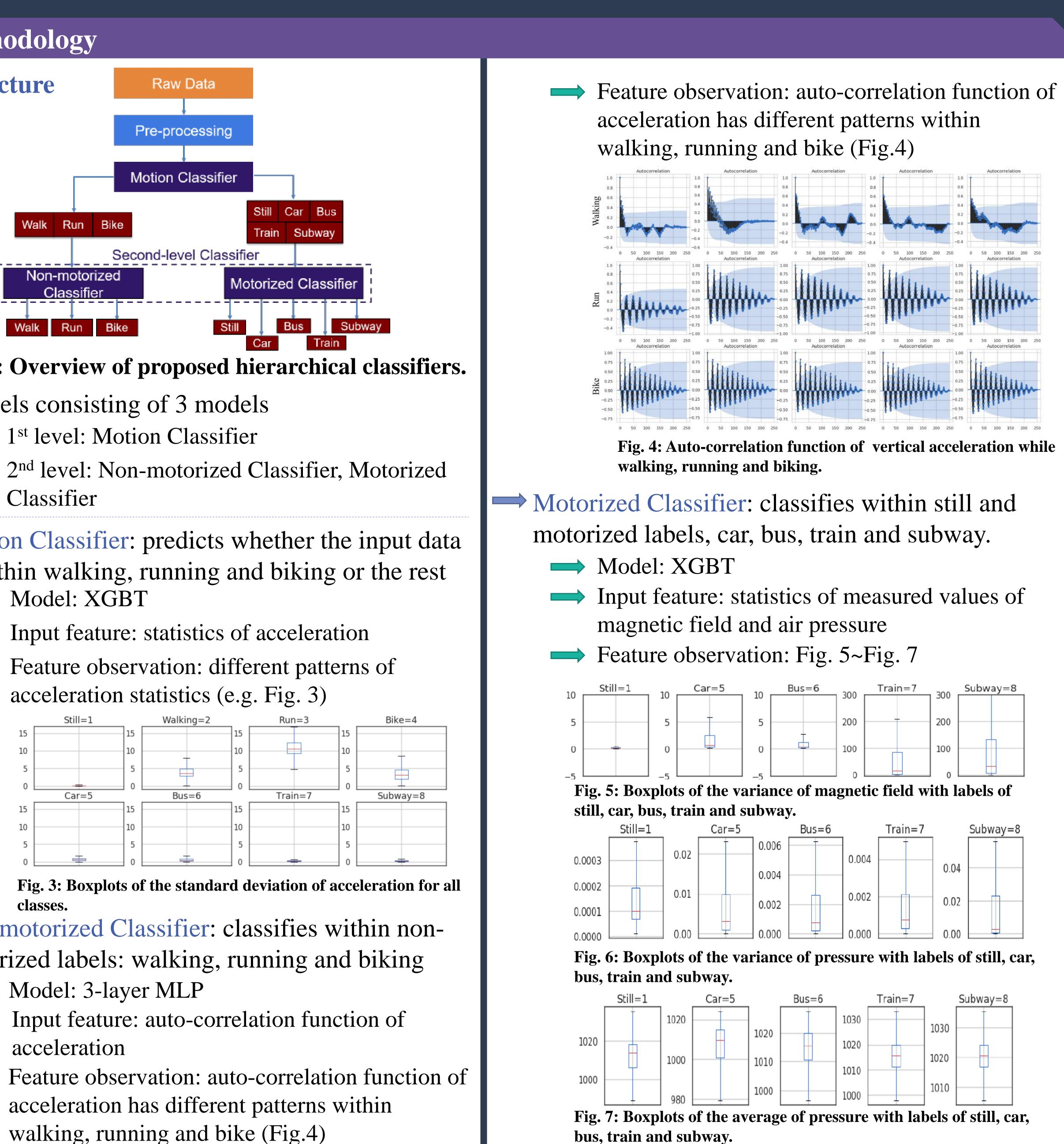
Hierarchical Classification Using ML/DL for Sussex-Huawei Locomotion-Transportation (SHL) Recognition Challenge

