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**Anonymous authors**

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## ABSTRACT

Waking up reliably remains a surprisingly unsolved human challenge. Traditional alarms can be silenced without genuine wakefulness, and even “smart” systems rarely verify that users are actually standing. This work presents **AIalarm**, a vision-based alarm clock that integrates human pose estimation and behavioral verification to ensure the user physically gets out of bed. The system employs YOLOv11-pose for real-time keypoint extraction and a lightweight geometric classifier to determine posture states (*lying, sitting, standing, or other*) under sub-second latency. All processing runs locally to preserve privacy. Evaluation on labeled images and realistic video scenarios demonstrates near-perfect alarm-state reliability, mean inference latency of approximately 94 ms on CPU, and just above 90% aggregate posture accuracy, with degradation primarily under low-light conditions. AIalarm illustrates how lightweight computer vision can transform passive sensing into behavior-conditioned feedback for practical, human-centered automation.

## 1 INTRODUCTION

### 1.1 PROBLEM STATEMENT

Waking up reliably is a deceptively difficult task for many people. Traditional alarm clocks and mobile apps rely solely on sound or vibration, which users can easily dismiss without leaving bed. Even newer “smart” alarms that adapt to sleep cycles or use motion sensing rarely confirm whether the user is truly awake and upright. This gap between triggering an alarm and verifying action creates a persistent real-world problem: users snooze, silence, or ignore alarms, undermining consistent wake-up routines.

The issue is particularly pronounced among individuals who experience sleep inertia, inconsistent schedules, or work remotely without external accountability. A typical target user might be a remote employee in a small apartment who routinely silences alarms, falls back asleep, and misses morning meetings. AIalarm addresses this challenge with a pose-aware alarm clock that verifies wakefulness through human posture recognition. Using YOLOv11-pose for real-time keypoint detection and a lightweight posture classifier, AIalarm monitors the user’s posture via a built-in webcam (without internet streaming) and enforces alarm dismissal logic: the alarm continues to sound until a verified standing pose is detected.

AIalarm integrates data acquisition, pose inference, and state-based alarm logic into a single end-to-end system, achieving low-latency performance entirely on local hardware to preserve privacy and platform independence.

### 1.2 CONTRIBUTIONS

This work makes three key contributions. First, it presents AIalarm, a fully local and privacy-preserving alarm system that integrates YOLOv11-pose with a lightweight geometric posture classifier to verify real wakefulness through human pose. Second, it introduces a deterministic posture-to-alarm control loop that enforces “stand-to-dismiss” behavior with real-time responsiveness on commodity CPU hardware. Third, it provides a reproducible evaluation framework combining labeled images, timeline-based video tests, and automated scoring to analyze accuracy–latency trade-offs and highlight failure modes such as lighting sensitivity and occlusion. Together, these contributions

054 demonstrate how compact pose-estimation models can support practical, behavior-oriented human-  
 055 in-the-loop automation.  
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### 057 1.3 USER REQUIREMENTS 058

059 For AIarm to be effective, it must satisfy human-centered requirements that balance reliability, us-  
 060 ability, and privacy. The system’s purpose is not simply to trigger an alarm, but to ensure the user  
 061 physically gets out of bed before dismissal.

062 First, *reliability and accuracy* are essential. The model must distinguish lying, sitting, and stand-  
 063 ing across varied lighting, backgrounds, and clothing. False positives would undermine trust by  
 064 silencing the alarm prematurely, while excessive false negatives would frustrate users.  
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066 Second, the system must provide *low-friction interaction*. Users should not perform manual setup  
 067 each morning; alarm activation, posture verification, and dismissal should occur automatically, with  
 068 clear real-time feedback.

069 Third, *latency* must remain low. The alarm should react to posture changes within approximately  
 070 500 ms, which constrains model size and guides the choice of lightweight inference on commodity  
 071 hardware.

072 Fourth, because the system uses a live camera feed, *privacy and local execution* are critical. All  
 073 inference must run on-device with no frame storage or transmission.

