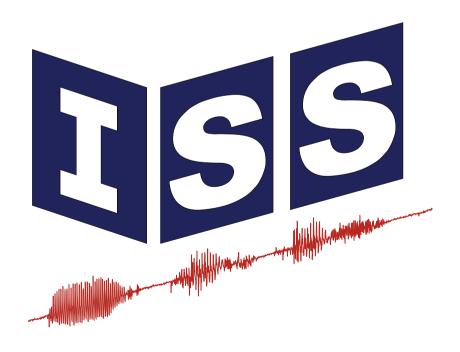
HUMAN ACTIVITY RECOGNITION

Deep Learning Lab



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07.02.2023



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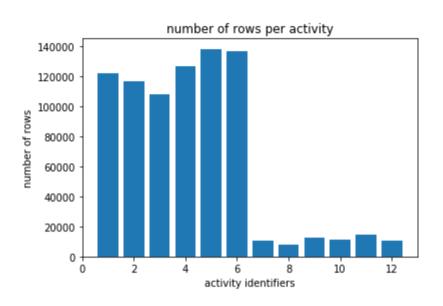
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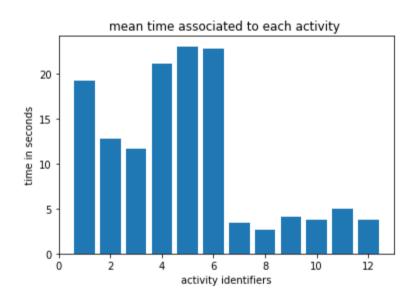


gru_1 (Units=64, Dropout=0,1) 250 X 64 gru_2 (Units=64, Dropout=0,1) 125 X 64 gru 3 (Units=64, Dropout=0,1) 62 X 64 1. Methods gru 4 (Units=64, Dropout=0,1) dense layer_1 (Units=64, Dropout=0,3) dense layer_2 (Softmax)

Statistics of data from HAPT dataset





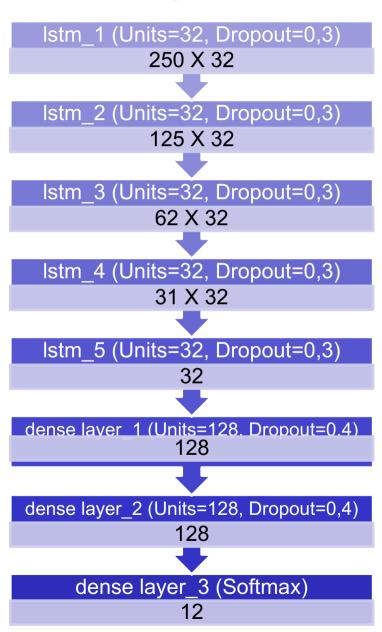


The number and the duration of samples for dynamic activities (labels 7-12) are much smaller than that for static activities! It's an imbalanced data set.

