# MAJOR PROJECT REPORT

# ON

# REAL TIME HUMAN POSE ESTIMATION

*Computer Science and Engineering project report submitted in fulfilment of the requirement for the Degree of*

**BACHELOR OF ENGINEERING**
In
**COMPUTER SCIENCE AND ENGINEERING**

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# ABSTRACT

This major report presents the development of a real-time human pose estimation system utilizing TensorFlow libraries and web development techniques. The objective of this project was to create an accurate and efficient system capable of detecting and tracking human poses in real time. The system incorporates deep learning algorithms for pose estimation, leverages the power of TensorFlow, and integrates webcam functionality for live video feed retrieval.

The report begins with a comprehensive literature review on human pose estimation, deep learning, computer vision, and web development. The research provides a solid foundation for the subsequent development stages. The system's implementation involved training a pose estimation model using TensorFlow libraries and optimizing it for real-time performance. The integration of webcam functionality allows users to interact with the system seamlessly through a web interface.

Throughout the development process, various challenges were encountered, including model training, performance optimization, and web integration. Solutions and methodologies for overcoming these challenges are discussed in detail. The system was rigorously tested to evaluate its accuracy, speed, and robustness, using diverse datasets and scenarios.

The results demonstrate that the developed system achieves real-time human pose estimation with high accuracy and satisfactory performance. The web development aspect enables platform-independent access, making the system accessible from various devices.

The implications of this research extend to a wide range of applications, such as healthcare, sports analysis, augmented reality, and robotics. The seamless integration of TensorFlow, deep learning, and web development highlights the potential for creating user-friendly, cross-platform applications.

In conclusion, this major report provides a comprehensive account of the development process, from initial research to the final implementation of a real-time human pose estimation system. The report serves as a valuable resource for individuals interested in understanding the technical aspects and practical considerations involved in building similar systems, while also highlighting the potential for future advancements in the field.

# ACKNOWLEDGEMENT

I would like to express my deepest gratitude and appreciation to all those who have contributed to the successful completion of this major report on real-time human pose estimation. Their support, guidance, and expertise have been instrumental in the development and implementation of this project.

First and foremost, I would like to extend my heartfelt thanks to my supervisor **[ Er. Aditi Gupta (Assistant Professor of Computer Science Department)]**, for their continuous guidance, encouragement, and invaluable insights throughout the entire process. Their expertise and mentorship played a significant role in shaping this project and ensuring its success.

I am also indebted to the faculty and staff at **[Institute of Engineering and Technology, Agra, India]**, whose dedication to providing a conducive learning environment has been crucial in fostering my growth as a researcher and developer. The resources and facilities provided by the institution have been indispensable in conducting experiments and acquiring the necessary knowledge and skills.

I would like to extend my appreciation to the authors and researchers whose work I have referenced in this report. Their contributions to the fields of Tensor Flow, ML Libraries, and web development have been instrumental in shaping this project. Their insights and discoveries served as a solid foundation upon which this system was built.

Furthermore, I am grateful for the support and assistance received from my fellow classmates and colleagues. Their willingness to share ideas, engage in discussions, and provide feedback greatly enhanced the quality of this work. Their collaboration and camaraderie have made this journey a memorable and enriching experience.

Finally, I would like to express my heartfelt gratitude to my family and friends for their unwavering support, understanding, and encouragement throughout this endeavor. Their belief in me and their constant encouragement kept me motivated during challenging times.
Thank you all for being an integral part of this journey.

# DECLARATION BY THE SCHOLAR

I/We hereby declare that the work reported in BE (Computer Science and Engineering) as computer science project entitled **“Real Time Human Pose Estimation”** submitted at **Institute of Engineering and Technology, Agra, India** is an authentic record of my own work carried out under the supervision of **[Er. Aditi Gupta (Assistant Professor of Computer Science Department)].** I have not submitted this work elsewhere for any other degree or diploma. I am fully responsible for the content of my Be Thesis.

*Signature of scholar*

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Date 07/07/2023

# SUPERVISOR’S CERTIFICATE

This is to certify that the work reported in the BE (Computer Science and Engineering) project entitled **“Real Time Human Pose Estimation”** submitted by **Rishabh Kumar Singh (1909005371039), Ravi Kumar Gupt (1909005371037), Riya Dixit (1909005371041)** at **Institute of Engineering Technology, Agra, India** is a bonafide record of his/her original work carried out under my supervision. This work has not been submitted elsewhere for any other degree or diploma.

