

# Punch punch Revolution

From machine learning models requiring a massive computational power to run, we went to have them run in browsers. Now smaller versions of the models can be run in Arduinos which are smaller than 2 inches. An experiment which extends the question, what happens when we move beyond human-machine interaction to a point where we are part human & part machine.

To put this existential question to a mild ease the first experiment is a simple exercise game where people practice punching with assistance of machine learning. The microprocessor classifies hand movements into different types of punches such as 'jab', 'hook' & 'uppecut'.

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More machine learning projects

**[bit.ly/ml-patil](https://bit.ly/ml-patil)**

Portfolio

**[atharvapatil.github.io](https://atharvapatil.github.io)**

