



# Health Monitoring System for Senior Citizens

## Group Members

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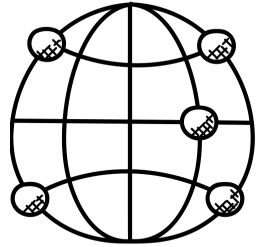
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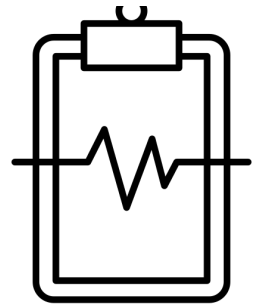
Dr. Hafeez Ur Rehman

# Introduction/ Idea



A World is a Global Village, Right?

Also, Impossible that you are 24/7 Home, Well  
COVID-19 gone “ALMOST”



Someone at Home, Needs an Attention



# Literature Comparison

Literature Reference	Basic Idea	Methodologies	Results	Limitations
Sensor and vision-based HAR [1]	Introduces a classification of HAR methodologies	Compare both approaches by using previous researches	HAR methods are classified into two main groups.	Don't discuss their use
Skeleton-based human activity recognition for Elderly People[2]	Propose a new skeleton-based approach	Use Extremely Randomised Trees algorithm.	Mis-estimate body-poses	Recognize only regular activities



# Literature Comparison

Literature Reference	Basic Idea	Methodologies	Results	Limitations
A Smart Health Care Monitor System in IoT Based Human Activities of Daily Living: A Review[3]	Reviewing and compare a prediction accuracy from the data coming from sensors, videos	Study and compare previous methods	Maximum prediction accuracy of 99.89% in Random forest and SVM	Models have been able to predict in offline



# Literature Comparison

Literature Reference	Basic Idea	Methodologies	Results	Limitations
Vision-Based Human Activity Recognition System Using Depth Silhouettes[4]	Recognize daily activities of elderly people in indoor environments.	Utilize joints points of the skeleton model and HMMs for activity recognition	Recognizing 84.33% for nine daily routine activities of the elderly	Detecting only normal activity.



# Literature Comparison

Literature Reference	Basic Idea	Methodologies	Results	Limitations
Real-Time Elderly Monitoring for Senior Safety [5]	Monitoring elderly people from distance	Use captured skeleton images and indRNN	Able to recognize activities	Just trigger the alarm.



# Problem Statement

An elderly people need to be monitored 24/7. If you are at work space and they are alone.



