

THE LATEST BREAKTHROUGH EXPLAINED

Edge-AI Based Real-Time Violence Detection using ESP32-CAM

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Industrial AI – Edge AI in Industrial Applications (AI5252) WiSe

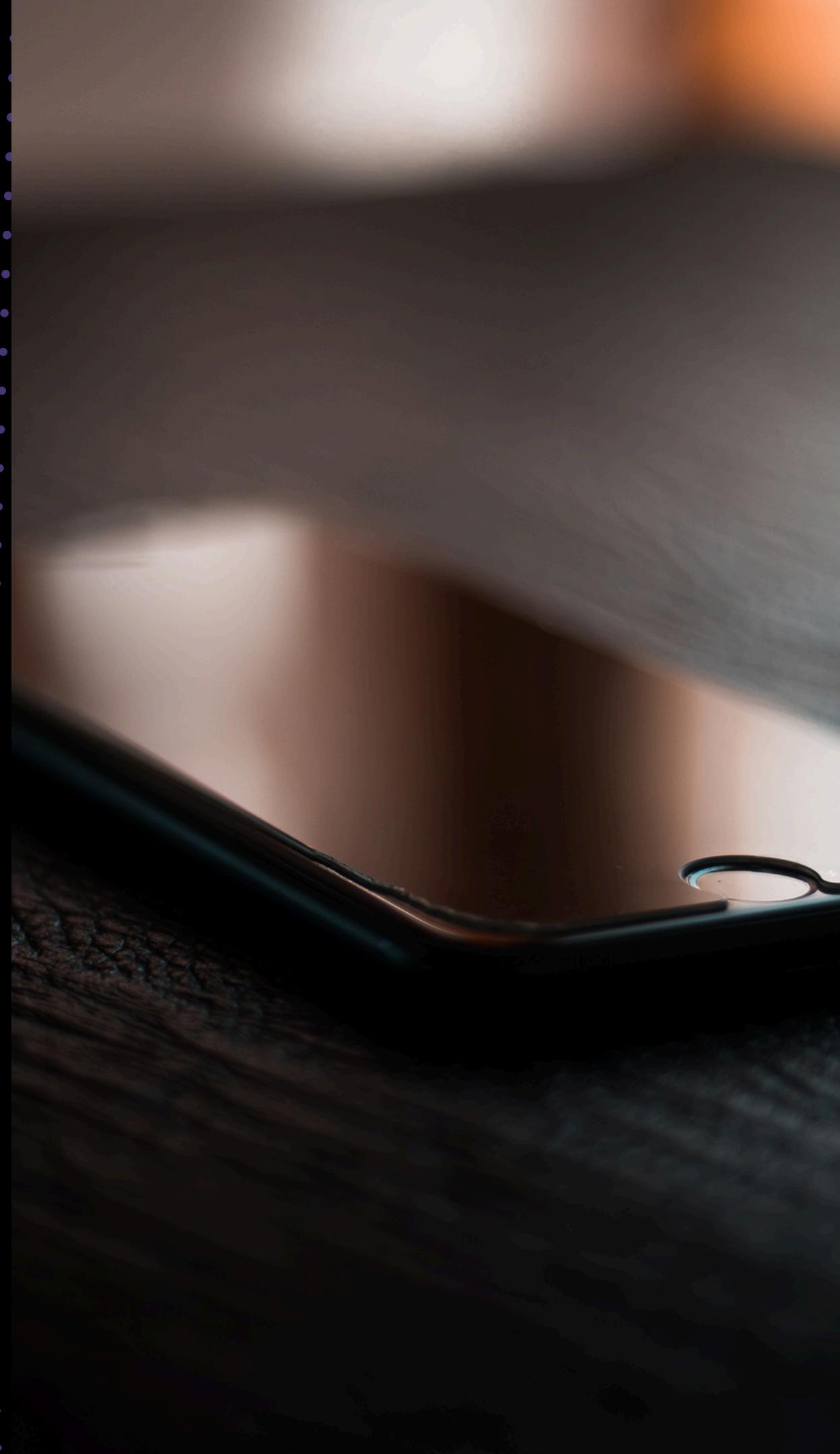
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Motivation & Problem Statement

