms require the use of sensor data from the three directional components of the sensor. Therefore, some researchers have taken advantage of the fact that the direction of acceleration of the human body at rest is always vertical to correct the tilt problem of the sensor. The principle of tilt correction is to calculate the tilt angle of sensor placement by using the feature that the direction of gravitational acceleration is always downward.

3. Design of Table Tennis Motion Correction System

3.1. User Requirements Analysis. The learning of technical movements is one of the key aspects of table tennis practice that is difficult for practitioners to master. The rationality of the technical movements has a great impact on the quality of

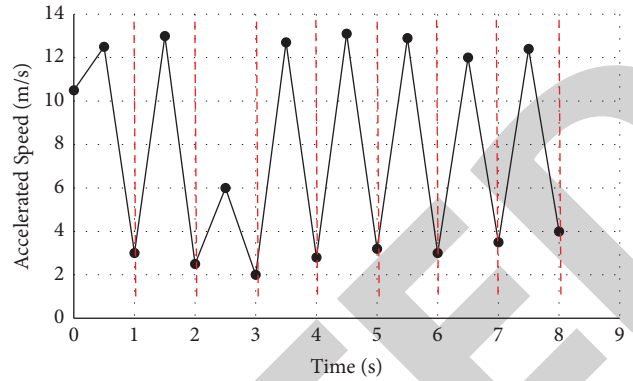


FIGURE 5: Example of sliding window segmentation.

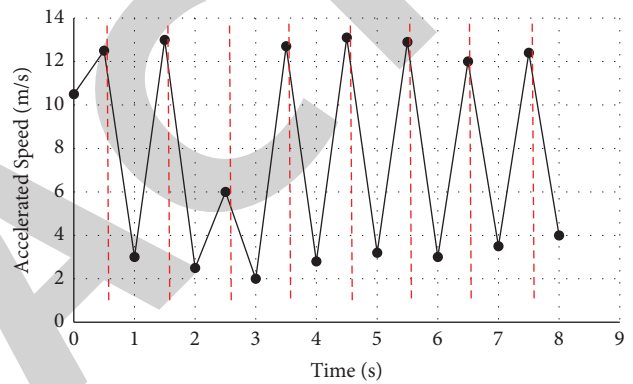


FIGURE 6: Example of motion window-based segmentation.

the stroke, the continuity of the movement, and the learning of the combination technique. Currently, most table tennis courses rely on the traditional teaching model of demonstration and explanation by teachers or coaches. It is difficult for students to identify problems with their own technical movements during practice and to perceive and evaluate incorrect technical movements. As a result, it often took a long learning period to fix the technical movements. Second, due to the limited teaching resources, teachers or coaches have different skill levels. In addition, there are differences in the subjective judgments of teachers and coaches regarding the technical movements of table tennis, which have an impact on the formation of standard technical movements of beginners. As a result, there is a need for a table tennis movement correction that can replace or assist the teacher in making a scientific, objective evaluation and analysis that can be recorded. The table tennis movement correction system is aimed at the average table tennis hobbyist. The system will help them to understand the problems of their own technical movements through independent learning, thus providing a scientific basis for improving their skills. On the other hand, the system should meet the functional requirements of table tennis courses. By recording the results of the analysis of the testers' technical movements, it can assist teachers or coaches in the comprehensive evaluation of teaching effectiveness and student learning.

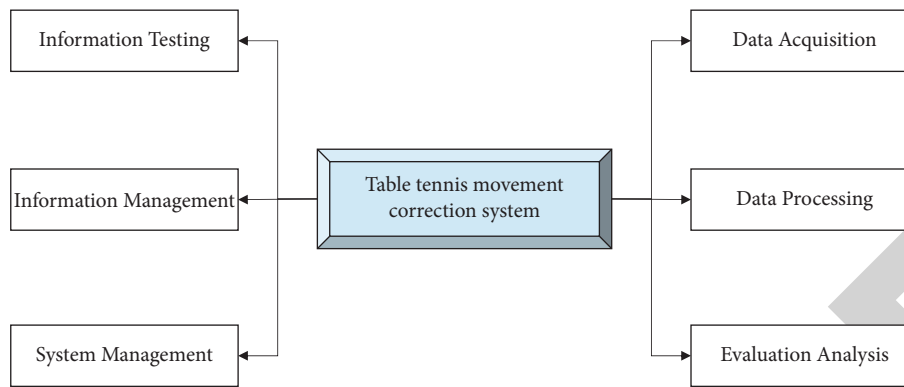


FIGURE 7: Functional requirements of the table tennis motion correction system.

3.2. Functional Requirements Analysis. The table tennis movement correction system designed and developed in this study should mainly implement the functions of testing and evaluating the user's table tennis technical movements and providing models of each technical movement of excellent players. In addition, the system should ensure the scientific accuracy and reliability of the test and evaluation results. Therefore, the design should include data collection and data processing modules. Due to the different fields of use, the test evaluation system should have a user test information storage and management function. Therefore, the functional requirements of the table tennis motion correction system are shown in Figure 7.

