Sports performance tracking project

The problem for the sports performance tracking project is to classify the different activities performed by athletes using accelerometer and gyroscope readings from Google Glass and two smartphones placed in the front and back pockets. Specifically, the problem involves developing a machine learning model that can accurately identify the different activities, such as running, walking, jumping, or sitting, based on the sensor data collected from the devices. This problem can be framed as a supervised learning task, where the model is trained on labeled data from the training set and evaluated on the test set to measure its performance. The goal is to develop a robust and accurate model that can be used to track and analyze the sports performance of athletes in real-time, enabling coaches and trainers to provide personalized feedback and guidance to improve their performance.