Research Article

Analysis on the Effect of Wushu Project Propagation in Nonmaterial Cultural Field of Environmental Protection Based on Artificial Intelligence Analysis Technology

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Received 8 August 2022; Revised 29 August 2022; Accepted 2 September 2022; Published 4 October 2022

Academic Editor: Zhiguo Qu

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Since the beginning of the new century, the party and the government have always attached great importance to youth sports work and cared about the healthy growth of youth. The CPC Central Committee and the State Council have issued the opinions on strengthening youth sports and strengthening youth physique, which has initially formed a social consensus on promoting the healthy growth of young students. With the process of school education reform and the promulgation and implementation of the Ministry of Education’s opinions on implementing and ensuring the time of daily sports activities for primary and middle school students, especially the official launch of the “national sunshine sports for hundreds of millions of students” in 2021, the school sports work in China has entered a new historical stage. Under this premise, the status and importance of Wushu in the intangible cultural field of schools have been gradually improved. As an important part of school sports, Wushu in the field of intangible culture plays an important role in strengthening students’ physique, improving students’ health, and promoting students’ intellectual development. It is also one of the basic ways to realize school sports. How to better play its role has attracted the attention of many experts and scholars. This study focuses on the current situation of Wushu projects in the field of intangible culture in Weixian Middle School of Xingtai City, trying to understand its advantages and existing problems through the current situation, and put forward targeted solutions, so as to enable Wushu projects in the field of intangible culture to play their educational and fitness functions in school sports and provide help for the comprehensive development of middle school students.

1. Introduction

1.1. Selection Basis. In the 21st century, in the new form of rapid economic development and fierce scientific and technological competition, the fundamental task of socialism is of course to develop the productive forces, and science and technology are the primary productive forces. The key to the country’s rapid modernization is that science and technology should keep pace with the times [1–3]; to develop science and technology, the primary task is to do a good job in education. As the main body of education, students are the hope of the motherland and the sun rising tomorrow. Their growth is valued by the whole country. School education undertakes the task of cultivating talents for the prosperity and rapid development of the motherland. Under the background of this era, the main task of school education is to implement the educational policy of “moral, intellectual, and physical” all-round development and promote students’ physical and mental development and social adaptability [4, 5].

The CPC Central Committee and the State Council clearly pointed out the “decision on deepening education reform and comprehensively promoting quality education”: “healthy physique is the basic premise for young people to serve the motherland and the people, and is the embodiment
of the vitality of the Chinese nation. School education should establish the guiding ideology of health first, and effectively strengthen physical education.” During the fifth session of the Tenth National People’s Congress [6], Wang Sheng, the President of Qidong middle school in Jiangsu Province, said bluntly to the school sports: “the implementation of quality education is weak, and the concept of examination oriented education is still strong. Therefore, the middle school students are overloaded with schoolwork, have no experience and have no time to carry out necessary physical exercises, resulting in the phenomenon that physical exercises are important in people’s mouth, secondary in practice, and do nothing when busy.” In order to implement the party’s education policy and further improve and improve the physical health level of primary and middle school students, the full-time physical education and health syllabus for ordinary high schools was promulgated and implemented in 2010 [7]. It is pointed out in the curriculum that “according to the provisions of the curriculum plan for ordinary high schools, each school shall arrange more than three extra-curricular sports activities per week by itself, and one class hour of the three extra-curricular sports activities must be conducted under the guidance of a physical education teacher.” In 2015, the Ministry of Education formulated and issued the opinions on implementing the work of ensuring students’ daily physical activity time. The opinions are formulated by the Ministry of Education to strengthen the implementation and ensure that students have one hour of physical activity time every day. They are also the most specific and explicit guiding documents stipulated by the Ministry of Education in history. While the state attaches importance to the students’ physique, it also clarifies the task of school physical education [8, 9].

School physical education is a very important part of school education, so school physical education should play the educational function of physical education. In our country, the main teaching goal of school physical education is to teach students sports culture, health care, and sports technical skills; promote physical health; strengthen physique; improve basic physical quality; cultivate students’ sports ability and good moral character; and educate them to become comprehensive people with moral, intellectual, and physical development, so as to make contributions to socialist construction. It can be seen that school sports should not only transmit sports culture but also strengthen students’ physique and develop students’ physical quality, for many years [10].

