

# Activity Recognition 6

## Classification

Mobile Computing

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# **REVIEW: NAÏVE BAYESIEN CLASSIFIER**

# Bayesian Theorem

- Probability model:

$$P(G|H) = \frac{P(G)P(H|G)}{P(H)}$$

$$\text{Posterior} = \frac{\text{Prior} \times \text{Likelihood}}{\text{Evidence}}$$

# Naïve Bayesian Classification

- Given evidences, we want to choose gender  $g$  that maximizes

$$\begin{aligned} P(G = g|H) &= \frac{P(G = g)P(H|G = g)}{P(H)} \\ &\propto P(G = g)P(H|G = g) \end{aligned}$$

Posterior  $\propto$  Prior  $\times$  Likelihood

- Maximum A Posteriori (MAP) classification

# Sequential Classifier

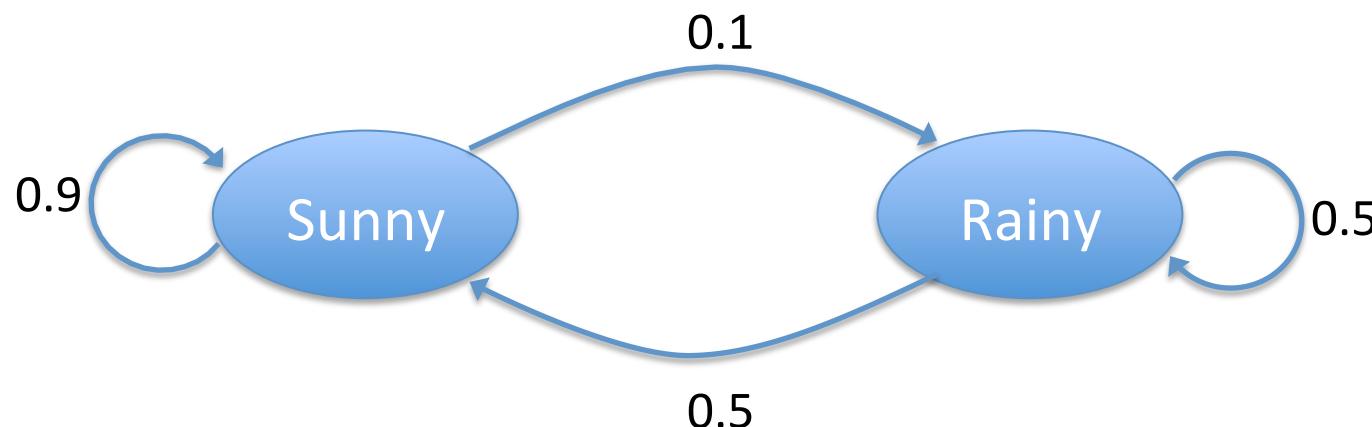
- Classify the current frame based on the classification results of previous frames
- Markov Chain
- Hidden Markov Model (HMM)

# Markov Chain

- Random variable  $x(t)$  changes over time with discrete time  $t=1, 2, 3, \dots$ 
  - $x(1), x(2), x(3), \dots, x(t), \dots$
- Each  $x(t)$  takes a value in state space  
$$Q = \{s_1, s_2, \dots, s_n\}$$
- Transition probability
  - Probability of observing  $s_j$  depends on the previous value  $s_i$ , *and only the previous value*
  - $P_{ij} = P(x(t+1) = S_j \mid x(t) = S_i)$

# Weather Model by MC

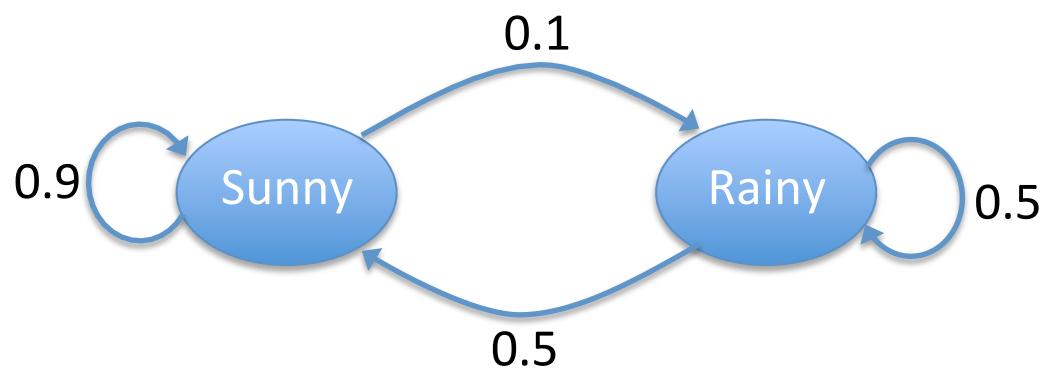
- Weather = {sunny, rainy}
- If sunny today, then sunny tomorrow with 90%
- If sunny today, then rain tomorrow with 10%
- If rain today, then either sunny or rain with 50%



