

# Action Recognition

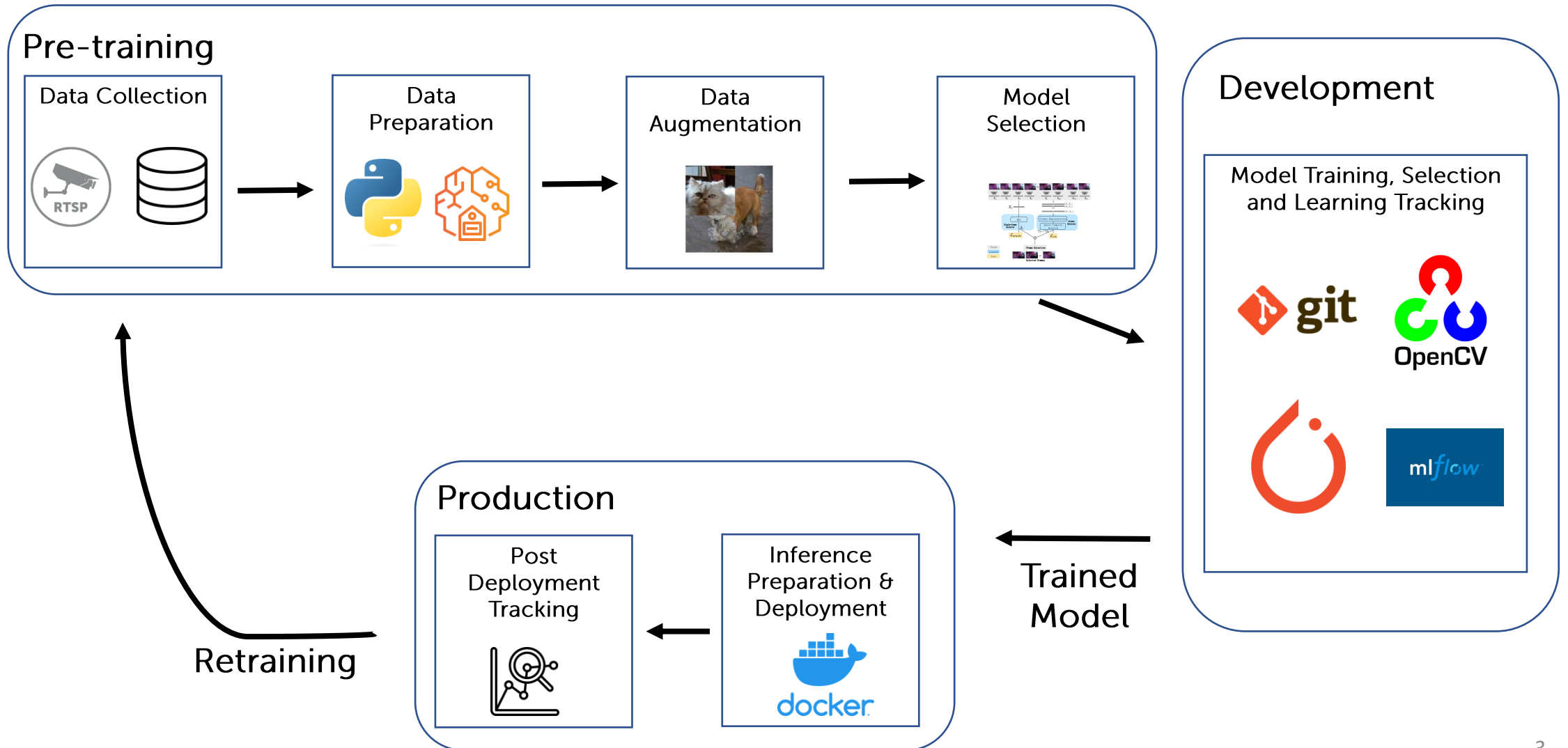
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## Overview

