

Abstract: Deep learning model is often used to classify Channel State Information (CSI) to recognize different sign gestures. However, the strong learning ability of a deep learning model is often accompanied by its weak generalization ability. In addition, deep learning model adaptation may involve intensive computation. In this project, we investigate how to accurately adapt deep learning models to diverse application scenarios in real-time. We proposed a few strategies, including parallel computing-based model training on GPU, redesigning a simpler model, and sample selection for model adaptation. Based on the above strategies, we obtained the accuracy of 96.1% while reducing the time cost from 121.1 seconds to 40.6 seconds.

Strategy 1: Parallel computing-based model training on GPU

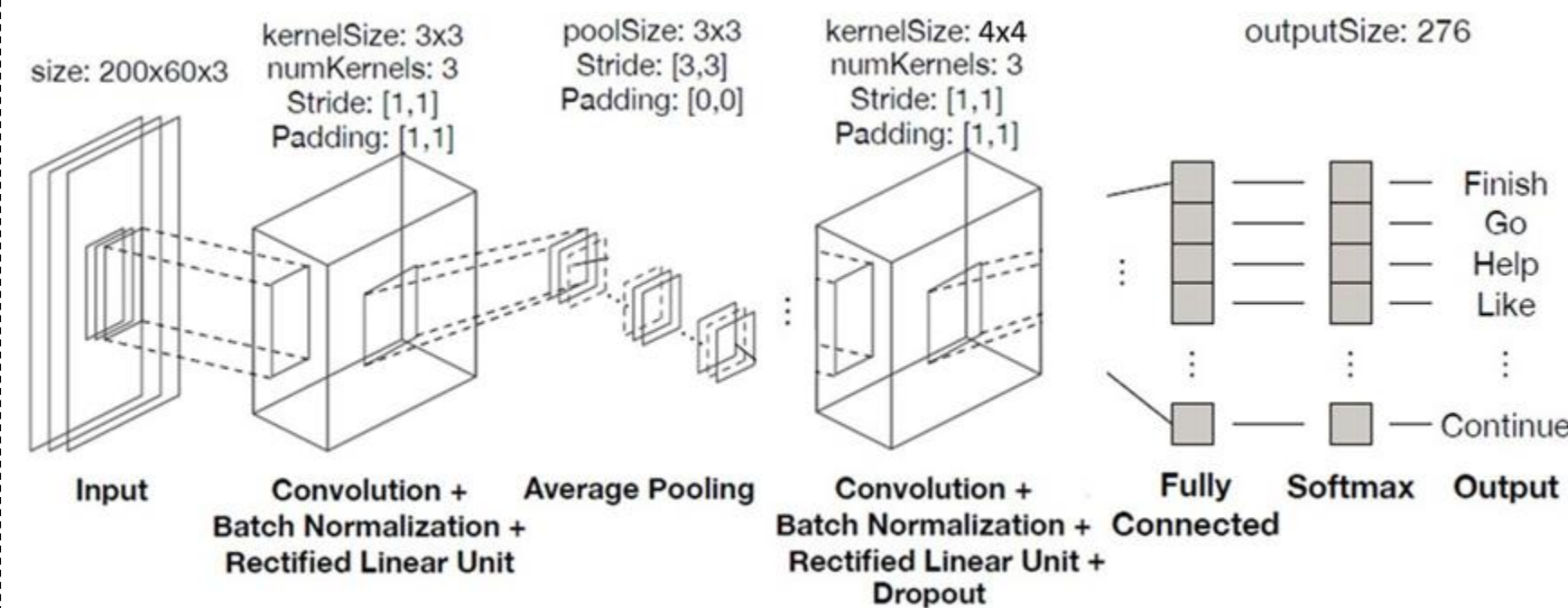


NVIDIA GeForce GTX 1050 Ti, Cores: 768, Memory Bandwidth : 112 GB/sec

GPU

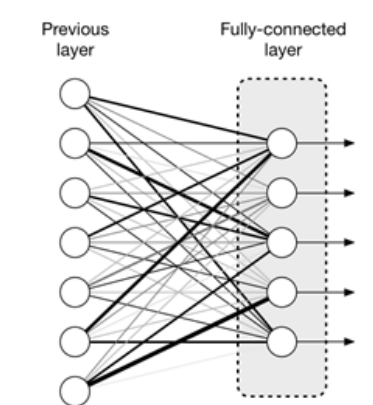
Compared with using CPU, using GPU can decrease the model training time 41.3%

