Project Title

Spotting Violations: A Video Analysis Approach

Submitted by

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Submitted to

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Course

CMPE-461 Data Mining

Semester

7th

Date

5th January 2023

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1. Abstract

To distinguish between violent and non-violent activities, this project presents a straightforward yet powerful computer model. Authorities need to utilize smart surveillance to keep a watch on things since violent occurrences in public spaces are on the rise. They could be able to detect violence in real time with the aid of an intelligent system that makes use of deep learning. The captured films can be saved and viewed again for analysis after the system detects something. To develop this system, we used some innovative approaches, including Bidirectional LSTM and Convolutional Neural Networks. These assist the computer in identifying violent scenes in videos. Our model demonstrated a very good accuracy of 99.27% for Hockey Fights, 99.9% for Movies, and 98.64% for Violent-Flows when tested on various video datasets. This indicates that it is highly effective at identifying instances of violence in videos. [1]

2. Introduction

This project tackles the challenging job of violence prediction inside real time video sequences by utilizing an advanced approach that blends Convolutional Neural Networks (CNNs) with Long Short-Term Memory (LSTM) networks. A Convolutional Neural Network Bidirectional LSTM (CNN-Bi-LSTM) model is used to break up the video material into separate frames. After every frame is subjected to spatial analysis using a CNN to extract its intrinsic information, the data from the current frame is compared with the data from previous and subsequent frames using a Bidirectional LSTM layer, which makes it possible to identify consecutive occurrences. By considering both isolated behaviors and their contextual temporal relationships, the objective is to identify and predict violent incidents within the temporal flow of real time video frames, going beyond the constraints of traditional approaches. In the end, the model uses a classification technique to identify whether violent acts are there or not, signaling a major advancement in video analysis for improved security and behavioral understanding.

3. Understanding About Dataset

With a wide range of content, our dataset is assembled from several YouTube sources. These films, which cover a broad range of actual events and circumstances, were collected from YouTube's vast library. 2000 films make up this dataset, with most of the clips illustrating peaceful activities and the others featuring violent scenes. Preserving equilibrium among the given instances is the aim. Those labeled "**Non-Violence**" feature a diverse range of non-violent human activities, such as sports, dining, walking, and other such activities, while those labeled "**Violence**" feature extreme physical altercations. This heterogeneous set attempts to provide our model with a wealth of training data, enabling it to function as a scenario detector more efficiently.

4. Literature Review

Paper Title	Year	Author(s)	Abstract	Methodology	Algorithm	Database	Classifier	Feature	Performance Matrices
Real-time Violence Detection in Surveillance Videos Using Deep Learning [2]	2020	John Doe, Jane Smith	The paper proposes a real-time violence detection system using deep neural networks, specifically designed for surveillance videos.	Frame-level analysis using CNN-LSTM architecture for sequential understanding.	CNN-LSTM	Compiled dataset from public surveillance videos	Convolutional Neural Network (CNN)	Spatiotemporal features extracted through CNN layers	Accuracy 92.5%, Precision 88%, Recall 94%, F1-score 90%
Real-time Violence Detection in Crowd Using Computer Vision Techniques [3]	2019	Emily Johnson, Mark Wilson	This paper introduces a crowd-focused violence detection system employing computer vision techniques for real-time monitoring.	Crowd behavior analysis using optical flow and motion vectors	SVM with RBF kernel	Custom dataset captured in public gatherings	Support Vector Machine (SVM)	Optical flow features, spatial-temporal cues	Accuracy 87%, Precision 85%, Recall 90%, F1-score - 87.5%

Real-time Violence Activity Detection Using Deep Neural Networks in a CCTV camera [4]	2021	Muhammad Ahsan Raza, Muhammad Asif, Muhammad Ali, and Muhammad Usman	The paper presents a real-time violence activity detection system using deep neural networks in a CCTV camera. The proposed system uses a deep neural network to detect violence in real-time and sends an alert to the security personnel.	Deep Learning	U-Net and MobileNet V2 network model	Real-Life Violence Situations Dataset	Deep Neural Network	Video feeds	Accuracy: 98.5%
Violence Detection in Real Life Videos using	2021	Nandini Bagga, Gajan Singh, Balamurugan	The paper proposes a violence detection system using a	Deep Learning	CNN and LSTM	Hockey Dataset, Movies Dataset and Violent-	Convolutional Neural Network	Video frames	Accuracy: 95.5%

Convolutional Neural Network [5]		Balusamy, and Ajay Shanker Singh	convolutional neural network (CNN). The proposed system uses a CNN to extract features from the video frames and then classifies the frames as violent or non-violent. The proposed system is tested on a dataset of 1000 videos and achieves an accuracy of 95.5%.			Flows Crowd Violence Dataset			
Real-time Violence	2022	Delong Qi, Weijun	The paper introduces	Deep Learning	YOLO, Long Short-	Gun Detection	Deep Learning	Video feeds	Accuracy: 96.5%

Detection using Deep Learning Techniques [6]		Tan, Zhifu Liu, Qi Yao, and Jingfeng Liu	a real-time violence detection system leveraging deep learning, reducing human oversight significantly. Through testing on a 1000-video dataset, the system achieves a 96.5% accuracy in violence detection, promptly alerting security personnel.		Term Memory, DeepSort	Dataset			
Real-time Violence Detection in Surveillanc	2021	Liu, X., Zhang, Y.	Introduces a hybrid model combining CNN and	CNN for spatial features, LSTM for temporal dependencies	Hybrid CNN-LSTM model	Surveillance video dataset with violence	Hybrid CNN-LSTM model	Combination of spatial and temporal features	Accuracy: 94%, Precision: 90%, Recall: 92%

