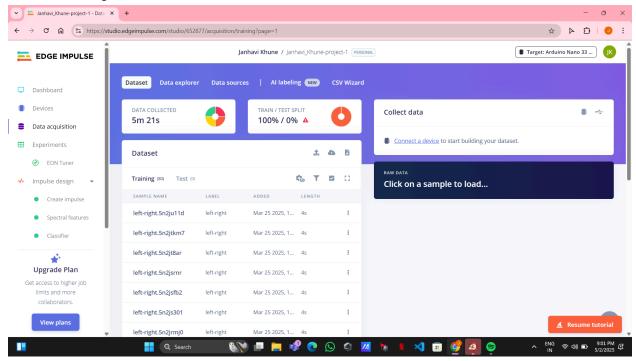
Name: Janhavi Avinash Khune

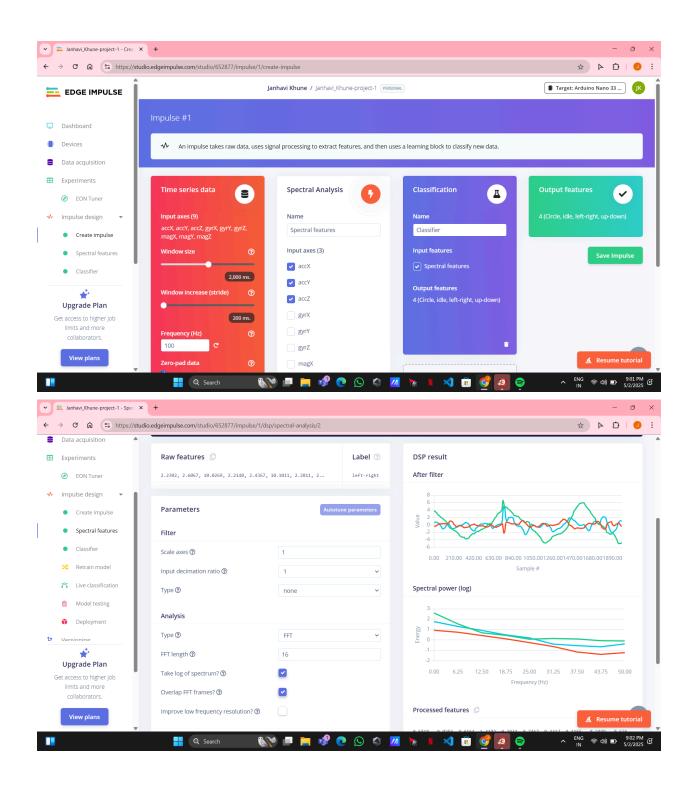
Class: TY-15 (AIEC-1) Roll no. 222S3862

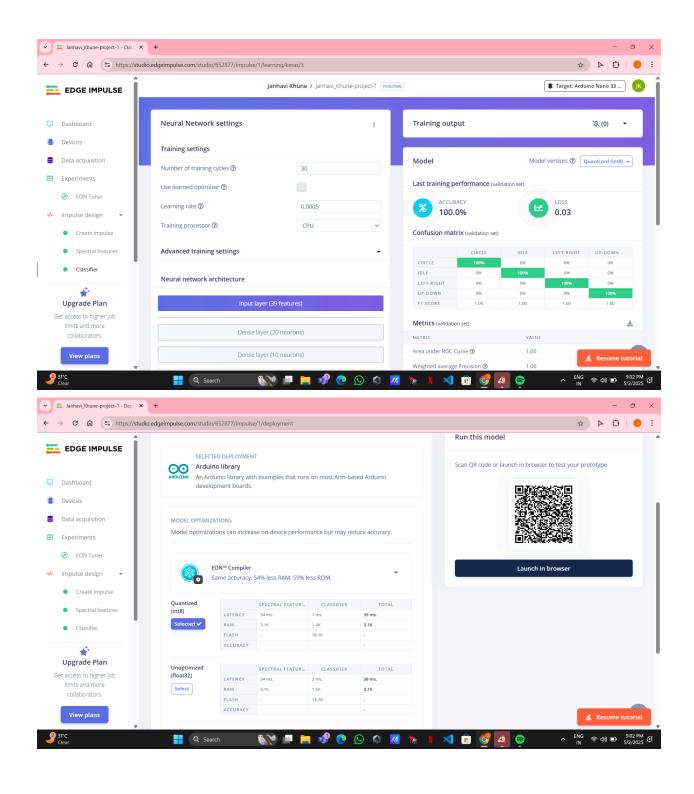
Subject: ECL

Experiment 7

Dataset training -







CODE:-

```
/* Edge Impulse ingestion SDK
* Copyright (c) 2022 EdgeImpulse Inc.
* Licensed under the Apache License, Version 2.0 (the "License");
* you may not use this file except in compliance with the License.
* You may obtain a copy of the License at
* http://www.apache.org/licenses/LICENSE-2.0
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/
/* Includes ----- */
#include <janhavi_khune-project-1.h>
#include <Arduino LSM9DS1.h> //Click here to get the library:
https://www.arduino.cc/reference/en/libraries/arduino_lsm9ds1/
/* Constant defines ----- */
#define CONVERT_G_TO_MS2 9.80665f
* When data is collected by the Edge Impulse Arduino Nano 33 BLE Sense
* firmware, it is limited to a 2G range. If the model was created with a
* different sample range, modify this constant to match the input values.
https://github.com/edgeimpulse/firmware-arduino-nano-33-ble-sense/blob/master/src/sensors/ei
lsm9ds1.cpp
* for more information.
#define MAX ACCEPTED RANGE 2.0f
** NOTE: If you run into TFLite arena allocation issue.
** This may be due to may dynamic memory fragmentation.
** Try defining "-DEI CLASSIFIER_ALLOCATION_STATIC" in boards.local.txt (create
** if it doesn't exist) and copy this file to
** <ARDUINO CORE INSTALL PATH>/arduino/hardware/<mbed_core>/<core_version>/.
```

```
** See
(https://support.arduino.cc/hc/en-us/articles/360012076960-Where-are-the-installed-cores-locat
** to find where Arduino installs cores on your machine.
** If the problem persists then there's not enough memory for this model and application.
/* Private variables ----- */
static bool debug nn = false; // Set this to true to see e.g. features generated from the raw
signal
static uint32 t run inference every ms = 50;
static rtos::Thread inference thread(osPriorityLow);
static float buffer[EI CLASSIFIER DSP INPUT FRAME SIZE] = { 0 };
static float inference_buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE];
/* Forward declaration */
void run_inference_background();
* @brief
           Arduino setup function
void setup()
  // put your setup code here, to run once:
  Serial.begin(115200);
