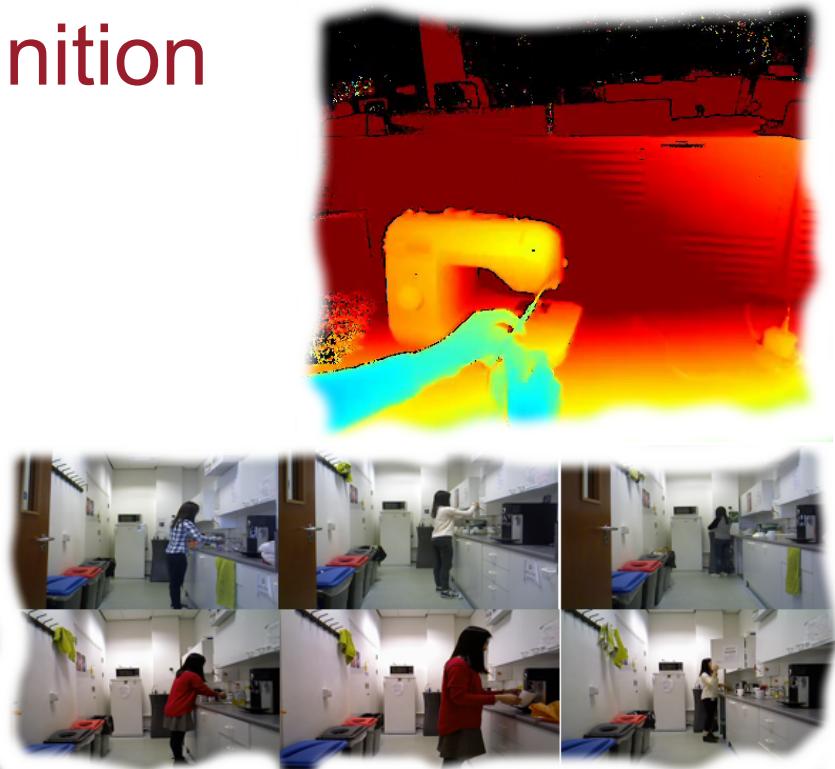


# Challenges and Opportunities for Action and Activity Recognition using RGBD Data

BMVA Symposium on Analysis and Processing of RGBD Data



# Activity Recognition Hierarchy

---



# Visual Sensing – the landscape



# Visual Sensing – the landscape



## Expensive

# Visual Sensing – the landscape



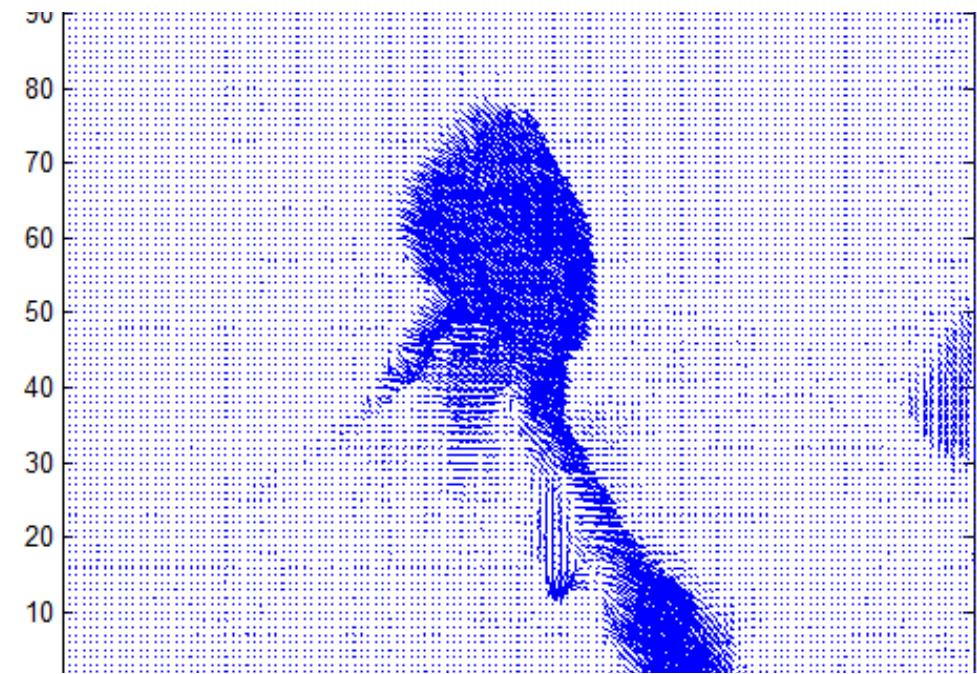
## Wearable/Moveable

# Visual Sensing – the landscape

---

- Current affordable RGBD sensors calculate depth on per-frame basis
- They make little usage of the temporal aspect
- Not ideal for action and activity recognition

# Visual Sensing – the landscape



# Usage of RGBD data for Action &Activity

---

Three main usages of RGBD sensors in action and activity recognition

1. Separation of Objects at various depths
  - Foreground or Occluder Subtraction
2. Pose Estimation
  - Accurate positioning of body joints
3. Depth from sensor measurements
  - Applications that require accurate depth estimation

# Usage of RGBD data for Action &Activity

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  - Accurate positioning of body joints
3. Depth from sensor measurements
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# Traditionally

---

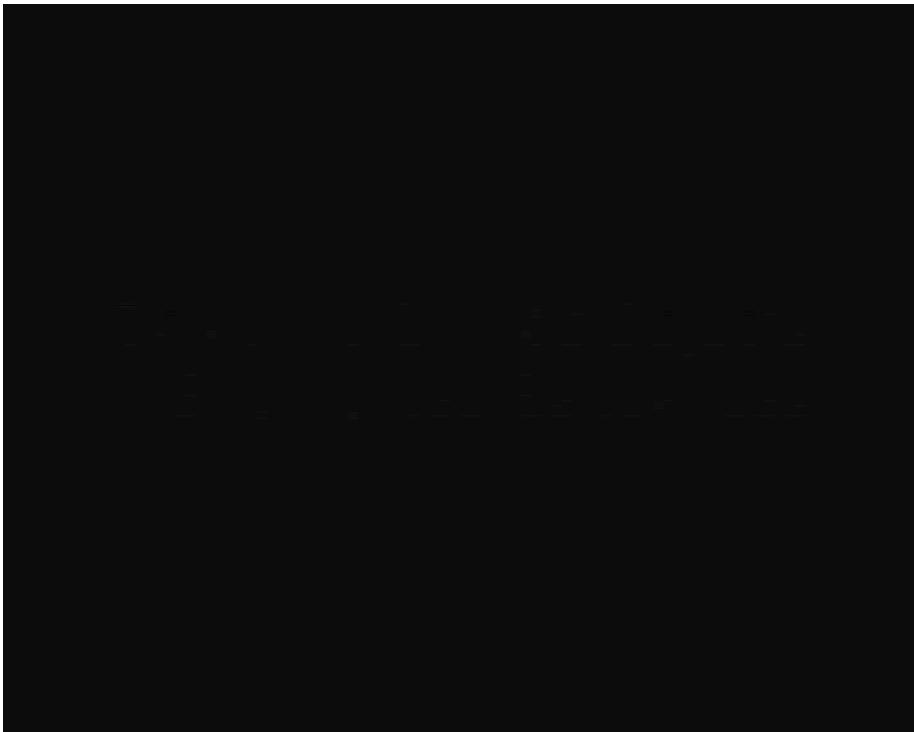
- Using background subtraction
- Could be achieved from an individual image by 3D scene analysis