School physical education includes physical education teaching and extracurricular physical education, including extracurricular physical training, extracurricular sports training, and extracurricular sports competition. Wushu in the field of nonmaterial culture is a part of extracurricular physical training. It is an organized and purposeful activity form clearly stipulated in the school curriculum, and it is also the legal sports content of the regulations on school physical education; Wushu in the intangible cultural field is a very valuable physical education resource that every student must do every day and every school has space. Wushu in the field of nonmaterial culture is one of the contents of our school sports work, and it occupies a very important position in school sports [11–13].

1.2. Research Significance and Purpose

1.2.1. Research Significance. As the cultural heritage of the Chinese nation, Wushu needs to be actively inherited and developed. Through the form of Wushu entering the campus, students can better understand and learn Wushu culture, cultivate, and promote students’ moral sentiment and will training. This article provides suggestions and opinions for the development of Wushu projects in the field of intangible culture in Weixian Middle School of Xingtai City. It will play a positive role in promoting the development of Wushu projects in the field of nonmaterial culture in secondary schools in the future [14–16].

1.2.2. Research Purpose. In China, Wushu has a profound historical and cultural heritage and a mass foundation. The birth of Wushu gymnastics has helped Wushu enter the campus. Now, Wushu operation is the main content of recess activities coexisting with radio gymnastics. Its role is conducive to strengthening the body of middle school students, improving their interest in learning, promoting their physical and mental health development, and cultivating their patriotism. Through the research and analysis of the current situation of Wushu project in the intangible cultural field in Weixian Middle School of Xingtai City, this paper provides guidance or suggestions for the development of Wushu project in the intangible cultural field in primary and secondary schools in this area [17–19].

1.3. Literature Review. The authors consulted a large number of periodicals and literature through the Internet and studied books such as school physical education, physical education, and school sports dictionary [20–22]. His understanding of the concept of Wushu in the intangible cultural field is as follows.

The school physical education edited by Li Xiang defines the martial arts projects in the intangible cultural field as follows: martial arts projects in the intangible cultural field are also called extracurricular sports activities, which generally refer to sports activities arranged between two or three classes in the morning. The main function of Wushu in the field of nonmaterial culture is to eliminate the mental fatigue and local fatigue of the body caused by learning and transfer the dominant excitation center of the brain and regulate the spirit, so that the body and mind can have a positive rest and enter the next class with energy [23, 24].

The school physical education edited by Zhou deng-song defines the martial arts project in the intangible cultural field as follows: the martial arts project in the intangible cultural field is a sports activity arranged after the second class every morning. The time is generally 15–20 minutes. The activities generally include broadcast gymnastics, quality gymnastics, instrument gymnastics, games, martial arts, running, dancing, and other activities. The exercise load should not be too large to achieve active rest. Wushu in the nonmaterial cultural field is the most common and guaranteed form of after-school sports activities in primary and secondary schools in China and is the most important measure to implement students’ one-hour sports activities every day [25–27].
The school sports dictionary published by Wuhan University of Technology Press defines radio gymnastics as a kind of unarmed gymnastics that commands the masses to exercise through radio. According to the characteristics of teenagers, children, and adults, the movements of upper and lower limbs, chest, back, waist, abdomen, whole body, and jumping are organized into different difficulty and different number of sections of unarmed exercises, which are combined with music, so that people can exercise in morning exercises, nonmaterial cultural martial arts, or work exercises. Since its implementation in 1951, China has successively announced 20 sets with remarkable effects, which have become an important exercise content for the broad masses of young people and the people in their daily life [28, 29].

It mainly refers to the relevant research on the reform of Wushu project management mode, development mode, and development content in the nonmaterial cultural field. In terms of the content distribution of the paper, there are 167 articles on the martial arts projects in the intangible cultural field and 49 articles on the reform of the martial arts projects in the intangible cultural field, accounting for 29.34% of the total. It can be seen that there are more studies on the martial arts projects in the intangible cultural field. Studying and highlighting the martial arts projects in the field of nonmaterial culture are not only a window to show the school image but also a means to test the quality of the school sports campus culture.

2. Research Object and Method

2.1. Research Object. Weixian Middle School in Xingtai City has carried out the research on the dissemination of Wushu in the field of nonmaterial culture.

2.2. Research Methods

2.2.1. Literature Method. Refer to school physical education, curriculum and teaching theory, pedagogy, hygiene, and other treatises on martial arts in the nonmaterial cultural field, as well as relevant books and literature on school physical education. Through the academic journal network, 167 papers related to the martial arts projects in the nonmaterial cultural field and the big break between 1994 and 2010 were retrieved, including four excellent master's degree theses. Some documents on the martial arts projects in the nonmaterial cultural field since 2010 were consulted, which provided rich materials for this study.

