

ONE MORE SET!



Team F4 패턴인식 final 발표

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Contents

1. Project 개요

- Development background

2. 개발 환경

- Environment

3. Application 개발 과정

- PT model training
- Backend
- Frontend
- Database

4.Web Application 기능

Application features

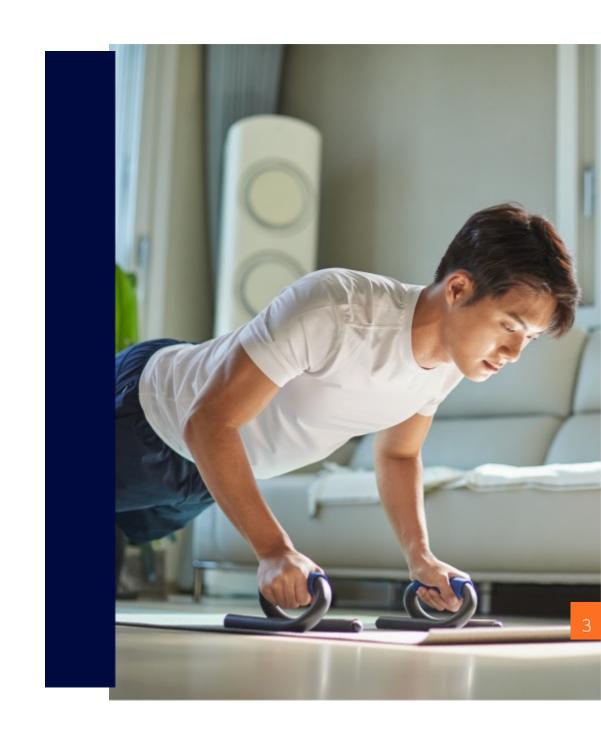
5. 시연 영상

Test video

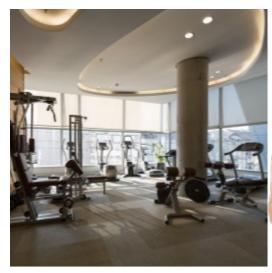
6. 개선

- 사업성
- 개선방향

Project 개요



개발 배경



헬스 수요인원 증가



부담스러운 PT 가격



홈트의 한계 존재

개발 목표



운동 자세에 대한 실시간 음성 feedback 제공



다수의 사용자 사용 가능



운동 수행능력 바탕으로 한 ranking 제공

개발 환경

```
defaulte
global_scale_setting = FloatFrom
         min=0.01, max=1000.0,
        default=1.0,
def execute(self, context):
    folder_path = (os.path.dirname(self.filepath))
   viewport_selection = bpy.context.selected_objects
   # get export objects
   obj_export_list = viewport selection
   if self.use_selection_setting == False:
       obj_export_list = [i for i in bpy.context.scene.ob
  bpy.ops.object.select_all(action='DESELECT')
  for item in obj_export_list:
      item.select = True
      item.type == 'MESH':
          # | File path = os.path.join(folder_path, "{}.obj"
          export_scene.obj(filepath=file_path, us
                                   axis_forward=self.axis
                                   axis_up=self.axis_up_se
                                   use_animation=self.use
                                   use_mesh_modifiers
                                   use_edges=self.use
                                   use smooth groups=seco
```

