

# **A CSI-based Position Independent Gesture Recognition System to Operate Smart Home Appliances**

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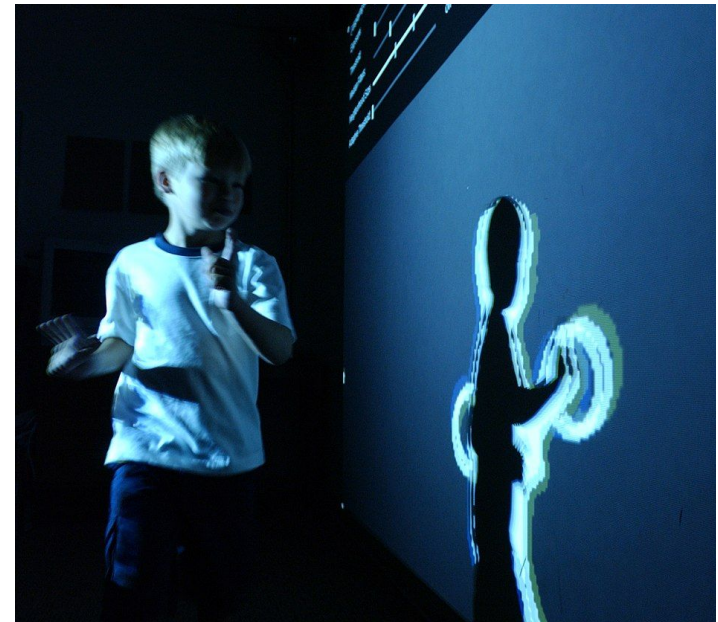


# Introduction

**Gesture recognition** is a technology that enables computers to interpret and respond to human gestures as inputs.

Widely used gesture recognition systems:

1. Computer Vision based
2. Wearable Sensor based
3. WiFi Sensing based
  - ★ RSSI (Coarse grained)
  - ★ CSI (Fine grained)



# Introduction (contd...)

Among all other methods, CSI-based systems gained attention, because they:

- are privacy-preserving,
- have non-intrusive recognition capabilities,
- utilize existing Wi-Fi infrastructure,
- provide fine grained information, and
- are robust against changes in environment.



# Introduction (contd...)

- ❑ CSI provides detailed channel frequency response (CFR) in OFDM form. This can be represented as:

$$Y(f, t) = H(f, t) \times X(f, t) + N$$

Here,

- ❑  $Y(f, t)$  = Received Signal
- ❑  $X(f, t)$  = Transmitted Signal, &

$$H(f, t) = \|H(f, t)\| \times \exp^{i\angle H(f, t)}$$

- ❑ Where,  $\|H(f, t)\|$  = Magnitude
- ❑ and  $\angle H(f, t)$  = Phase
- ❑ of received signal of subcarrier  $f$  at time  $t$ .



# Motivation

**IoT applications:** Operating smart home appliances, through gestures.

- **Camera-based methods:**
  - sufficient illumination, privacy concerns
- **Wearable Sensor-based methods:**
  - expensive, inconvenient
- **WiFi Sensing-based methods:**
  - position dependent, carry extra device



# Related Work

## ***[1] Tracking On-Desk Gestures Based on Wi-Fi CSI on Low-Cost Microcontroller***

*(Marwa et al., IEEE-ICMU 2023)*

- ❑ Used ESP32 toolkit for collecting CSI data
- ❑ Showed a comparison between SVM, RF, NB and GBC algorithm for evaluating CSI data.
- ❑ Number of Gesture Class: 7
- ❑ Highest accuracy 72% with Random Forest model.

### **Limitation:**

- ❑ User must be on his desk for gesture recognition.
- ❑ Didn't utilize any deep learning algorithm.



## Related Work (contd...)

### *[2] Wi-fi csi based human sign language recognition using lstm network*

*(Hasmath et al., IEEE-IAICT 2021)*

- ❑ Used Intel 5300 NIC for collecting CSI data
- ❑ Compared the influence of using (i) amplitude values and (ii) amplitude and phase values together as features.
- ❑ Number of Gesture Class: 6
- ❑ Showed that LSTM outperforms CNN, with 75-78% recognition rate.

#### **Limitation:**

- ❑ Not position independent.
- ❑ Low recognition rate.





## Related Work (contd...)

### *[3] Preliminary Investigation of Position Independent Gesture Recognition Using Wi-Fi CSI*

*(K. Ohara et al., IEEE-PerCom Workshops 2018)*

- ❑ Used Intel 5300 Wi-Fi NIC for collecting CSI data.
- ❑ CSI obtained from a smartphone carried by a user.
- ❑ Number of Gesture Class: 5
- ❑ Used Hidden Markov Models (HMMs) and got 67.8% accuracy.

#### **Limitation:**

- ❑ User always need to carry a smartphone.



# Research Question

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**How to develop a CSI based, device free position independent gesture recognition system with high accuracy?**



# Objectives

- ❑ To **design** a position-independent gesture recognition system for practical uses like operating smart home appliances.
- ❑ To **classify** CSI data of four different gestures, from diverse positions in the room, using different machine learning and deep learning models.
- ❑ To **compare** the performance of machine learning models like Random Forest, XGBoost, LGBM, and Shapelet Learning; and Deep Learning models like CNN and LSTM; for these types of sequential data.



# Applications

- ❑ Smart Home Automation
- ❑ Healthcare Monitoring
- ❑ Human-Computer Interaction (HCI)
- ❑ Security Systems
- ❑ Virtual and Augmented Reality (VR/AR)
- ❑ Automotive Interfaces



# Challenges

- ❑ Configuring ESP32 Microcontrollers
- ❑ Establishing a Controlled Environment
- ❑ Preprocessing Raw Data
- ❑ Parsing CSI Data
- ❑ Dataset Labeling and Reshaping
- ❑ Training Models

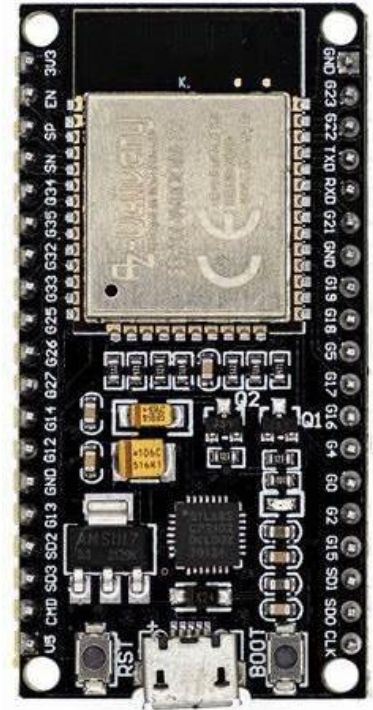


Figure 1: ESP-32 Microcontroller

# Contributions

- ❑ Using single pair of ESP-32 micro-controllers, for CSI data collection.
- ❑ **Collecting 360 sets of training data from 9 fixed points, & 20 sets of testing data from random points with a total of 2,63,660 data packets.**
- ❑ Comparing ensemble learning methods: XGB, LGBM, and Random Forest.
- ❑ Implementing a Shapelet-Learning method.
- ❑ Comparing deep learning methods: CNN & LSTM
- ❑ Evaluating all these ML & DL techniques mentioned above.
- ❑ Proposing a position-independent gesture recognition system.



