

Concatenation of Attention Enhanced Spatial and Temporal Features for Violence Detection from Videos

Main Project Presentation: Final Review

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Outline

- Introduction
- Literature Survey
- Problem Statement
- Objectives
- Data Collection
- Materials and Methods
- Model Architecture
- Results and Discussion
- Conclusion and Future Scope
- Conference Details and Project Competition
- References

Introduction

- **Violence** have been on the rise globally.
- **Stampede at CUSAT Campus**, Kochi, Kerala on 25th November 2023
 - Auditorium at max capacity.
 - No crowd monitoring.
 - Lack of safety measures.
- **AI to prevent violence**
 - Real-time detection.
 - Early warning.

Introduction

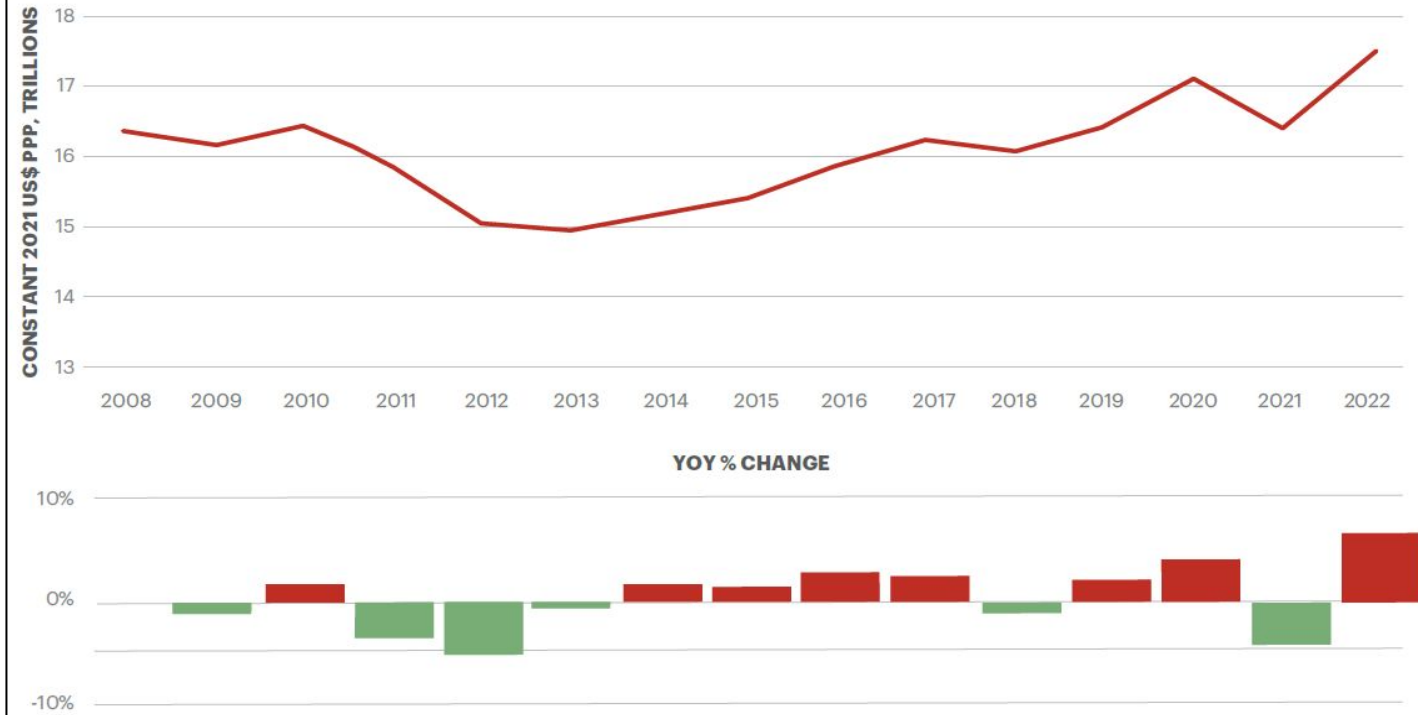


**Figure 1: CUSAT
Incident NEWS
Report**

Introduction

Trend in the global economic impact of violence, 2008–2022

The total economic impact of violence has increased eight times in the last 14 years.

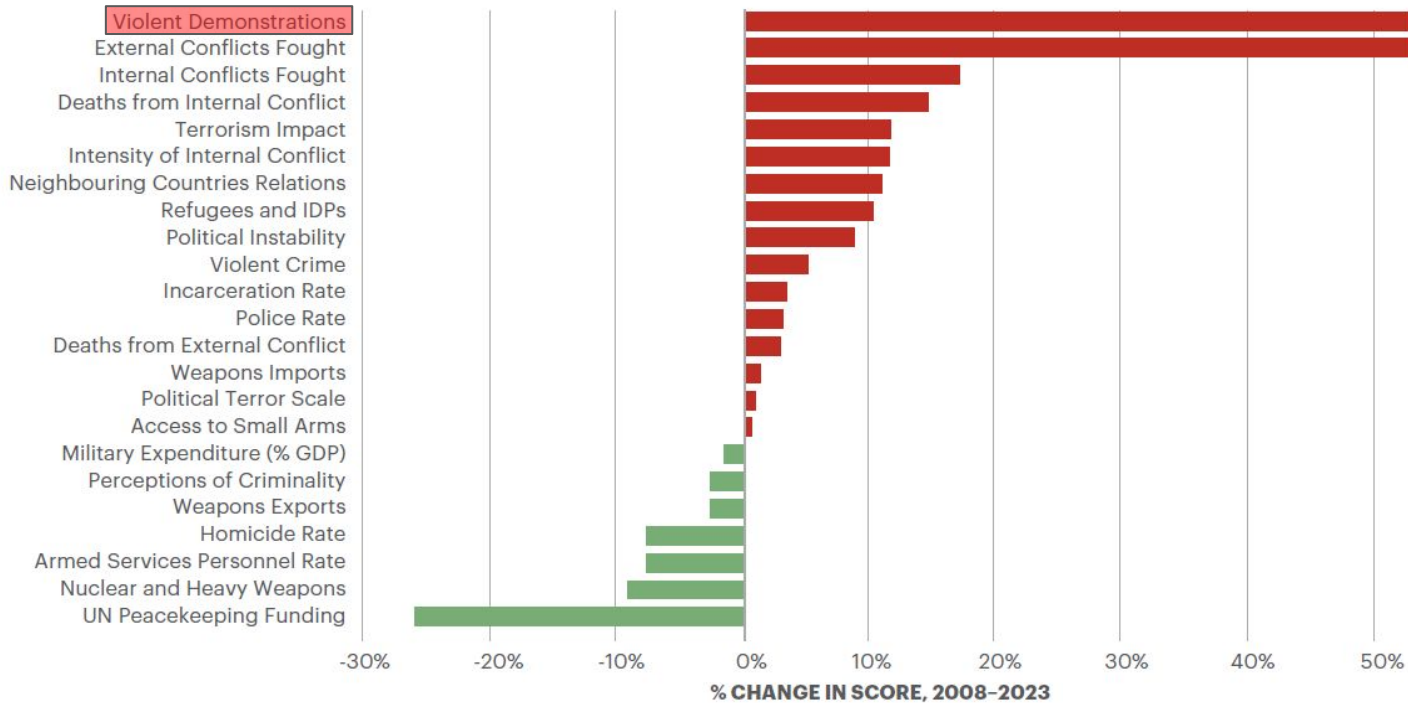


**Figure 2:
Economic
Impact of
Violence**

Introduction

Percentage change by indicator, 2008–2023

Funding for UN peacekeeping operations had the biggest improvement, while the indicators for violent demonstrations and external conflicts fought saw the largest deteriorations from 2008 to 2023.



