

# ActiveHARNet: Towards On-Device Deep Bayesian Active Learning for Human Activity Recognition

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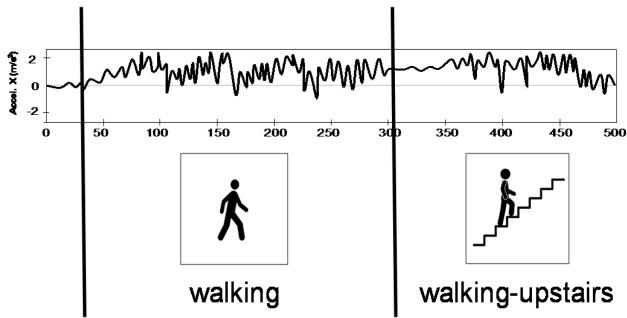


# WEARABLE/ MOBI-QUITOUS COMPUTING

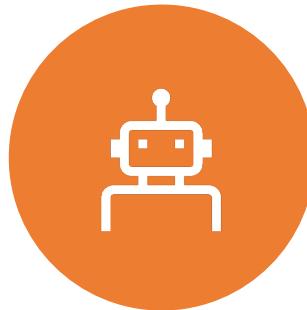
- Expansive growth of usage of mobile phones, smartwatches across various users.
- Significant research in the field of ubiquitous & wearable computing.
- Data from sensors embedded in wearables conveniently provide a way to extract contextual, behavioural information of users.

Applications particularly gaining importance in fields such as health-care and fitness tracking are

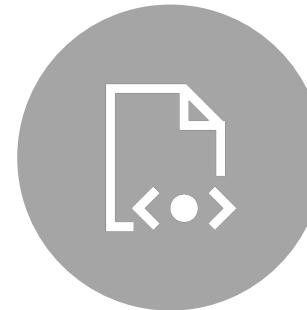
- Human Activity Recognition (HAR)
- Fall Detection



# DEEP LEARNING FOR HAR



ALLEViates THE PROBLEM  
OF CRAFTING SHALLOW  
HAND-PICKED FEATURES



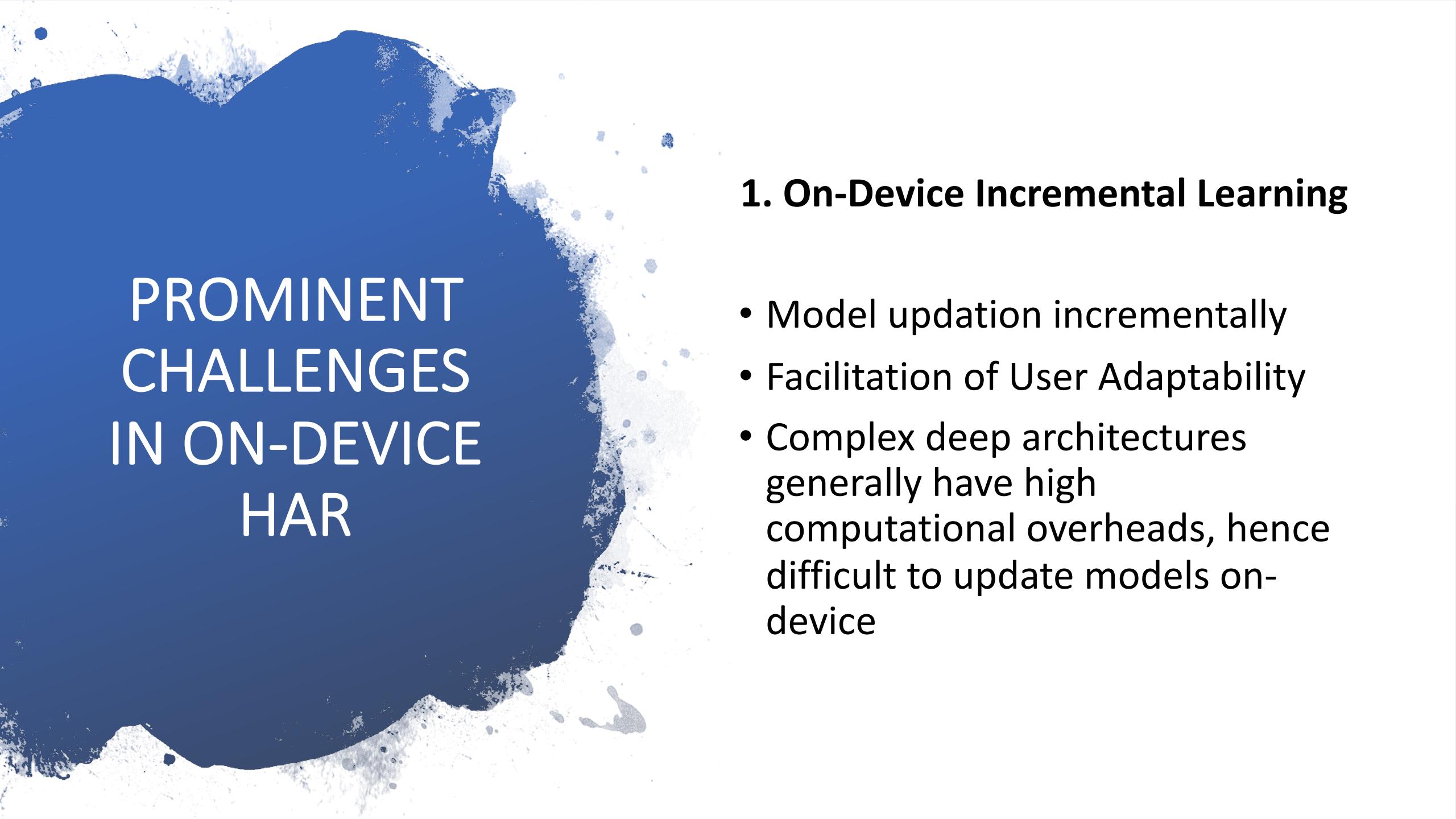
AUTOMATICALLY EXTRACTS  
DISCRIMINATIVE FEATURES