On the comprehensive study of Wushu in the intangible cultural field with the state's attention to Wushu in the intangible cultural field, educators' deep understanding of the diversified functions of Wushu in the intangible cultural field, the relationship between Wushu activities in the intangible cultural field, and the comprehensive development of students is gradually recognized by people. In practice, it also strengthens the research on the influence of Wushu activities in the field of nonmaterial culture and the multifunction education of students. Through the experimental research, it is shown that the large recess sports activities are well received by teachers and students, and the school campus culture, students' physical, and psychological aspects have been developed.

2.2.2. Questionnaire Survey Method. In recent years, the state has continuously put forward the requirement of ensuring that primary and middle school students can have one hour of activities every day. Especially after the Ministry of Education formally proposed the “big break” sports activities in 1999, most scholars have expounded on the new understanding and new concepts of the martial arts projects in the intangible cultural field and the martial arts sports activities in the large intangible cultural field. It also points out the problems and problems that should be paid attention to in the development of Wushu projects in the intangible cultural field and puts forward new suggestions for the better development of Wushu projects in the intangible cultural field. There are many studies in this area. For example, Wu Hao put forward new ideas on the sports activities during the big break. First, the development of sports activities during the big break complements and enriches the sports curriculum theory. Secondly, the big break sports activities explain the educational concept of “people-oriented and double main education.” Third, the large recess sports activities ensure that the students can exercise for one hour every day. Finally, the big break activity has taken a big step forward for the construction of healthy sports. Zhao Jun also concluded that in order to improve the quality of Wushu projects in the intangible cultural field, targeted measures have been taken to deal with the adverse phenomena in the development of Wushu projects in the intangible cultural field.

2.2.3. Physical Statistics Method. Excel application software was used to sort percentage and frequency of the data obtained from the questionnaire.

The main research content is the nonmaterial cultural field martial arts project management system, management regulations, and how to organize. The emphasis of the new form is to take students as the main body and teachers as the leading. People-oriented, from the interests of students and students' health, let the campus live, let students take the initiative, change the "operation" based on the traditional form of education. For example, Zhu Hongsheng put forward new measures for the management mode of Wushu projects in the field of morning exercises and intangible culture.

3. Research Results and Analysis

3.1. Organization and Management of Martial Arts Projects in Intangible Cultural Field. The management we usually talk about refers to the whole process of social activities in order to achieve the objectives of the organization and effectively and reasonably plan, organize, lead, and control all the resources that the organization can control under a certain social environment. School physical education management refers to the whole process of planning, implementing, and testing all the work of school physical education by using the most economical means and methods and the basic laws of school physical education and physical education with the minimum human, financial and material resources. Management can make the division of labor of the organization clear, cooperate together, and make the operation process...
orderly. It can also give full play to the role of the collective and different division of labor and cooperation depend on management, which is an objective need. The school's management of Wushu projects in the nonmaterial cultural field includes the organizational form, the arrangement of venues and facilities, and the mode of activities.

3.1.1. The Importance of School Leaders to Wushu in the Field of Intangible Culture. A very important factor in the development of Wushu project activities in the field of intangible culture in middle schools is the concern and attention of the school's competent departments and leaders for Wushu project activities in the field of intangible culture, as shown in Table 1.

24% of the middle schools regularly hold Wushu project evaluation activities in the intangible cultural field, 55% of the middle schools occasionally hold Wushu project evaluation activities in the intangible cultural field, and 21% of the middle schools never hold Wushu project evaluation activities in the intangible cultural field. In terms of class meetings related to martial arts in the intangible cultural field, 25% of the classes often hold class meetings, 63% of the classes occasionally hold class meetings, and 12% of the classes never hold class meetings related to the theme. It can be seen from this that most middle schools in Weixian County, Xingtai, have evaluation activities for Wushu events in the intangible cultural field. However, there are few schools and classes that regularly hold and hold events, most of which are held and held occasionally. To a large extent, the degree of attention and investment in Wushu events in the intangible cultural field are not ideal.