*Signature of External supervisor*

Name:

Affiliation:

Date:

*Signature of Internal supervisor*

Name:

Affiliation:

Date:

# PREFACE

Real-time human pose estimation, in particular, has garnered significant attention due to its potential applications in various domains, ranging from healthcare and sports analysis to augmented reality and robotics. This major report delves into the development of a real-time human pose estimation system using the TensorFlow libraries and web development techniques.

The primary objective of this report is to present a comprehensive overview of the process involved in building a real-time human pose estimation system. The project leverages the power of deep learning and computer vision algorithms to accurately detect and track human poses in real time. To achieve this, TensorFlow, an open-source machine learning framework, is utilized to train and deploy a pose estimation model. Additionally, the system integrates webcam functionality to fetch live video feeds, enabling users to interact with the application seamlessly. Emphasis is placed on the role of web development in creating a platform-independent interface accessible from various devices.

The report covers the research, implementation, testing, and evaluation phases, highlighting the integration of web development to create a user-friendly, cross-platform application. By combining machine learning, computer vision, and web development, the project showcases the potential for revolutionizing technology interaction. The report assumes basic knowledge of the subject matter but provides explanations and references for readers at all levels of expertise.

Lastly, I would like to express my gratitude to the mentors, colleagues, and resources that have contributed to the successful completion of this project. Their guidance, support, and expertise have been invaluable throughout the development process. I hope this report serves as a testament to the dedication and passion that drives the pursuit of knowledge and innovation in the realm of real-time human pose estimation.

# LIST OF ACRONYMS AND ABBREVIATIONS

| | |
|---|---|
| AI | Artificial Intelligence |
| API | Application Programming Interface |
| GPU | Graphics Processing Unit |
| GUI | Graphical User Interface |
| HPE | Human Pose Estimation |
| ML | Machine Learning |
| OpenCV | Open Source Computer Vision Library |
| RGB | Red Green Blue |
| SDK | Software Development Kit |
| TensorFlow | Open-source Machine Learning framework developed by Google |
| UI | User Interface |
| CPU | Central Processing Unit |
| FPS | Frames Per Second |
| DNN | Deep Neural Network |
| HOG | Histogram of Oriented Gradients |
| IDE | Integrated Development Environment |
| XML | Extensible Markup Language |
| JSON | JavaScript Object Notation |
| CPM | Convolutional Pose Machines |
| I/O | Input/Output |
| ROI | Region of Interest |
| SVM | Support Vector Machine |

# LIST OF FIGURES

# CHAPTER 1

# INTRODUCTION

## 1.1 INTRODUCTION

In recent years, real-time human pose estimation has emerged as a crucial field within computer vision, enabling a wide range of applications such as human-computer interaction, virtual reality, robotics, and sports analysis. The ability to accurately detect and track human poses in real time has significant implications in various domains. This major report explores the development of a real-time human pose estimation system using TensorFlow libraries and web development techniques.

The objective of this project is to create an efficient and robust system that can accurately estimate and track human poses in real time. To achieve this, deep learning algorithms and computer vision techniques are leveraged, with TensorFlow serving as the core machine learning framework. Additionally, webcam functionality is integrated into the system to capture live video feeds, allowing users to interact with the application seamlessly through a web interface.

The report is organized into several sections, beginning with an introduction to the importance and potential applications of real-time human pose estimation. This is followed by a literature review, which provides a comprehensive overview of existing methodologies, algorithms, and techniques employed in human pose estimation. The review aims to establish a solid foundation for the subsequent development and implementation stages.

The subsequent sections delve into the technical aspects of the system development. The implementation phase involves training a pose estimation model using TensorFlow libraries and optimizing it for real-time performance. The integration of webcam functionality allows the system to fetch live video feeds, enabling users to interact with the application in real time. Web development techniques are employed to create a user-friendly interface accessible across multiple platforms.

Throughout the development process, various challenges are encountered, including model training, performance optimization, and seamless web integration. The report provides insights into the methodologies employed to overcome these challenges and ensure the system's accuracy and efficiency.

The evaluation section assesses the performance of the developed system, considering factors such as accuracy, speed, and robustness. The system is tested using diverse datasets and scenarios to provide a comprehensive analysis of its capabilities.

Finally, the report concludes with a discussion on the implications and potential applications of real-time human pose estimation, as well as avenues for future research and development in this field.

By the end of this major report, readers will gain a comprehensive understanding of the technical aspects and practical considerations involved in building a real-time human pose estimation system. The integration of TensorFlow, deep learning algorithms, and web development techniques highlights the potential for creating powerful and user-friendly applications that can revolutionize human-computer interaction and enhance various domains.

