How to Use a Model for Inference



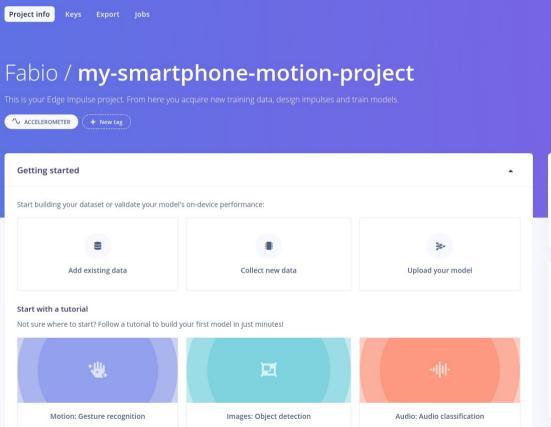
- Dashboard
- Devices
- Data acquisition
- √ Impulse design
 - Create impulse
 - Spectral features
 - Classifier
- EON Tuner
- 24 Retrain model
- Live classification
- Model testing
- Versioning
- Deployment

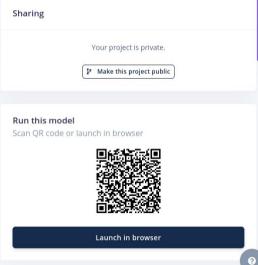
GETTING STARTED



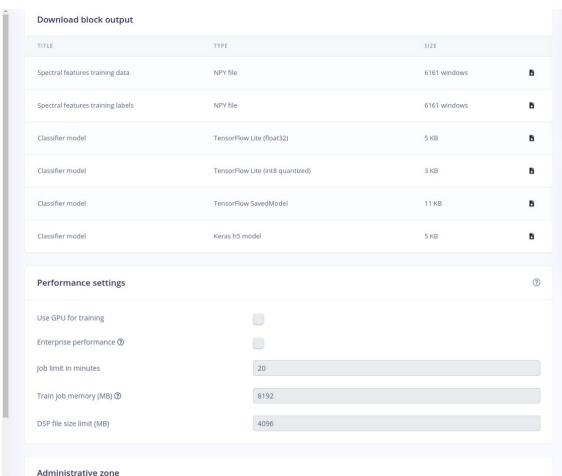
Get access to high job limits and training on GPUs.

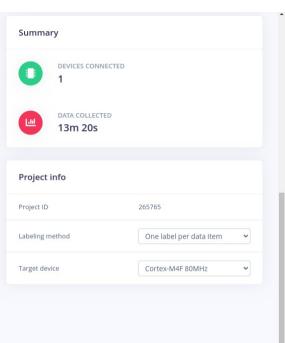
Start free tria

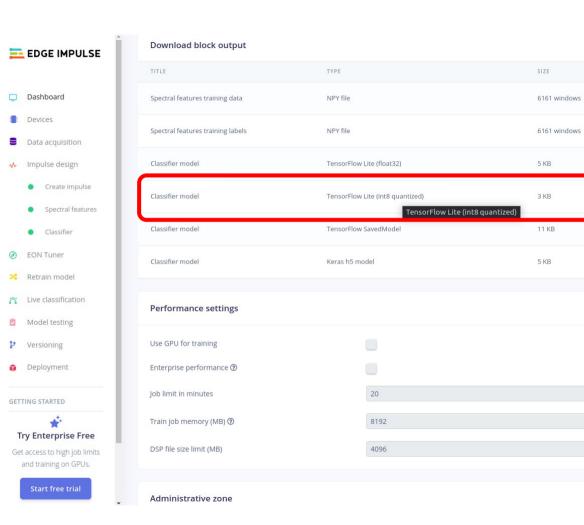


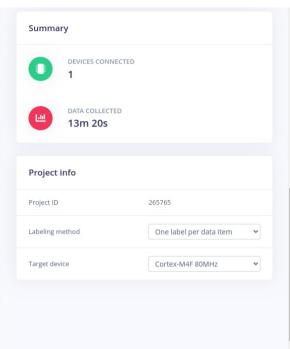


EDGE IMPULSE Dashboard Devices Data acquisition √ Impulse design Create impulse Spectral features Classifier EON Tuner 24 Retrain model Live classification Model testing Versioning Deployment GETTING STARTED Try Enterprise Free Get access to high job limits and training on GPUs.