 1. Introduction 2020 SHL Challenge → HAR (human activity recognition): identify the mean 	2. Metho Architect
HAR (human activity	Architect
\sim	
of posed activities of a person	
➡ SHL dataset: contains sensor data from a smartphone	
 Recognition target: still, walk, run, bike, car, bus, train, and subway Activity Signal 	Fig. 2: (
The Manual Manual Contract of the second sec	
Feature Extraction	Motion is with
Time domain Frequency domain	$ \begin{bmatrix} 15 & \text{with} \\ \hline \\ $
Model Training	
Machine Learning Deep Learning	
Activity Inference	
Image: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of the stateImage: Note of the stateImage: Note of the stateImage: Note of the stateStillImage: Note of	Non-m motori

Yi-Ting Tseng, Hsien-Ting Lin, Yi-Hao Lin, Jyh-Cheng Chen National Chiao Tung University, Hsinchu 300, Taiwan



walking, running and bike (Fig.4)

Icons made by <u>Freepik</u>, <u>Smashicons</u>, <u>Becris</u>, <u>Google</u> from <u>www.flaticon.com</u>



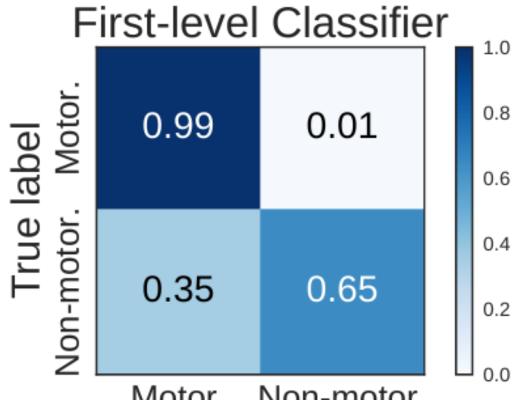
3. Results

Experimental Environment A PC with a 16-core CPU, 16GB RAM, and an Nvidia GTX 1080 GPU.

Evaluation

Table 1: Performance Metrics

	Precision	Recall	F1-score
Motion classifier	90.1%	89.3%	88.6%
Non-motorized classifier	87.8%	84.3%	84.7%
Motorized classifier	60.2%	60.7%	60.3%
Overall	64.7%	43.4%	49.9%

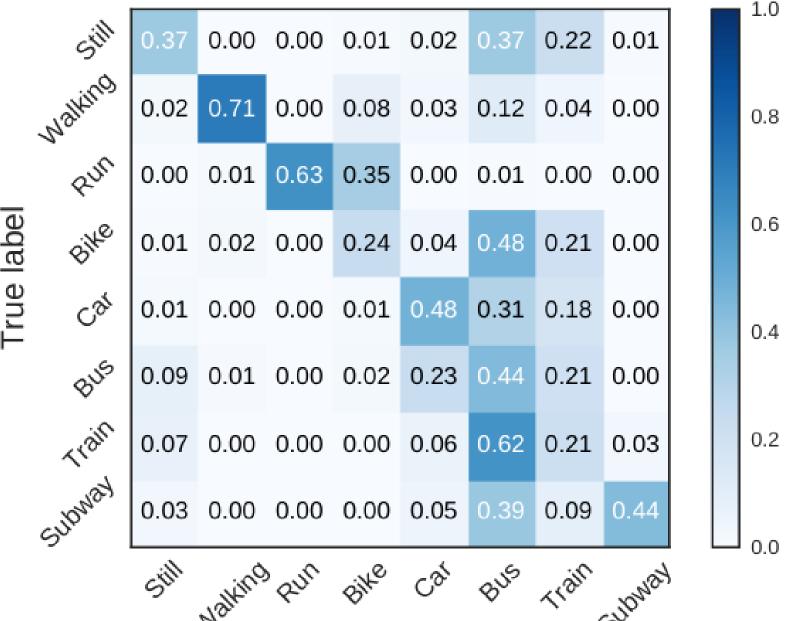


Motor. Non-motor

Predicted label

Fig. 8: Confusion matrix of first-level classifier evaluation result.

Second-level Classifier



Predicted label Fig. 9: Confusion matrix of second-level classifier evaluation result.

Acknowledgements

This work was supported in part by the Ministry of Science and Technology of Taiwan under grant numbers MOST 109-2218-E-009-004, MOST 108-2221-E-009-042-MY3, and MOST 108-2218-E-009-028.