3.1.2. Publicity of Wushu Projects in Intangible Cultural Field by the School. In order to carry out the Wushu project in the intangible cultural field well, we should first carry out publicity and education for middle school students. The effect of Wushu project in the intangible cultural field depends on publicity to a large extent. The national health plan can be publicized through campus radio, posters, and other forms to promote middle school students’ understanding of the "outline of the national fitness plan," and establish a fitness consulting website to help many middle school students understand various sports activities. Some lectures on fitness principles, accidental injury treatment, refereeing, etc. will be held at different levels and at different times to correctly guide middle school students how to exercise scientifically and how to reduce unnecessary injuries, so as to create a strong campus sports cultural atmosphere and drive students who have not actively participated in the martial arts projects in the intangible cultural field to participate in the martial arts projects in the intangible cultural field as soon as possible.

3.1.3. Venues and Facilities of Wushu Activities in the Intangible Cultural Field of Middle School. Sports venues and facilities are the basis and premise for all sports activities. Therefore, martial arts activities in the nonmaterial cultural field are no exception. Affected by the good conditions of sports venues and facilities, according to the survey, the per capita occupancy rate of sports venues and facilities in Weixian Middle School in Xingtai is far from the standard issued by the State Education Commission. See Table 2 for the specific survey results.

It can be seen that in the martial arts activities in the nonmaterial cultural field of Weixian Middle School in Xingtai, most of the venues are mainly track and field venues, followed by basketball and volleyball venues, and the utilization rate of other venues is low. Due to the different conditions of each school, the site facilities and other conditions are different, and the sites used are also quite different.

3.2. Characteristics of Middle School Students in Weixian County, Xingtai, Participating in Wushu Events in the Intangible Cultural Field. Participation includes procedural participation and substantive participation. Procedural participation refers to pure behavioral participation, while substantive participation includes reasonable psychological participation, which can promote the development of students’ high-level thinking. The participation we usually say refers to procedural participation, which is simple behavior participation. In the martial arts project activities in the nonmaterial cultural field, students are the main participants. Whether the contents, organizational forms, assessment, and evaluation are reasonable and effective directly depends on the participation of students.

3.2.1. Investigation and Analysis on the Attitude and Satisfaction of Middle School Students to Participate in Wushu Events in the Nonmaterial Cultural Field. As shown in Table 3, 9.0% of the middle school students in Weixian County, Xingtai, are “very conscious and active in learning and exercising,” and these middle school students have the habit of actively exercising and can consciously participate in sports; 30.3% of the students are “interested in active learning and exercise.” This part of the students mainly chooses whether to participate in the activities according to whether the activities and contents arranged by the teachers are consistent with their own interests and whether the sports venues are satisfied when they are engaged in Wushu activities in the nonmaterial cultural field; 47.9% of the students “learn and exercise according to the strict requirements of teachers.” This part of the students is mainly due to their lack of understanding of martial arts in the nonmaterial cultural field and the importance of physical and mental health; 18.7% of the students “never take the initiative to study and exercise.”

3.2.2. Effect of Middle School Students’ Participation in Wushu Events in Intangible Cultural Field. Students’ participation in the martial arts projects in the intangible cultural field has been improved in different aspects and to different degrees. Among them, it is mainly to enhance sports ability and improve physical health, which shows that the martial arts projects in the intangible cultural field of Weixian County, Xingtai, have received certain effects in enhancing students’ physique. However, in terms of cheerful personality, self-confidence, and collectivism, students feel little
improvement, which indicates that school physical education has less education in students’ emotional field. Only 8.7% of the students have improved their communication ability, which is far from the requirements of “social adaptation goals” in the five fields proposed by the new curriculum standard. Therefore, the martial arts projects in the nonmaterial cultural field should strengthen the cultivation of students’ emotional field and interpersonal communication ability.

The intensity of exercise is what we usually call the load during exercise. Its size is generally measured by the number of exercises, total distance, total time, and exercise density. The load intensity has a great influence on the fitness effect. Therefore, the authors divide the exercise intensity of Wushu events in the intangible cultural field of middle school students in Weixian County, Xingtai, into five levels: minimum, small, medium, large, and maximum, based on the exercise index of Wushu events in the intangible cultural field; i.e., the exercise index = the average heart rate of middle school students in class /the quiet heart rate before class and the exercise index evaluation table.

3.2.3. Motivation of Students to Participate in Wushu Events in Intangible Cultural Field. Behavioral science tells us that all kinds of human activities are related to their motivation, interest, psychology, etc., and human motivation and interest are based on whether the subject needs them. If there is no need, there will be no corresponding motivation and interest, and of course, there will be no action. Therefore, motivation is the internal force that directly promotes one’s external activities. On the basis of human needs, it plays a role in encouraging, maintaining, and stopping human behavior. Sports motivation refers to the internal motivation to promote one’s participation in sports activities. It is an internal process, and the behavior of sports activities is the result of this internal process. Therefore, it is an important link of communication and interaction between teachers and students to deeply understand the motivation of middle school students to participate in Wushu activities in the field of nonmaterial culture. Sports participation motivation is the basis of physical exercise and is the internal power to promote middle school students to participate in martial arts activities in the nonmaterial cultural field.