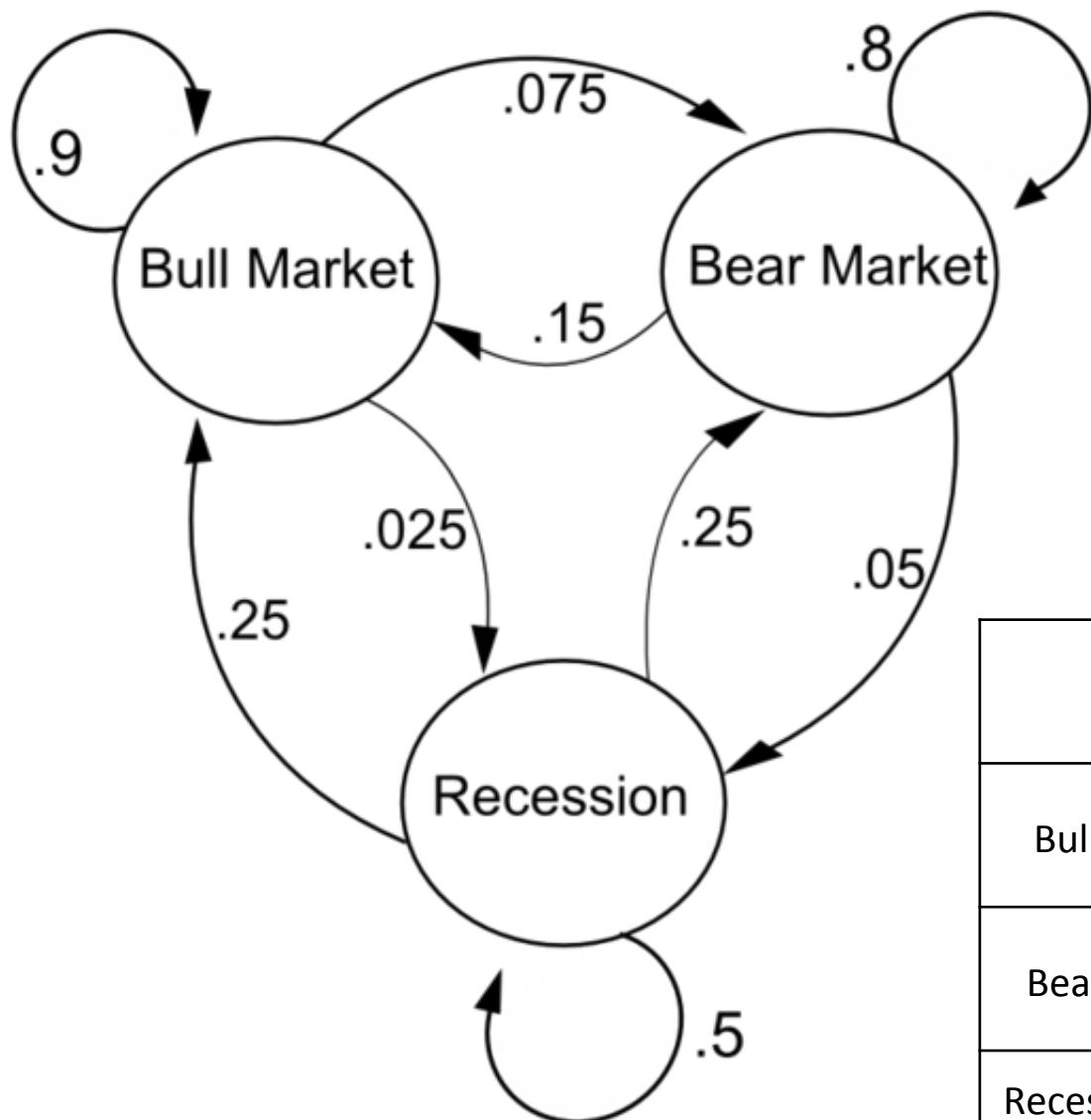
- Stationary probability:  $(\text{sunny}, \text{rainy}) = (0.833, 0.167)$

# Transition Matrix

- Transition Matrix
  - Describes the transition probabilities between states in a matrix whose  $(i,j)$  element is  $P_{ij}$



$$\begin{bmatrix} & \text{(Sunny)} & \text{(Rainy)} \\ \text{(Sunny)} & 0.9 & 0.1 \\ \text{(Rainy)} & 0.5 & 0.5 \end{bmatrix}$$



Transition Matrix

|               | Bull | Bear | Recessi<br>on |
|---------------|------|------|---------------|
| Bull          | 0.9  | 0.75 | 0.25          |
| Bear          | 0.15 | 0.8  | 0.05          |
| Recessi<br>on | 0.25 | 0.25 | 0.5           |

# How human knows weather?

Look at the sky...