<https://www.youtube.com/watch?v=NyjyGuESkfM#t=1m33s>

# Carried Object Detection

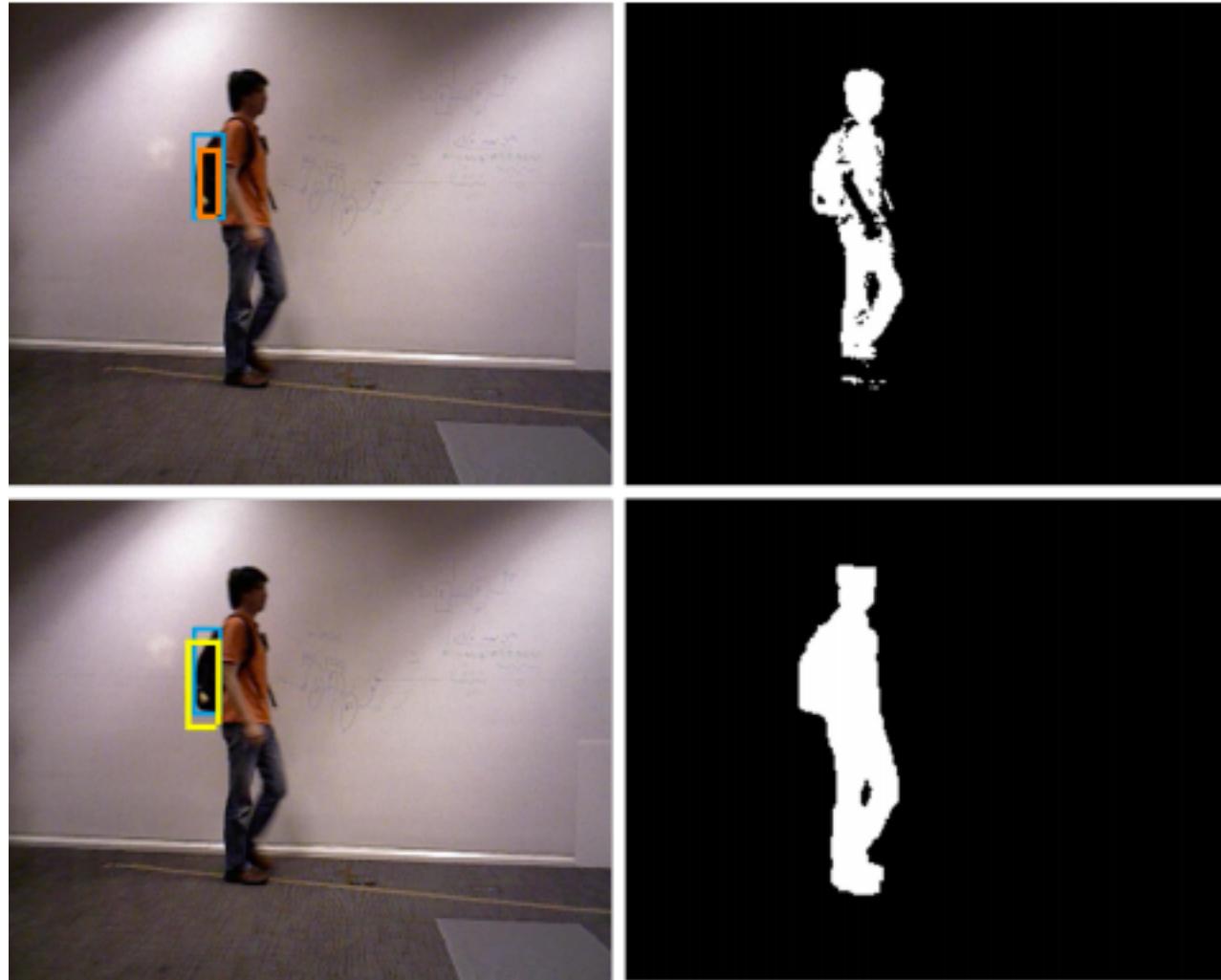


# Carried Object Detection



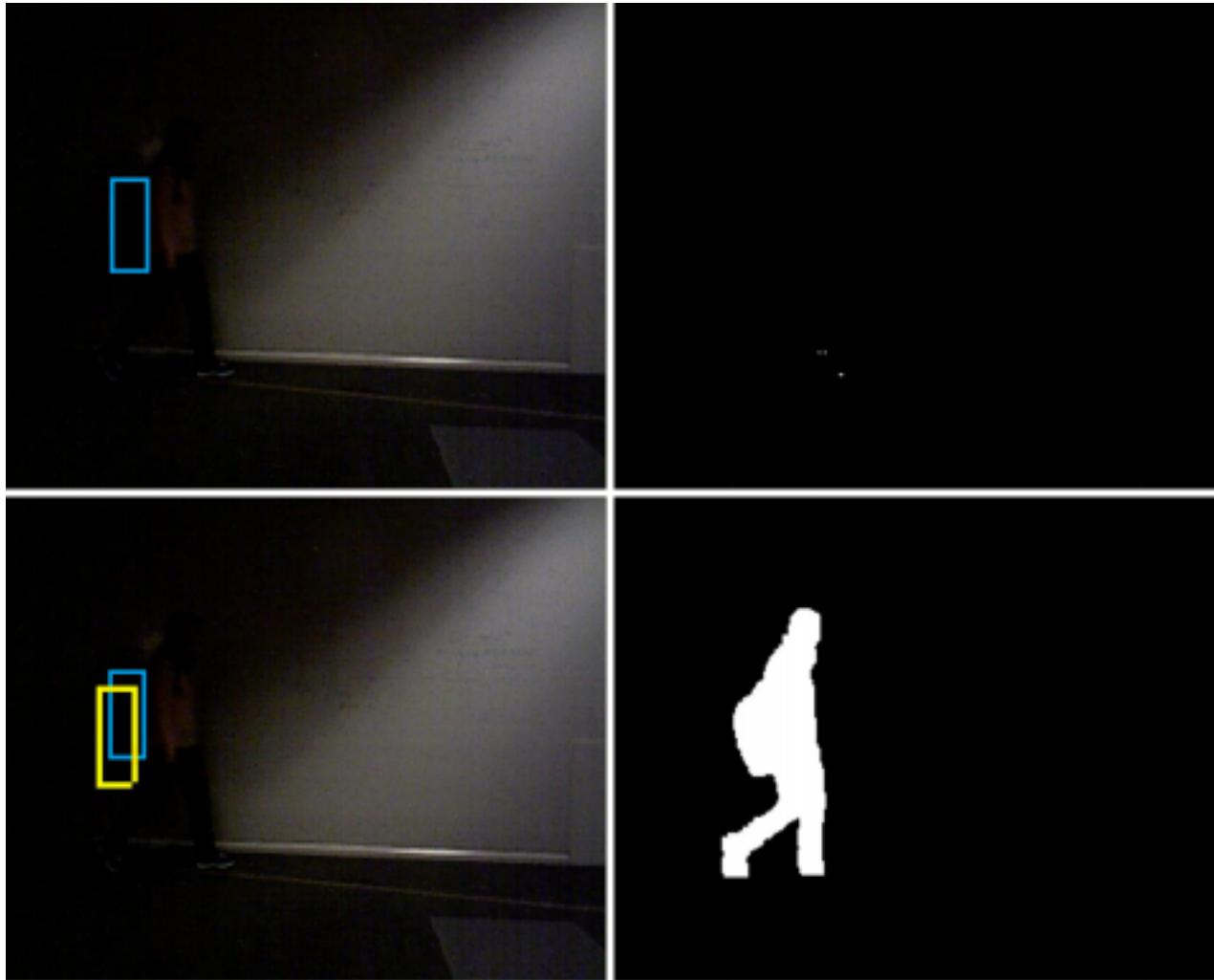
# Carried Object Detection + RGBD

RGB  
Depth



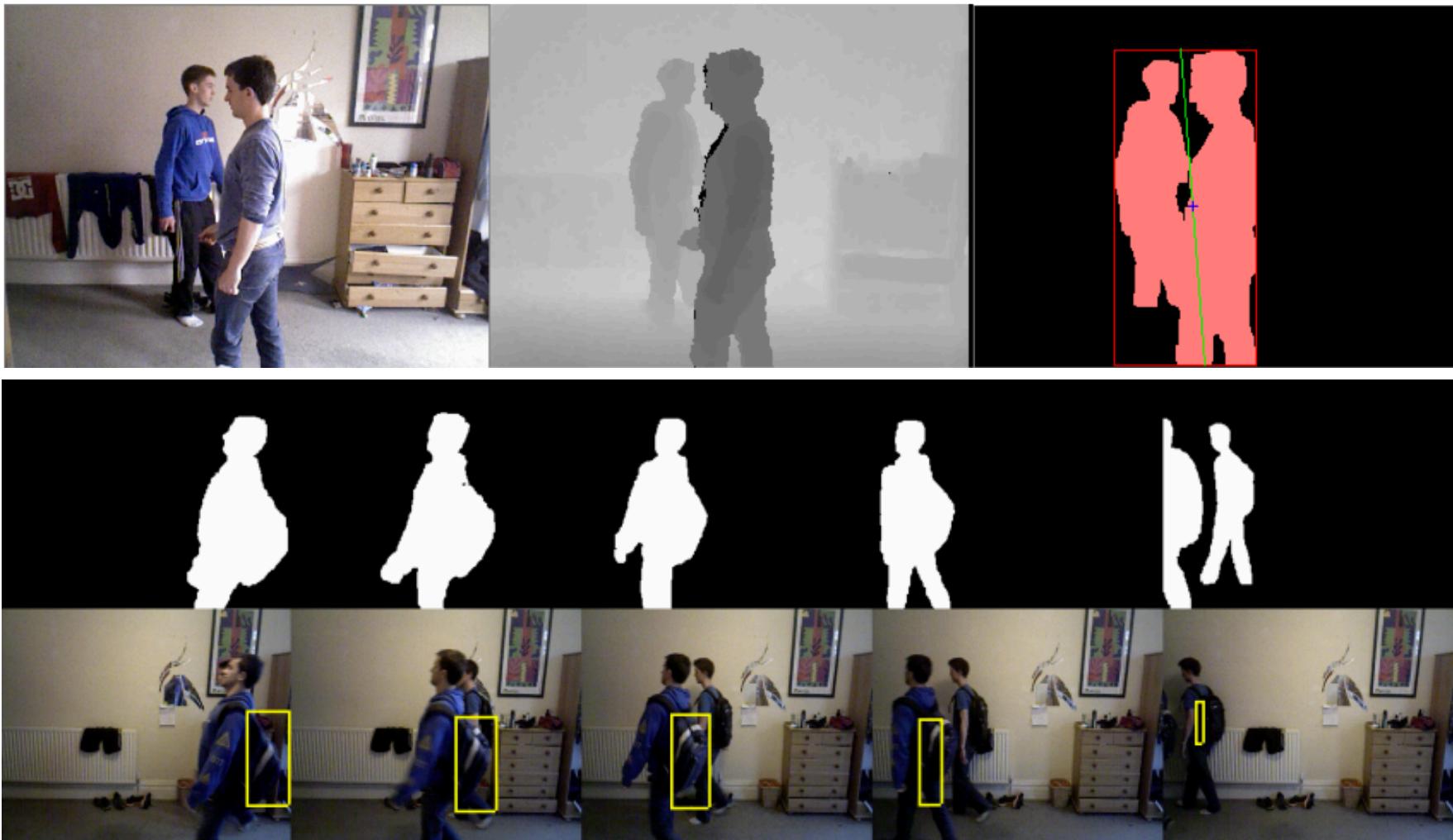
# Carried Object Detection ++

RGB  
Depth



D Lamb (2014), MSc Thesis, University of Bristol

# Carried Object Detection ++



# Usage of RGBD data for Action &Activity

---

Three main usages of RGBD sensors in action and activity recognition

1. Separation of Objects at various depths
  - Foreground or Occluder Subtraction
2. Pose Estimation
  - **Accurate positioning of body joints**
3. Depth from sensor measurements
  - Applications that require accurate depth estimation

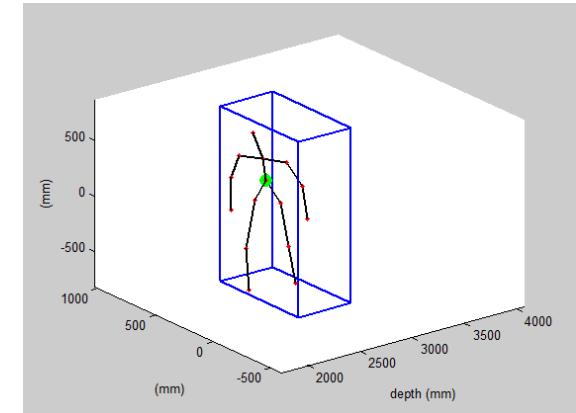
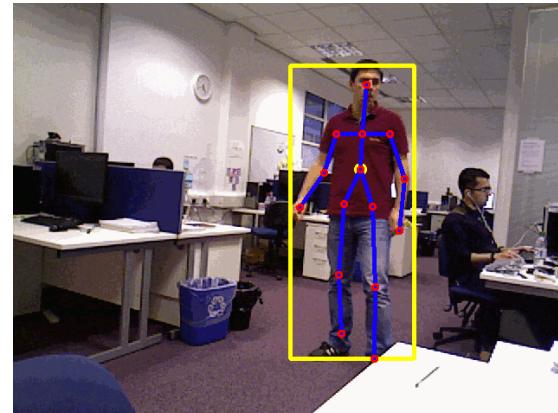
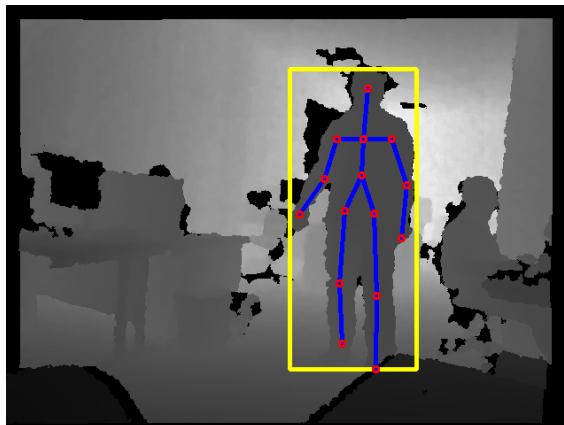
# Skeleton Detection

---

- OpenNI 2.0
  - `nite::UserTracker::startSkeletonTracking()`
  - `nite::Skeleton::getJoint()`
- Kinect SDK 2.0
  - `skeletonData = new Skeleton[kinect.SkeletonStream.FrameSkeletonArrayLength];`

# Skeleton Detection

- OpenNI 2.0
  - `nite::UserTracker::startSkeletonTracking()`
  - `nite::Skeleton::getJoint()`
- Kinect SDK 2.0
  - `skeletonData = new Skeleton[kinect.SkeletonStream.FrameSkeletonArrayLength];`



# Why skeleton detection?

- View-variant features
  - Hollywood 2 dataset, action class: sit\_down



# Why skeleton detection?

---

- Should be view-invariant... but!



# Skeleton detection for action and activity recognition

---

- Depth-based features
- Joint-based features
- Hybrid features

# Action Completion from RGB-D Data

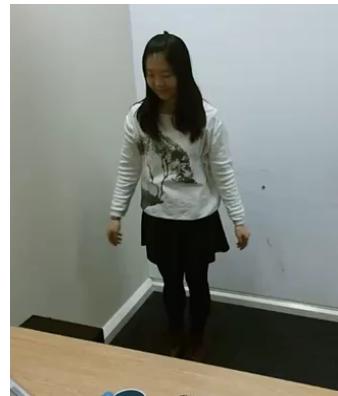
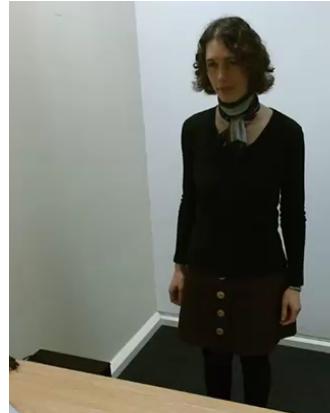


# Action Completion from RGB-D Data

## Action recognition

Having some predefined action classes, the aim is to recognize the class label of an action.

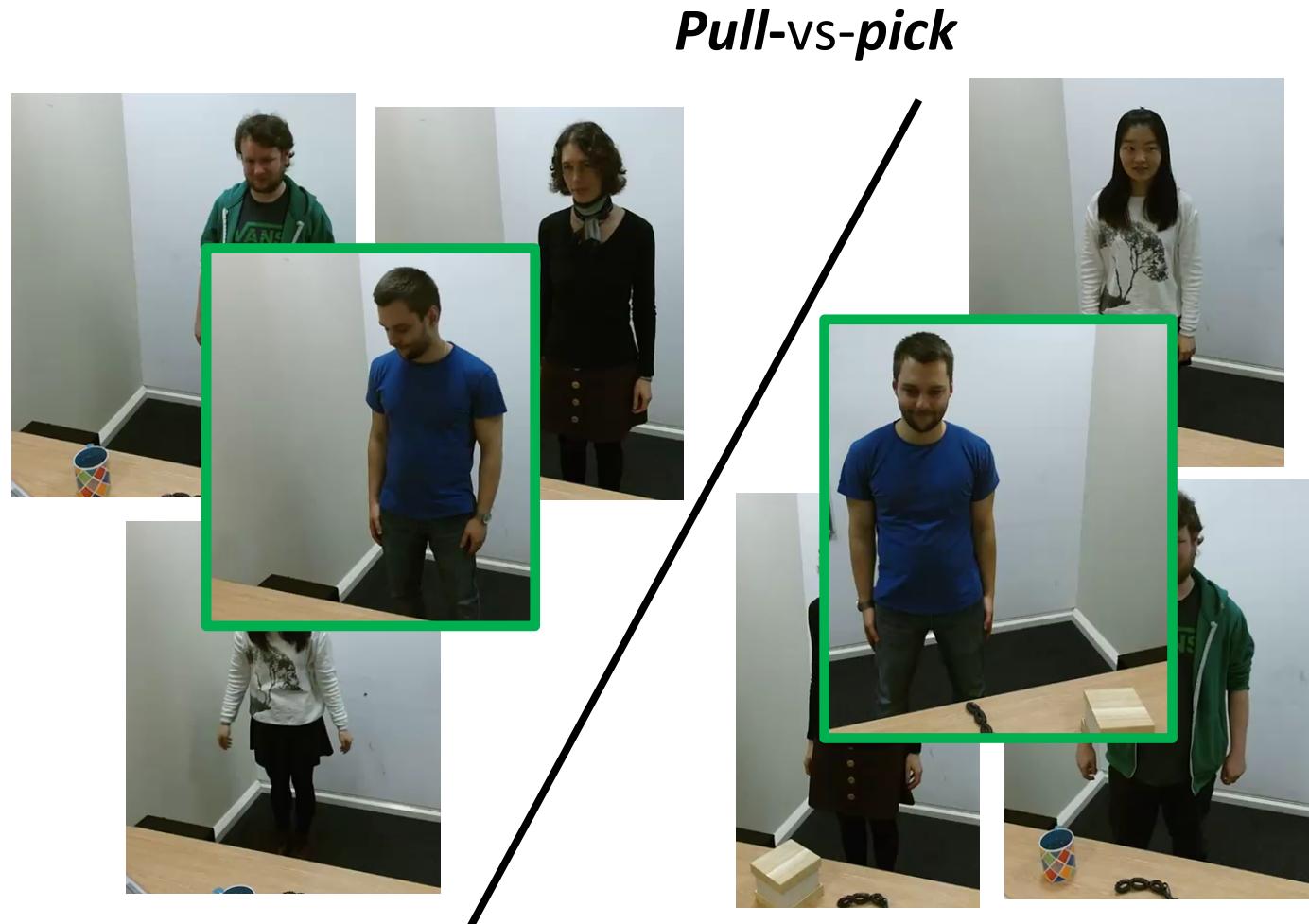
### *Pull-vs-pick*



# Action Completion from RGB-D Data

## Action recognition

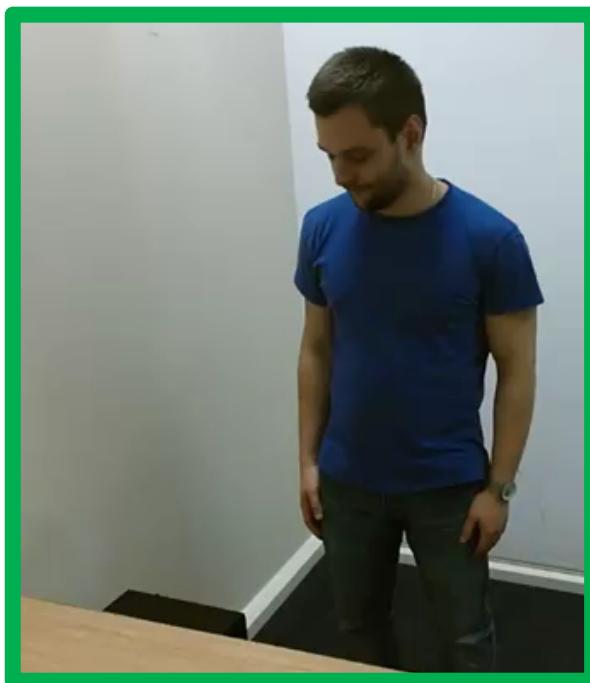
Having some predefined action classes, the aim is to recognize the class label of an action.



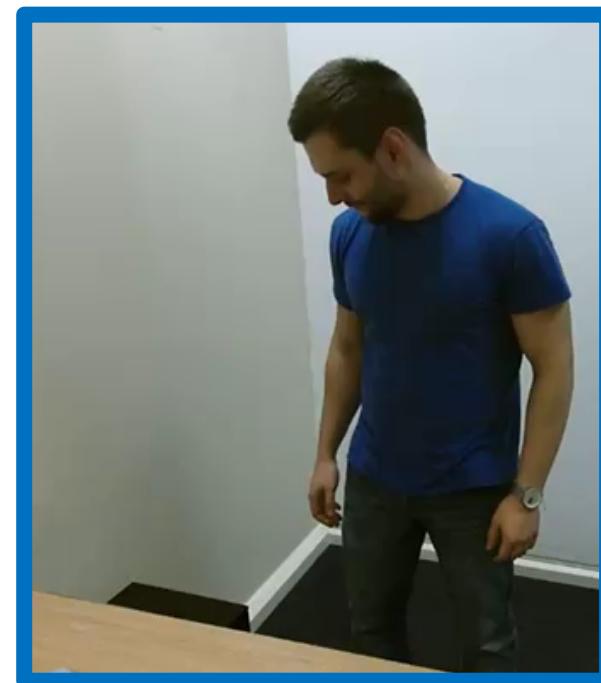
# Action Completion from RGB-D Data

What if the observed action is not fully completed!?