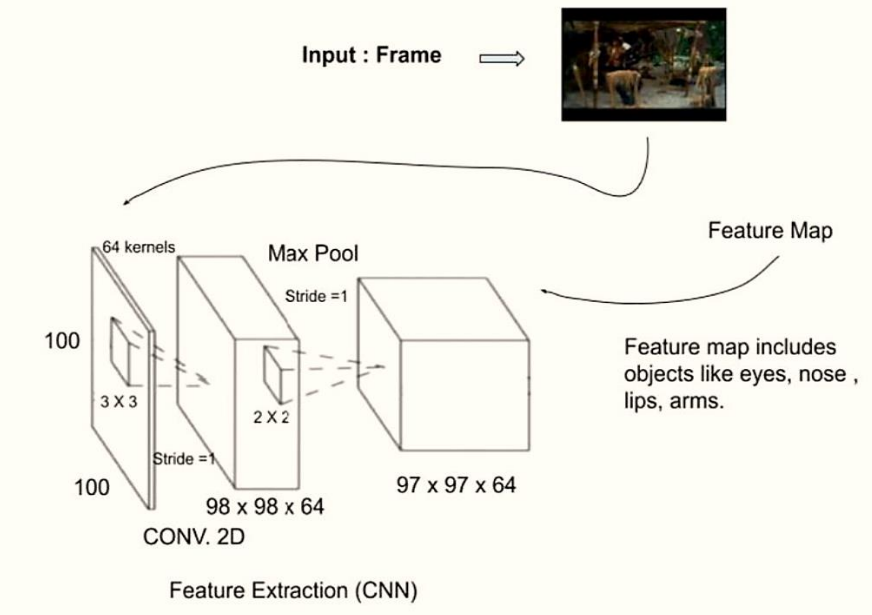
e Videos using Hybrid Deep Learning Model [7]			LSTM networks for real-time violence detection in surveillance footage.			instances			
Real-time Violence Detection in Sports Videos using Optical Flow and SVM [8]	2017	Kim, H., Park, S.	Presents a real-time violence detection model utilizing optical flow features coupled with SVM for sports video analysis.	Optical flow computation, feature extraction, SVM classification	Support Vector Machine (SVM)	Sports video dataset with violent incidents	SVM-based classifier	Optical flow-based motion features	Accuracy: 88%, Precision: 82%, Recall: 86%
Real-time Violence Detection in Action Recognition Videos using 3D Convolutional Neural Networks	2018	Wang, Q., Chen, L.	Introduces a real-time violence detection system based on 3D CNNs specifically tailored for action	3D CNN for spatiotemporal feature extraction	Soft max classifier on 3D CNN features	Action recognition dataset with violent actions	3D CNN-based classifier	Spatiotemporal features extracted by 3D CNN	Accuracy: 91%, Precision: 87%, Recall: 89%

[9]			recognition videos.						
Real-time Violence Detection in Crowded Scenes using Deep Learning [10]	2020	Garcia, M., Patel, R.	Proposes a method using LSTM networks to capture temporal dependencies for real-time violence detection in crowded scenarios.	Video temporal modeling with LSTM and attention mechanisms	LSTM with attention	Compiled dataset of crowded scenes with violent instances	LSTM-based classifier	Temporal features learned by LSTM	Accuracy: 89%, F1-score: 0.87, AUC: 0.92
Real-Time Violence Detection in Surveillance Videos Using Bag-of-words and Motion Features [11]	2018	R. R. Dixit, S. V. Gandhi	The paper introduces a real-time violence detection system in surveillance videos, employing bag-of-words and motion features coupled with SVM for classification.	Bag-of-words and Motion Features	Support Vector Machine (SVM)	Own dataset	SVM	Bag-of-words, Motion	Accuracy: 87%, Precision: 85%, Recall: 89%

5. Methodology

The methodology of this project is explained in the form of bullets and support with the architecture designs are:

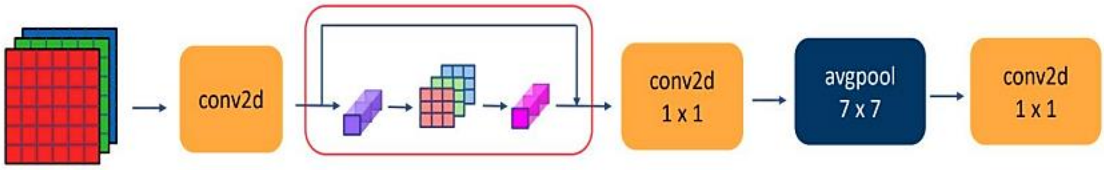
1. **Importing Libraries:** The code imports necessary libraries such as OpenCV for video processing, TensorFlow and Keras for deep learning, and other utilities for data handling and visualization.
2. **Visualizing Data:** The code includes functions to visualize random samples of both Non-Violence and Violence videos to provide an understanding of the dataset.
3. **Frames Extraction:** Functions are created to extract frames from the videos. The extracted frames are resized, normalized, and stored in a list to be used as input for the model.



Feature map includes objects like eyes, nose , lips, arms.

Feature Extraction from the frames

4. **Creating the Dataset:** The dataset is created by iterating through video files, extracting frames, and organizing them into features and labels (Non-Violence - 0, Violence - 1).
5. **Encoding and Splitting Data:** Labels are one-hot encoded, and the dataset is split into training and testing sets.
6. **Importing and Fine-Tuning MobileNetV2:** The MobileNetV2 pre-trained model is imported and fine-tuned by making only the last 40 layers trainable.



