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Detection and classification of the behavior of people in an intelligent building by camera

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Abstract- an intelligent building is an environment that contains a number of sensor and camera, which aims to provide information that give the various actions taken by individuals, and their status to be processed by a system of detection and classification of behaviors . This system of detection and classification uses this information as input to provide maximum comfort to people who are in this building with optimal energy consumption, for example if I workout in the room then the system will lower the heating . My goal is to develop a robust and reliable system which is composed of two fixed cameras in every room of intelligent building which are connected to a computer for acquisition of video sequences, with a program using these video sequences as inputs, we use RGB color histograms

bench. Real-time synchronization between Energy Plus and Energy Manager was performed using a technology developed by [9] and [10] platform. Validation of energy management systems can be achieved through studies sociological via surveys or questionnaires. A classification of activities in the habitat was proposed in [11]. It relies on the automation level and the number of activations of a device. The recognition of people's behavior provide information that will enable the system to better manage and optimize energy consumption in the intelligent building. The detection of events is defined by the detection of attracting human attention [12] situations. The recognition of human activities is widely studied in recent years by the scientific community in computer vision. Reference articles [13, 14, 15] describe carefully the methods used in the state of the art. There are several studies on the analysis of human behavior in scenes. Recent studies by Forsyth et al. [16] and Pope [17] interested in the recognition of actions from video streams. In recent years, many approaches to the recognition of actions been proposed. They are described in the literature studies [18, 19]. These techniques have been classified according to the method of image representation and algorithm for classification of event as follows: Image representation: the calculation of features from video frames takes into account the temporal dimension. It is generally optical flow vectors [20], spatio-temporal characteristics such as cuboids [21] or Hessian characteristics [22]. A descriptor is then was designed to represent the video sequence. [23] calculate the descriptors by learning classifiers Ada-boost from low-level features. Some descriptors such as HOG / HOF [24], HOG3D [25] and ESURF (SURF extended) [22] are based on the analysis of local spatio-temporal points movement. The best methods of image representation are those who discern effective actions in different classes and running in real time. Classification of the action: the mechanism to classify an action. It can be performed using a classifier as SVM [26], SOM (Self-Organizing Map) [27], a Gaussian process [28] a distance function [29], or as a discriminant model HCRF (Hidden Conditional Random Field, Hidden Conditional Random Field) [30]. In order to test or compare different approaches, such as video databases KTH [31] is used. Activity Recognition is, from low-level information such as the numerical value of a set of pixels, to obtain a semantic representation is a natural language scene. The process of recognition of activity can be considered as a classification problem, where the various Representations of activities and recognition techniques, are involved, it is a very complex problem. There are many difficulties; we can mention a few here: There is a large variable intra class; same action performed by the

comfort. We selected 11 behaviors to know people's behaviors and each behavior is represented by a set of images, the fixed cameras are with great qualities which gave us images with high precision, we used the RGB color histograms and texture LBP represented for the different images obtained from video sequences, and SVM Light (Support Vector Machine) for implementation because it is a very powerful programming tool which is with a very low calculation and learning times with a very such as learning times our obtained results show the advantages of the use of histogram RGB and LBP in the field of detection and classification of the behavior of people in the building smart camera

II. Local Binary Pattern 2 (LBP)

LBP method, introduced by Ojala [45] is defined as a measure of invariant texture derived from the general definition of texture in a local neighborhood. The concept of LBP is simple binary code describing the local texture of a region is determined by calculate neighborhood thresholding with the gray level of the center pixel. All neighbors will then have a value of 1 if the value is greater than or equal to the current pixel and 0 otherwise, we will then multiply this matrix of 0 and 1 by weight and LBP and calculate the totals of these elements together to get the value of the current pixel LBP. This will thus of pixels whose intensity is between 0 and 255 as in a normal 8-bit image. Rather than, describe the image by the sequence motifs LBP, you can choose to texture descriptor histogram of size 255. Two variants of the LBP method were presented in [46] the defines first LBP for neighborhoods of different sizes, which can handle the texture at different scales, the second defines what is called the uniform LBP. Patterning uniform as a pattern having exactly 0 or 2 transitions (01or10) in a circular path. The notion of consistency in the LBP method is important to represent the information structural primitives such as corners and edges. Ojala found that only 58 of the 256 LBP patterns are uniform but experimentally we find in [47] only 90% of the motifs encountered in images are uniform. In this case, the size of the LBP histogram can be reduced significantly with histogram dimension 59. Each of the 58 first categories will contain the number of occurrences of the uniforms motifs. The last one contain the number of occurrences of all non-uniform patterns, this grouping to reduce the size without losing too much information. LBP method has proved very effective for the

representation scalable in terms of number of cells and the representation of cells. In [57], regions are described by two parameters representing the color density and the probability of co-occurrence of a color. These two parameters are derived from a multidimensional histogram RGB 3D quantified in 216 cells (6 £ 6 £ 6). In Blobworld the system [58], regions are described by histograms.

