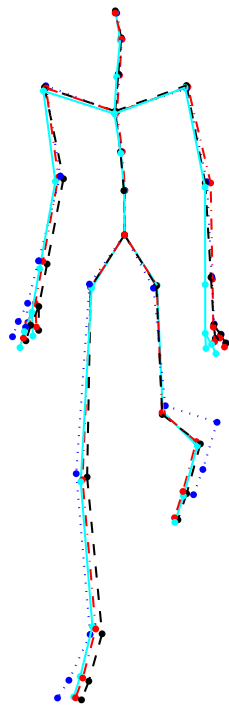


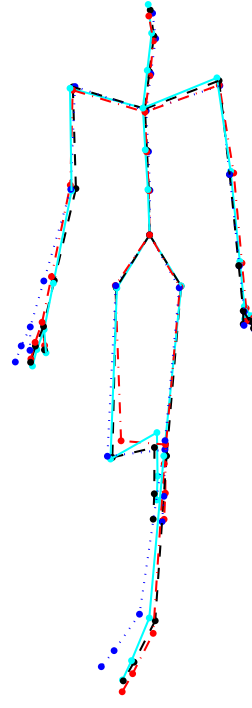
(a)



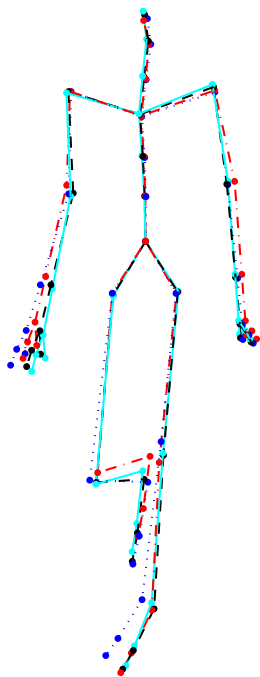
(b)



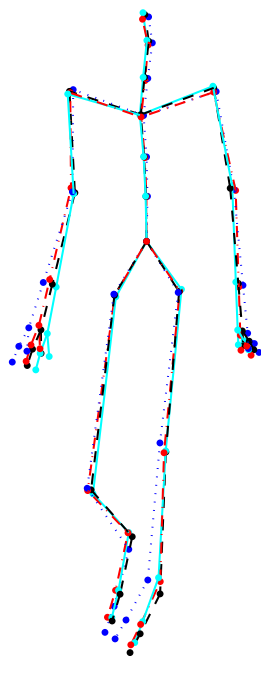
(c)



(d)

