Validation study of Wearable Technology for action recognition in a sport context

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Topic Highlights

- o Purpose
- o Equipment
- Methodology
 - Data Collection
 - o Processing
 - o Architecture
 - o Evaluation
- o Conclusion

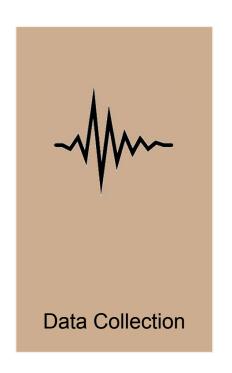
Purpose

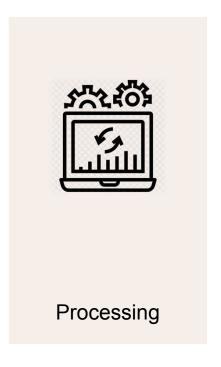
Assess the feasibility of a wearable device

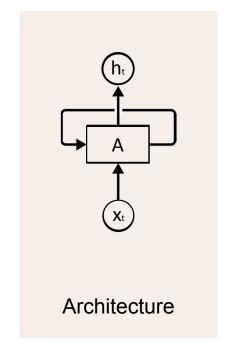
Equipment











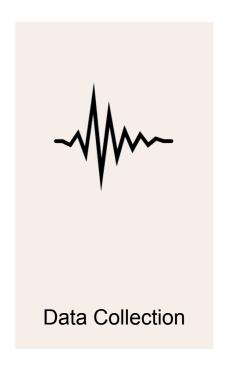


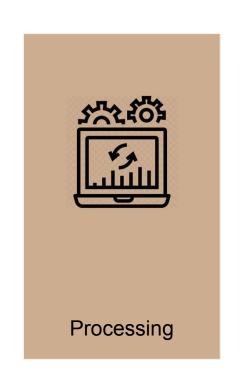
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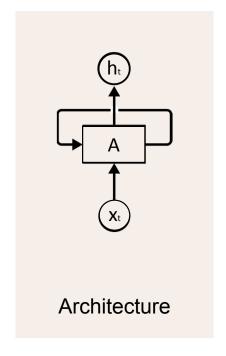
Data Collection

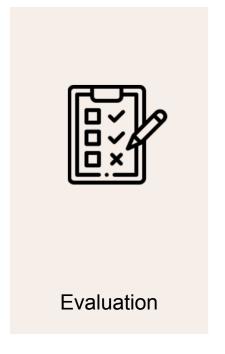
- 4 healthy males
 - Simultaneously wore both systems
- Cycling, Stepping, Running and Strength exercices
 - Filtering data to obtain 25 samples/second











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Processing

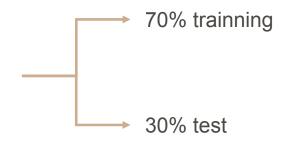
Number of Data Samples for 1st Approach

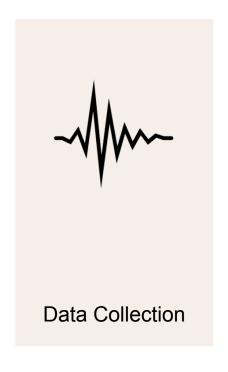
Activities	Number of Samples
Running	264
Cycling	140
Stepping	57



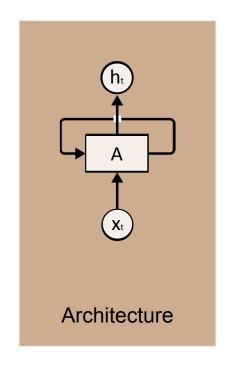
Number of Data Samples for 2nd Approach

Activities	Number of Samples
Gluteo	18
Right Isokinetic	31
Left Isokinetic	32

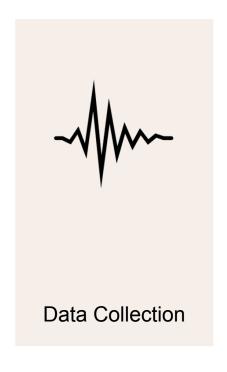




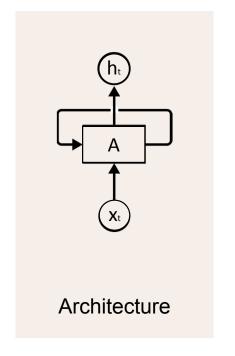






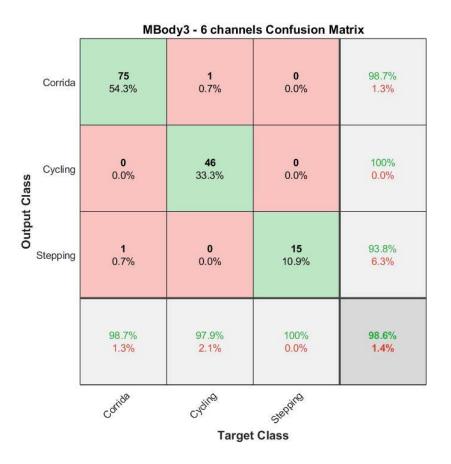


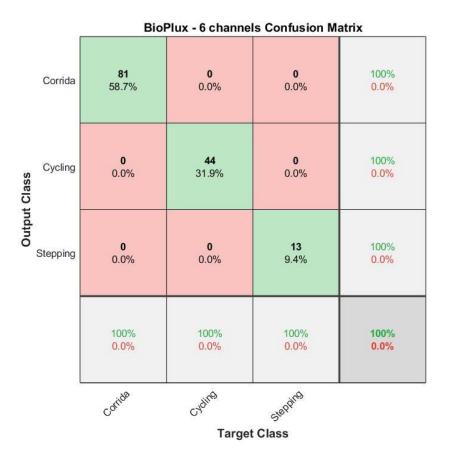




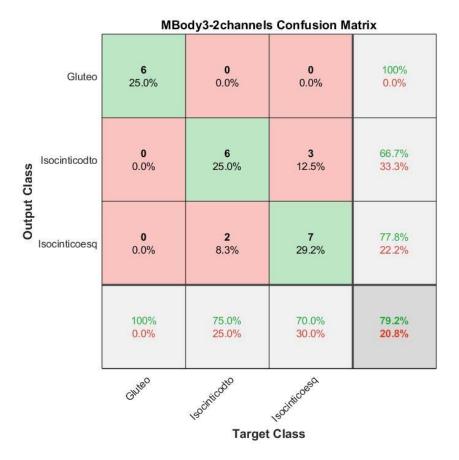


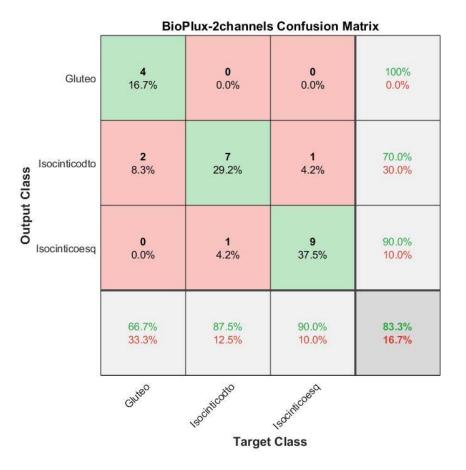
Evaluation





Evaluation





Conclusion

Assess the feasibility of a wearable device

Combining LSTM with this wearable lead to a good performance

Capable of recognizing activities using its EMG data

Thank you!

Questions