# Proposed Methodology

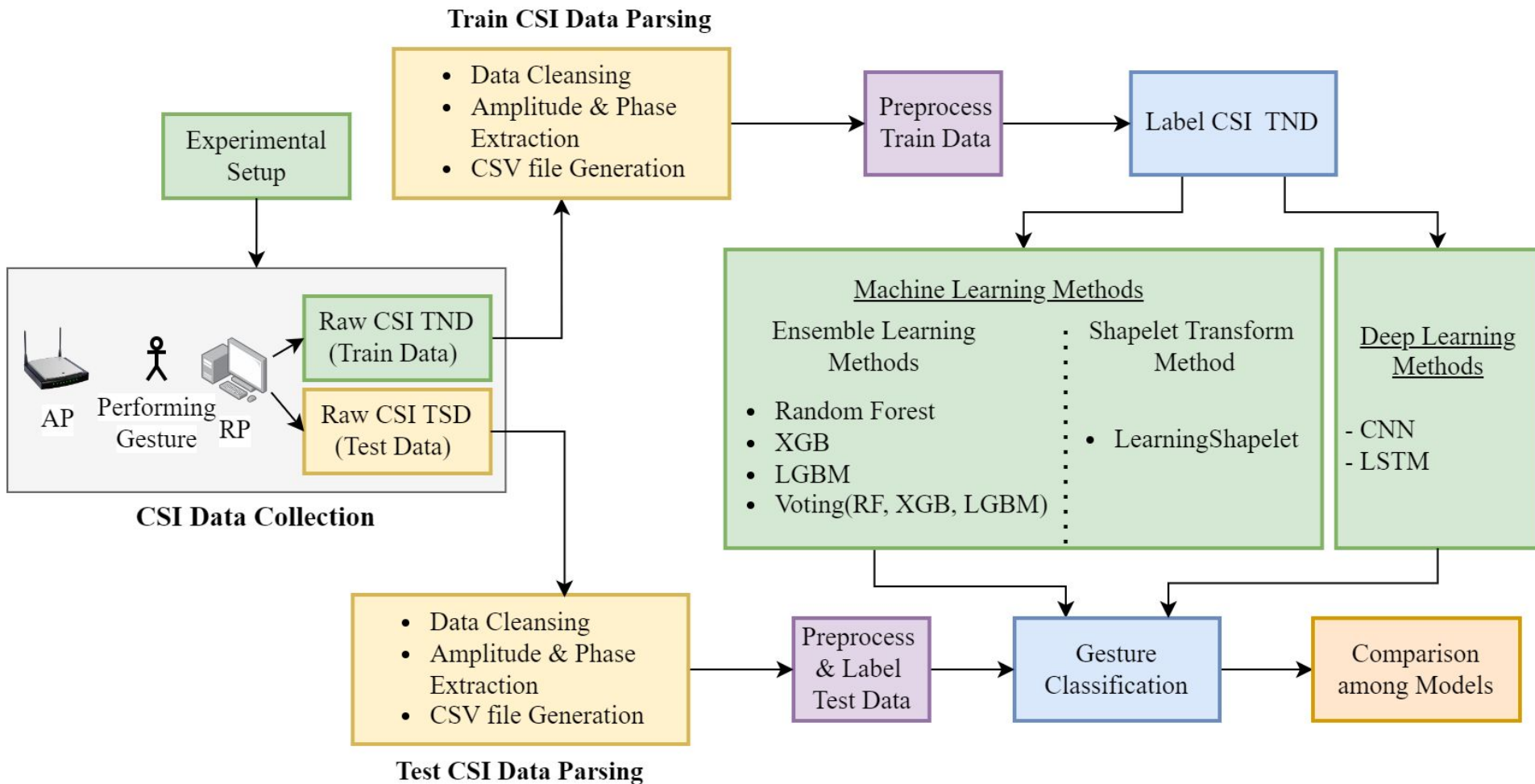


Figure 2: Overview of proposed system





# Hardware Configuration

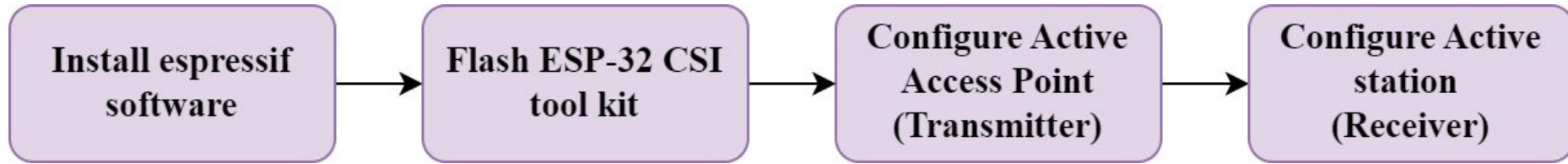


Figure 5: Hardware Configuration Steps

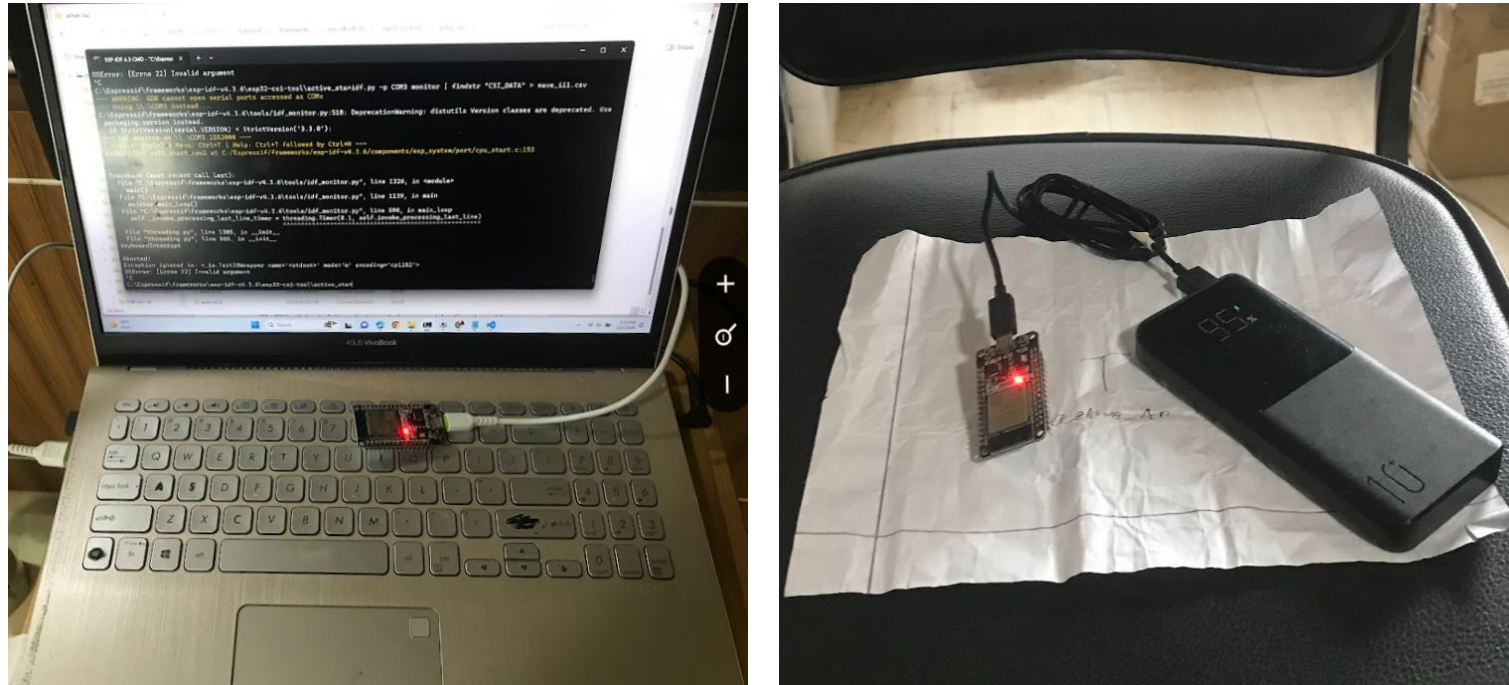


Figure 6: Hardware Setup



# Room Arrangement

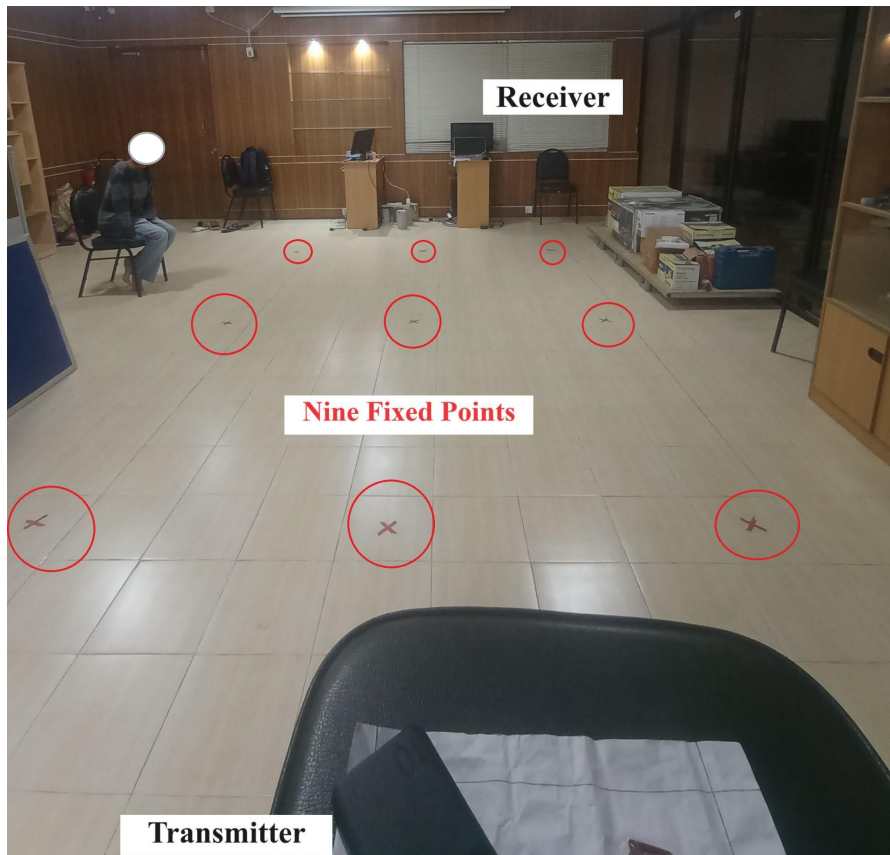


Figure 7: Marked Fixed Points



Figure 8: Actor ready to give Gesture

# CSI Data Collection

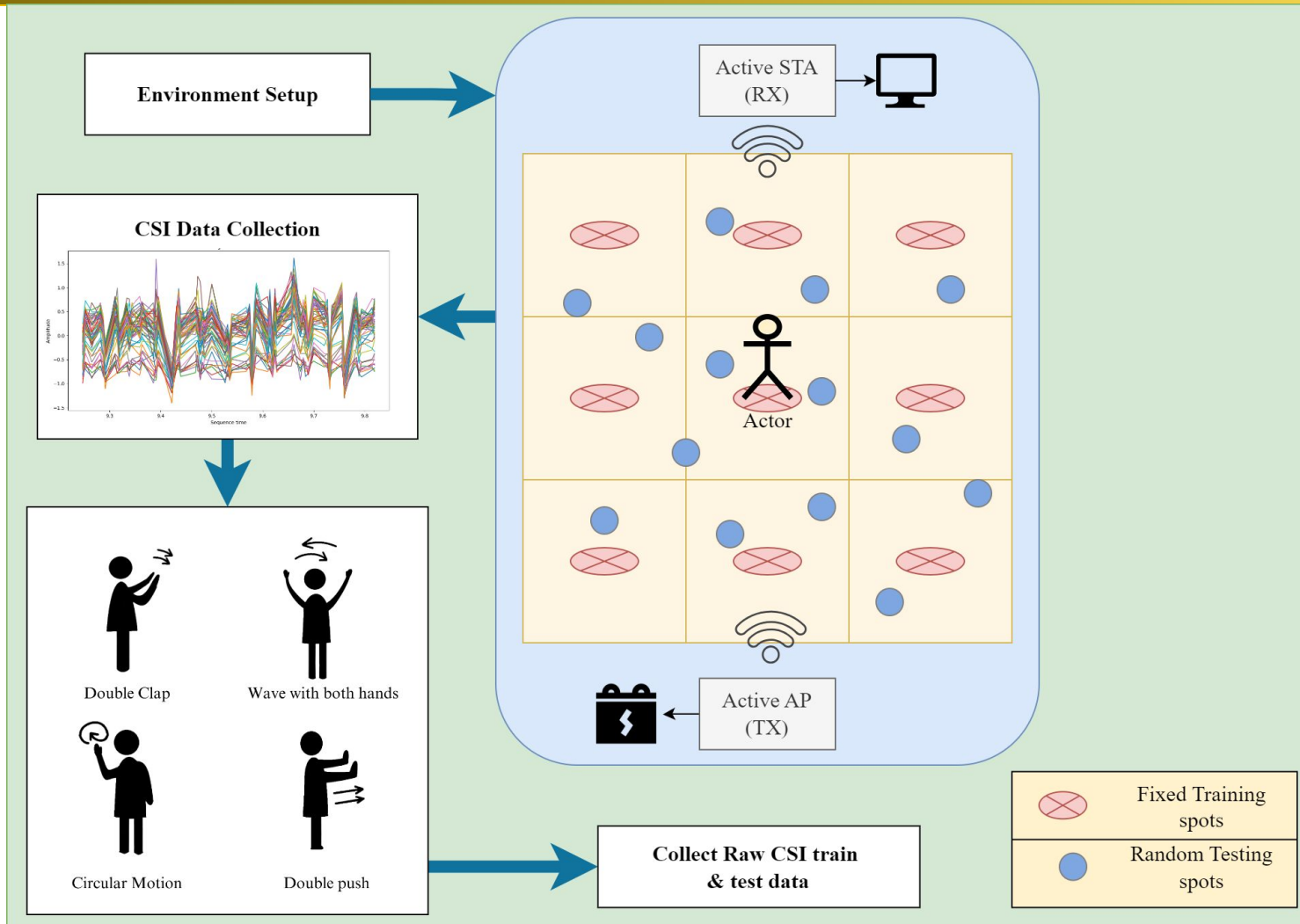


Figure 9: Overview of Data Collection



# CSI Data Collection(contd...)

[illegible]

