

# Action Recognition in Videos using Deep Learning

Deep Learning course  
MSc in AI

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# About project

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## Action Recognition:

- Classifying the activity being performed by a human
- We need a set of evidence to recognize an action → Video classification

## Video:

- A signal which combined spatial and temporal information
- Sequence of images-frames



# MODELS

# Baseline


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Step 1 → Feature Extraction of each frame: Texture information → GLCM features:

- Contrast
- Dissimilarity
- Homogeneity
- ASM
- Energy
- Correlation

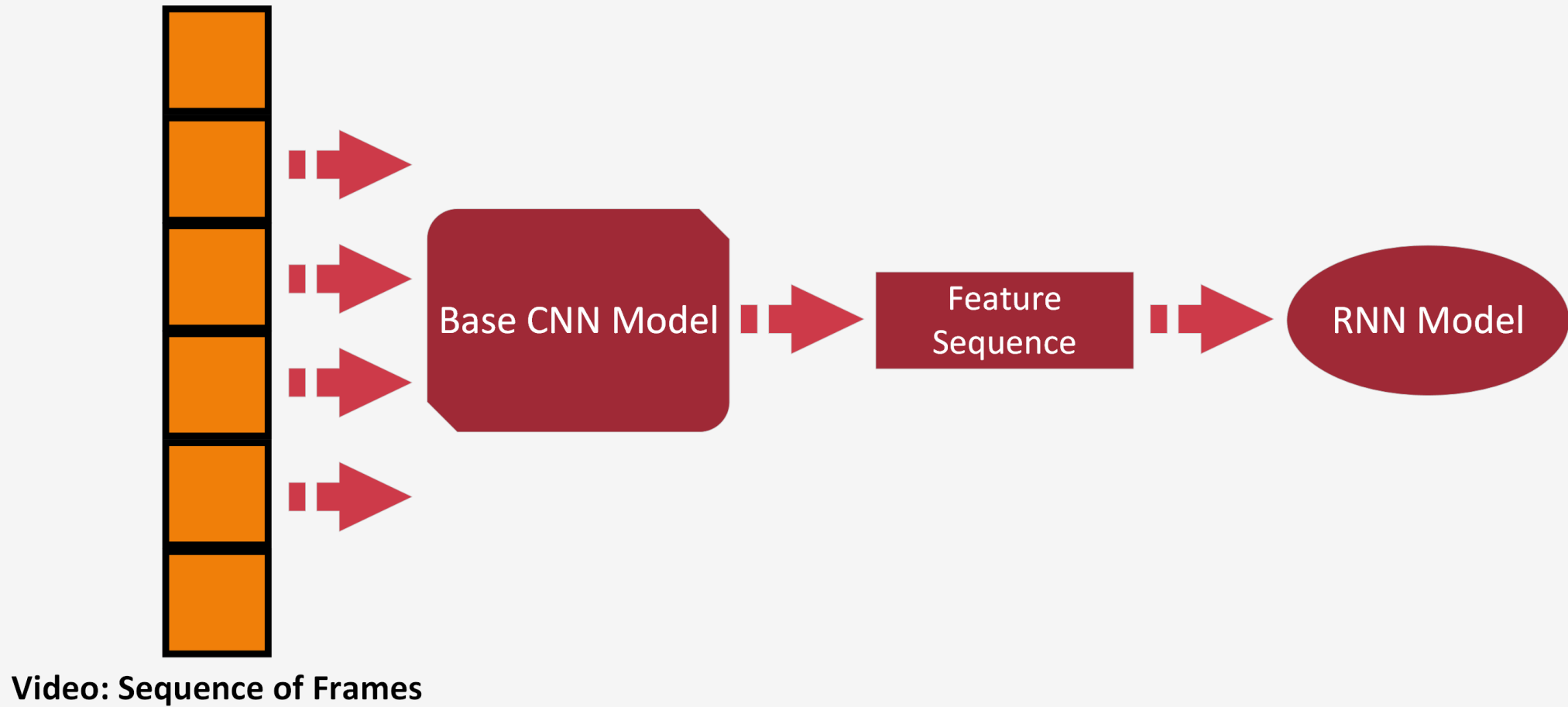
Step 2 → Temporal Aggregation: Statistics → Mean & Std

Step 3 → Definition of a classifier pipeline:

- Standard Scaler
  - SVM with RBF Kernel
- 

## Going Deeper...

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# Experiments: Step 1 → Choose Base CNN Model

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## Most popular pretrained models:

- VGG
- ResNet
- MobileNet.