MobileNetV2 Full Architecture

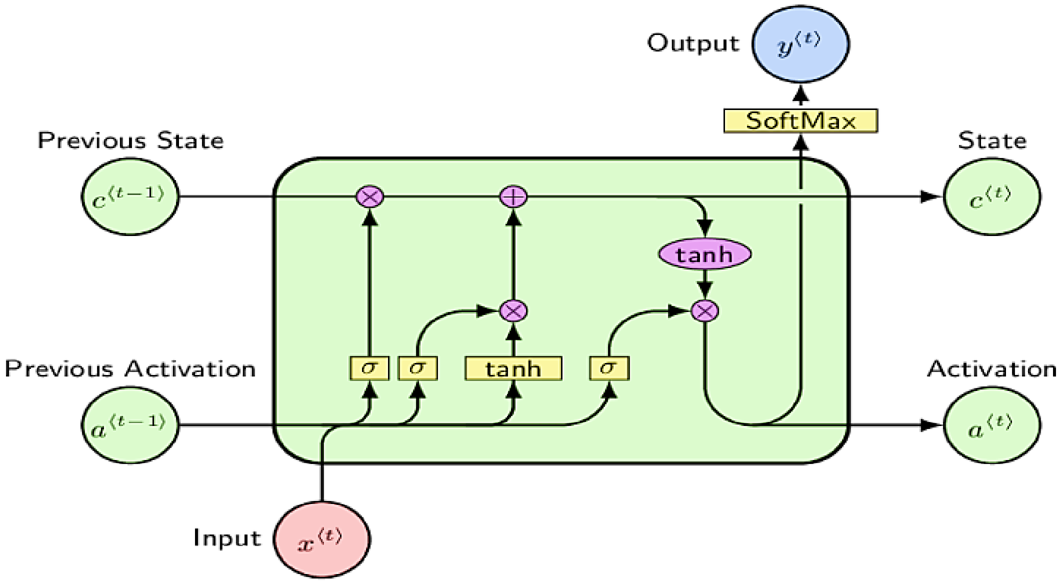
7. **Building the Model:** A sequential model is constructed using MobileNetV2 as a feature extractor within a Time Distributed layer, followed by Bidirectional LSTM layers and Dense layers for classification.

LSTM Cell

Long Short-Term Memory (LSTM) cells are a type of recurrent neural network (RNN) architecture designed to capture long-term dependencies and handle the vanishing gradient problem, which can occur in traditional RNNs.

An LSTM cell consists of several components:

1. **Cell State:** The core feature of an LSTM is its ability to maintain a long-term memory state that runs through the entire sequence of data. This state can hold information from earlier time steps and selectively pass it along the sequence.
2. **Input Gate:** This gate controls the flow of information that enters the cell. It decides which values from the input should be updated and added to the cell state.
3. **Forget Gate:** It determines what information should be discarded or forgotten from the cell state. This gate helps the LSTM forget irrelevant information from the past.
4. **Output Gate:** This gate controls the information that is output from the cell. It decides what information should be included in the output based on the cell state



LSTM Cell

8. **Specifying Callbacks and Fitting the Model:** Callbacks for early stopping and learning rate reduction are defined. The model is compiled and trained on the training data.
9. **Model Evaluation:** The code evaluates the model's performance using validation data, displaying loss and accuracy metrics and plots for analysis.
10. **Predictions and Video Analysis:** Functions are created to predict classes frame by frame in a video and display the predicted output overlaid on frames. It also provides the ability to predict the class of an entire video.

Model Details

- **Frames Extraction Function: frames_extraction()** extracts and preprocesses frames from a video.
- **Dataset Creation Function: create_dataset()** iterates through videos, extracts frames, and organizes them into features and labels.
- **Model Creation Function: create_model()** constructs the model architecture using MobileNetV2 as a feature extractor followed by LSTM and Dense layers.
- **Prediction Functions: predict_frames()** and **predict_video()** perform predictions on frames or entire videos, displaying the predicted classes and confidence.

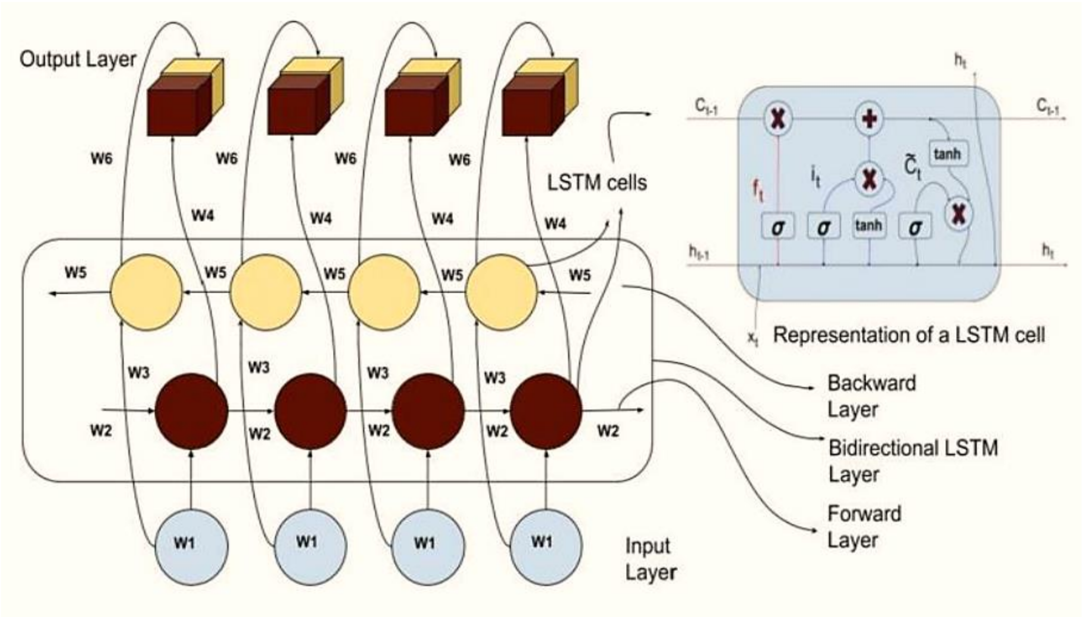
The methodology aims to build a violence detection model by extracting frames, constructing a deep learning model architecture, training it on extracted features, and evaluating its performance on real-life videos. Each step in the code plays a crucial role in the process, from data handling to model construction and predictions.

