Multimodal Wearable Sensing for Sport-Related Activity Recognition Using Deep Learning Networks

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Abstract—Wearable sensors using sensor-based Human Activity Recognition (S-HAR) are generally capable of regular simple actions (walking, sitting, or standing), but are indistinguishable from sophisticated activities, such as sports-related activities. Because these involve a more comprehensive, contextual, and fine-grained classification of complex human activities, simplex activity recognition systems are ineffective for growing real-world applications, for example remote rehabilitation observation and sport performance tracking. So, an S-HAR framework for recognizing sport-related activity utilizing multimodal wearable sensors in numerous body positions is proposed in this study. A public dataset named UCI-DSADS was used to investigate the recognition performance of five deep learning networks. According to the experimental results, the BiGRU recognition model surpasses other deep learning networks with a maximum accuracy of 99.62%.

Index Terms—deep learning, multimodal wearable sensor, human activity recognition, CNN, LSTM

I. INTRODUCTION

Wearable sensor technology is rapidly evolving due to a variety of factors, including lower sensor device costs and significant computational improvements in miniaturized sensors [1], [2]. Wearable sensors are small gadgets that users can take around with them while going about their regular activities. Motion sensors, such as accelerometers, gyroscopes, and magnetometers, could collect a human's bodily movement signals at any time and from any location [3]-[5]. Many mobile applications, including remote healthcare services for monitoring elderly people [6]-[9], abnormal driving monitoring [10], sport performance tracking [11], and the assistance mobile platform for individuals with disabilities [12], [13], make use of the benefits of all these wearable sensors.

Human-centered computing is a relatively new field of research and application that focuses on human behavior and the interaction of people and their social contexts with digital technology [14]. Human Activity Recognition (HAR), which attempted to determine the behavior, characteristics, and objectives of one or more individuals from a temporal series of data provided from one or more sensors [15], [16], is necessary and encompassed by this [17]. In sensor-based HAR, classification models were developed using standard Machine Learning (ML) algorithms such as decision trees, naive Bayes, and Support Vector Machine. Although various machine learning algorithms have demonstrated a high-performance model for HAR, these methods are restricted by the issue of manual feature extraction. Human knowledge and experience limit the precision of manually derived characteristics, resulting in low accuracy. Many researchers have subsequently proposed deep learning solutions to handle the limited concerns [18]-[21]. Deep neural networks have recently been suggested to learn features automatically without any need for handcrafted feature extraction, bypassing the limitations of human expertise and experience [22].

Most recognition techniques are currently still dealing with HAR problems for suitable performance. These findings suggest a gap in HAR research to know the unified model of DL, in terms of accuracy and computational time, to automatically extract characteristics and recognize complex human activities. Therefore, in this study, the multimodal wearable sensor-based HAR of sport-related activities is focused on. With five different deep learning models, we investigate the use of different wearable sensors (accelerometer, gyroscope, and magnetometer) to enhance performance of sport-related activity recognition. These wearable sensors were

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placed on the torso, left arm, right arm, left leg, and right leg, among other body positions. BiGRU outperforms other deep learning networks in terms of maximum accuracy, according to testing data.

The remaining part of the paper is divided into the sections following. Section II describes the proposed multimodal wearable sensor-based HAR for sport-related activity identification. Section III provides the research findings. Section IV brings the results to a conclusion.

II. PROPOSED METHODOLOGY

This paper proposes a multimodal wearable sensor-based human activity recognition framework that uses sensor data from wearable sensors to characterize the activity that the individuals have accomplished. The proposed methodology followed in this study to obtain our research goal is demonstrated in Fig. 1.

A. UCI-DSADS Dataset

In this study, we used a HAR dataset called “Daily and Sports Activities Dataset” (called UCI-DSADS dataset) [23] that is publicly available at the University of California-data Irvine’s repository to investigate the proposed model. The UCI-DSADS dataset used five MTx 2-DOF orientation trackers to interpret activity sensor data from eight participants who were designed to attend 19 activities in 5 different body locations (torso, left arm, right arm, left leg, and right leg) as shown in Table I: 9 activities in everyday life and 10 sports-related activities. Some samples of the activity sensor data are shown in Appendix A.