**Complete *pull***

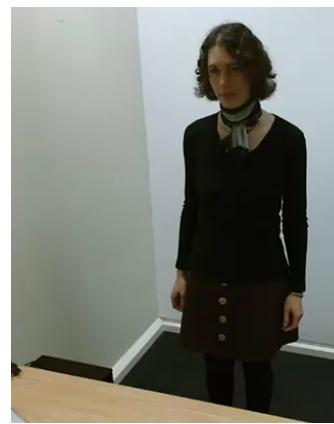


**Incomplete *pull***



# Action Completion from RGB-D Data

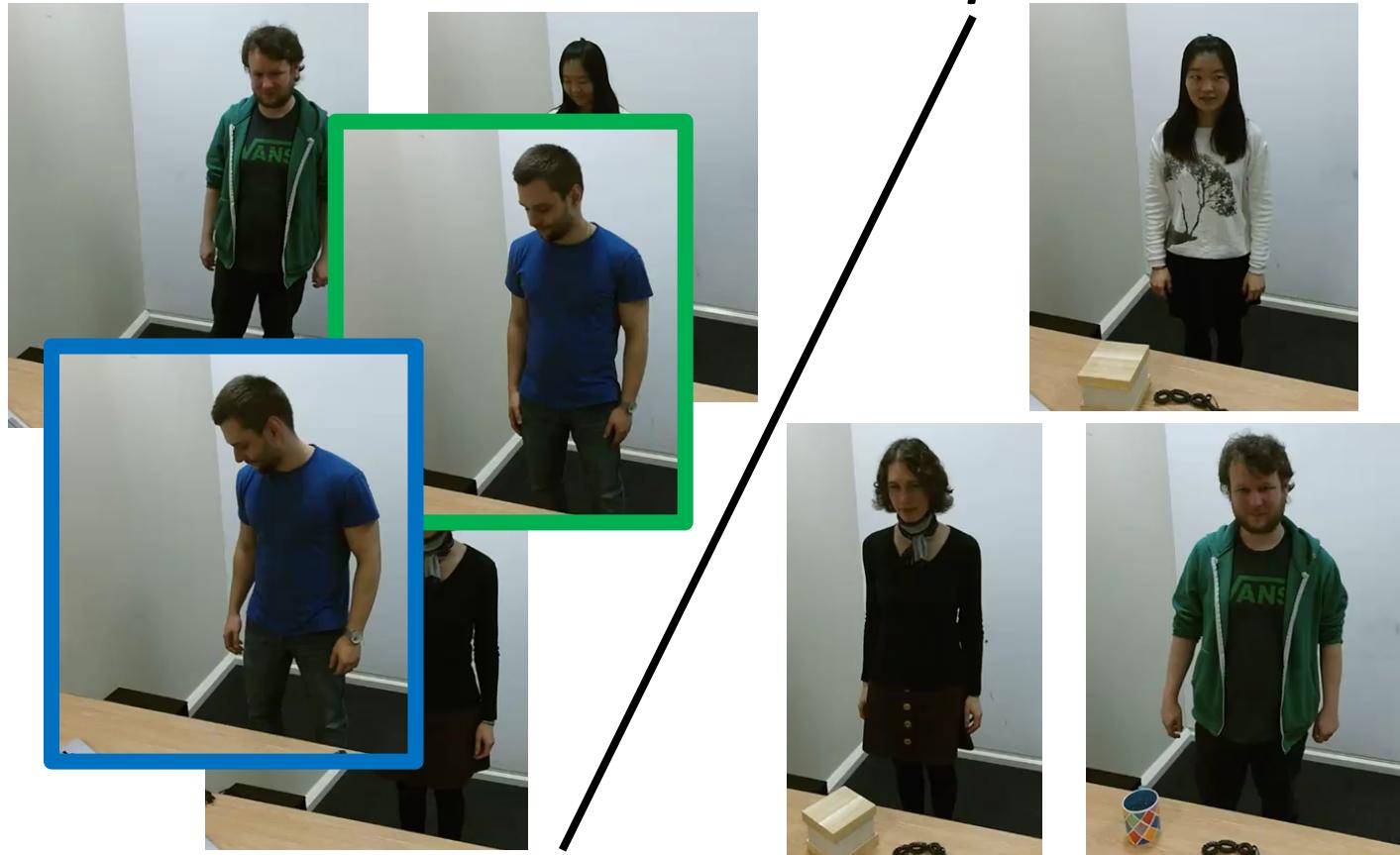
## Pull-vs-pick



Complete *pull* and incomplete *pull* are introduced to *pull-vs-pick* classifier.

# Action Completion from RGB-D Data

## Pull-vs-pick



Both **complete pull** and **incomplete pull** are classified as **pull**.

# Action Completion from RGB-D Data

## Action Completion as a step beyond action recognition

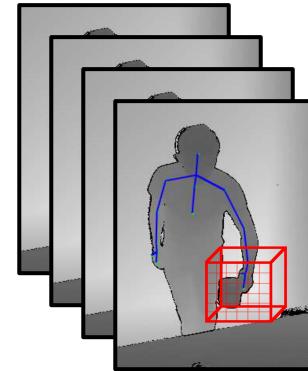
- Action completion aims to recognise whether the action's goal has been successfully achieved.
- In many actions, an observer would be able to make the distinction between complete and incomplete by noticing **subtle differences in motion**.
- Incompletion could result from negligence or forgetfulness, difficulties in performing the action, or could be deliberate.
- We recognise incompletion when the action is **attempted but not completed**.

# Action Completion from RGB-D Data

## Features and temporal encoding

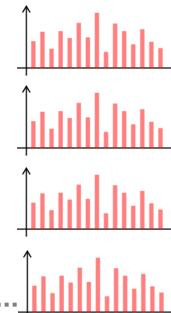
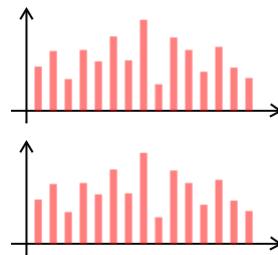
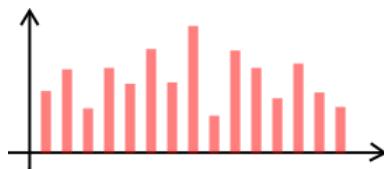
A pool of five depth features:

- Local Occupancy Pattern (LOP)<sup>1</sup>
- Joints Position (JP)<sup>2</sup>
- Joints Relative Position (JRP)<sup>2</sup>
- Joints Relative Angle (JRA)<sup>2</sup>
- Joints Velocity (JV)<sup>2</sup>



LOP: Depth information in the neighbourhood around each joint

Encoding temporal dynamics by Fourier temporal pyramid<sup>1</sup>



Different levels of Fourier temporal pyramid

# Action Completion from RGB-D Data

- Notion of completion differs per action → we need a pool of features.
- To choose the most discriminative feature per action:  
A general method: “Leave-one-person-out” cross validation on the training set



# Action Completion from RGB-D Data

- Evidence across folds is accumulated.
- Each feature in the pool of features is ranked by their accuracy.
- The feature(s) that performs the best is selected.



# Action Completion from RGB-D Data

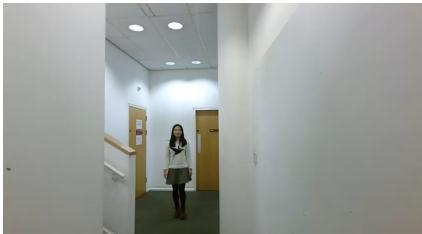
## Bristol Action Completion Dataset

- Containing 414 sequences of complete and incomplete actions
- Comprising 6 actions: *switch, plug, open, pull, pick, drink*

	<b>total #</b>	<b># complete</b>	<b># incomplete</b>	$\mu(sec)$	$\sigma(sec)$
<i>switch</i>	67	35	32	3.87	0.72
<i>plug</i>	73	37	36	8.14	2.74
<i>open</i>	68	36	32	6.83	2.70
<i>pull</i>	71	34	37	6.43	1.70
<i>pick</i>	69	33	36	4.03	1.16
<i>drink</i>	66	34	32	8.83	2.09

# Bristol Action Completion Dataset

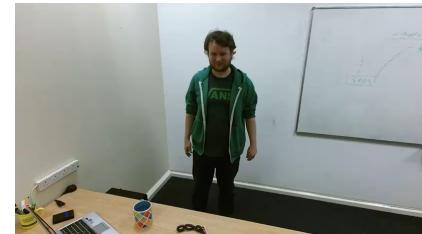
complete



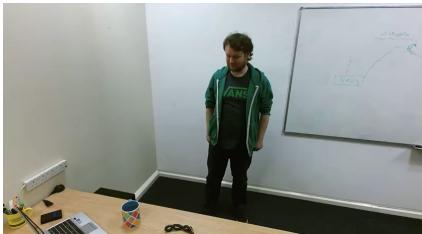
incomplete



complete



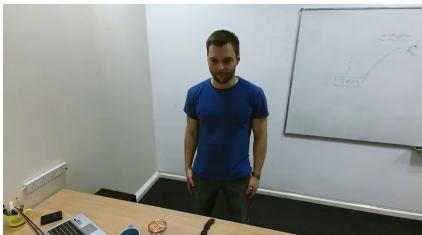
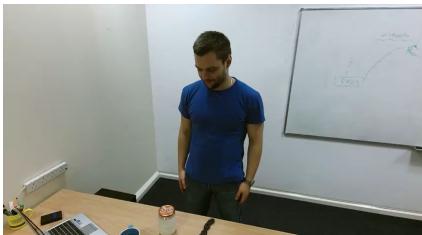
incomplete



switch



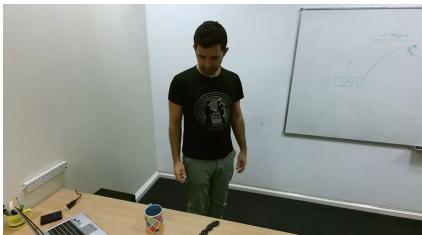
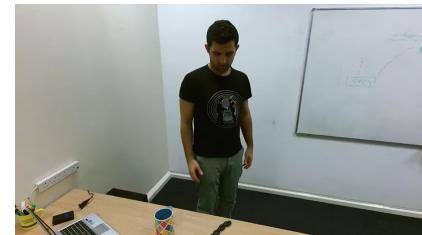
plug



open



pick



drink

# Action Completion from RGB-D Data

## Experiment A: Complete Action Recognition

- complete sequences were used in training and testing by a one-vs-all SVM.

	<b>LOP</b>	<b>JP</b>	<b>JRP</b>	<b>JRA</b>	<b>JV</b>
<i>switch</i>	<b>100</b>	99	99	<b>100</b>	<b>100</b>
<i>plug</i>	<b>99</b>	92.3	91.9	92.8	97.1
<i>open</i>	97.6	98.1	<b>100</b>	94.7	94.3
<i>pull</i>	<b>98.1</b>	91.4	91.4	94.7	92.3
<i>pick</i>	97.6	99.5	<b>100</b>	96.7	95.2
<i>drink</i>	99	97.1	98.1	99	<b>100</b>
<b>Average</b>	<b>98.6</b>	96.3	96.7	96.3	96.5

- Various features perform comparably with high % accuracy.

## Experiment B: Incomplete Action Recognition

- Complete samples were used for training.
- Incomplete test sequences were classified by finding their nearest neighbour.

	LOP					JP					JRP							
	switch	plug	open	pull	pick	drink	switch	plug	open	pull	pick	drink	switch	plug	open	pull	pick	drink
~switch	100	0	0	0	0	0	64.5	3.2	0	9.7	22.6	0	61.3	12.9	0	6.5	19.4	0
~plug	2.7	91.9	0	0	0	5.4	0	83.8	0	10.8	5.4	0	0	83.8	5.4	5.4	5.4	0
~open	0	0	75	11.1	8.3	5.6	0	5.6	86.1	5.6	2.8	0	0	5.6	88.9	5.6	0	0
~pull	0	29.4	0	61.8	2.9	5.9	0	32.4	0	52.9	14.7	0	0	32.4	11.8	38.2	14.7	2.9
~pick	0	0	15.2	0	27.3	57.6	0	33.3	15.2	9.1	42.4	0	0	39.4	6.1	3	51.5	0
~drink	0	0	0	0	29.4	70.6	0	2.9	11.8	0	79.4	5.9	0	2.9	11.8	0	85.3	0
switch plug open pull pick drink						switch plug open pull pick drink						switch plug open pull pick drink						

	JRA					JV							
	switch	plug	open	pull	pick	drink	switch	plug	open	pull	pick	drink	
~switch	100	0	0	0	0	0	83.9	0	12.9	0	0	3.2	
~plug	2.7	86.5	0	10.8	0	0	2.7	54.1	2.7	2.7	0	37.8	
~open	0	5.6	88.9	5.6	0	0	0	2.8	0	5.6	0	91.7	
~pull	0	44.1	0	50	2.9	2.9	0	26.5	2.9	44.1	0	26.5	
~pick	0	12.1	12.1	0	69.7	6.1	0	33.3	3	36.4	27.3	0	
~drink	0	0	11.8	0	50	38.2	0	47.1	32.4	0	2.9	17.6	
switch plug open pull pick drink						switch plug open pull pick drink							

- Only some features distinguish the subtle changes between complete and incomplete.

# Action Completion from RGB-D Data

## Experiment C: Complete-vs-Incomplete Action Recognition

- Complete and incomplete samples of the same action were used in training and testing

	LOP	JP	JRP	JRA	JV
<i>switch</i>	<b>100</b>	85.1	85.1	<b>100</b>	<b>100</b>
<i>plug</i>	83.6	87.7	78.1	79.5	<b>94.5</b>
<i>open</i>	<b>97.1</b>	95.6	<b>97.1</b>	95.6	<b>97.1</b>
<i>pull</i>	87.3	71.8	77.5	88.7	<b>94.4</b>
<i>pick</i>	92.8	94.2	<b>98.6</b>	<b>98.6</b>	95.7
<i>drink</i>	97	97	97	97	<b>100</b>

- Again, the features have different success rates for the various actions.

