

# 深度學習智慧應用

## Fall 2024

### Lab 3

#### Target

1. Understand YOLO-pose and the application of pose estimation.
2. Learn how to train a model, including setting up the environment and running experiments.
3. Be able to operate and implement the YOLOv8-pose model for player pose estimation and evaluate its performance
4. Practice how to improve the model.

#### Tasks

1. Labeling
2. Training
3. Testing
4. Application & Improvement

#### Grading (Tentative)

Labeling (20%)

Successfully executable (including training and testing) (30%)

Report (Improvement & method)(20%)

Performance (30%)

#### Demo

On 2024/12/17, the demo dataset will be provided during the demo session, where students will be expected to demonstrate in action.