- VIOLENCE DETECTION IN INDUSTRIAL & PUBLIC ENVIRONMENTS
- MANUAL SURVEILLANCE IS INEFFICIENT AND ERROR-PRONE
- DELAYED HUMAN REACTION INCREASES SAFETY RISK
- NEED FOR INTELLIGENT, AUTOMATED, REAL-TIME MONITORING

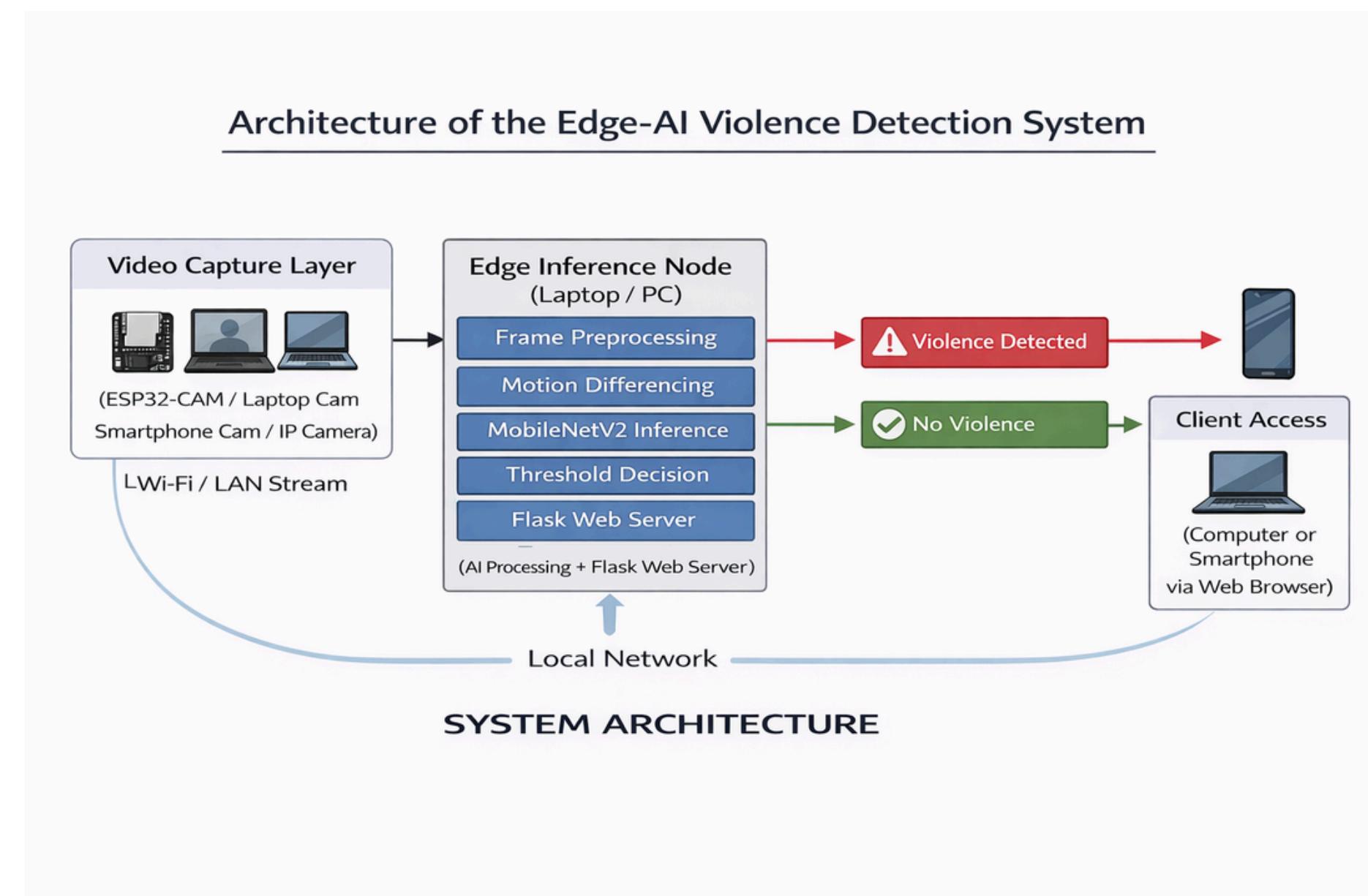
Project Objective

- Develop distributed Edge-AI violence detection system
- Binary classification: Violence vs Non-Violence
- Real-time inference at edge
- Remote access via mobile browser
- GDPR-conscious architecture



System Architecture

- Video Capture Layer → ESP32-CAM / Laptop Cam / Smartphone Cam / IP Camera
- Edge Inference Node → Laptop / PC (AI Processing + Flask Web Server)
- Client Access → Computer or Smartphone via Web Browser
- Communication → Local Network (Wi-Fi / LAN)



Problem

- The pre-5G internet experience was slower and limited. Manual surveillance is inefficient.
- Delayed response to violent incidents.
- Privacy risks in cloud-based systems to certain spectrum types.

Edge-AI Solution

- Edge sensing (ESP32-CAM)
- Local AI inference
- No cloud dependency
- Real-time alert

Edge-AI Deployment Strategy

- Local inference (No cloud dependency)
- Reduced latency
- Improved data privacy
- Industrial-ready architecture

Edge-AI Deployment Strategy

- ✓ Local inference (No cloud dependency)
- ✓ Reduced latency
- ✓ Improved data privacy
- ✓ Industrial-ready architecture

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AI Methodology

- Binary classification problem
- Motion-based frame differencing
- MobileNetV2 lightweight CNN
- Transfer learning applied

Instead of using raw frames directly, I compute motion information using frame differencing:

$$\text{Motion at time } t = |\text{Frame}(t) - \text{Frame}(t-1)|$$

MobileNetV2 Architecture

- Depthwise separable convolutions
- Reduced computational cost
- Suitable for edge environments
- 96×96 grayscale input
- Sigmoid output (violence probability)

Inference Pipeline

- **Grayscale Conversion**
 - Convert RGB frame to grayscale to reduce computational complexity.
- **Resize (96 × 96)**
 - Resize frame to match model input dimensions.
- **Normalization**
 - Scale pixel values for stable and efficient inference.
- **CNN Forward Pass**
 - Feed processed frame into MobileNetV2 model.
- **Threshold Decision**
 - Apply sigmoid probability threshold to classify:
 - Violence or Non-Violence.
- **Overlay & Display**
 - Display prediction result on video stream via Flask web interface.