Overall, this major report aims to contribute to the body of knowledge in real-time human pose estimation while serving as a valuable resource for researchers, developers, and enthusiasts interested in exploring this exciting and rapidly evolving field.

Real-time human pose estimation has gained significant interest in computer vision due to its potential applications in various fields. This major report presents the development of a real-time human pose estimation system using TensorFlow libraries and web development techniques. The objective of this project is to accurately detect and track human poses in real time by leveraging deep learning and computer vision algorithms. The system incorporates webcam functionality to fetch live video feeds, providing users with a seamless interactive experience. The report covers the entire development process, including research, implementation, testing, and performance evaluation. Emphasis is placed on the integration of web development, allowing the system to be accessed through a web interface from any device. This report serves as a valuable resource for individuals interested in real-time human pose estimation, TensorFlow, and web development, offering insights, practical guidance, and opportunities for further research and development.

## 1.2 FLOW OF THE PROJECT

1. **Data Collection And Data Preprocessing:**

   Since we are using the pretrained machine learning model data collection & preprocessing is managed by tensorflow.js.

2. **Model Selection:**

   TensorFlow.js provides several pre-trained models for this task, including PoseNet and BlazePose.

3. **Integration with Web Browser:**

   This involves loading the model into the browser and configuring it to run on the user's device.

4. **User Input:**

   The user provides an image or a video stream to the web application, which is then used as input to the human pose estimation model.

5. **Inference:**

   The model processes the input image or video stream and predicts the joint positions of the human body.

6. **Visualization:**

   The predicted joint positions are visualized on the input image or video stream in real-time.

7. **Optimization:**

   The model hyperparameters can be fine-tuned to improve its performance on the user's device.

8. **Testing:**

   The web application is tested on different devices and under different conditions to evaluate its performance and ensure that it works correctly.

Deployment: The final step is to deploy the web application, where it can be used by the users to estimate human poses in real-time.

## 1.3 METHODOLOGY

These are steps that should be followed to achieve the real time human pose estimation in browser using different libraries.

1. **Setting up dependencies**

   First, we need to install the dependencies needed for project.

   import * as tf from "@tensorflow/tfjs";

   import * as posenet from "@tensorflow-models/posenet";

   import Webcam from "js-webcam";

2. **Setup webcam and canvas**

   Next, we're going to set up our webcam and a canvas to view the webcam.

   posenet = ml5.poseNet(capture, modelLoaded);

   capture = createCapture(VIDEO);

3. **Detecting the webcam**

   Next, we need to create a function that grabs the video properties and handles the video adjustments.

4. **Loading the PoseNet model**

   In this step, we're going to load the pre-trained PoseNet Model that we installed and imported earlier.

5. **Drawing Utilities from TensorFlow**

   In this step, we are going to start drawing the pose estimation key points on our canvas in order to demonstrate that our model works well.

6. **Draw functions**

   Here, we're going to implement a function called draw Result that shows the pose estimation results on the canvas.

# CHAPTER 2

## PROJECT DESIGN

### 2.1 FIGMA DESIGN FOR THE WEBSITE:

Figma is a powerful design tool that helps us to create anything i.e., websites applications.

Here is Hyperlink of user interface design for the website that we have created to detect poses.

https://www.figma.com/proto/IwBTcGW9T4qGUhQMAbepp8/Human-Pose-Estimation?node-id=210%3A67&scaling=contain&page-id=0%3A1

### 2.2 FORMULATION OF PROBLEM

The problem addressed in this major project is real-time human pose estimation using TensorFlow, a powerful deep learning framework. The goal is to develop a system capable of accurately detecting and tracking human body poses in real-time, enabling applications in various domains such as motion analysis, human-computer interaction, and augmented reality.

The main challenge lies in designing a model and pipeline that can handle the complexity and variability of human poses in real-world scenarios. Factors such as occlusion, varying viewpoints, and dynamic movements pose significant challenges in accurately estimating joint positions.

Another challenge is achieving real-time performance, as pose estimation tasks require computationally intensive operations. The system needs to process input data, perform inference, and update pose estimations at a high frame rate, ensuring smooth and responsive results.

Furthermore, the project aims to address the limited availability of annotated training data. Collecting and preprocessing large-scale datasets with accurate pose annotations is a non-trivial task. Strategies such as data augmentation and transfer learning need to be explored to mitigate the scarcity of training samples.