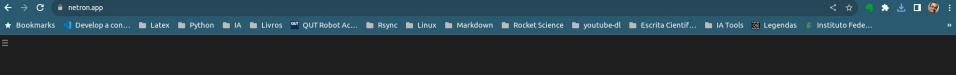


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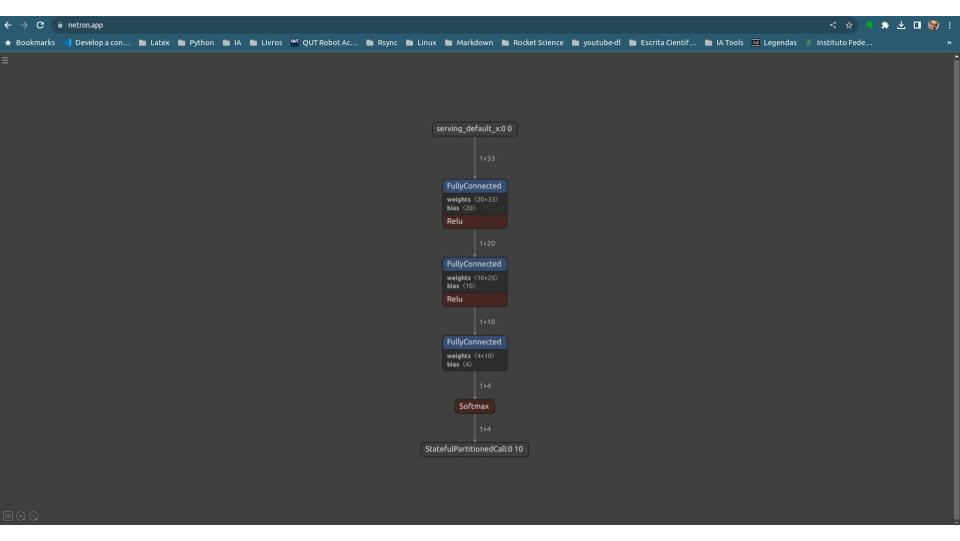
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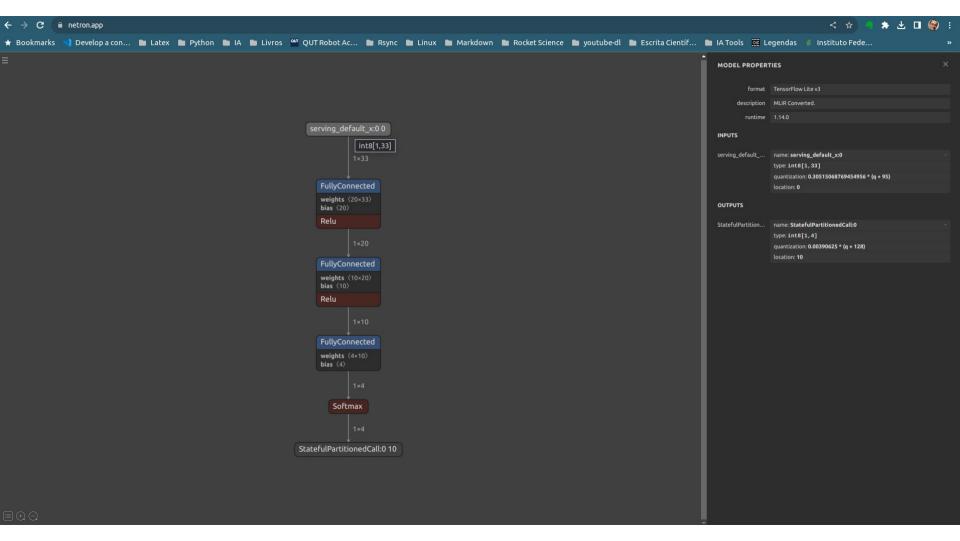