Figure 10: CSI Data Receiving from Transmitter

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	type	role	mac	rss	rate	sig_mode	mcs	bandwidth	smoothing	not_sounding	aggregation	stbc	fec_coding
2	CSI_DATA	STA	30:AE:A4:9C:A5	-67	11	0	0	0	0	0	0	0	0
3	CSI_DATA	STA	30:AE:A4:9C:A5	-67	11	0	0	0	0	0	0	0	0
4	CSI_DATA	STA	30:AE:A4:9C:A5	-74	11	1	3	1	1	1	0	0	0

S	T	U	V	W	X	Y	Z	AA	AB	AC	AD	AE	/
local_timestamp	ant	sig_len	rx_state	real_time_set	real_timestamp	len	CSI_DATA						
23753	0	34	0	0	0.211462	128	[34 32 2 0 0 0 0 0 0 0 0 22 -21 23 -19 26 -18 24 -18 24 -17 25 -15 26 -14 23 -14 22 -12 22 -12 24 -12 21 -13						
37148	0	131	0	0	0.224475	128	[-125 48 8 0 0 0 0 0 0 0 0 6 28 5 27 2 30 2 30 0 30 -2 29 -2 29 -4 26 -3 26 -4 26 -4 26 -3 24 -2 24 -2 23 -2 23						
41305	0	135	0	0	0.228841	384	[-121 112 8 0 0 0 0 0 0 0 0 7 -25 7 -24 10 -22 12 -25 14 -21 12 -23 11 -23 11 -20 16 -17 15 -21 17 -17 15 -18						

Figure 11: CSI Data in csv. Format



# Data Preprocessing

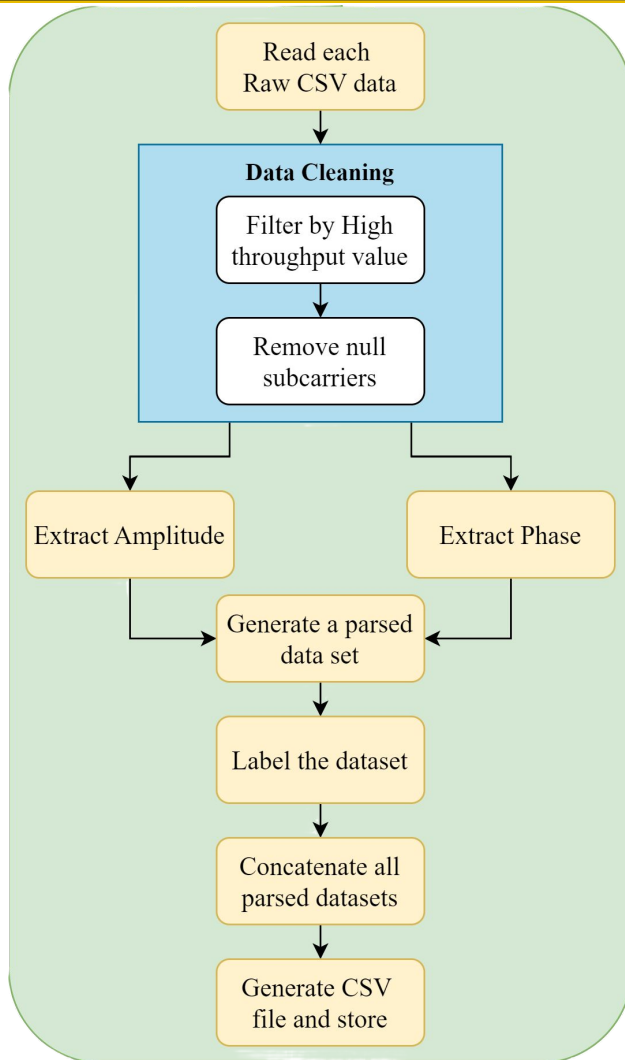
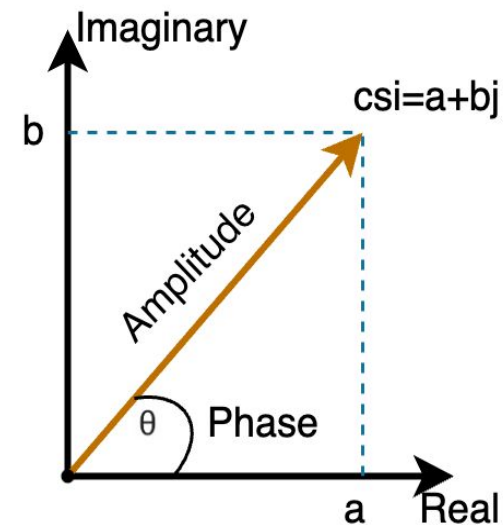


Figure 12: Data Preprocessing

- ❑ Sig\_mod=1 indicates high throughput
- ❑ Amplitude & Phase Extract:



$$Amplitude = \sqrt{a^2 + b^2}$$

$$Phase = \tan^{-1} \frac{b}{a}$$





# CSI Data Analysis(contd...)

## Amplitude and Phase data, before and after filtering

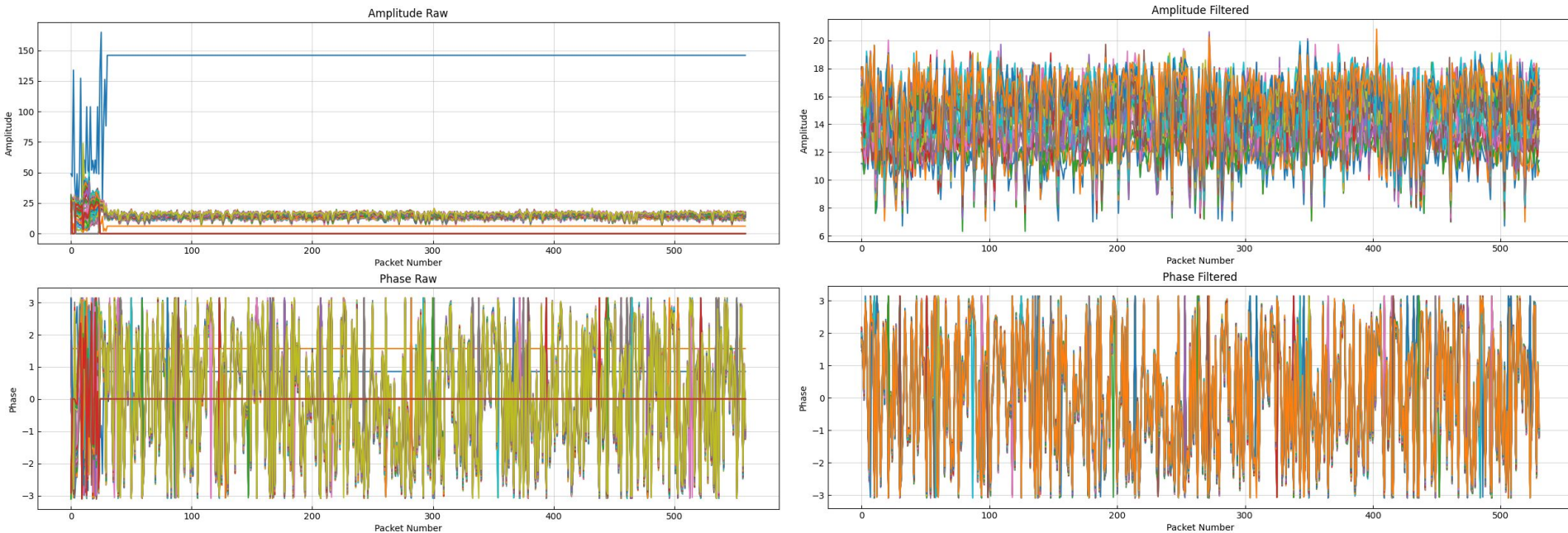


Figure 15: Raw vs Filtered data

# CSI Data Analysis(contd...)

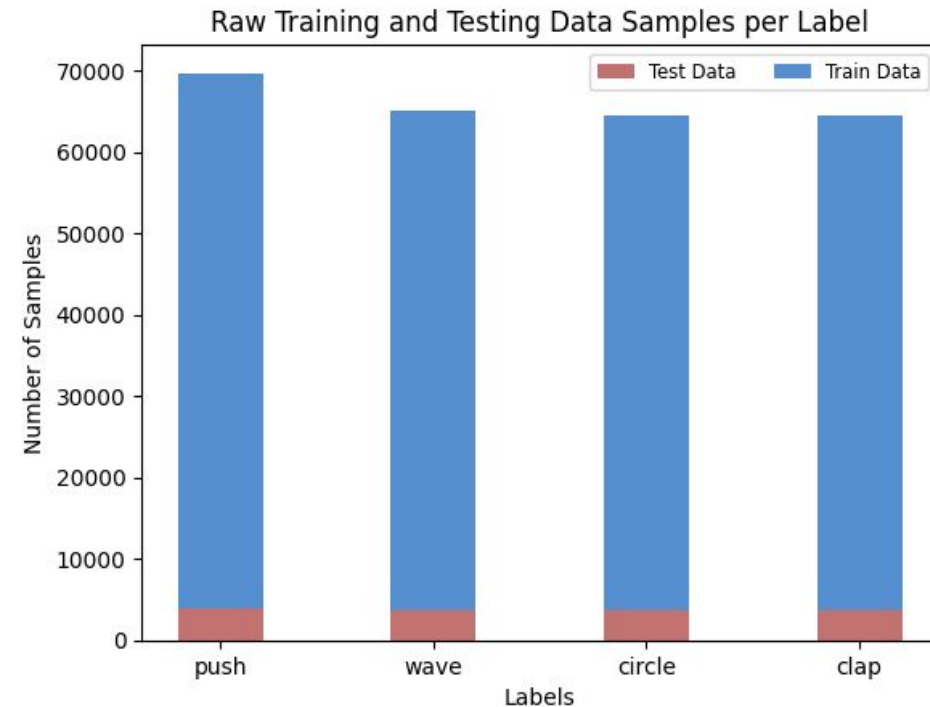


Figure 16(a): Before Filtering

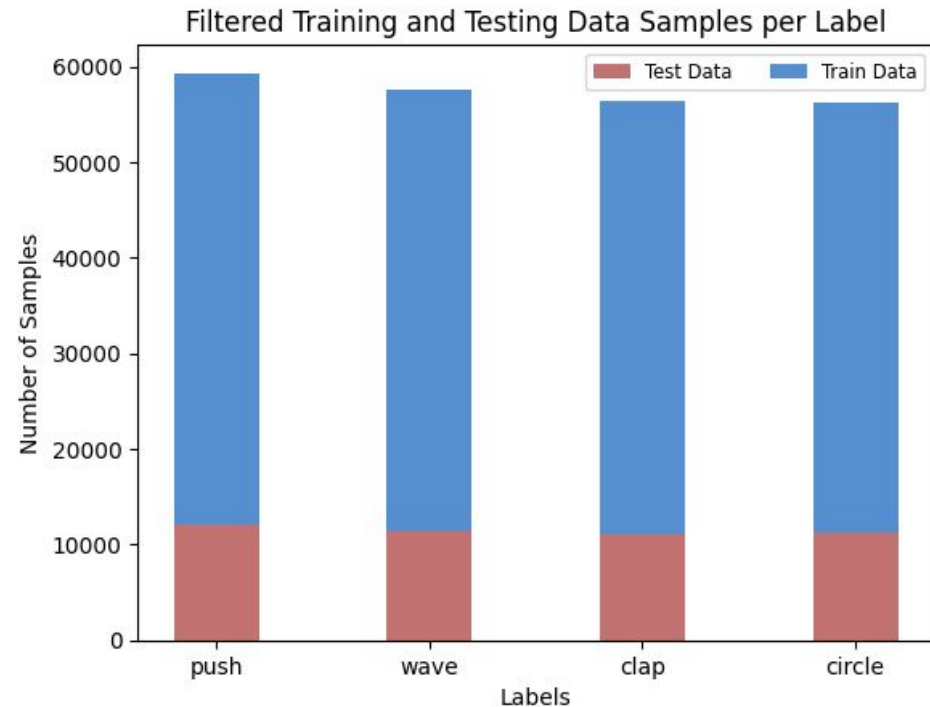


Figure 16(b): After Filtering

Figure 16: Data Packets per Class

**2,63,660**  
**Raw Data Packets**

**2,29,490**  
**Filtered Data Packets**



# Approached Models

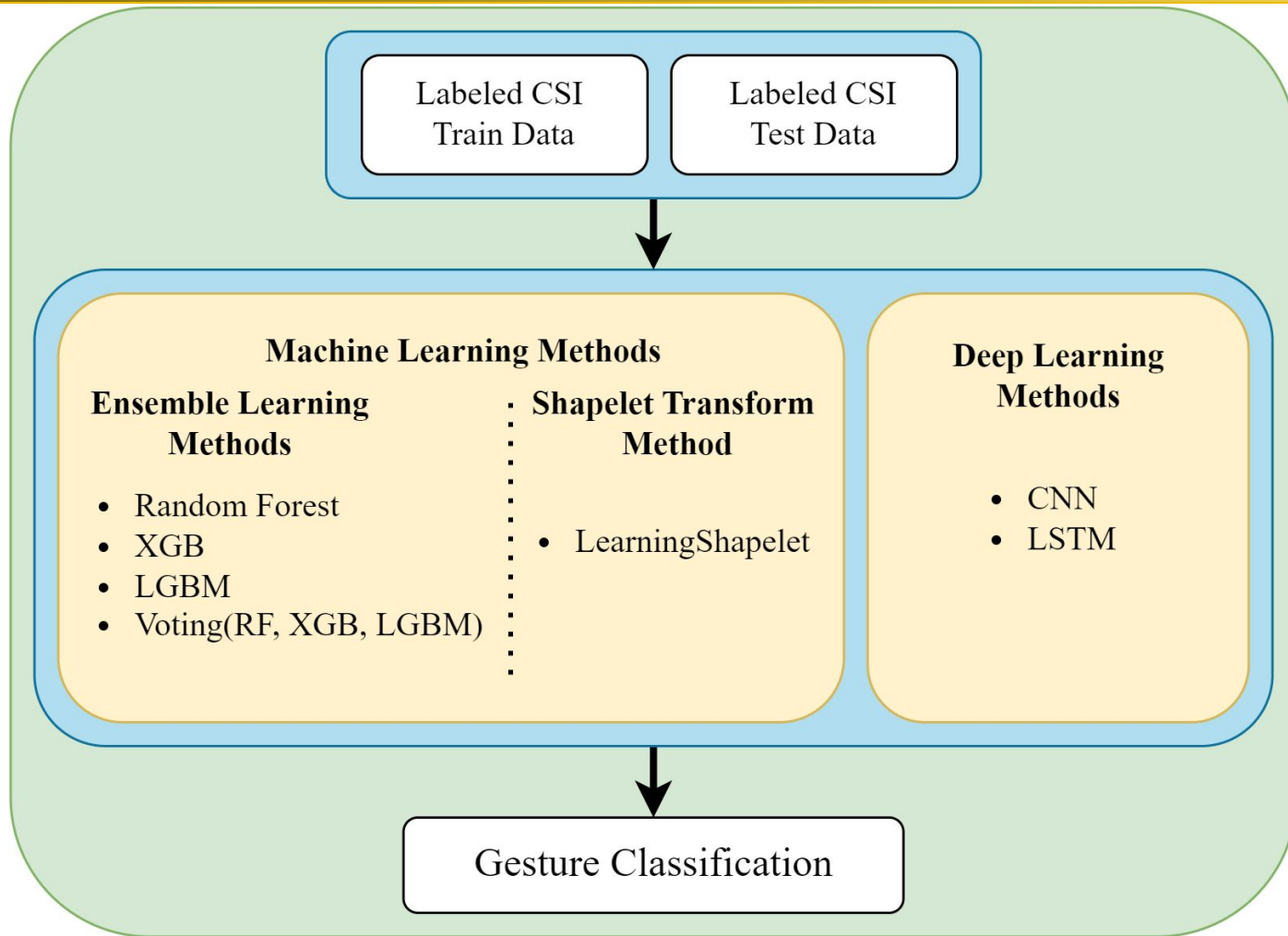


Figure 18: Approached Models

# Feature Importance

- Amplitude sub-carriers have higher features importance than Phase sub-carriers.

