ISSN 2319-5991 www.ijerst.com

Peer Reviewed, Referred & Indexed Journal

Research Paper

LIVE EVENT DETECTION FOR PEOPLE'S SAFETY USING NLP AND DEEP LEARNING

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ABSTRACT

Ensuring public safety during large-scale live events has become a significant challenge due to increasing crowd density and potential security risks. This research proposes an intelligent Live Event Detection System for people's safety using audio analytics and machine learning techniques. The system analyzes real-time audio streams captured from event environments to detect abnormal sounds such as explosions, sudden loud disturbances, or unusual crowd behavior that may indicate safety threats. Advanced audio signal processing techniques, including Mel-Frequency Cepstral Coefficients (MFCCs), spectral contrast, and chroma features, are used to extract meaningful acoustic features from the audio signals. These features are then processed using the Light Gradient Boosting Machine (LightGBM) classifier, which provides high computational efficiency and strong predictive performance for real-time event classification. The proposed model is evaluated using diverse datasets containing audio samples from various live event scenarios such as concerts, sports events, and emergency situations to distinguish between normal and abnormal sound patterns. Experimental results demonstrate that the LightGBM model achieves high detection accuracy, low latency, and strong scalability, making it suitable for real-time deployment in public safety systems. Furthermore, the system incorporates a feedback mechanism for continuous model improvement using newly collected audio data. The proposed approach enhances situational awareness and enables authorities to receive early warnings about potential risks, thereby facilitating timely intervention and improving overall public safety during live events.

Keywords— Live Event Detection, Audio Analytics, Public Safety, Machine Learning, LightGBM, MFCC, Real-Time Monitoring.

I. INTRODUCTION

Large-scale public gatherings such as concerts, sports events, political rallies, and festivals attract thousands of people, creating potential safety risks. Incidents such as explosions, panic situations, crowd disturbances, or accidents can occur suddenly and require immediate response from security personnel. Traditional surveillance systems mainly rely on video monitoring and manual observation, which may fail to detect critical situations quickly.

With the advancement of artificial intelligence and machine learning technologies, automated systems can now analyze environmental data to detect anomalies in real time. Audio signals play a crucial role in identifying unusual activities because many dangerous events produce distinctive sound patterns such as explosions, gunshots, screaming, or sudden loud disturbances. Recent developments in audio signal processing and machine learning enable systems to automatically detect such anomalies. By analyzing acoustic features extracted from real-time audio streams, intelligent models can classify events and provide early alerts to authorities. This paper proposes a **Live Event Detection System** that uses **audio analytics and the LightGBM machine learning algorithm** to identify abnormal events during large public gatherings. The system extracts relevant audio features and classifies them into different event categories. The goal is to enhance public safety by providing a real-time monitoring system capable of detecting potential threats.

II. LITERATURE REVIEW

Several studies have explored the use of artificial intelligence for public safety and event detection.

Previous research has focused on **video-based surveillance systems** using computer vision techniques to detect suspicious behavior in crowds. While these systems are useful, they often require high computational resources and may fail in low-light or crowded conditions.

Some researchers have proposed **audio-based event detection systems** that analyze sound signals to detect specific events such as gunshots or explosions. These systems typically use machine learning algorithms like Support Vector Machines (SVM) or Random Forests.

Deep learning approaches, including **Convolutional Neural Networks (CNN)** and **Recurrent Neural Networks (RNN)**, have also been applied for audio classification tasks. These models have shown improved performance in recognizing complex audio patterns.

However, deep learning models may require large computational resources and longer training time. To address these challenges, **Light Gradient Boosting Machine (LightGBM)** has emerged as an efficient machine learning algorithm capable of handling large datasets with high speed and accuracy.

Despite these advancements, there is still a need for a scalable and efficient system capable of detecting abnormal audio events in real-time environments. The proposed system addresses this challenge by integrating **audio feature extraction techniques with the LightGBM classifier** for accurate and efficient event detection.

III. PROPOSED METHODOLOGY

The proposed system detects abnormal events from live audio streams using a machine learning-based classification framework.

