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# Experiment No. 10

Title: Study of Transfer Learning (Images) on Edge Computing Devices

# Objective:

Build a project to apply Transfer Learning of MobileNetV1 & Samp; V2 architectures trained on an ImageNet dataset

### Tasks:

- Understand Transfer learning
- Understanding of MobileNetV1 & Damp; V2 Architectures
- Configure Edge Impulse for Object Detection
- Apply a pre-trained network for you to fine-tune your specific application
- Building and Training a Model
- Deploy on Edge Computing Devices

# Materials Required:

- Arduino Nano 33 BLE Sense
- OV7675 camera module
- Camera adapter (e.g., Arducam Mini or custom wiring)
- USB cable (Micro USB)
- Power source (USB or portable battery, optional)

# Steps to Configure the Edge Impulse:

# 1. Create an Account and New Project:

Sign up for an Edge Impulse account.

Create a new project from the dashboard.

### 2. Connect a Device:

You can use a supported development board or your smartphone as a sensor device. Follow the instructions to connect your device to your Edge Impulse project.

### 3. Collect Data:

Use the Edge Impulse mobile app or the Web interface to collect data from the onboard sensors.

For a " Hello World" project, you could collect accelerometer data, for instance.

### 4. Create an Impulse:

Go to the 'Create impulse' page.

Add a processing block (e.g., time-series data) and a learning block (e.g., classification). Save the impulse, which defines the machine learning pipeline.

# 5. Design a Neural Network:

Navigate to the 'NN Classifier' under the 'Learning blocks'. Design a simple neural network. Edge Impulse provides a default architecture that works well for most basic tasks.

### 6. Train the Model:

Click on the 'Start training' button to train your machine learning model with the collected data.

#### 7. Test the Model:

Once the model is trained, you can test its performance with new data in the 'Model Testing' tab.

# 8. Deploy the Model:

Go to the 'Deployment' tab.

Select the deployment method that suits your edge device (e.g., Arduino library, WebAssembly, container, etc.).

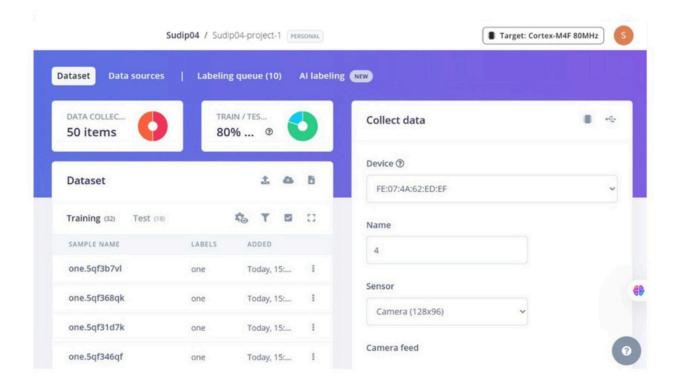
Follow the instructions to deploy the model to your device.

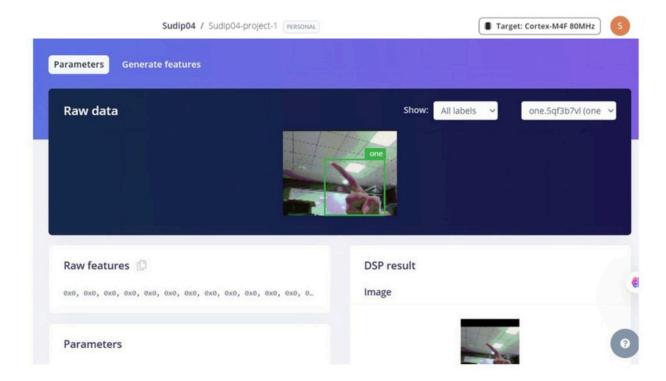
### 9. Run Inference:

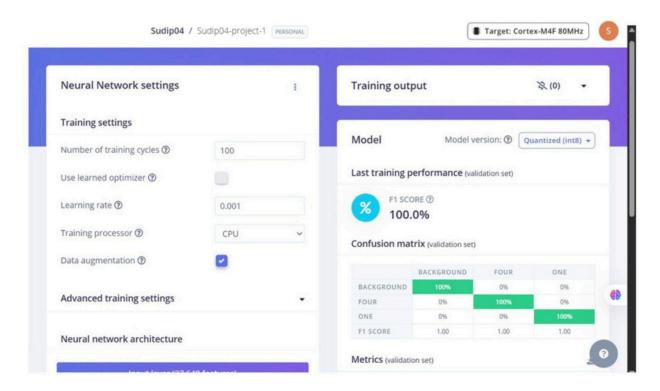
With the model deployed, run inference on the edge device to see it classifying data in real-time.

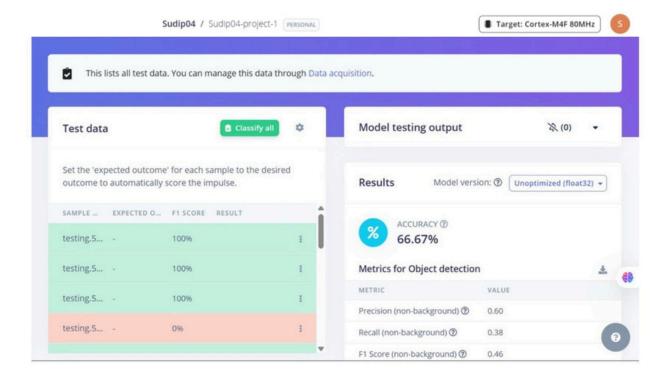
#### 10. Monitor:

You can monitor the performance of your device through the Edge Impulse studio.









# Python Code:

```
#include <EdgeImpulseModel.h> // Replace with actual header from your Edge Impulse
#include <Arduino_LSM9DS1.h> // If you use IMU or other sensors
void setup() {
 Serial.begin(115200);
 if (!IMU.begin()) {
  Serial.println("Failed to initialize IMU!");
  while (1);
 }
}
void loop() {
 float buffer[EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE];
 // Fill buffer with your sensor/image data (depends on your model)
 for (int i = 0; i < EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE; i++) {
  buffer[i] = analogRead(A0); // example input, replace with camera/image data
 }
 // Run inference
 ei_impulse_result_t result = { 0 };
 signal_t signal;
 numpy::signal_from_buffer(buffer, EI_CLASSIFIER_DSP_INPUT_FRAME_SIZE,
&signal);
```

```
EI_IMPULSE_ERROR res = run_classifier(&signal, &result, false);
if (res != EI_IMPULSE_OK) {
    Serial.print("ERR: Failed to run classifier ");
    Serial.println(res);
    return;
}

// Print results
for (size_t ix = 0; ix < EI_CLASSIFIER_LABEL_COUNT; ix++) {
    Serial.print(result.classification[ix].label);
    Serial.print(": ");
    Serial.println(result.classification[ix].value);
}

delay(1000);
}</pre>
```

# Conclusion:-

This project demonstrates how **Transfer Learning** using **MobileNetV1/V2**, trained on the **ImageNet** dataset, can be effectively applied for custom image classification on **Edge Computing Devices**. By fine-tuning pre-trained models and deploying them through **Edge Impulse**, we achieve accurate, low-latency inference on devices like the **Arduino Nano 33 BLE Sense**. This approach enables efficient real-time object detection while optimizing for limited computational resources.