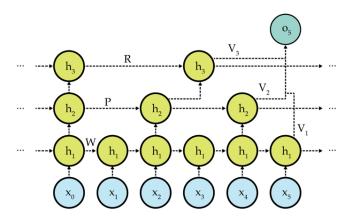
### **Documentation**

All models are implemented using Python 2.7.3 and TensorFlow 1.3.

## Usage

The following line will train a DRNN model and save it to the '/graphs' directory. See figure 1 for an overview of the architecture created. This line will call either 'train DRNN' or 'train LSTM'.

```
python main.py --bs 5 --hs 60 --nc 2 --lr 0.01 --ps 300 --ep 10000 --fs 150 --na 1,2,3 --ol 3 --dr True --td train_file.tfrecord -- vd test_file.tfrecord
```



**Figure 1:** Overview of DRNN.  $x_i$  represents the input at time i,  $h_j$  represents the hidden state of recurrent unit j, and  $o_i$  represents the output at time i.

The model expects a ".tfrecord file for the train and validation datasets. Each sample of the dataset must be parsable by the function '\_parse\_function' defined in 'dataset\_generator.py'.

- --bs: Number of samples to consider in each gradient update
- --hs: Size of the recurrent state
- --nc: Number of different classes in the dataset file
- --ps: Size to pad input to
- -- Ir: Learning rate
- --ep: Number of times the network will iterate the entire dataset
- --fs: Size of the input vector
- --na: A list with the delays of the recurrent units. [1,2,3] will create a network with 3 recurrent units, each with 1, 2 and 3 instants of delay respectively. Figure 1 represents this example.

```
--ol: Number of output layers. This increases depth
--dr: If True: trains DRNN else: trains LSTM
--td: Directory of the training dataset file.
--vd: Directory of the validation dataset file.
```

# Implementation DRNN\_model.py

Defined in <a href="https://github.com/DeadlyBunny24/RNN-ActivityRecognition">https://github.com/DeadlyBunny24/RNN-ActivityRecognition</a>

### Args:

- batch\_size: Integer value. Number of samples to consider for one gradient update.
- hidden\_size: Integer value. Size of the hidden layer.
- num\_classes: Integer value. Number of distinct classes in the dataset.
- start learning rate: Floating point value. Starting learning rate. The network will slowly
- learning rate: Floating point value. Learning rate of the optimizer.
- padding\_size: Integer value. Size to pad the sequence to.
- num\_epochs: Integer value. Number times the model will iterate the entire dataset.
- feature\_size: Integer value. Size of the input vector.
- net\_arch: Integer value list. <u>Set</u> of recurrent unit delays. Each element will instantiate a new recurrent unit that will trigger every list[i] instances. See figure 1 for an illustration.
- out\_layers: Integer value. Number of hidden layers.

#### **Returns:**

None. The trained model is saved to the graphs folder as: 'DRNN\_na\_{num\_samples} \_lr\_{learning\_rate}\_hs\_{hidden\_size}\_bs\_{batch\_size}\_ol\_{out\_layers}'

## Implementation LSTM\_model.py

Defined in https://github.com/DeadlyBunny24/RNN-ActivityRecognition

#### Args:

- batch\_size: Integer value. Number of samples to consider for one gradient update.
- hidden\_size: Integer value. Size of the hidden layer.
- num\_classes: Integer value. Number of distinct classes in the dataset.
- start\_learning\_rate: Floating point value. Starting learning rate. The network will slowly
- learning\_rate: Floating point value. Learning rate of the optimizer.
- padding size: Integer value. Size to pad the sequence to.
- num epochs: Integer value. Number times the model will iterate the entire dataset.
- feature\_size: Integer value. Size of the input vector.
- net\_arch: Integer value list. List of the recurrent unit delays. Each element will instantiate a
  new recurrent unit that will trigger every list[i] instances. See figure 1 for an illustration.
- out\_layers: Integer value. Number of hidden layers.

#### **Returns:**

None. The trained model is saved to the graphs folder as: 'LSTM\_na\_{num\_samples} \_lr\_{learning\_rate}\_hs\_{hidden\_size}\_bs\_{batch\_size}\_ol\_{out\_layers}'