**Figure 3:
Percentage
change in
violence from
2008 - 23**



Figure 4: Pictures of Violence

Literature Review

[1] M. Safaa M. Shubber, Z. Tariq M. Al-Ta'i, “**A review on video violence detection approaches**”, International Journal of Nonlinear Analysis and Applications, Vol. 13, No. 2, pp: 1117–1130, 2022.

- **Machine learning + Deep learning**
- CNN: Reliable results.
LSTM: Gradient extinction, time dimension information
- **Drawback:** Supervised learning; large no. of training samples, expensive hardware

Literature Review

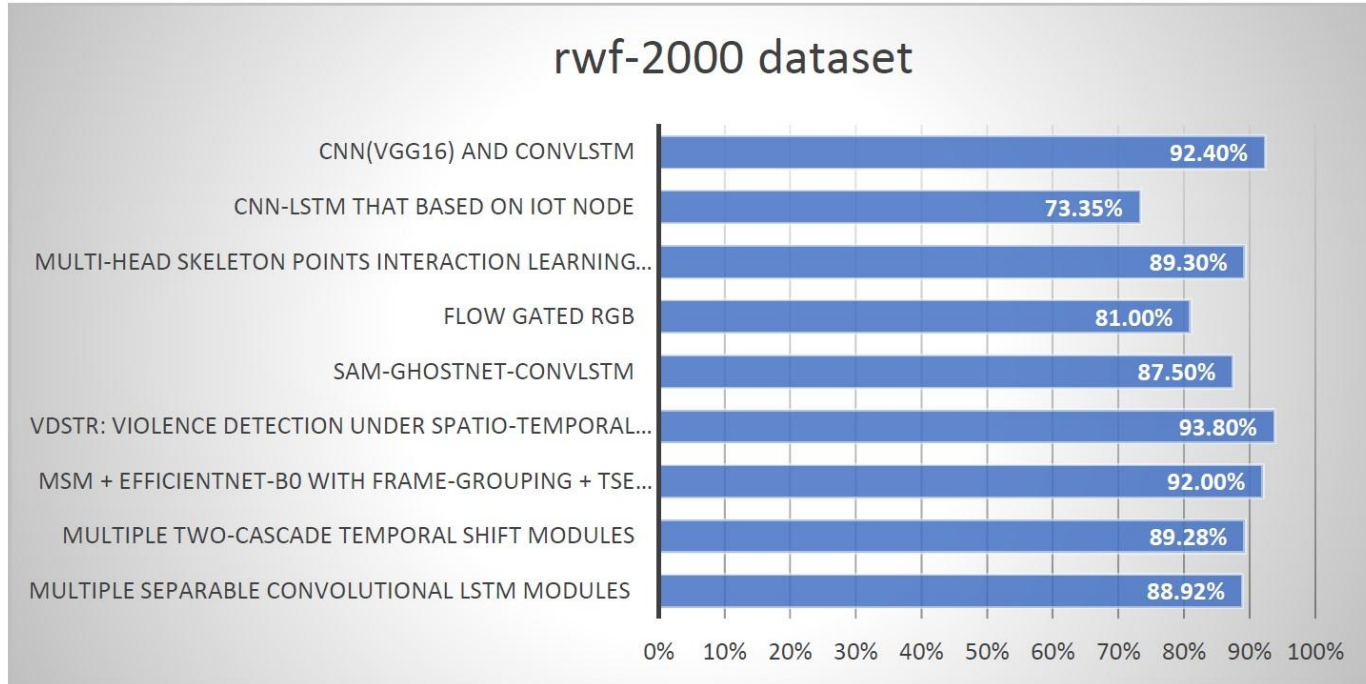


Figure 5: Violent Behavior Detection accuracy results on RWF-2000 dataset

Literature Review

[2] S. Lomlen, “**Impact of Artificial Intelligence in enhancing National Security**”, Artificial Intelligence Studies, Vol. 1, pp: 1-7, Feb 2024.

- Exponential growth of AI, enhance national security and safety.
- Challenges of AI in defense and military like situations.
- **Drawback:** Lack of robustness, safety of implementation, ethical concerns - decision making capability.

Literature Review

[3] H.Gupta, Syed T. Ali, “**Violence Detection using Deep Learning Techniques**”, International Conference on Emerging Techniques in Computational Intelligence (ICETCI), pp: 121-124, Oct 2022.

- **LSTM and BiLSTM** - sequence modeling and capturing temporal dependencies in data.
- **Drawback: Biases/imbalances**, computationally expensive, significant resources required.

Literature Review



Figure 6: Contents of Violent Flow dataset used in the proposed work

Literature Review

[4] K. Aarthy, A. Alice Nithya, “**Crowd Violence Detection in Videos Using Deep Learning Architecture**”, IEEE 2nd Mysore Sub Section International Conference (MysuruCon), 1-6, Dec 2022.

- Research done on **Hockey dataset**.
- **Keyframe extraction technique** - remove duplicate consecutive frames from the input video; reduces the **training data** and **computational cost**.
- **Drawback:** Not easy to generalize to new and diverse datasets; suboptimal hyperparameter tuning - average model performance.

Literature Review

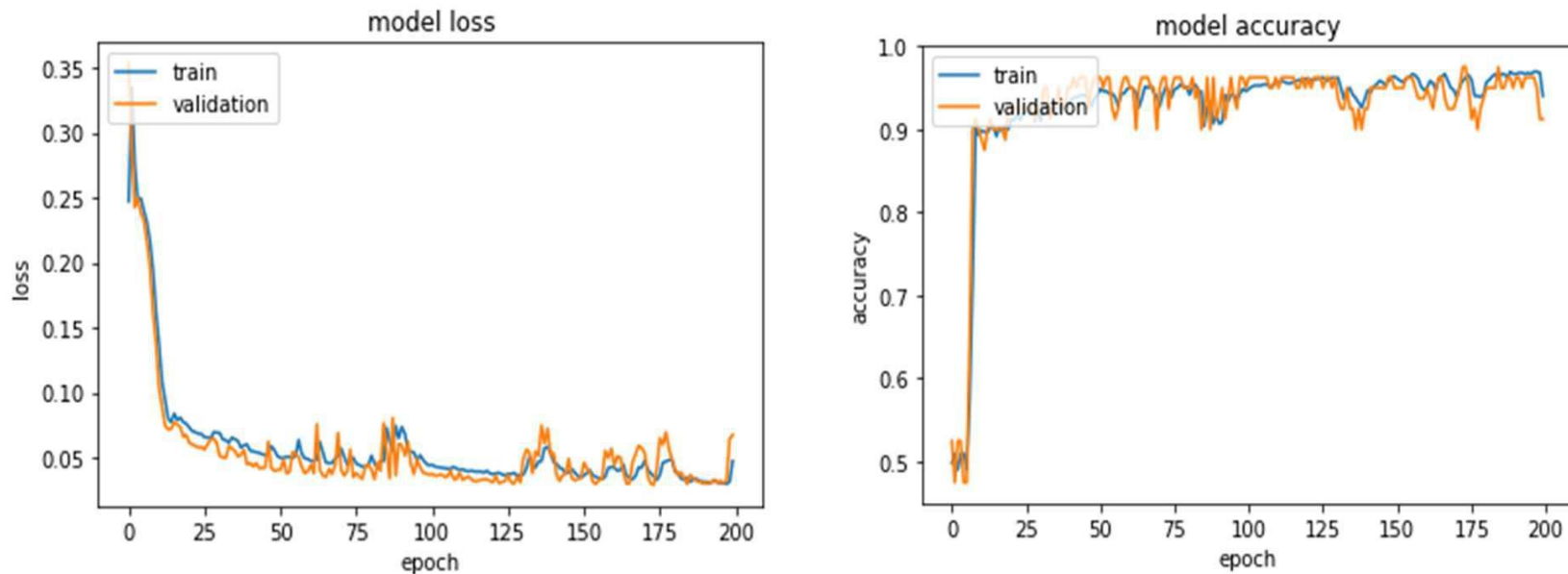


Figure 7: Model loss and model accuracy on Hockey dataset

Problem Statement

- **Modern models are too big for edge devices.**
- **Limited resources and storage**
- **High hardware demands; lengthy training times.**
- **Overfitting**