It's Sunny dude!

A photograph of a two-lane road in a snowy, wooded area. The road is covered in a thin layer of snow. In the distance, a small car is driving away from the viewer. The sides of the road are lined with snow-covered trees and bushes. The sky is overcast and grey.

It's Snowing, watch out!

# How human knows weather?

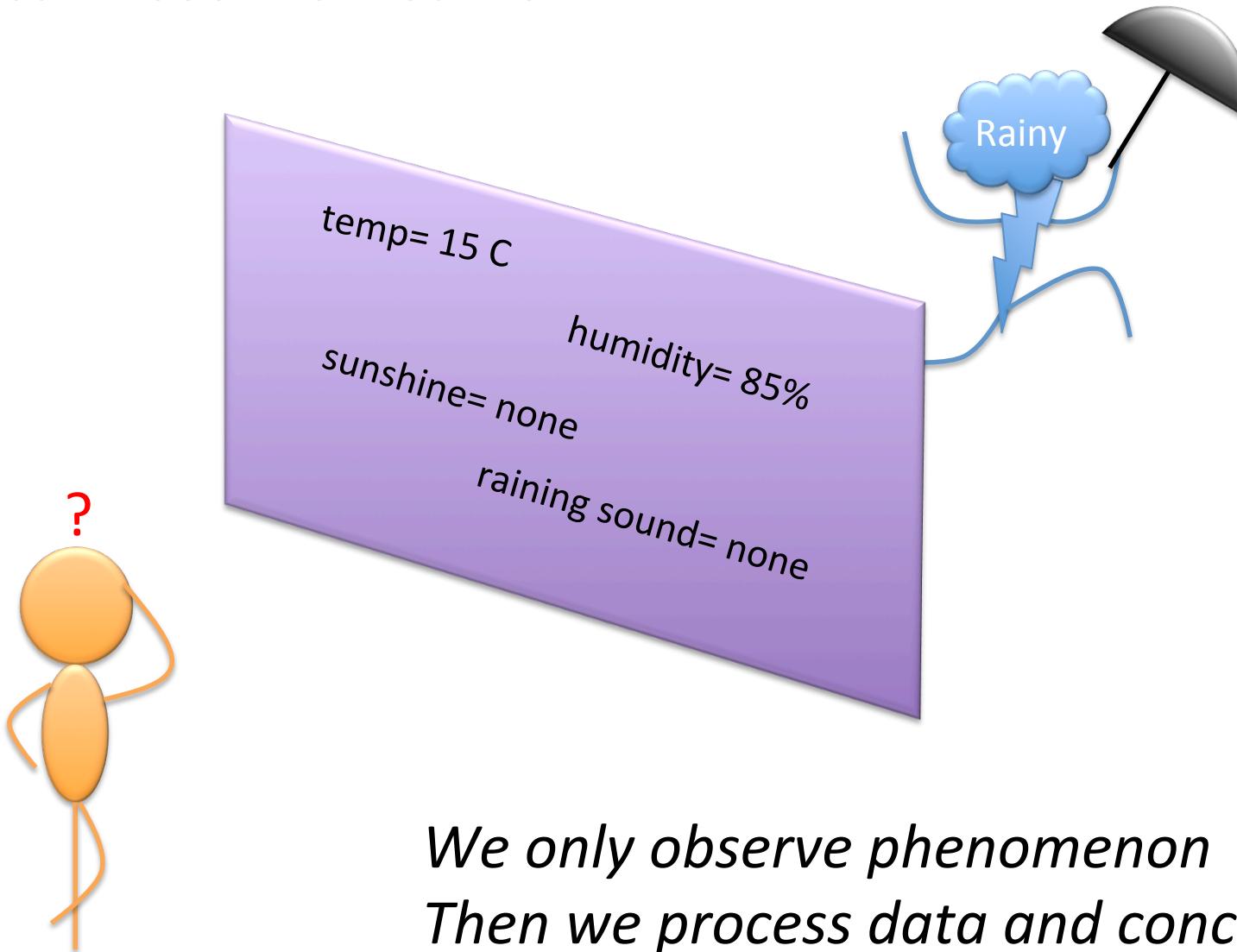
- We can't *see* weather directly
- We *collect* evidences and *infer* the best-fit weather
  - Sun, sunshine, water drops, sound, temperature, humidity, snow, ...
- But sometimes we are not sure...

