**TABLE OF CONTENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **ABSTRACT** | | iv-v | |
| **TABLE OF CONTENTS** | | vi-viii | |
| **LIST OF FIGURES** | | ix | |
| **LIST OF TABLES** | | x | |
| **LIST OF ABBREVAITIONS** | | xi | |
| **CHAPTER 1** | **INTRODUCTION** | | 12-17 |
| **1.1** | **OVERVIEW** | | 12 |
| **1.2** | **MACHINE VISION TECHNOLOGY** | | 13 |
| **1.3** | **FLOOR SENSOR TECHNOLOGY** | | 14 |
| **1.4** | **WEARABLE SENSOR TECHNOLOGY** | | 14 |
| **1.5** | **GAIT ANALYSIS** | | 15 |
| **1.6** | **PERIODICITY** | | 17 |
| **CHAPTER 2** | **DATA COLLECTION** | | 18-23 |
| **2.1** | **COLLECTION METHOD** | | 18 |
| **2.2** | **STEPS FOR COLLECTION** | | 19 |
| **2.3** | **NAMING CONVENTION** | | 21 |
| **2.4** | **DATA LOGGING ALLEY** | | 23 |

|  |  |  |
| --- | --- | --- |
| **CHAPTER 3** | **AZURE MACHINE LEARNING PLATFORM** | 22 |
| **3.1** | **INTRODUCTION** | 23 |
|  | 3.1.1 Azure Machine Learning | 23 |
|  | 3.1.2 Definitions | 24 |
|  | 3.1.3 Components of an experiment | 24 |
| **3.2** | **Language Used** | 24 |
| **CHAPTER4** | **GAIT PATTERN RECOGNITION** | 26-28 |
| **4.1** | **FLOWCHART** | 26 |
| **4.2** | **COLLECTING GAIT DATA** | 27 |
| **4.3** | **FEATURE SELECTION AND EXTRACTION** | 27 |
| **4.4** | **MODELLING** | 28 |
| **4.5** | **RESSULT** | 28 |
| **CHAPTER 5** | **MACHINE LEARNING ALGORITHM** | 29-35 |
| **5.1** | **ALGORITHM USED** | 29 |
| **5.2** | **RANDOM FOREST ALGORITHM** | 29 |
| **5.3** | **FORESTS AND JUNGLES** | 30 |
| **5.4** | **CLASSIFICATION DAG V/S TREES** | 31 |
| **5.5** | **LEARNING DECISION JUNGLES** | 32 |
| **5.6** | **SWAP FRAMES ATTACK** | 32 |
| **5.7** | **CLASSIFICATION AND DATASETS** | 33 |
| **5.8** | **BASELINE ALGORITHMS** | 34 |
| **5.9** | **DAGs VISUALIZATION** | 35 |
| **CHAPTER 6** | **RESULTS AND CONCLUSION** | 36-37 |
| **6.1** | **CONFUSION MATRIX** | 36 |
| **6.2** | **WEBAPP** | 37 |
| **6.3** | **SCORED PROBABILITIES** | 37 |
| **CHAPTER 7** | **FUTURE ASPECTS** | 38 |
|  | **REFERENCES** | 39 |
|  |  |  |