#### A THESIS REPORT ON "HUMAN ACTIVITY RECOGNITION USING SILHOUETTE ANALYSIS"

Submitted in partial fulfillment of the requirements for the award of the degree of

#### **MASTER OF TECHNOLOGY**

IN

#### SIGNAL PROCESSING AND DIGITAL DESIGN

Submitted by:

## **PUSPENDRA YADAV**

## 2K11/SPD/15

Under the supervision of

## Sh. D. K. VISHWAKARMA

(Assistant Professor)



#### DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING DELHI TECHNOLOGICAL UNIVERSITY

(Formerly Delhi College of Engineering) Bawana Road, Delhi-110042, INDIA

#### ACKNOWLEDGEMENT

I am indebted to my thesis guide Mr. D. K. Vishwakarma, Department of Physics, for his gracious encouragement and very valued constructive criticism that has driven me to carry the project successfully. It was very amazing to have discussions with him as this made new ideas to develop.

I am deeply grateful to Dr. Rajiv Kapoor, Head of Department (Electronics and Communication Engineering), Delhi Technological University for his support and encouragement in carrying out this project.

I wish to express my heart full thanks to lab assistants (Advance Digital Signal Processing Lab) for their endurance and co-ordination and friends for their goodwill and support that helped me lot in successful completion of this project.

I express my deep sense of gratitude to my parents.

Finally I would like to thank almighty God for his blessings without which nothing is possible in this world.

PUSPENDRA YADAV 2K11/SPD/15

#### ABSTRACT

In this thesis a new feature extraction technique for activity recognition is used. And at the same time combining the two basic classification techniques uses a new classification technique. Since the two basic used classifications are near about complement to each other and by using both of them at a time for activity recognition can improves efficiency. By assuming and with this motivation started this research and at that came true. Feature extraction technique uses texture-based segmentation to get human blob. This technique is not used till now but this seams a useful in applications like action recognition. On the other hand at classification two classification techniques are used. There are some issues with the SVM in the multi class applications. In multi class there remains classes that are not classifiable for these type of class a new classification technique can be used. Here in our case nearest neighbor technique of classification seems useful because it does not have to bother about linearity of the dataset but works on distance metric. Since KNN it self is not much useful because it is unable to handle larger size of data. KNN is used after SVM and only to those classes which do get differentiated by the SVM so KNN do not have to handle large data and hence an easy solution to the classification comes up.

In addition to this, this research starts with another classification technique that is Linear Discrimination Analysis. Although it does not result in good efficiency yet gives a fine idea about action recognition. All the three classification techniques are used here for classification and there results are also included in this thesis. A mention of PCA is also required because it is also used here for dimension reduction because data generated from this feature extraction technique is large.

#### **TABLE OF CONTENT**

Certifi	icate	
Ackno	wledgement	
Abstra	ict	
List of	figures	
1. Int	roduction	
-	1.1.Motivation	01
-	1.2.Problem Statement	02
-	1.3.Aim	03
-	1.4.Context	04
-	1.5.Outline of Thesis	04
2. Lite	erature review	
4	2.1. Different Approaches for Activity Recognition	05
	2.1.1. Human model based methods	06
	2.1.2. Holistic methods	08
	2.1.3. Local feature methods	14
3. Fea	ture Extraction and Representation	
	3.1. Accessing the video and Extracting Frames	20
	3.2. Texture based segmentation	21
	3.3.Resizing Silhouette Image	23
	3.4. Dividing into cells	24
	3.5. Feature Extraction from Grid Image	25
	3.6.Feature Representation	27
	3.7.Dimension reduction:	30
	3.7.1. Principal Component Analysis	31
	3.7.2. Linear Discriminant Analysis	35

	3.8.Classification		37
4.	Experiments and Results		
	4.1. Classification by LDA classifier after PCA		48
	4.2. Classification by PCA and Multiclass SVM		49
	4.3. Classification by PCA and Nearest Neighbor		50
	4.4. Classification by Nearest Neighbor and multiclass	SVM	on
	PCA		51
5.	<b>Conclusion and Future Work</b>		
	5.1.Proposed Method		53
	5.2.Contributions		54
	5.3.Limitations		55
	5.4. Future research		55
Re	References		

# List of figures

- 2.1 Motion history images (MHI) and motion energy images (MEI)
- 2.2 Space-time volumes for action recognition based on silhouette information
- 2.3 A human centric grid of optical flow magnitudes to describe actions
- 2.4 Motion descriptor using optical flow
- 2.5 Spatio-temporal interest points
- 2.6 Feature detection with global information
- 3.1 Flow diagram used in algorithm
- 3.2 Process Used to Create the GLCM
- 3.3 Extraction of silhouette
- 3.4 Dividing image into parts called cells
- 3.5 showing results from a running image
- 3.6 Showing feature representation
- 3.7 Collection of image for generation of feature vector
- 3.8 Final feature vector generated from an activity video
- 3.9 Showing complexity and model error
- 3.10 Showing selection function of SVM
- 3.11 Many hyper planes showing classification
- 3.12 Representation of Hyper planes.
- 3.13 Showing of Support Vectors
- 3.14 Why use Kernels
- 5.1 Samples of video set from KTH
- 5.2 Showing algorithm used for NN+SVM
- 5.3 Bar Chart Showing Recognition Rate of Different activities in % on KTH data set