Histogram processing is a technique with numerous applications. The goal of exact histogram specification (HS) is to transform an input image into an output image having a prescribed histogram. Histogram equalization (HE) is a particular case of HS. Among the applications of HS let us mention invisible watermarking, image normalization and enhancement, object recognition, [59], [60]. Exact HS is straightforward for images whose pixels values are all different from each other. However exact HS (and also exact HE) is an ill-posed problem for digital (quantized) images since the number of pixels3 *n* is much larger than number the possible intensity levels *L* [61] . The clue to achieving *exact* HS is to obtain a *meaningful* total strict ordering of all pixels in the input digital image. Research on this problem has been conducted for four decades already [62]. The Local Mean (LM) method of Coltuc, Bolon and Chassery [61], the wavelet-based approach (WA) of Wan and Shi in [63] and the specialized variational approach (SVA) of Nikolova, Wen and Chan [64] are the state-of-the-art methods.

IV. SUPPORT VECTOR MACHINES

a. Introduction

Support Vector Machines (SVM) are a classification methods show good performance in solving various problems such as pattern recognition or classification of texts, particularly well suited to deal with high dimension data such as text, and images. SVM is a learning algorithm, to learn a separator [65]. This reduces the problem to know what a splitter. Give us a finite set of vectors in Rn, separated into two classes. Belonging to a group or another is defined by a label associated with each vector, on which is inscribed "Class 1" or "Class 2". Find a separator returns to build a function that takes a vector of our set, and can tell which group it is. SVMs are a solution to this problem, as would be simple learning by heart the classes associated with vectors of our set. Theoretically we encounter an infinite number of separators to distinguish between the two classes. The objective of the SVM method is to decide the best separator that maximizes the

Figure 1. Postures detected by the SVMs .Lights; **(a)** I am sitting in the office listening to music; **(b)** I am sitting in the office and I work in the computer; **(c)** I'm sitting on the bed and I read a document ; **(d)** I'm sliping in bed ; **(e)** I'm sliping in bed ; **(f)** I sat on the bed and I watch television; **(g)** I eat in the kitchen table; **(k)** I do the gym in the room; **(l)** I walked from one room to another in DOMUS (intelligent building); **(m)** I walked from one room to another in DOMUS (intelligent building); **(n)** I prepared coffee and I drink it up; **(o)** I prepared coffee and I drink it up; **(p)** I prepared coffee and I drink it up; **(q)** I entered DOMUS (intelligent building) and I sit; **(w)** I do the washing up

Fourier of Grenoble under the direction of Mr Jean Caelen. This lab contains an intelligent building called DOMUS Figure 3, Figure4, which is an apartment type F2 and fully equipped space, consisting of a kitchen and a bedroom containing a bed and a TV and window shutters, and a shower, toilet and a bedroom office that contains a desk and a computer and a stereo and a hallway, two fixed cameras in each room and two fixed cameras in the kitchen. There are a some difficulties in recognizing scenarios, among these difficulties that can be cited the confusion between the scenarios and the lighting problem precisely people's shadow where objects reduce the rate of recognition. to solve these problems we have to play each scenario several times by the same person and other persons in different age, sex, and size, and the length of the body. we do vary the lighting at each scenario, to have a model for those who represent all the people we would like to acknowledge their behavior in order to obtain a very good learning, in addition we set a processing time scenario to avoid the confusion between scenarios; eg scenario to go in and to settle into the domus can be confused with the scenario of walking from one room to another in domus, in a interval time, it is for this reason that we must define a processing time scenarios to avoid confusion between the scenarios, although sure this processing time is low to preserve the notion of real time. After you complete this step that we spent a lot of time and from which the data will be treated, so be sure that have real data to get real results, we started the second stage and which is the conversion of videos sequences into images we look for the best software that could make this conversion with very good results. Then there's another step which is the construction of the input corpus behaviors recognition system in an intelligent building. In this step, we classified all images of each scenario in a directory, 70% of the input corpus is devoted for learning, and 30% for the classification or test, which gives us 2129 images for learning and 913 images for testing. After completing this very important step, we began the next step is preprocessing and parameterization of the images, different images that we obtained have a very good resolution and high quality this is due to the quality of camera used for filming scenarios, although we have it used the pretreatment. For the parameterization of the images as we opted for normalized RGB histograms and color histograms for the LBP texture, we used two histograms for each image one for color (RGB standard) and the other for texture (LBP) as it has been shown that the use of these two histograms gave a very good results. After applying the RGB and LBP histograms of images, each image is represented by a vector of the same size which is 319 elements. For the phase of implementation and after a long search we opted for