TABLE I. LIST OF ACTIVITIES PROVIDED IN THE UCI-DSADS DATASET

<table>
<thead>
<tr>
<th>Activity in Daily Life</th>
<th>Sport-related Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sitting</td>
<td>Walking on a treadmill with 4km/h in flat</td>
</tr>
<tr>
<td>Standing</td>
<td>Walking on treadmill with 15 inclined pos.</td>
</tr>
<tr>
<td>Lying on the back side</td>
<td>Running on a treadmill with 8 km/h</td>
</tr>
<tr>
<td>Lying on the right side</td>
<td>Exercising on a stepper</td>
</tr>
<tr>
<td>Ascending stairs</td>
<td>Exercising on a cross trainer</td>
</tr>
<tr>
<td>Descending stairs</td>
<td>Cycling on an exercise bike in horizontal pos.</td>
</tr>
<tr>
<td>Standing still in an elevator</td>
<td>Cycling on an exercise bike in vertical pos.</td>
</tr>
<tr>
<td>Moving around in an elevator</td>
<td>Rowing</td>
</tr>
<tr>
<td>Walking in a parking lot</td>
<td>Jumping</td>
</tr>
<tr>
<td>Playing basketball</td>
<td></td>
</tr>
</tbody>
</table>

Each of the foregoing activities is conducted for five minutes by eight volunteer participants (four females and four males, ages 20-30). The eight participants are requested to answer the activities in their own unique style, with no restrictions. Sensor devices are calibrated to collect data at a sampling rate of 25Hz. The five-minute signals are split into five-second portions, from which certain characteristics are obtained. For each activity, this produces 480 signal segments.

B. Convolution Neural Network

Convolutional Neural Networks (CNNs) are deep learning models that can entirely work with 2D input like images and videos [24]-[26]. CNNs can extract spatially local information and differentiate objects in the input image using some filters [27]. The convolutional layers are formed by the filter, which are usually followed by some fully-connected layer that perform the classification process. Aside from being better at learning features, CNNs can scale to massive datasets due to various pooling layers. Convolutional (Conv) layer, activation layer, pooling, Fully Connected (FC) layer, and SoftMax layer are the 5 fundamental layers in the CNN model. The convolutional layer is composed of a number of convolutional filters, each of which activates different features from the sensor input. After determining a nonlinear function of the input, the activation layer, also known as a Rectified Linear Unit (ReLU), activates the specific neuron. By reducing the spatial dimension of the input, the pooling layer minimizes the number of parameters. The fully-connected layer, which is similar to hidden layers in conventional neural networks, represents essential composite and aggregated features or information from all convolutional layers that have occurred before it. The SoftMax layer normalizes the predictions and allows the network to provide probabilistic outputs. At a SoftMax layer, cross-entropy loss is also assessed. The structure of a CNN network illustrated in Fig. 2.
C. Recurrent Neural Network

Artificial neural networks with an internal memory are known as Recurrent Neural Networks (RNNs). Because the output computed for the current input is dependent on both the input and the outcomes of previous computations, they are called recurrent neural networks [28]. The current output is really sent back into the network and combined with the current input to generate the next output. RNNs are created for processing sequences, as opposed to CNNs, which are designed specifically for processing a grid of values to extract spatial information. RNNs, unlike normal Feed-Forward Neural Networks (FNNs), preserve a state that can express temporal data from any length of context window [29]. As a result, while a FNN can only map from input to output vectors, an RNN can theoretically map from each input's whole history to each output.

Long Short-Term Memory Networks (LSTMs) are an extension of RNNs that perform substantially better than ordinary RNNs when it concerns to memorizing dependencies for a long period of time [30]. The design of the recurring module in these networks enables this capacity. A layer termed the cell state, as well as three other levels called gates, create these layers. The LSTM memory is the cell state. While LSTM has proven to be a reliable option for avoiding the exploding/vanishing gradient problem, the architecture’s memory cells result in a higher memory required. Cho et al. [31] introduced the Gate Recurrent Unit (GRU) network, a unique RNN-based model, in 2014. The GRU is a basic variation of the LSTM that does not include a distinct memory cell in its configuration [32]. In the network of a GRU, there is an update and reset gate that handles the updated degree of each concealed state. It determines which data requirements are to be transferred to the next state and which do not.
Fig. 3 depicts the unit cell of a normal RNN, an LSTM, or a GRU unit cell to summarize the discussion concerning RNN-based models. One significant drawback of such a network is that it is unidirectional. Aside from the current input, the output at any time stage solely depends on the previous data in the input sequence. In some cases, nevertheless, it may be more beneficial to develop predictions based on both the past and the future. This can be performed using a bidirectional network [33], as shown in Fig. 4.