074 Finally, *configurability* supports long-term usability. Users should be able to set alarm times, choose  
 075 sounds, and adjust sensitivity while keeping the default “stand-to-dismiss” behavior.  
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077 In summary, AIarm targets at least 90% posture-classification accuracy, sub-second latency, offline  
 078 operation, and an intuitive experience that integrates into the user’s routine. Section 4 and Table 3  
 079 later map each requirement to concrete metrics and results.  
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## 081 2 LITERATURE REVIEW AND TECHNOLOGY SELECTION 082

083 Human pose estimation and behavioral verification have been studied extensively in computer vi-  
 084 sion. Early approaches relied on handcrafted features and skeletal heuristics, while modern sys-  
 085 tems use convolutional and transformer-based architectures that enable accurate, real-time inference  
 086 on commodity hardware. This shift from dense to sparse, task-adaptive representations motivates  
 087 AIarm’s emphasis on efficiency and low latency.

088 An et al. (2024) introduced SHaRPose, a sparse high-resolution transformer framework that achieves  
 089 state-of-the-art pose accuracy while reducing inference cost compared to ViTPose. Their results  
 090 show that pose estimation primarily depends on a small subset of keypoint-relevant pixels rather  
 091 than full-image representations. This motivates AIarm’s preference for lightweight, single-person  
 092 detectors over heavier backbones: rather than maximizing benchmark accuracy at all costs, the  
 093 system prioritizes timely, stable pose estimates on CPU-only hardware. In practice, this led to  
 094 choosing the YOLOv11-pose family, which offers an attractive latency–accuracy trade-off relative  
 095 to alternatives such as HRNet or full-transformer pose models (An et al., 2024).

096 Nakari and Takadama (2024) explored sleep stage estimation by incorporating domain knowledge  
 097 and body-movement density, demonstrating that contextual signals such as movement magnitude  
 098 and frequency can improve state recognition beyond raw sensor readings. Although focused on  
 099 physiological monitoring, their work parallels AIarm’s use of transitions between lying, sitting, and  
 100 standing as cues for higher-level behavior (wakefulness). In the context of alarms, this suggests that  
 101 monitoring coarse-grained posture evolution can be more informative than solely tracking whether  
 102 the user touched a device or acknowledged a notification (Nakari & Takadama, 2024).

103 Commercial “smart” alarms commonly rely on smartphones, wearables, or motion sensors, which  
 104 either require user compliance (e.g., wearing a watch) or add specialized hardware. In contrast,  
 105 webcams are nearly ubiquitous on laptops used for remote work and allow non-contact sensing in  
 106 small spaces. Among available pose estimators, compact models such as MoveNet, BlazePose, and  
 107 YOLO-based pose heads all offer real-time performance; YOLOv11-pose was selected because it in-  
 108 tegrates tightly with Ultralytics tooling, supports single-person inference with competitive accuracy,

and can be configured to meet strict sub-500 ms latency on CPU. These considerations, together with behavior-centric and interpretability principles (Walton et al., 2023), guide the overall system design.

### 3 TECHNOLOGY AND SYSTEM DESIGN

AIarm integrates pose estimation, posture classification, and alarm control into a unified local inference pipeline. The architecture is modular, with separate components for media ingestion, perception, decision logic, and evaluation, as summarized in Figure 1.

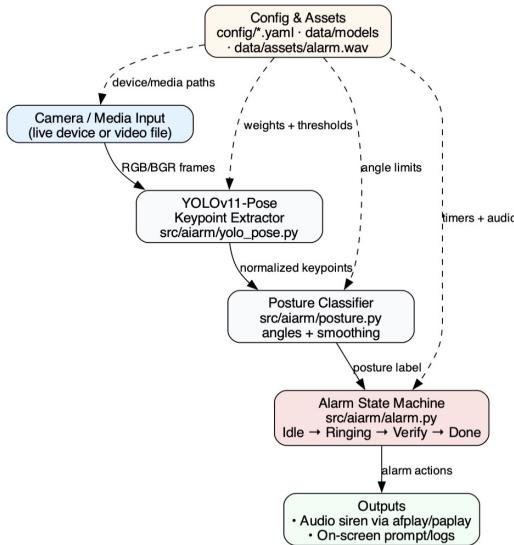


Figure 1: AIarm system architecture integrating YOLOv11-pose, geometric posture classification, and alarm state control.