Objectives

- **Make model that**
 - **Less prone to overfitting.**
 - **Shallow network with additional mechanisms for classification.**
 - **Fit into the memory of an edge devices like surveillance cameras.**
 - **Trains in hardware with a reasonable specifications.**

Data Collection

Hockey Fight Dataset

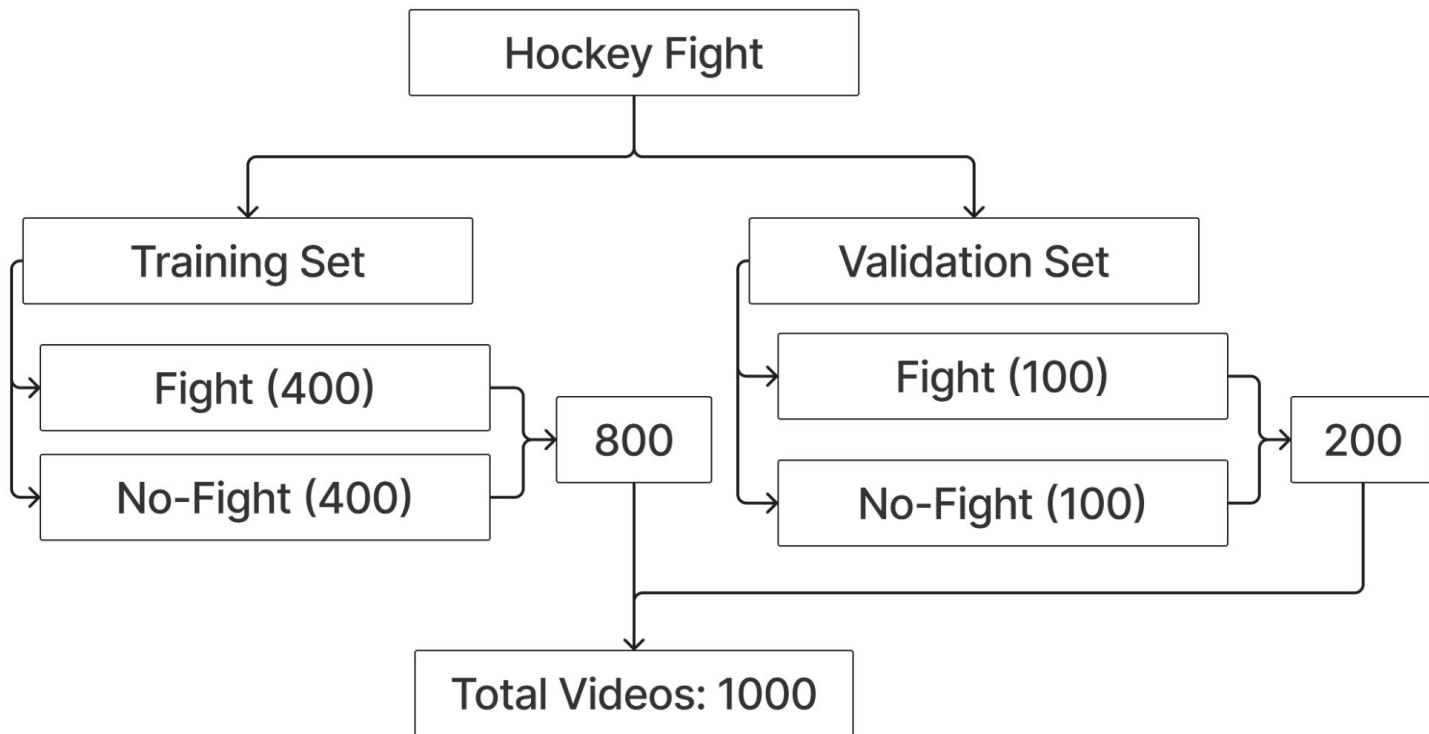


Figure 8: Hockey Fight Dataset Arrangement

Data Collection

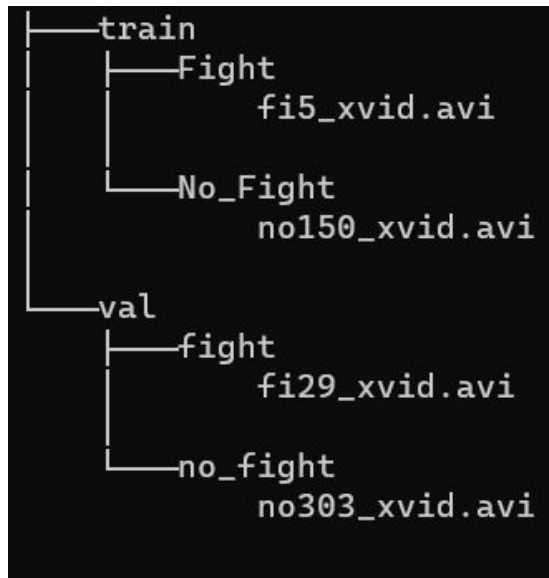


Figure 9: Directory structure of Dataset

Hockey Fight Dataset

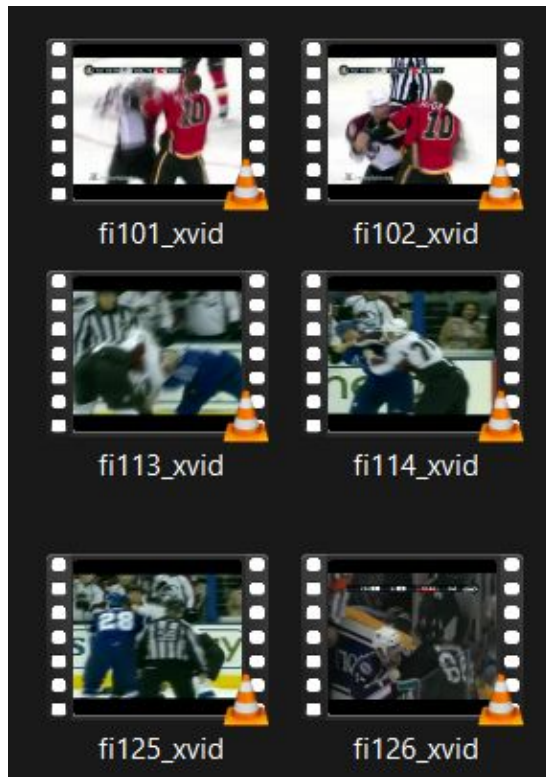