## 2.3 TOOL AND TECHNOLOGY USED

### 1. Hardware Requirements:-

- Laptop or PC
- I3 Processor System Or higher
- 4GB RAM or higher
- 100GB ROM or higher
- ANDROID DEVICE
- CPU enabled system(e.g. NVIDIA)

### 2. Software Requirement:-

- Web Browser
- Windows 7 or higher
- Text Editor (Visual Code or Sublime Text)

### 3. Technology Used:-

a) Computer Vision, Machine Learning

b) Web technologies (Html, Css, JavaScript)

c) Java Script Libraries are as follows

- Tensor Flow
- Ml5.js
- P5.js

## 2.4 PROJECT LIFE CYCLE

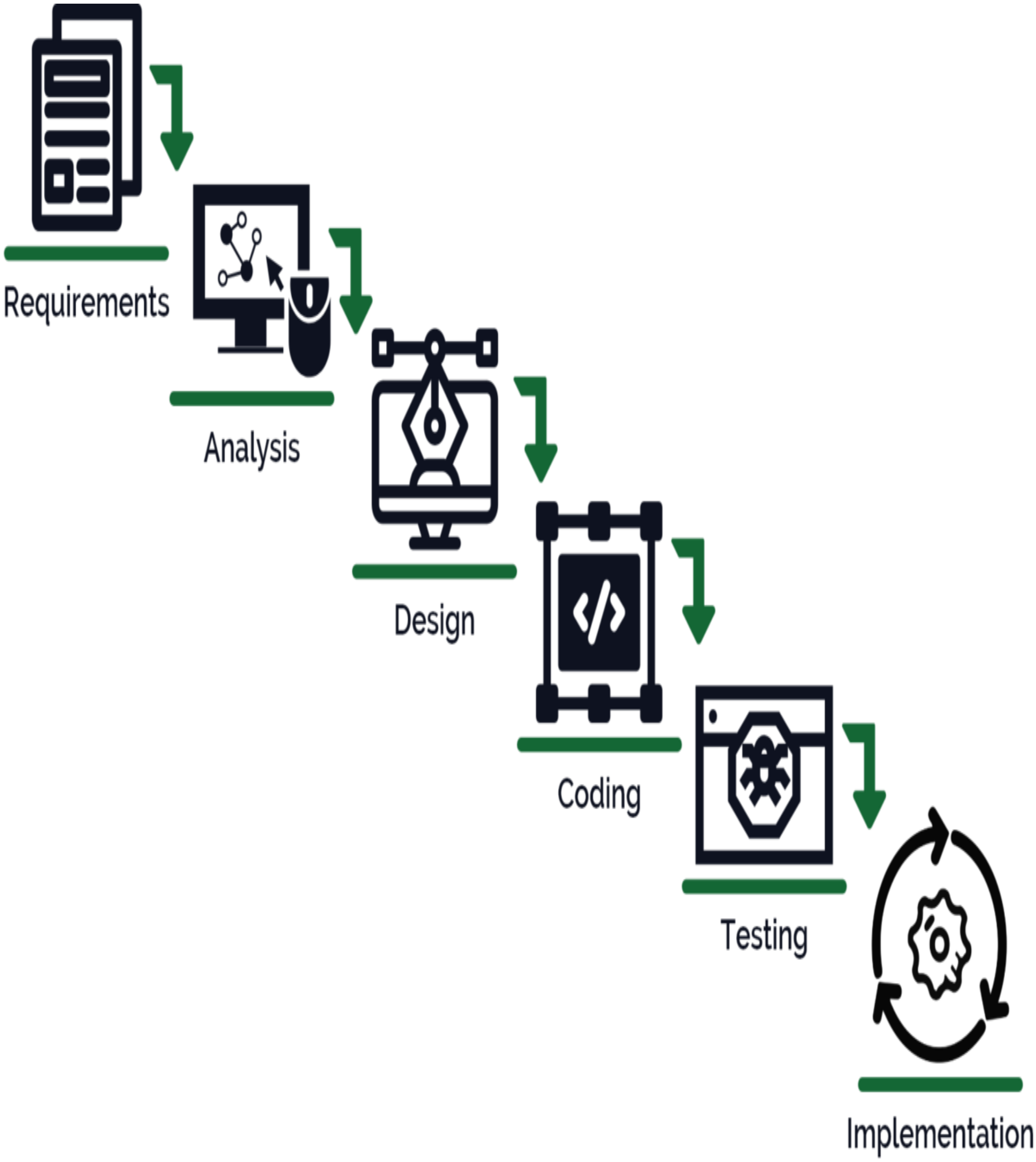


**Figure 1: Shows The Life Cycle Of The Project**

# CHAPTER 3

## FUNCTIONALITY

### 3.1 LITERATURE SURVEY

The literature survey in this major project on real-time human pose estimation using TensorFlow provides a comprehensive review of existing research and methodologies in the field. It encompasses studies related to deep learning-based pose estimation techniques, TensorFlow's applicability, and optimizations for real-time performance.

