# **CS 528 Mobile and Ubiquitous Computing Lecture 7a: Applications of Activity Recognition** + Machine Learning for Ubiquitous Computing **Emmanuel Agu**



# Applications of Activity Recognition

### **Recall:** Activity Recognition



- **Goal:** Want our app to detect what activity the user is doing?
- **Classification task:** which of these 6 activities is user doing?
  - Walking,
  - Jogging,
  - Ascending stairs,
  - Descending stairs,
  - Sitting,
  - Standing



• Typically, use machine learning classifers to classify user's accelerometer signals

# **Applications of Activity Recognition (AR)**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### • Fitness Tracking:

- Initially:
  - Physical activity type,
  - Distance travelled,
  - Calories burned

#### Newer features:

- Stairs climbed,
- Physical activity
   (duration + intensity)
- Activity type logging + context
   e.g. Ran 0.54 miles/hr faster
   during morning runs
- Sleep tracking
- Activity history





#### **Note: AR** refers to algorithm But could run on a range of devices (smartphones, wearables, e.g. fitbit)



# **Applications of Activity Recognition (AR)**

Ref: Lockhart et al, Applications of Mobile Activity recognition

- **Health monitoring:** How well is patient performing activity?
- Make clinical monitoring pervasive, continuous, real world!!
  - Gather context information (e.g. what makes condition worse/better?)
  - E.g. timed up and go test
- Show patient contexts that worsen condition => Change behavior
  - E.g. walking in narror hallways worsens gait freeze







#### COPD, Walk tests in the wild





Parkinsons disease Gait freezing

# **Applications of Activity Recognition**

Ref: Lockhart et al, Applications of Mobile Activity recognition

- Fall: Leading cause of death for seniors
- Fall detection: Smartphone/watch, wearable detects senior who has fallen, alert family
  - Text message, email, call relative



Fall detection + prediction



# **Applications of Activity Recognition (AR)**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### Context-Aware Behavior:

- In-meeting? => Phone switches to silent mode
- Exercising? => Play song from playlist, use larger font sizes for text
- Arrived at work? => download email
- Study found that messages delivered when transitioning between activities better received

#### • Adaptive Systems to Improve User Experience:

- Walking, running, riding bike? => Turn off Bluetooth, WiFi (save power)
- Can increase battery life up to 5x



# **Applications of AR**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### • Smart home:

- Determine what activities people in the home are doing,
  - Why? infer illness, wellness, patterns, intrusion (security), etc
  - E.g. TV automatically turns on at about when you usually lie on the couch





# **Applications of AR: 3<sup>rd</sup> Party Apps**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### • Targeted Advertising:

- AR helps deliver more relevant ads
- E.g user runs a lot => Get exercise clothing ads
- Goes to pizza places often + sits there => Get pizza ads





# **Applications of AR: 3rd Party Apps**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### Research Platforms for Data Collection:

- E.g. public health officials want to know how much time various people (e.g. students) spend sleeping, walking, exercising, etc
- Mobile AR: inexpensive, automated data collection
- E.g. Stanford Inequality project: Analyzed physical activity of 700k users in 111 countries using smartphone AR data
- http://activityinequality.stanford.edu/





# **Applications of AR: 3rd Party Apps**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### • Track, manage staff on-demand:

• E.g. at hospital, determine "availability of nurses", assign them to new jobs/patients/surgeries/cases





# **Applications of AR: Social Networking**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### Activity-Based Social Networking:

• Automatically connect users who do same activities + live close together





# **Applications of AR: Social Networking**

Ref: Lockhart et al, Applications of Mobile Activity recognition

#### Activity-Based Place Tagging:

- Automatically "popular" places where users perform same activity
- E.g. Park street is popular for runners (activity-based maps)

#### • Automatic Status updates:

- E.g. Bob is sleeping
- Tracy is jogging along Broadway with track team
- Privacy/security concerns => Different Levels of details for different friends





# Intuitive Introduction to Machine Learning for Ubiquitous Computing

### **My Goals in this Section**



- If you know machine learning
  - Set off light bulb
  - Projects involving ML?
- If you don't know machine learning
  - Get general idea, how it's used
- Knowledge will also make papers easier to read/understand