  // comment out the below line to cancel the wait for USB connection (needed for native USB)
  while (!Serial);
  Serial.println("Edge Impulse Inferencing Demo");
  if (!IMU.begin()) {
    ei printf("Failed to initialize IMU!\r\n");
  }
  else {
    ei printf("IMU initialized\r\n");
  if (EI_CLASSIFIER_RAW_SAMPLES_PER_FRAME != 3) {
    ei printf("ERR: EI CLASSIFIER RAW SAMPLES PER FRAME should be equal to 3 (the
3 sensor axes)\n");
    return;
  }
```

```
inference thread.start(mbed::callback(&run inference background));
   // Initialize pins as outputs
 pinMode(LEDR, OUTPUT);
 pinMode(LEDG, OUTPUT);
 pinMode(LEDB, OUTPUT);
}
* @brief Return the sign of the number
* @param number
* @return int 1 if positive (or 0) -1 if negative
float ei_get_sign(float number) {
  return (number \geq = 0.0) ? 1.0 : -1.0;
}
/**
* @brief
            Run inferencing in the background.
void run inference background()
  // wait until we have a full buffer
  delay((EI_CLASSIFIER_INTERVAL_MS * EI_CLASSIFIER_RAW_SAMPLE_COUNT) + 100);
  // This is a structure that smoothens the output result
  // With the default settings 70% of readings should be the same before classifying.
  ei classifier smooth t smooth;
  ei classifier smooth init(&smooth, 5 /* no. of readings /, 3 / min. readings the same /, 0.8 /
min. confidence /, 0.3 / max anomaly */);
  while (1) {
     // copy the buffer
     memcpy(inference_buffer, buffer, EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE *
sizeof(float));
     // Turn the raw buffer in a signal which we can the classify
     signal t signal;
     int err = numpy::signal_from_buffer(inference_buffer,
EI CLASSIFIER DSP INPUT FRAME SIZE, &signal);
     if (err != 0) {
       ei_printf("Failed to create signal from buffer (%d)\n", err);
       return;
     }
```

```
// Run the classifier
ei impulse result t result = { 0 };
err = run_classifier(&signal, &result, debug_nn);
if (err != EI IMPULSE OK) {
  ei printf("ERR: Failed to run classifier (%d)\n", err);
  return;
}
// print the predictions
ei_printf("Predictions ");
ei printf("(DSP: %d ms., Classification: %d ms., Anomaly: %d ms.)",
  result.timing.dsp, result.timing.classification, result.timing.anomaly);
ei printf(": ");
// ei_classifier_smooth_update yields the predicted label
const char *prediction = ei classifier smooth update(&smooth, &result);
ei_printf("%s ", prediction);
// print the cumulative results
ei_printf(" [ ");