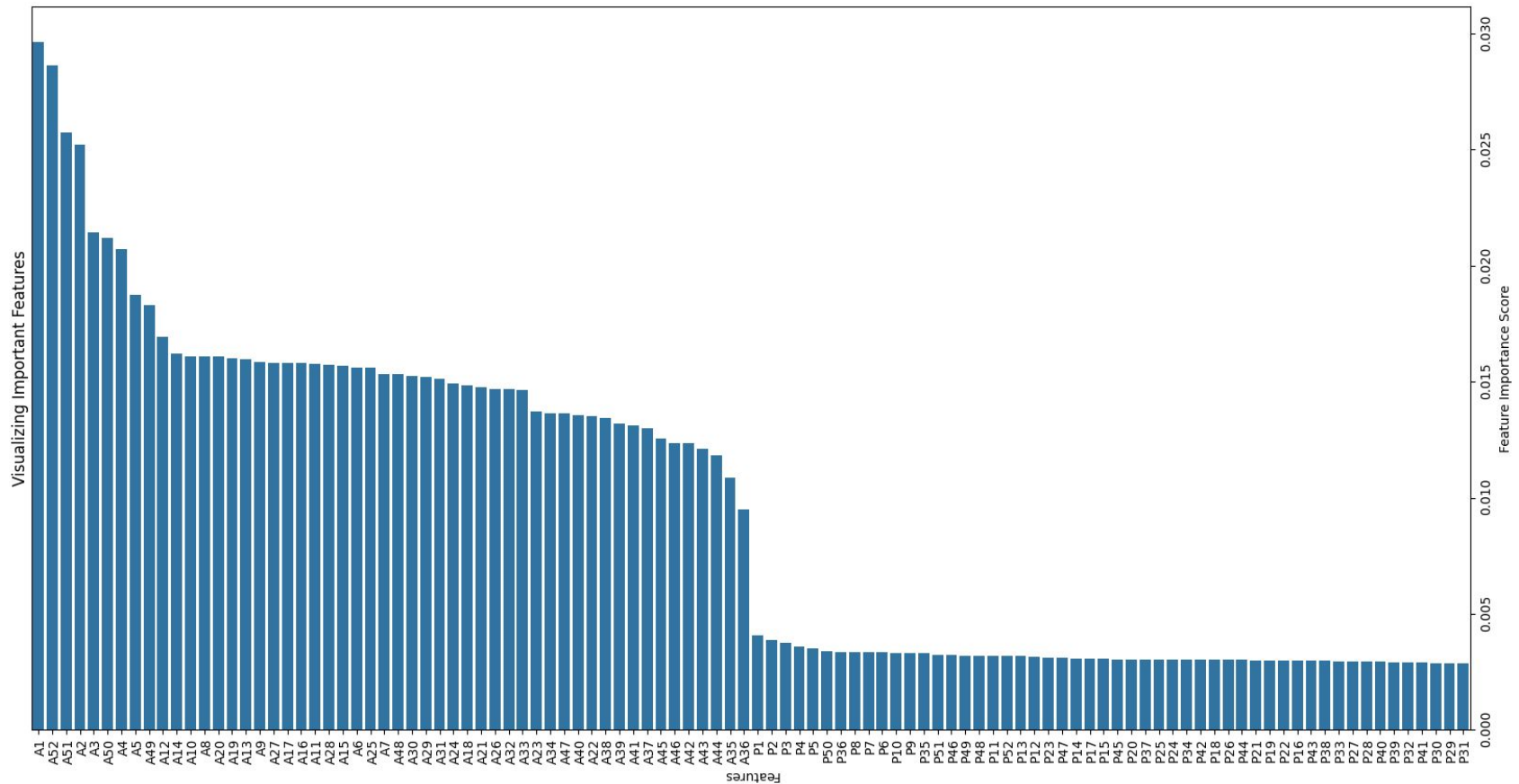


Figure 19: Feature Importance





# Ensemble Learning Methods

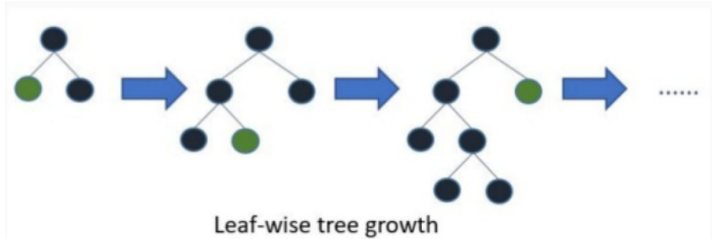


Figure 20: Light-GBM

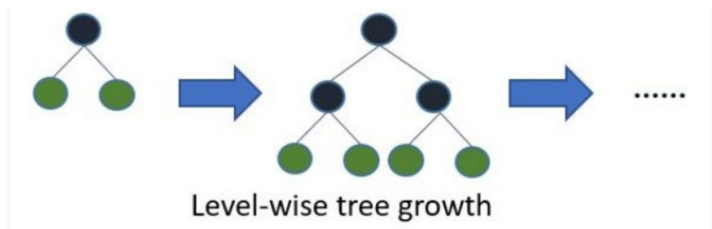


Figure 21: XGBoost

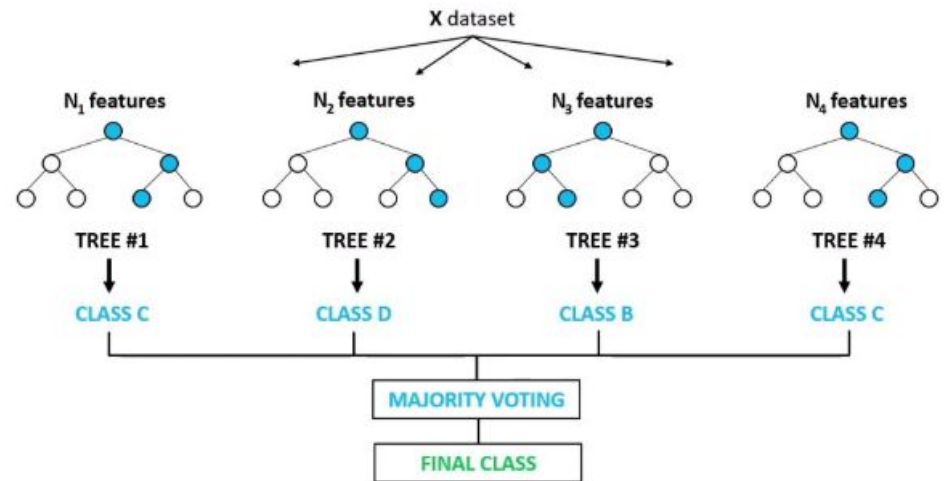


Figure 22: Random Forest

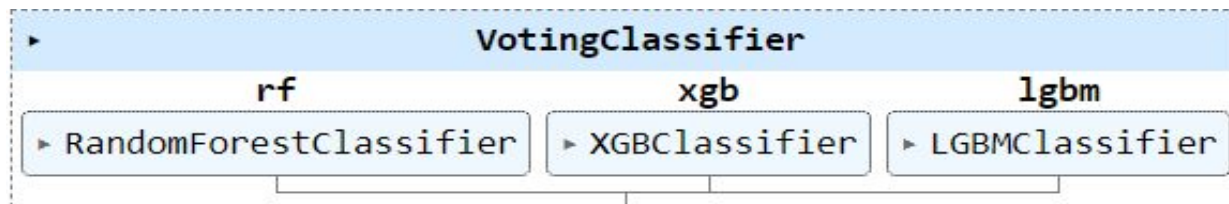


Figure 23: Soft-Voting Ensemble Learning Method



# Shapelet Learning Method

- ❑ Shapelet is a short segment of a time series.
- ❑ CSI data is a time series data.

## Shapelet Transformation

- ❑ Transferred our dataset from 2D to 3D
- ❑ Each instance of transformed data is a time series of window size 200.
- ❑ Implemented LearningShapelet model, proposed by J. Grabocka et al. in[5].
- ❑ Calculated top-K near to optimal shapelets.

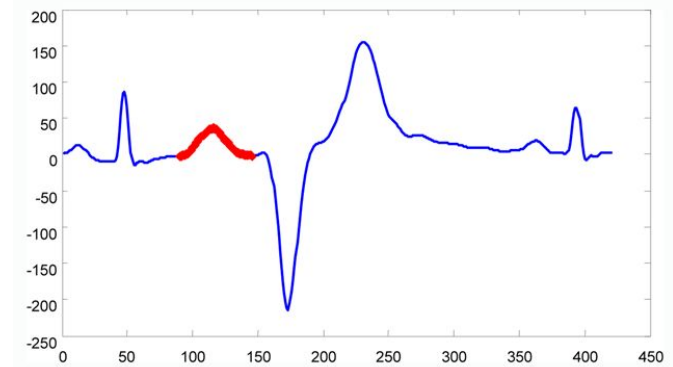


Figure 24: Shapelet

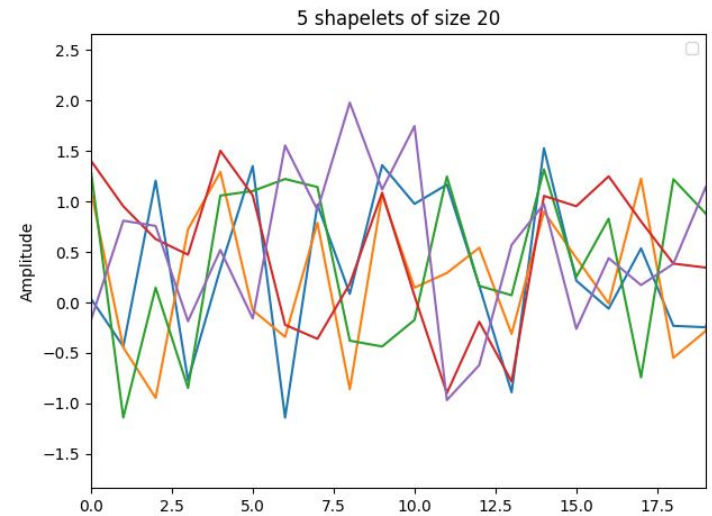


Figure 25: Top 5 Shapelets

# Deep Learning Approach: CNN

## 1D Convolutional Network

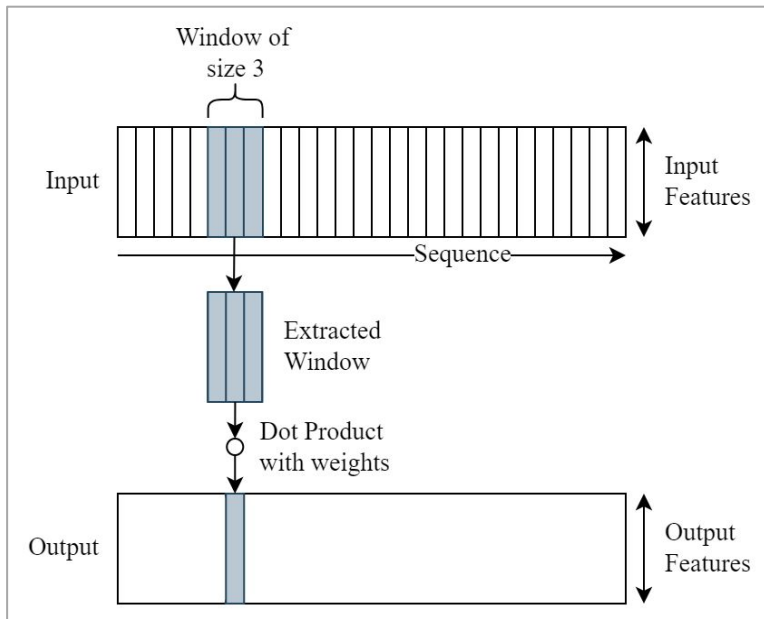


Figure 26: 1D Convolutional Neural Network

## Summary of CNN Model

No	Layer Type	Kernel Size	Strides	Number of Filters/Units	Activation Function
1	Conv1D	3	1	64	relu
2	Batch Normalization	-	-	-	-
3	MaxPooling1D	2	2	-	-
4	Conv1D	3	1	128	relu
5	Batch Normalization	-	-	-	-
6	MaxPooling1D	2	2	-	-
7	Flatten	-	-	-	-
8	Dense	-	-	100	relu
9	Dropout	-	-	-	0.5
10	Dense	-	-	4	softmax

Table 1: Summary of CNN model



# Deep Learning Approach: LSTM

## What is LSTM?

- ❑ LSTM (Long Short-Term Memory)
- ❑ A type of recurrent neural network (RNN)
- ❑ RNNs tend to lose information over time
- ❑ LSTM can remember information for long periods
- ❑ Designed to classify sequential data
- ❑ Particularly suited for time series data

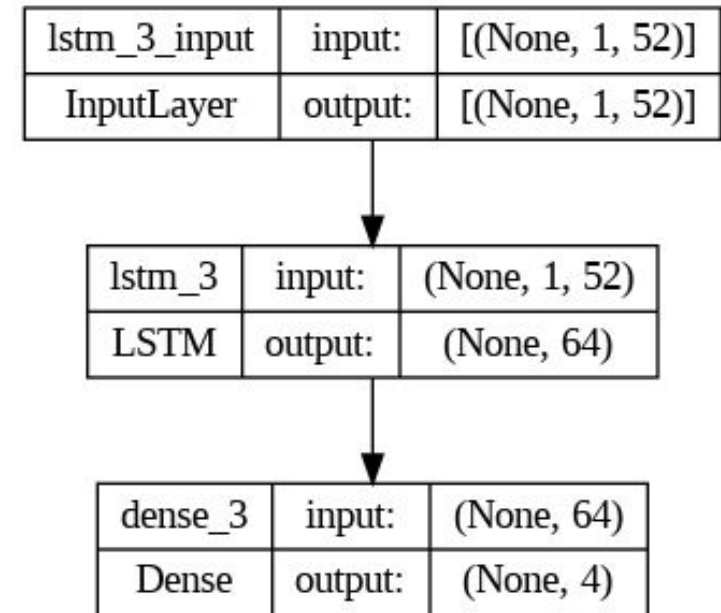


Figure 27: LSTM model architecture

# Experimental Evaluation: Ensemble Learning Methods

Table 2: Performance of different Ensemble models

Model	Accuracy	Precision	Recall	F1_Score
Light-GBM	67.9%	68.0%	67.9%	67.8%
XGBoost	68.7%	68.9%	68.7%	68.6%
Random Forest	80.5%	80.6%	80.5%	80.4%
Voting Classifier	75.5%	75.7%	75.5%	75.4%

Class vs Accuracy Rate for Machine Learning Model

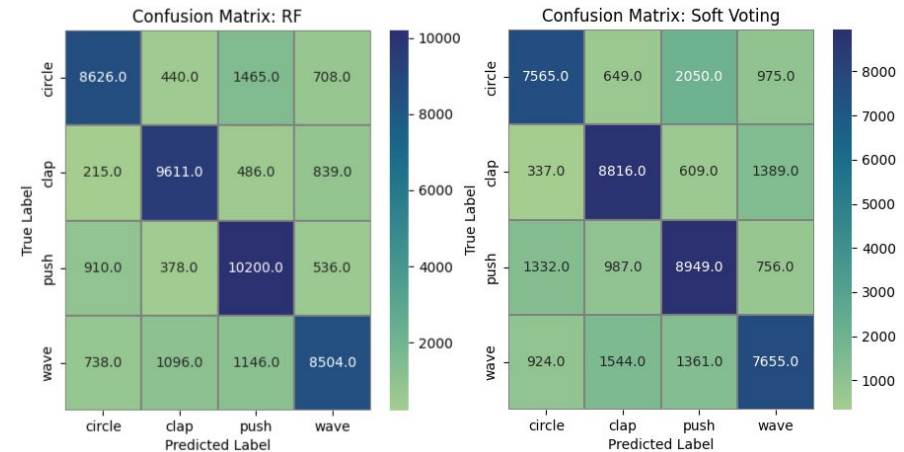
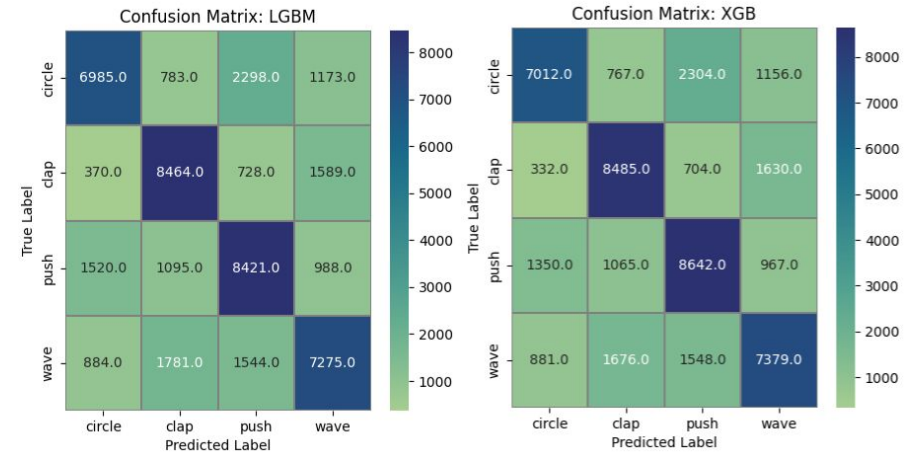
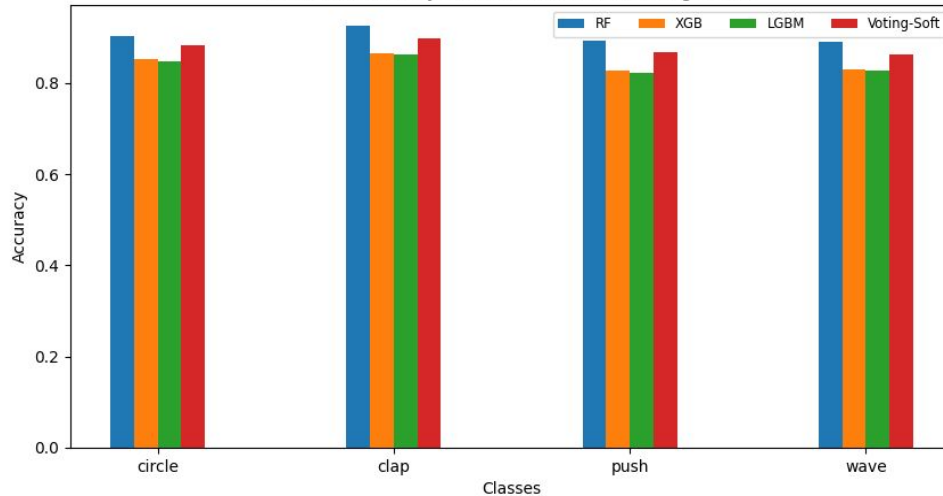