A landscape photograph of a road at sunset. The sky is filled with warm, orange and yellow hues. In the foreground, a road sign is mounted on a pole, featuring a black arrow pointing upwards and to the right. Below the sign is a yellow diamond-shaped sign. In the distance, a campfire is visible, with a small orange glow. Bare trees stand on the right side of the road. The overall atmosphere is peaceful and slightly melancholic.

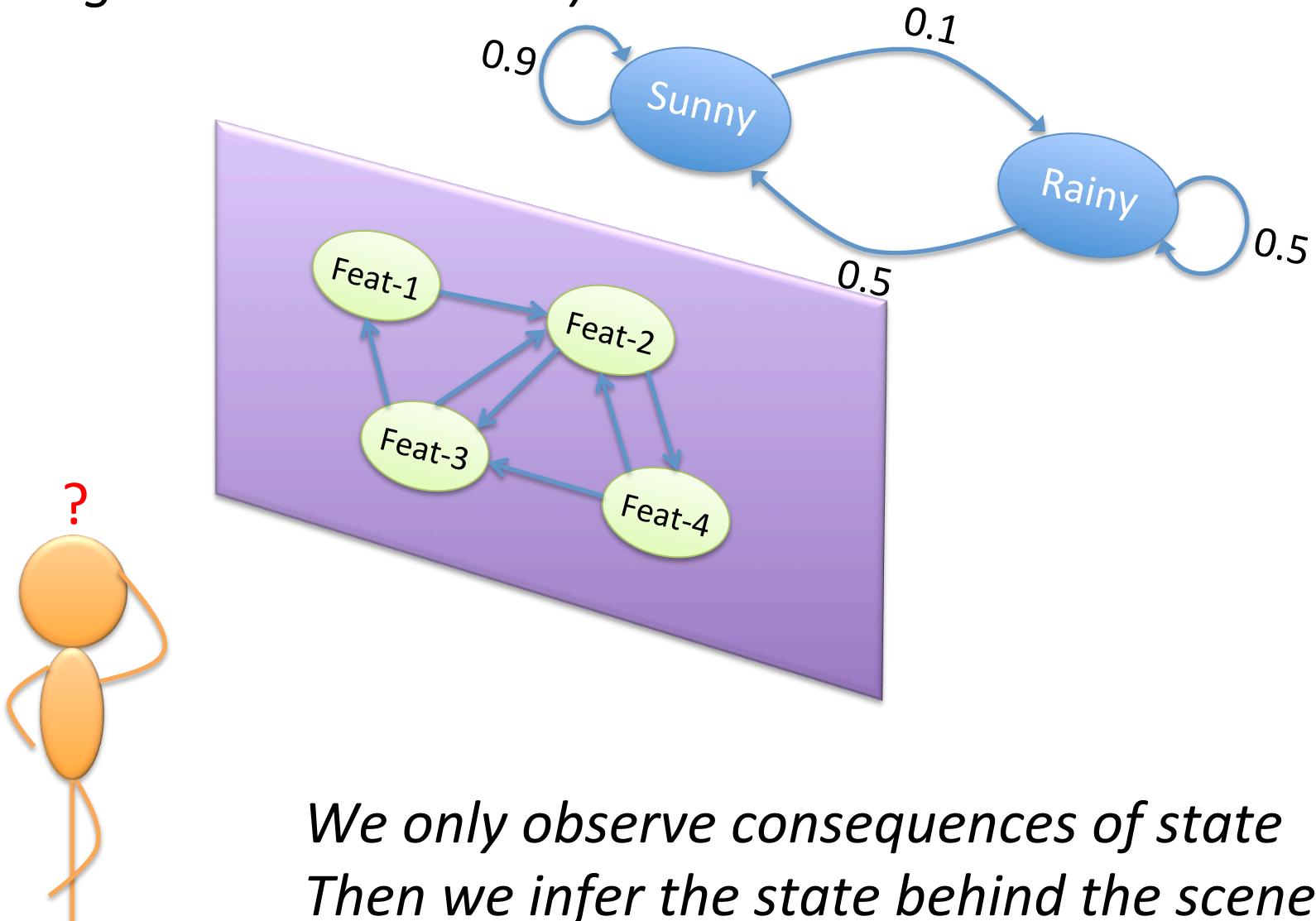
It's... uh... eh... ππ...