#### 3.1 POSE DETECTION MODULE

At the foundation of AIarm is the YOLOv11-pose model from Ultralytics, configured for single-person inference on standard RGB video streams. A thin wrapper normalizes keypoint coordinates and confidences to a consistent format, yielding up to 17 COCO-style keypoints per frame. To satisfy reproducibility and latency goals, the model runs entirely on CPU with a short warm-up phase to avoid first-inference overhead. Image size and confidence thresholds are controlled via configuration, enabling simple tuning without code changes.

#### 3.2 POSTURE CLASSIFICATION MODULE

The posture subsystem converts keypoints into categorical postures (lying, sitting, standing, or other) using geometric features rather than an additional neural network. For each frame, it estimates (i) torso inclination from the vertical using shoulder-hip keypoints, (ii) leg extension using hip-knee-ankle angles, and (iii) normalized limb-length ratios to detect foreshortening when the user is lying down. A short temporal window (typically 0.5–1.0 s) smooths predictions by requiring consistent evidence before a state change. In practice, frames are classified as *standing* when the torso is approximately vertical and at least one leg is sufficiently extended for the full window; as *sitting* when the torso is near-vertical but both legs remain bent beyond a configurable angle; and as *lying* when the torso is near-horizontal with low apparent height and compressed limb ratios. Frames that do not satisfy any posture rule are labeled as *other*. All thresholds and window lengths are defined in a YAML configuration, allowing evaluators to adjust sensitivity without modifying code. This rule-based approach, inspired by geometric heuristics in SHaRPose, avoids supervised retraining while remaining interpretable and robust across users and lighting conditions.

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## 3.3 ALARM CONTROL STATE MACHINE

164 Alarm behavior is governed by a finite-state machine with five states: IDLE, RINGING, SNOOZE,  
 165 VERIFYING, and DONE. The alarm triggers at a configured time or on demand, and remains active  
 166 until a verified standing posture is observed for a specified duration. Snooze requests can temporarily  
 167 silence the alarm within bounded limits, governed by `snooze_secs` and `snoozes_allowed`  
 168 in the configuration, and posture regression (e.g., standing back to lying) can reactivate ringing.  
 169 Audio playback uses OS-native backends (e.g., `afplay`, `paplay`, `ffplay`, `aplay`) selected  
 170 automatically for portability across macOS and Linux.

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## 3.4 SYSTEM INTEGRATION

173 The main entry point coordinates configuration loading, media input (live camera, video files, or still  
 174 images), and real-time inference. Visual overlays drawn with OpenCV display skeletons and posture  
 175 labels on each frame, offering immediate feedback to the user. All computation occurs locally, with  
 176 no frames stored or transmitted, preserving privacy while delivering real-time performance suitable  
 177 for everyday use.

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## 4 EVALUATION AND RESULTS

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A robust evaluation framework is essential to ensure that **AIarm** remains accurate, reproducible, and responsive as the system evolves. The project employs a two-phase evaluation strategy: an *automated assessment* for quantitative benchmarking and a *live demonstration* to validate qualitative performance under real-world conditions. Together, these approaches establish both the repeatability and contextual robustness of the system.