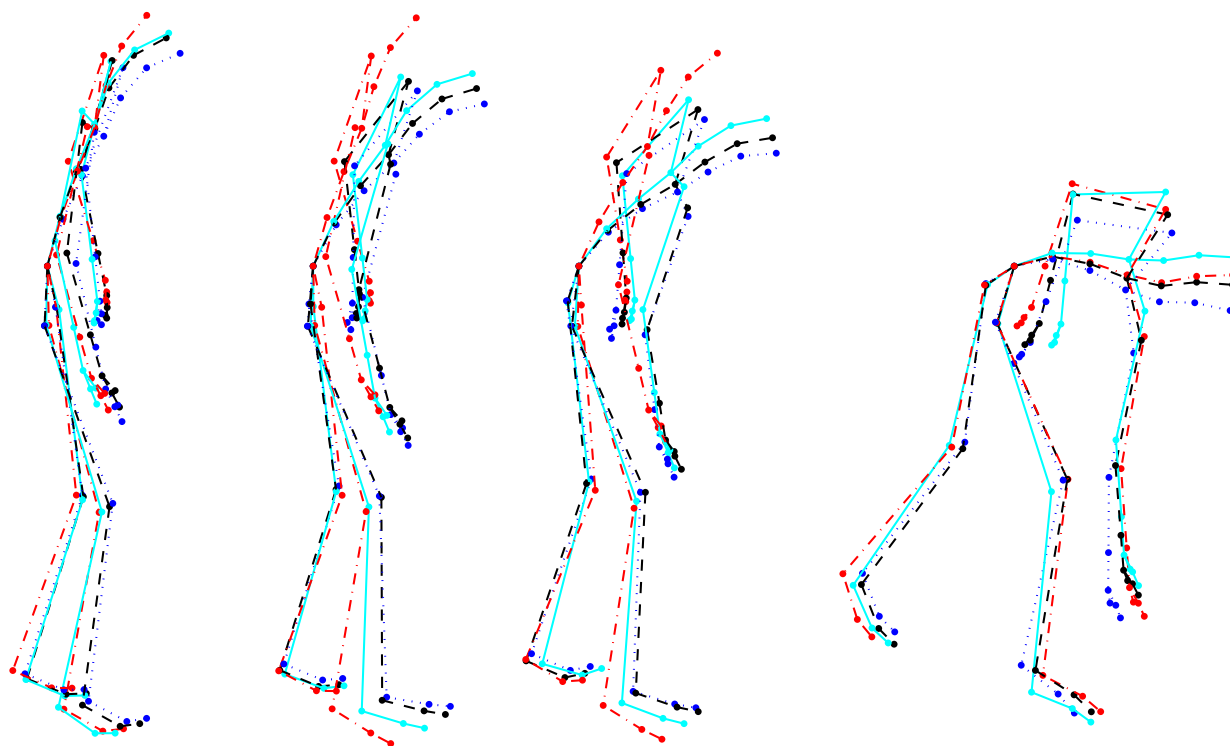


(e)



(f)

(1) Walking: Ground-truth = solid (cyan), ML = dotted (blue), SCML = dashed (black), LVN = dotted-dashed (red).

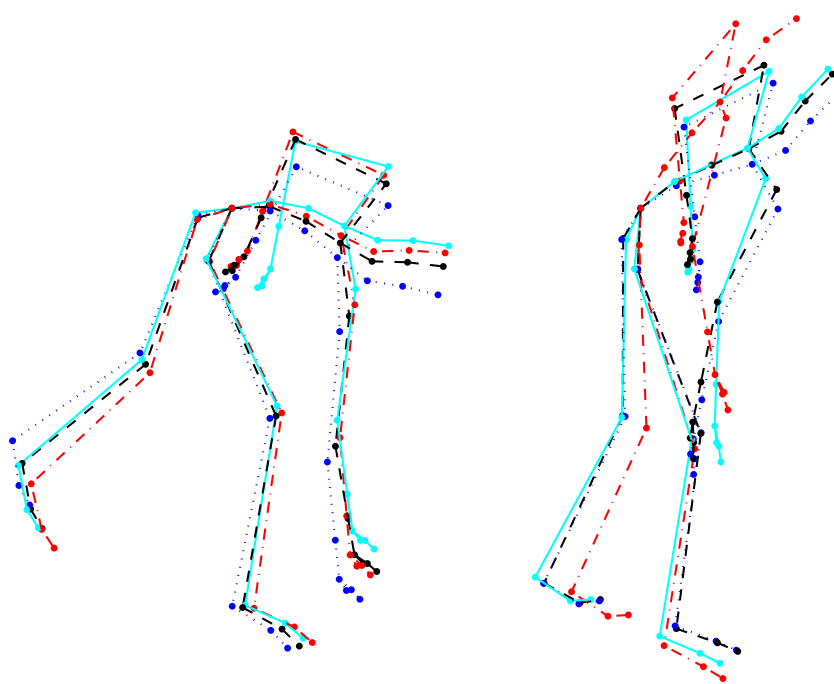


(g)

(h)

(i)