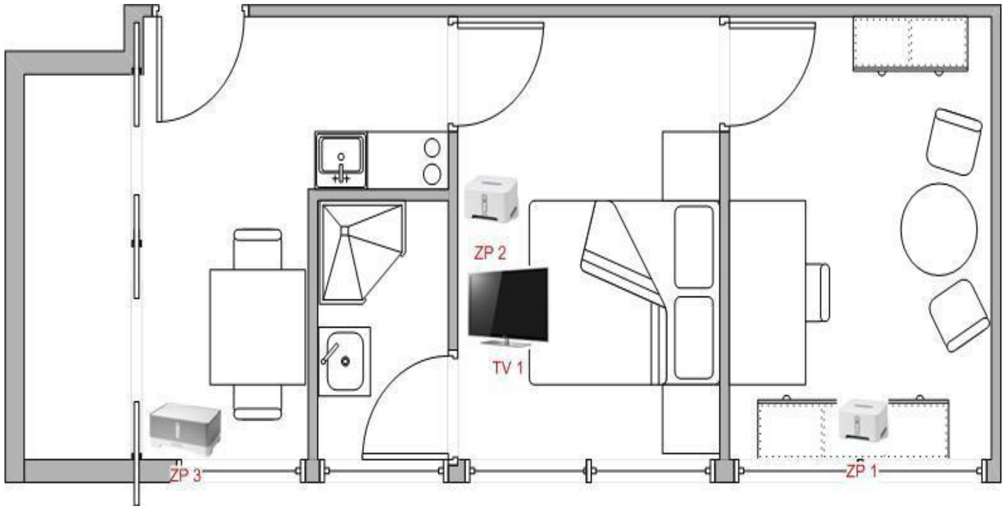

Figure 4. Archetecture intelligent building "domus Laboratory CTL team Multicom Université Joseph Fourier Grenoble France

b. Results

11 As we recognize behaviors, SVM will generate 11 models in the learning phase or training phase, so that each model corresponds to a behavior Figure 5 for the classification of behavior, the SVM use the 11modeles obtained in the learning phase, for the classification of a behavior, we use the models and the images that correspond to each behavior. The classification of the behaviors is according to the classification rate it means the behavior that we want is the one that have the highest rate of classification Figure 6.

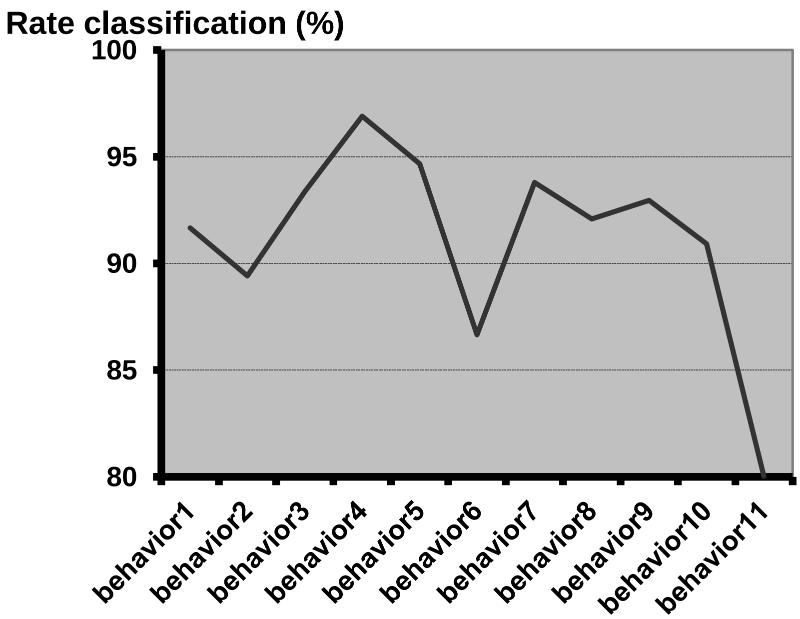

Figure 7. Showing the percentage of correctly Detected behavior for the linear kernel