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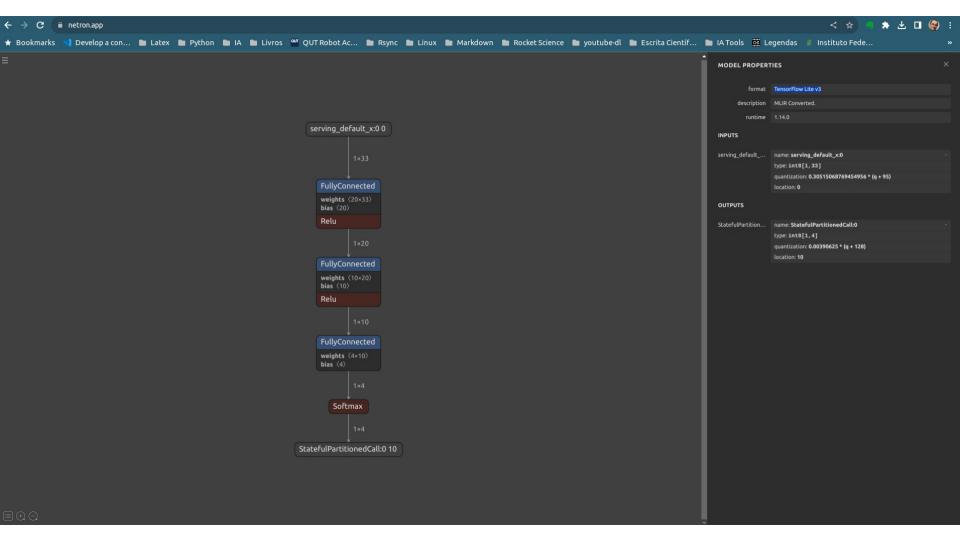
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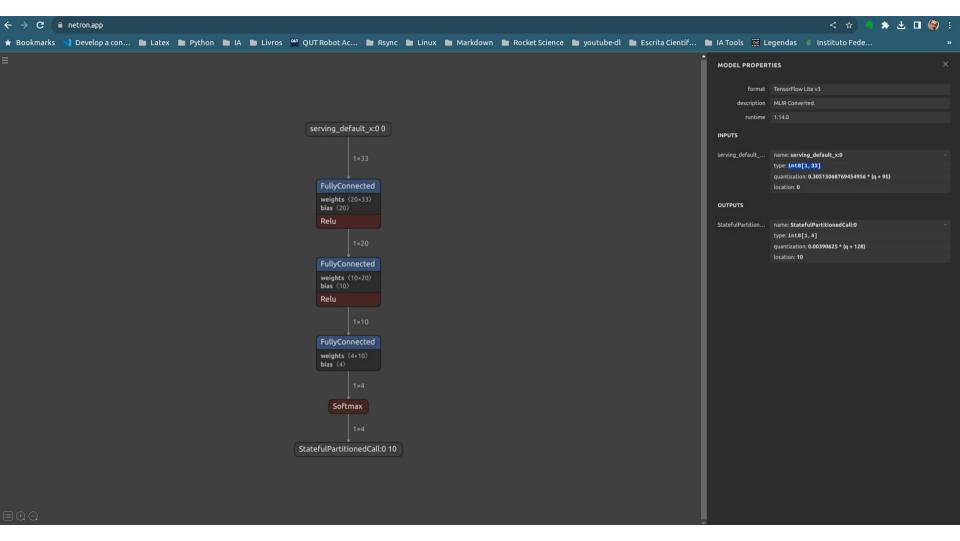