# Action Completion from RGB-D Data

## Experiment D: Selecting Features for Action Completion

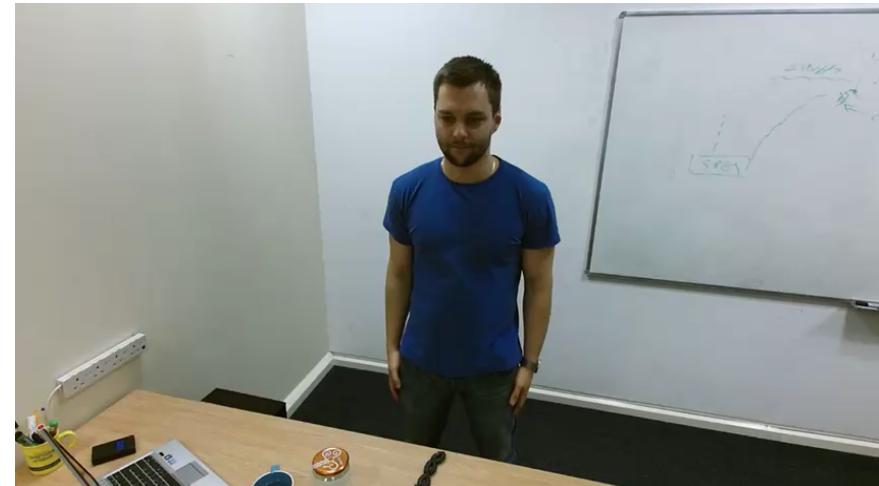
- A general model using cross validation on training data

	Subjects								
	1	2	3	4	5	6	7	8	total
<i>switch</i>	100	100	100	100	100	100	100	100	100
	LOP,JRA,JV	LOP,JRA,JV	LOP,JV	LOP,JV	LOP,JV	LOP,JRA,JV	LOP,JV	LOP,JV	
<i>plug</i>	83.3	100	87.5	100	88.9	100	100	100	94.5
	JV	JV	JV	JV	JV	JV	JV	JV	
<i>open</i>	100	85.7	100	100	100	87.5	90	100	95.6
	JV	JV	JP,JRP	LOP,JRP,JV	JRP	JRA	JV	LOP,JRP,JRA,JV	
<i>pull</i>	88.9	100	100	100	100	87.5	80	100	94.4
	JV	JV	JV	JRA,JV	JV	JV	JV	JV	
<i>pick</i>	90	100	100	100	100	100	50	100	92.8
	JRA	JRA	JRA,JV	JP,JRA	JRA	JRP,JRA	LOP,JRA	JRA	
<i>drink</i>	77.8	100	100	100	100	100	100	100	97
	LOP,JP,JRP,JRA,JV	JV	JV	JV	JV	JV	JV	JV	
									total
									95.7

- Results show high success rates compared to the best performance in complete-vs-incomplete action recognition

# Action Completion from RGB-D Data

## Examples of success



*Complete switch*

Classified as complete switch



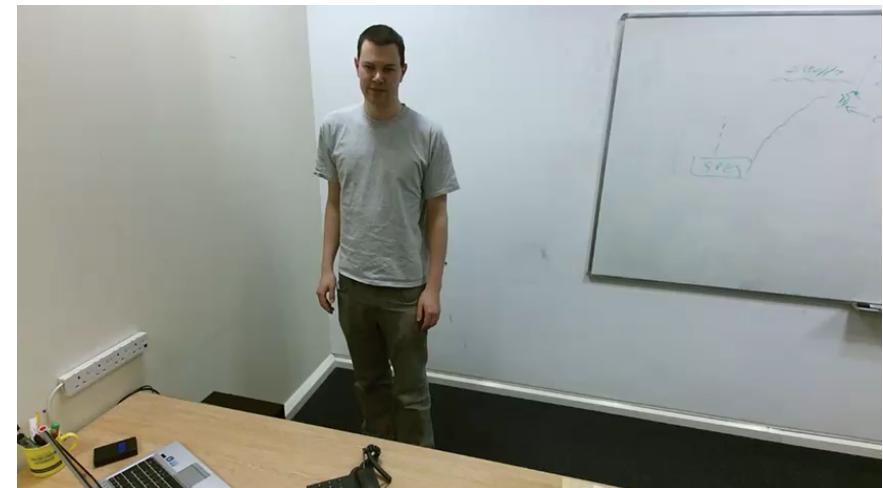
*Incomplete open*

Classified as incomplete open



# Action Completion from RGB-D Data

## Examples of failure



Complete *drink*

Classified as incomplete *drink*



Incomplete *pull*

Classified as complete *pull*



# Usage of RGBD data for Action &Activity

---

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  - Foreground or Occluder Subtraction
2. Pose Estimation
  - Accurate positioning of body joints
3. Depth from sensor measurements
  - Applications that require accurate depth estimation

# The need for (exact) depth measurements

---

## 1. Localisation and mapping

- Wearable RGBD – Task monitoring

## 2. Tracking change in depth

- Breathing monitoring and Remote Pulmonary Function Testing

## 3. Distance measurements (in metres)

- Functional mobility testing
- Routine analysis

with: Andrew Gee  
Andrew Calway  
Walterio Mayol-Cuevas  
+ collaborators

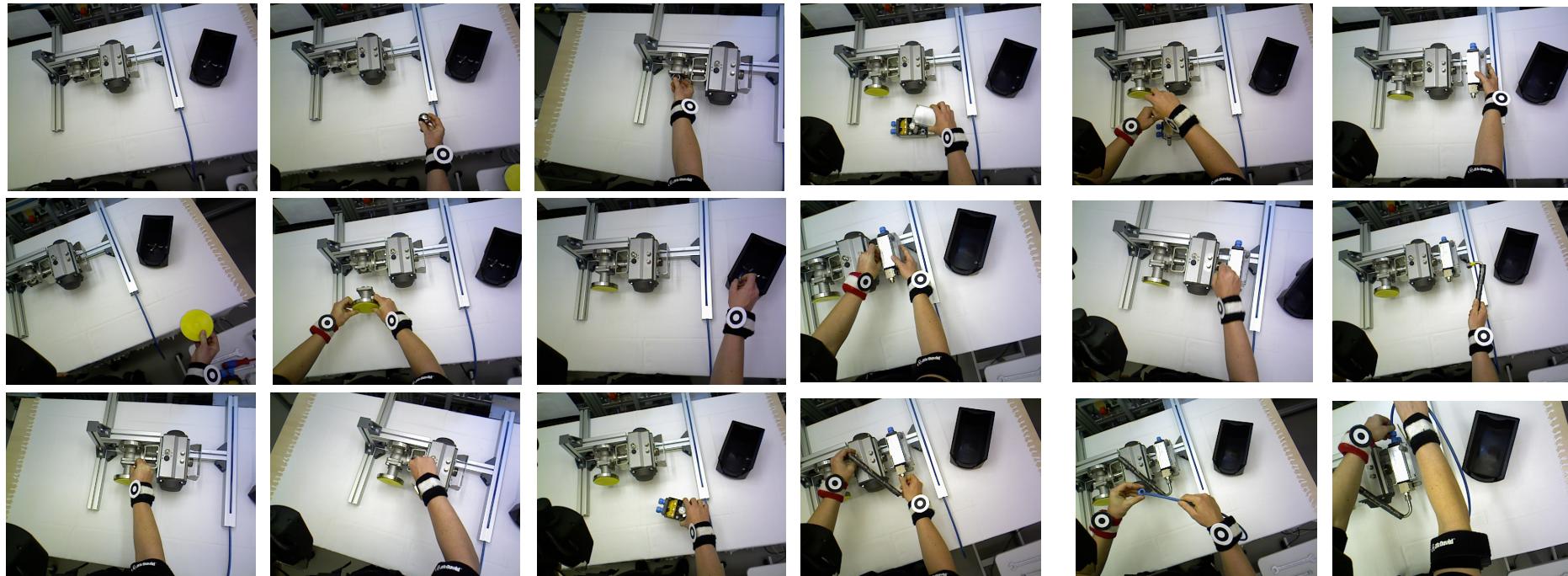
---

# Task Monitoring

- EU FP7 (2010 – 2013)
- COGNITO: Cognitive Workflow Capturing and Rendering with On-Body Sensor Networks
- Fully-Wearable Sensors

# Task Monitoring

with: Andrew Gee  
Andrew Calway  
Walterio Mayol-Cuevas  
+ collaborators



# Task Monitoring

with: Andrew Gee  
Andrew Calway  
Walterio Mayol-Cuevas  
+ collaborators



G Bleser et al (2015). Cognitive Learning, Monitoring and Assistance of Industrial Workflows Using Egocentric Sensor Networks. *PLOS ONE*

D Damen et al (2012). Real-time Learning and Detection of 3D Texture-less Objects: A Scalable Approach. *British Machine Vision Conference (BMVC)*

D Damen et al (2012). Egocentric Real-time Workspace Monitoring using an RGB-D Camera. *IEEE/RSJ International Conference on Intelligent Robots and Systems*

# Task Monitoring

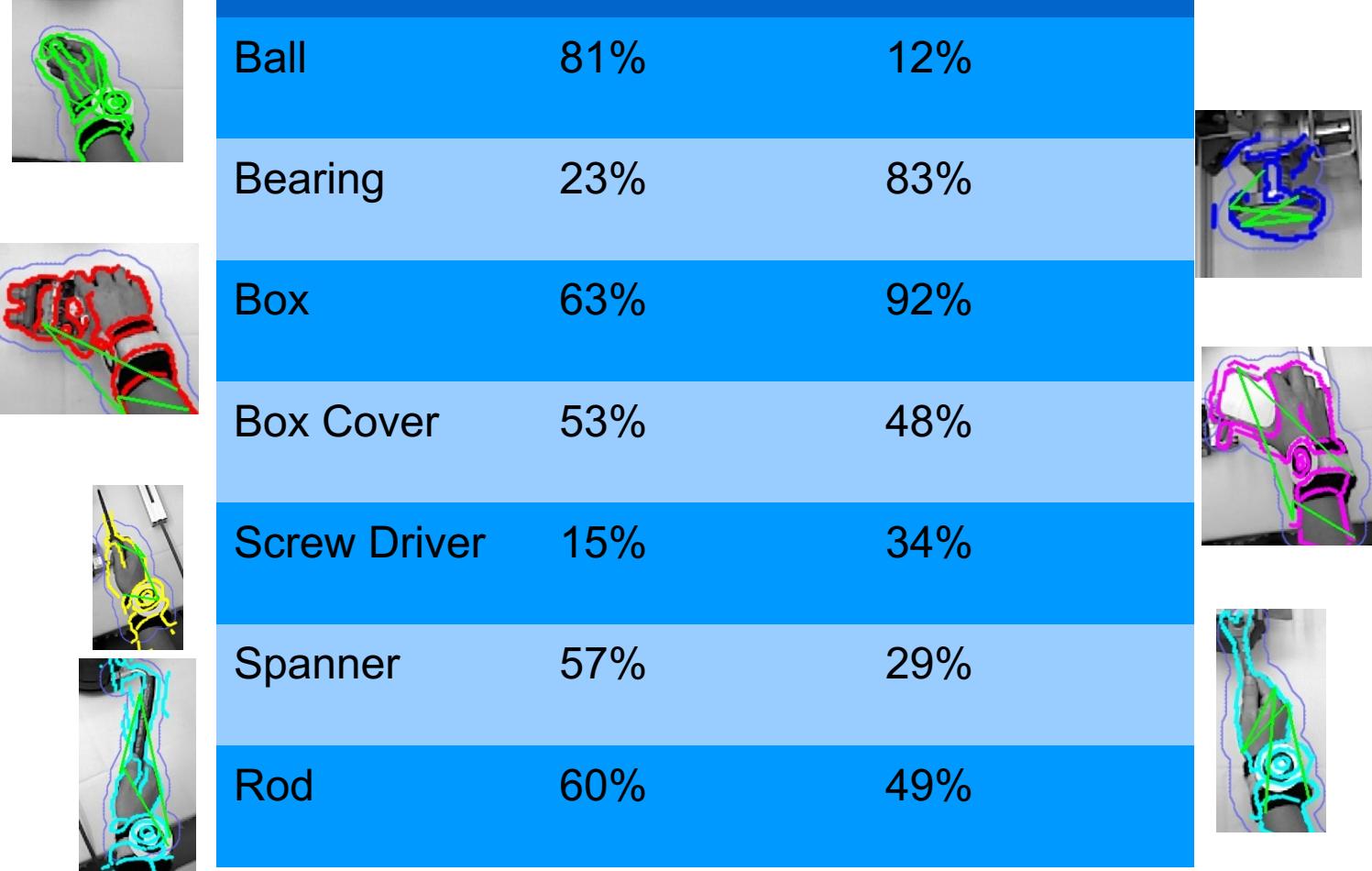
with: Andrew Gee  
Andrew Calway  
Walterio Mayol-Cuevas  
+ collaborators

## Egocentric Real-time Workspace Monitoring using an RGB-D Camera

Dima Damen, Andrew Gee  
Walterio Mayol-Cuevas, Andrew Calway



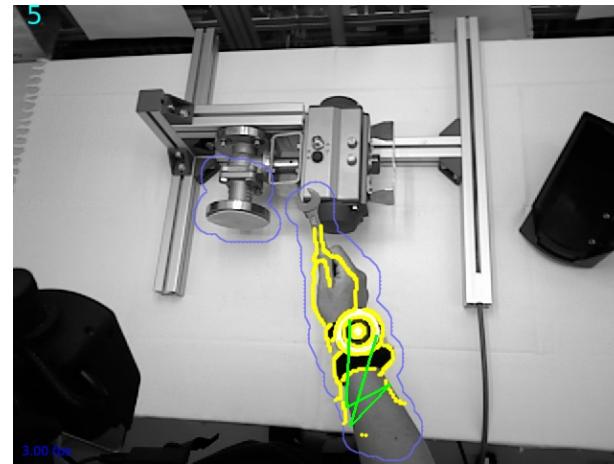
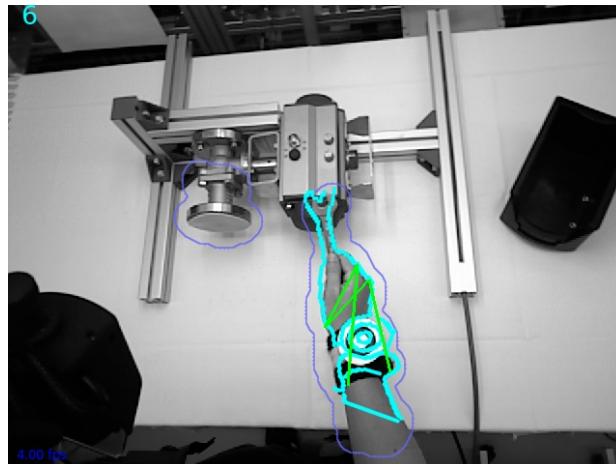
Obj	Recall	Precision
Ball	81%	12%
Bearing	23%	83%
Box	63%	92%
Box Cover	53%	48%
Screw Driver	15%	34%
Spanner	57%	29%
Rod	60%	49%



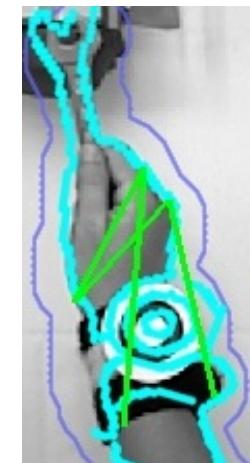
Nov 29th 2012

# Task Monitoring

with: Andrew Gee  
 Andrew Calway  
 Walterio Mayol-Cuevas  
 + collaborators



Obj	Recall	Precision
Screw Driver	15%	34%
Spanner	57%	29%



# Task Monitoring

with: Andrew Gee  
Andrew Calway  
Walterio Mayol-Cuevas  
+ collaborators



Centro de Computação Gráfica



G Bleser et al (2015). Cognitive Learning, Monitoring and Assistance of Industrial Workflows Using Egocentric Sensor Networks. *PLOS ONE*

