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**A Project Template**

**and Report Writing Guide**

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# Acknowledgements

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# Abstract

Table of Contents

[Acknowledgements ii](#_Toc443488856)

[Declaration ii](#_Toc443488857)

[Abstract iii](#_Toc443488858)

[Chapter 1 - Introduction 1](#_Toc443488859)

[1.1 Equipment and Software 2](#_Toc443488860)

[1.1.1 The Intelligent Camera (ICAM) 2](#_Toc443488861)

[1.2 Writing an academic report 2](#_Toc443488862)

[1.2.1 Issues in Technical Writing 2](#_Toc443488863)

[1.2.2 Figures and Diagrams 6](#_Toc443488864)

[1.2.3 The Document Structure 7](#_Toc443488865)

[1.2.4 Summary 9](#_Toc443488866)

[Chapter 2 - Technical Background 10](#_Toc443488867)

[2.1 Using Heading Styles 10](#_Toc443488868)

[2.1.1 Heading 1 Style 10](#_Toc443488869)

[2.1.2 Heading 2 Style 11](#_Toc443488870)

[2.1.3 Heading 3 Style 11](#_Toc443488871)

[2.1.4 Other Headings 11](#_Toc443488872)

[2.2 Summary 11](#_Toc443488873)

[Chapter 3 - Design of … 12](#_Toc443488874)

[Chapter 4- Implementation and Testing of … 13](#_Toc443488875)

[Chapter 5 - Results and Discussion 14](#_Toc443488876)

[Chapter 6 – Ethics 15](#_Toc443488877)

[Chapter 7 - Conclusions and Further Research 16](#_Toc443488878)

[References 17](#_Toc443488879)

[Appendix 1 18](#_Toc443488880)

[Glossary 19](#_Toc443488881)

Table of Figures

# Chapter 1 - Introduction

## 1.1 Human Activity Recognition

Human activity recognition (HAR) is the term coined to define an ability to interpret a gesture or motion of the human body, and from this make a determination of the human activity or action being performed [1]. Recognizing a human’s activity, automatically, has become a significant problem in ubiquitous computing, human-computer interaction and human behavioural analysis [2]. Three scientific research contexts HAR finds itself an important component of are: surveillance, healthcare and human computer interaction [1].

### 1.1.1 Applications of HAR

**Surveillance**

HAR has been adopted in surveillance systems at public places, i.e. airports, banks, etc [1]. The findings in [3] confirm that proposed approaches are able to recognize ongoing human-human interactions at the earlier stage [1]. Furthermore, Legion: AR, a system proposed by [4], supplements existing recognition systems with on-demand, real-time activity identification to produce robust, deployable activity recognition [1].

**Healthcare**

The literature indicates that HAR has so far been employed in healthcare systems introduced in hospitals, rehabilitation centres, and even in residential environments [1]. HAR has extraordinary potential within the healthcare sector with a wide range of applications already seen today and is of particular use for aiding the elderly and vulnerable of society. By monitoring the activities of elderly people cared for in rehabilitation centres, HAR can be an effective way of monitoring chronic diseases as well as aiding disease prevention [1]. HAR is also utilised for monitoring patients at home to measure aspects of daily living such as energy expenditure to assist obesity prevention, treatment [5] and lifelogging [1]. Another use case of HAR is its application in monitoring stereotypical motion conditions suffered by children with Autism Spectrum Disorder (ASD) [6]. HAR can also be used for monitoring other behaviours such as those derived from abnormal conditions in cardiac patients [7], and the detection of early signs of illness [8], providing clinicians with an alarm mechanism for early intervention. More healthcare related HAR like fall detection is demonstrated by [9].

**Human Computer Interaction**

The human computer interaction field has seen the most well-known introductions of HAR, being adopted by gaming and exergaming such as Kinect and the Nintendo Wii [1]. The gestures and movements recognized through HAR are used by the machine to carry out specific tasks. HAR is also used in full-body motion-based games for older adults with neurological injury [1].