3.2.4. Middle School Students’ Participation in Wushu Events in the Intangible Cultural Field. The sports interests of middle school students directly affect the projects that middle school students choose in the martial arts project activities in the nonmaterial cultural field. It has a very important reference value for studying the current situation of the martial arts project activities in the nonmaterial cultural field of middle school students. It is also an important aspect that sports management departments, middle schools at all levels, and sports workers should understand when carrying out sports work. The main body of Wushu projects in the intangible cultural field is students and mainly serves students. Therefore, the selection of Wushu projects in the intangible cultural field directly determines the effect of Wushu projects in the intangible cultural field. This requires that the selection of Wushu projects in the intangible cultural field by schools should not only conform to the psychological and physiological development of students but
also conform to the actual situation of schools. In this study, the students in Weixian County, Xingtai, who actually participated in the martial arts events in the intangible cultural field and their favorite martial arts events in the intangible cultural field were investigated, and the differences between them were found out.

3.3. Characteristics of Wushu Project in Intangible Cultural Field of Weixian Middle School in Xingtai. Due to the influence of traditional martial arts in the field of intangible culture, the martial arts in the field of intangible culture did not play the expected role. On the contrary, some students took the martial arts in the field of intangible culture as a burden.

In order to change this phenomenon, the Ministry of Education has repeatedly proposed that all secondary schools should organize and arrange Wushu events in the field of nonmaterial culture suitable for the school according to the actual situation of the school’s venues, facilities, number of students, etc. and highlight the characteristics of the school.

The selection of activity content should be based on the students’ sports foundation, hobbies, and age characteristics, as well as the venues, facilities, and the number of students, so that the students’ participation attitude will change from “I want to practice” to “I want to practice.” The particularity of Wushu in the intangible cultural field is that it needs to be done every day and practiced every day. Therefore, the content of Wushu in the intangible cultural field is easy to make students feel repetitious. In addition, the weather in the North varies greatly all year round, the spring and autumn are windy and dry, but the temperature is appropriate, while the summer temperature is high and hot, the winter temperature is low and cold, and the content is unchanged, so that the intensity of Wushu activities in the nonmaterial cultural field is different, and the expected exercise effect cannot be obtained.

3.4. Students’ Understanding of Wushu

3.4.1. How Much Students Like Wushu. Students’ interest plays a decisive role in the development of Wushu courses. The improvement of students’ interest in Wushu can improve learning efficiency, promote physical and mental development, and thus promote the development of Wushu courses.

It can be seen from Figure 1 that the proportion of people who like, like and like Wushu is 74.5%. It can be seen that Wushu is still popular in primary and middle schools, and Wushu is more popular in primary schools. Most of the students think that Wushu is awesome and cool to play. Some of the students think that Wushu is a Chinese tradition and should be studied and carried forward. Students who do not like or dislike martial arts account for 25.5% of the total number. The main reason why these students do not like or dislike martial arts is that they are too tired to learn martial arts and are afraid of hardship. On the other hand, they are worried that their poor learning of martial arts will lead to students’ ridicule.

3.4.2. Wushu Teaching Contents That Students Are Interested in. As shown in Figure 2, among the sources of students’ cognition of Wushu, 82.3% of primary and middle school students come from Kungfu action movies, TV, and martial arts novels. They think that Wushu is powerful and magical, and they can make themselves heroes by learning it. It can be seen that the spread of Wushu among primary and middle school students mainly comes from Internet media and books. This way of communication makes most students tend to learn the contents of online media and books such as Sabre stick sword and martial arts Sanda. On the contrary, students have little interest in learning the basic routines such as five step boxing and long fist stipulated in sports textbooks.

3.4.3. Students’ Cognition of Wushu Class. Through the sorting of the questionnaire, 68.72% of the students have studied martial arts in physical education, 28.61% of the students have never studied martial arts in physical education, and 2.67% of the students forget whether they have studied martial arts in physical education. Among the 68.72% primary and middle school students who have studied martial arts in physical education, 65.14% have only learned basic martial arts skills and basic martial arts movements, 30.51% have learned some martial arts routines, and 4.35% have learned equipment and martial arts Sanda. While learning martial arts skills, 32% of the students said that the teacher had taught martial arts culture, knowledge and morality, of which 24.7% forgot what the teacher taught, and only 7.4% could remember what the teacher said. It can be seen that Wushu cultural knowledge is a short board of the effect of Wushu project in the field of environmental protection and nonmaterial culture.