for (size_t ix = 0; ix < smooth.count_size; ix++) {
  ei printf("%u", smooth.count[ix]);
  if (ix != smooth.count_size + 1) {
     ei_printf(", ");
  }
  else {
   ei_printf(" ");
  }
ei_printf("]\n");
if(prediction=="circle")
 // RED
 digitalWrite(LEDR, LOW);
 digitalWrite(LEDG, HIGH);
 digitalWrite(LEDB, HIGH);
else if(prediction=="idle")
{
       // GREEN
 digitalWrite(LEDR, HIGH);
```

```
digitalWrite(LEDG, LOW);
      digitalWrite(LEDB, HIGH);
     else if(prediction=="up-down")
           // BLUE
      digitalWrite(LEDR, HIGH);
      digitalWrite(LEDG, HIGH);
      digitalWrite(LEDB, LOW);
    }
     else if(prediction=="right-left")
            // CYAN
       digitalWrite(LEDR, HIGH);
       digitalWrite(LEDG, LOW);
       digitalWrite(LEDB, LOW);
    }
    delay(run_inference_every_ms);
  }
  ei_classifier_smooth_free(&smooth);
}
           Get data and run inferencing
* @brief
* @param[in] debug Get debug info if true
void loop()
  while (1) {
    // Determine the next tick (and then sleep later)
    uint64_t next_tick = micros() + (EI_CLASSIFIER_INTERVAL_MS * 1000);
    // roll the buffer -3 points so we can overwrite the last one
    numpy::roll(buffer, EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE, -3);
    // read to the end of the buffer
     IMU.readAcceleration(
       buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 3],
```

```
buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 2],
      buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 1]
    );
    for (int i = 0; i < 3; i++) {
      if (fabs(buffer[EI CLASSIFIER DSP INPUT FRAME SIZE - 3 + i]) >
MAX ACCEPTED RANGE) {
        buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 3 + i] =
ei_get_sign(buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 3 + i]) *
MAX ACCEPTED RANGE;
      }
    }
    buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 3] *= CONVERT_G_TO_MS2;
    buffer[EI CLASSIFIER DSP INPUT FRAME SIZE - 2] *= CONVERT G TO MS2;
    buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE - 1] *= CONVERT_G_TO_MS2;
    // and wait for next tick
    uint64_t time_to_wait = next_tick - micros();
    delay((int)floor((float)time to wait / 1000.0f));
    delayMicroseconds(time to wait % 1000);
  }
}
#if !defined(EI_CLASSIFIER_SENSOR) || EI_CLASSIFIER_SENSOR !=
EI CLASSIFIER SENSOR ACCELEROMETER
#error "Invalid model for current sensor"
#endif
```

Output:-