## 1.2 Types of HAR

There are two main types of HAR: video-based and sensor-based HAR [10]. More specifically, the sensing technologies used in HAR can be classified into the following three categories: RGB camera-based, depth sensor-based and wearable sensor-based [1]. These sensing technologies are discussed further in chapter two. The following figure illustrates the general structure of a HAR system for any of these sensing technologies:

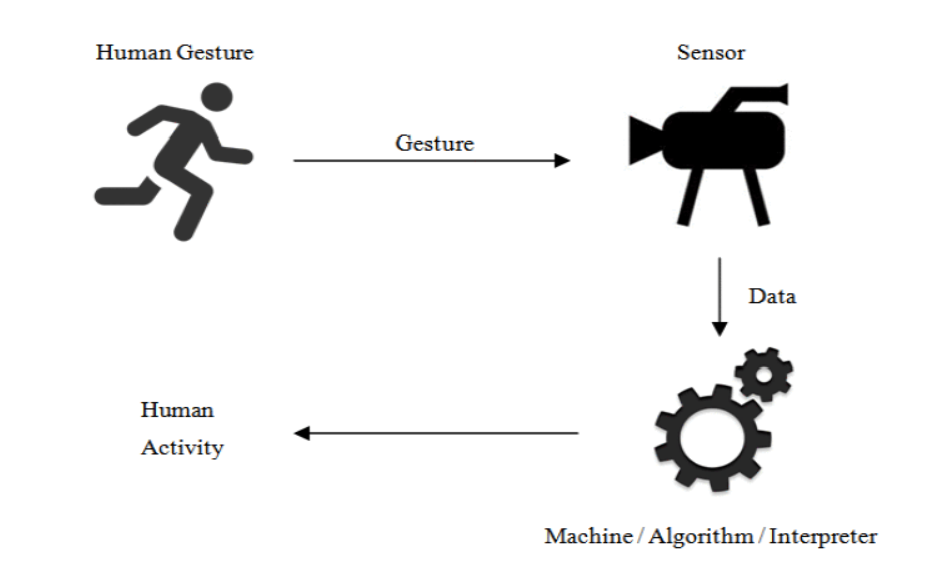


Figure 1: Structure of HAR system

Due to the rapid advancements in ubiquitous computing and the growth in concern for privacy protection, sensor-based HAR via wearable devices has seen itself rise in popularity. Because of this, and the reasons documented in chapter two, this project focuses on sensor-based HAR using wearable devices.

## 1.3 HAR: Machine Learning vs Deep Learning

HAR has most commonly been treated as a pattern recognition (PR) task, and to much avail. Machine learning algorithms such as the support vector machine have produced very satisfying results, most notably in controlled environments and where the volume of labelled data is low [10]. These machine learning methods do, however, rely on heuristic hand-crafted feature extraction which are limited to human domain knowledge. Hand-crafted features are hard to compute and difficult to scale [11], and therefore only shallow features can be learned using this type of approach [10]. In relation to HAR, training an accurate classifier is a particularly difficult task due to the high inter- and intra-class variability of human actions [11]. In other words, humans often perform different tasks differently to each other [11], which makes classification more difficult. Furthermore, using shallow, hand-crafted features reduces the performance of unsupervised learning methods [10]. Therefore, it is clear there are limited classification accuracies and model generalization available to the conventional pattern recognition approaches associated with the HAR problem [10].

The recent surge of pervasive computing has brought with it a rapid development and advancement of deep learning, achieving real success in a variety of domains [12]. In contrast to the conventional PR methods, deep learning is capable of learning high level features which are far more meaningful than the shallow features designed manually in conventional PR methods [10]. Convolutional neural networks (CNNs) have become very popular for their high accuracy in image classification [12]. By training a CNN, feature extraction and classification are combined into an encapsulated, end-to-end approach [11]. With respect to wearable-sensor based HAR, the features extracted through non-linear transformations are learned directly from the raw data, being more discriminative between the different human activity classes than those crafted in PR methods [11]. A drawback to deep learning, however, is its necessity for large amounts of labelled data to train a deep network. Although there are now many publicly available datasets particularly in the domain of object recognition, classification, detection and captioning such as ImageNet and MS-COCO, alternative tasks with a more specific scope may struggle to find labelled datasets on which to train their networks.

