

Problem

Real-time human gesture recognition on edge device

•Generalised model for new gesture classes High speed motion information recognition Power consumption during pre-trained network

Main ideas



Training with few-shot learning strategies Modeling on Dynamic Vision Sensor (DVS) data • Use spiking neural network (SNN) as the backbone

Noise suppression



Before noise suppression



Spatial noise suppression

Loss terms

Classification Loss: $\mathcal{L}_d^F = -\log p(y = k \mid m^F), \quad \mathcal{L}_d^S = -\log p(y = k \mid m^S)$

Towards more efficient few-shot learning based Loughborough University Linglin Jing(Lboro), Yifan Wang(Lboro), Tailin Chen(NU), Shirin Dora(Lboro), Zhigang Ji(SJTU), Hui Fang(Lboro)



Network structure and training strategy



Experiments

Proposals	Methods	Fine Tune	Aug.	5w1s Acc.	5w5s Acc.
LPR [37]	Transfer	Y	Y	40.00%	43.30%
MAML [13]	Meta	Y	F	45.50%	53.70%
SOEL [38]	Transfer	Y	Y	64.70%	65.10%
MTO [15]	Meta	Ν	Ν	63.20%	73.30%
PLIF [10]	Metric	Ν	Ν	80.21%	88.53%
This Work	Metric	N	N	84.75 %	92.82 %

6+5-WAY Few-shot accuracy on DVS-gesture

Method	Operations	Latency(s)	Energy(mJ)	Energy rat
Protot(TPU) [35]	$3.89E^{10}$	$5.40E^{-1}$	45.55	×240
Protot(Memristor) [35]	$3.89E^{10}$	$6.80E^{-3}$	1.56	$\times 8$
PLIF [10]	$2.04E^{7}$	$7.14E^{-2}$	0.48	$\times 2.5$
Ours	$1.29E^{7}$	$4.52E^{-2}$	0.31	×1.6
Ours(+N)	$8.94E^{6}$	$3.13E^{-2}$	0.21	×1.1
Ours(+N+S)	8.23E ⁶	$2.88E^{-2}$	0.19	×1

Power consumption comparison

Contributions

Construct a FSL-HGR SNN model based on contrastive learning strategy Proposed a data pre-processing strategy for energy efficiency • Embed a **channel-wise spike sparsity loss** for energy efficiency