4. Analysis on the Effect of Wushu Communication Based on Neural Network

4.1. Modeling of Characteristics of Imitation V1 Zone. At present, researchers mostly use the Gabor filter to simulate the receptive field characteristics of simple cells in V1 region. The Gabor filter applied in this paper decomposes the Gabor complex exponential function into odd filter and even filter after being expanded by sine and cosine in the spatial domain and performs filtering operations, respectively. Finally, the sum of squares of odd and even filter outputs is normalized as the final output of V1 region.

\[ H(x, y, \theta, f_s) = B e^{-((x^2+y^2)/\sigma^2)} e^{2\pi (\cos(\theta)x+c\sin(\theta)y)} \]  

It is assumed that the real part and the imaginary part of the decomposed spatial filter are: \( H_e \) and \( H_o \). The parity filters are:

\[ G_o(x, y, \theta, f_s) = H_o(x, y, \theta, f_s) \]  

\[ G_\theta(x, y, \theta, f_s) = H_e(x, y, \theta, f_s) \]  

Complex cell responses are obtained by aggregation of simple cell responses, \( \vartheta \) which is defined as the energy sum of odd \( f_s \) and even responses of simple cells, as shown in
Being 0 in equation (7).

The surrounding suppression term proposed in this paper is realized by combining with Gabor kernel function. The details are as follows.

Firstly, a suppression range function expressed by Gabor kernel function is defined; that is, the difference between two Gaussian functions is used to represent the annular range of the nonclassical receptive field. The value of the part located in the classical receptive field is 0, and the value of the area outside the classical receptive field is positive and attenuates with the increase of the distance from the center, as shown in the following formula:

\[
I_{k_1,k_2}(x,y,\theta,f_s) = |G_{k_2}(x,y,\theta,f_s) - G_{k_1}(x,y,\theta,f_s)|^+, \tag{8}
\]

where \(G_k(p,t,\theta,v)\) is the Gabor kernel function with the carrier removed and is a parameter for adjusting the range of the nonclassical receptive field, as shown in the following formula:

\[
G_k(x,y,\theta,f_s) = Be^{-(x^2+y^2)/2[(\kappa \sigma)^2]} . \tag{9}
\]

\(|g^+|\) represents half wave rectification, which ensures that the suppression effect only occurs in the defined area. The formula is as follows:

\[
|z|^+ = \begin{cases} z, & z \geq 0, \\ 0, & z < 0. \end{cases} \tag{10}
\]

The distance weighting function is defined as \(\omega(x,y,\theta,f_s)\), determined by the normalization of formula (8):

\[
\omega(x,y,\theta,f_s) = \frac{I_{k_1,k_2}(x,y,\theta,f_s)}{\|I_{k_1,k_2}(x,y,\theta,f_s)\|_1} , \tag{11}
\]

where \(\|\|_1\) represents the L-1 norm.

Next, the surrounding suppression energy at any point in space is simulated by formula (12), and its value is the convolution of the output of V1 area and the distance weighting function:

\[
S(x,y,\theta,f_s) = E^{\nu_1}[x,y,\theta,f_s] * \omega(x,y,\theta,f_s) . \tag{12}
\]

The formula is as follows:

\[
R_\epsilon(x,y,\theta,f_s) = G_\epsilon(x,y,\theta,f_s) * I(x,y) , \tag{4}
\]

\[
R_f(x,y,\theta,f_s) = G_f(x,y,\theta,f_s) * I(x,y) . \tag{5}
\]

Complex cell responses are obtained by aggregation of simple cell responses, which is defined as the energy sum of odd and even responses of simple cells, as shown in formula (6):

\[
E(x,y,\theta,f_s) = R_\epsilon(x,y,\theta,f_s) \text{ } + \text{ } R_f(x,y,\theta,f_s) . \tag{6}
\]