## Choose which layers will be left frozen:

*CNNs consist of:*

- Convolutional Block → Convolutional and Pooling Layers
- Classifier → Fully Connected Layers

*Freezing options:*

- Last (or other) Convolutional Layer
- Penultimate Layer of classifier

# Experiments: Step 2 → Deep Model Construction

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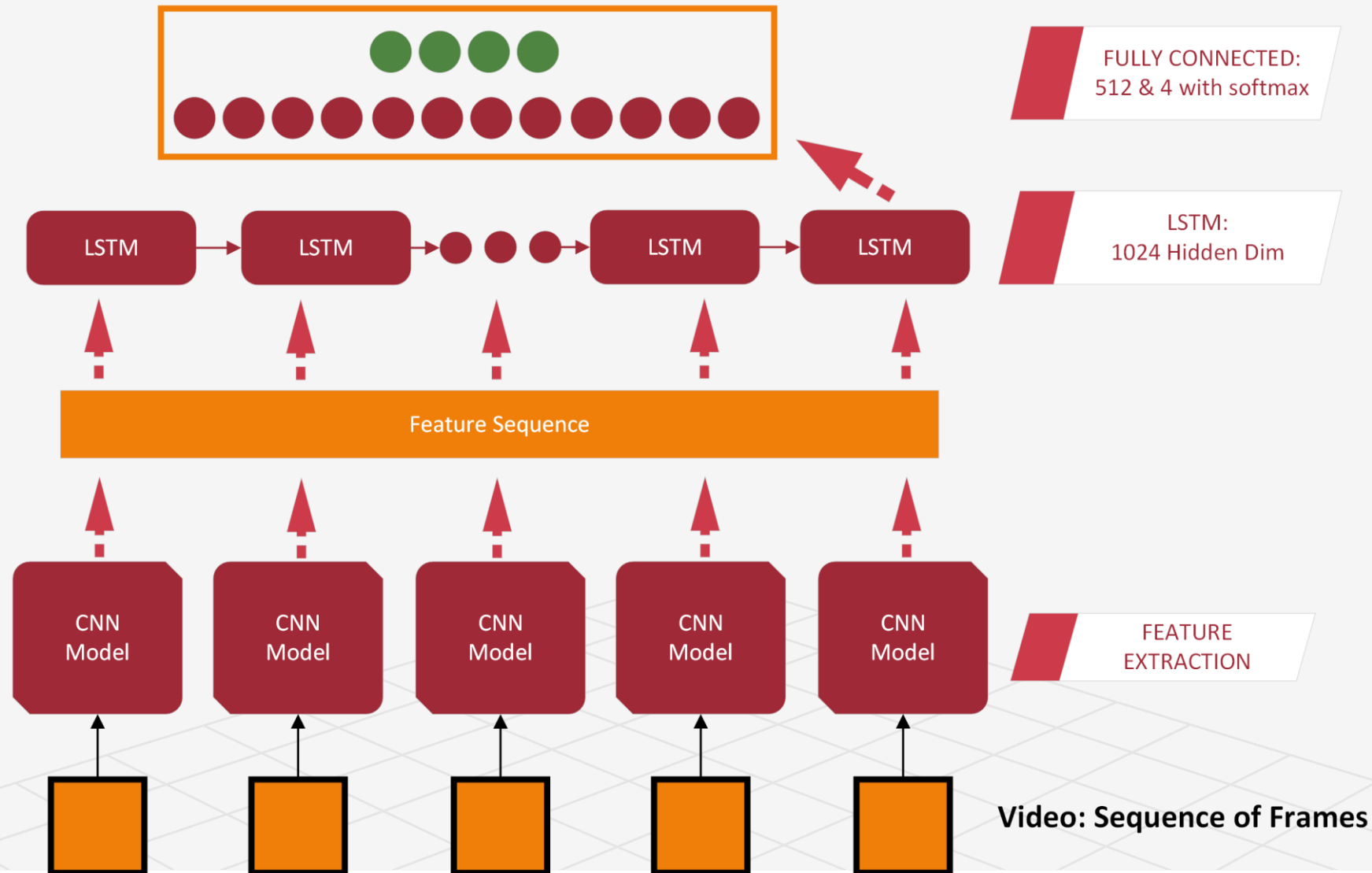
## **After pre-trained CNN selection, decide if:**

- Use the extracted features directly
- Add trainable layer(s) after feature extraction