# System Analysis and Design

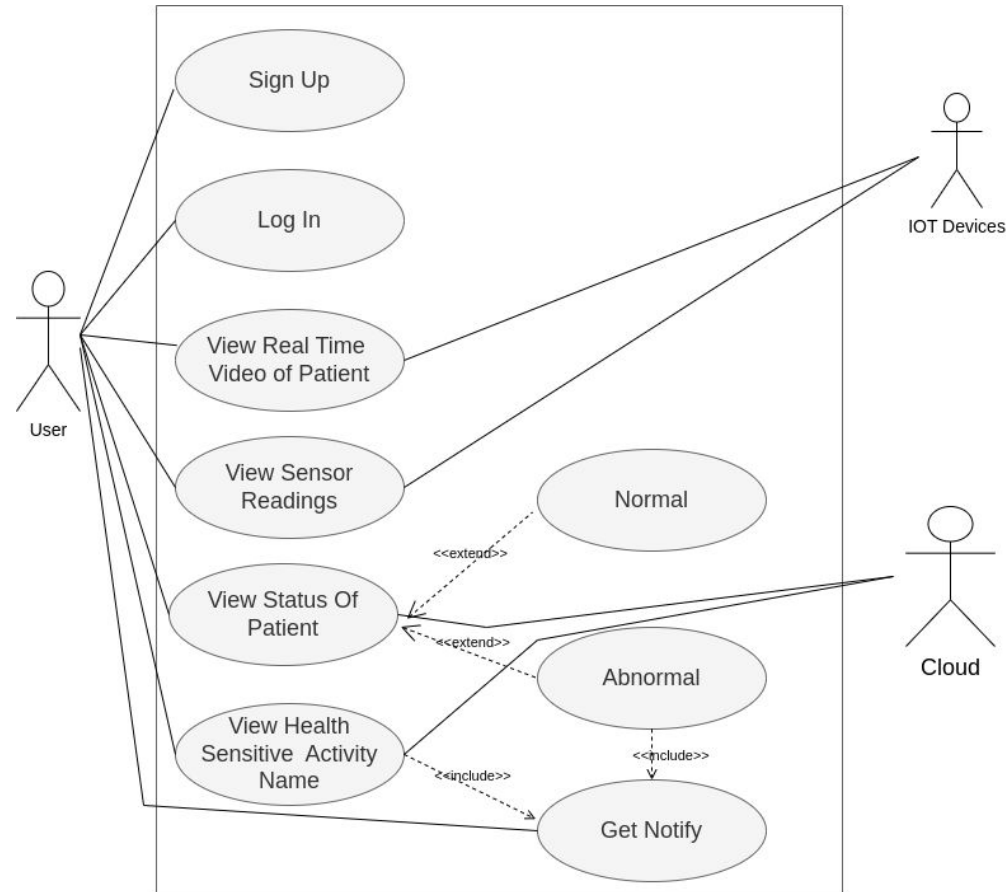


Figure 1: Use Case Diagram



# Display Interface

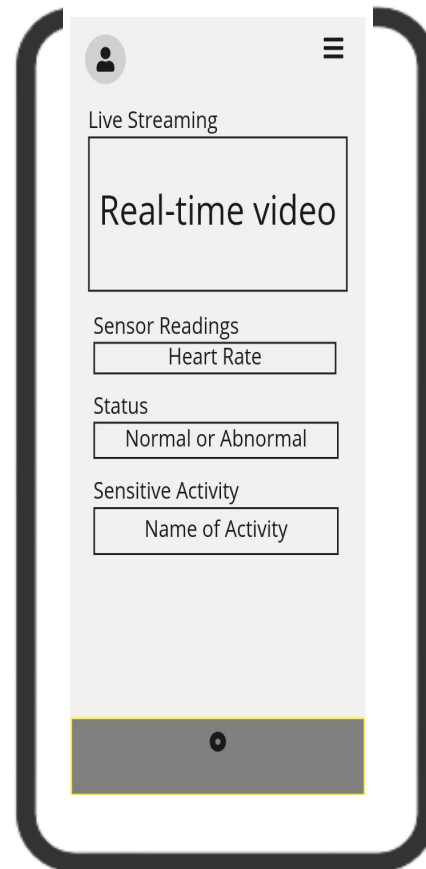


Figure 2:Displaying Main Screen

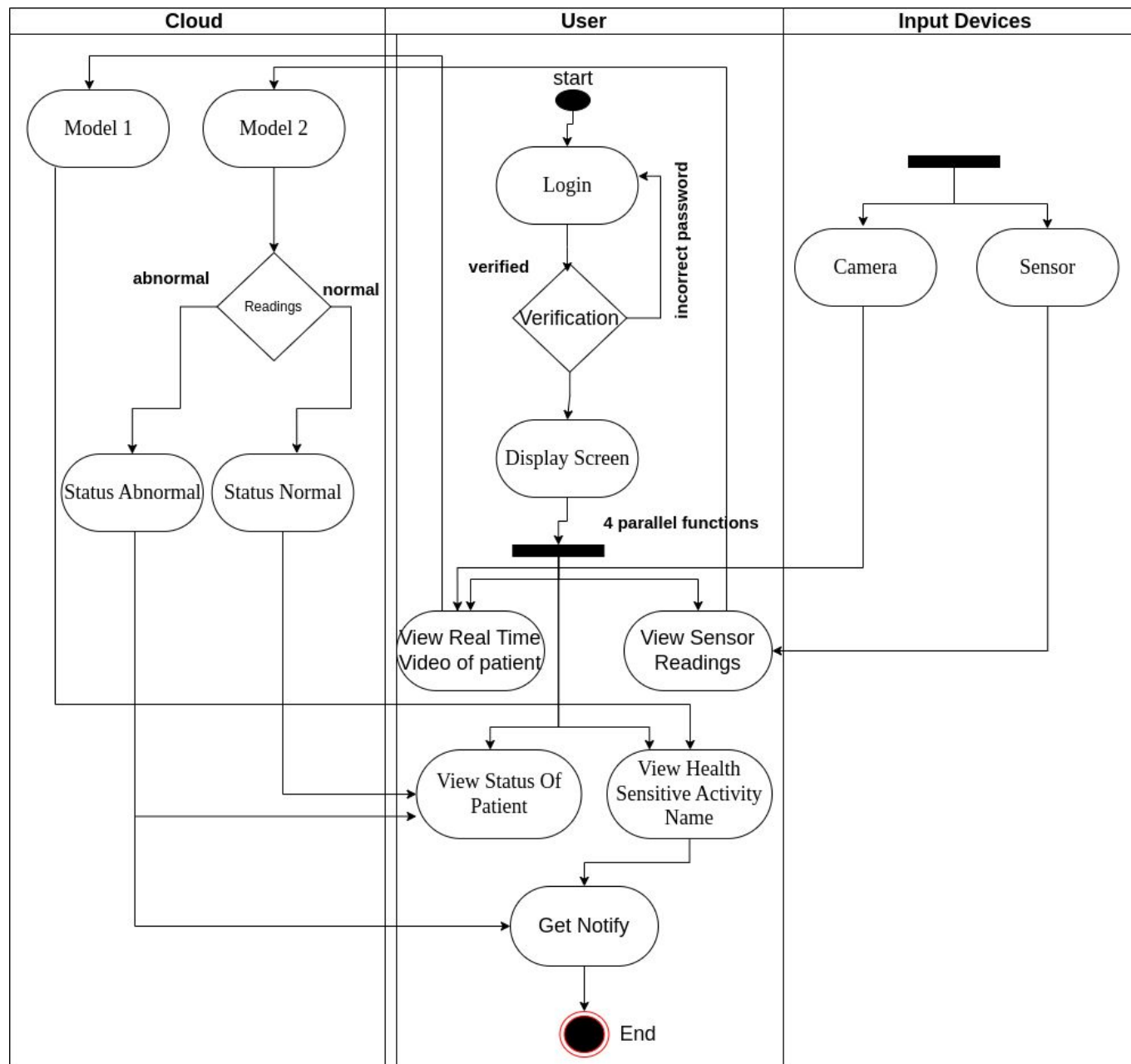














Figure 2: Swimlane Diagram

# Health Sensitive Activities

- |   |                     |  |                        |  |                        |
|---|---------------------|--|------------------------|--|------------------------|
| 1    | <b>SNEEZE/COUGH</b> | 5    | <b>CHEST PAIN</b>      | 9     | <b>FAN SELF</b>        |
| 2    | <b>STAGGERING</b>   | 6    | <b>BACK PAIN</b>       | 10    | <b>YAWN</b>            |
| 3   | <b>FALLING DOWN</b> | 7   | <b>NECK PAIN</b>       | 11   | <b>STRETCH ONESELF</b> |
| 4  | <b>HEADACHE</b>     | 8  | <b>NAUSEA/VOMITING</b> | 12  | <b>BLOW NOSE</b>       |