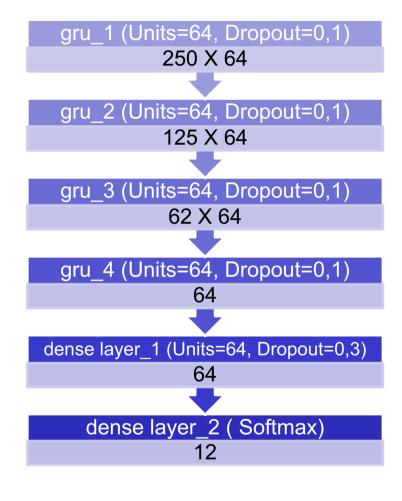
Model Architecture





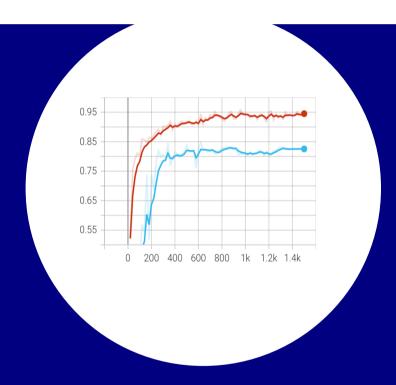


GRU



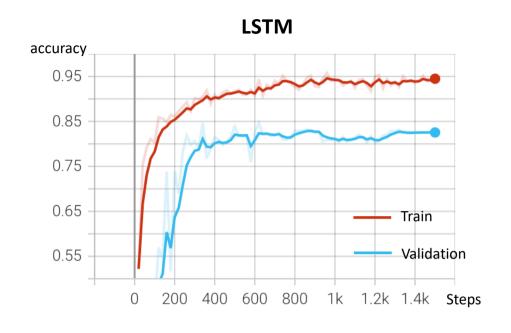


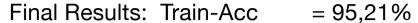
2. Training process



Train and validation accuracy on HAPT



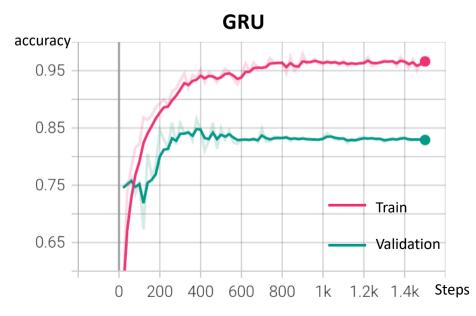




Val-Acc = 82,55%Training time = 9m55s

Related Data: Total params: 61,068

Trainable params: 60,812 Non-trainable params: 256



Final Results: Train-Acc = 97,34%

Val-Acc = 82,80%Training time = 15m26s

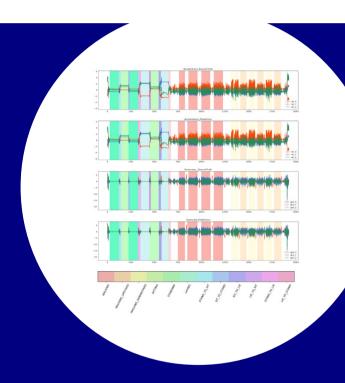
Related Data: Total params = 94,412

Trainable params = 94,028

Non-trainable params = 384

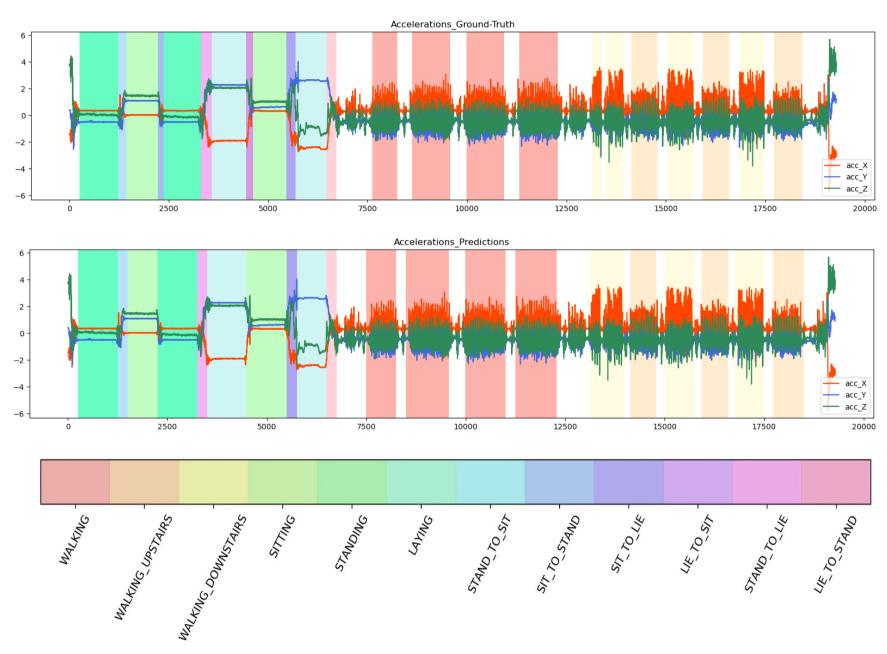


3. Trainning result



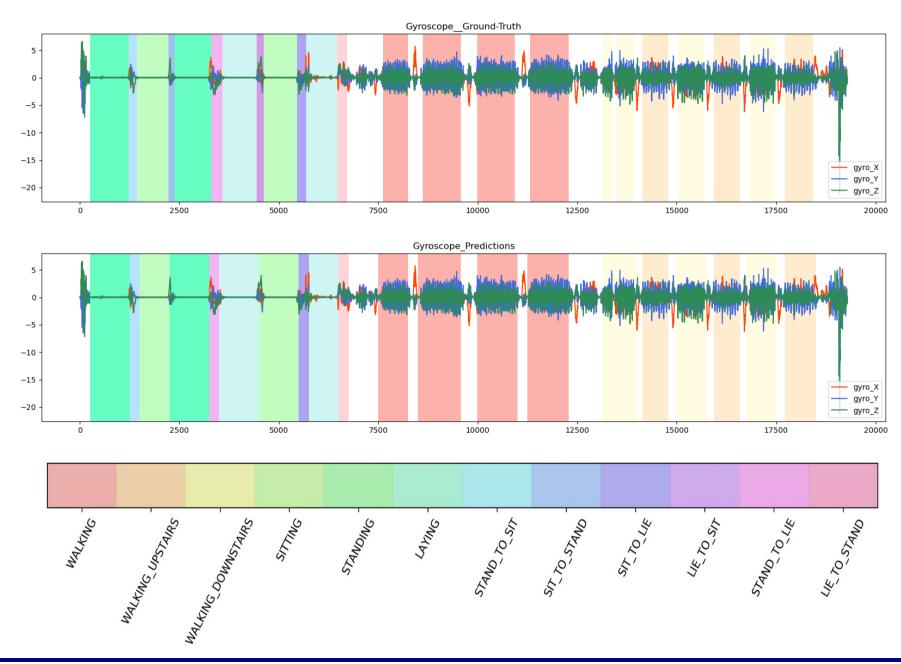
Visualisation on exp.02 user 01 with GRU