## **Define the RNN-based part:**

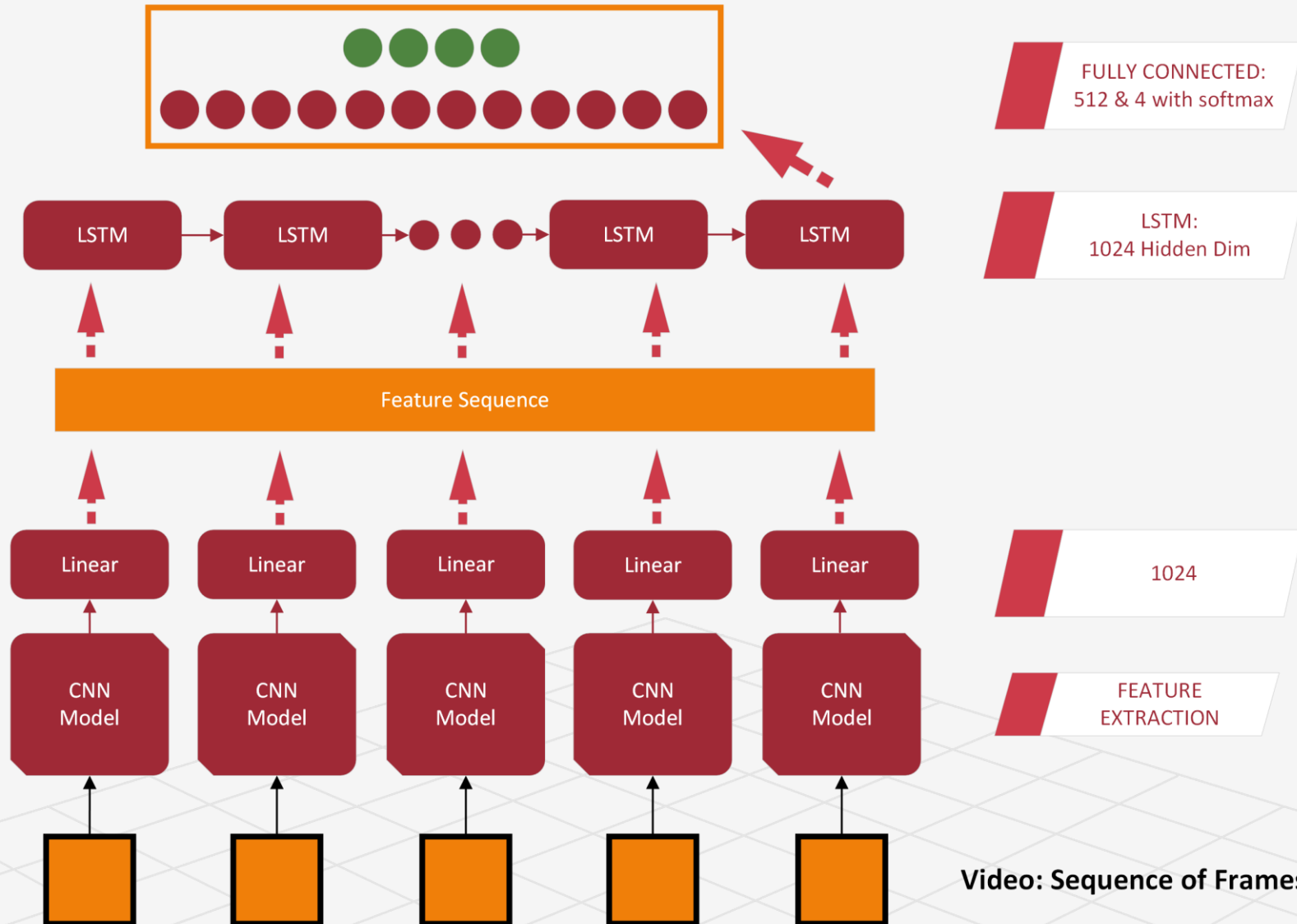
- Model (e.g. LSTM)
  - Hidden state dimension
  - Number of layers
  - Direction
- Final classifier

