

# Gait Event Detection Using an LSTM Network

## 10-701 Project Presentation

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# Introduction

- ▶ Goal: accurately detect gait events (heel strike, toe off) in video-based motion capture data of human walking gait
- ▶ Necessary to analysis of changes in gait that arise from training, disease, aging, etc.

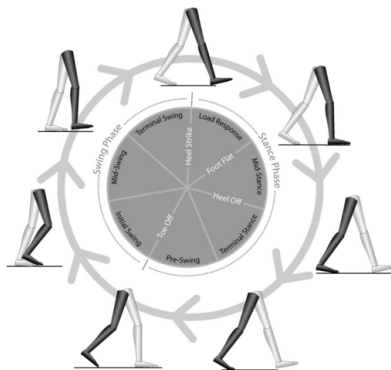


Figure 1: Gait events [Rueterbories et al., 2010]

- ▶ All data are time series
- ▶ **Input:** 3D locus of 18 motion capture markers ( $54 \times N$  reals)
- ▶ **Output:**
  - ▶ Raw: Event takes place  $\Rightarrow 1$ ; else  $\Rightarrow 0$  ( $4 \times N$  bools)
  - ▶ Equivalent: Leg in stance phase  $\Rightarrow 1$ ; else  $\Rightarrow 0$  ( $2 \times N$  bools)
- ▶ Training dataset:
  - ▶ Sample rate: 100 Hz
  - ▶ 240 000 samples ( $8 \text{ subjects} \times 3 \text{ trials} \times 10\,000 \text{ samples}$ )
  - ▶ Ground truth from force plates on treadmills (very accurate)

# Baseline Methods

- ▶ Signal processing approach [O'Connor et al., 2007]
  - ▶ Heuristic based on position and speed of heel and toe markers
  - ▶ **Pros:**
    - ▶ No training is needed
    - ▶ Good accuracy when input data is clean
  - ▶ **Cons:**
    - ▶ Sensitive to noise in input; resulting in gross mis-predictions
    - ▶ Need to manually specify sensitive thresholds
    - ▶ Heavy pre-filtering helps reduce noise but reduces accuracy
- ▶ Feed-forward Neural Network [Miller, 2009]
  - ▶ Sliding window centered around the desired marker
  - ▶ **Pros:**
    - ▶ TODO
  - ▶ **Cons:**
    - ▶ Heavy preprocessing (dimensionality reduction, windowing, etc.); requires manual picking of parameters
    - ▶ TODO

# Our Approach: LSTM

- ▶ Motivation:
  - ▶ Avoid manual picking of sensitive parameters (window size, threshold, filter cutoff, etc.)
  - ▶ Human walking can be modeled as a dynamic system; RNN (Recurrent Neural Network) learns dynamic systems
  - ▶ Any gait cycle may depend on ones preceding it
- ▶ LSTM cell: RNN building block for variable time-dependence
- ▶ Network architecture:
  - ▶ Inputs (54 reals)
  - ▶  $n$  LSTM cells ( $n$  reals in  $[-1, +1]$ )
  - ▶ Output layer (softmax/sigmoid)
  - ▶ Outputs (2 reals in  $[0, 1]$ )
- ▶ Implementation:
  - ▶ Torch/Lua
  - ▶ LSTM cell by de Freitas (Oxford University, Google Deepmind)
  - ▶ AWS EC2 GPU instance (g2.2xlarge)

# Results

	mean	std	mistake
O'Connor	XXXXXXXX	XXXXXXXX	XXXXXXXX
Miller	XXXXXXXX	XXXXXXXX	XXXXXXXX
LSTM	XXXXXXXX	XXXXXXXX	XXXXXXXX

# Results

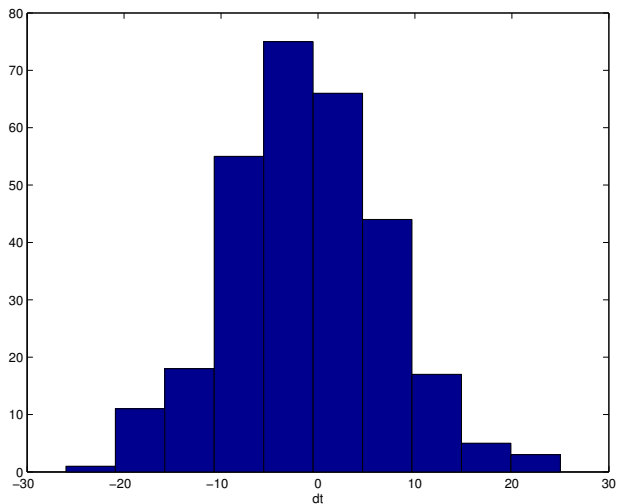


Figure 2: Histogram Miller

Thank you for your attention!