Figure 24: Performance Measures for Ensemble Models



# Experimental Evaluation: Shapelet Learning Model

Table 3: Performance of Shapelet Learning model

Model	Accuracy	Precision	Recall	F1_Score
Learning Shapelet	74.5%	77.7%	74.5%	74.0%

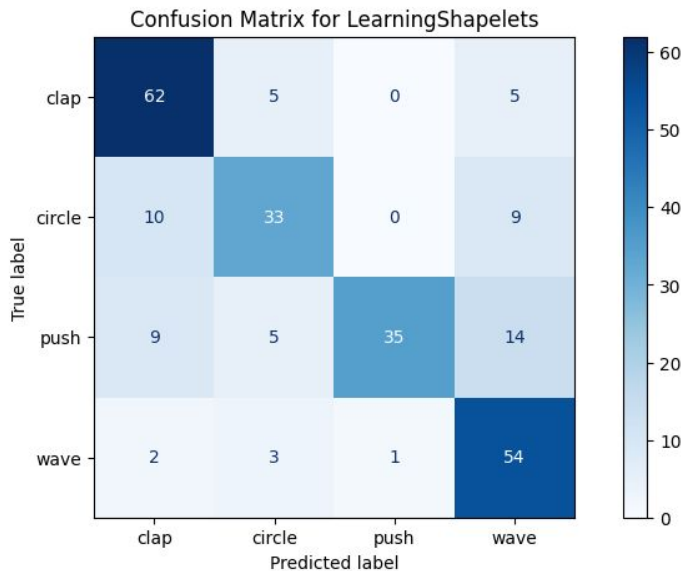


Figure 22: Performance of Shapelet Learning Model

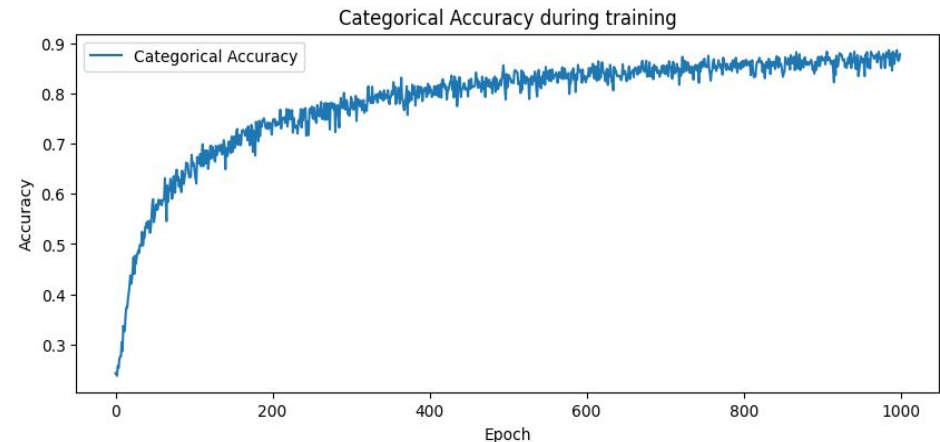
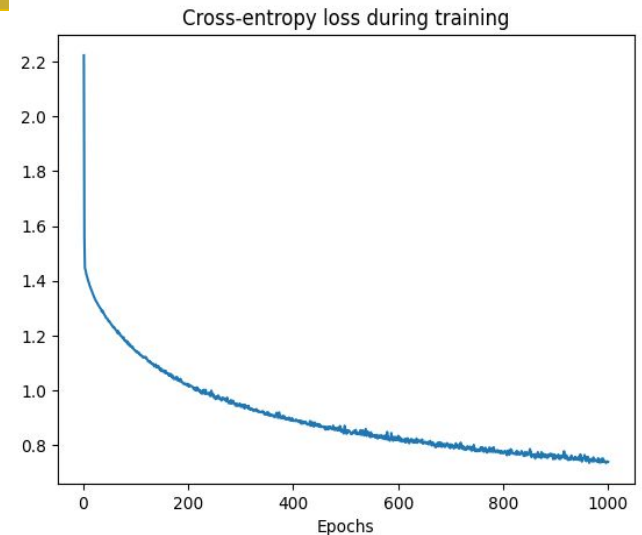


Figure 23: Evaluation of Loss & Accuracy during Training





# Experimental Evaluation: CNN Model

Table 3: Performance of CNN model

Feature	Accuracy	Precision	Recall	F1_Score
Amplitude	73.31%	73.71%	73.31%	73.51%
Phase	59.77%	62.84%	59.77%	61.27%
Amplitude & Phase	76.55%	77.48%	76.55%	77.01%
Weighted-Average	78.13%	78.69%	78.13%	78.41%