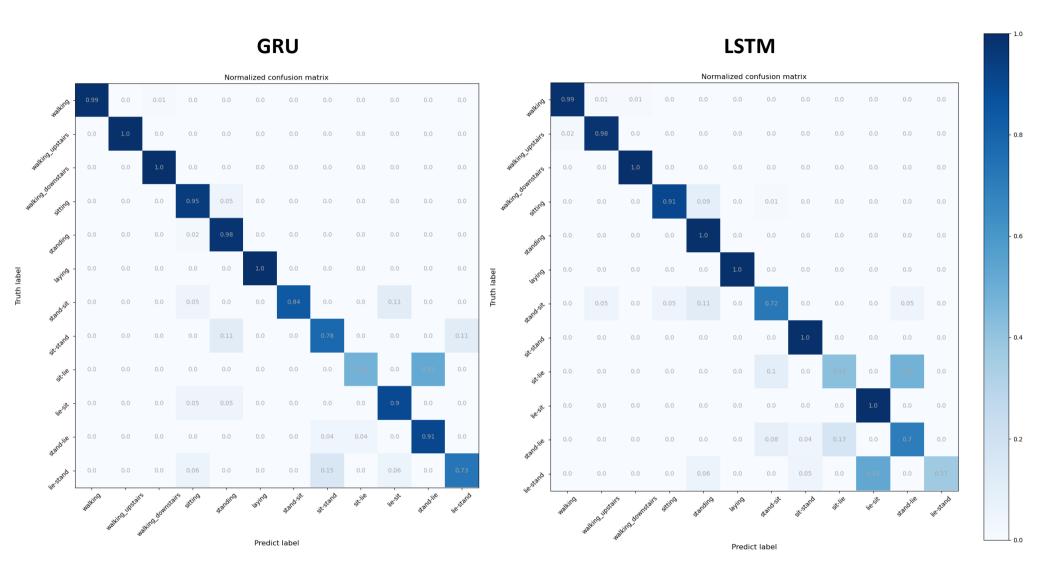
Visualisation on exp.02 user 01 with GRU





Confusion Matrix on HAPT test result



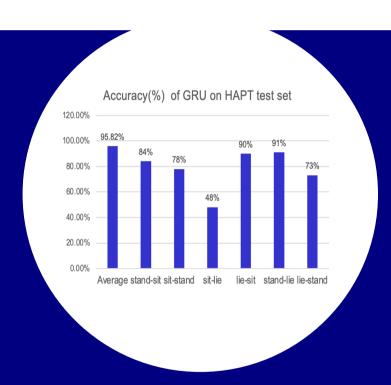


95,82% Test Accuracy is achieved

94,40% Test Accuracy is achieved



4. Conclusion

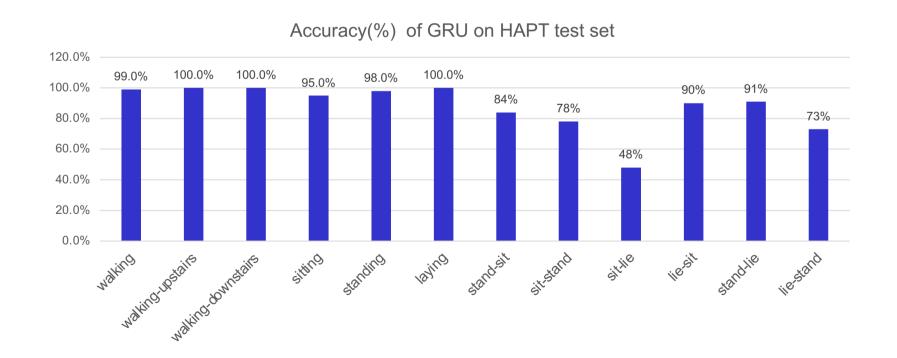


Conclusions

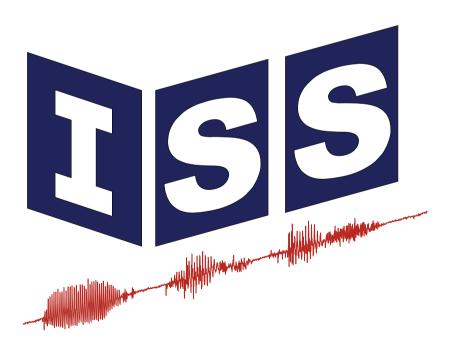


Both models have achieved high accuracy, which proves that the RNN networks can be applied for human activity recognition and have good performance.

Due to the shorter duration of dynamic activities (some are even shorter than window length), there are less training data for them, which leads to a imbalanced data set. so the accuracy of dynamic activities is much lower than static one.



Thanks for your Attention!



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