use smooth groups bitf

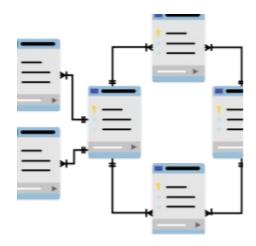
Environment



Backend: Nodejs Express



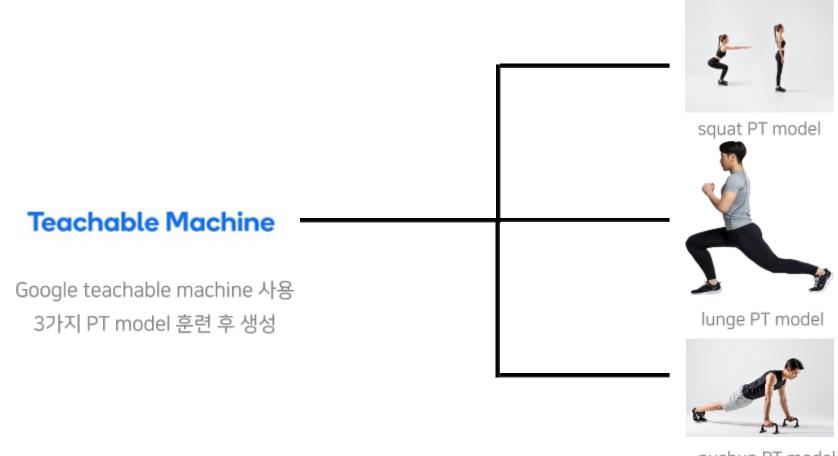
Frontend: HTML/CSS



DB: mysql

Application 개발 과정

```
nction ngSwitchWatchActi
                   ii = previousElements.length; i < ii;</pre>
                   ments[1].remove();
         iousElements.length = 0;
                ## = selectedScopes.length; i < ii; ++:</pre>
          intected = selectedElements[i];
indScapes[i].$destroy();
indElements[i] = selected;
       inste.lesve(selected, function() {
       reviousElements.splice(i, 1);
 lectedElements.length = 0;
 lectedScopes.length = 0;
((selectedTranscludes = ngSwitchController.cases) 8
rope.seval(attr.change);
reach(selectedTranscludes, function(selectedTranscl
selectedScope = scope.$new();
 lectedScopes.push(selectedScope)
```



pushup PT model

- squat PT model

총 6개의 label 존재: 사용자가 stand -> normal -> down -> stand 상태로 와야 정상적인 squat을 했다고 판단



stand



over_down



normal



bent_down



bent.



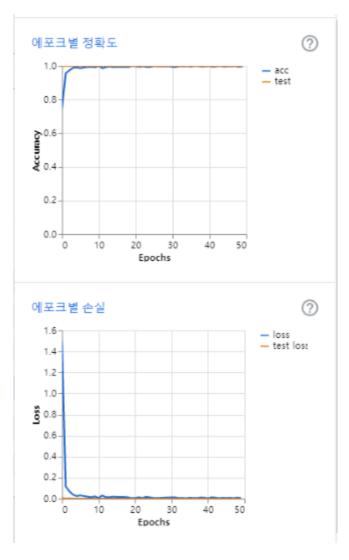
down

- squat PT model

Hyper parameter setting
Batch size = 16
Epoch = 50
learning rate = 0.0001

Dataset

각 label 별로 250장 -> 총 1500장의 훈련 data train / val split ratio = 0.15



Accuracy & Loss per epoch

- lunge PT model

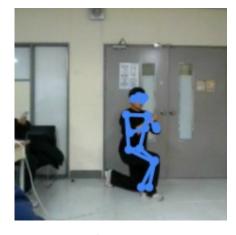
총 4개의 label 존재: 사용자가 stand -> lunge -> stand 상태로 와야 정상적인 lunge를 했다고 판단



stand



short



lunge



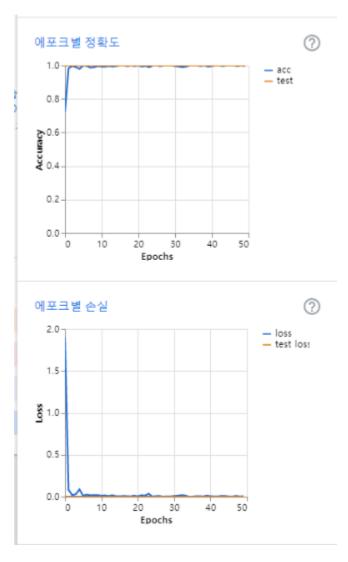
bent

- lunge PT model

Hyper parameter setting
Batch size = 16
Epoch = 50
learning rate = 0.0001

Dataset

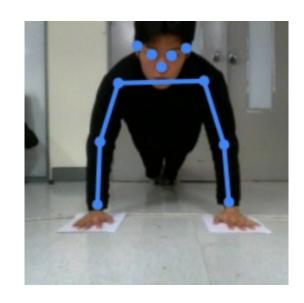
각 label 별로 100장 -> 총 400장의 훈련 data train / val split ratio = 0.15