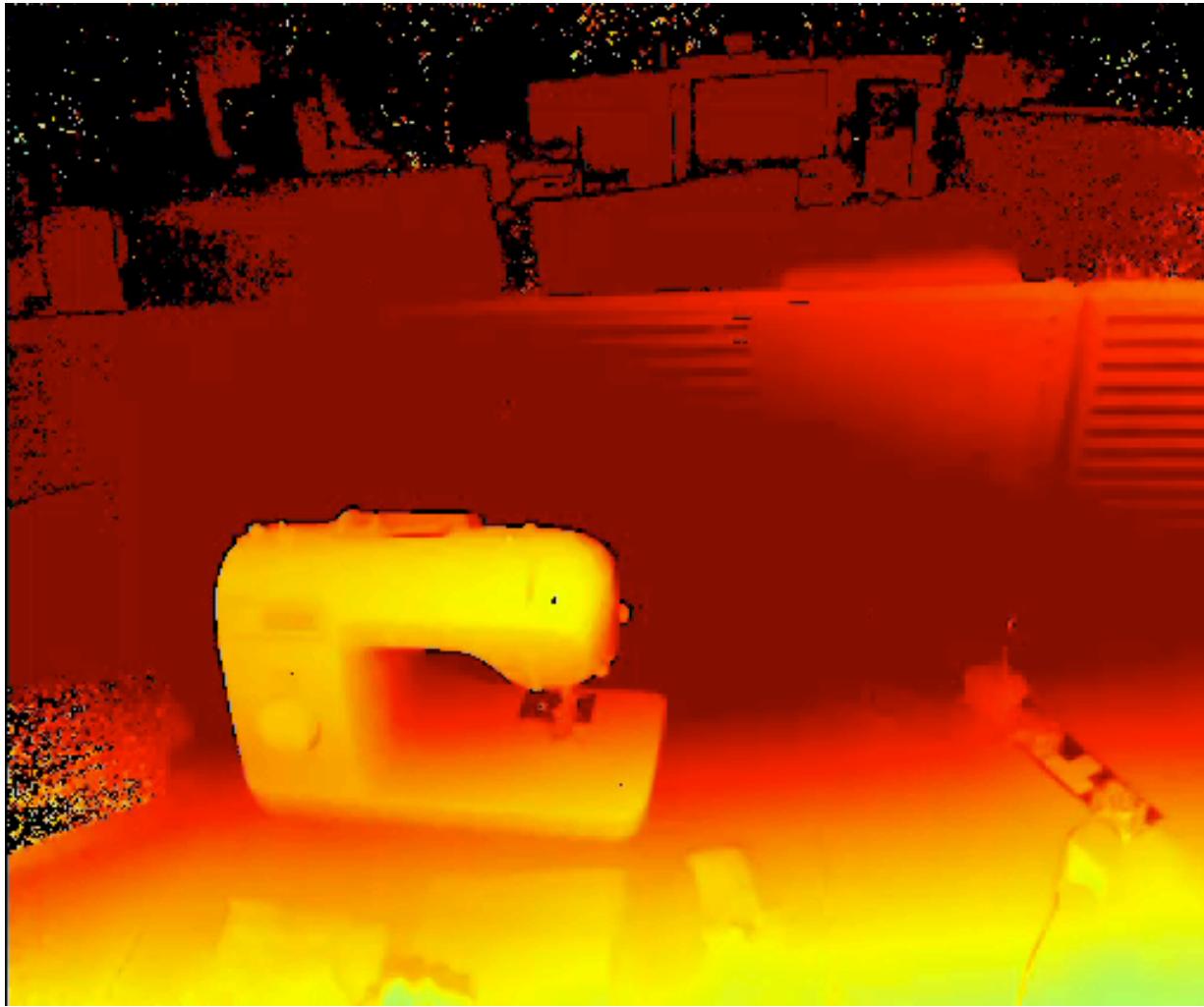
D Damen et al (2012). Real-time Learning and Detection of 3D Texture-less Objects: A Scalable Approach. *British Machine Vision Conference (BMVC)*

D Damen et al (2012). Egocentric Real-time Workspace Monitoring using an RGB-D Camera. *IEEE/RSJ International Conference on Intelligent Robots and Systems*

Dima Damen  
22 March 2017

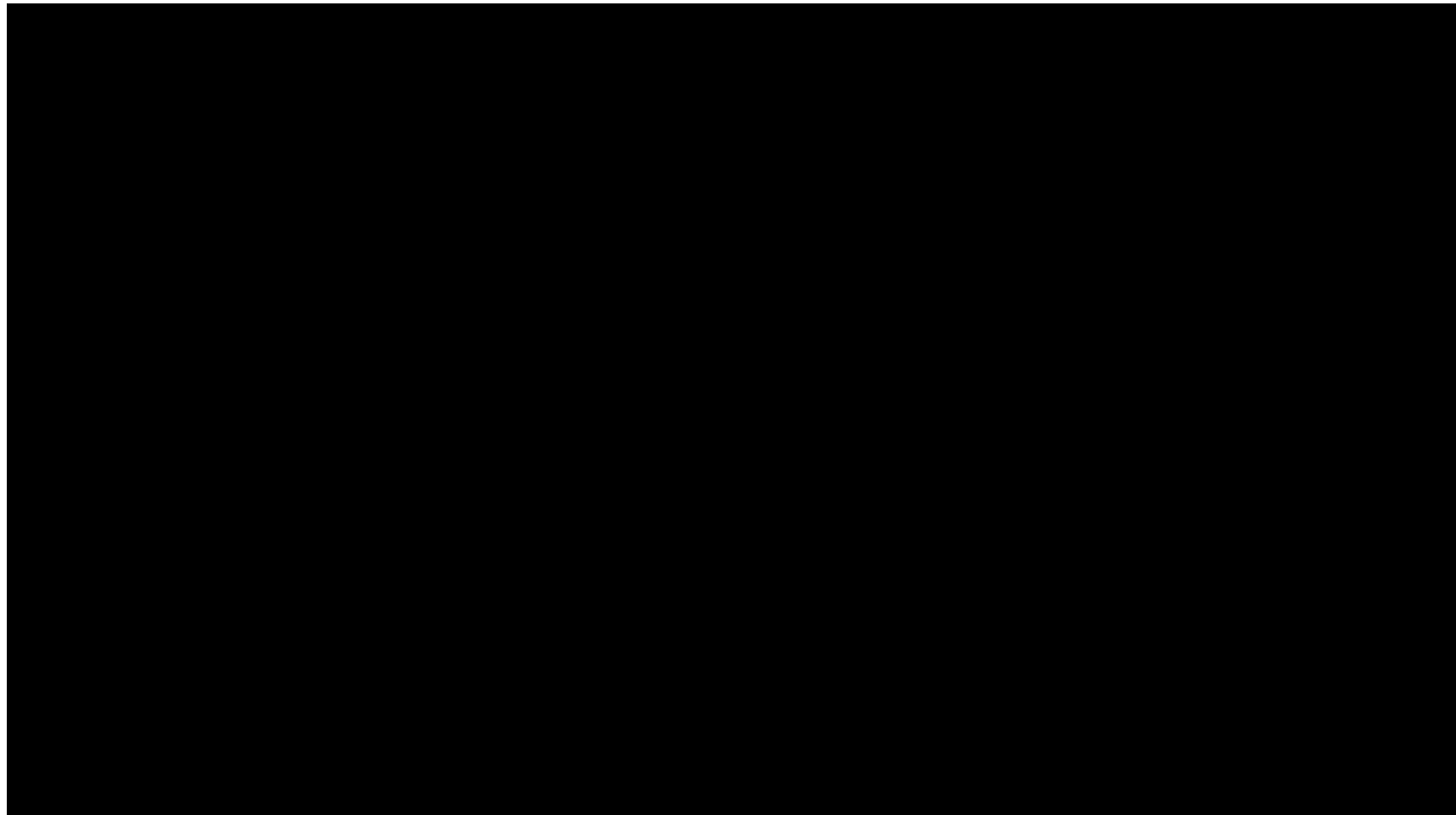
# Task Monitoring - 2017

with: Longfei Chen  
Kazuaki Kondo  
Yuichi Nakamura  
Walterio Mayol-Cuevas

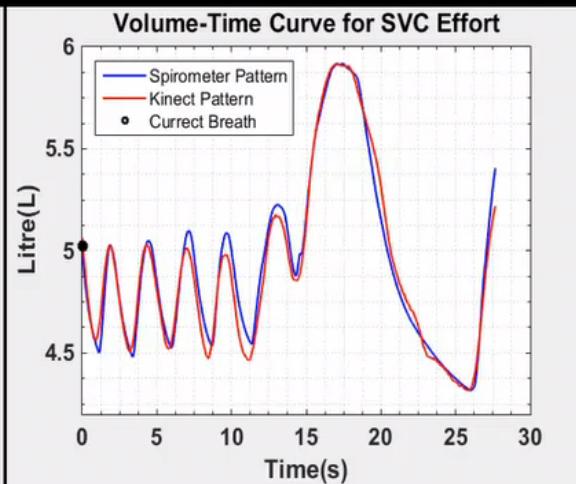
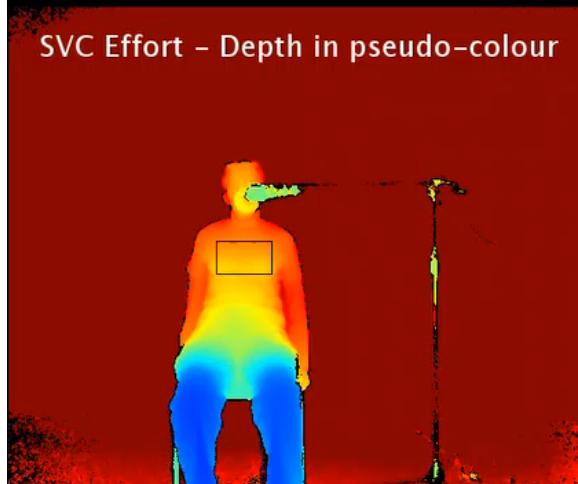
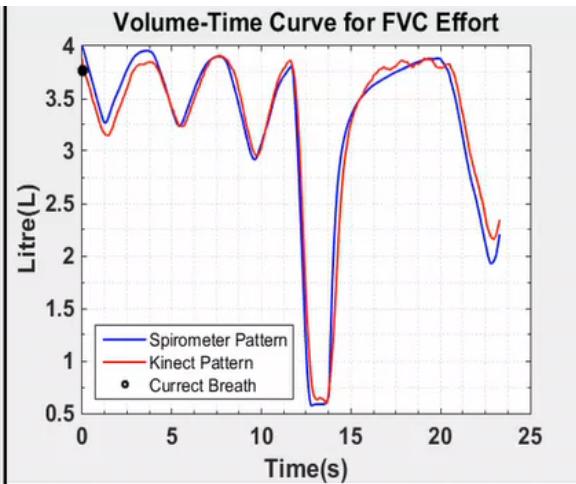
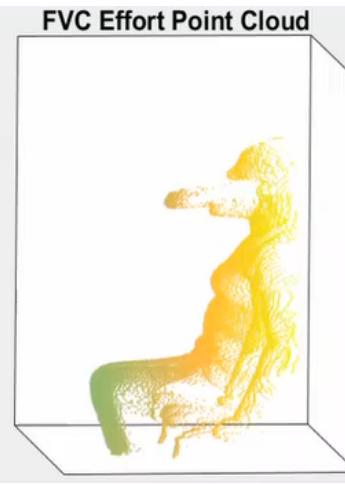
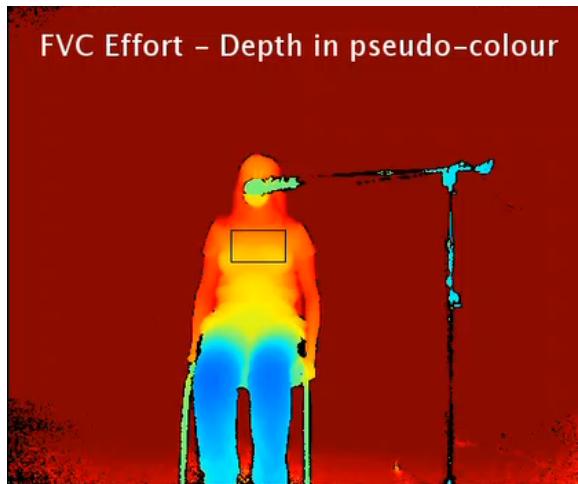


