

## **Project Idea**

- The task is to classify or predict the activity/action being performed by a human in a video.
- Human Activity Recognition is a type of time series classification problem where we need data from a series of timesteps to correctly classify the action being performed.















#### **Dataset**

- The Dataset used is the Youtube UCF50 Action Recognition Dataset.
- UCF50 is an action recognition dataset which contains:
- > 50 Action Categories consisting of realistic YouTube videos
- > 133 Average Videos per Action Category
- > 199 Average Number of Frames per Video
- > 320 Average Frames Width per Video
- 240 Average Frames Height per Video
- 26 Average Frames Per Seconds per Video



# **Data Preprocessing**

in order to simplify the computations and complexity of our models, we will do the following:

☐ train only on a few classes of the dataset :

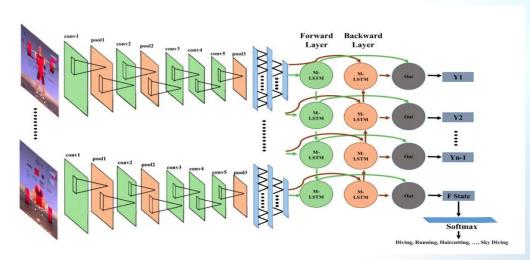
Drumming - Biking - Basketball - Diving - Billiards - HorseRiding - Mixing - PushUps - Skiing - Swing

- □ take 3000 images for each class
- resize the image width and height to 64\*64
- □ the pixel will be normalized to the range [0,1]

#### **Construct the models:**

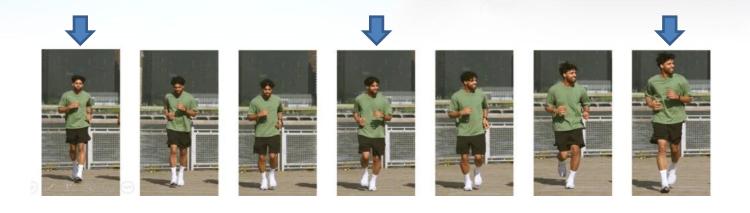
 Model 1: Convolutional neural networks with pretrained model VGG16 (64\*64\*3).

Model 2: Model1 + Bidirectional LSTM





# **Predict human Activity**



# **Predict human Activity**

Human Activity Recognition model predicts the following:

The Activity being done in your video is mostly: PushUps

The probabilities for all the activities are given as following:

PushUps 0.561 HorseRiding 0.25 Skiing 0.06 0.058 Swing Biking 0.033 Basketball 0.029 Mixing 0.008 Drumming 0.0 Diving 0.0 Billiards 0.0 (base) mahmoud@mahmoud-pc:~/Final\_project\$

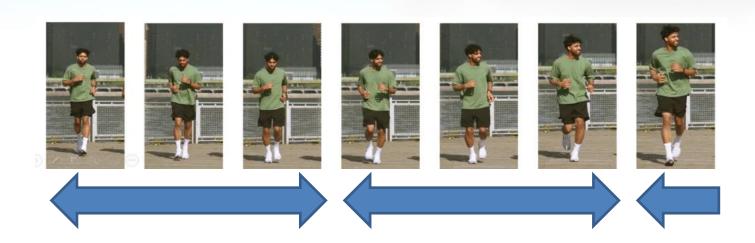


#### **Predict human Activity: Web Interface**

### https://www.youtube.com/watch?v=nsyNWH6VK0U



# **Predict Live & on whole video**



#### **Difficulties and Further Work:**

 We trained the model on Google Colab, so we were limited to GPU resources, and had to resize the images to 64\*64, and use only a smaller part from the video frames for each activity (3000 per activity).

 The model was trained only on a part from the dataset UCF50, with only a few actions. So for a better performance, we should train our model on a larger Data.