# Approach A

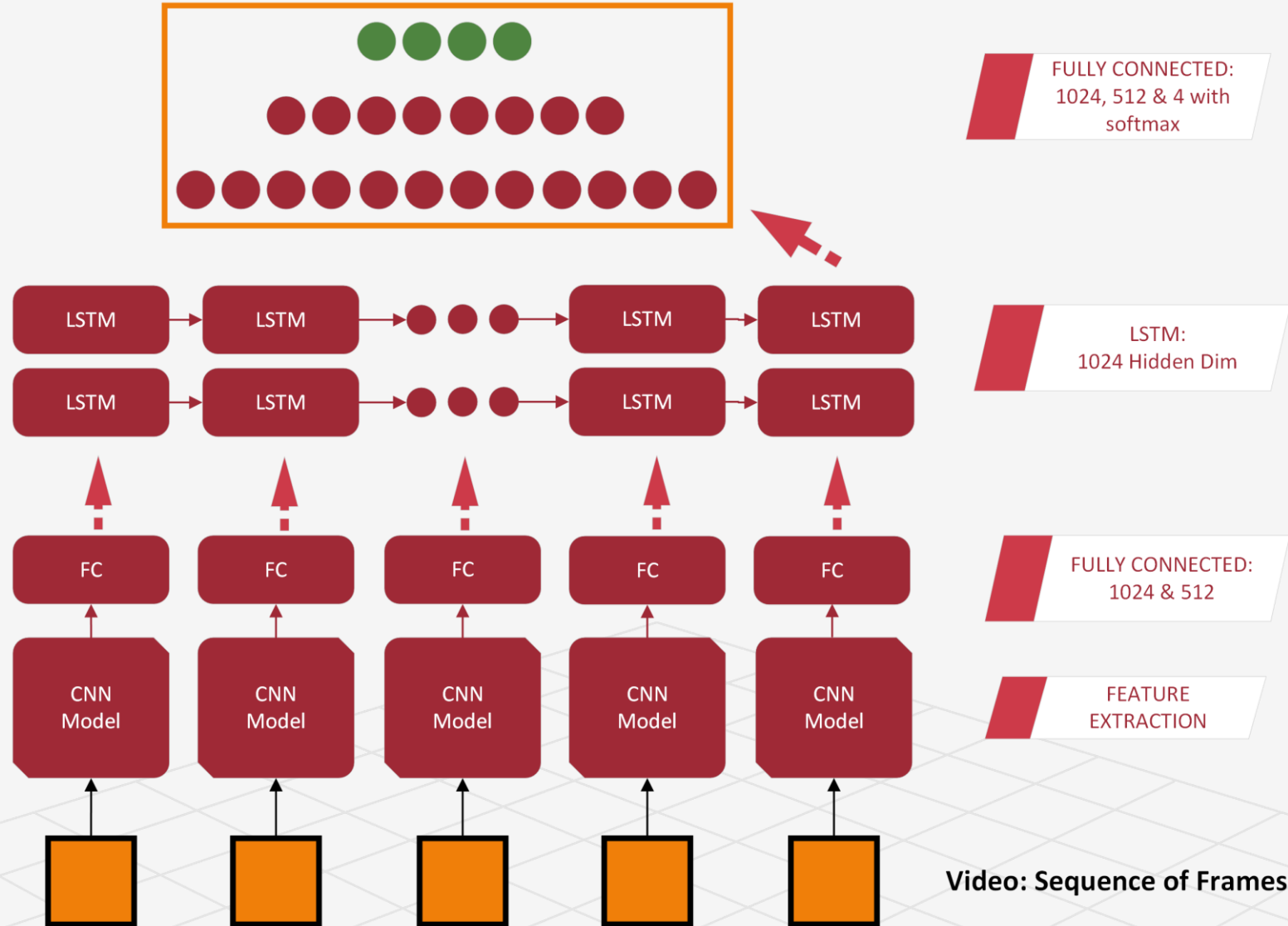




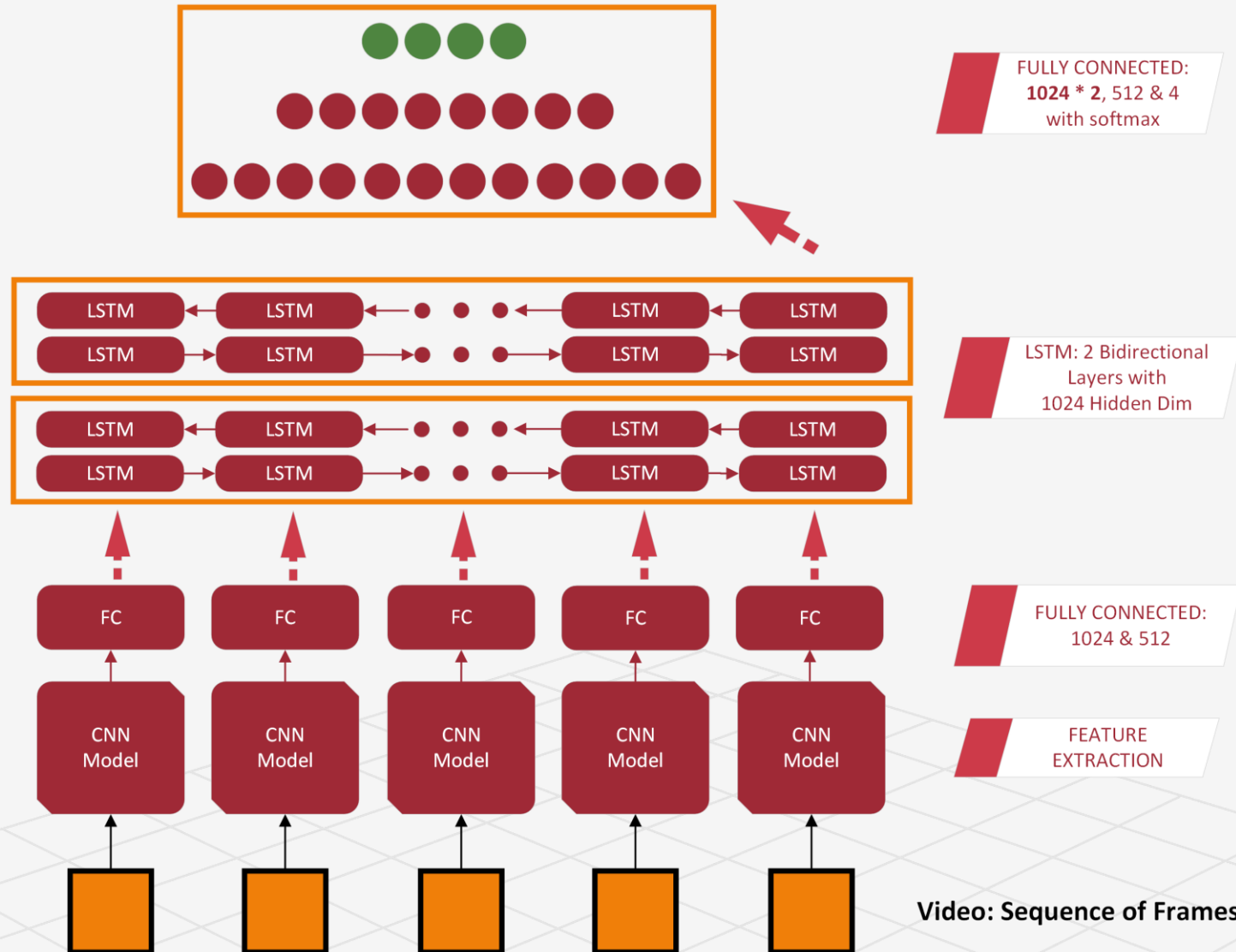
# Approach B



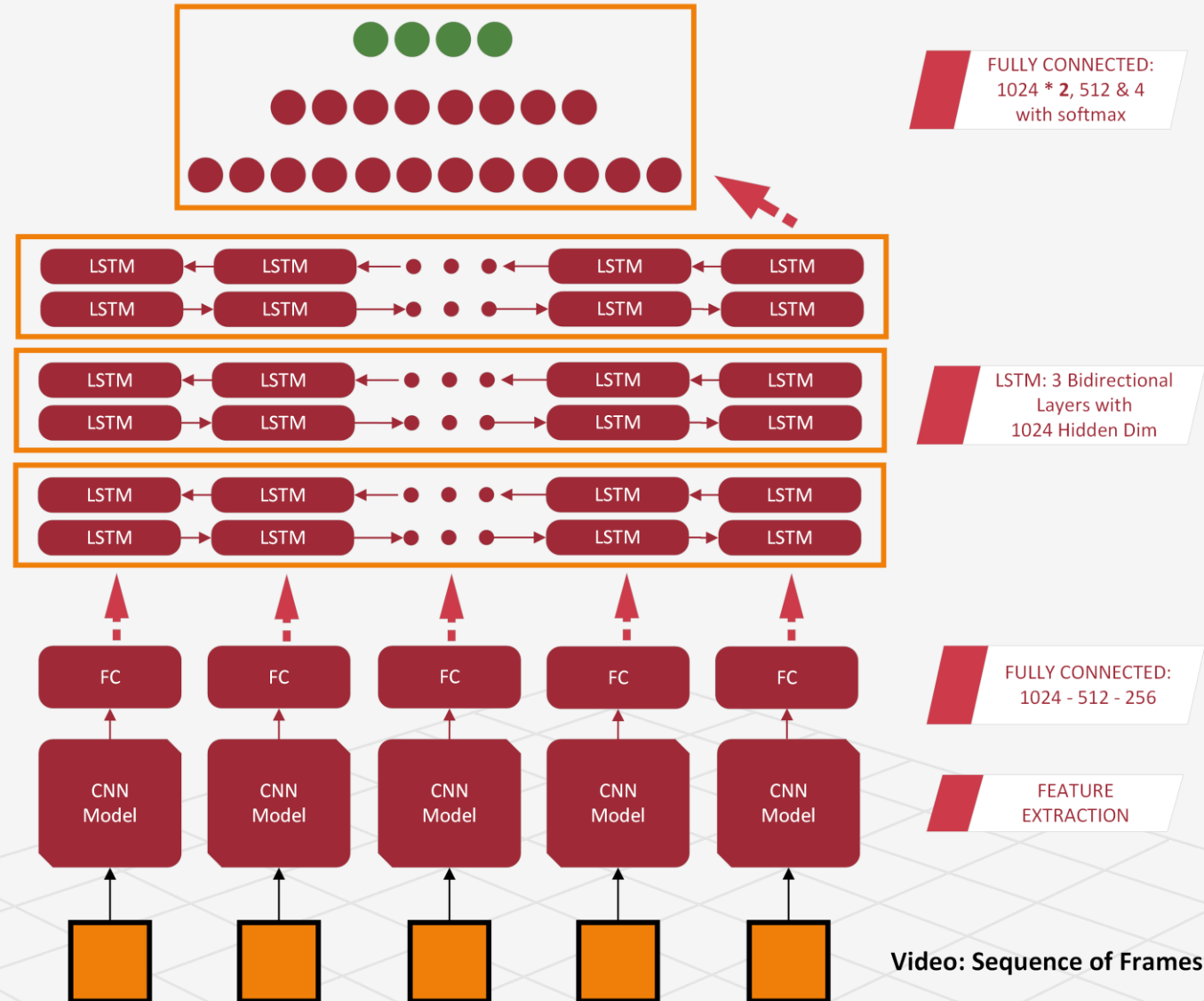
# Approach C



# Approach C'



# Approach D



# RESULTS

# Dataset

## UCF101 Human Actions dataset:

A small subset was used in this project

Official train-test splitting

Classes:

0: Playing Guitar

1: Rock Climbing Indoor

2: Soccer Juggling

3: Band Marching

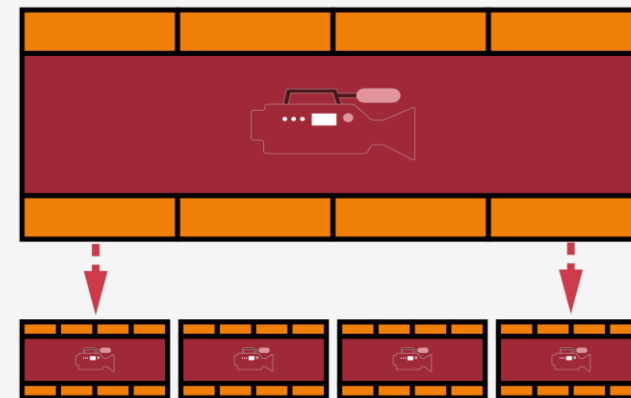


# Preprocessing

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## Sequence level transformation:

- Problem: Differences in the total number of frames per video & the Fps
- Solution: Extract video segments → Shorter videos with fixed number of frames



## Frame-level transformation:

- Resize (e.g. 224x224)
- Normalize →  $mean=[0.485, 0.456, 0.406]$ ,  $std=[0.229, 0.224, 0.225]$

# Results: Baseline

True\Predicted	0	1	2	4
0	54	28	82	4
1	17	63	12	0
2	59	8	135	0
3	4	0	18	112

	precision	recall	f1-score	support
0	0.41	0.32	0.36	168
1	0.64	0.70	0.67	92
2	0.55	0.67	0.60	202
3	0.97	0.84	0.90	134
accuracy			0.61	596
macro avg	0.64	0.63	0.63	596
weighted avg	0.62	0.61	0.61	596



# Results

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## Pre-trained CNN selection:

*All models tested using the DNN of **Approach A***

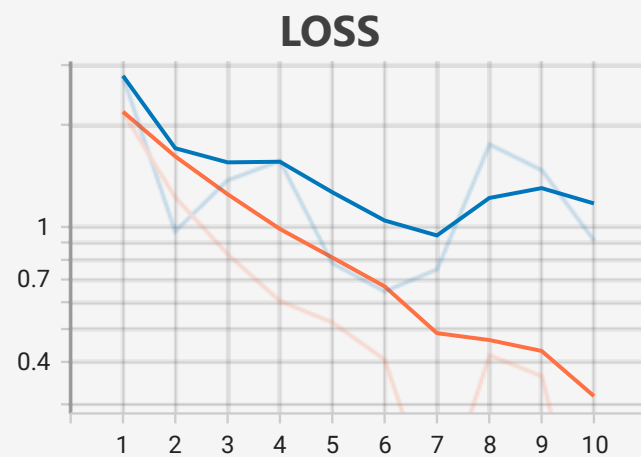
- ResNet – 125 freezed at the last Convolutional Layer (we receive output of Average Pooling) outperforms VGG 19 freezed at the penultimate Layer of classifier [87.8% vs 83.4% F1 Score in validation dataset].
- If we freeze the last Convolutional Layer of VGG the model can't learn...
- MobileNet overfits...