# Task Monitoring - 2017

with: Longfei Chen  
Kazuaki Kondo  
Yuichi Nakamura  
Walterio Mayol-Cuevas



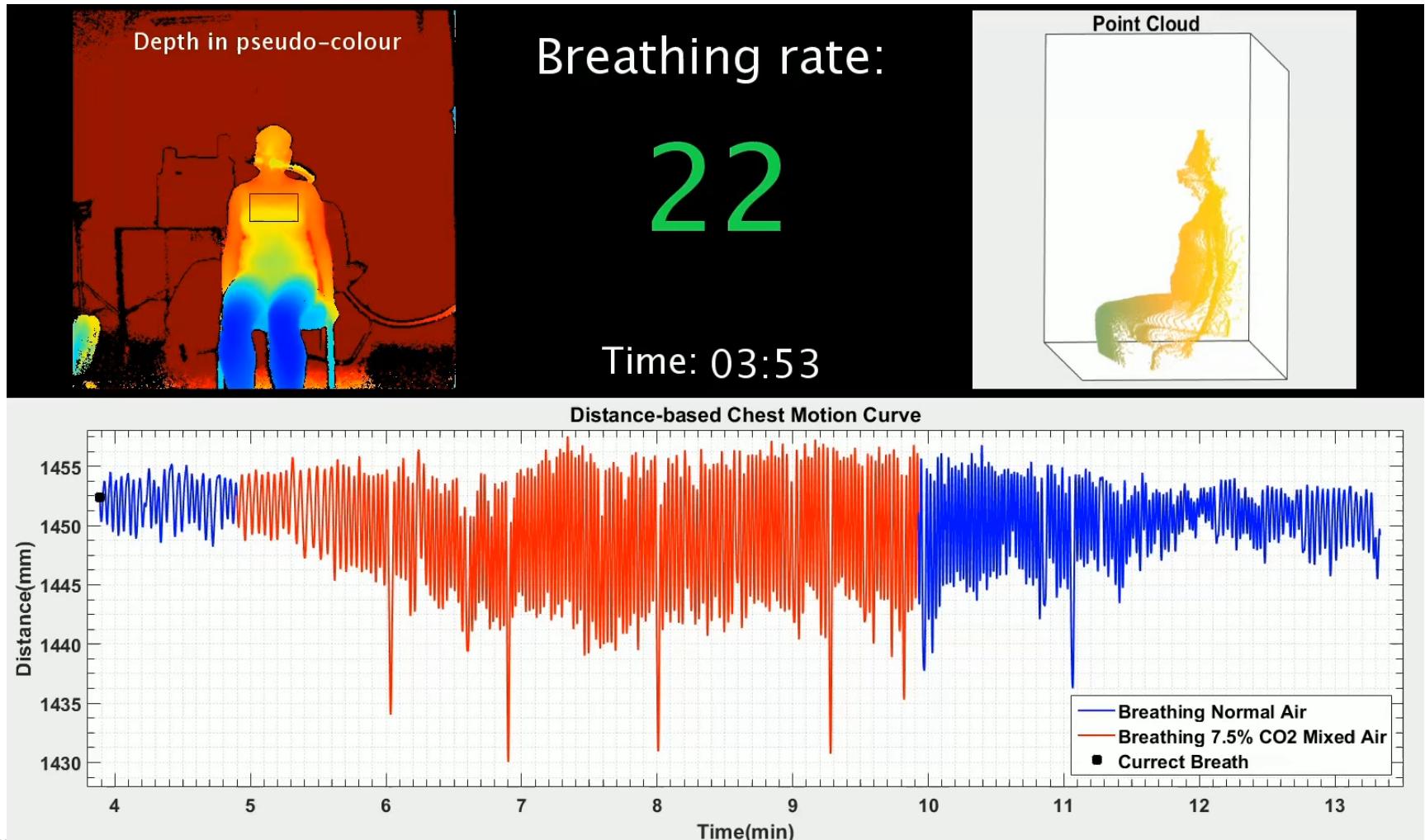
# Remote Pulmonary Function Testing



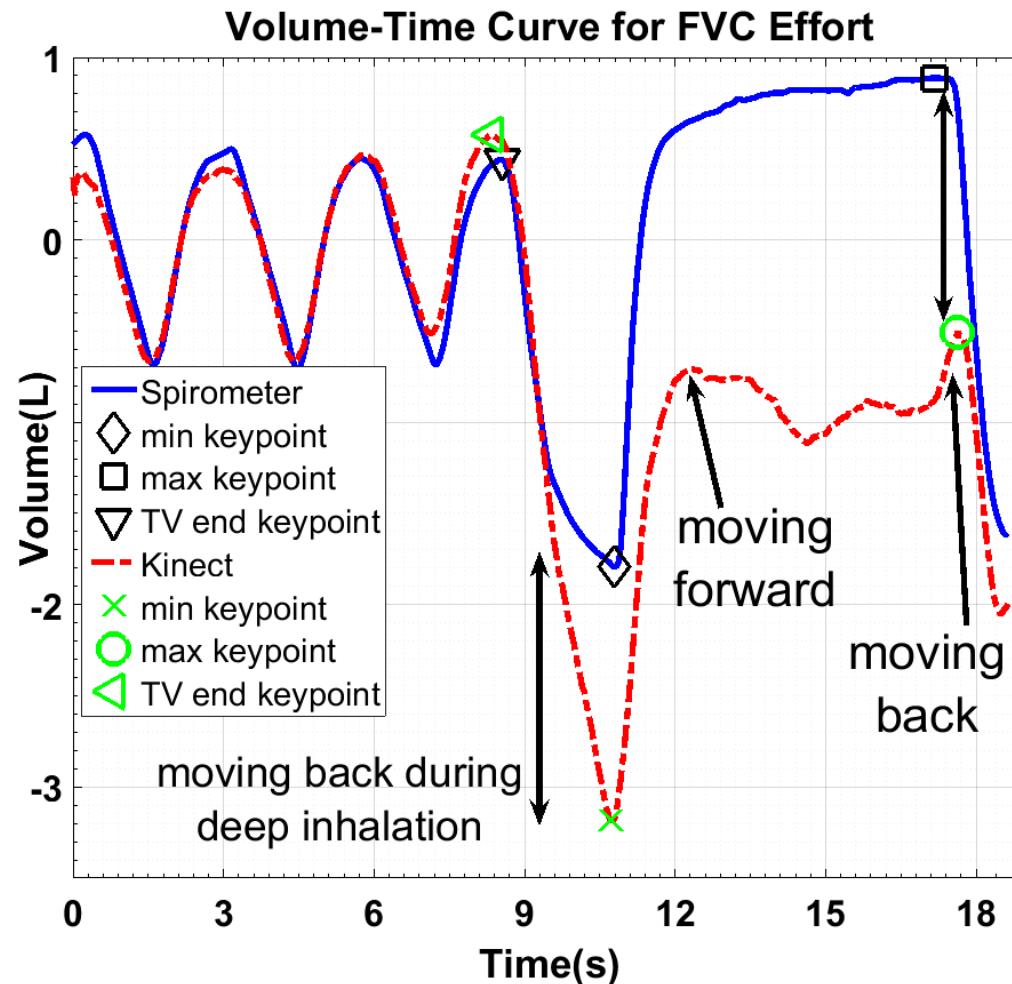
# Anxiety Detection



# Anxiety Detection



# Remote Pulmonary Function Testing



# Remote Pulmonary Function Testing

- Two Kinects facing each other with ~3m distance.
- Subject sits in between on a backless chair.
- Since Kinects capture separate sides, there is no interference by this setup.
- Using 3 double sided chessboards to increase calibration accuracy.

# Two Facing Kinects

with: Vahid Soleimani  
Majid Mirmehdi  
Sion Hannuna  
Massimo Camplani



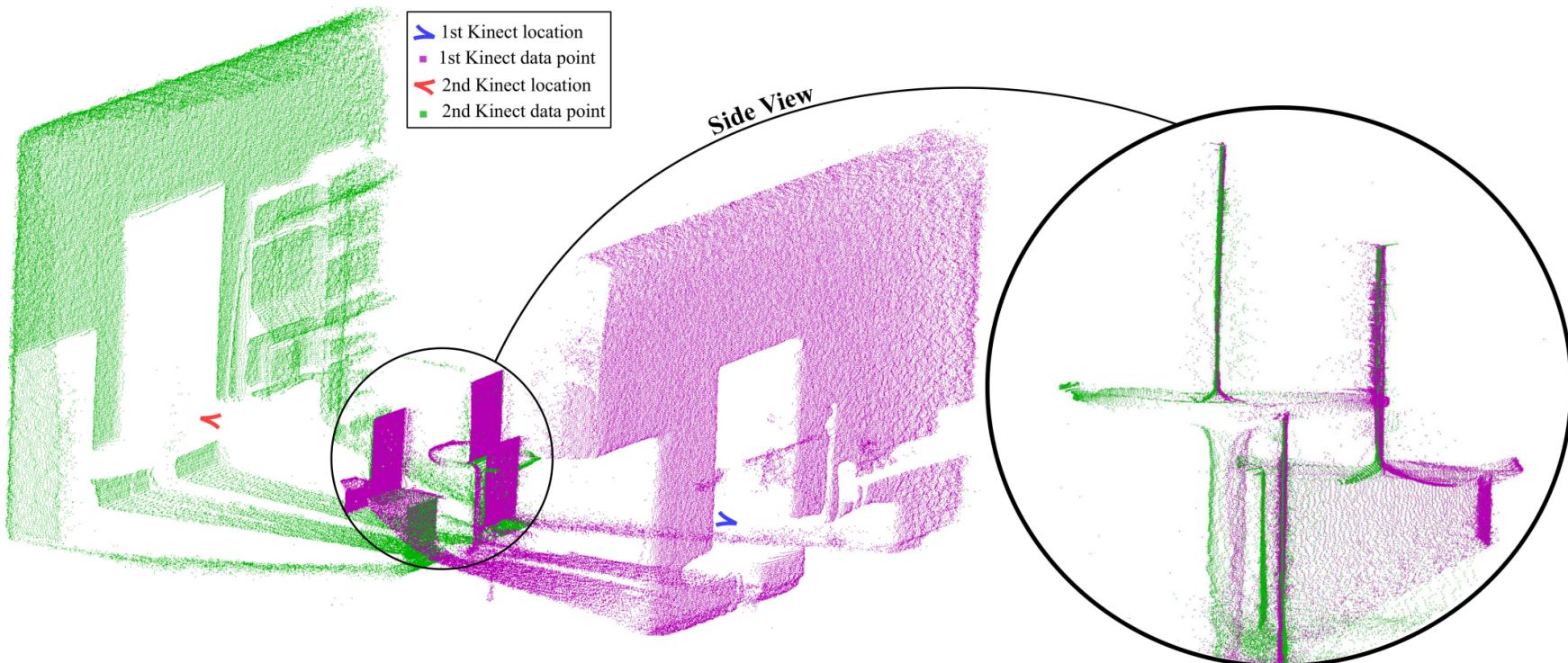
Double sided chessboards setup



Recording a subject performing  
breathing test

# Two Facing Kinects

with: Vahid Soleimani  
Majid Mirmehdi  
Sion Hannuna  
Massimo Camplani

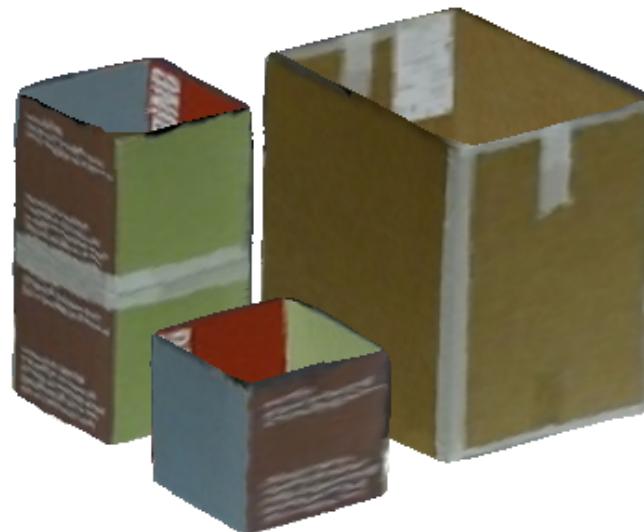


Point clouds are aligned and registered to a joint coordinate system.

# Two Facing Kinects

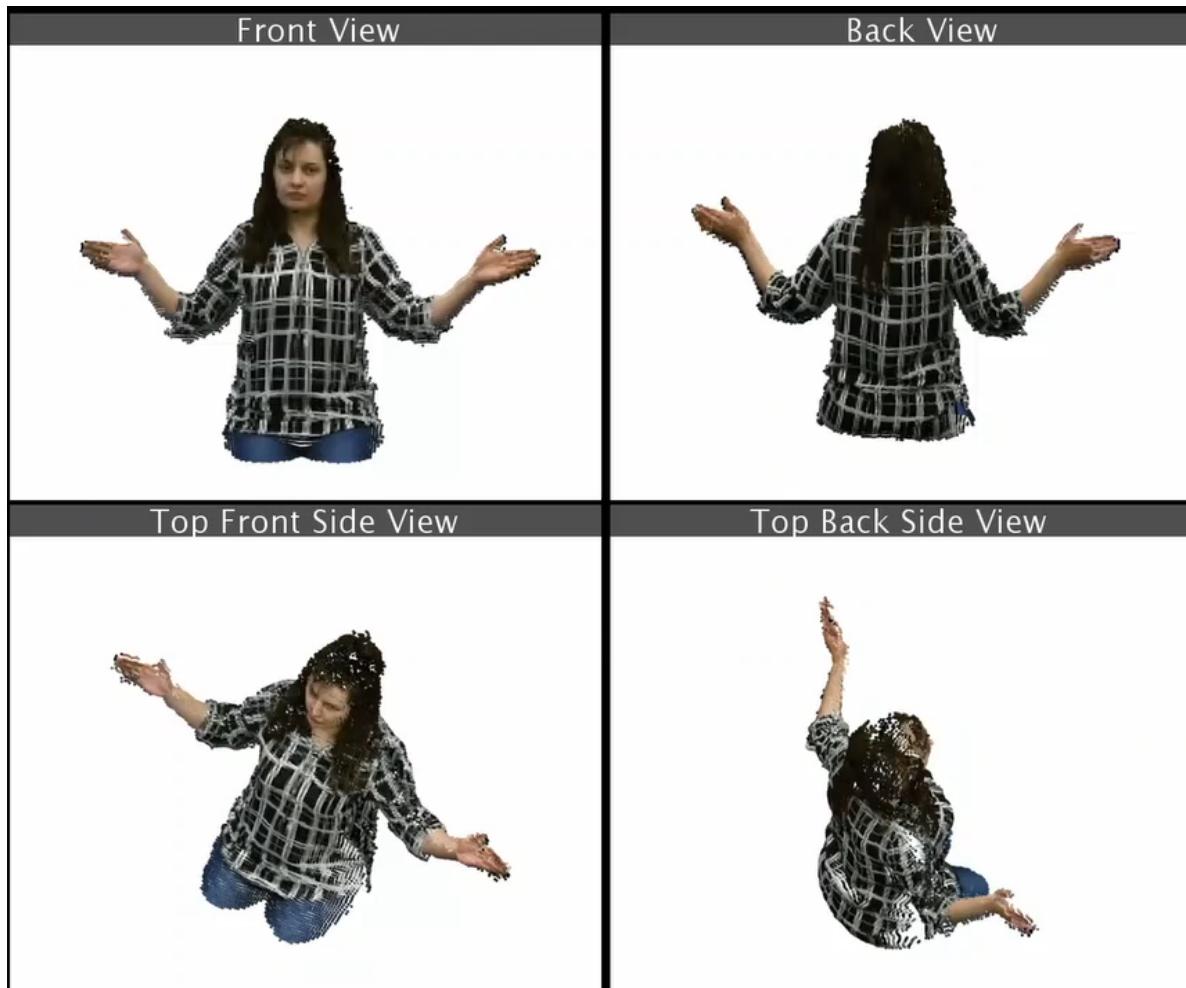
with: Vahid Soleimani  
Majid Mirmehdi  
Sion Hannuna  
Massimo Camplani

- Quantitative assessment:
  - Using three differently sized boxes in three locations.
  - Performing surface analysis and automatically estimating dimension, volume, surface planarity and angles.