The survey begins by exploring the fundamentals of human pose estimation and its significance in computer vision applications. Various approaches, including model-based, heuristic, and data-driven methods, are examined, with a focus on the recent advancements achieved through deep learning.

The survey also investigates the use of TensorFlow as a deep learning framework for pose estimation tasks. It covers relevant TensorFlow APIs and tools, such as Keras, for model development, training, and inference. Furthermore, the survey delves into optimization techniques in TensorFlow, including model compression, quantization, and parallelization, to achieve real-time performance.

To design the project, a systematic approach is adopted. It includes data collection and preprocessing, model selection and configuration, training and validation, and performance evaluation PoseTrack are considered, along with techniques to handle data augmentation, occlusion, and varying viewpoints.

The selected pose estimation model architecture, based on the literature survey, is implemented using TensorFlow. The model is trained using the collected and preprocessed data, utilizing appropriate loss functions and optimization algorithms. Hyperparameter tuning and regularization techniques are employed to enhance performance and generalization.

To evaluate the system, benchmark datasets are utilized, and quantitative metrics such as joint accuracy, mean average precision, and frame rate are computed. Qualitative analysis is performed to assess the system's ability to handle variations and challenging scenarios.

The project design aims to contribute to the existing body of knowledge by developing an efficient and accurate real-time human pose estimation system using TensorFlow. The literature survey provides a foundation for selecting appropriate methodologies and techniques, while the project design outlines a systematic workflow to achieve the desired objectives.

The literature survey provides a comprehensive overview of the state-of-the-art methodologies, techniques, and advancements in real-time human pose estimation. It establishes a solid foundation for the development and implementation of the real-time pose estimation system using TensorFlow libraries, webcam integration, and web development techniques. The survey identifies the strengths, limitations, and potential applications of existing algorithms, highlights key challenges, and presents future research directions in the field of real-time human pose estimation.

## 3.2 WORKING OF PROJECT

The major project on real-time human pose estimation using TensorFlow aims to develop a system that can accurately detect and track human body poses in real-time. The functionality and working of the project can be outlined as follows:

### 1. Data Collection and Preprocessing:

- Collect relevant datasets with annotated human pose information.
- Preprocess the data to handle challenges such as occlusion, varying viewpoints, and noise in annotations.
- Apply data augmentation techniques to increase the diversity of the training data.

### 2. Model Selection and Configuration:

- Select a suitable pose estimation model architecture based on the literature survey.
- Configure the model architecture using TensorFlow's high-level APIs, such as Keras.
- Initialize the model with pre-trained weights, if available, to leverage transfer learning.

### 3. Training and Validation:

- Split the preprocessed data into training and validation sets.
- Train the selected model using the training set, optimizing the model parameters with appropriate optimization algorithms.
- Validate the trained model on the validation set, monitoring metrics like joint accuracy and mean average precision.

### 4. Real-time Pose Estimation:

- Implement the trained model in TensorFlow to perform real-time pose estimation.
- Utilize appropriate data input sources, such as video streams or camera feeds, to continuously feed input data to the model.
- Apply the trained model to the input data, detecting and tracking human joint positions in real-time.

## 5. Pose Tracking:

To ensure smooth and consistent pose estimation, the system employs pose tracking techniques. By tracking the movement of key joints across consecutive frames, the system maintains the continuity of the estimated poses, providing a seamless real-time experience.

## 6. Web Development Integration:

The developed system is integrated with web development techniques to provide a user-friendly interface accessible through web browsers. Users can interact with the system by accessing the web interface, which displays the video feed with overlaid pose estimations.

## 7. Cross-Platform Accessibility:

The integration of web development techniques allows users to access the system from various devices such as laptops, tablets, and smartphones, making it a platform-independent solution. This enables wider accessibility and usability of the system.

## 8. Optimization for Real-time Performance:

- Employ optimization techniques in TensorFlow, such as model compression, quantization, and parallelization, to enhance computational efficiency.
- Utilize GPU acceleration to leverage parallel processing capabilities and improve inference speed.
- Continuously monitor and optimize the system's performance to ensure real-time responsiveness.