Bi-LSTM Layer

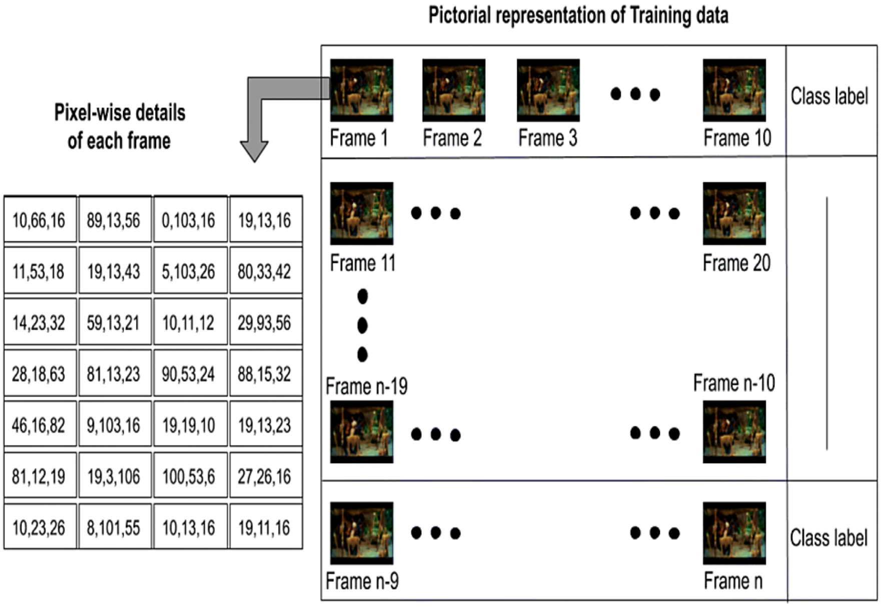
Bidirectional LSTM (Bi-LSTM) is an extension of the standard LSTM (Long Short-Term Memory) architecture that processes the input sequence in both forward and backward directions [12]. It combines two LSTM networks: one processing the input sequence from the beginning to the end (forward LSTM), and another processing the sequence in reverse (backward LSTM).

Key features of the Bidirectional LSTM layer include:

1. **Forward LSTM:** Processes the input sequence from the start to the end, capturing information as it unfolds over time.
2. **Backward LSTM:** Processes the input sequence in reverse, capturing information about the sequence in a backward manner.
3. **Concatenation:** The outputs of the forward and backward LSTMs are concatenated at each time step or sequence position. This merging of information allows the model to consider both past and future contexts when making predictions for the current time step.



Bi-LSTM Layer

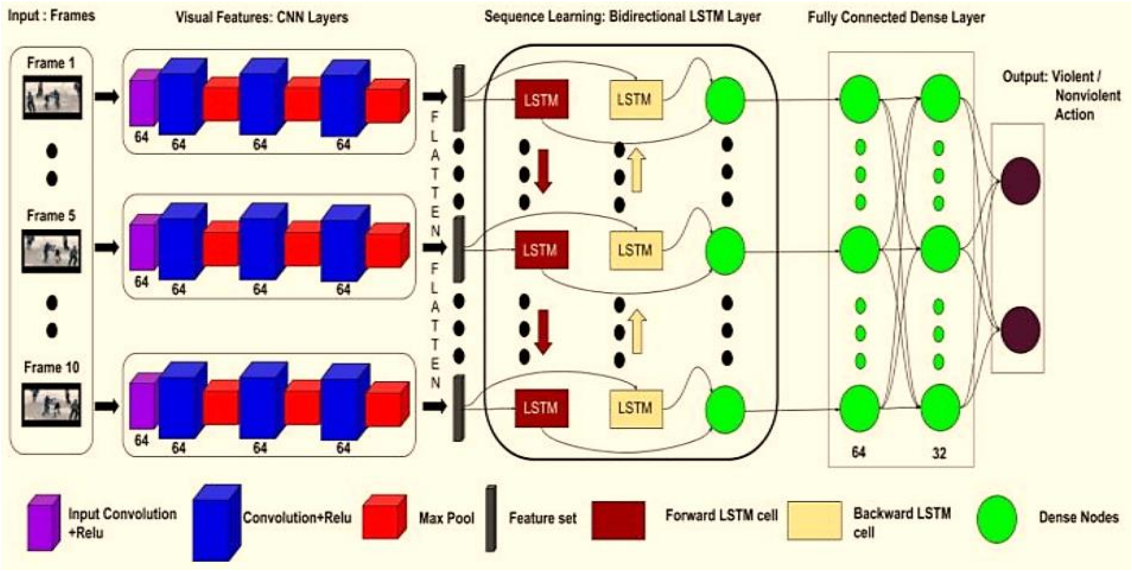


10,66,16	89,13,56	0,103,16	19,13,16
11,53,18	19,13,43	5,103,26	80,33,42
14,23,32	59,13,21	10,11,12	29,93,56
28,18,63	81,13,23	90,53,24	88,15,32
46,16,82	9,103,16	19,19,10	19,13,23
81,12,19	19,3,106	100,53,6	27,26,16
10,23,26	8,101,55	10,13,16	19,11,16