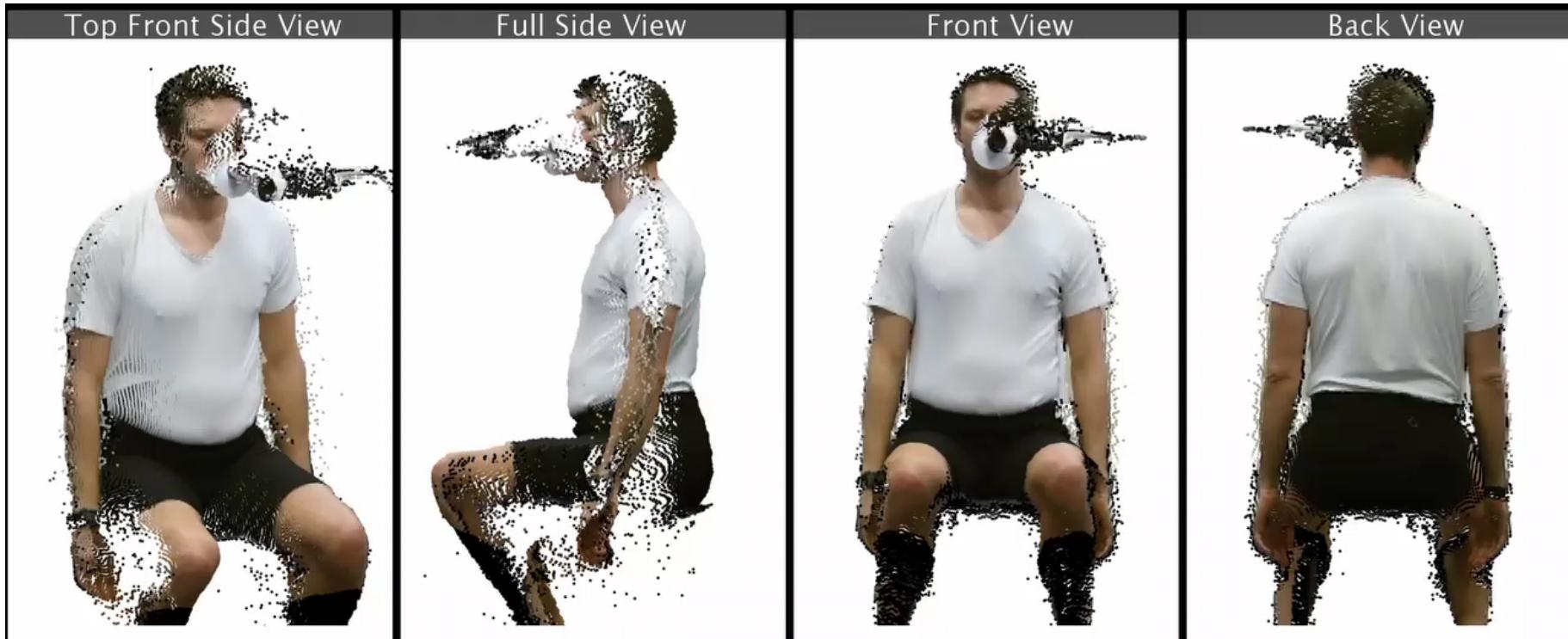
# Two Facing Kinects

with: Vahid Soleimani  
Majid Mirmehdi  
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# Two Facing Kinects

with: Vahid Soleimani  
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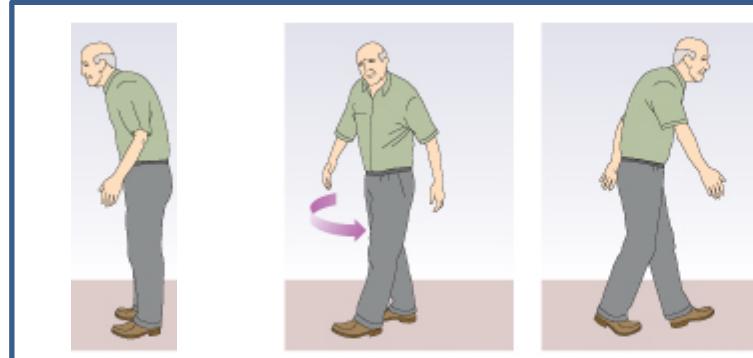


307 sequences of lung function assessment were recorded from 35 subjects using the proposed system.

# Functional Mobility Testing

with: Hana Alghamdi  
Majid Mirmehdi  
+ SPHERE team  
+ collaborators

**Turn 180° Test :** ask the patient to stand up, turn around until the patient facing the opposite direction and, walk towards a specified target.



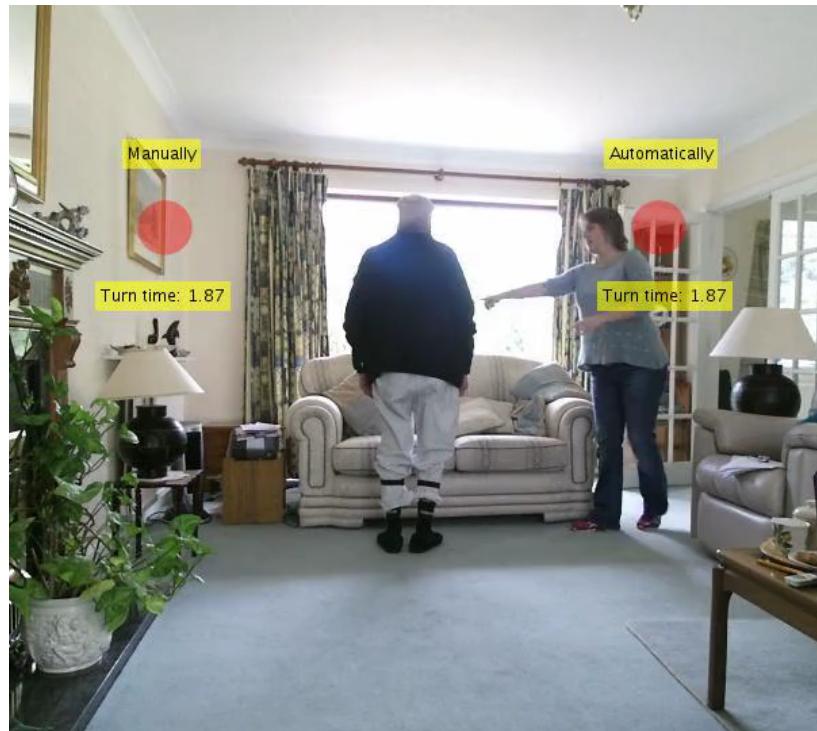
**Different measures observed during turning:**

- Direction of turning
- Number of steps
- Turn Time (s)
- Turn Quality
- Turn Type

# Functional Mobility Testing

with: Hana Alghamdi  
Majid Mirmehdi  
+ SPHERE team  
+ collaborators

## Best Case



## Worst Case



# Unsupervised Routine Modelling

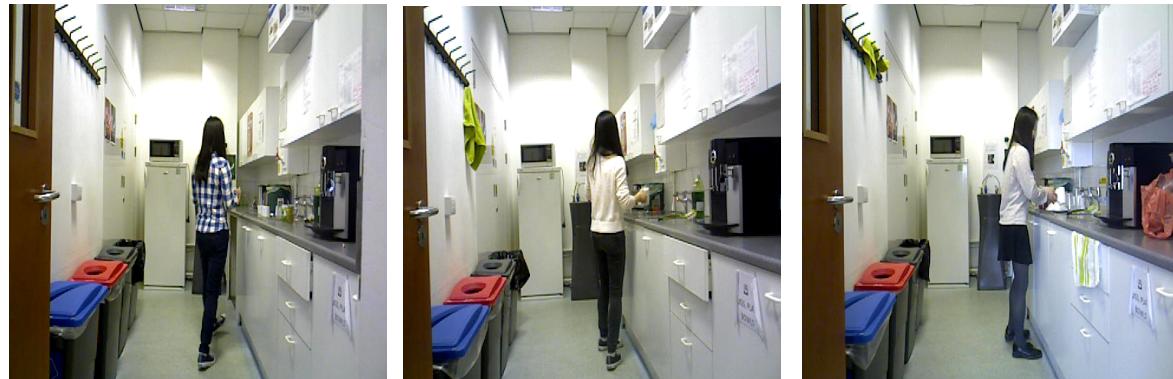
Day 1

Day 2

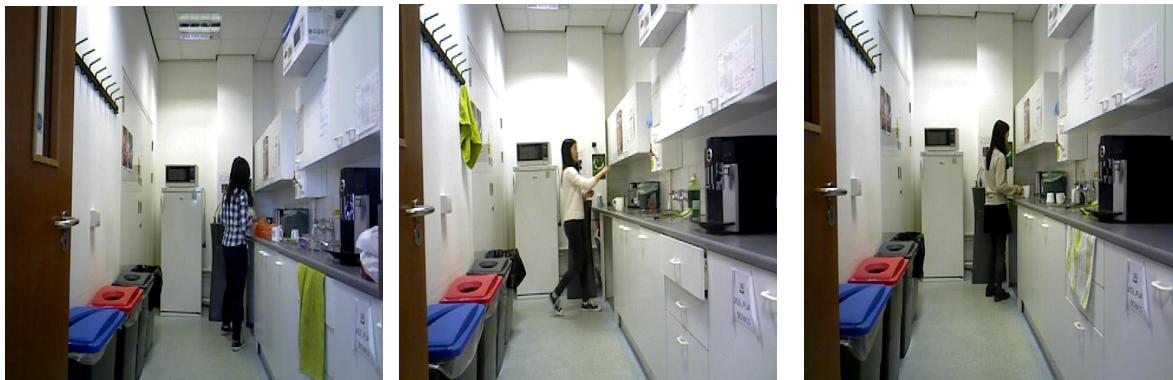
Day 3

- A person's routine is the common or regular course of action, over a timescale (e.g. daily routine)
- Detecting routine changes or out-of-routine activities is essential for monitoring physical as well as mental wellbeing

