

```
! git clone https://github.com/metalbubble/moments_models.git
```

```

Cloning into 'moments_models'...
remote: Enumerating objects: 37, done.
remote: Counting objects: 100% (37/37), done.
remote: Compressing objects: 100% (35/35), done.
remote: Total 110 (delta 18), reused 6 (delta 2), pack-reused 73
Receiving objects: 100% (110/110), 52.31 KiB | 7.47 MiB/s, done.
Resolving deltas: 100% (51/51), done.

```

```
cd moments_models
```

```
/content/moments_models
```

```
! python test_model.py
```

```

--2020-05-10 21:16:13-- http://moments.csail.mit.edu/moments_models/moments_RGB_resnet50
Resolving moments.csail.mit.edu (moments.csail.mit.edu)... 128.30.100.222
Connecting to moments.csail.mit.edu (moments.csail.mit.edu)|128.30.100.222|:80... connec
HTTP request sent, awaiting response... 200 OK
Length: 193898685 (185M) [application/x-tar]
Saving to: 'moments_RGB_resnet50_imagenetpretrained.pth.tar'

```

```
moments_RGB_resnet50 100%[=====>] 184.92M 59.3MB/s in 3.1s
```

```
2020-05-10 21:16:16 (59.3 MB/s) - 'moments_RGB_resnet50_imagenetpretrained.pth.tar' save
```

```
test_model.py:74: UserWarning: volatile was removed and now has no effect. Use `with torch.no_grad()` as input_img = V(tf(img).unsqueeze(0), volatile=True)
```

```
http://places2.csail.mit.edu/imgs/demo/IMG\_5970.JPG
```

```

--Top Actions:
0.401 -> dining
0.066 -> eating
0.054 -> chewing
0.039 -> serving
0.036 -> throwing

```

```
! python test_model.py --arch resnet50
```

```

test_model.py:74: UserWarning: volatile was removed and now has no effect. Use `with torch.no_grad()` as input_img = V(tf(img).unsqueeze(0), volatile=True)
http://places2.csail.mit.edu/imgs/demo/IMG_5970.JPG
--Top Actions:
0.401 -> dining
0.066 -> eating
0.054 -> chewing
0.039 -> serving
0.036 -> throwing

```

```
! python test_model.py --arch resnet3d50
```

```
↳ test_model.py:74: UserWarning: volatile was removed and now has no effect. Use `with torch.no_grad()` instead of `with torch._jit.trace(...)`
input_img = V(tf(img).unsqueeze(0), volatile=True)
http://places2.csail.mit.edu/imgs/demo/IMG\_5970.JPG
--Top Actions:
0.401 -> dining
0.066 -> eating
0.054 -> chewing
0.039 -> serving
0.036 -> throwing
```

## ▼ RUN ON TEST VIDEOS

### ARCH RESNET50

```
! python test_video.py --video_file '../0600_3.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
RESULT ON ../0600_3.mp4
0.161 -> inflating
0.096 -> assembling
0.080 -> sanding
0.077 -> constructing
0.052 -> sawing
```

```
! python test_video.py --video_file '../0700_3.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
RESULT ON ../0700_3.mp4
0.114 -> inflating
0.087 -> juggling
0.062 -> dancing
0.062 -> skipping
0.050 -> stomping
```

```
! python test_video.py --video_file '../0800_3.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
RESULT ON ../0800_3.mp4
0.146 -> inflating
0.136 -> juggling
0.086 -> adult+male+speaking
0.080 -> preaching
0.050 -> discussing
```

```
! python test_video.py --video_file '../0900_3.mp4' --arch resnet50
```

```
↳
```

```
Extracting frames using ffmpeg...
```

```
RESULT ON ../0900_3.mp4
```

```
0.181 -> howling
```

```
! python test_video.py --video_file '../1000_1.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1000_1.mp4
```

```
0.217 -> juggling
```

```
0.108 -> vacuuming
```

```
0.069 -> howling
```

```
0.041 -> preaching
```

```
0.035 -> discussing
```

```
! python test_video.py --video_file '../1000_2.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1000_2.mp4
```

```
0.119 -> vacuuming
```

```
0.097 -> howling
```

```
0.054 -> juggling
```

```
0.052 -> preaching
```

```
0.048 -> barking
```

```
! python test_video.py --video_file '../1000_3.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1000_3.mp4
```

```
0.132 -> howling
```

```
0.083 -> discussing
```

```
0.067 -> kneeling
```

```
0.066 -> preaching
```

```
0.056 -> adult+male+speaking
```

```
! python test_video.py --video_file '../1000_4.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1000_4.mp4
```

```
0.130 -> juggling
```

```
0.072 -> howling
```

```
0.065 -> discussing
```

```
0.062 -> adult+male+speaking
```

```
0.059 -> vacuuming
```

```
! python test_video.py --video_file '../1100_1.mp4' --arch resnet50
```

```
↳
```

```
! python test_video.py --video_file '../1200_1.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../1200_1.mp4  
0.532 -> juggling  
0.257 -> preaching  
0.030 -> vacuuming  
0.015 -> inflating  
0.009 -> adult+male+singing
```

```
! python test_video.py --video_file '../1300_1.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../1300_1.mp4  
0.215 -> sanding  
0.168 -> assembling  
0.134 -> constructing  
0.066 -> hammering  
0.062 -> inflating
```

```
! python test_video.py --video_file '../1400_1.mp4' --arch resnet50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../1400_1.mp4  
0.362 -> howling  
0.069 -> barking  
0.045 -> flipping  
0.041 -> stretching  
0.028 -> bouncing
```