It is assumed that there are \(n\) spatial filters, representing \(n\) simple cells whose preference directions are uniformly distributed in space; i.e., \(\theta = \theta_1, \ldots, \theta_n\), the output of the final V1 cell is obtained after normalization, as shown in

\[
E^{\nu_1}(x,y,\theta,f_s) = \frac{E(x,y,\theta,f_s)}{\sum_{i=1}^{N}E(x,y,\theta,f_s)} + \epsilon , \tag{7}
\]

where \(0 < \epsilon < 1\) is a small constant to avoid the denominator being 0 in equation (7).
The final output result of the image after the surround suppression processing is

\[ E^{vl}(x, y, \theta, f_s) = |E^{vl}(x, y, \theta, f_s) - \alpha S(x, y, \theta, f_s)|^\tau. \]  \hspace{1cm} (13)

In this paper, MATLAB 2021b is used as a simulation platform, and four SAR images of villages, rivers, highways, and straits are used for edge detection simulation experiments. The filter parameters \( f_s \) are based on the control variable method in Reference [30]; the following results are obtained from experimental statistics: \( f_s = 0.26, \alpha = 1.2 \sqrt{\log 2/(\pi \cdot f_s/3)} \approx 2.59. \)

4.2. Classical Modeling Method. This paper focuses on the research and functional simulation of V1 region in the visual cortex pathway. The following are some classical V1 region modeling methods.

4.2.1. Simple Cell Modeling. For simple cells in V1 area, the two-dimensional Gabor function is most similar to the receptive field profile of simple cells in mammalian visual cortex. It is the most commonly used method to simulate simple cells and can be used in edge detection, texture extraction, image enhancement, and other fields.

4.2.2. Complex Cell Modeling. The modeling of complex cells is generally based on the model of simple cells, because biologically, the response of complex cells is converged by simple cells, and the convergence process is generally considered to be nonlinear. At present, there is no unified theory to accurately describe the connection process between simple cells and complex cells, so there are different modeling methods, mainly including the following three types: in the energy model, that is, the response of complex cells is expressed by the square sum of the responses of two simple cells with the same direction and a phase difference of 90 degrees; in the Max model, that is, select the strongest response of all simple cells as the response of complex cells; the learning model is to automatically learn the convergence process from simple cells to complex cells through machine learning.

4.3. Convolutional Neural Network. A convolutional neural network is an important branch of deep learning. It is a network model specially created for image processing, and it is also the first real multilayer structure learning algorithm. The simplest understanding of “depth” in deep learning is that “there are many layers.” An improved feature space can be established by superimposing multiple layers. The lower layer is used to learn the most basic features (such as color and edge), and the later layer is used to learn more advanced features (such as parts and local shapes) and finally classify the features with a classifier. Convolutional neural networks are described in Figure 3.

After feature extraction, it usually goes through a full connection layer and then classifies the feature vector with support vector machine or softmax classifier. Recent research shows that the full connection layer is not helpful to the final detection rate, and the results of classification using the feature map generated by the convolution layer of the last layer are similar. Therefore, the final fully connected layer becomes dispensable.

4.4. Typical Model of Convolutional Neural Network. In theory, convolutional neural networks can have countless combinations. Different layers and different convolution kernels in each layer can produce different network structures. Redesign of a network often requires a lot of experimental verification, and it is prone to unexpected situations such as overfitting and inability to converge. Most of the points that can improve the performance are the accurate grasp of details. In the competition, most of the key technical points mentioned by the top teams are small skills, and verifying the effectiveness of these skills requires a lot of time and computing resources. There are many parameters for deep learning, including many parameters that can be manually adjusted. For a new task, the number of layers, the number of feature maps, the size of convolution kernel, and the learning rate need to be adjusted, and experience plays a very important role. If you are inexperienced and still need to improve the basic model, it is likely that the input is large but the output is small. The residual network proposed by Bihe Kaiming’s team requires a lot of experimental accumulation and strong inspiration, which is difficult for individuals to do. Those classical network models have been verified by numerous experiments. It is very important to make full use of these classical convolution network structures created by Daniel, directly use or modify them by reference.

4.4.1. LeNet. LeNet is composed of the first convolutional neural network model, which was applied to handwritten font recognition and reached the commercial application standard. The size of the input image is fixed to 32 × 32, which is large enough for a handwritten font. After the input image passes through the convolution layer and the down sampling layer twice, a new image with lower dimension is obtained, which is called a feature map. The feature map is then input to the full connection layer and converted into a vector and finally sent to the output layer to calculate the class probability. Note that the activation function used by the network at this time is sigmoid function. The structure of LeNet is shown in Figure 4.