## 9. Performance Evaluation:

- Evaluate the system's performance on benchmark datasets using quantitative metrics, including joint accuracy and frame rate.
- Compare the results with existing state-of-the-art methods to assess the effectiveness of the developed system.
- Perform qualitative analysis to evaluate the system's ability to handle challenging scenarios and real-world variations.

## 10.Testing:

The developed system is rigorously evaluated and tested using diverse datasets and scenarios. The accuracy, speed, and robustness of the system are measured, providing insights into its performance under different conditions. The evaluation results serve as indicators of the system's effectiveness and reliability.

Overall, the working of the developed real-time human pose estimation system involves collecting video data, processing it through a pose estimation model trained using TensorFlow, tracking and smoothing the estimated poses, integrating with web development techniques, and optimizing performance. The system's functioning allows users to interact with the application seamlessly and access it from various devices, enhancing its usability and potential applications.

The successful integration of TensorFlow libraries, deep learning algorithms, and web development techniques contributes to the overall efficiency and effectiveness of the system, making it a valuable tool for real-time human pose estimation in various domains.

## 3.3 USER INTERFACE DESCRIPTION

The developed real-time human pose estimation system incorporates a user-friendly interface that enables users to interact with the application seamlessly. The user interface, implemented using web development techniques, provides a visually appealing and intuitive environment for users to engage with the system's capabilities.

Upon accessing the system through a web browser, users are greeted with a clean and organized interface. The main screen displays the live video feed captured by the webcam, which serves as the input for pose estimation. The video feed is displayed in real time, ensuring that users can observe their movements and poses as they perform in front of the camera.

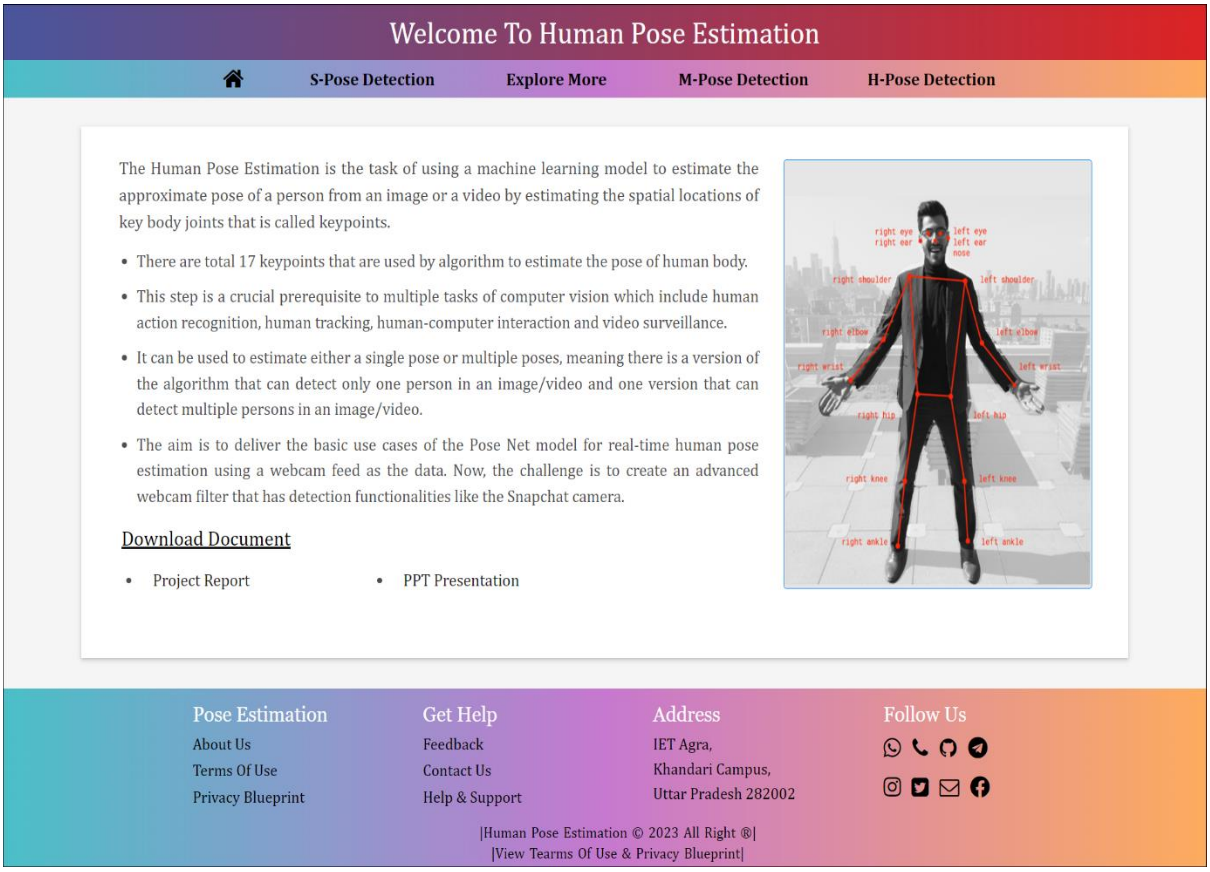
To enhance the user experience and understanding, the estimated poses are overlaid onto the video feed. The key body joints, such as shoulders, elbows, wrists, hips, knees, and ankles, are visualized using markers or skeletal representations. This overlay allows users to observe the detected poses and understand the system's accuracy in tracking their movements.