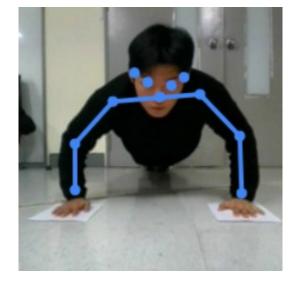


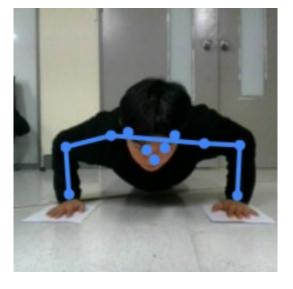
Accuracy & Loss per epoch

- pushup PT model

총 3개의 label 존재: 사용자가 up -> down -> up 상태로 와야 정상적인 pushup을 했다고 판단







up

middle

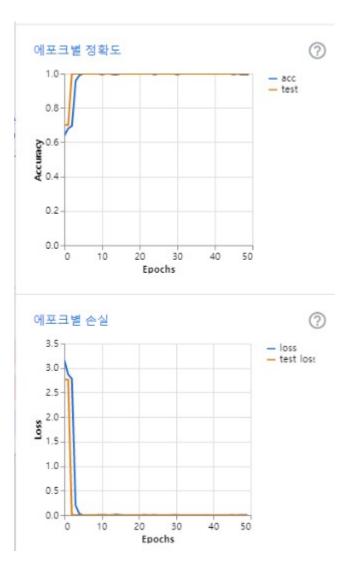
down

- pushup PT model

Hyper parameter setting
Batch size = 16
Epoch = 50
learning rate = 0.0001

Dataset

각 label 별로 100장 -> 총 300장의 훈련 data train / val split ratio = 0.15

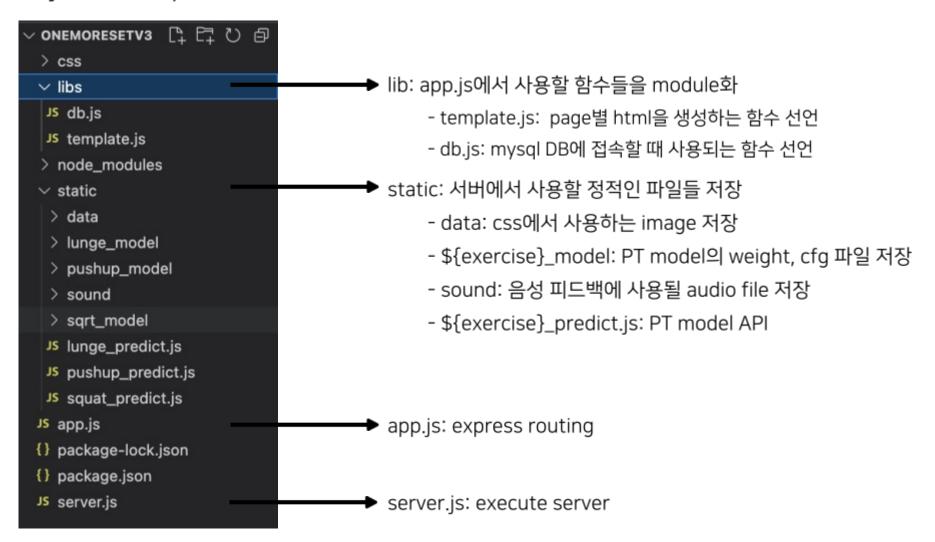


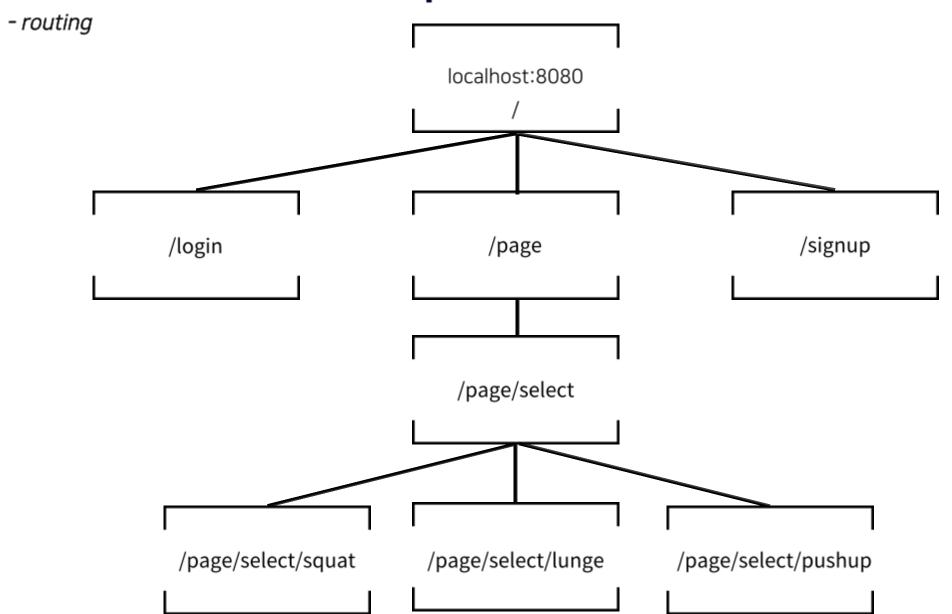
Accuracy & Loss per epoch



nodejs의 express package 사용

- Project Directory





- code

db.js

```
## Nonplate is 1 to Continuous > @ Associated Mis.

## J. Unique
## (Vision)

## J. Associated Mistraction (III), puts, control, lefts, description (
## Associated Mistraction (III), puts, control, lefts, description (
## Associated Mistraction (III), puts, control, lefts, description (
## Associated Mistraction (III), puts, control, lefts, description (
## Associated Mistraction (III), and the state of t
```

```
webcam = new tmPose.Webcam(size, size, flip); // width, height, flip
musit webcam.setup(); // request access to the webcam
await webcam.play();
window.requestAnimationFrame(loop);
const canvas = document.getElementByIdi"canvas"|;
canvas.width = size; canvas.height = size;
cts = carres.petContext("26");
labelContainer = document.getElementById("label-container");
 const ( pose, posenetOutput ) = avait model.estimatePose(webcam.canvas);
 const prediction = await model.predict(posemetOutput);
if[grediction[0].probability.toFixed(2) == 1.00[{ // 서 있는 설득
    if(status == "down" 66 isdown == true) 《 // 정상 스위트
