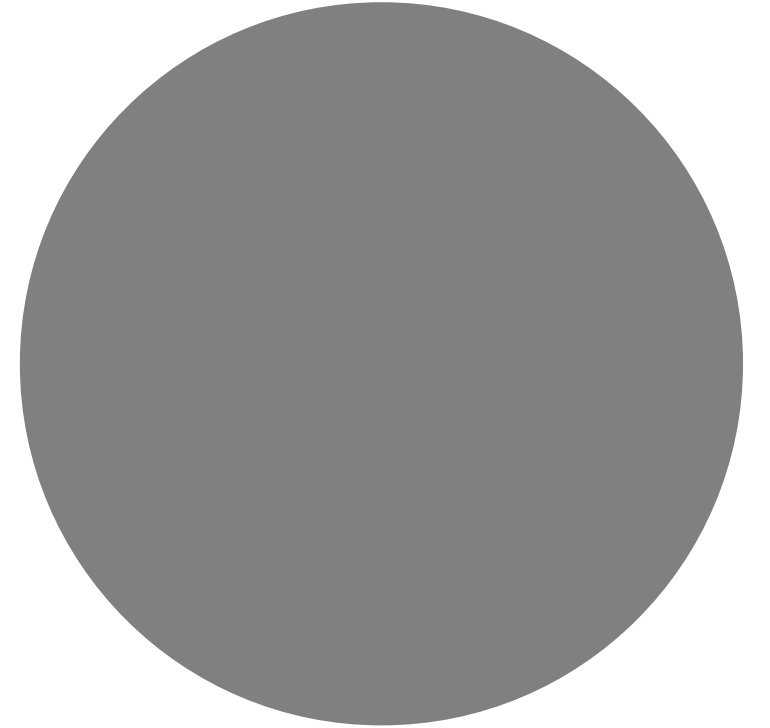


Audio based Activity Recognition

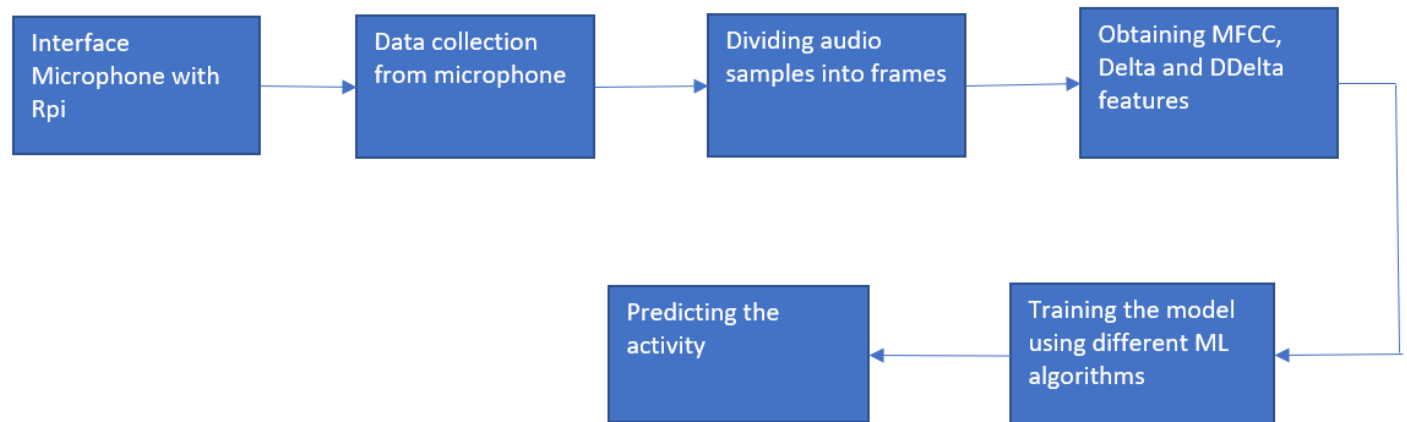
Chandhini Grandhi, A53272378

Sivasankar Palaniappan, A53275703



Key idea and System Design

- Key idea: Detect sound based activities using a simple and cheap microphone based setup.
- System Design:





HW and SW components

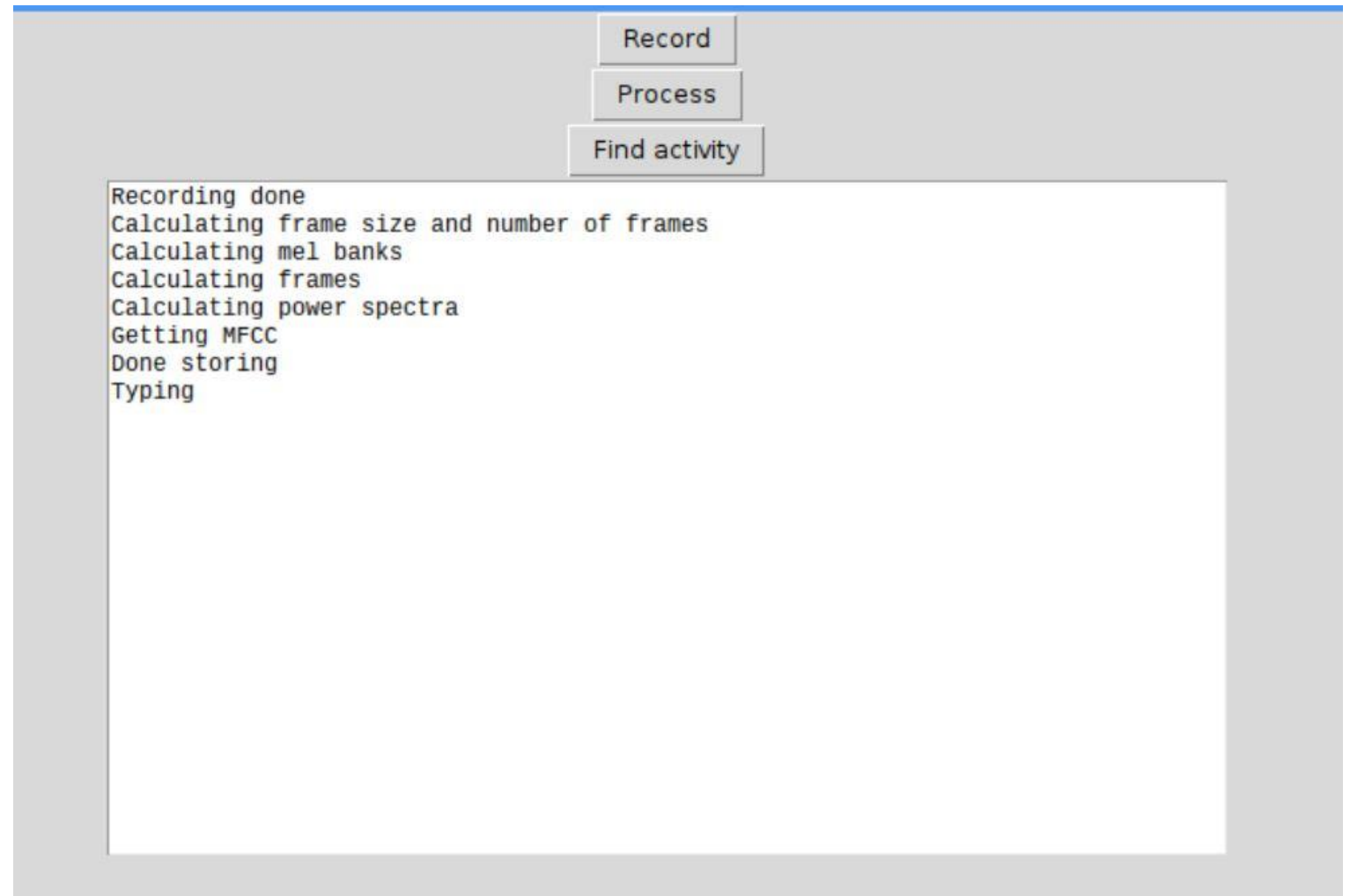
- Hardware:
 - Raspberry pi 3 – Model B
 - Computer USB Microphone
- Software:
 - Python
 - Frameworks:
 - Mic : Alsa Audio, Pyaudio
 - ML algorithms - Scikit-Learn, Numpy
 - GUI - Tkinter

Results:

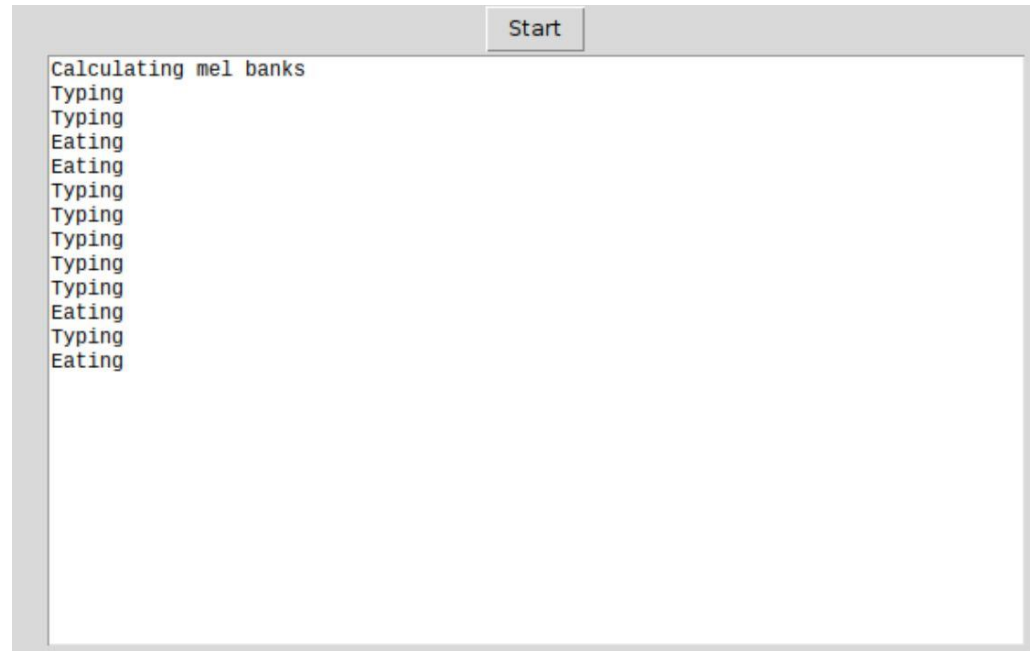
- Non-Real Time Processing:
 - Detected 5 activities with 10sec audio samples – 50 audio files for each activity.
 - Compared different ML classification algorithms based on accuracy and time for Raspberry Pi.

ML algorithm	Accuracy Percentage	Time taken to execute (in seconds)
Logistic Regression	73.01%	95.17
SVM- Linear Kernel	66.67%	7.58
SVM – RBF Kernel	66.67%	110
KNN	79.36%	3.192
Decision Tree	100%	7.6s
MLPC	47%	23.28
Random Forest	100%	0.6
Boosting – Ada Boost	99.92%	185

GUI - Non- Real Time Processing



GUI – Real Time Processing



- Built feature vector comprising of 3 features – MFCC, Delta, DDelta
- Predicted the model using Random Forest as it gave a better accuracy with better execution time in non-real time processing