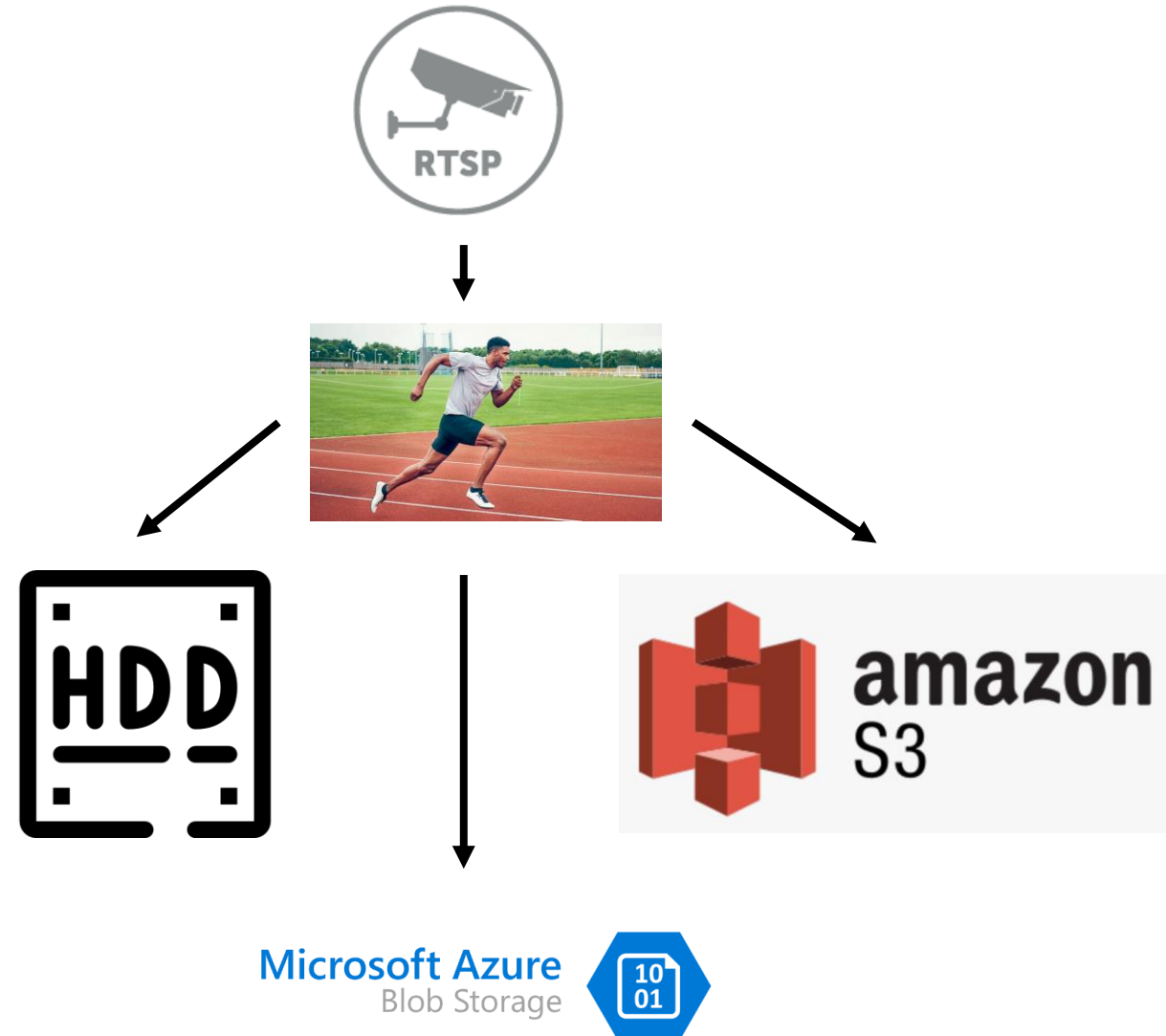
# Overview



## **Data Collection**

# The train and test data should come from similar domain

- Scene is important to computer vision task
- Although a lot of [public datasets](#) are freely available, perform **dataset collection** at the targeted deployed setting is still crucial for best model performance
- Camera Setup:
  - IP camera renders live feed video using RTSP protocol
  - Minimum 30 FPS
  - Resolution: 1920x1080 (2MP)
- Collected data can be stored either **locally** or on cloud