# **Recall: Activity Recognition**

- Want app to detect when user is performing any of the following 6 activities
  - Walking,
  - Jogging,
  - Ascending stairs,
  - Descending stairs,
  - Sitting,
  - Standing







**Accelerometer** 

data

### **Recall:** Activity Recognition Overview

1.5 Time (s)

(a) Walking

2

2.5

0

0.5

#### **Recall:** Example Accelerometer Data for Activities

#### Different user activities generate different accelerometer patterns





#### **Recall:** Example Accelerometer Data for Activities

#### Different user activities generate different accelerometer patterns





### **DIY Activity Recognition (AR) Android App**

- As user performs an activity, AR app on user's smartphone
  - 1. Gathers accelerometer data
  - 2. Uses machine learning classifier to determine what activity (running, jumping, etc) accelerometer pattern corresponds to
- **Classifier:** Machine learning algorithm that guesses what activity **class** accelerometer sample corresponds to







### **Classification for Ubiquitous Computing**

# Classification

- **Classification** is type of machine learning used a lot in Ubicomp
- Classification? determine which **class** a sample belongs to. Examples:







### Classification



### Classifier

- Analyzes new sample, guesses corresponding class
- Intuitively, can think of classifier as set of rules for classification. E.g.
- Example rules for classifying accelerometer signal in Activity Recognition

```
If ((Accelerometer peak value > 12 m/s)
and (Accelerometer average value < 6 m/s)){
        Activity = "Jogging";
}</pre>
```





# **Training a Classifier**

- Created using example-based approach (called training)
- Training a classifier: Given examples of each class => generate rules to categorize new samples
- E.g: Analyze 30+ Examples (from 30 subjects) of accelerometer signal for each activity type (walking, jogging, sitting, ascending stairs) => generate rules (classifier) to classify future activities







# **Training a Classifier: Steps**

### **Steps for Training a Classifier**



- 1. Gather data samples + label them
- Import accelerometer samples into classification library (e.g. Weka, MATLAB)
- 3. Pre-processing (segmentation, smoothing, etc)
- 4. Extract features
- 5. Train classifier
- 6. Export classification model as JAR file
- 7. Import into Android app

# Step 1: Gather Sample data + Label them

• Need many samples of accelerometer data corresponding to each activity type (jogging, walking, sitting, ascending stairs, etc)





#### Step 1: Gather Sample data + Label them

- Run a study to gather sample accelerometer data for each activity class
  - Recruit 30+ subjects
  - Run program that gathers accelerometer sensor data on subject's phone
  - Make subjects perform each activity (walking, jogging, sitting, etc)
  - Collect accelerometer data while they perform each activity (walking, jogging, sitting, etc)
  - Label data. i.e. tag each accelerometer sample with the corresponding activity
- Now have 30 examples of each activity



Figure 1: Axes of Motion Relative to User



### **Step 1: Gather Sample data + Label them Program to Gather Accelerometer Data**



 Option 1: Can write sensor program app that gathers accelerometer data while user is doing each of 6 activities (1 at a time)

msensor = (mSensorManager) getSystemService(Context.SENSOR_SERVICE)
Public void onSensorChanged(SensorEvent event){
}

### Step 1: Gather Sample data + Label them Program to Gather Accelerometer Data

- **Option 2:** Use 3<sup>rd</sup> party app to gather accelerometer
  - 2 popular ones: **Funf** and **AndroSensor**
  - Just download app,
    - Select sensors to log (e.g. accelerometer)
    - Continuously gathers sensor data in background
- FUNF app from MIT
  - Accelerometer readings
  - Phone calls
  - SMS messages, etc
- AndroSensor





Funf

AndroSensor



# Step 2: Import accelerometer samples into classification library (e.g. Weka, MATLAB)

 Import accelerometer data (labelled with corresponding activity) into Weka, MATLAB (or other Machine learning Framework)



### **MATLAB Classification Learner App**

- Import accelerometer data into MATLAB
- Click and select Classifier types to compare