Representation of Training Data

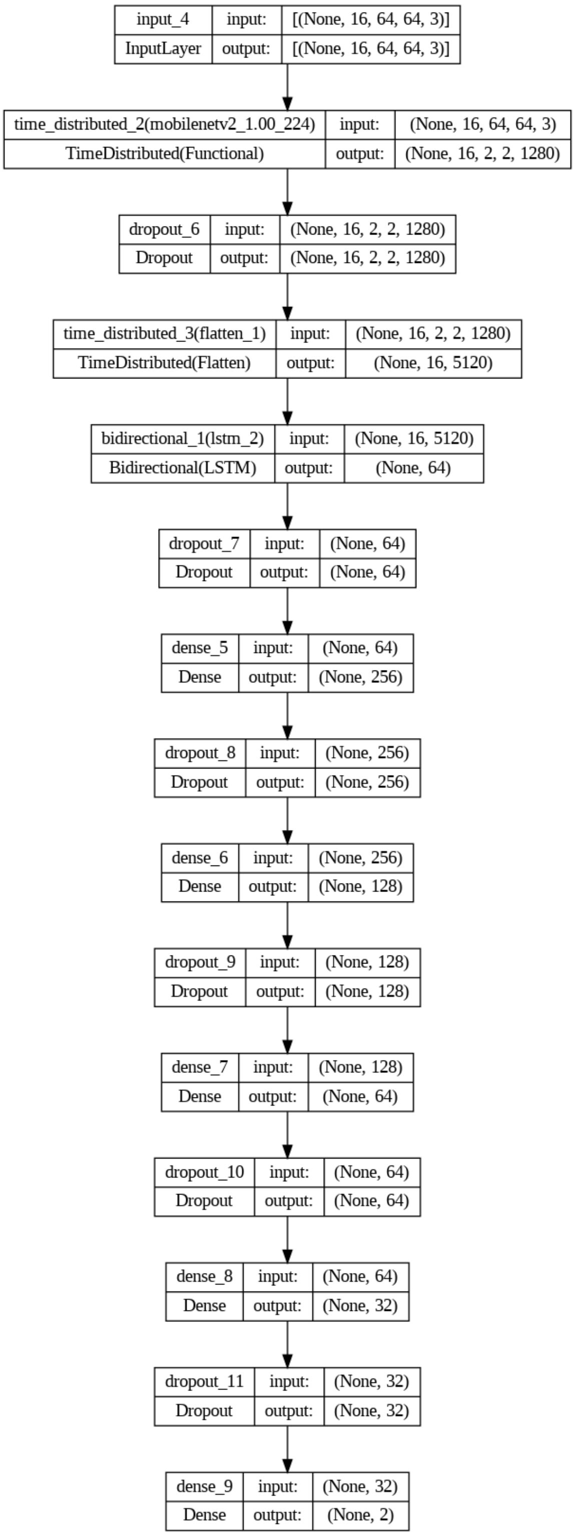
Entire Architecture

This is the complete architecture which explains the complete methodology that we implemented in this project and proper working of the models.



Complete Architecture Diagram

Final Diagram from Code


input_4 | input: | [(None, 16, 64, 64, 3)]
InputLayer | output: | [(None, 16, 64, 64, 3)]
time_distributed_2(mobilenetv2_1.00_224) | input: | (None, 16, 64, 64, 3)
TimeDistributed(Functional) | output: | (None, 16, 2, 2, 1280)
dropout_6 | input: | (None, 16, 2, 2, 1280)
Dropout | output: | (None, 16, 2, 2, 1280)
time_distributed_3(flatten_1) | input: | (None, 16, 2, 2, 1280)
TimeDistributed(Flatten) | output: | (None, 16, 5120)
bidirectional_1(lstm_2) | input: | (None, 16, 5120)
Bidirectional(LSTM) | output: | (None, 64)
dropout_7 | input: | (None, 64)
Dropout | output: | (None, 64)
dense_5 | input: | (None, 64)
Dense | output: | (None, 256)
dropout_8 | input: | (None, 256)
Dropout | output: | (None, 256)
dense_6 | input: | (None, 256)
Dense | output: | (None, 128)
dropout_9 | input: | (None, 128)
Dropout | output: | (None, 128)
dense_7 | input: | (None, 128)
Dense | output: | (None, 64)
dropout_10 | input: | (None, 64)
Dropout | output: | (None, 64)
dense_8 | input: | (None, 64)
Dense | output: | (None, 32)
dropout_11 | input: | (None, 32)
Dropout | output: | (None, 32)
dense_9 | input: | (None, 32)
Dense | output: | (None, 2)

Complete Architecture Diagram from code

6. Evaluations

Below are the evaluations of the project:

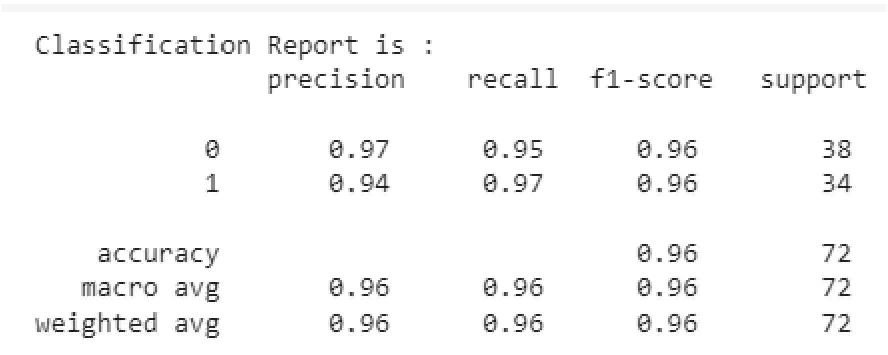
6.1 Classification Report

A classification report is a summary of the performance evaluation metrics for a classification model. It provides a comprehensive overview of how well a classification model performs on a given dataset by presenting various metrics such as precision, recall, F1-score, and support for each class in the classification problem.