DOES NOT REQUIRE  
EXTENSIVE DOMAIN  
KNOWLEDGE



ENHANCES SCALABILITY  
AND GENERALIZABILITY



# PROMINENT CHALLENGES IN ON-DEVICE HAR

## 1. On-Device Incremental Learning

- Model updation incrementally
- Facilitation of User Adaptability
- Complex deep architectures generally have high computational overheads, hence difficult to update models on-device



# PROMINENT CHALLENGES IN ON-DEVICE HAR

## 2. Label Acquisition during Incremental Learning

- Real-time acquisition of labels (ground truthing) is hard
- Labelling load on oracle (user) needs to be reduced



# GOALS OF OUR PROPOSED SYSTEM

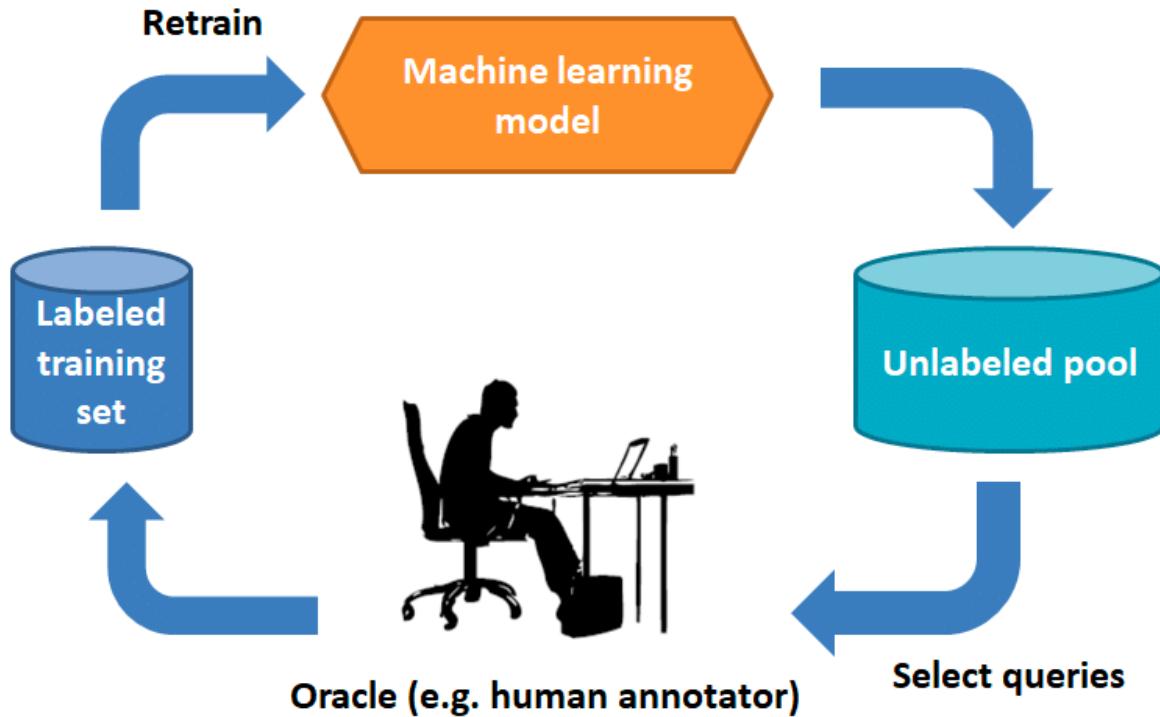
- A generic HAR model which handles **Incremental Learning** on wearables, and is **resource-friendly**
- **Active Learning**, which queries the oracle only necessary (most-informative) labels on-device
- Facilitate **User Adaptability**
- Test the generalizing Incremental Active Learning capabilities on **HAR** and **Fall Detection** tasks



# GOALS OF OUR PROPOSED SYSTEM

But,  
Why Active Learning?