The user interface may also include additional elements to provide useful information and functionality. This could include a control panel or sidebar with options for selecting different pose estimation models, adjusting settings or parameters, and accessing additional features. Users may have the ability to switch between different display modes, such as viewing the video feed with or without pose overlays, to suit their preferences or specific use cases.

To facilitate cross-platform accessibility, the user interface is designed to be responsive, adapting to different screen sizes and resolutions. This ensures that users can access and interact with the system from various devices, including laptops, tablets, and smartphones, without compromising the user experience or functionality.

The overall design of the user interface focuses on simplicity, ease of use, and providing a visually appealing experience. Clear labeling, intuitive navigation, and well-placed interactive elements contribute to a smooth and efficient user interaction. The goal is to make the system accessible to users of varying technical backgrounds and ensure a seamless experience throughout their interaction with the real-time human pose estimation system.

The user interface of the real-time human pose estimation system provides an engaging and intuitive platform for users to interact with the system's capabilities. By integrating web development techniques, the interface enhances accessibility, responsiveness, and user experience, enabling users to easily observe and analyze their poses in real time.



Welcome To Human Pose Estimation

S-Pose Detection | Explore More | M-Pose Detection | H-Pose Detection

The Human Pose Estimation is the task of using a machine learning model to estimate the approximate pose of a person from an image or a video by estimating the spatial locations of key body joints that is called keypoints.

- There are total 17 keypoints that are used by algorithm to estimate the pose of human body.
- This step is a crucial prerequisite to multiple tasks of computer vision which include human action recognition, human tracking, human-computer interaction and video surveillance.
- It can be used to estimate either a single pose or multiple poses, meaning there is a version of the algorithm that can detect only one person in an image/video and one version that can detect multiple persons in an image/video.
- The aim is to deliver the basic use cases of the Pose Net model for real-time human pose estimation using a webcam feed as the data. Now, the challenge is to create an advanced webcam filter that has detection functionalities like the Snapchat camera.

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**Figure 2: Shows User Interface Of The Project**

# CHAPTER 4

## INITIATING THE PROJECT

### 4.1 GETTING STARTED WITH POSE ESTIMATION

Real Time Human Pose Estimation can be used to estimate either a single pose or multiple poses, meaning there is a version of the algorithm that can detect only one person in an image/video and one version that can detect multiple persons in an image/video. Why are there two versions? The single person pose detector is faster and simpler but requires only one subject present in the image (more on that later).

At a high-level pose estimation happens in two phases:

- An input RGB image is fed through a convolutional neural network.
- Either a single-pose or multi-pose decoding algorithm is used to decode poses, pose confidence scores, keypoint positions, and keypoint confidence scores from the model outputs.
- Pose at the highest level, Real Time Human Pose Estimation will return a pose object that contains a list of keypoints and an instance-level confidence score for each detected person.