        console.log("△南田 美中: ", count);
        var audio = new Audio[50UMDURL + count%10 + '.mp3'];
        audio.play();
    else if (status -- "stand" && isnormal -- true) {
        console.log("C| USCHEL, no count!");
        var audio = new Audio(50UMDURL + 'squrt_feedback_moredown.mp3');
        audio.play();
        console.leg("너무 내려갔어요. 잘 짜세로 짜세요. no count!");
        var audio = new Audio(SDUMDURL + 'squrt_feedback_muchdown.mp3');
        audio.play():
    else if (isbent_down == true) {
        console.leg("내려갈 때 하리가 금었어요. 하리를 피고 해. no count!");
        var audio = new Audio(SOUNDURL + 'squrt_feedback_bent.mp3');
        audio.play():
    else if (status = "stand" 66 isbent == true) {
        console.log("해려면 급하고 다리는 접지도 않네요. 품수부리지 다세요");
        var audio = new Audio(SOUMDURL + 'squrt_feedback_wrong.mp3');
        audio.play();
    isdown = false; isnormal = false; isover_down = false; isbent_down=false;
```

const modelURL = URL + "model.json";
const metadataURL = URL + "metadata.json";

const size = 500;

model = avait tmPose.load(modelURL, metadataURL); maxPredictions = model.getTotalClasses();

```
${exercise}_predict.js
```

app.js

Frontend Development



21

Frontend Development

- code

```
width: 1100xx;
   align-items: center;
border-tagsipx solid []black;
exercise_description_gif(
height:200px;
width:200px;
   height:1884;
width:1884;
```

<- base.css

select_exercise.css

Database Development

ranking table

Field	Type	Null	Key	Default	Extra
ID	varchar(10)	NO	PRI	NULL	
NICKNAME	varchar(10)	NO	PRI	NULL	İ
squat	int	YES		NULL	ĺ
pushup	int	YES		NULL	ĺ
lunge	int	YES		NULL	Ι.