# Methodology

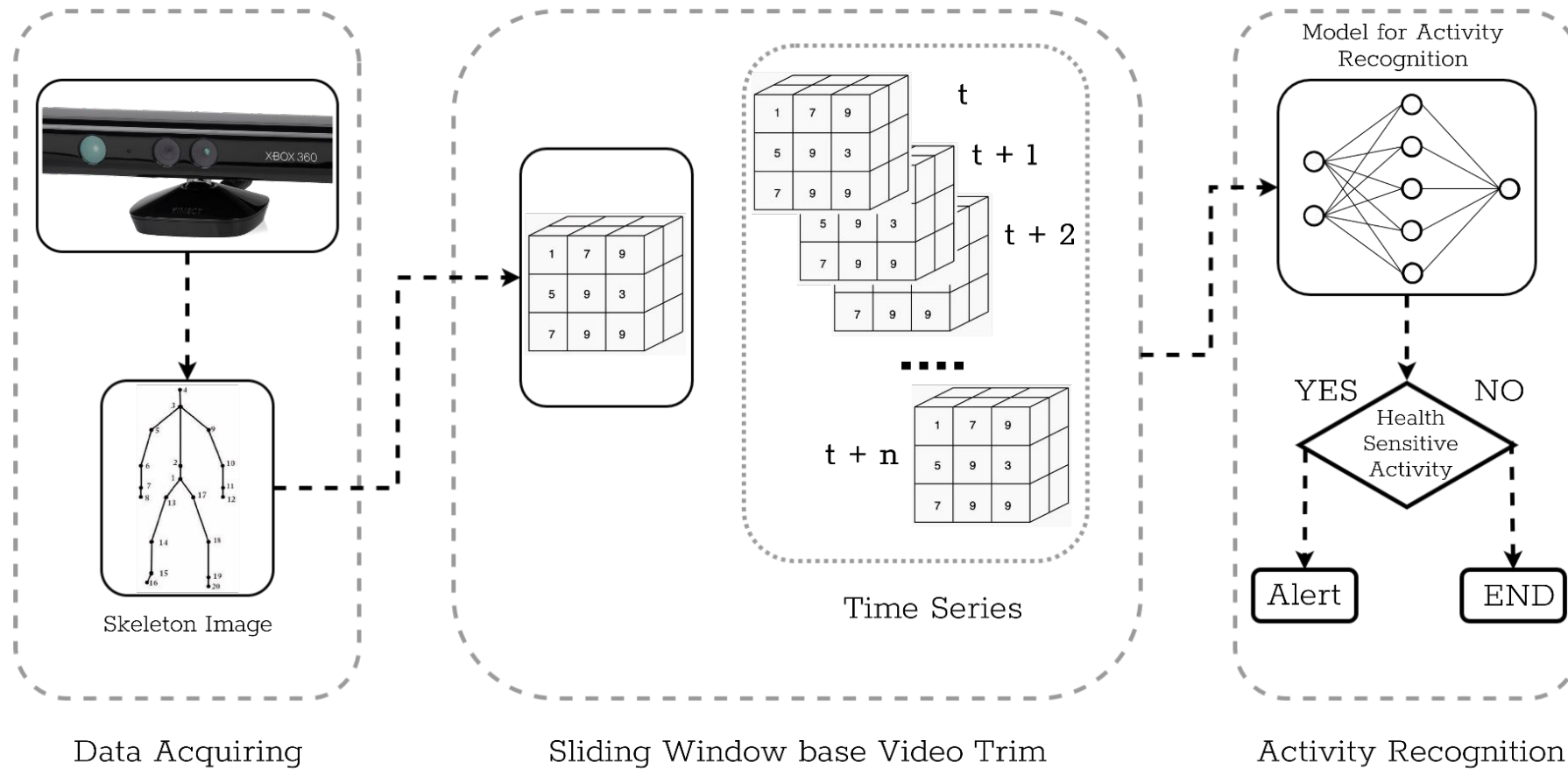
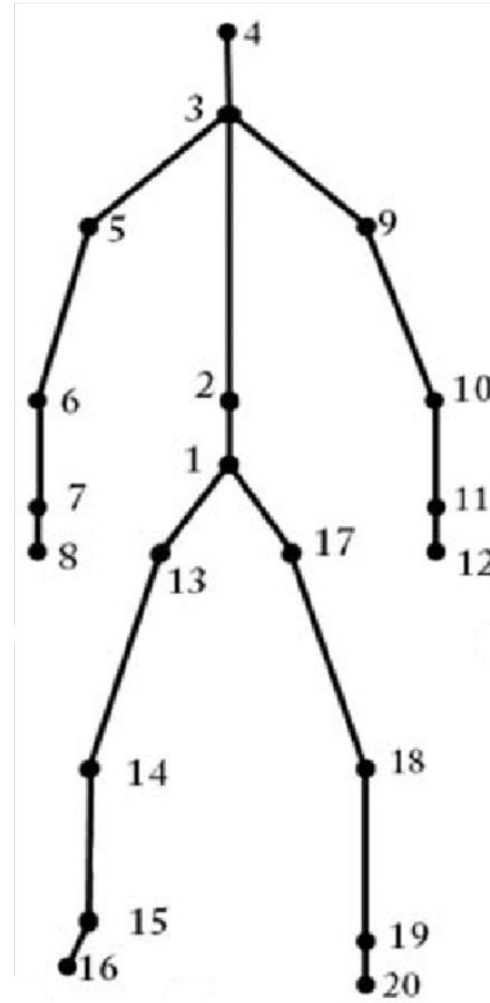