## **Data Preparation**

# Curate and Label Images

- Quality of collected images should be inspected for **high quality training** process in subsequent stage. E.g. Blurred images should be removed
- Images with disturbances such as different lighting condition or noise can be treated using [image processing](#) tools.
- Image labelling can be done using **open-source tools** or **cloud services**



Open-sourced Image Labelling Tools  
([LabelMe](#), [Labellmg](#))



[AWS Ground Truth](#)

## **Data Augmentation**



# Data augmentation is crucial for optimal performance

Plenty **augmentation** techniques are available to achieve the following

- To ensure a **variety** of images are available for training
- To prevent **overfitting**

**Popular** data augmentation techniques offered by [Pytorch](#) include

- Random resize
- Random cropping
- Random affine transformation
- Random color jitter
- [CutMix](#)

Etc

Augmentation can be performed **offline** or **on-the-fly** during training



Raw Image



Mixup



Cutout



CutMix

## **Model Selection (Pre-training)**

# SMART is selected as solution

- [UCF101](#) is the one of the most popular public dataset in action recognition domain with 4592 citations as recorded by Google Scholar
- Sampling through Multi-frame Attention and Relations in Time (SMART) produces most astounding results (98.64% accuracy) based on the leaderboard in [paperswithcode](#)
- Thus, it serves as good baseline to kickstart the development and more work can be done to further improvise its performance



Sample Images from  
UCF101

# Snapshot of SMART Technical Paper

## Research Problem

- Video has huge information **redundancy**
- Processing full video is computationally **expensive**

## Research Objective

- To perform frame selection SMART-ly for action recognition by considering only **important** frames