Table 1: Painting of the recall and precision for the Detection of linear behavior for the core

behavior classified	**precision linear kernel**	**reminder for linear kernel**
behavior 1	46.15%	41.10%
behavior 2	32%	46%
behavior 3	100.00%	27.91%
behavior 4	89.47%	68.92%
behavior 5	56.98%	67.12%
behavior 6	33.62%	44.83%
behavior 7	59.32%	87.50%
behavior 8	70.59%	37.89%
behavior 9	59.71%	89.25%
behavior 10	64.71%	23.16%
behavior 11	28.51%	77.91%

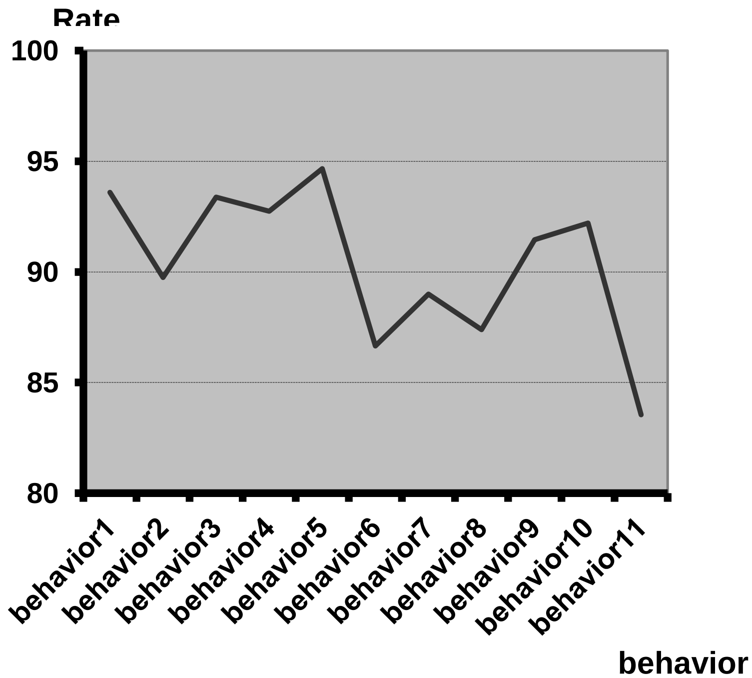

Figure 9. Showing the percentage of correctly Detected behavior Polynomial kernel

Table 3: Painting of the recall and precision for the Detection of the core behaviors for Polynomial

behavior classified	**precision Polynomial kernel**	**reminder for polynomial kernel**
behavior 1	66.67%	35.62%
behavior 2	33.5%	44.96%
behavior 3	100%	27.91%
behavior 4	100%	30.11%
behavior 5	65.75%	65.75%
behavior 6	33.62%	44.83%
behavior 7	42.94%	87.50%
behavior 8	34.51%	44.95%
behavior 9	74.07%	21.51%
behavior 10	71.15%	38.95%
behavior 11	31.04%	44.95%

According to the results in the tables (1,2,3,4) and in the figures (7,8,9,10) above, we can make the following deductions: 1) it is more difficult to detect certain behaviors than others, and this is due to the nature of the behavior detected, the behavior of going into the domus and settle in, is more difficult to be detected than the behavior of doing the washing up in the kitchen, 2) the classification rate of color images is higher than the black and white images, 3) The results presented above show a very satisfactory performance especially for the RBF kernel because in addition to the highest recognition rate the response time is the rapid compared to other nuclei especially the time of learning, 4) We noticed that there is behaviors that has a good classification rate but with reduced precision and recall in all nuclei used, we can see it clearly in the 2nd , 6th, 8th, and 11th behaviour; for the 2nd behaviour the cause id due to the rapid movements of the person, but for the 6th and 11th behaviour is due to the number of activities that this two behaviours contained. Finally, for the 8th behaviour the cause is the confusion between the behaviors which is due to the great similarity of the images.

We selected the best learning models that give us the best results are to say the highest rate of classification. According to the results obtained in the various tables the best model is the RBF.

c. Execution Time

Our application must generate a response in real time when an event is detected. The system is tested on a computer with a Pentium 3, 4 GHz and 1 GB RAM. The application scans 6-10 frames per second for resolutions respectively 640x480. Extracting images from videos and calculated their RGB and LBP histograms are a phase that consume the most time of calculation.

VI. CONCLUSIONS

We present in this paper a system for detecting and classifying behaviors of people in an intelligent building that class 11 behavior in real time. This work that has not been done in this field of research and this is what presents the originality of our work. This system allows us to characterize the activity of people in a room. This information will be useful to the management system of the building regulate the consumption of electrical energy in order to optimize (lighting, heating, etc..), We chose 11 behaviors for classification in order to increase the capacity of the system that manages and that optimizes the electrical energy consumption of intelligent

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