A Operification Larmon Confusion N	Antriv					
Classification Learner - Confusion N	Maurix					
Import Data Selection Detection	Bagged Subs Trees Discrit	pace Subspace KNN	Advanced Scatter Plot Confusion Matrix Export Model			
FILE FATURES CLASSIFIER TRAINING PLOTS selected model						
Data Browser	•	Confusion Matrix X ROC Curv	ve X			
Tree Complex Tree	82.4%	Overall Accuracy 88.4%	Confusion Matrix for: Ensemble           175         55         1         14         0         71.4%           Walking         71.4%         22.4%         0.4%         5.7%         0.0%         28.8%			
SVM Linear SVM	63.8%	11.6%	ClimbingStairs 0.2% 88.3% 0.7% 0.7% 0.0% 88.3%			
SVM Fine Gaussian SVM	86.0%	<ul> <li>Per true class</li> <li>View percentages per true class</li> </ul>	Sitting 5 4 245 3 0 95.3% 1.9% 1.6% 95.3% 1.2% 0.0% 4.7%			
Medium Gaussian SVM SVM	79.9%	including True Positive Rates (TPR) and False Negative Rates (FNR).	Standing         31         4         5         234         0         85.4%           11.3%         1.5%         1.8%         85.4%         0.0%         14.6%			
Coarse Gaussian SVM KNN	68.0% E	Per predicted class	Laying 0 0 0 0 0 282 100% 0.0% 0.0% 0.0% 0.0% 0.0% 0.0% 0.0%			
KNN Medium KNN	83.1%	View percentages per predicted class including Positive Predictive	WalkDingbingStaßittingStandingLaying TPR / FNR Predicted class			
KNN Coarse KNN	77.3%	Scatter Plot	Section Dist of human Astinity Data fary Encomple			
Ensemble Bagged Trees	88.4% +	avg_total_acc_x_train				
▼ Current model		Variable on Y axis:				
Type: Ensemble Preset: Bagged Trees		avg_total_acc_y_train				
Status: Trained		Legend Correctly classified • Walking • Climbing Stairs				
		Sitting	-0.4 -0.2 0 0.2 0.4 0.6 0.8 1 avg_total_acc_x_train			



#### Step 3: Pre-processing (segmentation, smoothing, etc) Segment Data (Windows)

- Pre-processing data (in Weka, or MATLAB) may include segmentation, smoothing, etc
  - Segment: Divide 60 seconds of raw time-series data divided into chunks(e.g. 5 seconds)
    - Note: 5 seconds of accelerometer data could be 100s of readings
  - **Smoothing:** Replace groups of values with moving average



**Segments** 

# Step 4: Compute (Extract) Features

- For each 5-second segment (batch of accelerometer values) compute features (in Weka, MATLAB, etc)
- Features: Functions computed on accelerometer data, captures important accelerometer characteristics
- Examples: min-max of values, largest magnitude within segment, standard deviation





### **Step 4: Compute (Extract) Features**



- Important: Ideally, values of features different for, distinguish each activity type
- E.g: Min-max range feature



### Step 4: Compute (Extract) Features



- <u>Average[3]</u>: Average acceleration (for each axis)
- <u>Standard Deviation[3]</u>: Standard deviation (for each axis)
- <u>Average Absolute Difference</u>[3]: Average absolute difference between the value of each of the 200 readings within the ED and the mean value over those 200 values (for each axis)
- <u>Average Resultant Acceleration[1]</u>: Average of the square roots of the sum of the values of each axis squared  $\sqrt{(x_i^2 + y_i^2 + z_i^2)}$  over the ED
- <u>Time Between Peaks</u>[3]: Time in milliseconds between peaks in the sinusoidal waves associated with most activities (for each axis)
- <u>Binned Distribution[30]</u>: We determine the range of values for each axis (maximum – minimum), divide this range into 10 equal sized bins, and then record what fraction of the 200 values fell within each of the bins.