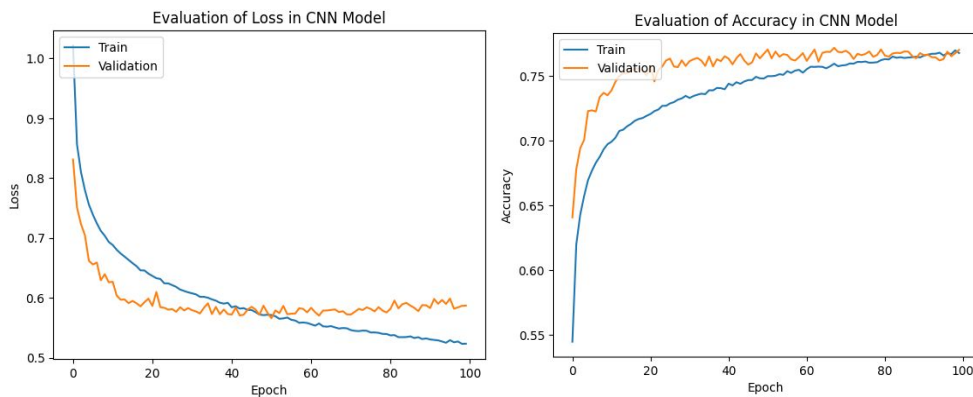


Figure 25: Evaluation of Loss & Accuracy during Training CNN model

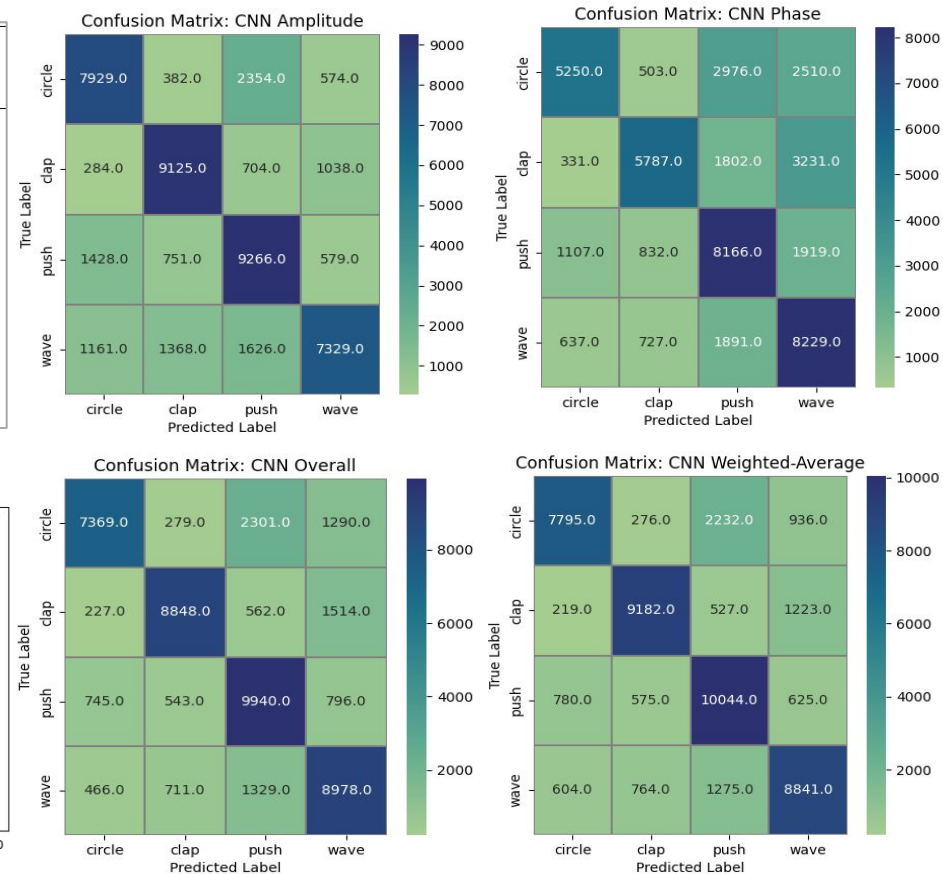


Figure 26: Performance of CNN Model with different features



# Experimental Evaluation: LSTM Model

Table 4: Performance of LSTM model

Class	Accuracy	Precision	Recall	F1_Score
LSTM	81.11%	81.10%	81.11%	81.11%

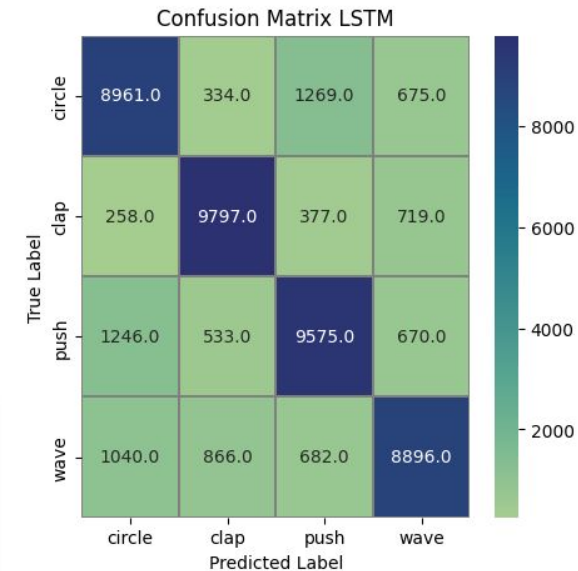


Figure 28: Performance  
of LSTM model

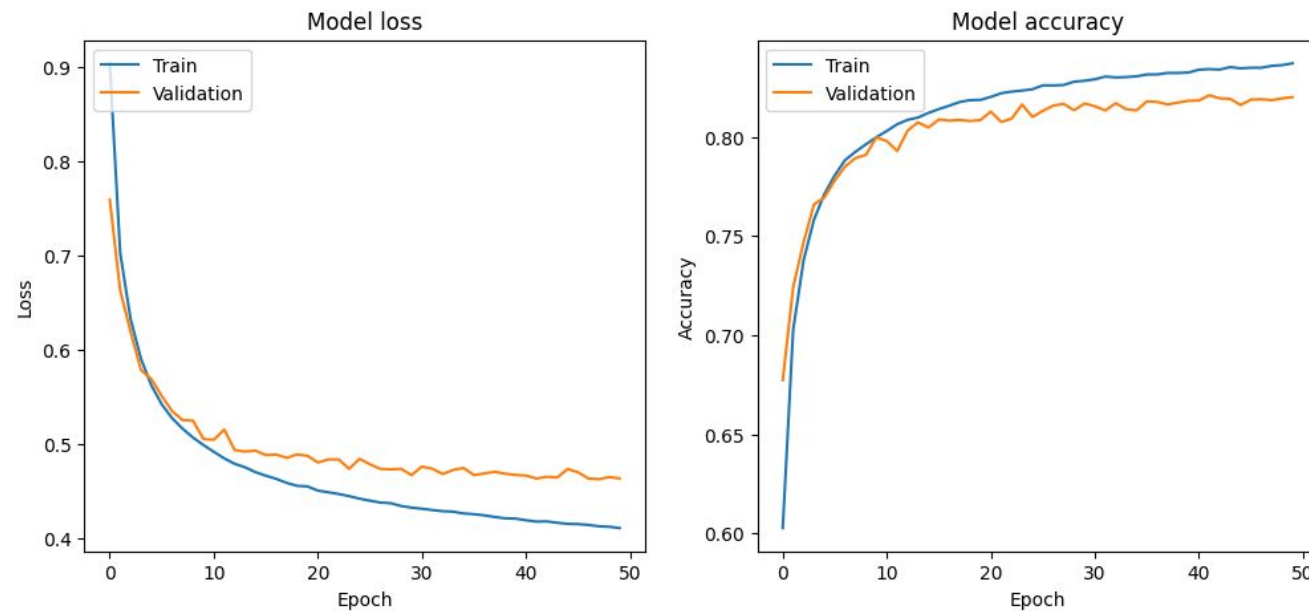


Figure 27: Evaluation of Loss and Accuracy during training



# Comparison Analysis:

## Comparison among ML models

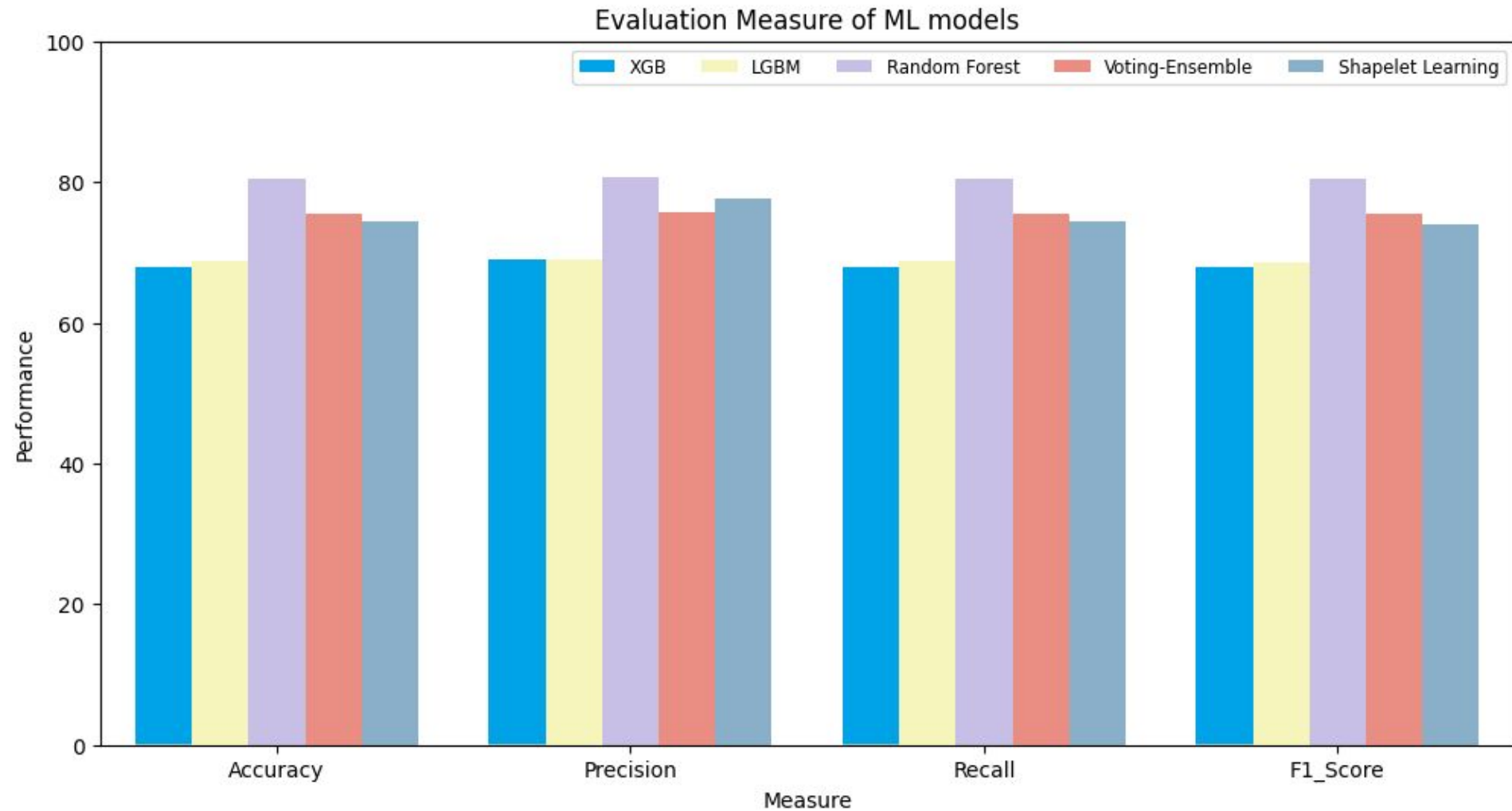


Figure 29: Comparison among ML models



# Comparison Analysis:

## Comparison among DL models

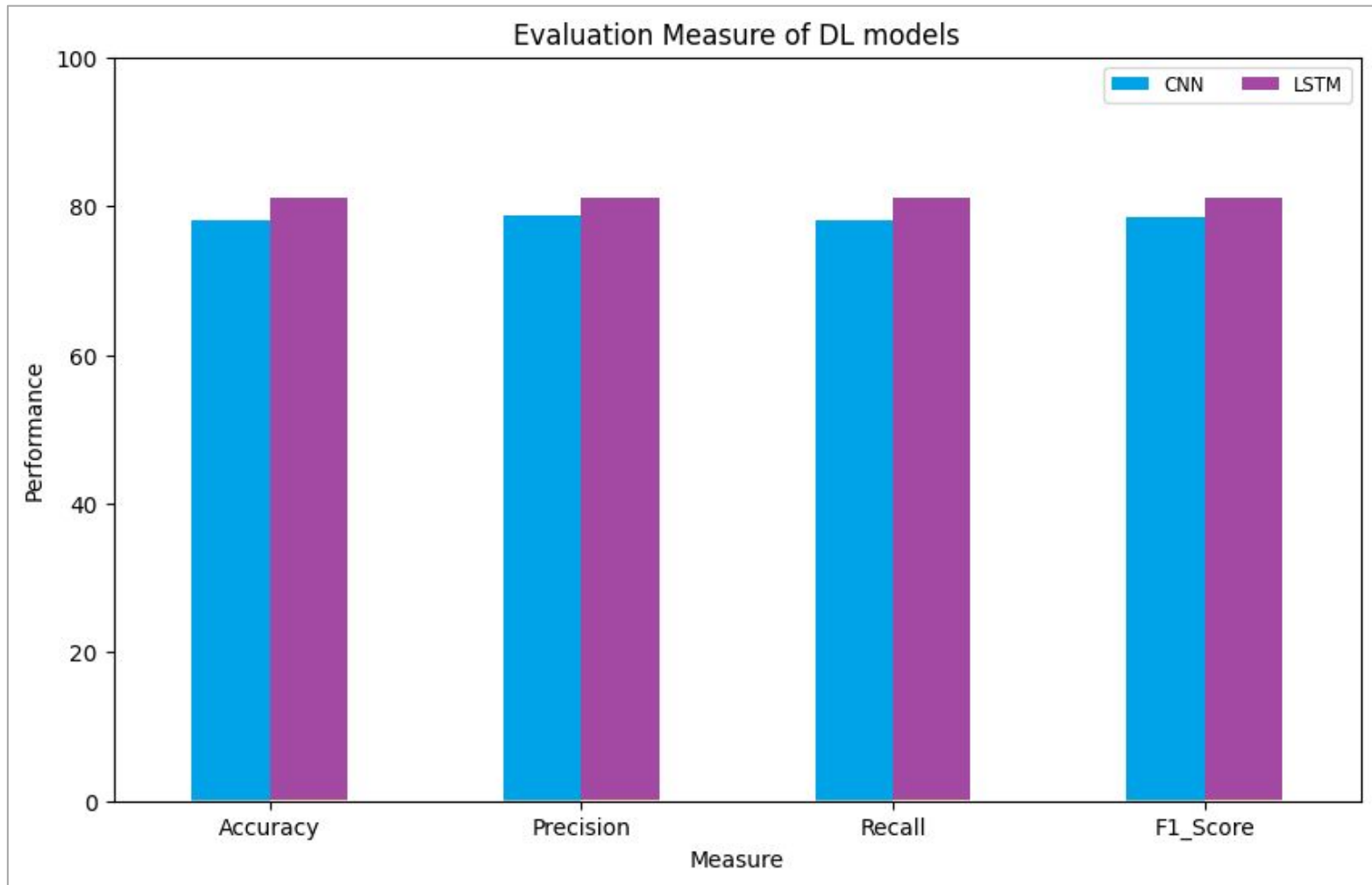


Figure 30: Comparison among DL models

# Comparison Analysis:

## Comparison between best ML & DL model

- ❑ Random Forest(80.5% accuracy)
- ❑ LSTM(81.11% accuracy)
- ❑ LSTM surpasses Random Forest with slightly better performance.

