Retraction

Retraction: Analysis of Sanda Features Based on Big Data Analysis (J. Phys.: Conf. Ser. 1744 032220)

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This article has been retracted by IOP Publishing following an allegation that raises concerns this article may have been created, manipulated, and/or sold by a commercial entity. In addition, IOP Publishing has seen no evidence that reliable peer review was conducted on this article, despite the clear standards expected of and communicated to conference organisers.

The authors of the article have been given opportunity to present evidence that they were the original and genuine creators of the work, however at the time of publication of this notice, IOP Publishing has not received any response. IOP Publishing has analysed the article and agrees there are enough indicators to cause serious doubts over the legitimacy of the work and agree this article should be retracted. The authors are encouraged to contact IOP Publishing Limited if they have any comments on this retraction.

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Analysis of Sanda Features Based on Big Data Analysis

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Abstract. When it comes to the sport of Sanda, we will think of some game matters or some violent factors. Of course these things are more realistic. From a historical point of view, Sanda is a sport developed from historical wars that can combine aesthetics of physical skills and aesthetics of violence. In today's society, the research on the sport of Sanda is also very cutting-edge. However, with the gradual development of a peaceful society, people have gradually forgotten the instinct to fight. But we still cannot forget that this sport is the crystallization of the course of history. It also shows the historical evolution of our Chinese nation from barbaric fighting to civilized struggle. Our civilization tells us that this sport is not barbaric and random fighting. It is a competitive sport with physical rules. Today we can use the technology of big data analysis to analyze the characteristics of Sanda.

Keywords: Big Data, Analysis, Sanda, Features

1. Introduction

In the course of history, wars and fights have always been external events that people cannot resist. When the ancients faced these incidents, they generally used training to improve their winning rate in war. In this process, martial arts were carried forward in this way. The mystery of its physical skills has also been developed by people. This can also be called the essence of martial arts. According to the thinking of the ancients, martial arts are divided into many types. Including various physical skills such as kicking, hitting, kicking and throwing[1]. In addition, it is also divided into types of weapons. The 18 martial arts that we often talk about are derived from this way. The seemingly complex martial arts style has the same characteristics in many training sessions. But what is more important is that martial arts emphasizes martial arts. People who do not have the spirit of martial arts cannot claim that they have real martial arts.

Looking at the current Sandayun, it belongs to a special branch of traditional martial arts. However, the difference between it and traditional martial arts is that Sanda needs to have rules in the field when competing. Traditional martial arts emphasizes that one hit kills. It can also be said that the same skills exist between Sanda and traditional martial arts. But this kind of technique is definitely related to physical skills and physical fitness. In the use of rules and skills, the two of them are completely different. Some people say that traditional martial arts have made Sanda today, and some people say that Sanda has made traditional martial arts inheritance. However, I believe that the two of them complement each other and complement each other. In order to satisfy people's obsession with Sanda and the pursuit of martial arts skills, we can use big data analysis technology to analyze Sanda item by
2. Analysis of the characteristics of Sanda and ancient martial arts based on big data

2.1. Technical analysis of modern Sanda
We will find a phenomenon that we no longer call Sanda a martial art but a form of exercise. In other words, this sport has a martial art style and a regular form of confrontation. Its victory or defeat depends on the referee's judgment of the athlete's physical fitness, performance on the court, and the position of the hit. In Sanda sports, basic skills and confrontational training are done with bare hands. It emphasizes fast, accurate and ruthless (see Figure 1).

![Figure 1. Live record of Sanda competition.](image)

2.2. Analysis of the characteristics of ancient martial arts
In the struggle of the ancient dynasties, martial arts was a killing technique. He is more often used by the military as a mode of leading soldiers in wars and training the army. However, with the development of the times and the progress of social civilization, people find that barbaric struggle can no longer solve all aspects of society. In this case, people have transformed the martial arts killing skills into today's martial arts routines. In martial arts movies, the martial arts we see are all evolved using martial arts routines. Different from Sanda, Wushu has many kinds of weapons and many kinds of training methods.