# Results

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Model Name	F1 Score	Loss
Approach A	87.8	2.9
Approach B	97.7	0.64
Approach C	98.4	0.44
Approach C (Bid)	97.7	0.57
Approach D	98.6	0.29

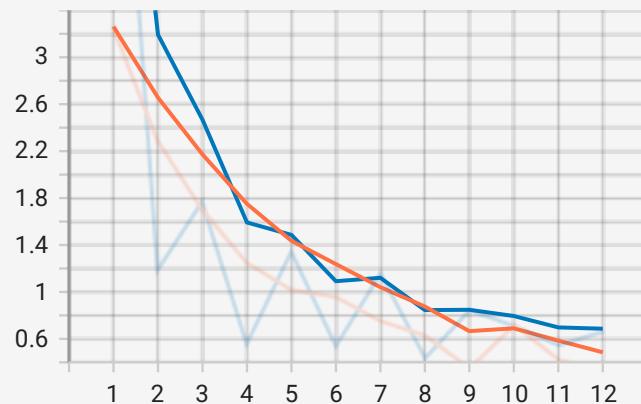
# Results



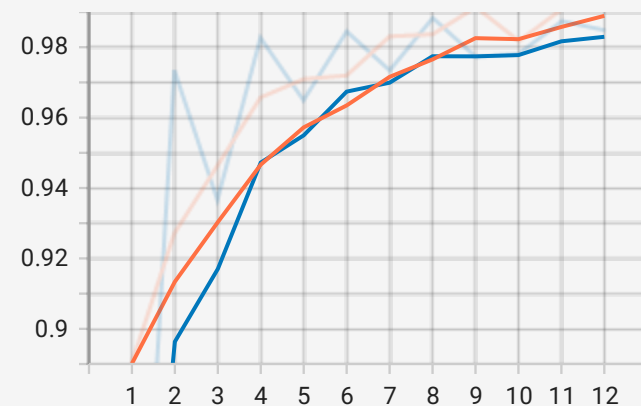
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# Results

**LOSS**



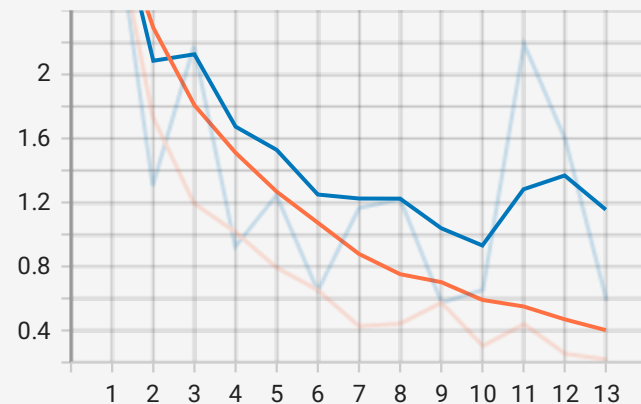
**F1**



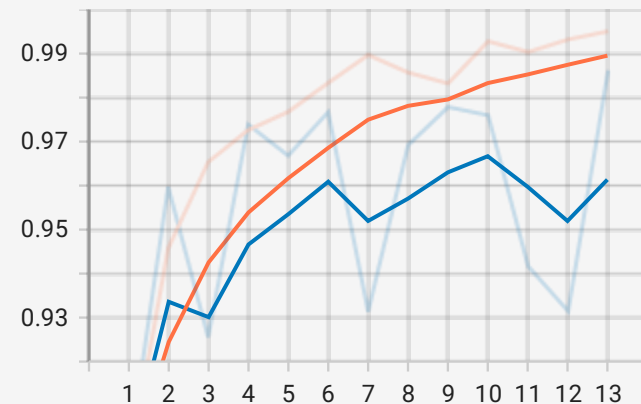
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# Results

**LOSS**



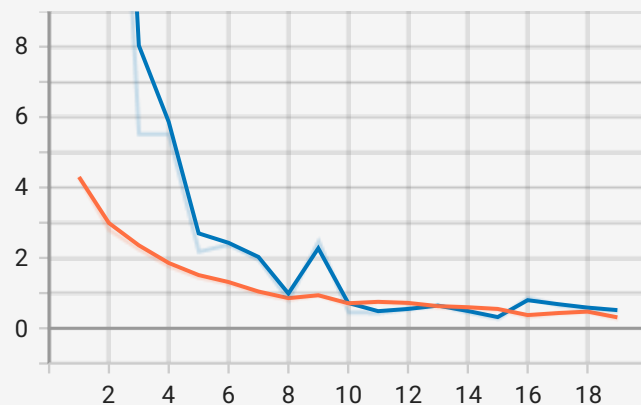
**F1**



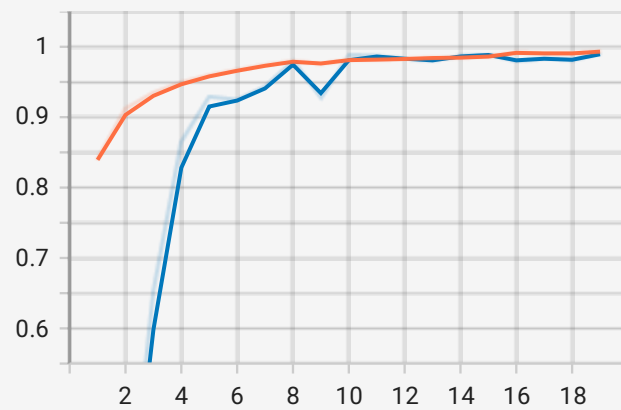
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# Results