D. Evaluation Metrics

To evaluate the five deep learning networks, we used the performance metric from the field of HAR. The accuracy is the standard metric to summarize the overall classification performance for all activity classes:

\[
\text{Accuracy} = \frac{TP + TN}{TP + TN + FP + FN}
\]  

where:
- \(TP\) represents the number of positive instances that were classified as positive,
- \(TN\) represents the number of negative instances that were classified as negative,
- \(FP\) represents the number of negative instances that were classified as positive,
- \(FN\) represents the number of positive instances that were classified as negative.

III. EXPERIMENTS AND RESULTS

The experiment setting, performance measurements, and findings utilized to validate the developed deep learning model for sensor-based HAR are described in this section.

A. Experiments

Python's Scikit-learn and Keras were used to develop the deep learning model. The Google Colab Pro platform with GPU Tesla P100-PCIE-16GB was used to run all of the implementations. For the UCI-DSADS dataset, we performed a series of experiments to see which one produced the best results. For the experiments, we employed a 10-fold cross-validation methodology.

B. Experimental Results

This study included three different types of sensors (accelerometer, gyroscope, and magnetometer) and five different body positions to investigate the recognition performance of DL networks (torso, left arm, right arm, left leg, and right leg).

Table II shows that the use of sensor data from all body postures, the BiGRU model obtained the maximum accuracy of 99.616%. We separated each type of sensor data to develop the DL models in this experiment, and the study reveals that the BiGRU surpasses the other DL models, which is shown in Fig. 5.

![Figure 5. Comparison performance of the five DL models with different sensor data.](image)

Table II. Performance of the Deep Learning Models Used in This Works Using All Three Sensor Data

<table>
<thead>
<tr>
<th>Model</th>
<th>Accuracy (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Torso</td>
<td>Right Arm</td>
</tr>
<tr>
<td>CNN</td>
<td>97.401</td>
</tr>
<tr>
<td>LSTM</td>
<td>98.629</td>
</tr>
<tr>
<td>BiLSTM</td>
<td>98.476</td>
</tr>
<tr>
<td>GRU</td>
<td>98.520</td>
</tr>
<tr>
<td>BiGRU</td>
<td>98.969</td>
</tr>
</tbody>
</table>

![Figure 6. Accuracy and loss trends of the proposed BiGRU model for UCI-DSADS dataset.](image)

Fig. 6 shows the training progress of the proposed BiGRU model, respectively. As shown, we monitored the accuracy and loss trend for up to 200 epochs. In this process, we noticed that the stability of the proposed BiGRU model after ten epochs. Moreover, there is no overfitting for the proposed BiGRU model.

![Figure 7. Confusion matrix obtained from the experimental results of the proposed BiGRU.](image)

Fig. 7 shows a confusion matrix obtained from the experimental results of the proposed BiGRU. The results evidence that the proposed BiGRU well performs for the sport-related activity recognition.
This study introduced an S-HAR framework for recognizing sport-related activity utilizing multimodal wearable sensors on numerous body positions. A public dataset named UCI-DSADS was used to evaluate the recognition performance of five deep learning models. According to the experimental results, the BiGRU network surpasses other deep learning networks with a maximum accuracy of 99.616%.

In the future, we plan to improve the BiGRU model and study them with various hyperparameters such as learning rate, batch size, optimizer, and many others. We also aim to introduce our model to more complicated activities in order to address other DL models.

APPENDIX A SOME SAMPLES OF DATASET USED IN THIS RESEARCH

Figure A1. Some samples of accelerometer data from the UCI-DSADS dataset.

Figure A2. Some samples of gyroscope data from the UCI-DSADS dataset.

Figure A3. Some samples of magnetometer data from the UCI-DSADS dataset.

CONFLICT OF INTEREST
The authors declare no conflict of interest.

AUTHOR CONTRIBUTIONS
Conceptualization and model analysis, S. Mekruksavanich; resource and data curation, A. Jitpattanakul; methodology and validation, S. Mekruksavanich; data visualization and graphic improvement, A. Jitpattanakul; discussion and final
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