- A generic HAR model which handles **Incremental Learning** on wearables, and is **resource-friendly**
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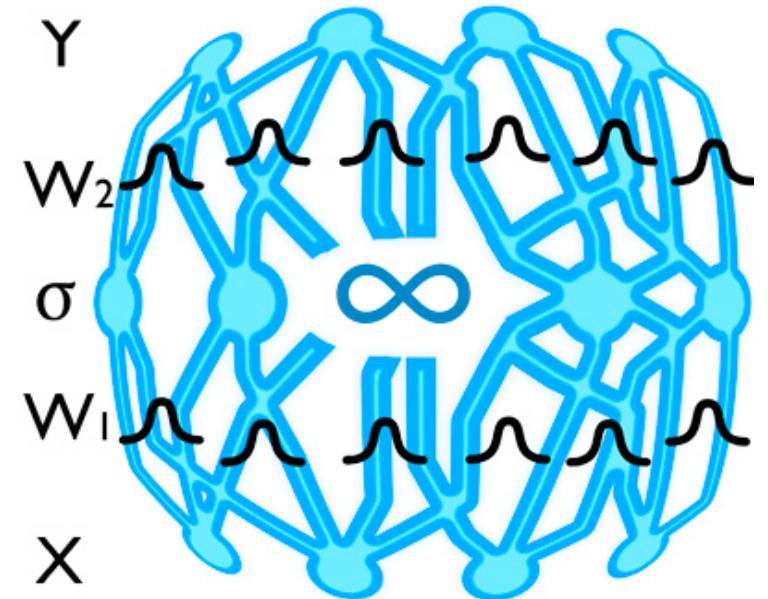


- A big challenge in many applications is obtaining labelled data.
- Active Learning (AL), over unsupervised techniques, is used predominantly to substantiate the confidence on the queried data points.
- Instead of labelling hundreds of activities, an ideal system should query few labels in each activity.

## ACTIVE LEARNING

# BAYESIAN NEURAL NETS (BNNs)

- Offer a probabilistic interpretation to deep learning models.
- Incorporate Gaussian prior (probability distributions  $p(\omega)$ ) over our model parameters  $\omega$ .
- Can possess and model uncertainty information.



Picture taken from Prof. Yarin Gal's blog

# MODELING UNCERTAINTIES USING DROPOUT

- **Dropout** - a stochastic regularization technique can perform approximate inference over a deep Gaussian process
- Learns the model posterior uncertainties **without high computational complexities** over few stochastic iterations at both train/test times
- Termed Monte-Carlo Dropout (**MC-Dropout**)
- Equivalent to performing Variational Inference
- $p(y^* | x^*, D_{\text{train}}) = \int p(y^* | x^*, \omega) p(\omega | D_{\text{train}}) d\omega$

Dropout as a Bayesian Approximation: Representing Model Uncertainty in Deep Learning, ICML '16

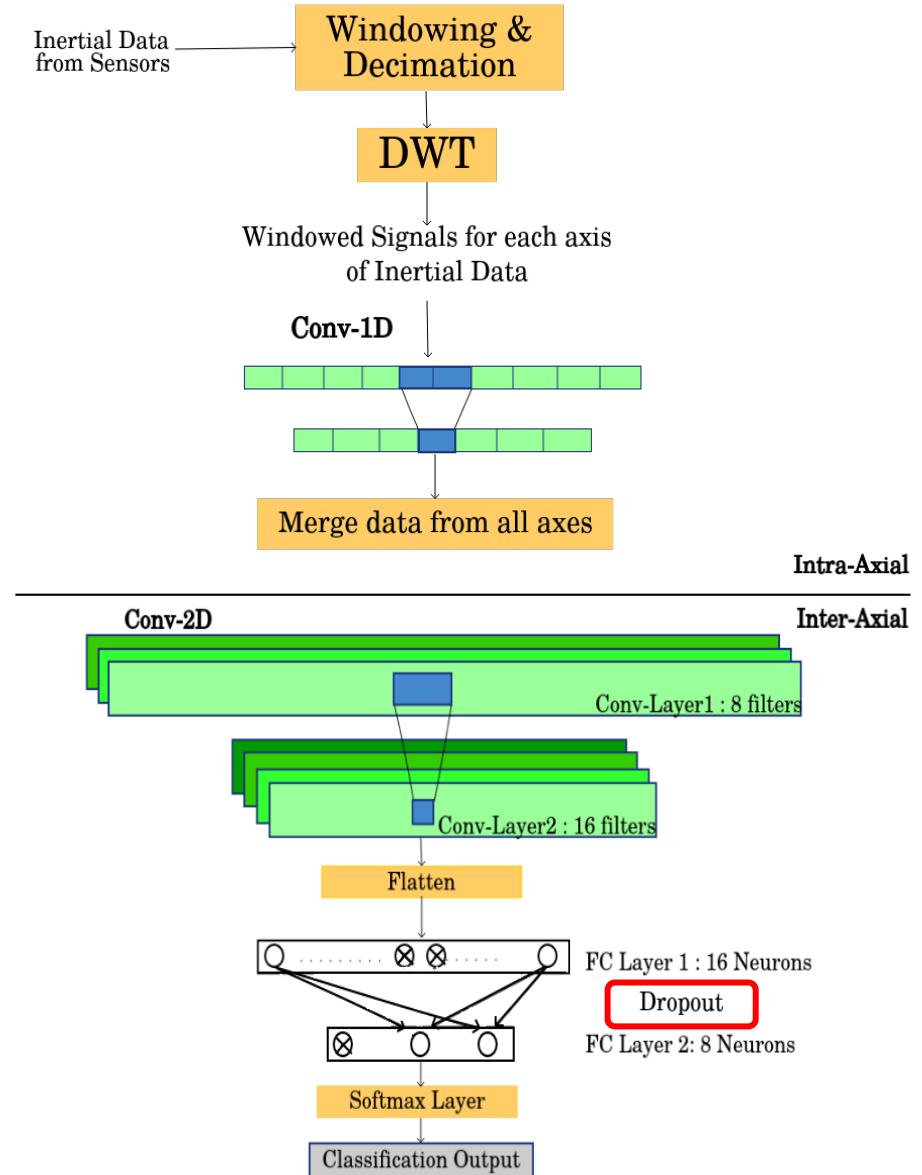
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Posterior