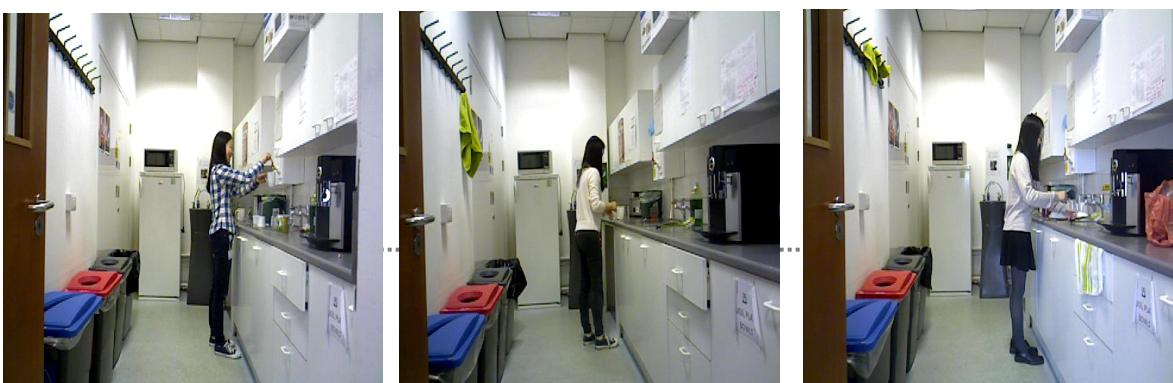
wash



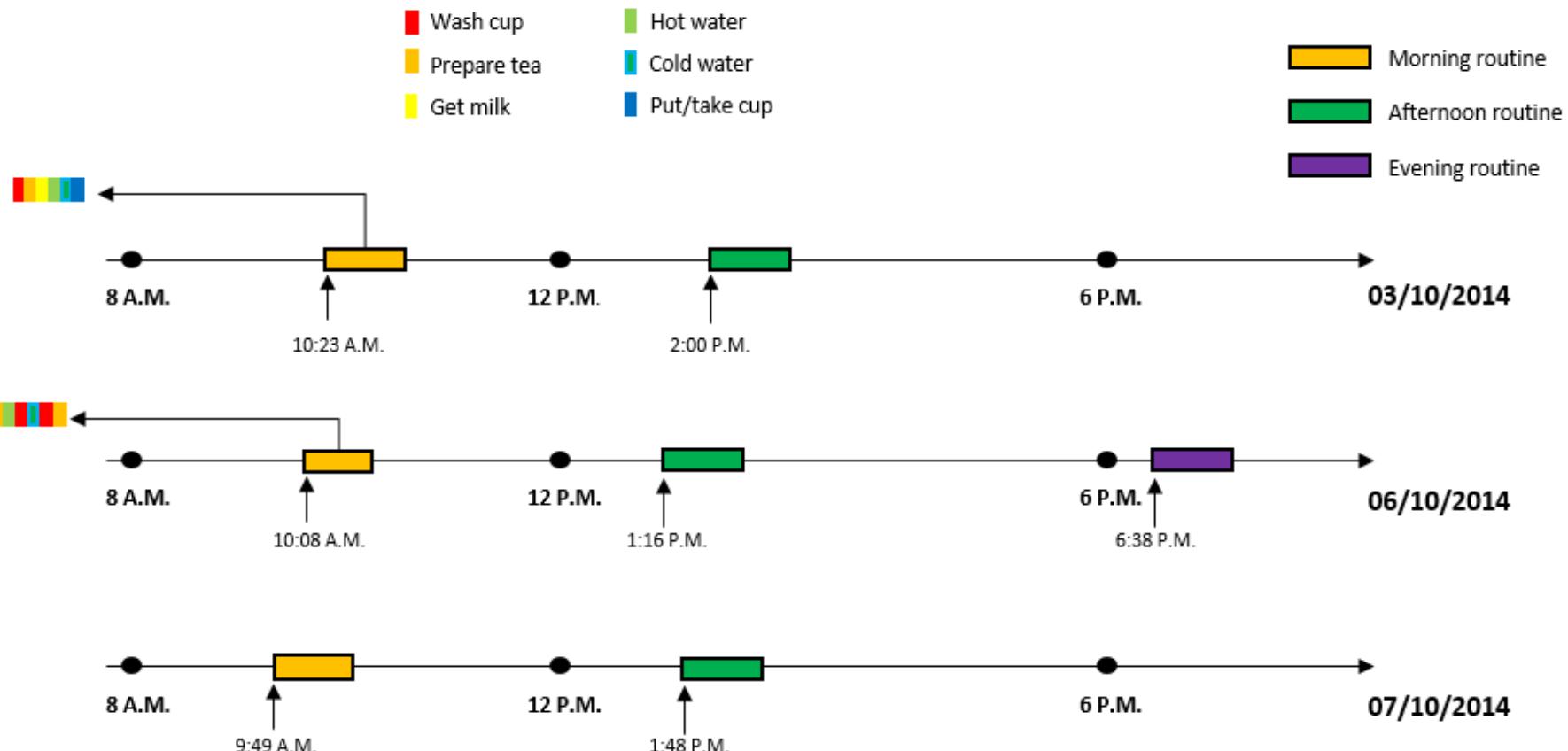
Make Tea



Get Water

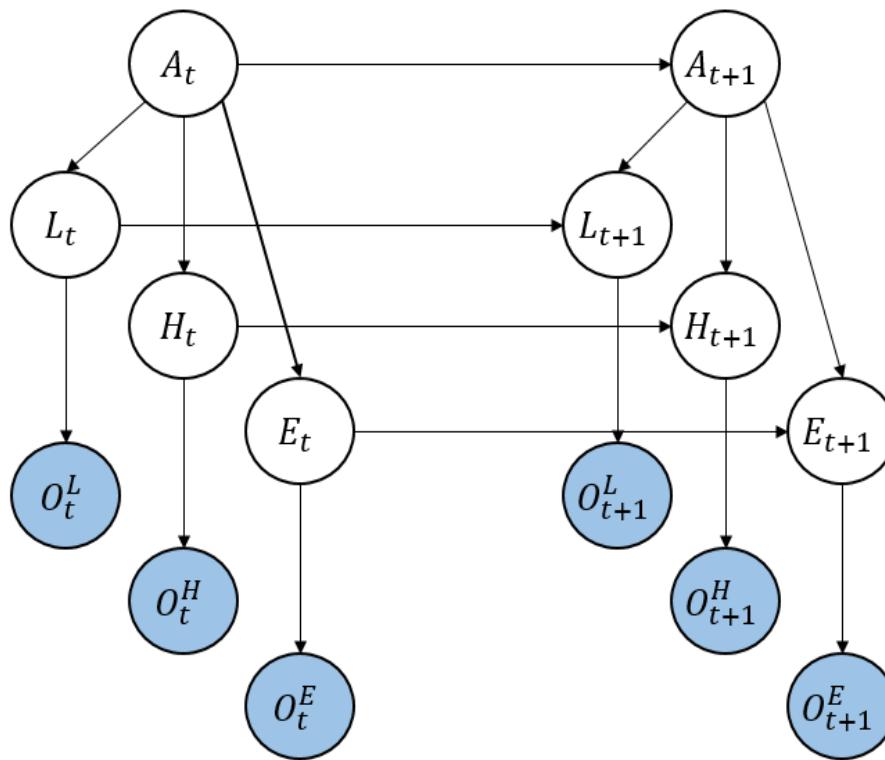


# Unsupervised Routine Modelling



# Unsupervised Routine Modelling

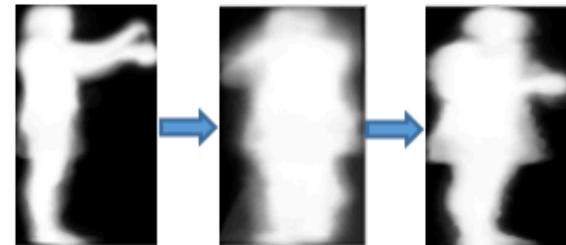
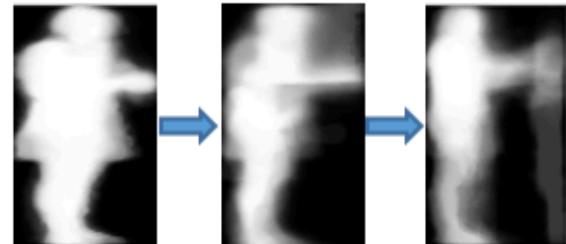
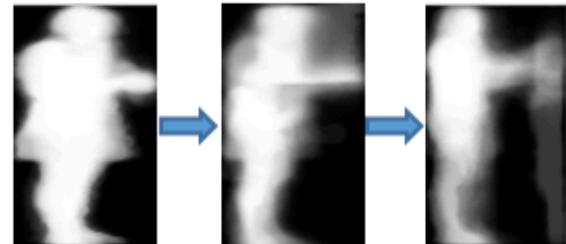
## Graphical Model



- $A_t$ : Activity state
- $L_t$ : Location state
- $H_t$ : poses state
- $E_t$ : Time envelope state

# Unsupervised Routine Modelling

- Transitions in spatial and silhouette data are capable of discovering di from the data

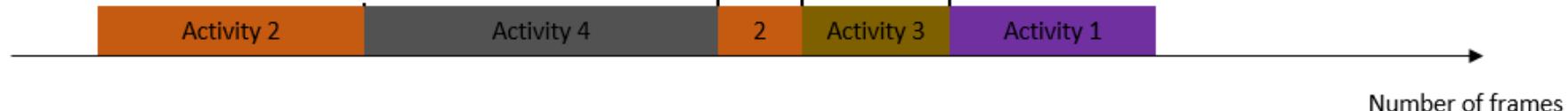
GT Label	Spatial	Silhouette
<b>Get Water:</b>	Boiler( $r_2$ ) -> water fountain ( $r_4$ ) -> worktop ( $r_3$ )	 
<b>Make Tea:</b>	No Frequent Transition	
<b>Add Milk:</b>	worktop ( $r_3$ ) -> fridge ( $r_4$ ) -> worktop ( $r_3$ )	No Frequent Transition

# Unsupervised Routine Modelling

**Ground  
Truth**



**Test Result**



$$M(x, y) = \frac{\sum_{P_{gt}^i=x} \sum_{P_{gt}^j=y} C(P_{es}^{ij}, P_{gt}^i) + C(P_{es}^{ij}, P_{gt}^j)}{|\{P_{gt}^i = x\}| |\{P_{gt}^j = y\}|}$$

# Unsupervised Routine Modelling

	wash	Prepare tea	Get milk	Get hot water	Get cold water	Put cup	Make porridge
wash	- 0.93	0.06	0.00	0.30	0.05	0.34	0.03
Prepare tea	0.06	- 0.70	0.09	0.13	0.16	0.15	0.77
Get milk	0.00	0.09	- 0.86	0.03	0.33	0.03	0.06
Get hot water	0.30	0.13	0.03	- 0.87	0.27	0.70	0.20
Get cold water	0.05	0.16	0.33	0.27	- 0.61	0.23	0.51
Put cup	0.34	0.15	0.03	0.70	0.23	- 0.50	0.24
Make porridge	0.03	0.77	0.06	0.20	0.51	0.24	- 0.00

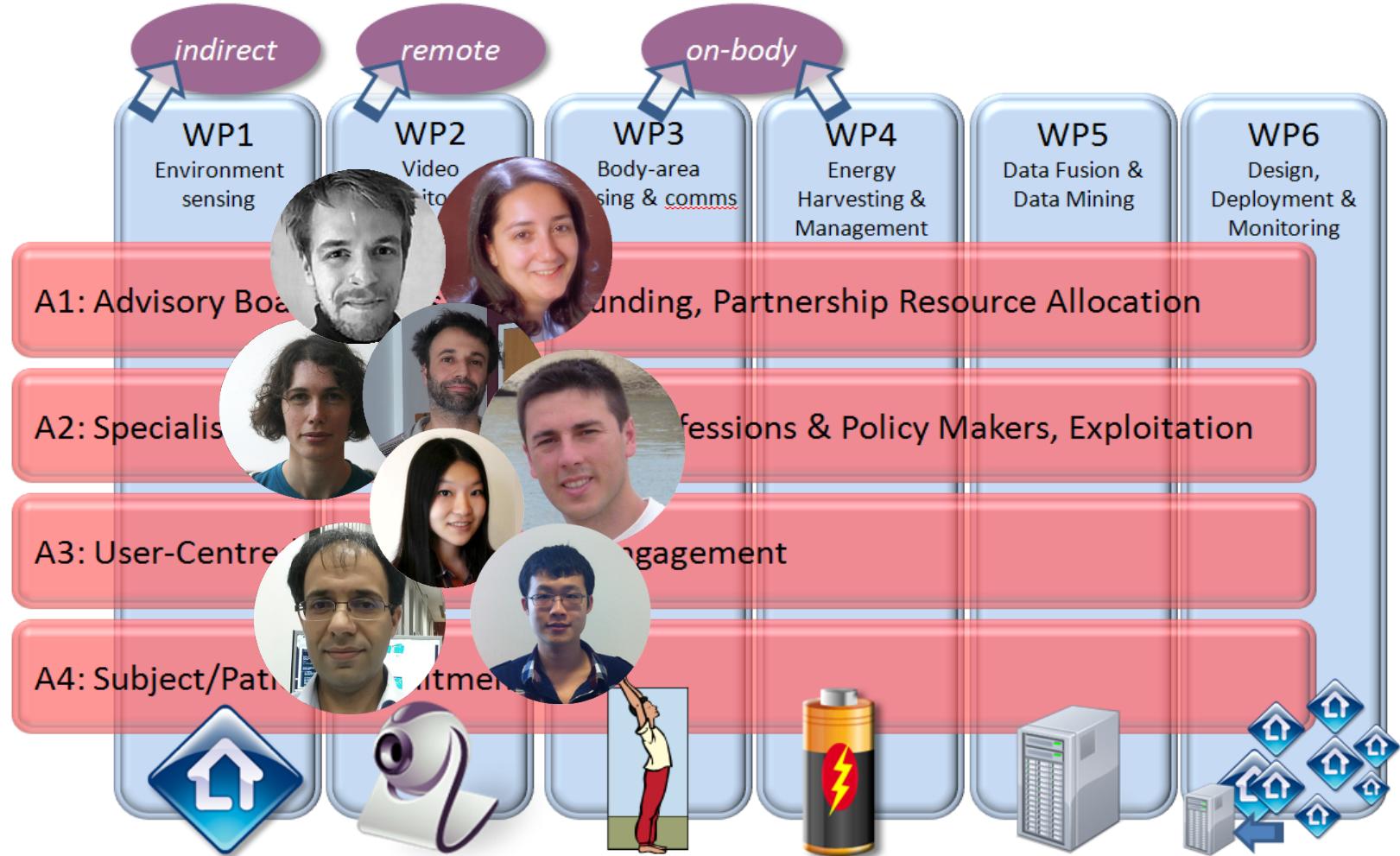
# Unsupervised Routine Modelling

- Dataset of 3 people for 7 days
- Results show that using time envelope is helpful in discovering routine activities
  - More patterns are discovered
  - Better temporal overlap between discovered pattern and ground truth

	Person 1			Person 2			Person 3							
	wash	get water	add milk	make tea	infreq.	wash	coffee	tea/ coffee	make	infreq.	wash	beverage	make	infreq.
Nater et al. [10]	.17	.04		.04	.05	.24	.01	.02			.08	.12	.03	
	get water	.04	.04			make					make			
	add milk					tea/ coffee					beverage			
	get milk					infreq.					infreq.			
	make tea	.04	.01			.03	.01	.02			infreq.	.03	.04	
	infreq.	.05												
Silhouettes	.29	.16	.12	.09	.13	.26	.60	.29	.06		.41	.27	.13	
	wash	.16	.27	.09	.07	.26	get	.29	.23	.07	make			
	get water	.12	.09	.07	.04	.14	milk				beverage			
	add milk	.09	.07	.04	.02	.09	make				infreq.			
	get milk	.13	.26	.14	.09	.37	tea/ coffee				.13	.09	.02	
	make tea	.26	.11	.12	.08	.09	infreq.							
Silhouette + Time Envelopes	.39	.21	.27	.35	.28	.30	.65	.35	.01		.47	.32	.15	
	wash	.21	.13	.13	.18	.61	get	.35	.24	.05	make			
	get water	.27	.13	.13	.09	.30	milk				beverage			
	add milk	.35	.18	.09	.26	.44	make				infreq.			
	get milk	.28	.61	.29	.44	.81	tea/ coffee				.15	.13		
	make tea	.30	.18	.11	.29	.06	infreq.							
Spatial	.15	.21	.08	.05		.18	.31	.07			.03	.01		
	wash	.21	.37	.44	.07	.07	get	.31	.40	.09	make			
	get water	.08	.44	.93	.03	.20	milk				beverage			
	add milk	.05	.07	.03			make				infreq.			
	get milk	.07	.20				tea/ coffee				.01	.16	.08	
Spatial + Time Envelopes	.42	.41		.16		.39	.49	.08			.01	.05	.04	
	wash	.41	.52	.41	.20	get	.49	.72	.08	make				
	get water					milk				beverage				
	add milk					make				infreq.				
	get milk					tea/ coffee				.04	.19			
	make tea					infreq.								

Xu et al (2015), Unsupervised Daily Routine Modeling from a Depth Sensor using Bottom-Up and Top-Down Hierarchies. Asian Conference on Pattern Recognition

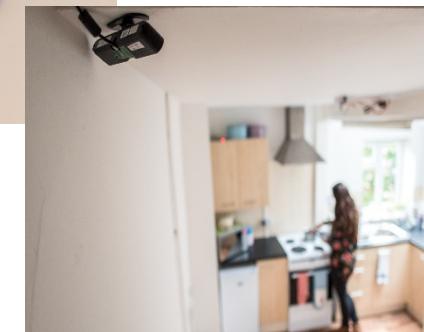
# SPHERE



# SPHERE

## Hardware Platform (v2.0)

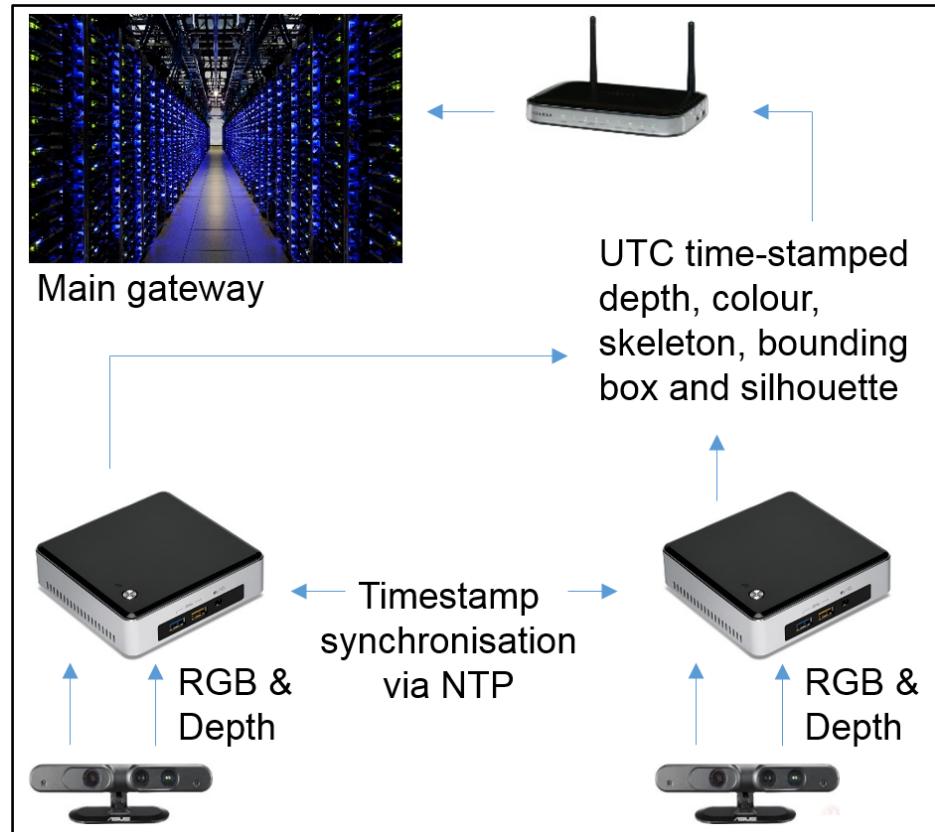
- RGB-D Asus Xtion
  - SOTA people detection and tracking with low computational burden
- The Intel Next Unit of Computing (NUC) with 8GB of RAM and an i5 processor
  - Small, attractive, powerful and able to support up to 4 Xtions at full resolution



# SPHERE

## Hardware Platform (v2.0)

- RGB-D Asus Xtion
  - SOTA people detection and tracking with low computational burden
- The Intel Next Unit of Computing (NUC) with 8GB of RAM and an i5 processor
  - Small, attractive, powerful and able to support up to 4 Xtions at full resolution



# SPHERE

Looking forward: Recruitment of 100 homes?



# Conclusion

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- Current RGBD sensors are not ideal for action and activity recognition due to their per-frame calculation of depth information
- Three main usages of RGBD data in action and activity recognition
- Applications for action recognition where accurate depth estimation is required
- Storage requirements for long-term usage is an obstacle for expanded usage of RGBD in action and activity recognition

# Thank you...

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