# Chapter 2 - Technical Background & Literature Review

## 2.1 Sensing Technologies

In order to choose a suitable sensing technology on which to design a HAR system, it is useful to discuss each of them and their pros and cons. The following three sensing technologies are discussed below: RGB video, depth sensors, wearable sensors.

### 2.1.1 RGB Video

Video-based HAR accepts videos/images capturing human motion as the input. Where the

camera is attached to the environment, the HAR system processes the image sequences using supervised learning. This involves the previous trainings of a system prior to its application [1]. This training stage consists of feeding image sequences along with the names of the human activity performed in those images into the system [1]. Feature extraction and classification are central components to the conventional HAR systems seen using this sensing technology [1] [\*13,48\*]. The RGB camera has been less preferred to other sensing technologies in the research of HAR [1]. There are a few reasons for this. Firstly, its ability to capture human motion in 3D space is limited [1] [\*39\*]. The performance of a real time HAR system may also suffer due to the high computational cost in the machine processing required to extract human movements from an image [1] [\*28\*] [\*5\*]. The biggest concern, however, regarding the employment of RGB camera data by a HAR system is the issue of privacy, i.e. users of such a system may not be comfortable with consenting to being recorded at all times [1].

### 2.1.2 Depth Sensor

A depth sensor can be referred to as an infrared sensor [1] [\*49\*]. This sends an infrared beam into a scene and recaptures it using the infrared sensor. The depth of an object can be calculated using the distance travelled by the beam [1]. Microsoft’s Kinect sensor is commonly employed as a depth sensor in HAR, according to reviews in [1] [\*33\*]. The Microsoft Kinect sensor is capable of detecting twenty human body joints using a real-world coordinate system [1] [\*40\*], which makes it very suitable for use in the classification of human movements. The literature is adamant that depth sensors are an improvement upon the RGB camera as a sensing technology [1]. The low cost of depth sensors has contributed to a rise in its popularity as a sensing technology for HAR [1] [\*19,20,27,37,39\*]. So too has its high sampling rate and capability of combining visual and depth information [1] [\*10\*]. Furthermore, the recognition processes appear to be far less expensive in comparison to those derived under RGB camera data [1] [\*10\*]. This said, depth sensors have so far been unable to solve the limitation of sensor viewpoint [1] [\*30\*] and sensor obstruction faced by the RGB camera [1][\*39\*].

### 2.1.3 Wearable Sensor

HAR via the use of wearable sensors requires only the subject wearing single or multiple wearables on their body [1]. The sensors typically found in these wearables are 3-dimensional accelerometer, gyroscope and magnetometers as well as temperature sensors. The emergence of wearables from smartphones (most smartphones now come with an accelerometer, gyroscope and magnetometer) to fitbits has opened many avenues for HAR. Wearables can also overcome the barriers of limited sensor viewpoint and sensor obstruction already discussed for RGB cameras and depth sensors. Additionally, wearables have the potential to act as a non-obtrusive [1] [\*26\*] solution to HAR as they have already proven to be effective in monitoring other aspects of daily living without infringing on the user’s quality of daily living. Further advantages of wearable sensors are their low monetary cost and high power efficiency [1] [\*46\*]. There are still some challenges facing wearable sensors, however. The accuracy of activity recognition using a wearable sensor may not be sufficient as current wearable sensor-based HAR systems require subjects to wear multiple sensors across different body parts [11] [1][\*23\*]. This is undoubtedly a sub-optimal solution to HAR as it is quite inconvenient and mildly intrusive for a subject to be required to wear multiple sensors across different body parts.

## 2.2 Common Approaches to HAR

# Chapter 3 - Design of …

# Chapter 4- Implementation and Testing of …

# Chapter 5 - Results and Discussion

# Chapter 6 – Ethics

# Chapter 7 - Conclusions and Further ResearchReferences

# Appendix 1

# Glossary