Dropout as a Bayesian Approximation: Representing Model Uncertainty in Deep Learning, ICML '16

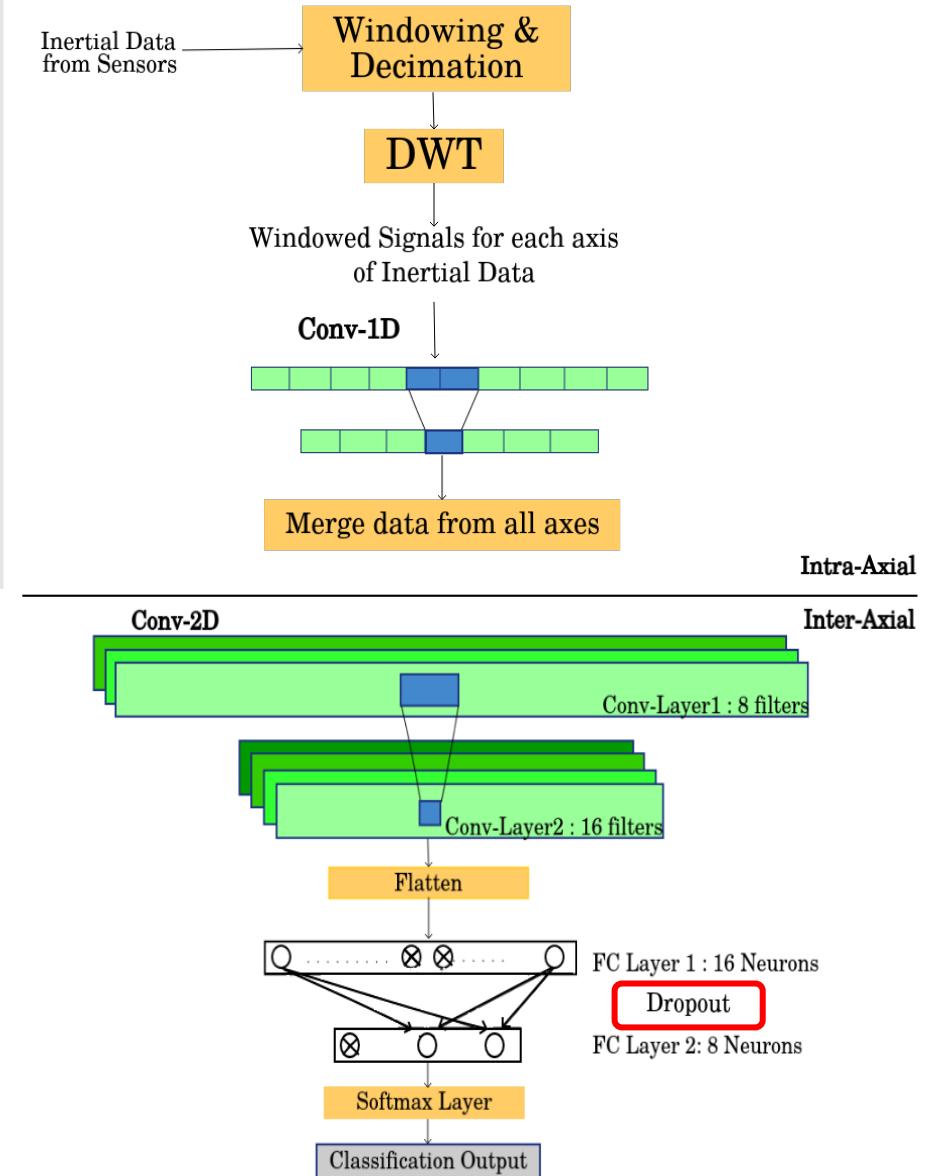
# *Bayesian HARNet Architecture*

- Utilize **HARNet** architecture, and treat it as a Bayesian Neural Net (with Dropout).
- Intra-Axial and Inter-Axial dependencies exploited using stacked Conv-1D and Conv-2D architectures.
- Pre-processing techniques – Windowing, Decimation (down-sampling) and Discrete Wavelet Transform (DWT).
- Conv-1D to extract characteristics within each axis (X, Y, Z of accelerometer data).