Figure 10: Fight videos

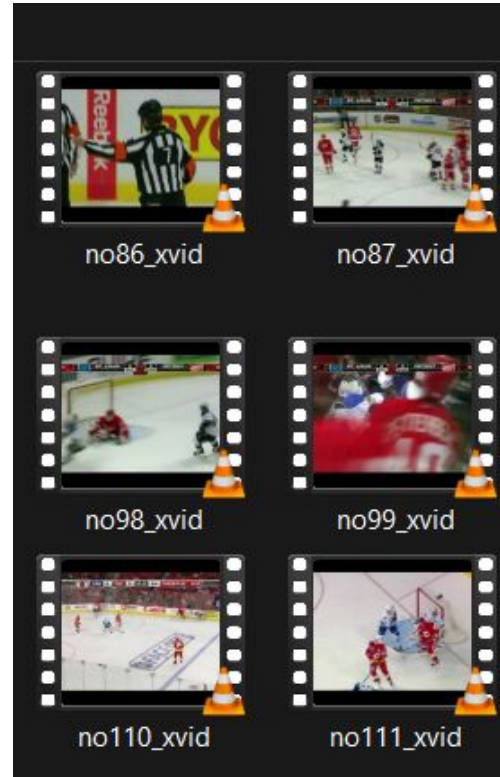


Figure 11: No-Fight videos

Data Collection

Hockey Dataset

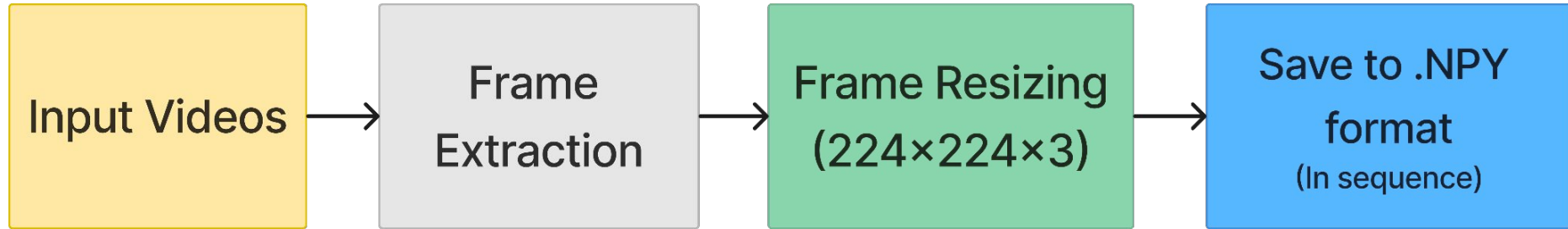
Advantages

- Compact Dataset with **1000 videos**
- **Clarity** of motion and actions
- Clear background **separation**
- **Uniform Size** (360x228)

Disadvantages

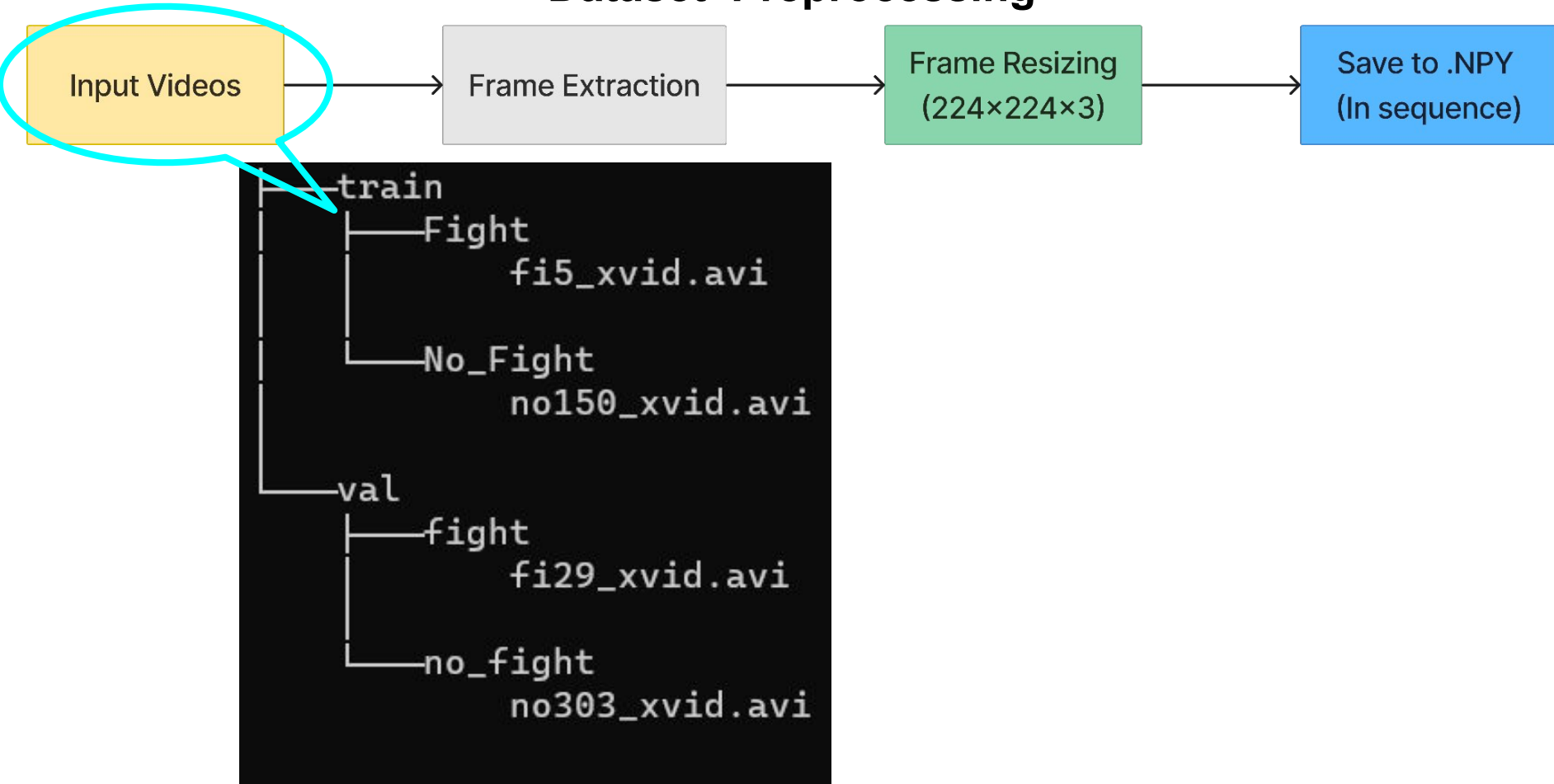
- **Lack of diversity** in the types of events captured
- **Variable no. of participants**, harder for algorithm to detect
- **Ethical considerations** on the content used **without proper context**