Strategy 2: Redesigning a simpler model



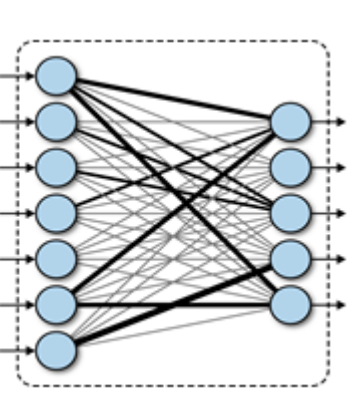
12-layer CNN new model

9-layer CNN



$M \times N \times 3 \times 276$

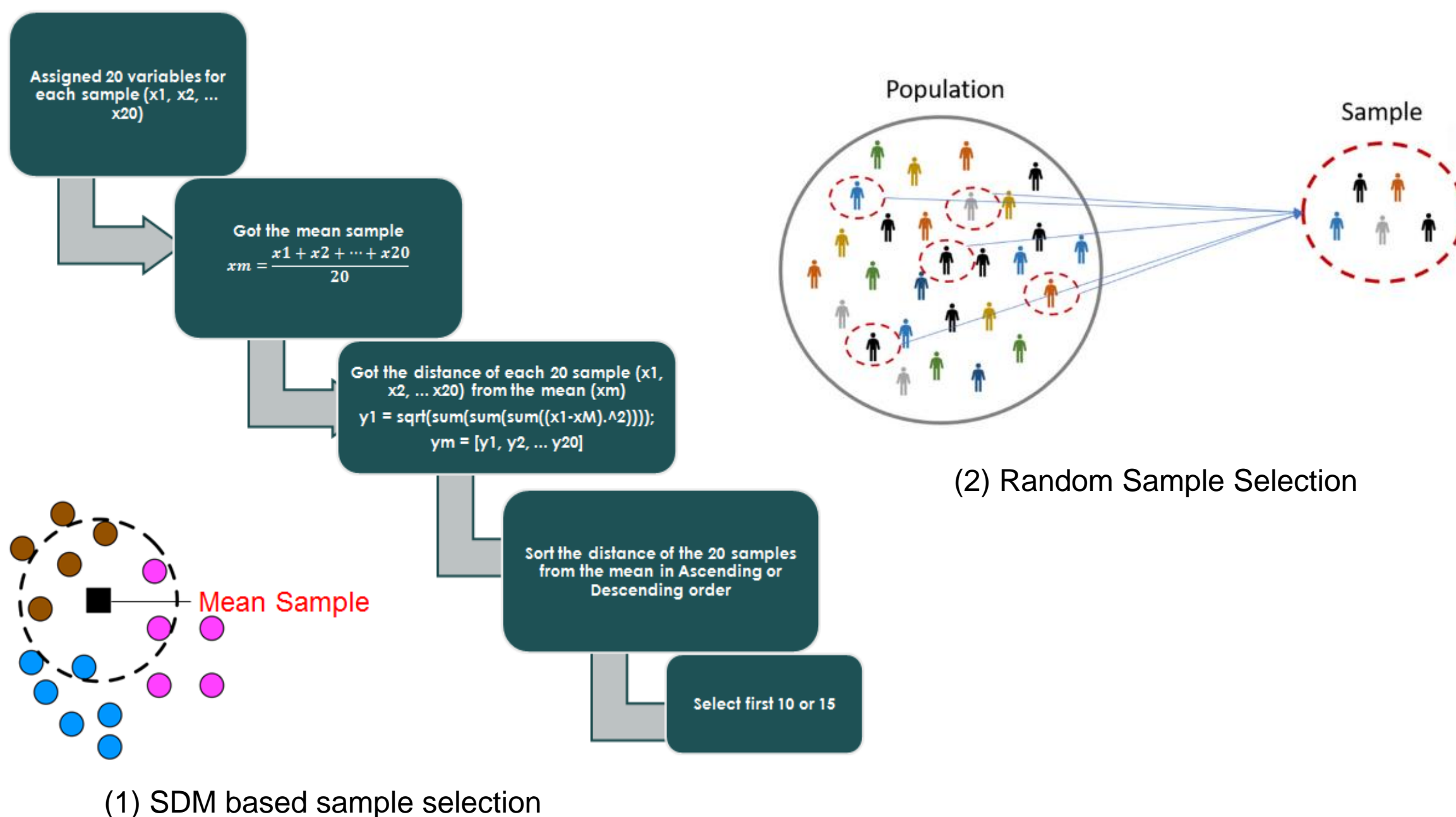
12-layer CNN



$(M - 1) \times (N - 1) \times 3 \times 276$

Network complexity comparison

Strategy 3: Sample selection for model adaptation



Experimental results

	One layer (filter = 3*3) epoch = 15 Dataset = 5520 (Baseline)	New model (filter1 = 3*3, filter2 = 4*4) Dataset = 4140 epoch = 10	New model (filter1 = 3*3, filter2 = 4*4) Dataset = 4140 epoch = 15
Accuracy	96.2% (CPU)	96.1% (GPU)	98.5% (GPU)
Time Cost	121.1 sec (CPU)	40.6 sec (GPU)	52.8 sec (GPU)

This is the best result we got, we reduced 66.5% time cost compared with the baseline while preserving the accuracy.

Acknowledgment

The work is funded by NSF CNS-2149591 under Research Experiences for Undergraduates (REU) Program.