## ▼ RUN ON TEST VIDEOS

### ARCH RESNET3D50

```
! python test_video.py --video_file '../0600_3.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../0600_3.mp4  
0.417 -> assembling  
0.327 -> building  
0.097 -> constructing  
0.012 -> repairing  
0.011 -> raising
```

```
! python test_video.py --video_file '../0700_3.mp4' --arch resnet3d50
```

```
↳
```

```
Extracting frames using ffmpeg...  
RESULT ON ../0700_3.mp4  
0.104 -> building  
0.074 -> assembling  
0.070 -> constructing
```

```
! python test_video.py --video_file '../0800_3.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../0800_3.mp4  
0.158 -> shaving  
0.088 -> preaching  
0.049 -> inflating  
0.042 -> unpacking  
0.040 -> packing
```

```
! python test_video.py --video_file '../0900_3.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../0900_3.mp4  
0.258 -> inflating  
0.118 -> unpacking  
0.102 -> folding  
0.045 -> assembling  
0.043 -> packing
```

```
! python test_video.py --video_file '../1000_1.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../1000_1.mp4  
0.121 -> vacuuming  
0.083 -> taping  
0.068 -> folding  
0.046 -> shaving  
0.042 -> wrapping
```

```
! python test_video.py --video_file '../1000_2.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...  
RESULT ON ../1000_2.mp4  
0.213 -> preaching  
0.039 -> taping  
0.036 -> stretching  
0.032 -> folding  
0.032 -> vacuuming
```

```
! python test_video.py --video_file '../1000_3.mp4' --arch resnet3d50
```

```
↳
```

```
Extracting frames using ffmpeg...
```

```
RESULT ON ../1000_3.mp4
```

```
0.000 -> assembling
```

```
! python test_video.py --video_file '../1000_4.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1000_4.mp4
```

```
0.061 -> assembling
```

```
0.049 -> shaving
```

```
0.046 -> taping
```

```
0.043 -> vacuuming
```

```
0.037 -> balancing
```

```
! python test_video.py --video_file '../1100_1.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1100_1.mp4
```

```
0.182 -> assembling
```

```
0.074 -> raising
```

```
0.046 -> painting
```

```
0.039 -> lifting
```

```
0.034 -> gripping
```

```
! python test_video.py --video_file '../1200_1.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1200_1.mp4
```

```
0.144 -> preaching
```

```
0.071 -> assembling
```

```
0.054 -> shaving
```

```
0.039 -> painting
```

```
0.037 -> vacuuming
```

```
! python test_video.py --video_file '../1300_1.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1300_1.mp4
```

```
0.751 -> building
```

```
0.174 -> assembling
```

```
0.068 -> constructing
```

```
0.003 -> sanding
```

```
0.001 -> working
```

```
! python test_video.py --video_file '../1400_1.mp4' --arch resnet3d50
```

```
↳ Extracting frames using ffmpeg...
```

```
RESULT ON ../1400_1.mp4
```

```
0.248 -> inflating
```

```
0.166 -> kneeling
```

```
0.100 -> flipping
```

```
0.030 -> handcuffing
```

```
0.019 -> juggling
```