Dataset Preprocessing

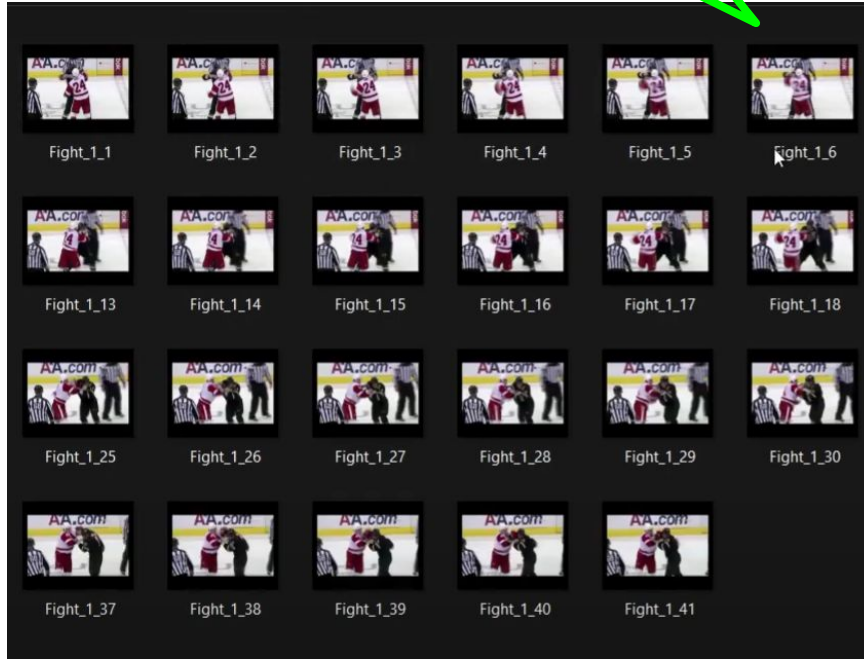
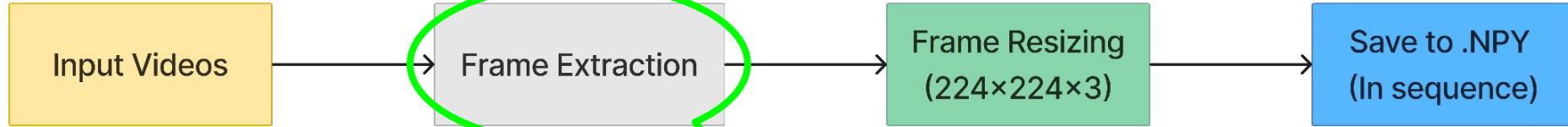


Block Diagram 1: Dataset Preprocessing steps

Dataset Preprocessing



Dataset Preprocessing



Frame Extraction: Videos can't be directly processed, it has to be converted to frames in sequence.

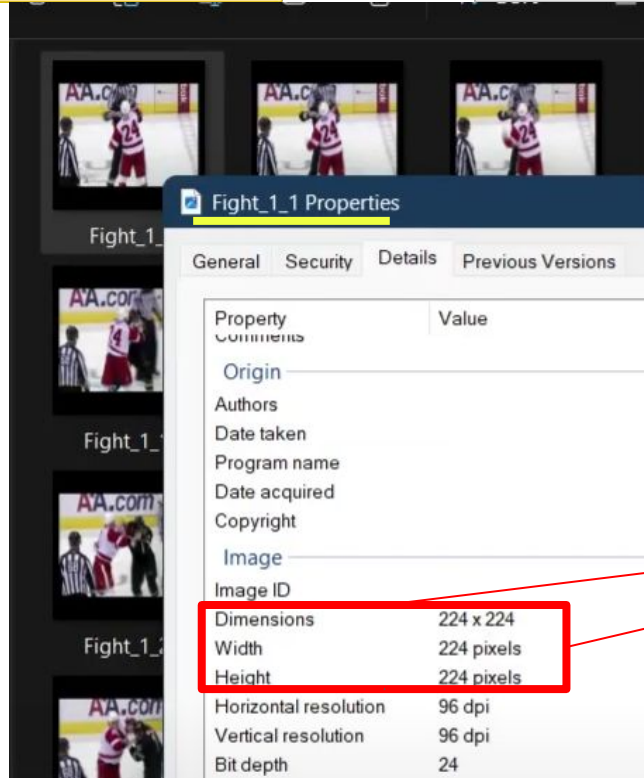
Dataset Preprocessing

Input Videos

Frame Extraction

Frame Resizing
(224×224×3)

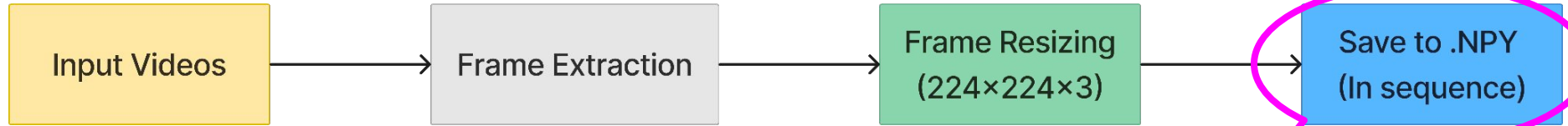
Save to .NPY
(In sequence)



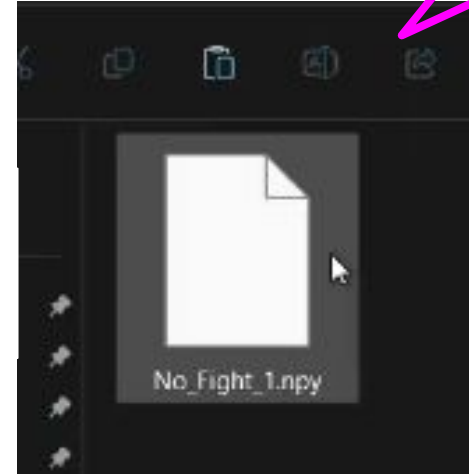
Frame Resizing: Models can't work with dynamic resolutions, resizing creates uniform and standard resolution across dataset.

Dimensions	224 x 224
Width	224 pixels
Height	224 pixels

Dataset Preprocessing



Npy File Conversion: Better handling—less complexity, memory mapping.



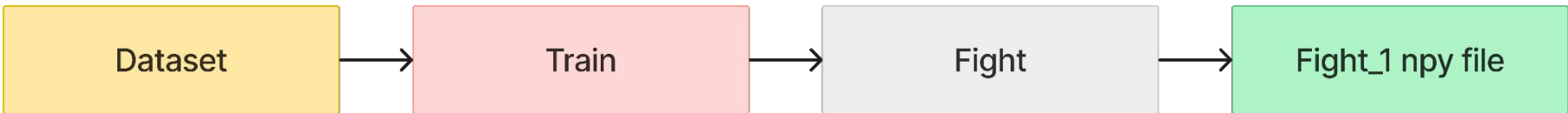
```
Saved D:/Hockey fight/Resized/train/Fight/Fight_1.npy with shape (41, 224, 224, 3)  
Deleted folder D:/Hockey fight/Resized/train/Fight/Fight_1
```


Storing and searching in normal files:



Block Diagram 2: Normal files search

Storing and searching in npy files:



Block Diagram:3 Npy files search

Information about a single npy file(filename: Hockey/Fight_10.npy):
{'data_type': dtype('float32'), 'shape': (41, 224, 224, 3), 'number_of_frames': 41}

First Frame



Middle Frame



Last Frame



Figure 12: Visualization of frames stored in a npy file

Materials and Methods

Materials:

- **Primary Laptop: Acer Nitro AN515-57**
 - Intel Core i7-11th Gen CPU | 24GB RAM | 1TB SSD ROM | **Nvidia Geforce RTX 3070 GPU (5,888 CUDA Cores) 8GB VRAM**
- **Secondary Laptop: Asus ROG Strix G15**
 - Intel Core i7-10th Gen CPU | 16GB RAM | 1TB SSD ROM | **Nvidia GeForce GTX 1660Ti GPU (1,536 CUDA Cores) 6GB VRAM**
- **Coding Platform:** VS Code, **Python 3.10.11**, **TensorFlow 2.10** GPU Accelerated with CUDA and cuDNN Integration*.