Performance Metrics

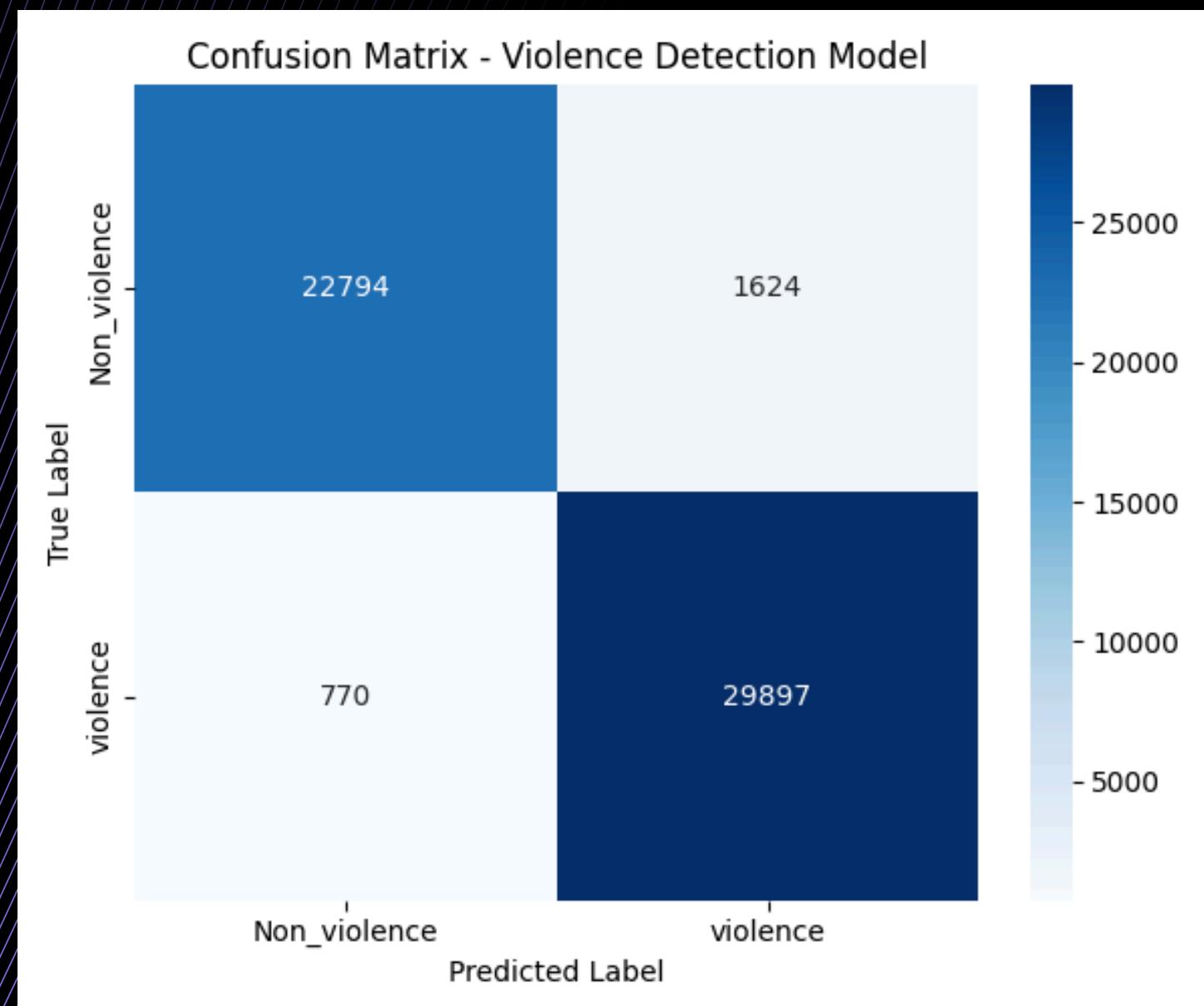
Classification Report:				
	precision	recall	f1-score	support
Non_violence	0.97	0.93	0.95	24418
violence	0.95	0.97	0.96	30667
accuracy			0.96	55085
macro avg	0.96	0.95	0.96	55085
weighted avg	0.96	0.96	0.96	55085

Weighted F1 Score: 0.9565

PERFORMANCE METRICS

- Accuracy: 96%
- Precision (Violence): 0.95
- Recall (Violence): 0.97
- Weighted F1-Score: 0.9565

