

① Model → Any

② Dataset → Any
Basically Solve the problems!

Models considered: ① CNN-RNN Architecture

② VideoMAE

③ MoViNet

④ 3D CNNs

Currently, the best in market according to pwc: - HERMES!

But → 8V100 GPUs.

So NoX

Next better VideoMAE → Uses transformers

→ Might be heavier

→ Might run out of GPU

(lets keep it aside)

Next better CNN-RNN Architecture

→ Reliable with documentation

→ Available Colab

→ Might work let us see

→ But slightly old

MoViNet → 3D CNN based but more accurate & newer

→ Super fast & efficient

→ might be the right model considering computational requirements & accuracy

trade-offs

① → Choosing MoViNet
→ If it works good.

Datasets:-

② ① Ucf 101 - Too small sample for real sports
- requires preprocessing (obviously)

② HMDB 51 - No sports

③ Youtube-8M → lot of samples
→ Unexplorable datasets

④ Sports - M → Dead

→ Chose UCF101 → with small samples

Applied preprocessing to fit DS structure

③ ① Movinet → Too many lib issues
Model
Flowchart →

Dataset

↓
Kinematics format

↓
Movinet-1.2 - stream

↓
Movinet-1.2 - over 5 classes

↓
weights

↓
TF Lite

Converted due to ease of deployment

↓
Inference on

MP4

→ Action labels

Require for stable

P.T.O