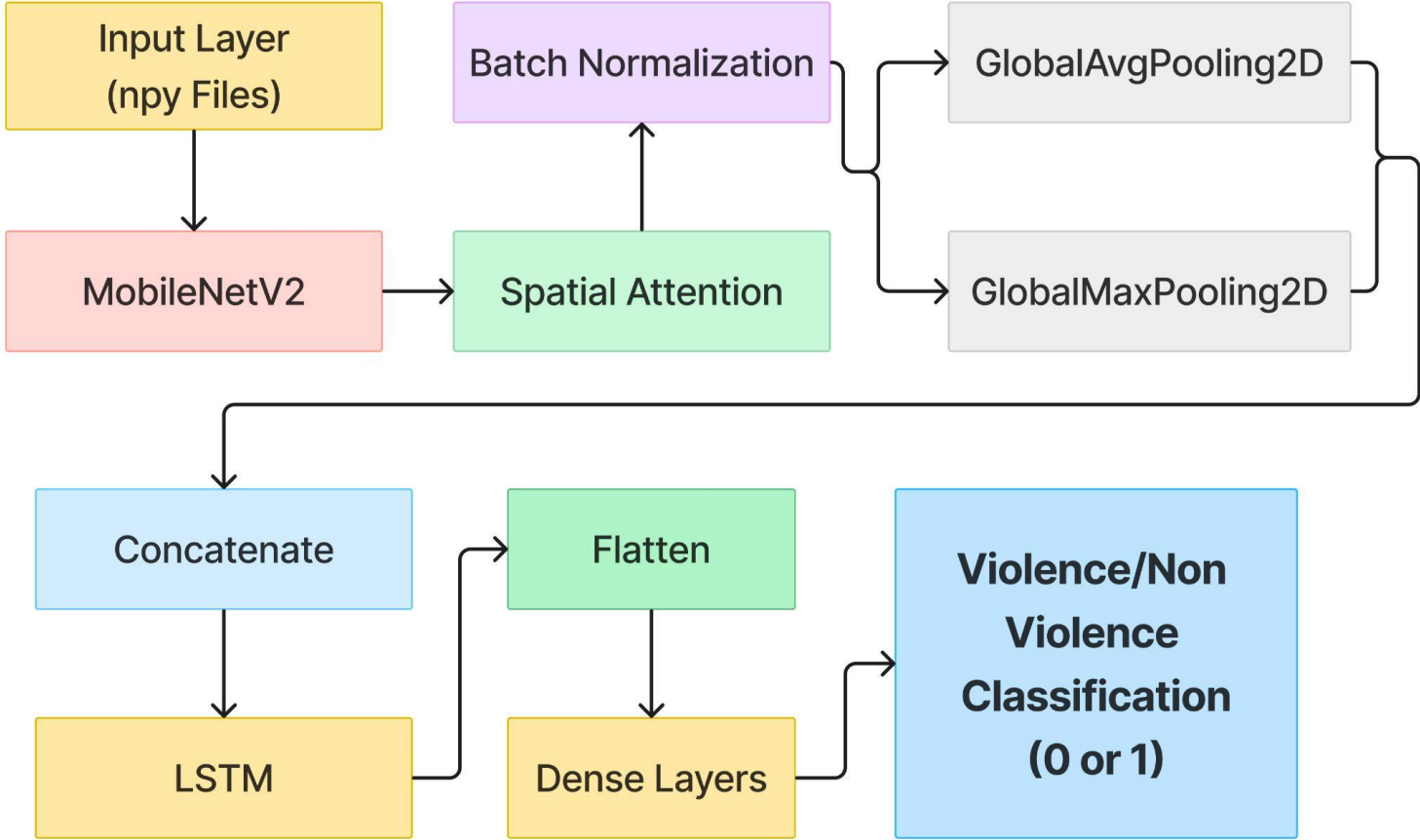
** TensorFlow do not support GPU acceleration its versions greater than 2.10(Windows)*

Materials and Methods

Methods:

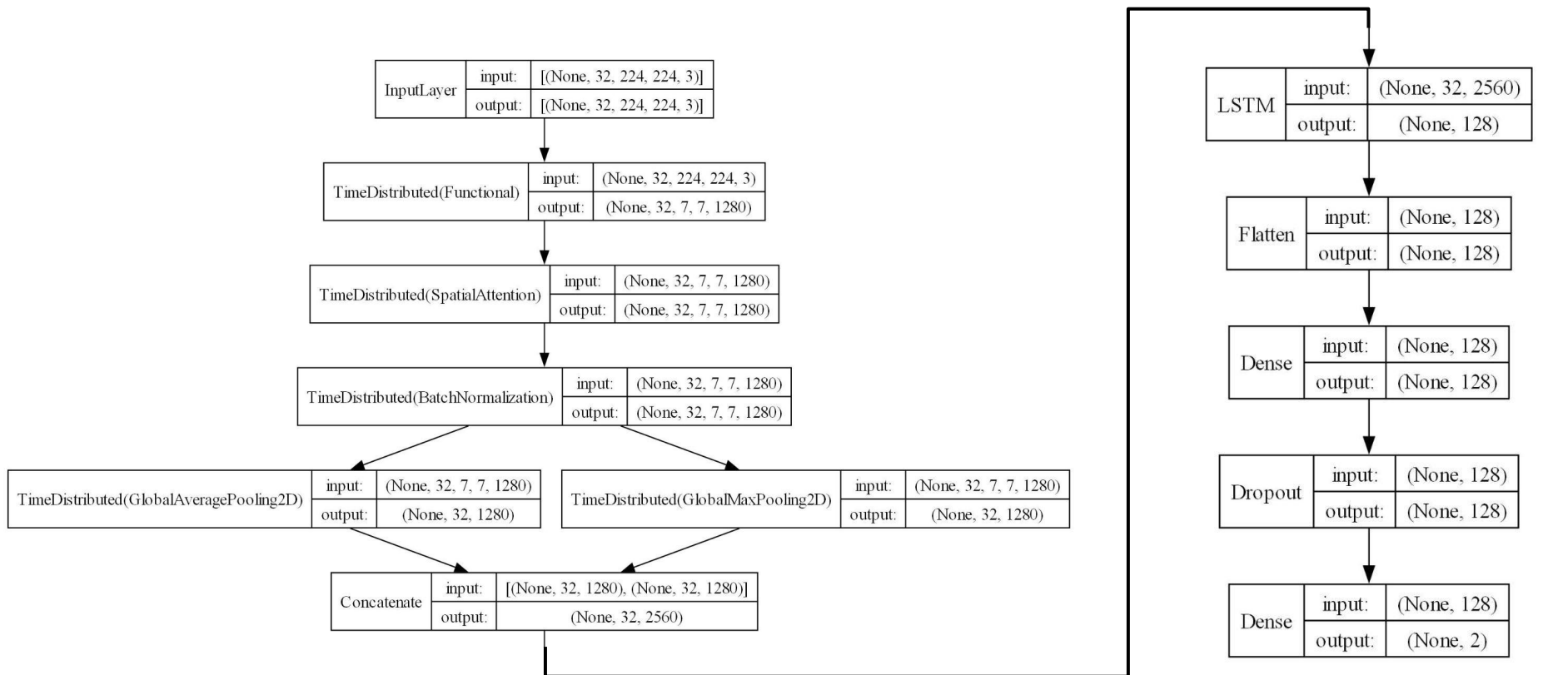
- Dataset Loading: **Data Generator** and **Memory Mapping**
- **Incremental GPU Memory Growth**
- Tackling Overfitting:
 - **Early Stopping** – monitor: 'validation loss'
 - **Reduce LR on Plateau** – monitor: 'validation loss'
 - **Dropout Layers** – 50% of total neurons
- **Model Checkpointing** – Resume from a broken training