Calculate many different features

## **Step 5: Train classifier**

- Features are just numbers
- Different values for different activities
- Training classifier: figures out feature values corresponding to each activity
- Weka, MATLAB already programmed with different classification algorithms (SVM, Naïve Bayes, Random Forest, J48, logistic regression, SMO, etc)
- Try different ones, compare accuracy
- SVM example





### **Step 5: Train classifier**

- Example: Decision Tree Classifier
- Feature values compared against learned thresholds at each node





# Step 5: Train classifier Compare Accuracy of Classifier Algorithms



• Weka, MATLAB also reports accuracy of each classifier type

	% of Records Correctly Predicted				
	J48	Logistic Regression	Multilayer Perceptron	Straw Man	
Walking	89.9	<u>93.6</u>	91.7	37.2	
Jogging	96.5	98.0	<u>98.3</u>	29.2	
Upstairs	59.3	27.5	61.5	12.2	
Downstairs	<u>55.5</u>	12.3	44.3	10.0	
Sitting	<u>95.7</u>	92.2	95.0	6.4	
Standing	<u>93.3</u>	87.0	91.9	5.0	
Overall	85.1	78.1	91.7	37.2	

#### Table 2: Accuracies of Activity Recognition

Compare, pick most accurate classification algorithm

### Step 6: Export Classification model as JAR file Step 7: Import into Android app

- Export classification model (most accurate classifier type + data threshold values) as Java JAR file
- Import JAR file into Android app
- In app write Android code to
  - Gather accelerometer data, segment, extract feature, classify using classifier in JAR file
- Classifies new accelerometer patterns while user is performing activity => Guess (infer) what activity



New accelerometer Sample in real time



Activity (e.g. Jogging)

Classifier in Android app



### **Support Vector Machine (SVM)**

### **Scalable Vector Machines (SVM)**

- One of the most popular classification algorithms
- If plot example points with features as axes
- Classification problem: Find boundary between classes
- E.g Classify healthy vs unhealthy patient:
- 2 Features are strongest predictors
  - Age
  - Maximum exercise rate

Classification algorithm (e.g. SVM) finds this boundary



Figure 1. Using SVM to predict the presence of heart disease.

The dark green region represents the profile of healthy adults, while the gray region represents the profile of heart disease patients. The light green and black points represent healthy adults and heart disease patients respectively.



### **SVM: Delineating Boundaries**

• Multiple ways to delineate optimal boundary



Figure 2. Multiple ways to separate two groups.



### **SVM: Support Vectors**



- SVM first finds peripheral data points in group 1 that are closest to the points in group 2 (called support vectors)
- Then draw optimal boundary between support vectors of both groups
- Since SVM uses only relatively few data points (support vectors), it is computationally efficient



Figure 3. Optimal boundary is located in the middle of peripheral data points from opposing groups.

### **SVM Limitations**



 Inaccurate for small datasets: Smaller dataset would have fewer points, less likely to find good support vectors

#### • Classifying multiple groups:

- SVM classifies 2 groups at a time.
- Multiple groups handled by making multiple 2-group classifications
- Multi-group SVM: On each iteration, classify 1 group from the rest

#### Overlapping groups:

- Since SVM classifies points based on what side of boundary it lies, overlapping groups present a challenge
- If classes overlap, points close to boundary may be mis-classified



## **Context Sensing**



# **Recall: Ubicomp Senses User's Context**

- Context?
  - *Human:* motion, mood, identity, gesture
  - *Environment:* temperature, sound, humidity, location
  - Computing Resources: Hard disk space, memory, bandwidth
  - Ubicomp example:
    - Assistant senses: Temperature outside is 10F (environment sensing) + Human plans to go work (schedule)
    - *Ubicomp assistant advises:* Dress warm!
- Sensed environment + Human + Computer resources = Context
- *Context-Aware* applications adapt their behavior to context

### **Context Sensing**

- Activity Recognition uses data from only accelerometer (1 sensor)
- Can combine multiple sensors, use machine learning to learn user context that occur to various outcomes (e.g. user's emotion)
- More later





#### References



- Jennifer R. Kwapisz, Gary M. Weiss, and Samuel A. Moore, Activity recognition using cell phone accelerometers, SIGKDD Explor. Newsl. 12, 2 (March 2011), 74-82.
- Deepak Ganesan, Activity Recognition, Physiological Sensing Class, UMASS Amherst