2.3. The aesthetic characteristics of ancient martial arts
Looking at the aesthetic characteristics of ancient martial arts from an artistic perspective, this is a relatively difficult thing. Because the time and stage of the difference between modern art and ancient martial arts are very long. If we combine modern art with modern martial arts routines evolved from ancient martial arts, this is also a matter of research significance. From the current artistic point of view, martial arts routines and its original physical arts have the same physical style.

2.4. The aesthetic characteristics of Sanda based on ancient martial arts
Based on the above narrative, we can analyze that modern Sanda is a modern form of struggle evolved from ancient martial arts. The only shortcoming is that it has lacked the formation of killing skills. Of course, this is also a phenomenon caused by the legal restrictions of our country. If we use aesthetic characteristics to analyze the Sanda movement, we may need to consider the aesthetics of violence. For the time being, the director likes to bring Sanda sports into movies or TV shows for display. This is also the display style of its violent aesthetics.
3. The main focus element of the aesthetics of today's Wushu-based Sanda

3.1. The mysterious beauty based on the game
People like mysterious and fantasy sports because they like to challenge that sense of mystery. Even a great scientist cannot escape the temptation of the beautiful combination of art and science. Judging from the current situation, Sanda can satisfy people's psychology. The temptation of Sanda competition can make people's desire for martial arts and the inner display of martial arts style become very strong. This beautiful feeling is the charm of martial arts. It can also be called the mysterious aesthetics of Sanda games.

3.2. The Aesthetics of Sanshou sports
Physical skills refer to various forms of sports or special skills that are made using physical skills. In the process of Sanda, the beauty of movement and vision that it can give people is the charm of coordinated physical movement. And this kind of coordination of the body is also called physique. Fast, quasi-ruthless movements and speed, as well as the direction of the hit, can give a sense of pleasure. This kind of pleasure can form a very sharp contrast between stationary objects and people in motion. The alternation of Sanda movement is also an expression of physical aesthetics.

3.3. The virtual beauty of Sanda spirit
According to the above description, we know that the sport of Sanda does not lie in how beautiful it is, but in that it can make people have a very majestic and non-bully body. In the process of Sanda competition, people often value the fighting spirit of the athletes. This spirit is the spirit of Sanda. Sanda spirit can give people not only sports beauty, but also virtual and spiritual charm.

3.4. The charm of masculinity based on female opposition
Girls generally like boys with strong masculinity. Therefore, for many girls, Sanda competitions are also acceptable forms of sports that can show the masculine charm of men. Moreover, during the competition, the exposed muscles of the athlete's body can also show the audience the masculinity of the body. This kind of charm can also attract audiences with feminine thinking.

4. Analysis of Sanda's motor skills and athletes' physical coordination training

4.1. First is the agility of sports
The ancients said that martial arts in the world, only fast is not broken. Thinking about it now, this is also a wise saying. Whether it is Sanda or other sports. It depends on the agility of the movement to achieve the goal. In particular, the sport of Sanda pays more attention to the speed of the athlete's physical coordination ability and the rapid display of the strength of the attack. On the other hand. What it needs is also agility in pace.

4.2. Characteristics of athlete's strength
Sanda is a competitive sport. Its requirements are very strict. It not only requires the athlete's physical coordination ability, but also the athlete's strength. We all know that no matter how good the competitive skills are, they cannot match the power gap. An absolute power-type Sanda athlete can crush any athlete with a better technique than him. In other words, in the training process of Sanda, the trainer pays more attention to the explosive power of the athletes.

4.3. Physical exercise makes perfect
We found that no matter what kind of sport, as long as we can achieve absolute proficiency, we can get very clever methods under certain circumstances. In the allusions of ancient Chinese idioms, this form is called practice makes perfect. In the same way, in the process of Sanda, practice makes perfect body exercise can also make ideological practice more extraordinary. If the ideology of sports can be
tempered like fire and innocence, athletes' awareness of competition will be much higher.