*We can't see the weather*

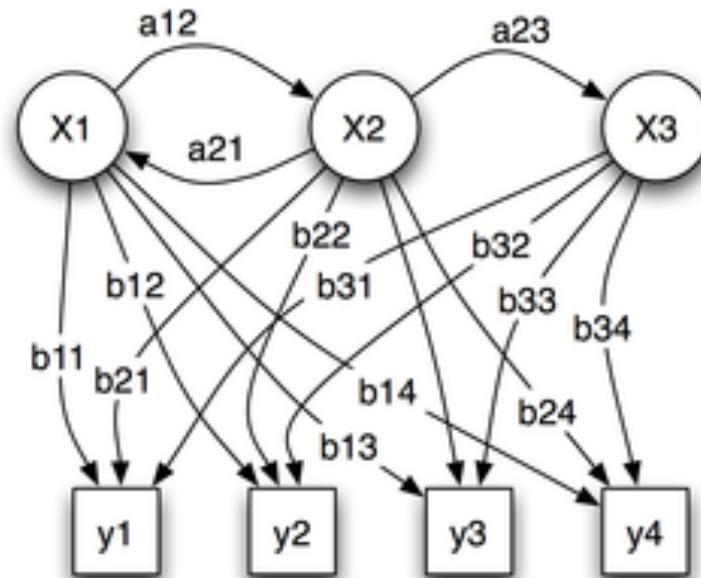


*We can't see the state  
(following a Markov Process)*



# Hidden Markov Model

- Hidden states  $X_1, X_2, \dots X_n$  of a Markov Chain with transition probability  $a_{ij}$
- Observed states  $y_1, y_2, \dots, y_n$
- Output probability  $\{b_{ij}\}$
- From observed states, infer the hidden states and their transition probabilities

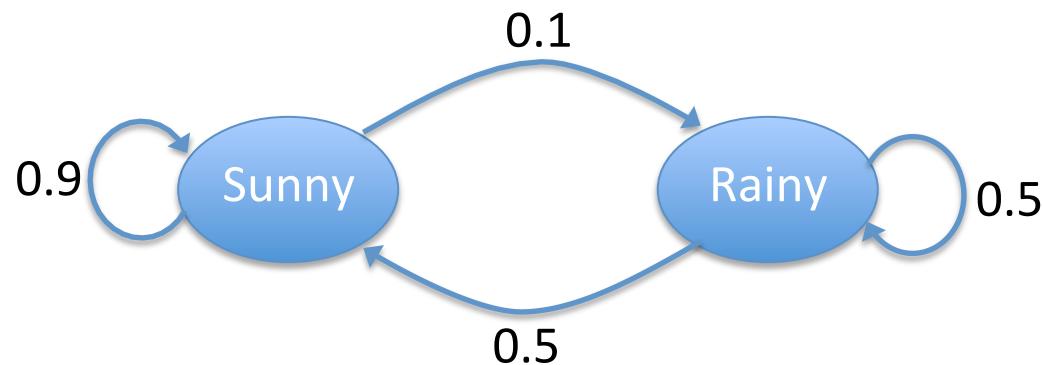


# Weather Analogy

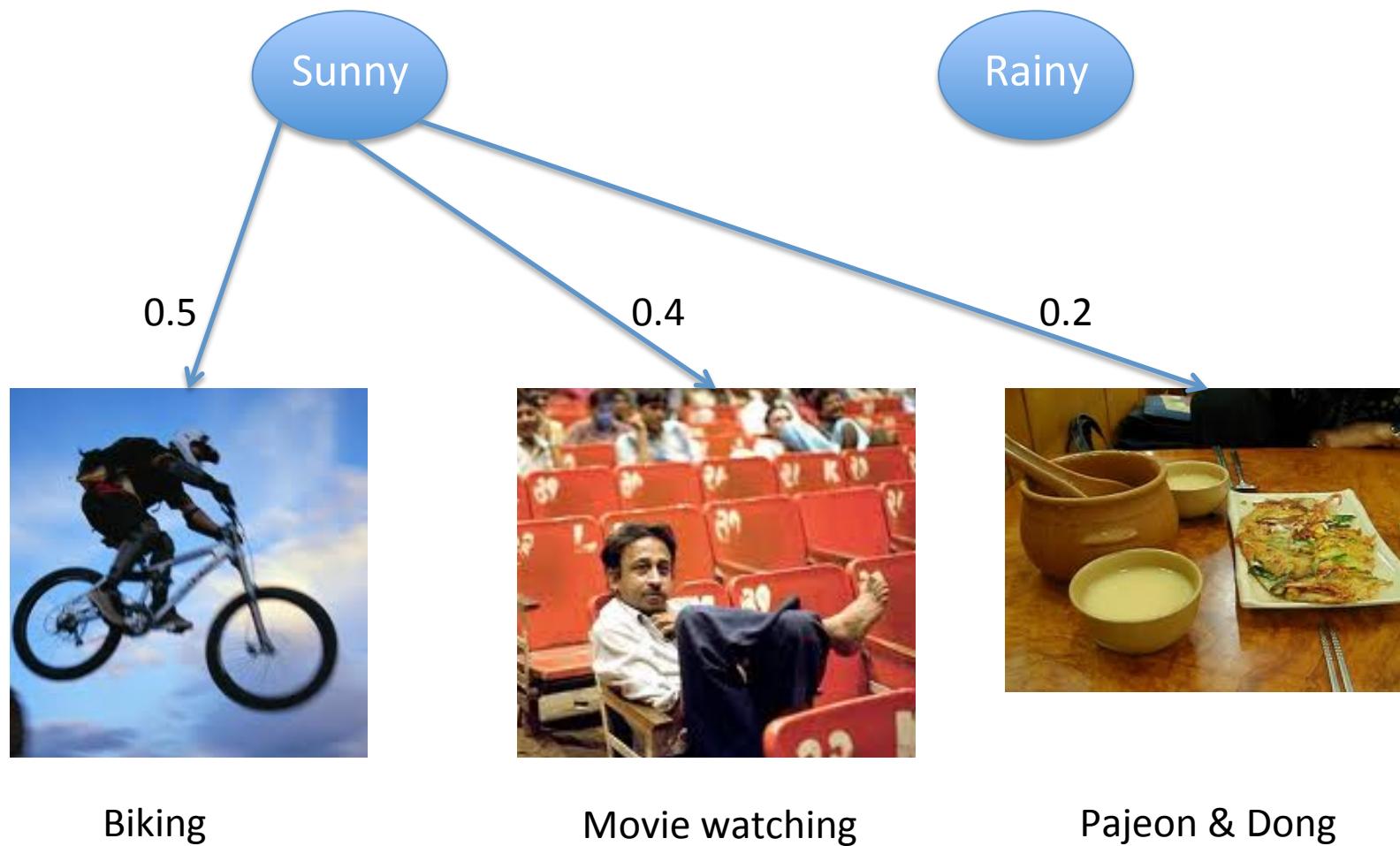
- Alice talks with Bob on the phone
- Alice has a general idea about the weather in Bob's city, but doesn't know current weather
- Alice asks Bob what he did
- Alice infers the weather based on Bob's activity