Model Architecture



Block Diagram 4: Proposed Model Architecture

Model Architecture



Block Diagram 5: Model Plotted using Keras Model Plotting Utility

Results and Discussion: Results

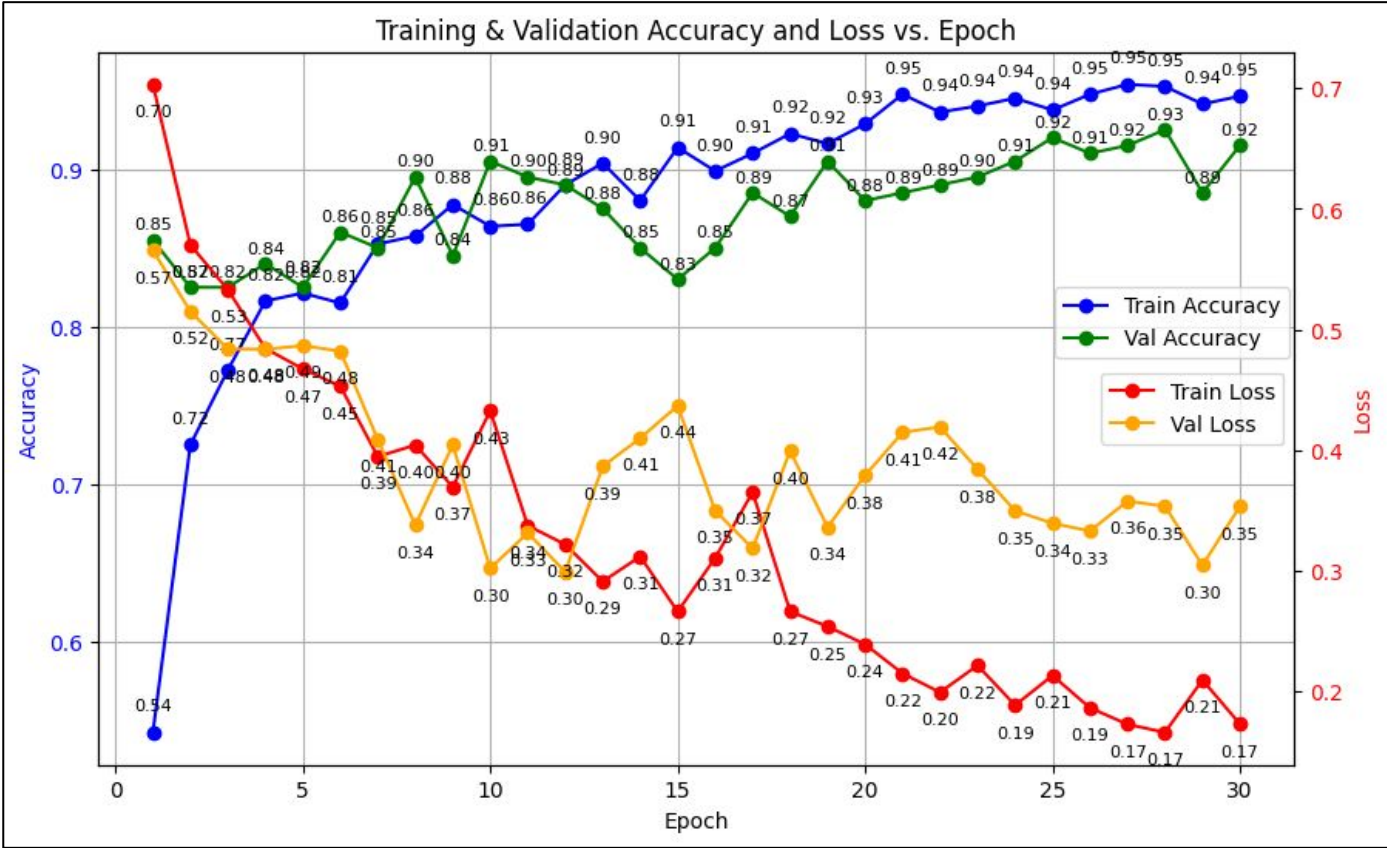


Figure 13: Accuracy and Loss vs Epoch Graph (Hockey Dataset)

Results and Discussion

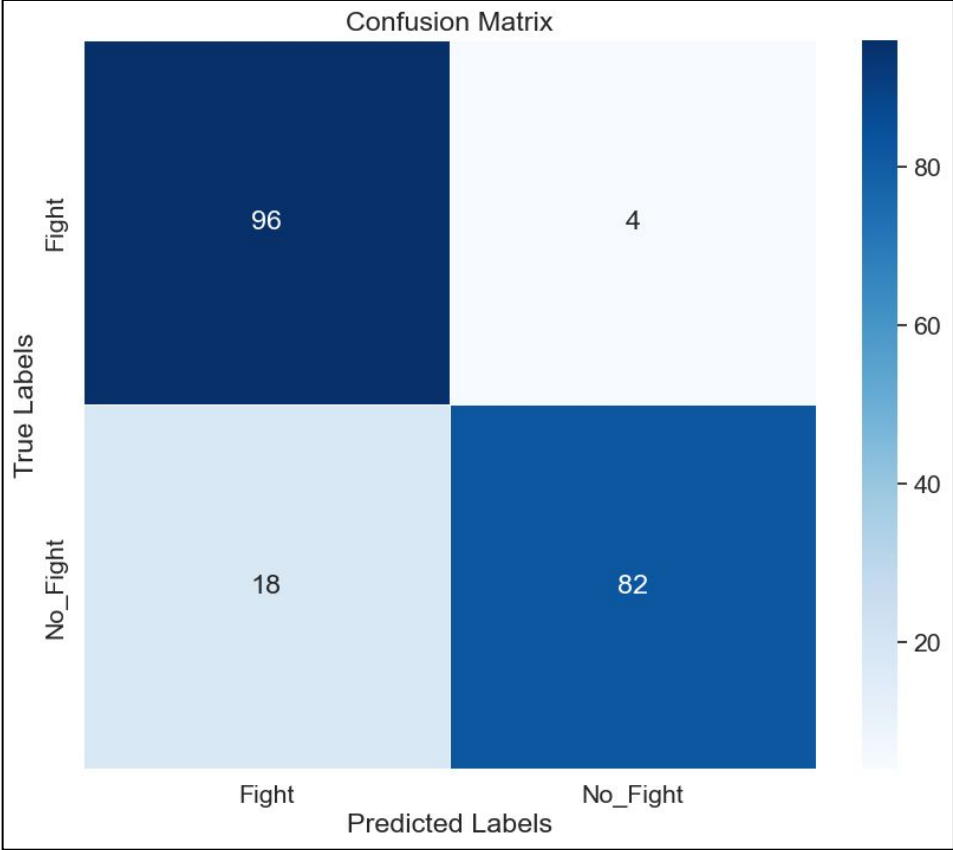


Figure 14: Confusion Matrix

Metric	Value(%)	
	Fight	No Fight
Precision	89.00	82
Recall	89.00	95.3
F1-Score	88.95	88.2

Table1: Other Metrics

Results and Discussion



Original Image



Attention Map

Figure 15: Correct Attention Map

Results and Discussion



Original Image



Attention Map

Figure 16: Correct Attention Map

Conclusion

- **Overfitting**: a challenge in violence detection even with larger models.
 - **minimizing overfitting** and **good accuracy**.
- **Real-world data**: **poor imaging quality** and **low lighting**.
- **Existing models**: impractical for **edge devices(ex: camera)**
 - Reason: size and complexity.
 - Proposed model prioritizes deployment on **edge devices**.