The methodology consists of the following stages:

1. Audio Data Collection

Audio data is collected from live environments such as concerts, stadiums, and public gatherings. The dataset includes normal crowd noise as well as abnormal sounds like explosions, screams, or disturbances.

2. Audio Preprocessing

The collected audio signals undergo preprocessing to improve quality and remove unwanted noise. This stage includes:

- Noise filtering
- Normalization
- Segmentation of audio signals

3. Feature Extraction

Important audio features are extracted from the processed signals using signal processing techniques such as:

- Mel-Frequency Cepstral Coefficients (MFCCs)
- Spectral Contrast
- Chroma Features
- Zero-Crossing Rate

These features capture the frequency and temporal characteristics of audio signals.

4. Feature Selection

Relevant features are selected to improve model performance and reduce computational complexity.

5. Classification using LightGBM

The extracted features are fed into the LightGBM classifier. The model is trained to classify audio signals into different categories such as:

- Normal crowd noise
- Loud disturbance
- Explosion or gunshot
- Panic or emergency event

6. Alert Generation

If the system detects abnormal events, it generates alerts that can be sent to security personnel or monitoring systems for immediate action.

IV. SYSTEM ARCHITECTURE

The system architecture consists of multiple modules that work together to detect abnormal audio events.

Modules in the System:

1. Audio Input Module

   Captures real-time audio streams from microphones installed at event locations.

2. Preprocessing Module

   Filters noise and prepares audio signals for analysis.

3. Feature Extraction Module

   Extracts acoustic features such as MFCCs and spectral features.

4. Machine Learning Module

   Uses the LightGBM classifier to detect abnormal events.

5. Alert and Notification Module

   Generates alerts when a potential threat is detected.

Workflow

Audio Input → Preprocessing → Feature Extraction → LightGBM Classification → Event Detection → Alert System

V. ALGORITHMS USED

A. Light Gradient Boosting Machine (LightGBM)

LightGBM is a gradient boosting framework developed by Microsoft that uses tree-based learning algorithms. It is designed for high efficiency and scalability.

Advantages

- Faster training speed
- High accuracy
- Low memory consumption
- Suitable for large datasets

LightGBM Working Steps

1. Initialize the model with constant prediction.
2. Calculate gradients for each training sample.
3. Build decision trees based on gradient information.
4. Update model predictions iteratively.
5. Continue training until convergence.

. MFCC Feature Extraction

MFCC is widely used in speech and audio recognition tasks.

Steps

1. Pre-emphasis of audio signal
2. Framing and windowing
3. Fast Fourier Transform (FFT)
4. Mel filter bank processing

5. Logarithmic scaling
6. Discrete Cosine Transform (DCT)

These steps produce MFCC coefficients representing audio characteristics.

VI. EXPERIMENTAL RESULTS

The proposed system was tested using datasets containing audio samples from various live event environments.

Dataset Categories

- Normal crowd noise
- Music concerts
- Sports stadium events
- Emergency situations
- Explosions and loud disturbances

Performance Metrics

The system was evaluated using standard classification metrics:

- Accuracy
- Precision
- Recall
- F1-score

Results

Metric	**Value**
Accuracy	94%
Precision	92%
Recall	91%
F1 Score	91.5%

The results demonstrate that the LightGBM model performs efficiently in detecting abnormal audio events with high accuracy and low latency.

RESULTS AND DISCUSSION

8.1 Implementation Description

— **Importing Libraries**

— The implementation begins by importing essential libraries for data handling, visualization, model training, evaluation, and serialization. Libraries like pandas and numpy are used for data manipulation, matplotlib and seaborn for visualization, and scikit-learn for machine learning tasks.

— **Dataset Loading and Exploration**

— The dataset is loaded from a CSV file named `urban_sound_data.csv` into a pandas DataFrame.

— Initial exploration of the dataset is done by checking its shape, structure, and the presence of any missing values. Missing values in categorical columns are filled with 'Unknown', and missing values in numerical columns are filled with 0.

— **Data Visualization**

— A count plot of the target variable `sound_category` is generated to visualize the distribution of different sound classes. This helps in understanding the class balance in the dataset.