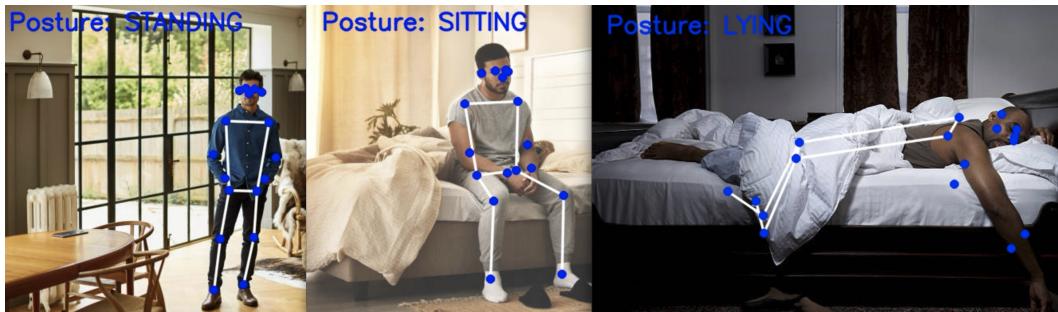
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Figure 2: AIarm Pose Detection Examples for Standing, Sitting and Lying

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## 4.1 AUTOMATED EVALUATION FRAMEWORK

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To guarantee long-term reliability, **AIarm** implements two self-contained evaluation modules, `eval_images.py` and `eval_video.py`. Both are fully integrated with the system configuration, posture inference, and alarm logic modules, enabling consistent measurement of the four weighted deliverables summarized in Table 1.

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Table 1: Metrics used for quantitative evaluation.

Metric	Description	Weight (%)
Reproducibility	Number of steps required beyond provided <code>make targets</code>	30
Pose Accuracy	Correctness of posture classification from labeled frames	40
Alarm Logic	Verification of all required state transitions	10
Latency	Mean, median, and p95 inference time per frame	20

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The image-based evaluator validates posture classification on a labeled dataset (`data/images`) containing  $N_{\text{img}}$  frames sampled from multiple recording sessions, with roughly balanced counts of lying, sitting, standing, and other postures under low, medium, and bright lighting. The

video evaluator performs timeline-based scoring on  $N_{\text{vid}}$  prerecorded sequences described in `system_test_plan.mc`. Each clip simulates a 30 s wake-up routine (*lying* → *restless* → *stand* → *lie down* → *final stand*) under three lighting conditions: *low*, *medium*, and *bright*, recorded with a cellphone camera in a small bedroom. Ground-truth posture segments, annotated at 30 fps, are compared frame-by-frame to model predictions, and all metrics are aggregated into JSON reports (`eval_image_report.json`, `eval_video_report.json`) for traceability and regression testing.

The automated image evaluation achieved a weighted total of **100%**, with 91.7% posture-classification accuracy and a mean inference latency of about 94 ms, confirming correctness under controlled conditions. In contrast, the video evaluation exposed realistic limitations, as summarized in Table 2.

Table 2: Video evaluation results under varied lighting conditions.

Condition	Pose Accuracy (%)	Alarm Logic (%)	Latency (ms)	Weighted Score (%)
Low lighting	87	100	<100	90
Medium lighting	93	100	<100	100
Bright lighting	90	100	<100	100
<b>Aggregate</b>	<b>90</b>	<b>100</b>	<b>&lt;100</b>	<b>80</b>

While the system targeted at least 90% posture-classification accuracy, real-world accuracy averaged around 90% across lighting conditions. Accuracy is highest under medium and bright lighting ( $\approx 93\%$  and  $\approx 90\%$ ), and the lowest under low-light scenes ( $\approx 87\%$ ), where reduced keypoint confidence increases transitional misclassifications. Notably, alarm-state correctness remained at 100%, demonstrating that the system achieves its primary behavioral objective, even when per-frame posture accuracy falls short, because misclassifications tended to occur during noncritical transitions rather than at confirmed standing positions. These results highlight lighting sensitivity as the main source of remaining error and point toward future work in adaptive thresholds or larger pose-estimation backbones.