**LOSS**



**F1**

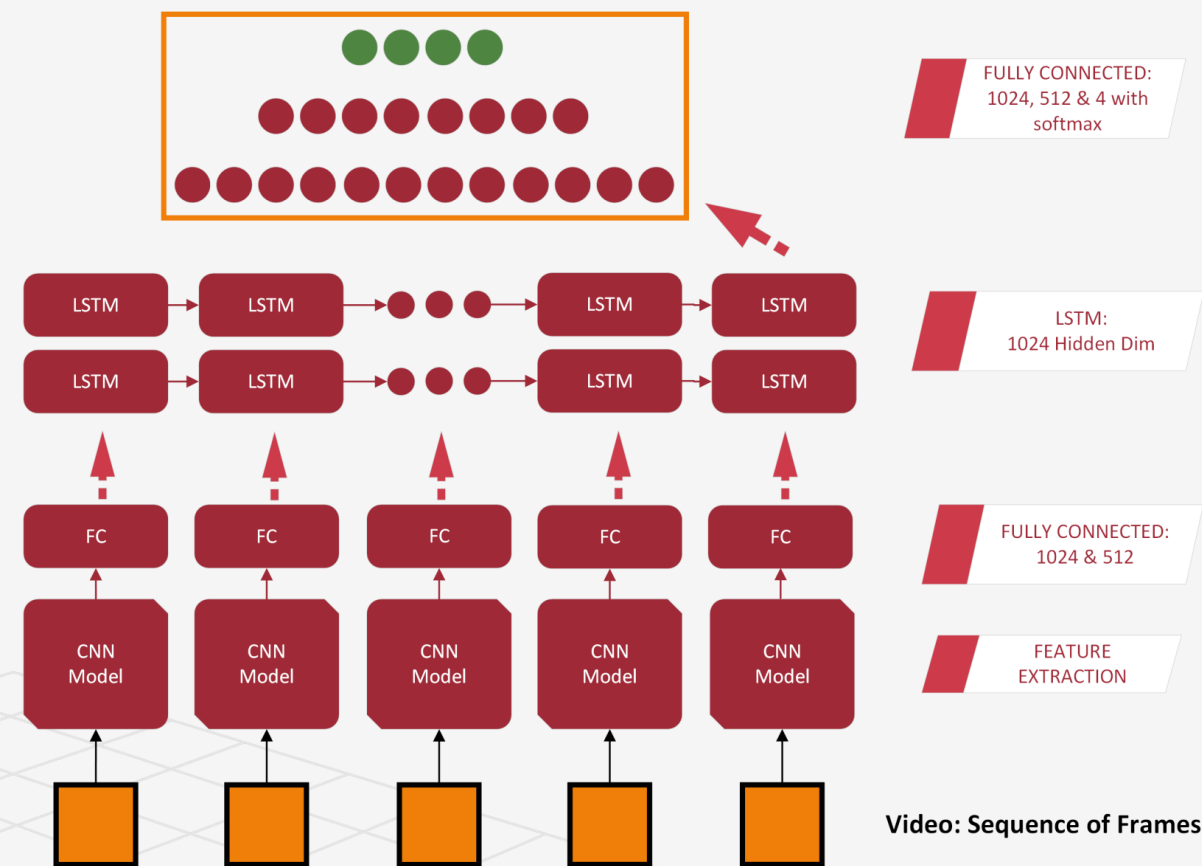


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Approach D	98.6	0.29

# Results: Approach C & Test Dataset

True\Predicted	0	1	2	4
0	43	0	0	0
1	0	39	2	0
2	0	0	38	1
3	0	0	0	43

	precision	recall	f1-score	support
0	1.00	1.00	1.00	43
1	1.00	0.95	0.97	41
2	0.95	0.97	0.96	39
3	0.98	1.00	0.99	43
accuracy			0.98	166
macro avg	0.98	0.98	0.98	166
weighted avg	0.98	0.98	0.98	166



Video: Sequence of Frames

Video level classification → Combine predictions of all segments.

# DEMO

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```
File path: E:\\AI\\DL\\UCF101\\UCF-101\\RockClimbingIndoor\\v_RockClimbingIndoor_g07_c07.avi
RockClimbingIndoor
(.venv)
bilito@DESKTOP-6NHGEBB MINGW64 ~/Documents/AI/DL/Video Recognition
$
```



v\_RockClimbingIndoor\_g07\_c07

0:00:17

0:00:00

0:00:11

0:00:00

v\_RockClimbingIndoor\_g07\_c07



Thank you!