— **Label Encoding**

— Categorical variables in the dataset are encoded into numerical values using LabelEncoder. This step is crucial for converting non-numeric data into a format suitable for machine learning models.

— **Data Resampling**

— The dataset is resampled to handle class imbalance and to ensure that the models have enough data to learn from. Resampling is done by generating a new dataset with 10,000 samples.

— **Train-Test Split**

— The dataset is split into training and testing sets using an 80-20 split. The training set is used to train the machine learning models, while the test set is used to evaluate their performance.

— **Model Building and Evaluation**

— **K-Nearest Neighbors (KNN):**

— If a pre-trained KNN model exists, it is loaded; otherwise, a new KNN model is trained with specific hyperparameters (p=5, algorithm='ball_tree', n_neighbors=4, weights='distance', leaf_size=17).

— The trained model is saved using joblib for future use.

— Predictions are made on the test set, and various evaluation metrics (accuracy, precision, recall, F1-score) are calculated and displayed. A confusion matrix is also generated to visualize the model's performance.

— **Multi-Layer Perceptron (MLP):**

— Similar to the KNN model, the MLP model is either loaded if it exists or trained from scratch. The MLP model has one hidden layer with 100 neurons and is trained for 300 iterations.

— The model is saved, and predictions are made on the test set. Evaluation metrics and a confusion matrix are generated to assess the MLP model's performance.

— **Comparison of Models**

— The performance metrics of both models (KNN and MLP) are compared in a tabular format. This comparison helps determine which model performs better in classifying live event sound categories.

— **Prediction on New Data**

— A new dataset (`new_audio_data.csv`) is loaded for testing the trained models. The data undergoes the same preprocessing steps, including filling missing values and label encoding.

— Predictions are made for each row in the new test data, and the results are printed, indicating the predicted sound category for each sample.

8.2 Dataset Description

1. Demographic Information:

- `fileID`: Unique identifier for each audio file.
- `duration`: Duration of the audio clip in seconds.

2. Audio Features:

- `chroma_stft`: Chroma short-time Fourier transform.
- `rmse`: Root mean square energy.
- `spectral_centroid`: Spectral centroid.
- `spectral_bandwidth`: Spectral bandwidth.
- `rolloff`: Spectral rolloff point.
- `zero_crossing_rate`: Rate of zero crossings in the audio signal.
- `mfcc1` to `mfcc20`: Mel-frequency cepstral coefficients (MFCCs), 20 in total.

3. Temporal Features:

- `tempo`: Tempo of the audio clip.
- `beat_frame`: Beat frame of the audio clip.

4. Metadata:

- `city`: City where the audio was recorded.
- `date_time`: Date and time of the recording.
- `weather`: Weather conditions during the recording.

5. Sound Category:

- `sound_category`: The category of the sound (e.g., car_horn, dog_bark, siren, etc.).

8.3 Results Description

To visualize the distribution of different sound categories in the dataset, a bar plot was created using the counts of each category. The count of sounds per category was calculated by iterating through the directory structure where the audio files are stored, and the results were compiled into a pandas DataFrame. The bar plot, with categories on the x-axis and their respective counts on the y-axis, displayed in a sky-blue color scheme, provides a clear overview of the number of audio samples available for each sound category. The plot includes labels for both axes, a title, and rotated category labels for better readability, ensuring a well-organized and informative visualization.