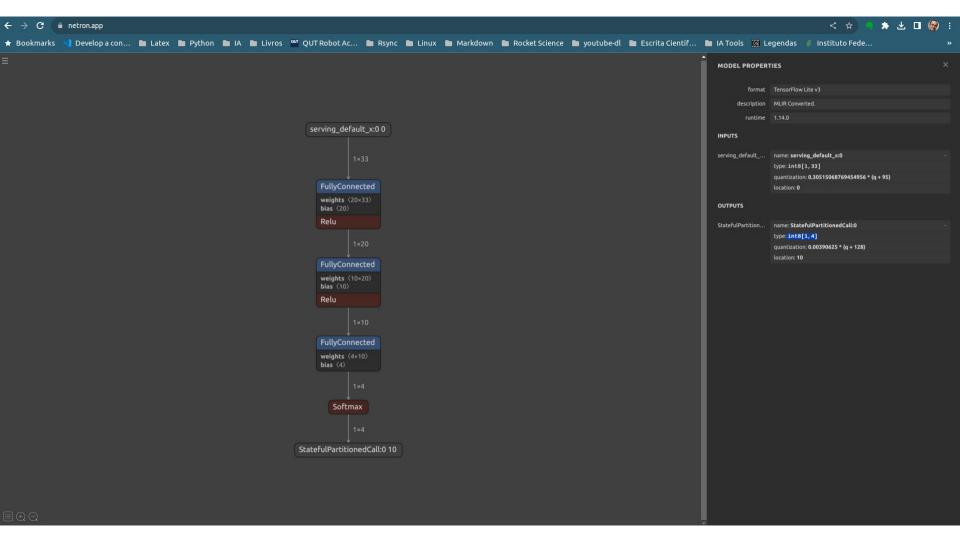


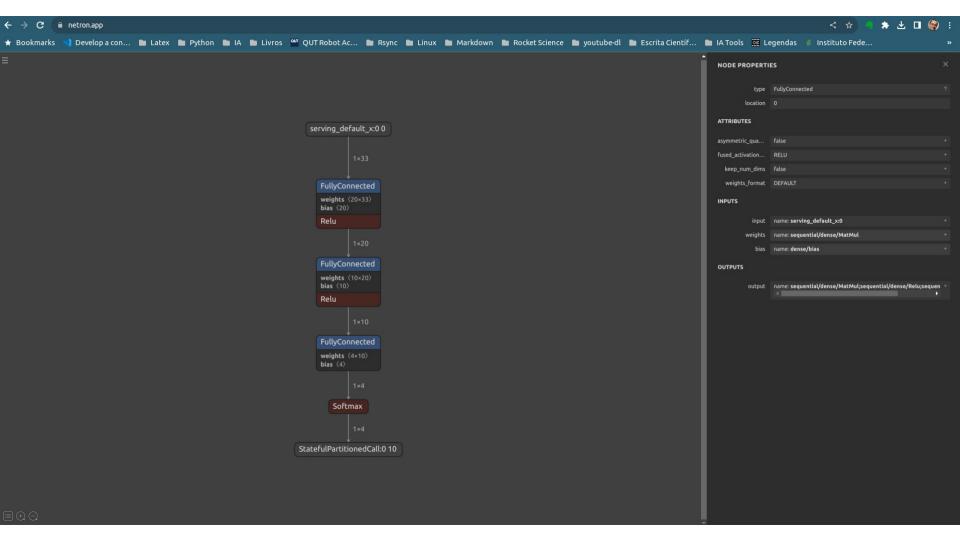




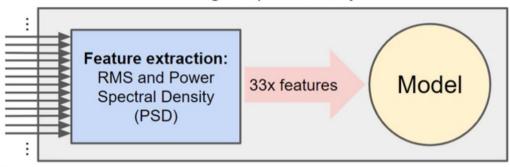






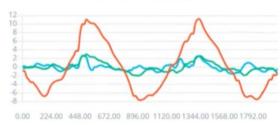


Edge Impulse library



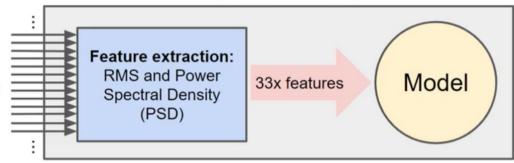
375 raw values

Sample accelerometer for 2 seconds



62.5 Hz sampling for 2 seconds with 3 axes = 375 values

Edge Impulse library



375 raw values

Sample accelerometer Edge Impulse library for 2 seconds Feature extraction: RMS and Power Model 33x features Spectral Density (PSD) 224.00 448.00 672.00 896.00 1120.00 1344.00 1568.00 1792.00 62.5 Hz sampling for 2 seconds 375 raw

values

with 3 axes = 375 values

➤ P(left-right)