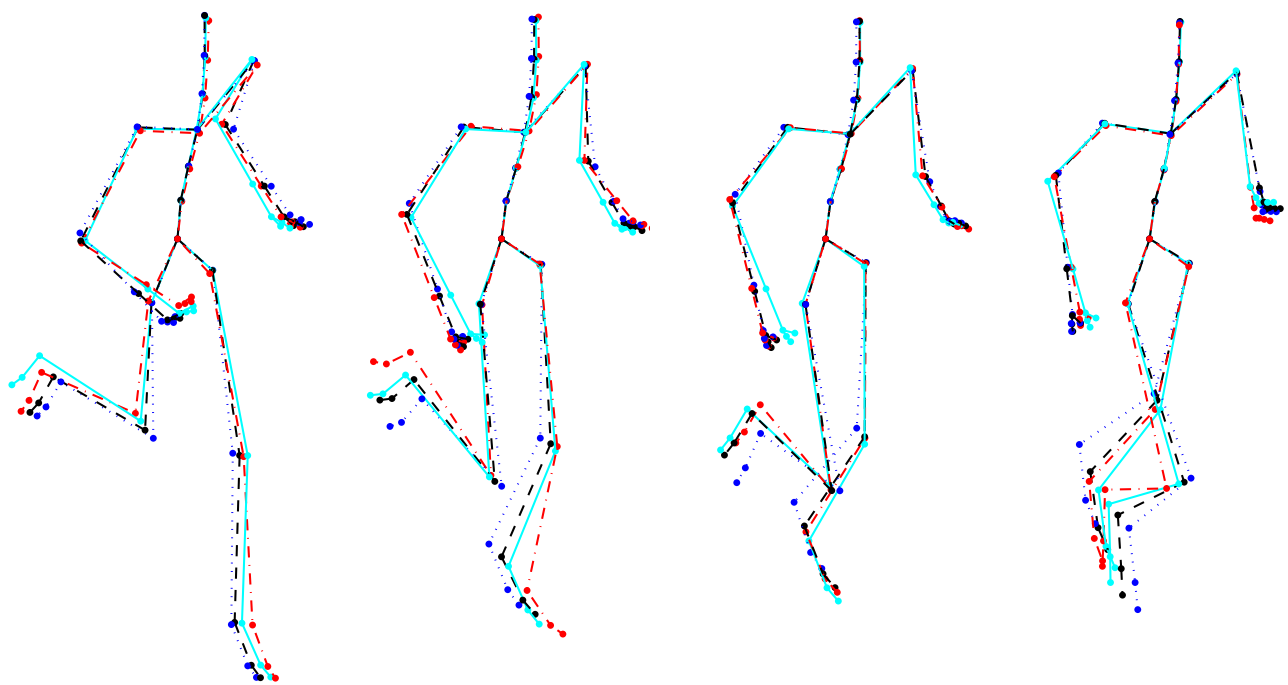
(j)



(k)

(l)

(2) Picking-up: Ground-truth = solid (cyan), ML = dotted (blue), SCML = dashed (black), LVN = dotted-dashed (red).

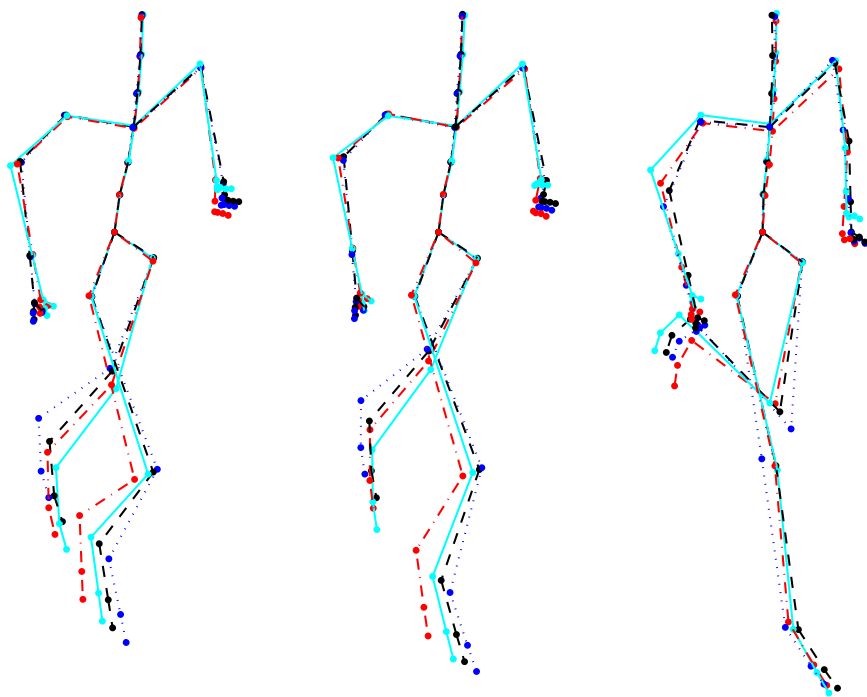


(m)

(n)

(o)

(p)



(q)

(r)

(s)

(3) Running: Ground-truth = solid (cyan), ML = dotted (blue), SCML = dashed (black), LVN = dotted-dashed (red).