- Conv-2D to capture interactions between data from three axes, thereby learning discriminative features across spatial dimensions.

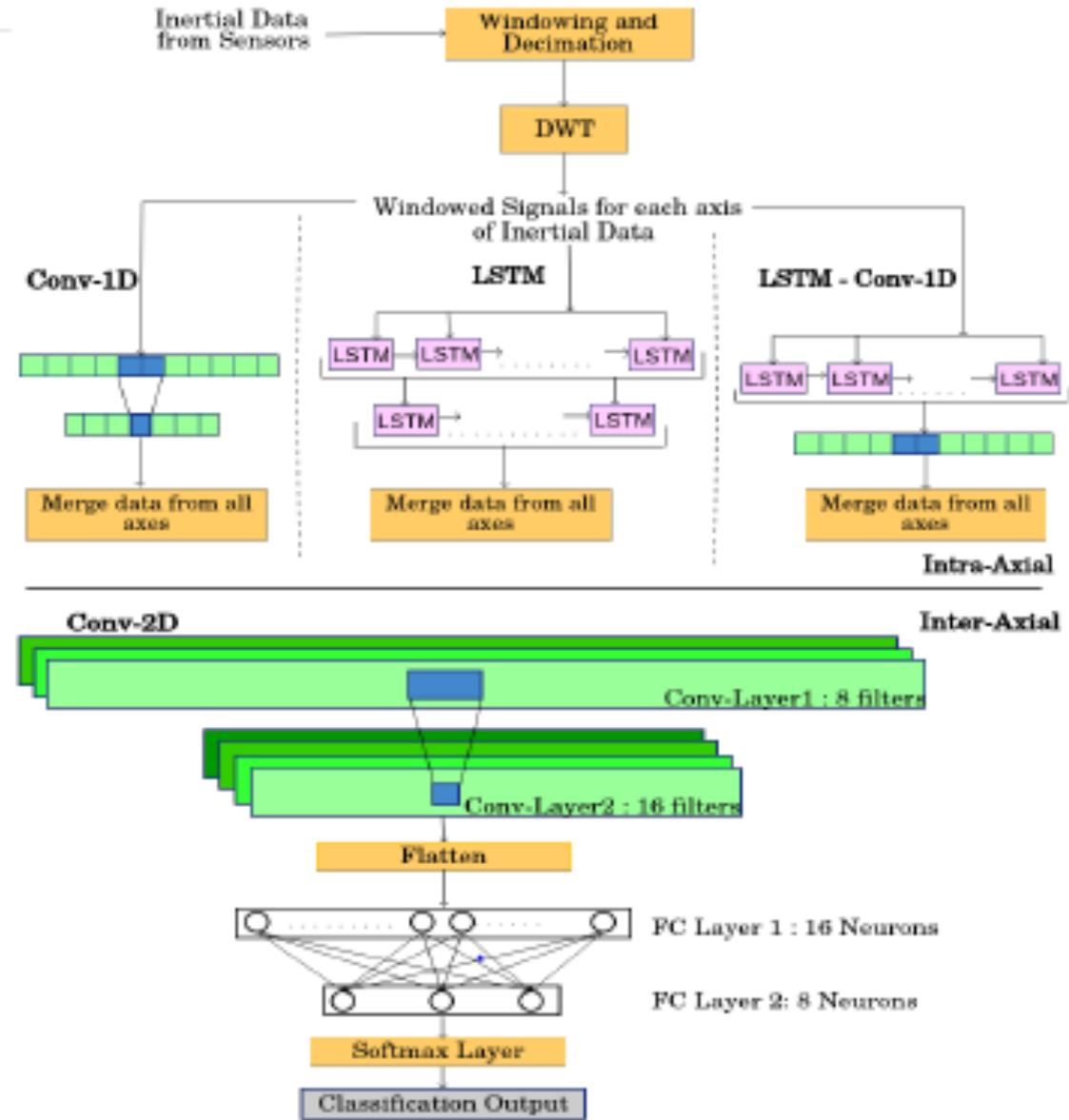


# *Bayesian HARNet Architecture*

- Two stacked Conv-1D layers with 8 & 16 filters each size 2, BatchNorm, Max-Pool size 2 (Intra-axial)
- Two stacked Conv-2D layers with 8 & 16 filters each size 3x3, BatchNorm, Max-Pool size 3x2 (Inter-axial)
- Two Fully-Connected Layers with 16 & 8 neurons each and ReLU activations.
- Dropout drop probability of 0.3.
- Softmax Layer to estimate probability scores
- Categorical cross-entropy loss with Adam Optimizer