4.4. **Characteristics of comprehensive training**

The mastery of all the skills of an athlete is the biggest dream of every trainer. But in most cases, such athletes do not exist. The characteristic form of comprehensive training is also an unrealistic statement. Of course, what it wants to express is that athletes can do their best to learn and use Sanda skills. The coordination of the body and the agility of movement formed during this period are both considerable.

5. **Analysis of training characteristics of Sanda athletes based on big data analysis**

5.1. **Learning of sports skills based on 3D models**

In many cases, the three-dimensional model exercises that we can perform are also a form of sports skills training. Athletes can carry out autonomous training according to the movement of the three-dimensional model given by the computer\(^4\). This kind of training allows the trainer to compete or instruct nearby. Compared with the traditional training mode of athletes, the training of the sports skills of the three-dimensional model supported by the big data analysis is more effective (see Table 1).

| Characteristics                        | Corresponding exercise                      |
|----------------------------------------|--------------------------------------------|
| 3D model sports skills training         | 3D animation viewing                       |
| Electronic form analysis               | Know yourself and the enemy                |
| Robot simulation training               | Robot simulation exercise                   |
| Data analysis for body enhancement     | Increased physical function                |

5.2. **Game habits based on electronic sports shape analysis**

Every athlete has his own sports habit. We can grasp this feature and use the technology of big data analysis to analyze the electronic sports habit of each athlete. This can not only help the athlete understand their own strengths, but also help it understand the opponent's shortcomings. In this situation, athletes can better refine their physical skills. During the game, he can also defeat opponents based on the formation of this technique.

5.3. **Dual practice based on simulation of electronic robot**

The most important thing in Sanda is not theoretical study but practical training. What athletes need to do is to participate in a large number of Sanda competitions or participate as much as possible in competitive sports about Sanda. If funds permit, trainers can use electronic robots and athletes to perform physical training in the form of simulations. Of course, this kind of training requires a lot of financial support.

5.4. **Recovery of physical fitness based on data analysis techniques**

There is no doubt that the physical fitness of the athlete is the most important part of the competition. If the athletes' strong physical fitness cannot be obtained through training, then their competition results will become very poor. From a scientific point of view, we can use the techniques of big data analysis to conduct scientific athletes' physical fitness training. The electronic program will tell the athletes how to make a big leap in physical fitness.

6. **Actual combat basis of Sanda feature analysis based on big data analysis of Sanda competition**

6.1. *It can help athletes better understand their own abilities*

If Sanda athletes can understand their own abilities and the abilities of their opponents based on this
system, I think athletes can unilaterally suppress them based on their own characteristics and opponents' weaknesses[5]. In other words, this form based on big data analysis can provide athletes with a solid foundation for actual combat. This kind of practical training depends on whether the athletes can follow the data theory of big data analysis for reasonable training.

6.2. *It can help athletes become more familiar with the rules of the game*

Many times, athletes are not familiar with the rules of the game, which will cause them to make frequent mistakes in the game. For manual training, athletes are not familiar with the related matters of the game and the setting of related rules. Through the characteristics of big data analysis, we can make athletes more familiar with the rules of the game. At the same time, it can also help athletes become more familiar with other regulations on the competition field.

6.3. *It can improve the ability of both offensive and defensive players*

In many cases, athletes lack the ability to combine attack and defense so that their performance on the stage is very poor. In this situation, what we have to do is to use the technology of big data analysis to improve the players' offensive and defensive capabilities. Of course, this is also a kind of muscle training. Compared with the artificial training form, this training mode can greatly improve the training effect.

7. Conclusion

Although Sanda is a modern evolution of traditional martial arts, its fighting spirit is still something we cannot forget[6]. Under the premise of big data analysis, we can analyze the special characteristics of Sanda in detail, which also tells us from the side that we can rely on big data to train Sanda athletes.

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