Future Scope

- **Auditory Integration:** Video + Audio = Wider applicability
- **Contextual Factors:** Video + Situation Understanding
- **Predictive Classifications:** Proactive Detection
- **Diverse Dataset Training:** Robust Model

Conference Details

- **Conference Name:** 5th International Conference on Data Intelligence and Cognitive Informatics (ICDICI 2024)
- **Publication:** Institute of Electrical and Electronics Engineers (IEEE)
- **Conference Dates:** 18th-20th November, 2024
- **Conference Website:** <https://www.icdici.com>
- **Date of Submission:** 2nd May, 2024
- **Notification of Acceptance:** 15th August 2024
- **Acceptance Intimation:** 12th September, 2024
- The selected paper immediately after the conference presentation will be submitted to IEEE Xplore Digital Library.

Conference Details

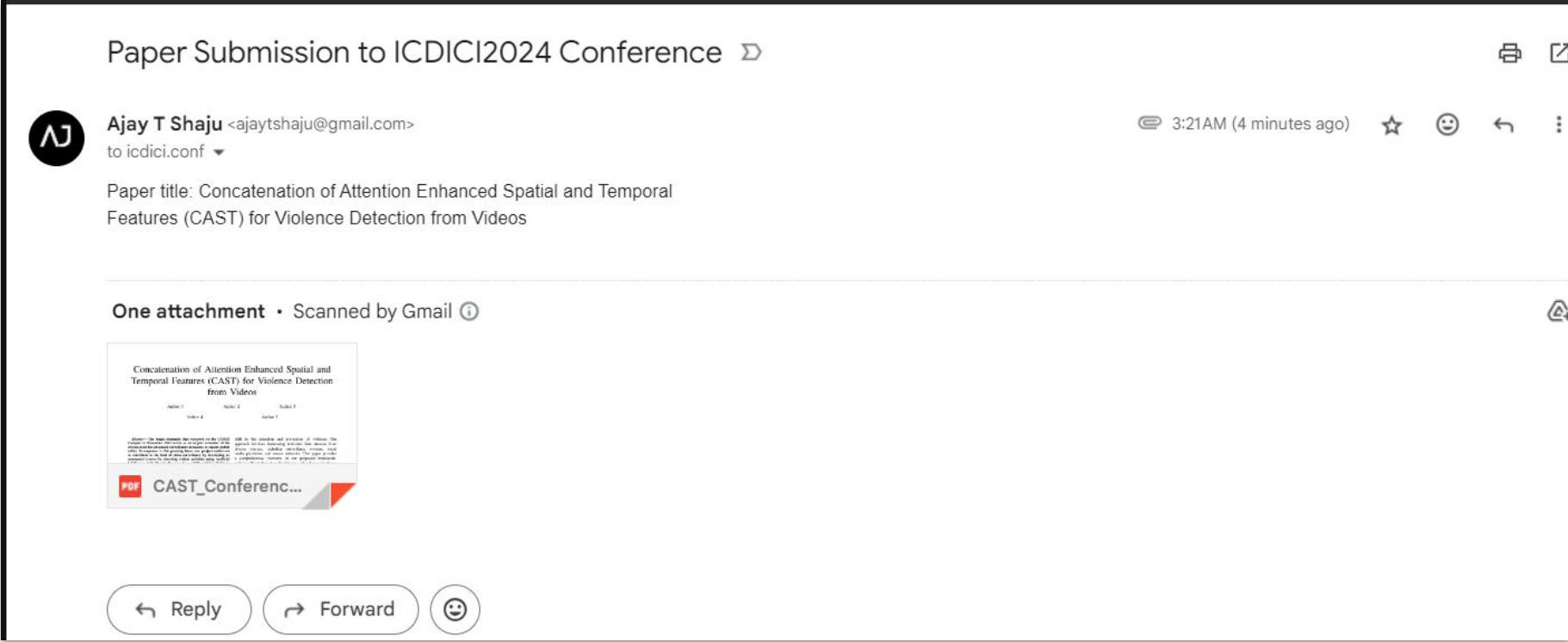


Figure 17: ICDICI 2024 Conference Submission Mail

Conference Details

Paper Submission to ICDICI2024 Conference

Inbox x

Ajay T Shaju

Paper title: Concatenation of Attention Enhanced Spatial and Temporal Features (CAST) for Violence Detection from Videos

Thu, May 2, 3:21AM (21 hours ago)

☆

icdiciconf conf

Received, thank you. Conference Chair ICDICI 2024

Thu, May 2, 9:42AM (14 hours ago)

☆

Ajay T Shaju <ajaytshaju@gmail.com>

to icdiciconf

Thank you for your response.

Thu, May 2, 10:52AM (13 hours ago)

☆

Reply

Forward

Figure 18: Acknowledgment of Receipt - ICDICI 2024 Conference Paper

Project Competition



Figure 19: Team at Carmel College Of Engineering, Alappuzha
From left: Ajay, Emil, Vishnu and Justin

References

- [1] M. Safaa M. Shubber, Z. Tariq M. Al-Ta'i, **“A review on video violence detection approaches”**, International Journal of Nonlinear Analysis and Applications, Vol. 13, No. 2, pp: 1117–1130, 2022.
- [2] S. Lomlen, **“Impact of Artificial Intelligence in enhancing National Security”**, Artificial Intelligence Studies, Vol. 1, pp: 1-7, Feb 2024.
- [3] H. Gupta, S. T. Ali, **“Violence Detection using Deep Learning Techniques”**, International Conference on Emerging Techniques in Computational Intelligence (ICETCI), pp: 121–124, 2022.
- [4] K. Aarthy, A. A. Nithya, **“Crowd Violence Detection in Videos Using Deep Learning Architecture”**, IEEE 2nd Mysore Sub Section International Conference (MysuruCon), pp: 1–6, 2022.
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- [15] T. Khalil, Javed I. Bangash, Abdul W. Khan, Saima A. Lashari, A. Khan, Dzati A. Ramli, “**Detection of Violence in Cartoon Videos Using Visual Features**”, 25th International Conference on Knowledge-Based and Intelligent Information & Engineering Systems, Procedia Computer Science, vol. 192, pp: 4962-4971, Oct 2021.

- [16] S. Vosta, K-C. Yow, **“A CNN-RNN Combined Structure for Real-World Violence Detection in Surveillance Cameras”**, Computing and Artificial Intelligence for Visual Data Analysis II, Applied Sciences, Vol. 12, pp: 1-15, Jan 2022.
- [17] S. Manjula, K. Lakshmi, **“Human Abnormal Activity Pattern Analysis in Diverse Background Surveillance Videos Using SVM and ResNet50 Model”**, IoT and Analytics for Sensor Networks: Proceedings of ICWSNUCA 2021, pp: 47-60, Sep 2021.
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[21] G. Garcia-Cobo, Juan C. SanMiguel, “**Human skeletons and change detection for efficient violence detection in surveillance videos**”, Computer Vision and Image Understanding, Vol. 233, pp: 1-11, Aug 2023.

[22] H. Mohammadi, E. Nazerfard, “**Video Violence Recognition and Localization Using a Semi-Supervised Hard Attention Model**”, Expert Systems with Applications, Vol. 212, pp: 1-33, Sep 2022.

[23] R. Hachiuma, F. Sato, T. Sekii, K. Minolta, “**Unified Keypoint-based Action Recognition Framework via Structured Keypoint Pooling**”, IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), pp: 1-10, June 2023.

[24] Y. Qiao, W. Cui, T. Shi, “**LaM-2SRN: A Method Which Can Enhance Local Features and Detect Moving Objects for Action Recognition**”, IEEE Access, Vol. 8, pp: 192703-192712, Oct 2020.

Questions?

Thank You