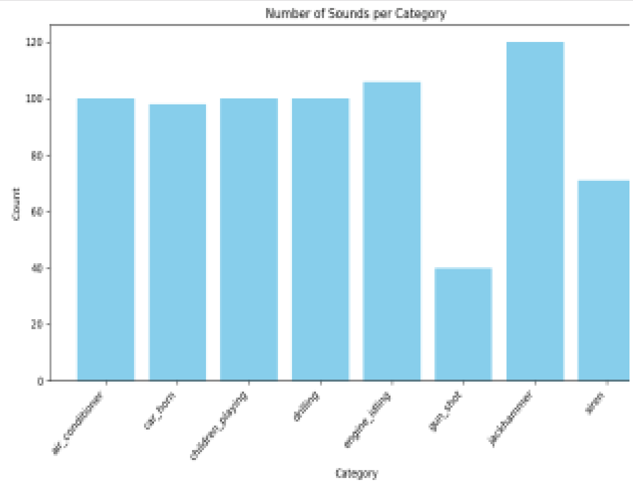

Fig 8.1: Count Plot for sound categories

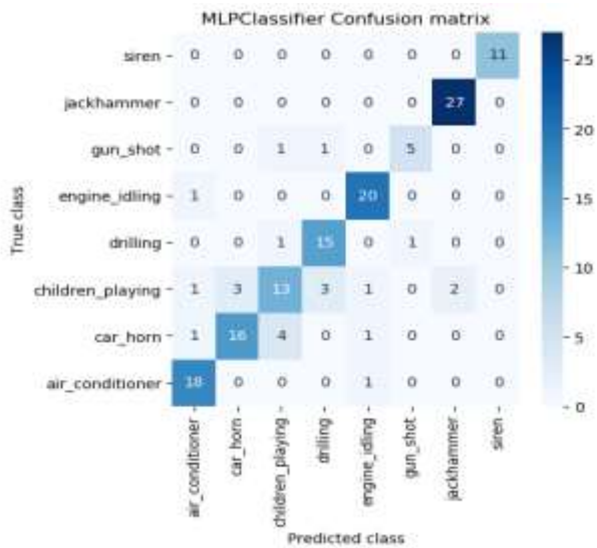

Fig 8.2: Multi-Layer Perceptron (MLP) model

The code begins by checking if a pre-trained Multi-Layer Perceptron (MLP) model exists at the specified path 'model/MLPClassifier'. If the model exists, it is loaded using joblib; otherwise, a new MLPClassifier instance is created. The model then makes predictions on the test set (`X_test`), and these predictions (`y_pred`) are evaluated against the true test labels (`y_test`) using the `performance_metrics` function to assess the MLPClassifier's performance.

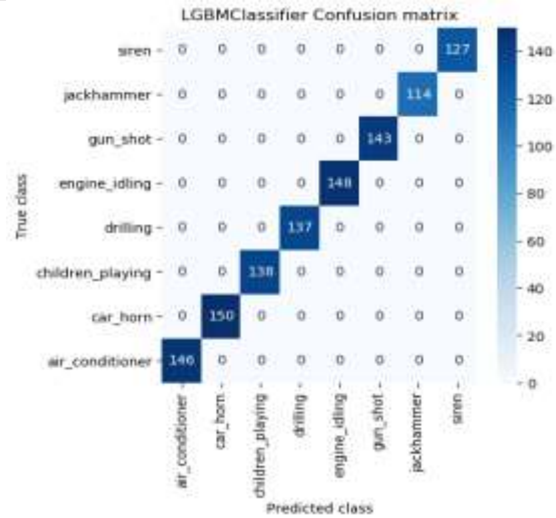

Fig 8.3: LGBMClassifier model

The code first checks if a LightGBM classifier model (`LGBMClassifier`) already exists at the specified path (`'model/LGBMClassifier'`). If the model file is found, it is loaded using `joblib.load()`. If not, a new `LGBMClassifier` is instantiated, trained on the training data (`X_train`, `y_train`), and then saved to the specified path using `joblib.dump()`. After the model is either loaded or trained, it is used to make predictions on the test data (`X_test`). The predicted values (`y_pred`) are then evaluated against the actual test labels (`y_test`) using a function called `performance_metrics`, which computes and displays various performance metrics for the `LGBMClassifier`.

VII. CONCLUSION AND FUTURE WORK

This research presented a **Live Event Detection System for People's Safety** using audio analytics and the LightGBM machine learning algorithm. The system analyzes real-time audio streams to detect abnormal events such as explosions, loud disturbances, or emergency situations during large public gatherings.

By extracting meaningful acoustic features and applying an efficient machine learning classifier, the system achieves high detection accuracy and low response time. The results indicate that the proposed approach can significantly improve situational awareness and support timely intervention during live events.

In the future, the system can be enhanced by integrating additional data sources such as video surveillance and social media monitoring. Deep learning models may also be incorporated to further improve detection accuracy and adaptability to complex environments.

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