# HARNet ARCHITECTURE



HARNet: Towards On-Device Incremental Learning using Deep Ensembles on Constrained Devices, EMDL '18

# ACQUISITION FUNCTIONS

- Uncertainty measures from Bayesian HARNet need to be quantified
- Arriving at most efficient set of data points (select k from n) to query from  $D_{pool}$

# ACQUISITION FUNCTIONS

- *Max Entropy*: Maximize predictive entropy  
$$H[y|x, D_{\text{train}}] := - \sum_c p(y = c|x, D_{\text{train}}) \log p(y = c|x, D_{\text{train}})$$
- *BALD*: Maximise mutual information between predictions and model posterior  
$$I[y, \omega|x, D_{\text{train}}] = H[y|x, D_{\text{train}}] - E_{p(\omega|D_{\text{train}})} H[y|x, \omega]$$
- Maximise *Variation Ratios*:  
$$\text{variation-ratio}[x] := 1 - \max_y p(y|x, D_{\text{train}})$$
- *Random Acquisitions*: Select data points from pool uniformly at random.



# DATASETS USED

## ***Heterogeneous Human Activity Recognition (HHAR) Smartwatch Dataset***

*Smart Devices are Different: Assessing and Mitigating Mobile Sensing Heterogeneities for Activity Recognition, SenSys '15*

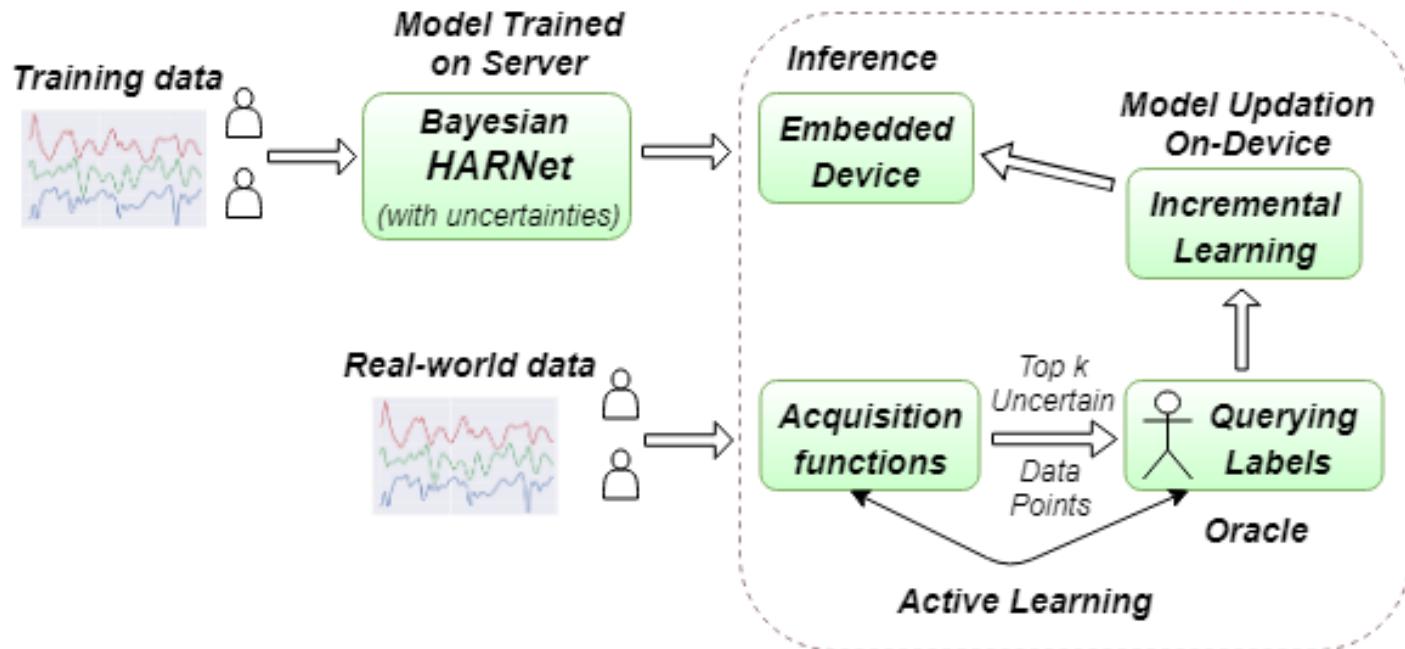
- Utilizing accelerometer data from different wearables - two LG G smartwatches and two Samsung Galaxy Gears across nine users performing six activities: Biking, Sitting, Standing, Walking, Stairs-Up, Stairs-Down in real-time heterogeneous conditions.