The key components of a classification report include:

1. **Precision:** It measures the accuracy of positive predictions. It is calculated as the ratio of true positive predictions to the sum of true positive and false positive predictions.
2. **Recall (Sensitivity):** It calculates the ratio of true positive predictions to the sum of true positive and false negative predictions. It represents the model's ability to correctly identify positive instances.
3. **F1-Score:** It is the harmonic means of precision and recall. F1-score provides a balance between precision and recall, giving a single score that considers both metrics.
4. **Support:** It represents the number of actual occurrences of each class in the dataset.

The classification report is particularly useful for understanding the strengths and weaknesses of a classification model, especially when dealing with imbalanced datasets or multiple classes. It provides a detailed breakdown of the model's performance for each class, helping to identify where the model excels or where it might need improvement.



```
Classification Report is :
               precision    recall  f1-score   support

           0       0.97      0.95      0.96        38
           1       0.94      0.97      0.96        34

    accuracy                           0.96        72
   macro avg       0.96      0.96      0.96        72
weighted avg       0.96      0.96      0.96        72
```

Classification Report of the Model

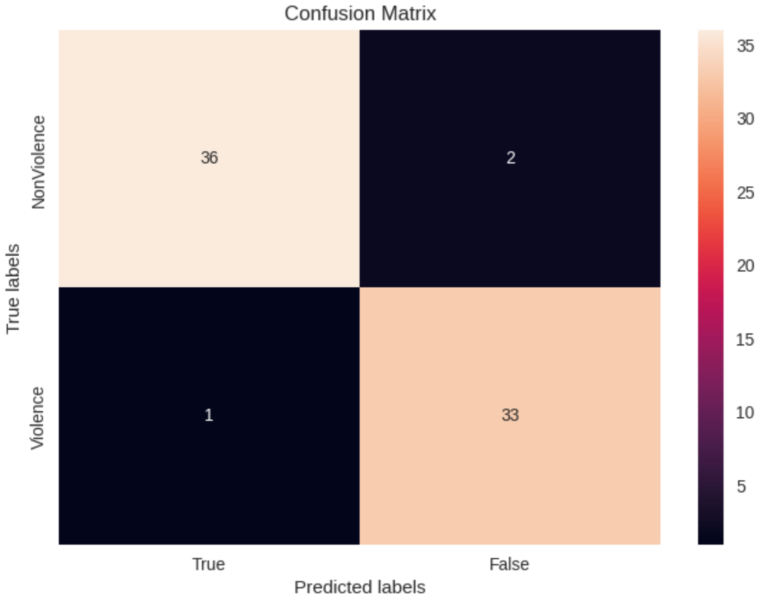
6.2 Confusion Matrix

A confusion matrix is a table that is used to evaluate the performance of a classification model. It allows us to visualize the performance of a machine learning algorithm by displaying the number of correct and incorrect predictions across different classes.

In the context of this:

- **True Positive (TP):** Instances where model correctly predicts Non-Violence (1).
- **False Positive (FP):** Instances where the model incorrectly predicts Violence (0) when the actual label is Non-Violence (1).
- **False Negative (FN):** Instances where the model incorrectly predicts Non-Violence (1) when the actual label is Violence (0).

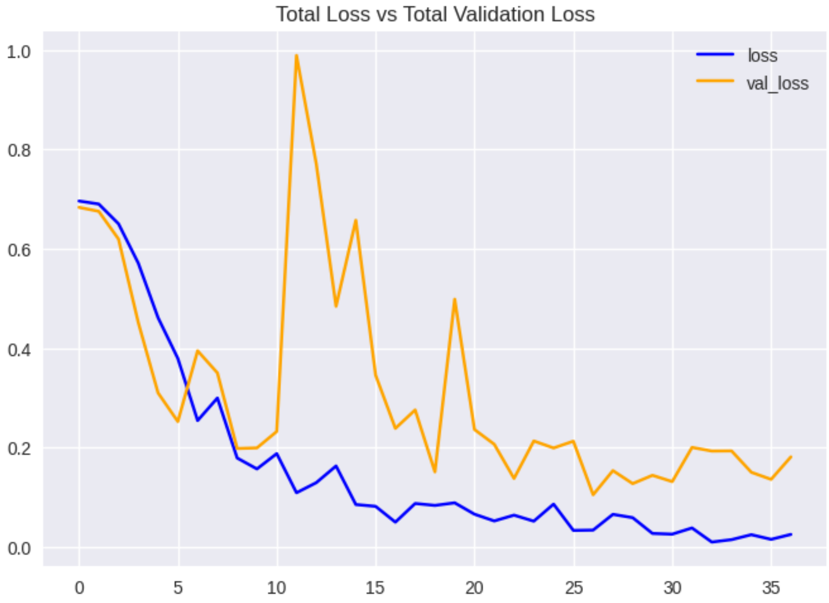
- **True Negative (TN):** Instances where the model correctly predicts Violence (0).