The application of motion capture technology in sports is particularly concerned with whether the system equipment will affect the data collection of the athlete's complete movements. Due to the physical constraints of wearing the device, the athlete may be limited in the use of the device and the accuracy of the test results. This system is designed for the masses of table tennis enthusiasts and therefore requires simple and easy-to-use equipment. Therefore, the system uses Kinect 2.0 motion capture technology, which allows for the acquisition of technical movement data without wearing sensors. In addition, in order to improve the data accuracy, the data processing module designed in this study can effectively reduce the system internal error of the device and thus improve the data accuracy. Therefore, this system can ensure the user experience and provide professional and accurate guidance on technical movements.

The core function of this system is to evaluate and analyze the technical movements of table tennis. This system establishes a database of movement characteristics by collecting the technical movement information of several outstanding athletes and provides evaluation and analysis criteria to assist in the evaluation of table tennis technical movements. The collection and filtering of data from several outstanding athletes ensure the reliability of this system. As a result, this system allows the user's sports information data to be compared with the database of movement characteristics of the best athletes, and the evaluation and analysis functions can be realized through the scoring algorithm, thus improving the learning efficiency of the user's table

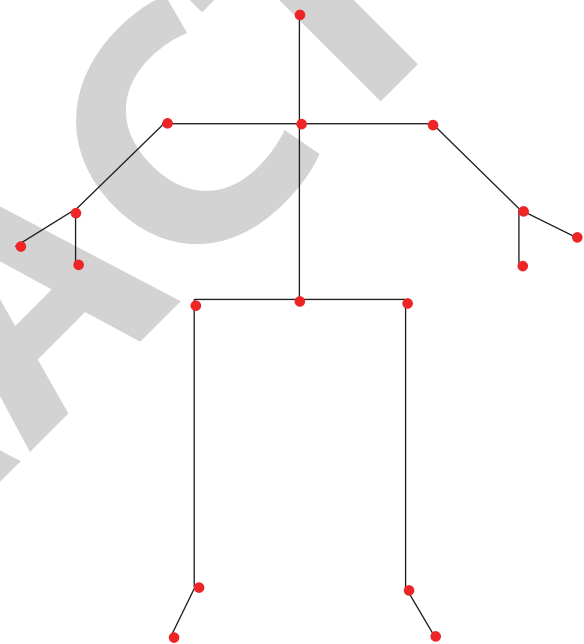


FIGURE 8: Schematic diagram of human stick model.

tennis technical movements. This system then enables users to identify and correct problems in their own technical movements and improve their skills.

3.3. Human Motion Modeling Analysis. The structure of the human body is complex. In scientific research, complex problems need to be modeled in a rational way to achieve the research objectives. In the case of human motion posture acquisition, it is impossible to build a completely accurate model. As a result, it is extremely important to construct a reasonable and simple model. In medical research, virtual modeling, etc., the human body is often simplified into a stick model, as shown in Figure 8, considering the actual way of human motion. According to the knowledge of human decompression, a typical adult has 198 different bones. The bones are generally connected to each other by joints and ligaments, which are extremely complex. This study is to

classify the overall motion of the human body and does not focus on the small and dense joints such as the palms of the hands and feet. Therefore, it is not necessary to collect data from every skeletal point in this study. In addition, considering the actual size of the sensors, the limitations of the gesture sensing technology, and the cost control, only a few key human nodes need to be collected in this study.

The goal of this system is to design a simple, environment-independent hardware solution for motion pose acquisition. Therefore, the recognition of human motion can be achieved by collecting a large number of human motion data to form a human motion dataset, which can be trained by classification algorithms. Factors such as the location of the posture sensors and the number of sensors have an impact on the overall system. Therefore, if some data factors are controlled at the data collection stage, it can have a beneficial impact on the human motion analysis based on skeletal points.

4. Conclusion

Human motion recognition is a hot research topic in the field of computer vision, and technical motion detection in human sports videos is an important application in the field of computer vision in sports. In many sports, the technical movements of table tennis players are more obvious and the motion background is more fixed. Therefore, it is more advantageous to classify and recognize the technical movements of table tennis players intelligently. The recognition and classification of both players' movements in sports videos are important for the technical analysis and tactical arrangement of players. The skeleton point-based human motion recognition system can capture human motion information and also classify the data from the inertial measurement unit directly through algorithms to obtain the human motion status. This system is useful for the research and development of human-computer interaction. In addition, the system can be used to enhance human-computer interaction through posture recognition, combined with the Internet of Things technology, and open up a wide market. In this research, a skeleton point-based human motion recognition system is designed by combining inertial sensor technology and human motion posture. To be specific, the table tennis motion correction system can collect the posture information of human skeleton points to form a dataset in order to analyze and recognize the human motion posture with high accuracy.

The table tennis motion correction system designed in this study can provide feedback to the user in the form of graphs and other evaluation and analysis results, as well as personal information management and test information management, but it still does not provide an intuitive description of the user's motion. As a result, this system should also include 3D reconstruction technology. To be specific, the 3D reconstruction technology can restore the user's technical action and the standard technical action in 3D animation and reproduce the technical action process, so that the users can understand and find out the problems of their own technical actions.

Data Availability

The labeled dataset used to support the findings of this study can be obtained from the author upon request.

Conflicts of Interest

The author declares that there are no conflicts of interest.

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