Confusion Matrix

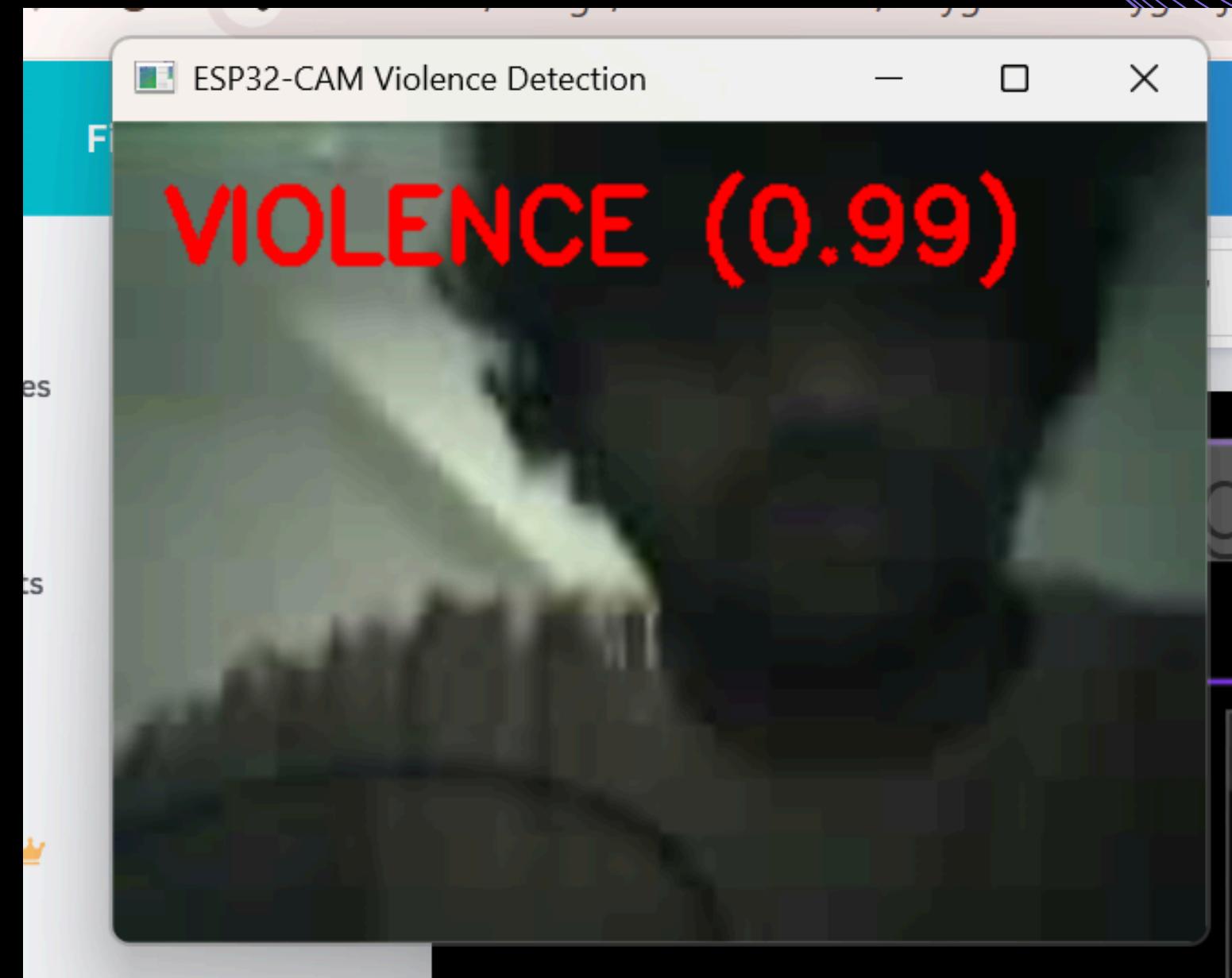


CONFUSION MATRIX

- 29,897 violent samples correctly classified
- Low false negative rate
- Safety-critical performance