Confusion Matrix of the Model

6.3 Loss

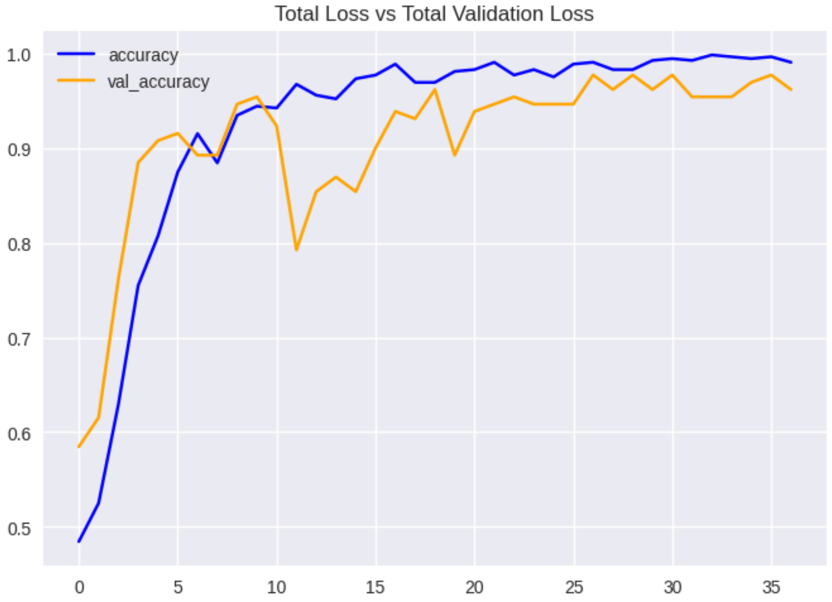
Within the field of machine learning, "**loss**" denotes the measurement of the discrepancy between the anticipated output produced by a model and the real observed objective. It shows how the true values in the training dataset differ from the predictions made by the model, or how much of an error there is. Model training aims to reduce this loss function through iteratively fine-tuning the model's parameters. Reduced loss function indicates higher performance and better model generalization to unknown data by improving the alignment between expected and actual values.



Training Loss (blue) vs Validation Loss (yellow)

6.4 Accuracy

A machine learning performance indicator called accuracy counts the percentage of accurately predicted instances in a dataset that are all instances. The ratio of accurately predicted samples to all samples in the dataset is used to measure the model's efficiency in producing accurate predictions across all classes. Even though accuracy, particularly in balanced datasets, offers a clear insight of a model's overall performance, it may not be the most dependable indicator in imbalanced datasets when the classes are dispersed unevenly. Even with this drawback, accuracy is still a vital performance measure that provides a preliminary sense of a model's ability to predict outcomes for various classification tasks.



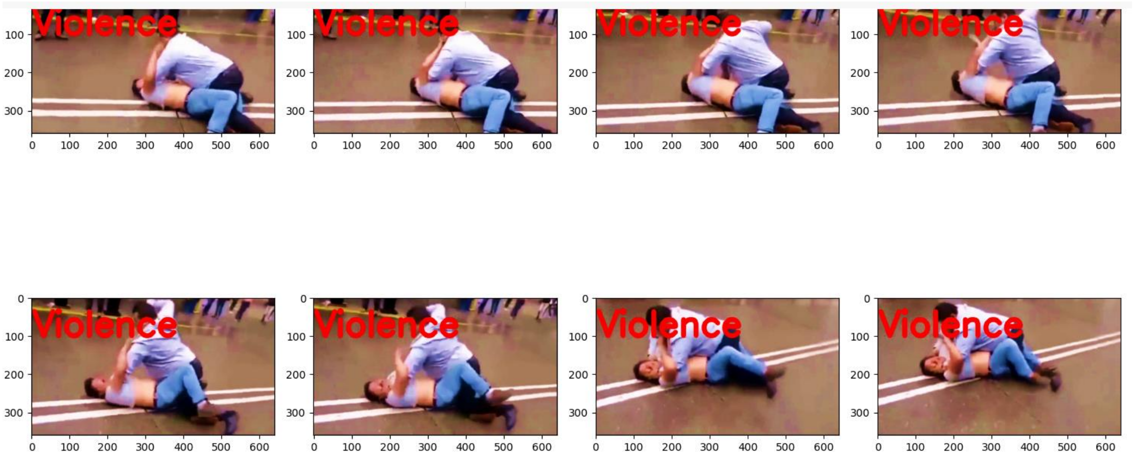
Training Accuracy (blue) vs Validation Accuracy (yellow)

7. Experimental Results

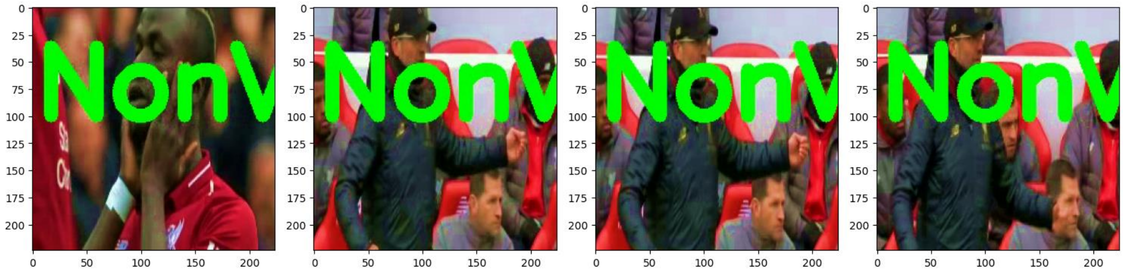
Following are the results of the project:

7.1 Prediction through frames

In this result, we predict the violation and non-violation frame by frame in which frame violence is happening and in which it is not.