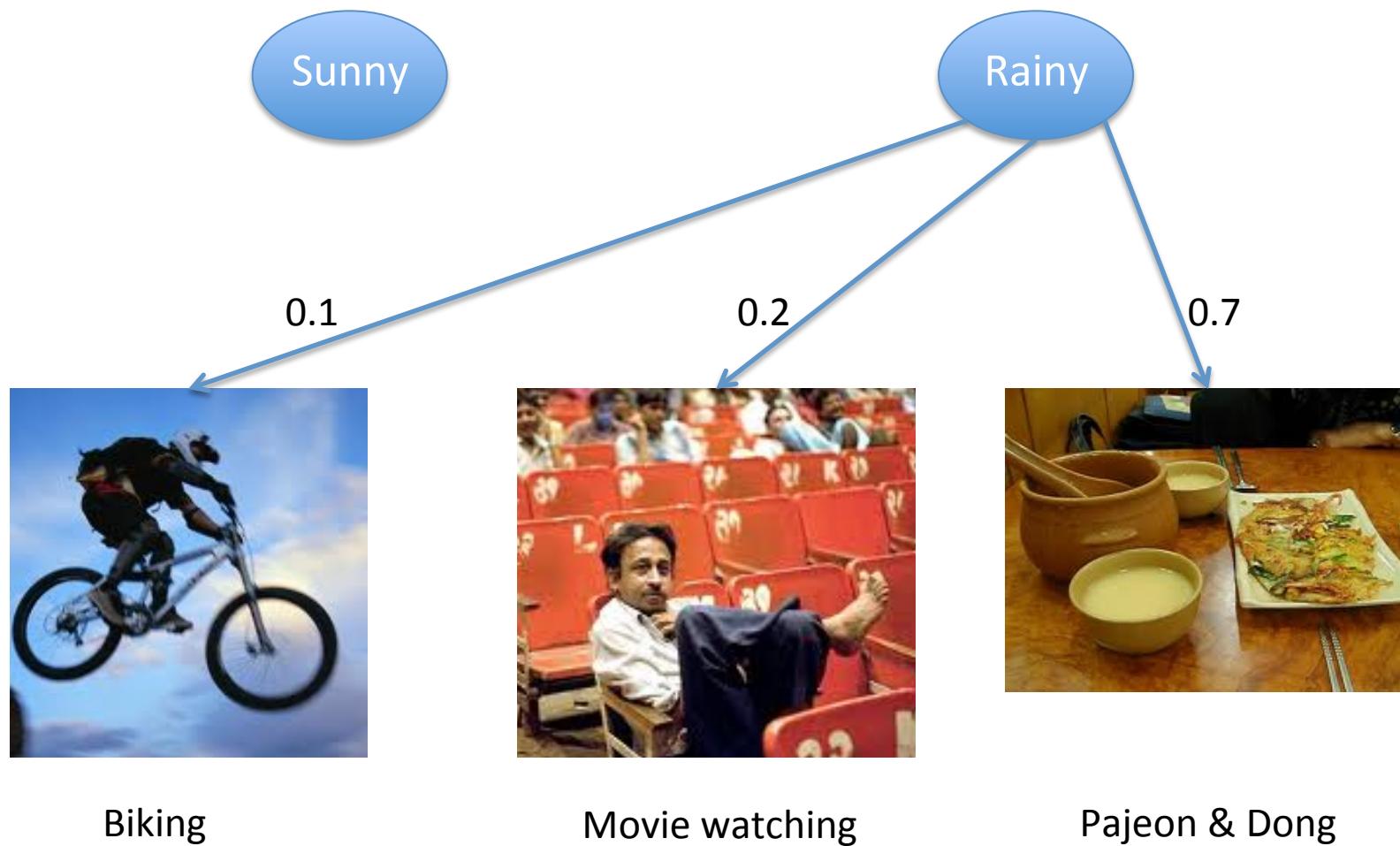
# Weather as Markov Chain



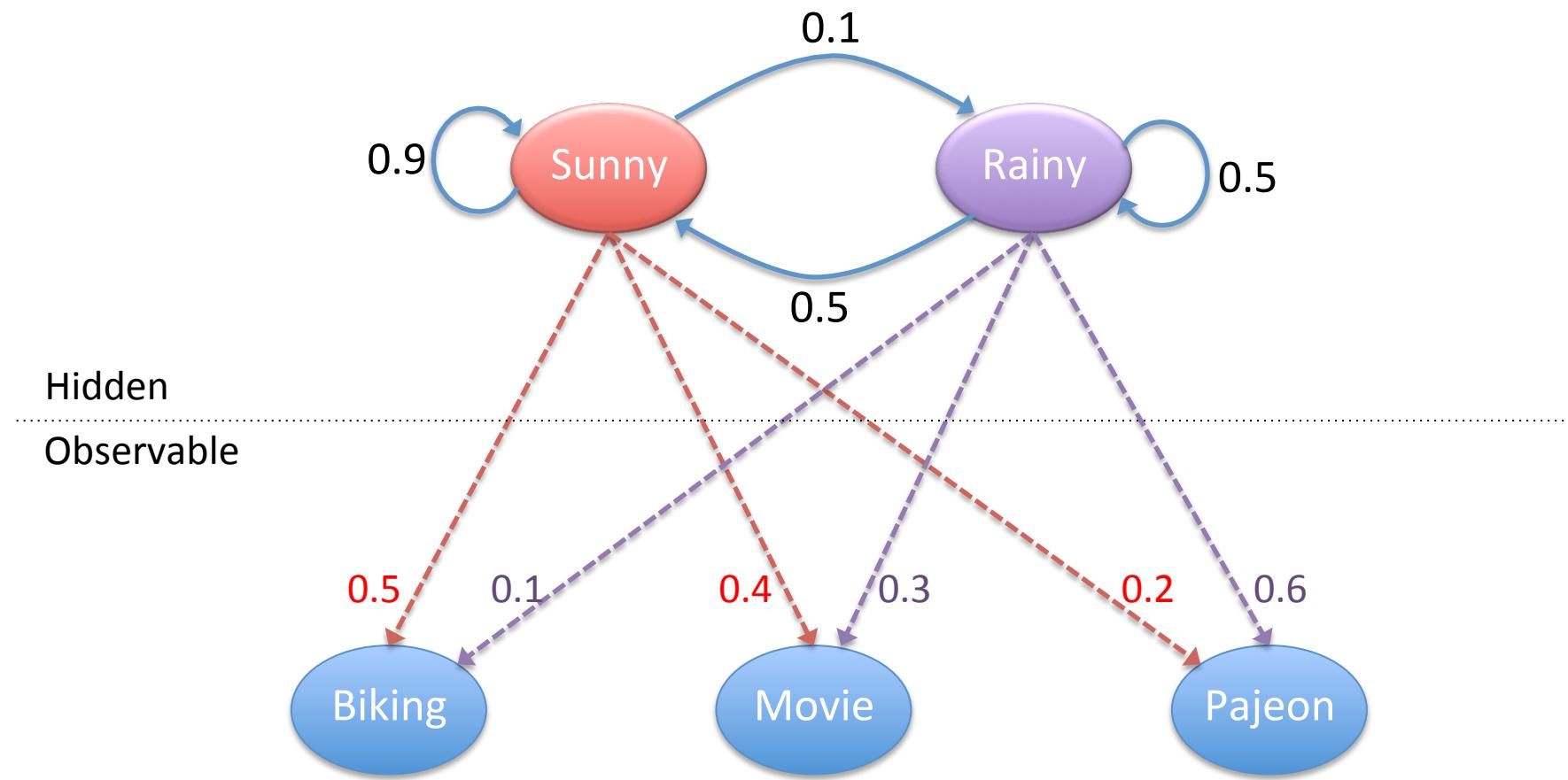
# Activity per Weather



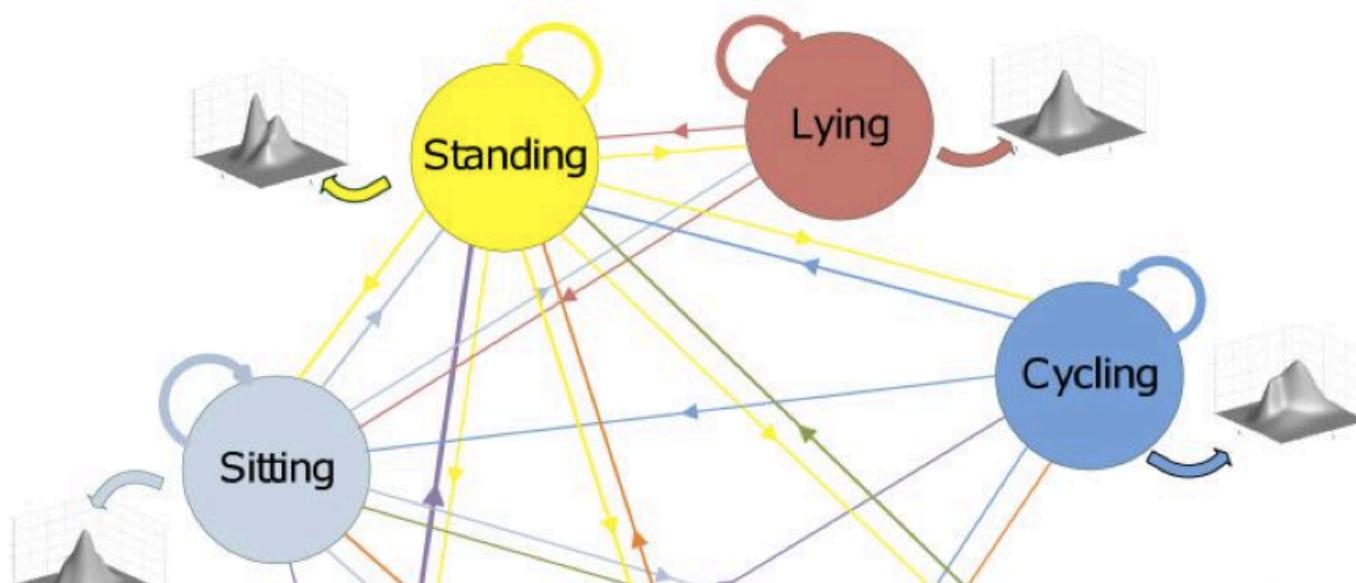
# Activity per Weather



# Hidden Markov Model for Weather



# Activity Recognition by HMM



| Activity        | lying  | cycling | climbing | walking | running | sitting | standing |
|-----------------|--------|---------|----------|---------|---------|---------|----------|
| <b>lying</b>    | 0.9500 | 0.0000  | 0.0000   | 0.0000  | 0.0000  | 0.0100  | 0.0400   |
| <b>cycling</b>  | 0.0001 | 0.8999  | 0.0000   | 0.0400  | 0.0000  | 0.0100  | 0.0500   |
| <b>climbing</b> | 0.0001 | 0.0000  | 0.6199   | 0.2500  | 0.0100  | 0.0200  | 0.1000   |
| <b>walking</b>  | 0.0001 | 0.0100  | 0.0300   | 0.7999  | 0.0200  | 0.0700  | 0.0700   |
| <b>running</b>  | 0.0001 | 0.0100  | 0.0100   | 0.3500  | 0.3999  | 0.0100  | 0.2200   |
| <b>sitting</b>  | 0.0200 | 0.0000  | 0.0100   | 0.0400  | 0.0000  | 0.8500  | 0.0900   |
| <b>standing</b> | 0.0100 | 0.0300  | 0.0100   | 0.1800  | 0.0300  | 0.1200  | 0.6200   |

# Classification Results

- Single-frame

| <b>Classifiers</b> | <b>Classification accuracy, [%]</b> |
|--------------------|-------------------------------------|
| NB                 | 97.4                                |
| GMM                | 92.2                                |
| Logistic           | 94.0                                |
| Parzen             | 92.7                                |
| SVM                | 97.8                                |
| NM                 | 98.5                                |
| k-NN               | 98.3                                |
| ANN                | 96.1                                |
| C4.5               | 93.0                                |

- HMM
  - 99.1 %