Detection using esp32 cam

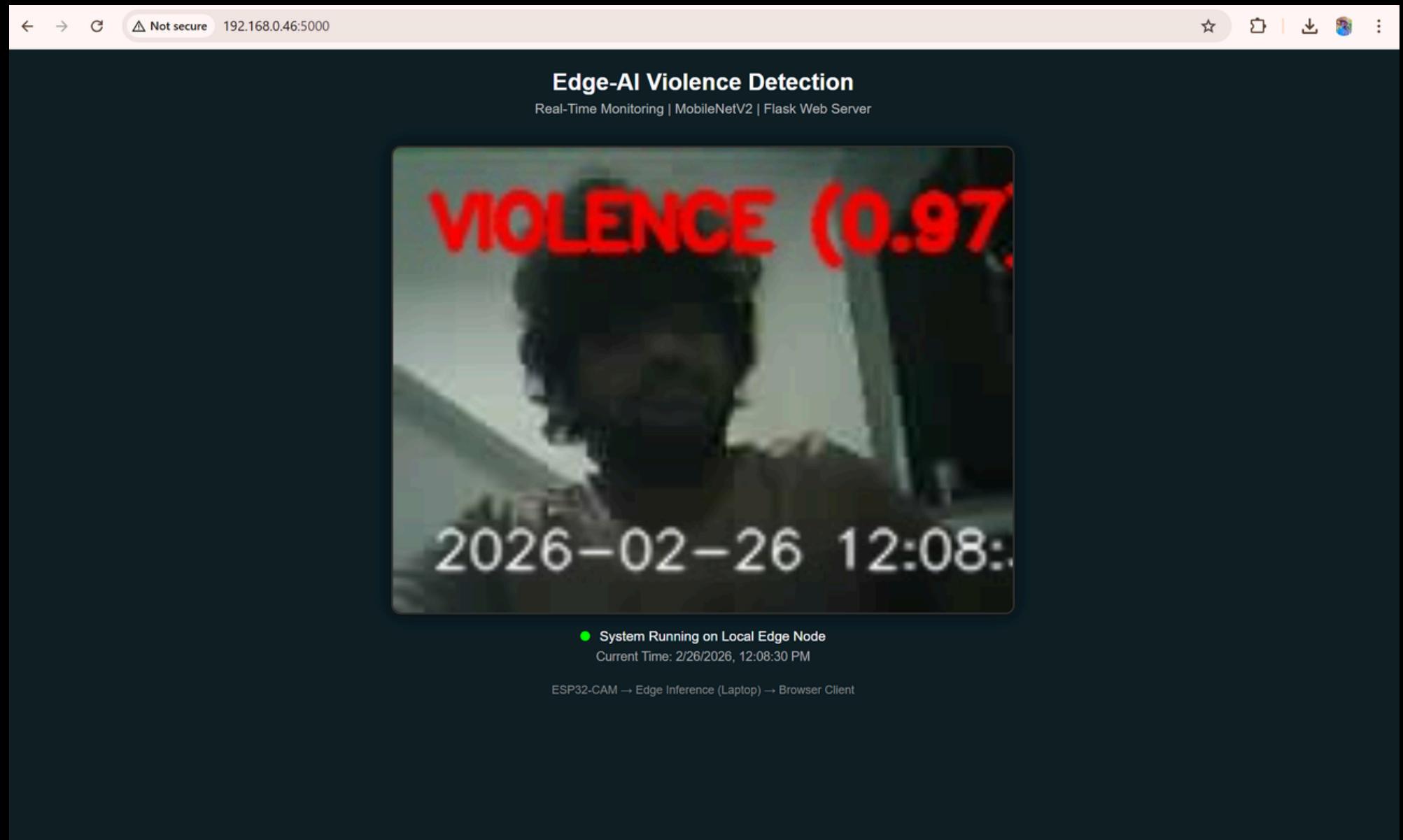
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NON-VIOLENCE (1.0)
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Detection using phone(flask web server)



Detection using esp32 cam(flask web server)



GDPR & Privacy Compliance

GDPR & PRIVACY COMPLIANCE

- No video storage
- No cloud transmission
- No biometric identification
- Local network processing
- Privacy-by-design architecture

Why Direct TensorFlow Implementation?