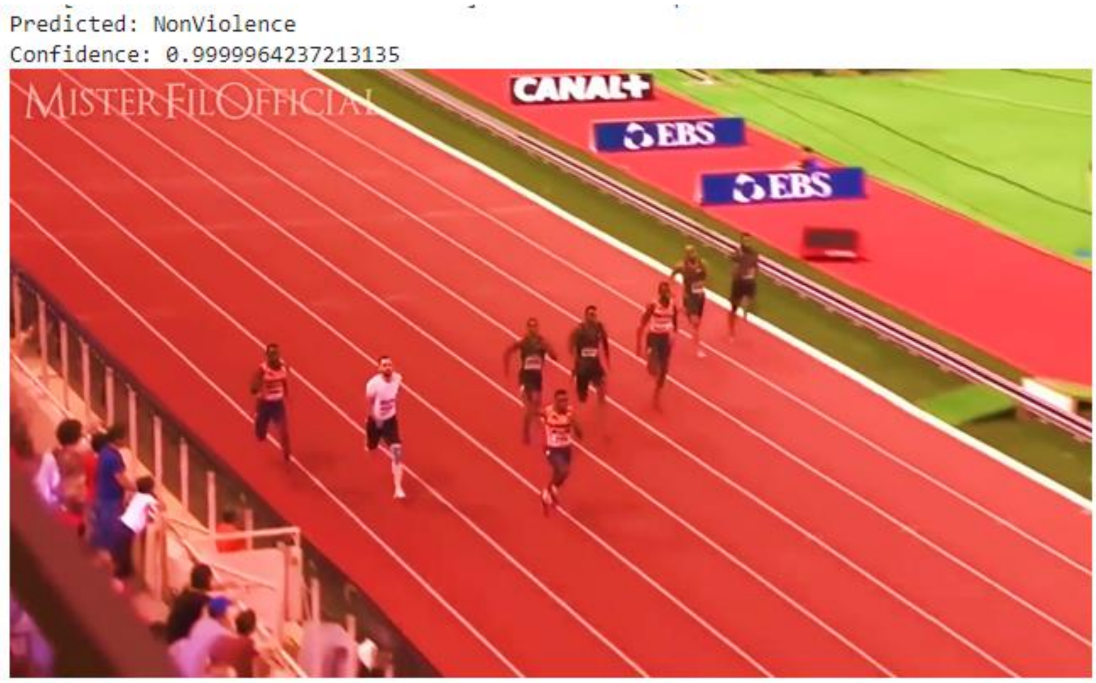
Frame By Frame Violence Prediction



Frame By Frame Non-Violence Prediction

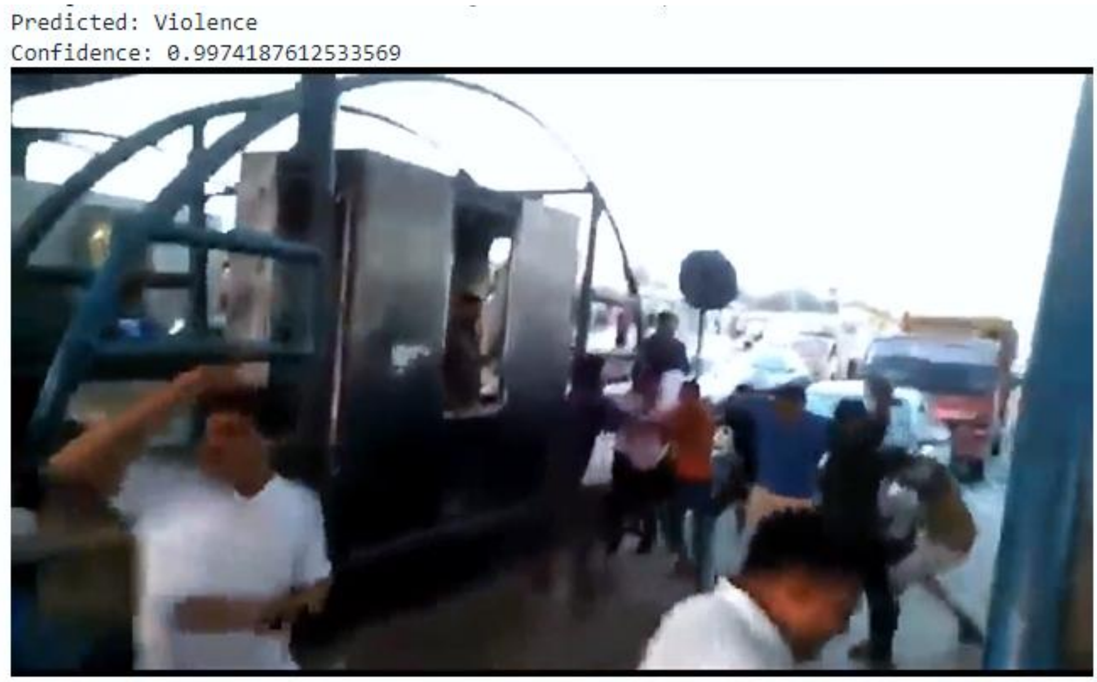
7.2 Prediction through Video

In this result, we predicted violence and non-violence and also about the confidence this means that much our video prediction is correct.



```
Predicted: NonViolence
Confidence: 0.9999964237213135
```

Non-Violence Prediction for Whole Video



```
Predicted: Violence
Confidence: 0.9974187612533569
```

Violence Prediction for Whole Video

8. Conclusion

Finally, our model for detecting violence combines the best features of real-time video analysis with Convolutional Neural Networks (CNNs) and Bidirectional LSTM. More trials with a range of challenging datasets are still required to increase its effectiveness, especially in recognizing complicated scenarios like several violent episodes and the presence of weapons. Taken together, this model represents a significant advancement in the field of surveillance system improvement; nonetheless, additional research and testing are required to guarantee that the model keeps improving and expands its practical application.

9. Future Works

It is possible to extend and implement the detection model on Internet of Things devices, like security or surveillance cameras. When the gadget detects violent activity, this deployment enables it to swiftly notify system administrators or other authorities. Although our suggested model has proven to be beneficial, more testing is still required. Those difficult scenarios involving the identification of complex violent activities such as one-to-many or many-to-many confrontations and the presence of weapons that present inherent challenges for accurate detection must be thoroughly tested using additional standard datasets.

10. References

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