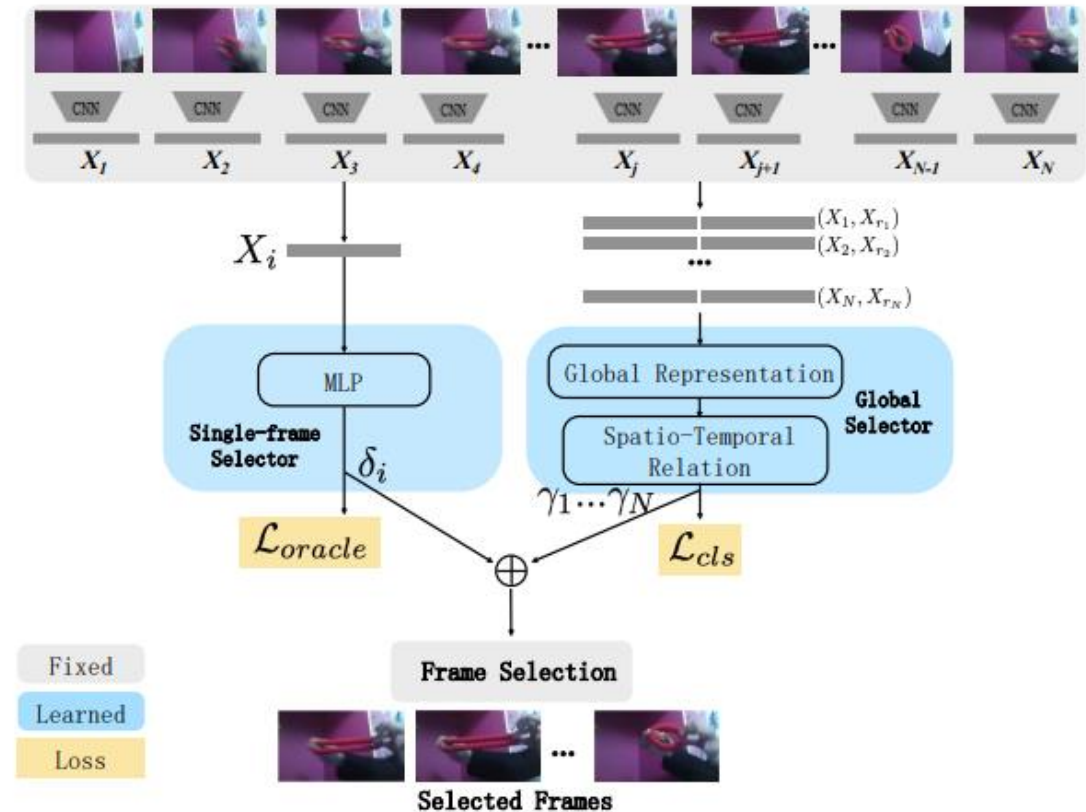


Illustration of SMART

# Snapshot of SMART Technical Paper (Cont'd)

## Methodology

- **Select top-N frames** using SMART selection strategy by employing single-frame and global selector
- Frame is represented using **MobileNet** and **GloVE** features jointly
- **Single-frame selector**: MLP is used to express frame importance score
- **Global Selector**:
  - Information from individual frame is aggregated into global features through attention module.
  - Relation model and Long-Short Term Memory (LSTM) are used to compute temporal relationships among frames.
- Action of the selected frames is recognized using deep **CNN**

## **Model Training, Selection & Learning Tracking**

# Model Training, Selection & Learning Tracking

A commendable deep learning-based training script should cover the following:

- Data Ingestion Pipeline ([Datasets & Dataloaders](#))
- [Data Augmentation](#)
- Loss Function ([Cross entropy loss](#)/Focal loss/Label smoothing loss/Contrastive loss/Center Loss etc.)
- Metrics (Accuracy/Recall/Precision/F1-score etc.)
- [Optimizer](#)
- [Learning rate scheduler](#)

Multiple trials can be run using different combinations of parameters. The **best model** should be selected by considering following:

- Model that gives highest metrics based on evaluation dataset
- The chosen metrics is selected based on class distribution
  - Accuracy can be used for dataset with almost evenly distributed classes
  - Recall/Precision/F1-score is opted for imbalanced class

# Model Training, Selection & Learning Tracking (Cont'd)

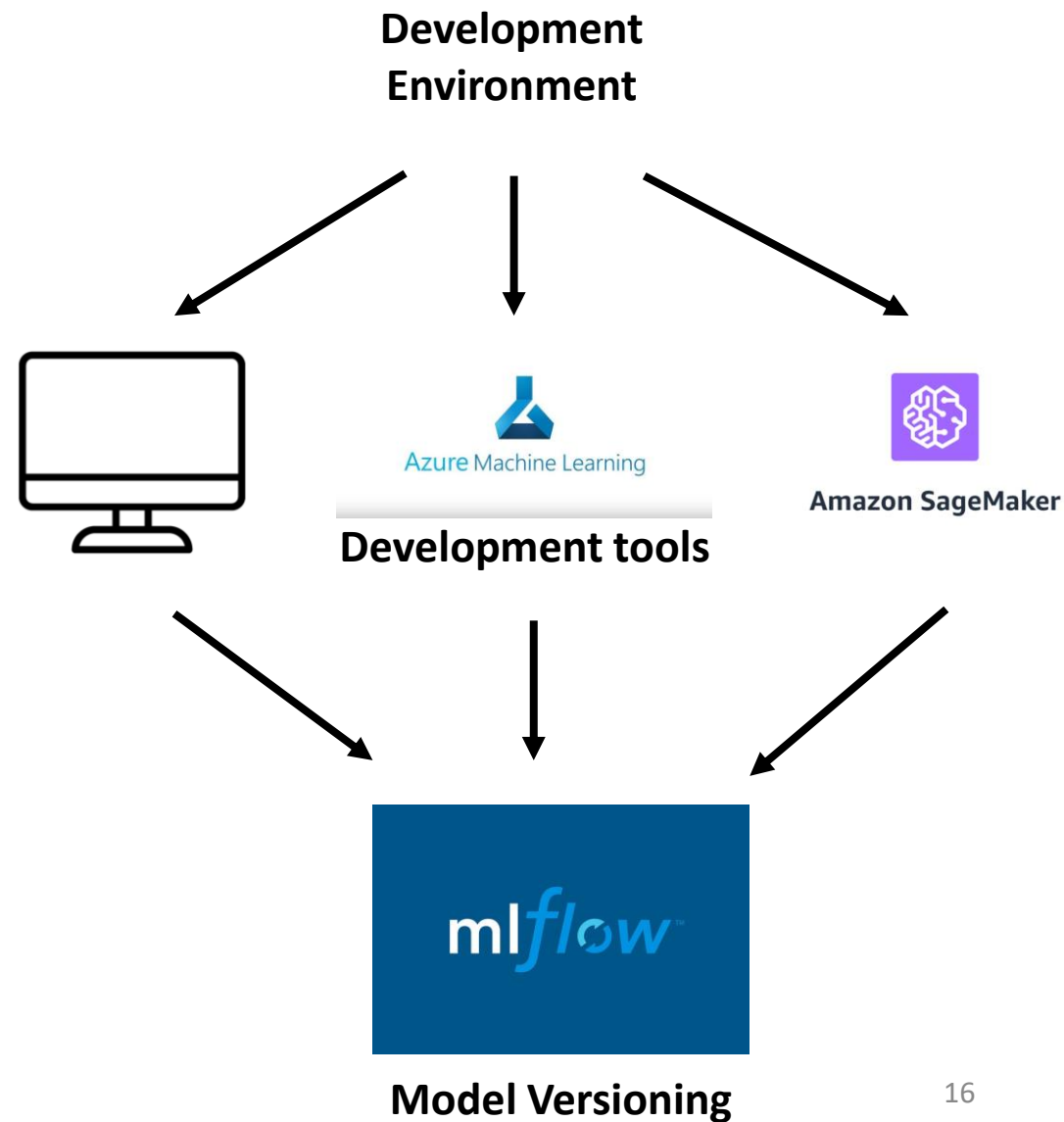
Training process can be monitored by:

- Observing training and evaluation loss
- Observing training and evaluation accuracy

The above should not have large discrepancy else it can be either **underfitting** or **overfitting**

Development environment can be either local or on cloud

**MLFlow** can be used for model versioning to ease final model selection





## **Inference Preparation & Deployment**

# Inference Preparation & Deployment

Set up deployment environment with following consideration

- computational power (CPU, RAM, GPU specification)
- On-premise server (sensitive data) or cloud server

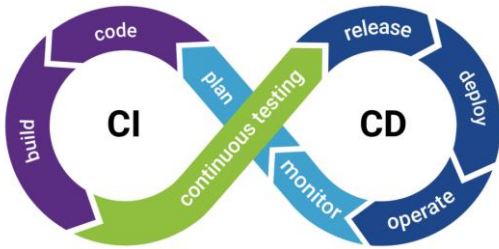
Optimizing inference speed

- Converting native pytorch model to TensorRT
- Quantization: Inference on **fp16** and even **int8** but with slight drop in accuracy
- **Model pruning** by removing less important layers using [NVIDIA TAO Toolkit](#)
- Use [NVIDIA Triton Server](#) or [NVIDIA Deepstream](#) as inference pipeline for speed optimization

# Inference Preparation & Deployment (Cont'd)

CICD Pipeline using YAML file

- Automated unit testing i.e. [pytest](#) to avoid code breaking using CI pipeline
- Containerization and upload docker image to DockerHub/Azure Container Registry/Amazon Elastic Container Registry
- One-click away deployment to production environment using CD pipeline



Azure Container Registry



Amazon ECR

## **Post Deployment Tracking**

# Post Deployment Tracking

**Data drift** occurs when images used during development is different from deployment. For instance

- Change in background
- Lighting condition
- People behavior (pre-covid vs covid vs Post-covid time)
- Etc

Continuous monitoring model accuracy is important.

**Defining bad performance** is important as well. E.g. impact of 5% accuracy drop in animal classification is different from that of lung disease classification based on X-ray

# Post Deployment Tracking (Cont'd)

Model retraining process can be triggered when model performance is below predefined level.

For real-time application, tracking **inference speed** is crucial. Higher number of objects in frame will require more computational power to render result in real-time. E.g. Covid lockdown results in less number of crowd as compared to normal circumstances.