userinfo table

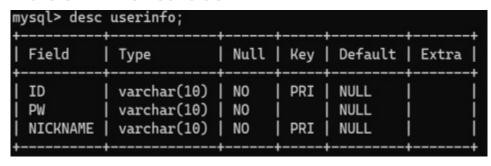
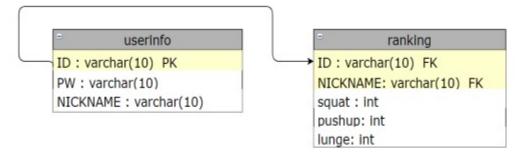


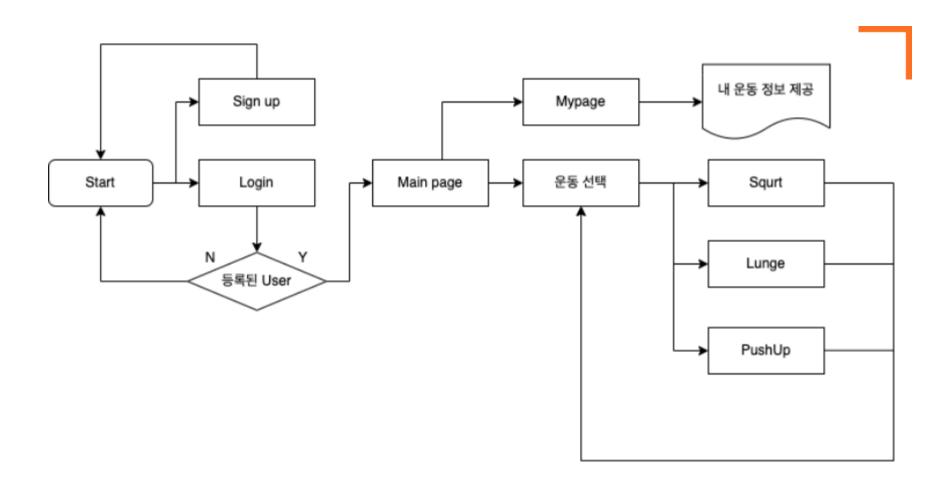
table relation



Web APP



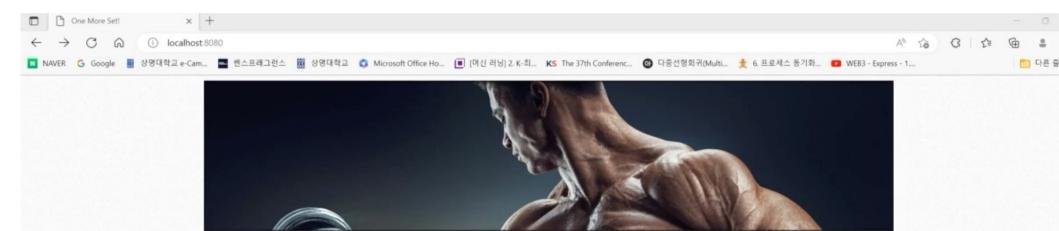
App flow chart



시연 영상







커뮤니티



공지사항

Home

PW	
회원가입	그인
CHARL	
	pCam (4, 5, 2556, 1517)
	메뉴 화면 녹화 게임 녹화 소리 녹음
	이 시작 중
	중지 📐 일시중지 캡처
	H용법(마이크 및 시스템 소리 녹음하기 경울(이) 지

운동하기

개선



사업성

- 1. 현재 홈트 운동 스케줄과, 운동 자세를 제시하는 앱들은 많지만, 실시간 음성 feedback을 제공하는 앱은 없음.
- 2. 기가지니와 같은 home loT 기기와 결합하여 높은 시너지 효과 기대.
- 3. 랭킹 시스템을 도입하여 많은 사용자들을 오래 유지할 수 있음.

개선 방향

- 1. 더 많고 다양한 training 데이터 확보, 모델의 Overfitting 방지
- 2. 2명 이상의 사용자가 함께 운동할 수 있도록 서버 개선

TEAM F4

Thank you for your listening