## ***Notch Wrist-worn Fall Detection Dataset***

*Smartfall: A smartwatch-based fall detection system using deep learning, Sensors '18*

- Uses wrist-worn accelerometer data from an off-the-shelf Notch sensor by seven volunteers across various age groups performing simulated falls and activities (activities are termed as not-falls)

# ActiveHARNet ARCHITECTURE



- User-Independent Incremental Active Learning is experimented on Raspberry Pi 2 (similar H/W, S/W with predominant contemporary wearables), with the trained model weights being stocked.
- The number of acquisition pool windows used for incremental active training can be governed by the acquisition adaptation factor  $\eta \in [0, 1]$ .

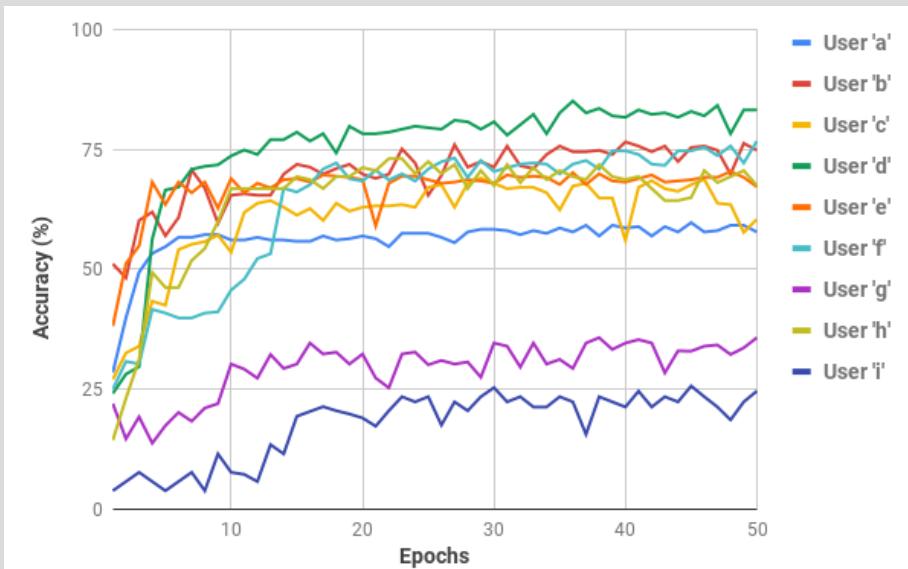
# BASELINE EFFICIENCIES using Bayesian HARNet

- A stratified k-fold *Leave-User-Out* (testing on previously unseen users) cross validation technique was used for evaluating User Adaptability.

*HHAR*

User 'd' – 84%; User 'g' – 36%; User 'i' - 25%

Average – 61%



*Notch*

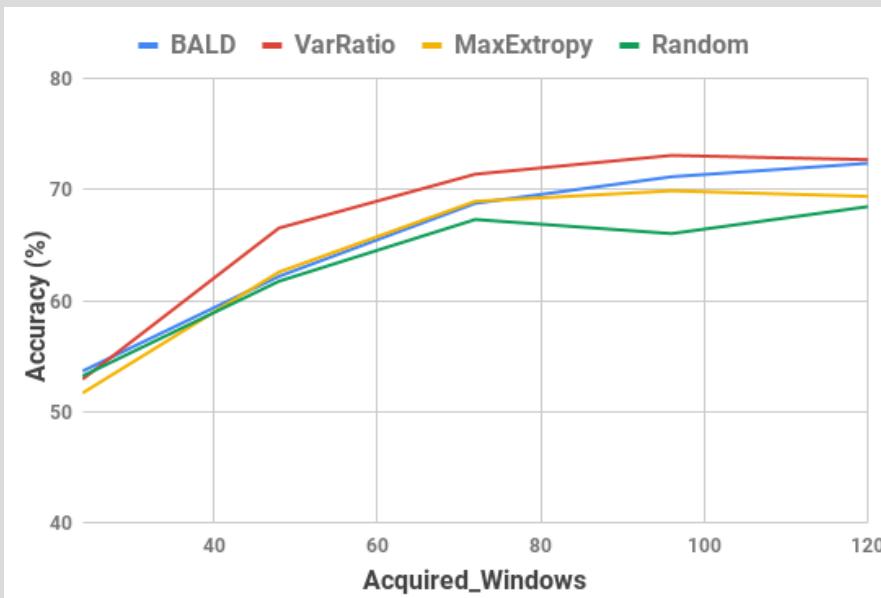
Average f1 – 0.927

f1-score used since fall is a very rare-class

	User 1	User 2	User 3	User 4	User 5	User 6	User 7
f1-score	0.9326	0.9214	0.9357	0.9372	0.9195	0.9229	0.9248
Accuracy	97.02	94.44	94.05	95.36	94.08	94.59	94.65