Figure 3: Methodology

# Methodology

Skeleton Image:

- 1.Hip center**
- 2.Middle-spine**
- 3.Shoulder center**
- 4.Head**
- 5.Left Shoulder**
- 6.Left-elbow**
- 7.Left-wrist**
- 8.Left-hand**
- 9.Right-shoulder**
- 10.Right Elbow**



- 11.Right-wrist**
- 12.Right-hand**
- 13.Left-hip**
- 14.Left-knee**
- 15.Left Ankle**
- 16.Left-root**
- 17.Right-hip**
- 18.Right-knee**
- 19.Right-ankle**
- 20.Rightfoot**

Figure 4: Skeleton Representation



# Methodology

3D Matrix Representation:

$$P(x, y, z))$$

$$f = p_n - p_{hip} \\ (n = 2, 3, \dots, N).$$

$x$  = abscissa

$y$  = ordinate

$z$  = Distance from the  
human body to the camera

$p_n$  = other nodes except the  
hip joint

$p_{hip}$  = the hip-center joint.



# Methodology

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# Methodology

Sliding Window:





# DATASET



**DATASET**  
**11412**



**A041**  
SNEEZE/COUGH  
**948**



**A042**  
STAGGERING  
**948**



**A043**  
FALLING DOWN  
**948**



**A044**  
HEADACHE  
**948**



**A045**  
CHEST PAIN  
**948**



**A046**  
BACK PAIN  
**948**



**A047**  
NECK PAIN  
**948**



**A048**  
NAUSEA/VOMITING  
**948**



**A049**  
FAN SELF  
**948**



**A103**  
YAWN  
**960**



**A104**  
STRETCH ONESELF  
**960**



**A105**  
BLOW NOSE  
**960**

# DATASET



Sample Videos from NTU-RGB-D and NTU-RGB-D 120 Dataset[6]