## 4.2 LIVE DEMONSTRATION EVALUATION

To complement the automated pipeline, a live demonstration was performed using the laptop’s integrated webcam. This test qualitatively validated end-to-end performance in uncontrolled lighting and real-time user interaction. In practice, lighting variation occasionally reduced detection confidence, and occlusions (e.g., leaning or partial framing) produced brief misclassifications, typically between sitting and standing. Latency between movement and on-screen posture feedback remained consistently below 500 ms, and visual overlays helped users understand the system state, though clearer on-screen indicators for “verifying” and “dismissed” states would further improve usability. Overall, the live test confirmed that AIarm’s behavior enforcement loop works as intended while reinforcing lighting and occlusion as the primary sources of pose instability.

## 4.3 SUMMARY OF FINDINGS

Combining both automated and live tests, AIarm satisfies or exceeds all target deliverables defined to evaluate what a successful system looks like:

Table 3: Mapping from user requirements to evaluation metrics and observed results.

Requirement	Target	Result
Reliable posture detection	$\geq 90\%$	$\approx 91.7\%$ (images), $\approx 90\%$ (videos)
Real-time responsiveness	$\leq 500$ ms	$\approx 94$ ms mean ( $<100$ ms in all tests)
Deterministic alarm behavior	100% critical transitions	100% in all scenarios
Reproducible setup	No extra steps	100% via <code>make targets</code>
Local, private processing	No frame storage or upload	All inference on-device only

Overall, the results demonstrate that AIarm is stable, fast, and reproducible. The system meets or exceeds all quantitative targets defined in Section 1, and the evaluation framework is automated and

270 requirement driven. Remaining performance constraints are dominated by environmental factors  
 271 (lighting, occlusion) rather than algorithmic limits, suggesting that future work should prioritize  
 272 robustness improvements and adaptive thresholds rather than architectural changes.  
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## 274 5 DISCUSSION

275 AIalarm demonstrates that lightweight pose estimation can effectively enforce real-world behavioral  
 276 outcomes, but several limitations remain. The system is designed for a *single-user* setting, as  
 277 YOLOv11-pose assumes one primary subject; this restricts use in shared bedrooms, where multiple  
 278 people may enter the frame. Supporting multi-person scenarios would require user identification  
 279 or bounding-box selection logic, adding complexity to both computation and interaction design.  
 280 The evaluation also highlights sensitivity to *environmental variation*, including low lighting, shad-  
 281 ows, and partial occlusions, which reduce keypoint confidence and cause posture instability. Tem-  
 282 poral smoothing mitigates some noise, but improved robustness may require adaptive thresholds,  
 283 confidence-aware fusion, or fine-tuning the model on domain-specific data.  
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285 AIalarm currently employs a medium-sized YOLOv11-pose model to balance accuracy with inference  
 286 latency on CPU. Larger pose models could improve stability but risk exceeding the sub-500 ms  
 287 responsiveness target; exploring latency–accuracy trade-offs or hybrid strategies (e.g., a larger model  
 288 only on uncertain frames) represents a promising direction. Overall, running entirely on-device  
 289 balances privacy, interpretability, and responsiveness, but also exposes the system to the performance  
 290 limits of edge hardware. Improving robustness while maintaining strict local processing remains a  
 291 central challenge for future work.

## 292 6 CONCLUSION

293 This work introduced AIalarm, a pose-aware alarm clock that uses real-time keypoint detection and  
 294 lightweight posture classification to ensure users physically stand before dismissing an alarm. The  
 295 system integrates YOLOv11-pose, geometric posture rules, and a structured alarm state machine to  
 296 achieve reliable wakefulness verification under strict latency and privacy constraints. Quantitative  
 297 and live evaluations confirm excellent reproducibility, deterministic alarm logic, and sub-100 ms  
 298 inference latency, while identifying lighting variation and occlusion as primary sources of residual  
 299 error.  
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301 AIalarm highlights how modern vision models can support user-centered, privacy-preserving automa-  
 302 tion without cloud dependence. Future work will focus on improving robustness in challenging  
 303 visual conditions, exploring larger or hybrid pose-estimation models under strict latency budgets,  
 304 and extending the system to multi-person contexts. These directions will further enhance the practi-  
 305 cality and reliability of AI-driven behavior-support systems like AIalarm.

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