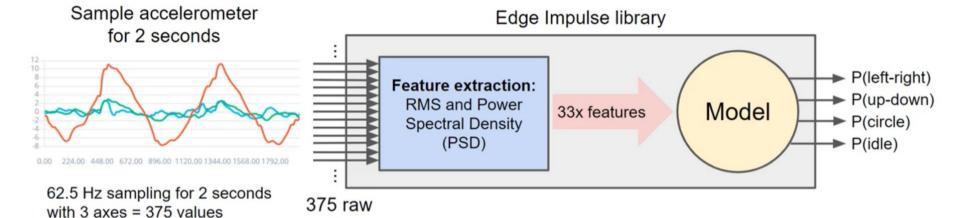
► P(up-down)

➤ P(circle)

► P(idle)

$$P(left-right) = 0.9143$$

 $P(up-down) = 0.0032$
 $P(circle) = 0.0581$
 $P(idle) = 0.0244$



values

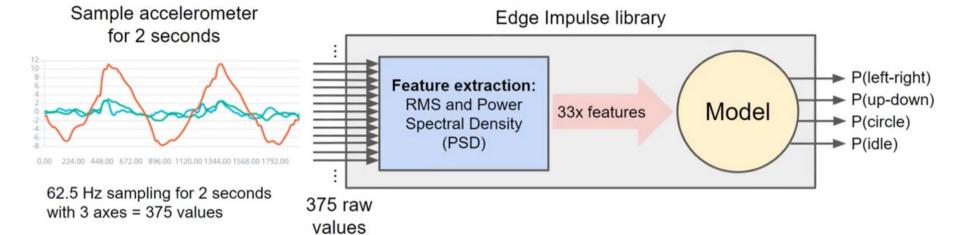
```
if (p_left_right > 0.5) {
     // Do stuff
}
```

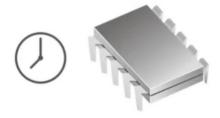
```
if (p_left_right > 0.5) {
     // Do stuff
}
```

if (p_up_down > 0.5) {

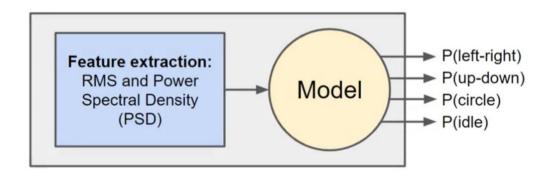
// Do some things

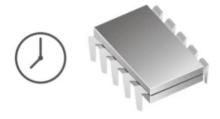
```
if (p_left_right > 0.5) {
   // Do stuff
if (p_up_down > 0.5) {
   // Do some things
if (p_circle > 0.8) {
   // And now for something completely different
```



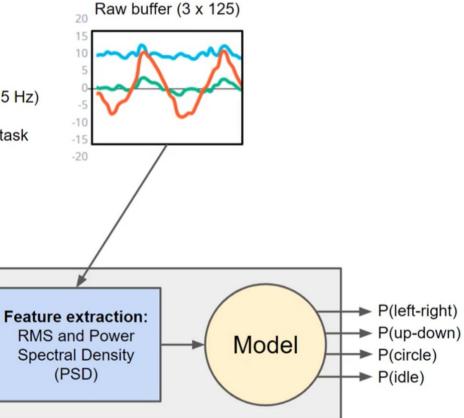


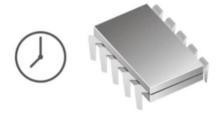
- Timer interrupt
- Real-time operating system (RTOS) task
- Direct memory access (DMA)



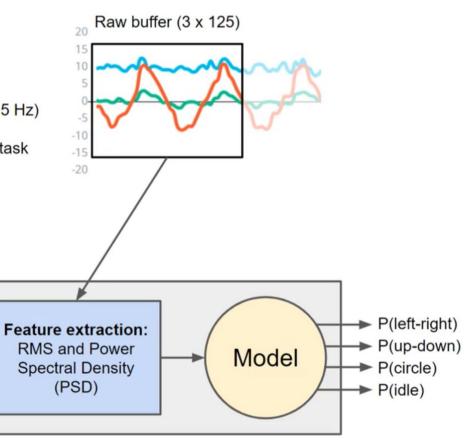


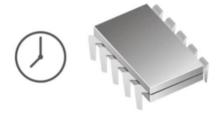
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