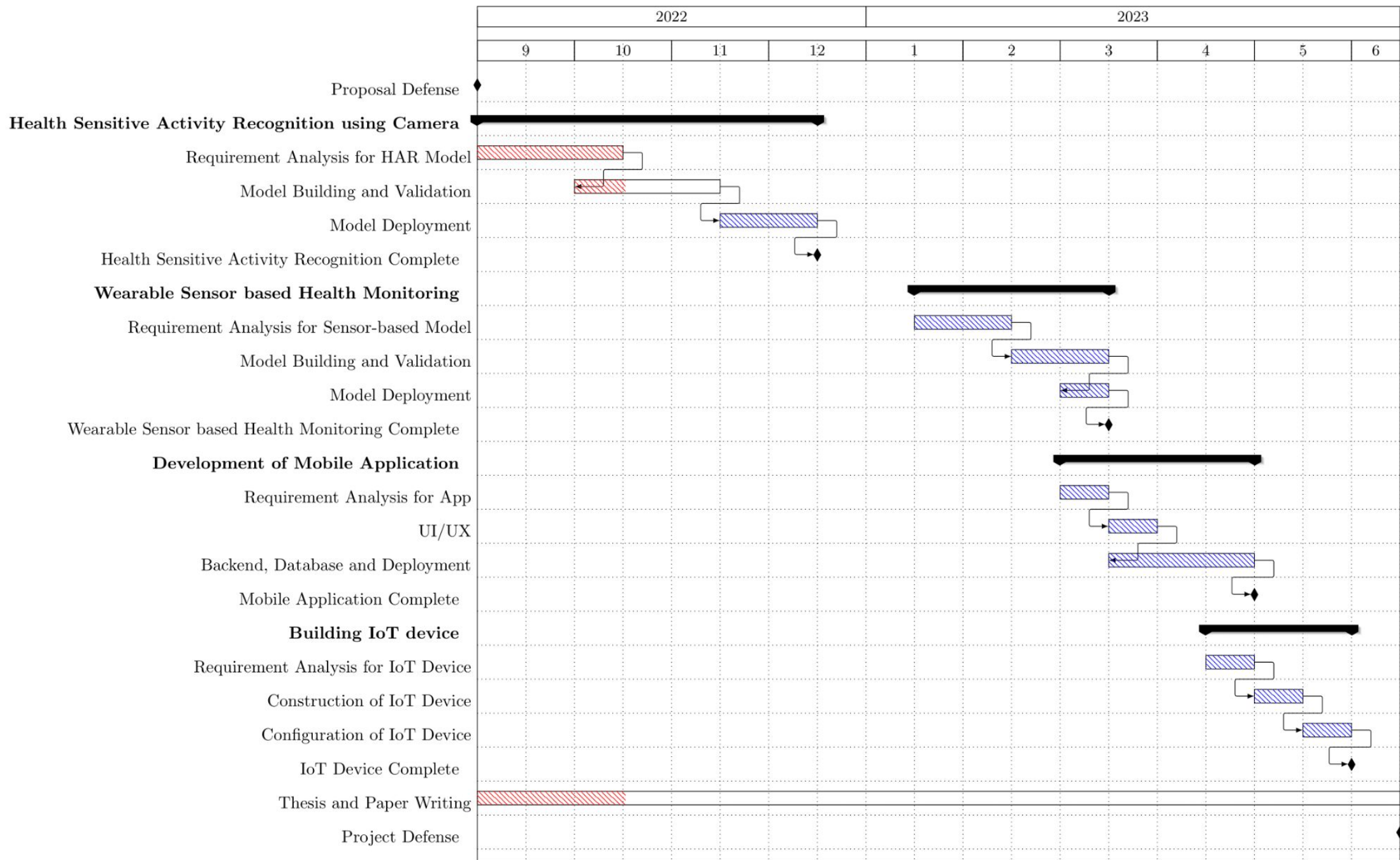


Figure 4:Gantt chart

# Testing





# Teamwork

- **Javairia Rehman**

UML Diagrams





# References

- [1] Beddiar, D.R., Nini, B., Sabokrou, M. et al. Vision-based human activity recognition: a survey. *Multimed Tools Appl* 79, 30509–30555 (2020).  
<https://doi.org/10.1007/s11042-020-09004-3>
- [2] Hbali, Y., Hbali, S., Ballihi, L., & Sadgal, M. (2018). Skeleton-based human activity recognition for elderly monitoring systems. *IET Computer Vision*, 12(1), 16-26.
- [3] Reena, J. K., & Parameswari, R. (2019, February). A smart health care monitor system in IoT based human activities of daily living: a review. In *2019 International Conference on Machine Learning, Big Data, Cloud and Parallel Computing (COMITCon)* (pp. 446-448). IEEE.
- [4] Kim, K., Jalal, A., & Mahmood, M. (2019). Vision-based human activity recognition system using depth silhouettes: A smart home system for monitoring the residents. *Journal of Electrical Engineering & Technology*, 14(6), 2567-2573.
- [5] Sun, H., & Chen, Y. (2022, May). Real-Time Elderly Monitoring for Senior Safety by Lightweight Human Action Recognition. In *2022 IEEE 16th International Symposium on Medical Information and Communication Technology (ISMICT)* (pp. 1-6). IEEE.
- [6] <https://rose1.ntu.edu.sg/dataset/actionRecognition/>