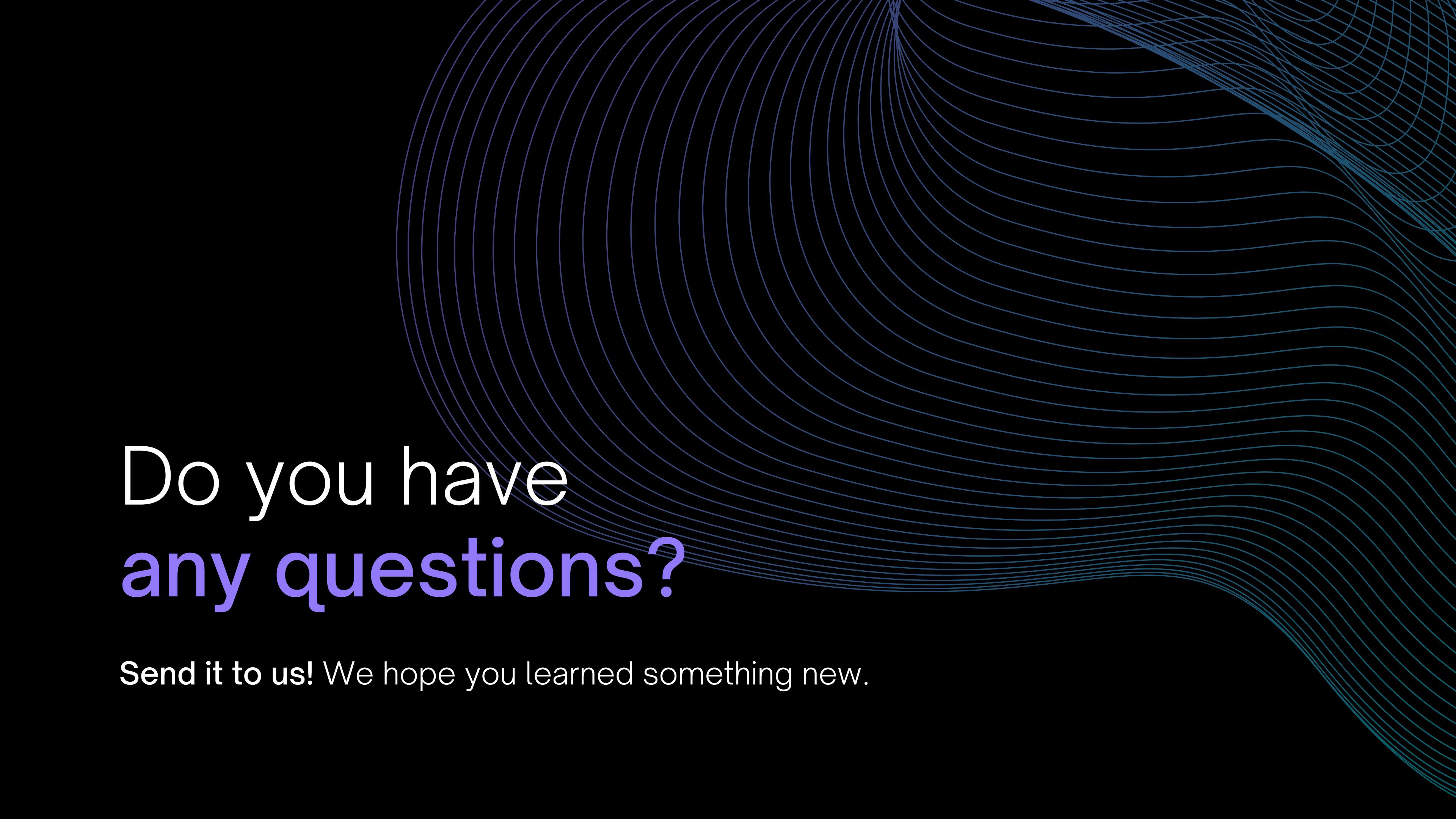
- CUSTOM MOTION PREPROCESSING
- FULL ARCHITECTURAL CONTROL
- FLEXIBLE DEPLOYMENT
- INDUSTRIAL WORKFLOW ALIGNMENT

Limitations & Future Work

- MOTION SENSITIVITY
- ESP32 WI-FI LATENCY
- DATASET DIVERSITY
- FUTURE: WEAPON DETECTION
- FUTURE: TEMPORAL MODELING

Conclusion

- DISTRIBUTED EDGE-AI ARCHITECTURE
- REAL-TIME VIOLENCE DETECTION
- MULTI-DEVICE ACCESSIBILITY
- GDPR-CONSCIOUS SYSTEM
- INDUSTRIALLY SCALABLE

The background features a dark gray to black gradient with a subtle radial effect. Overlaid on this are numerous thin, light blue curved lines that radiate from the bottom right corner towards the top left, creating a sense of motion and depth.

Do you have
any questions?

Send it to us! We hope you learned something new.