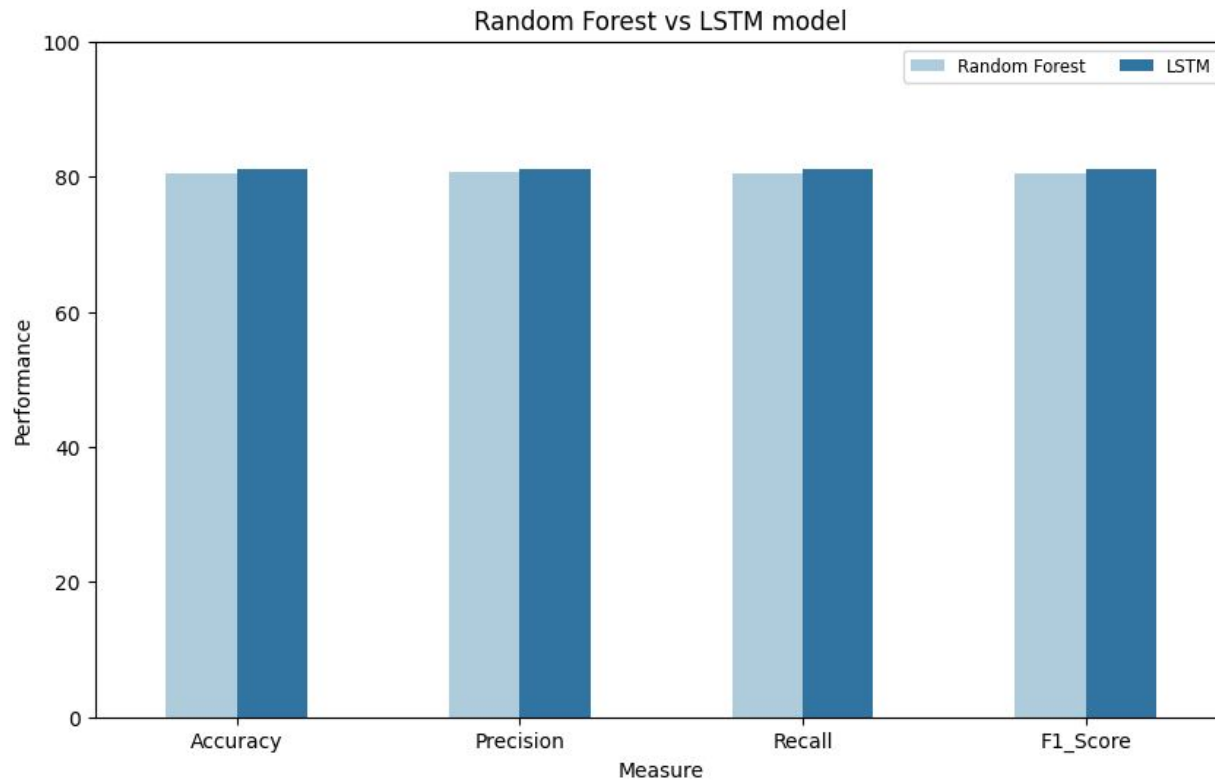


Figure 31: Comparison between Random forest and LSTM



# Comparison Analysis:

## Comparison Between Datasets

- Dataset with Fixed point data only predicts more accurately for all models.

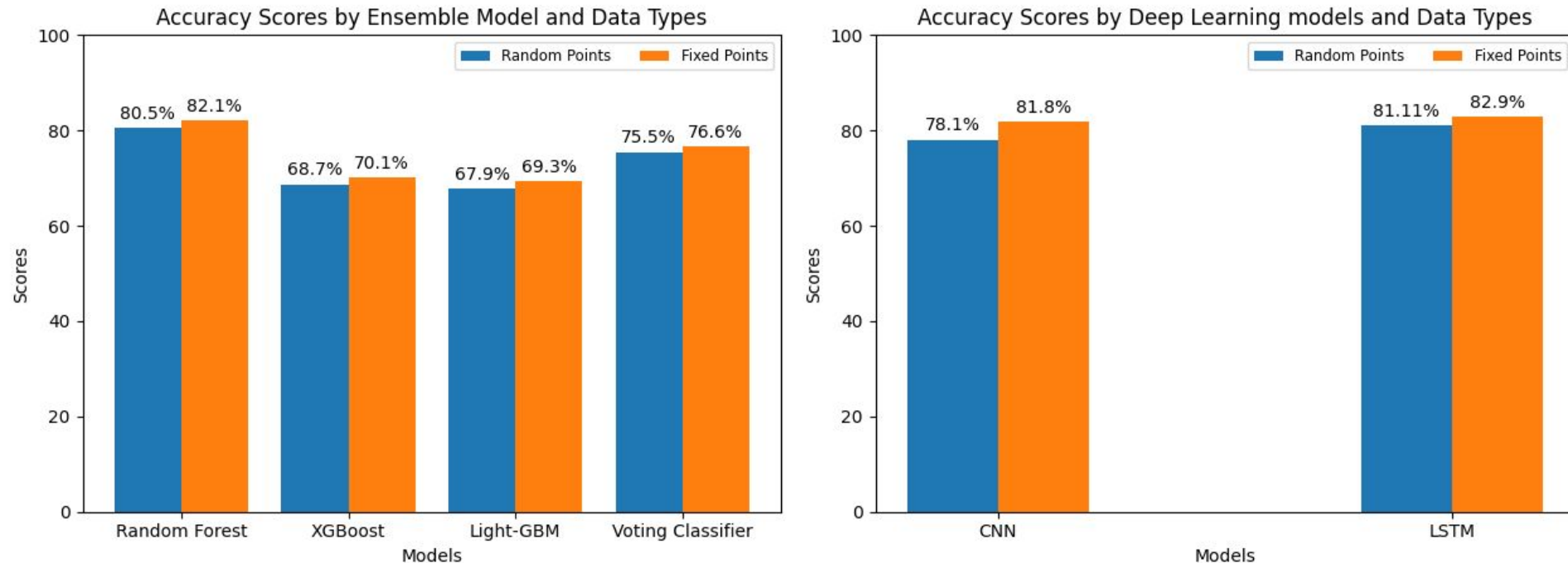


Figure 32: Comparison between models for dataset with Random points and Fixed points only

# Comparison Analysis:

## Comparison With Existing Work

Table 4: Existing Methods vs Proposed Method

Author	Year	Tool	Method	Accuracy
Ohara et al.[3]	2018	Intel 5300 NIC	HMM	67.8%
Hasmath et al.[2]	2021	Intel 5300 NIC	LSTM	78.0%
Yong et al.[4]	2022	802.11 based CSI tool	Meta-learning	79.5%
Marwa et al.[1]	2023	ESP32	Random Forest	72%
Proposed Work	-	ESP32	LSTM	81.11%



# Comparison Analysis:

## Comparison With Existing Work

- Our proposed model outperforms some other existing methods

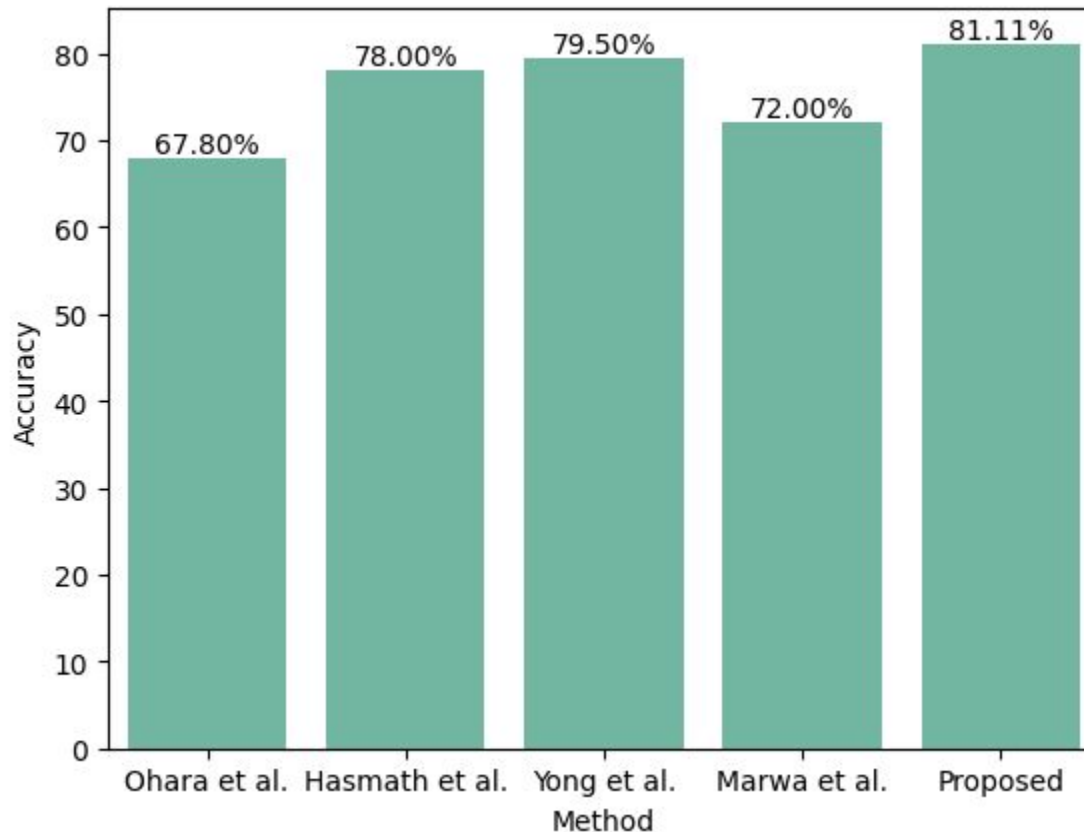


Figure 34: Comparison among existing vs proposed methods

# Conclusion

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- ❑ **CSI-based position-independent gesture recognition system**
- ❑ Best performance with LSTM model, using CSI amplitude data
- ❑ Applicable in operating smart home appliances at a low cost.



# Limitations

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- ❑ The system is trained & tested in a real-world environment, which might include some noise or disturbances.
- ❑ The system isn't yet designed to work effectively in rooms with many people, which could affect its accuracy.





# Future Work

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- ❑ Using more ESP32 microcontrollers for data collection.
- ❑ Gathering data with more people around to make the system more practical.
- ❑ Focusing more on the phase data and combined datasets.
- ❑ Applying advanced deep learning methods.



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**THANK YOU!**  
**Any Questions?**