# ActiveHARNet on HHAR

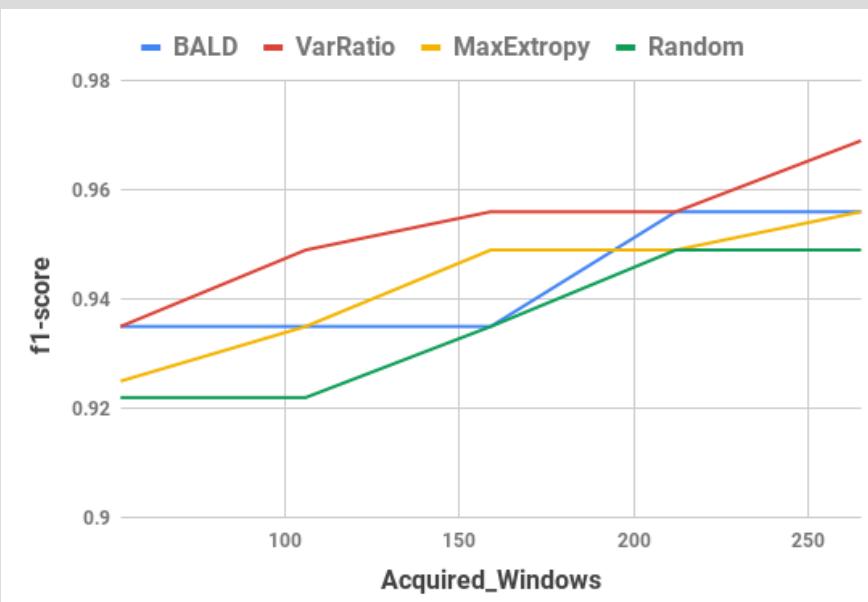
- Variation Ratios (VR) acquisition function performs the best. User ‘i’ (least performing) – accuracy increase from 25% - 70% with just ~60 pool points.
- ~49% ( $\eta=0.49$ ) of total 123 data points gives this 45% accuracy increase. With all 123 data points (100% -  $\eta=1.0$ ), gives 73% accuracy.
- All users: 61% ( $\eta=0$ ) to 86% ( $\eta=1$ ) for VR.  $\eta=0.4$  gives near-equal 85.87%.



$\eta$	User a	User b	User c	User d	User e	User f	User g	User h	User i	Avg.
0.0	57.83	74.86	60.5	83.79	67.25	76.77	35.78	67.5	24.66	61
0.2	83.52	89.76	75.7	91.95	81.53	79.79	73.39	78.75	52.92	78.59
0.4	89.15	91.72	80.85	92.3	85.05	84.57	76.23	81	66.53	83.05
0.6	91.55	92.18	82.26	93.26	87.92	86.96	77.15	83.5	71.38	85.13
0.8	92.64	93.24	82.28	93.56	87.52	88.07	78.58	82.6	73.07	85.73
1.0	92.72	93.16	85.06	93.64	89.95	87.96	76.23	81.375	72.69	85.87

# *ActiveHARNet* on Notch

- Variation Ratios (VR) acquisition function again performs the best here. User 5 (least performing) – f1-score increases from 0.92 - 0.96 with just 150 pool points ( $\eta=0.4$ ).
- With all 265 data points (100% -  $\eta=1.0$ ), gives 0.969 f1-score.
- All users: 0.928 ( $\eta=0$ ) to 0.943 ( $\eta=0.4$ ) and to 0.948 ( $\eta=0.6$ ) for VR.



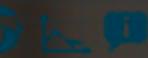
$\eta$	User 1	User 2	User 3	User 4	User 5	User 6	User 7	Avg.
0.0	0.932	0.921	0.936	0.937	0.92	0.923	0.925	0.928
0.2	0.938	0.924	0.945	0.947	0.935	0.932	0.925	0.935
0.4	0.943	0.929	0.961	0.952	0.949	0.932	0.932	0.943
0.6	0.949	0.929	0.965	0.952	0.956	0.945	0.936	0.948
0.8	0.943	0.937	0.968	0.965	0.956	0.953	0.942	0.952
1.0	0.952	0.937	0.965	0.956	0.969	0.945	0.936	0.951



## INCREMENTAL ACTIVE LEARNING

Process	HHAR	Notch
Inference time	14 ms	11 ms
Discrete Wavelet Transform	0.5 ms	0.39 ms
Decimation	3.4 ms	–
Time taken per epoch	1.8 sec	1.2 sec

- HHAR takes a model size of 315 kB, Notch takes 180kB.
- T=10 stochastic dropout iterations (1.4 sec per iteration) were used, hence total approx. of 14 seconds.
- Number of data points collected can be bounded based on **time** or count (**number of data points**) criterion.
- **Time** is proposed as a benchmark since oracle would only be able to remember recent trends of activities.
- Also, cannot expect users to keep performing activities within given time, hence count of data points is not recommended.



Contact  
Gautham Krishna Gudur

Let's chat!

THANK YOU!  
QUESTIONS?