4.4.2. ZFNet. ZFNet is improved on the basis of AlexNet, introducing a new visualization method to realize the visualization of the middle layer and classifier, that is, the method based on antipooling and deconvolution. The visualization method can help to find the problems in the model by observing the evolution process of the features. It is through visualization that the network structure exceeding the performance of AlexNet is found. Through the ablation experiment of controlled variable method, the practical role of the middle layer in the network was explored. The model trained on Imagenet was retrained, and the classifier was generalized to the data sets caltech-101 and caltech-256, and the results exceeded the best model at that time. The structure diagram of ZFNet is shown in Figure 5:
Figure 3: General structure of convolution deep channel network.

Figure 4: Structure diagram of LeNet.

Figure 5: Structure diagram of ZFNet.
4.4.3. **AlexNet.** Due to the popularity of support vector machines and the problems of the network itself, such as overfitting and easy to fall into local optimization, deep learning has been silent for a long time before AlexNet. It was not until the Imagenet image classification competition in 2012 that the classification accuracy of AlexNet far exceeded the second place at that time, bringing revolutionary progress to image classification, that the deep neural network began to become popular.

AlexNet can be seen as an extension and improvement of LeNet, which can be used to learn the features of more complex input images. The main improvements are as follows: the network scale is increased, with 5 convolution layers, 3 full connection layers, and 1 softmax classification layer. Replacing sigmoid function with linear rectifying unit, the gradient descent speed and convergence speed are accelerated, and the problem of “gradient disappearance” is avoided. Increase the number of data sets through data enhancement or data expansion to avoid overfitting. Common data enhancement methods include random clipping, flip, and color jittering. The method of random inactivation is proposed and used to selectively inhibit some neurons during the training period to alleviate the over fitting problem of the model. Local response normalization and overlapping pooling were used to avoid overfitting. Using two GPUs, NVIDIA GTX 580 to work in parallel greatly reduces the training time, and the two GPUs only communicate at a specific layer. The structure diagram of AlexNet is shown in Figure 6.

4.4.4. **VGGNet.** VGGNet was proposed by the visual geometry group of Oxford University to explore the impact of network depth on model accuracy in large-scale image recognition tasks.

The network uses $3 \times 3$ convolution cores (step size of 1) and 5 2x2 pooling layers (step size of 2) smaller than AlexNet and ZFNet, raising the depth of the network convolution layer to 16-19 layers, and won the first and second places in the positioning and classification tasks in the Imagenet challenge that year.

**5. Conclusion**

From the holding of competitions, thematic class meetings, and fitness consulting websites in Weixian Middle School in Xingtai City, we can understand that the significance of Wushu project activities in the intangible cultural field of the school is not publicized by the middle schools, and the degree of attention is low. They only deal with relevant inspections and competitions. The utilization rate of venues is also low, and most venues are mainly track and field venues. The activity mode is single. Middle school students in Weixian County, Xingtai City, are less satisfied with the content and site facilities of Wushu projects in the nonmaterial cultural field. The content is old and single, and the replacement frequency is low, which cannot meet the needs of students. And they are satisfied with the teachers’ guiding attitude. The motivation of middle school students participating in Wushu events in the field of nonmaterial culture is not optimistic. The main motivation is the mandatory “school system requirements.” The participation effect of middle school students is not ideal, and the overall activity intensity is concentrated below the medium and small intensity, which cannot achieve the effect of fitness and active rest. In terms of emotional experience and interpersonal skills, little effect has been achieved, and most middle school students feel depressed after class. Most middle school students do not understand the significance of Wushu projects in the intangible cultural field. The teachers of Weixian Middle School in Xingtai City do not have a comprehensive understanding of the functions of Wushu projects in the intangible cultural field. In the process of participation, except for some physical education teachers, teachers of other disciplines have less communication with students in the management of Wushu projects in the intangible cultural field, and the participation rate is low, which does not fully play the role of intangible constraint and enlightenment. As for the attitude towards negative students, teachers of all subjects can take the initiative to help, but some regulations are still formalized and ignored.

**Data Availability**

The dataset can be accessed upon request.

**Conflicts of Interest**

The authors declare that there are no conflicts of interest.

**Acknowledgments**

This research is supported by China Postdoctoral Science Foundation (No. 2022M712484), the Key Scientific Research Project Plan in Colleges and Universities of Henan Province (No. 22A880014), the General Research Project of Humanities and Social Sciences in Colleges and Universities of Henan Province (No. 2022-ZZJH-141), and the 2021 Henan Higher Education Teaching Reform Research and Practice
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