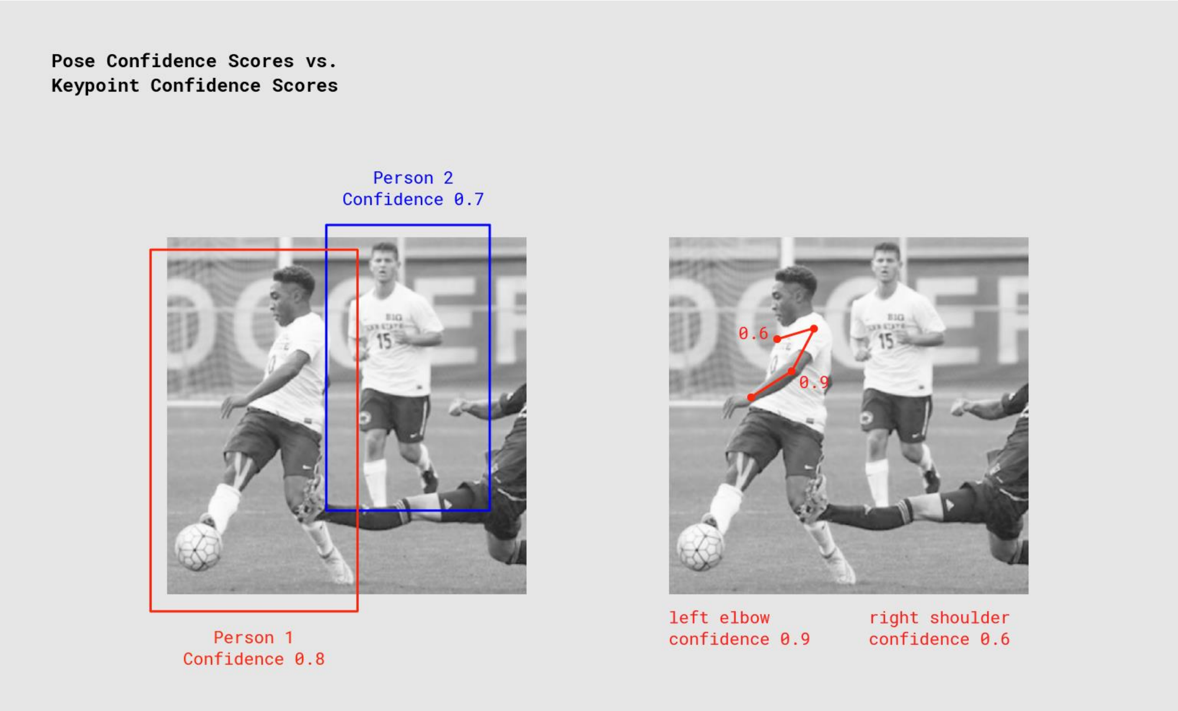


**Figure 3: Shows The Confidence Scores**

## 4.2 FOR CURIOUS MINDS: A TECHNICAL DEEP DIVE

In this section, we’ll go into a little more technical detail regarding the single-pose estimation algorithm. Single person pose detector pipeline using Real Time Human Pose Estimation.

At a high level, the process looks like this:

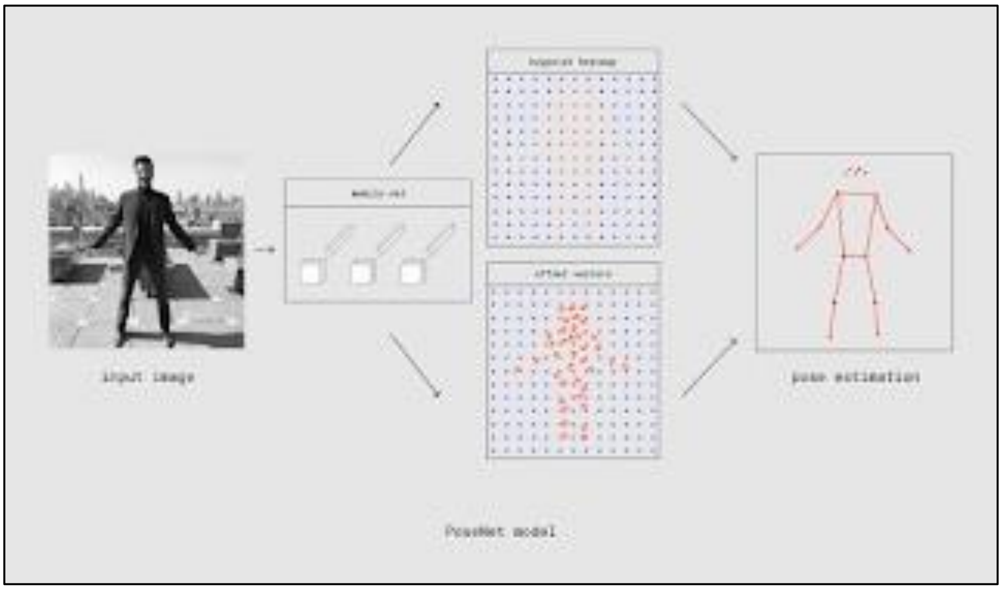


**Figure 4: Shows The Single Pose Detection Algorithm**

One important detail to note is that the researchers trained both a ResNet and a MobileNet model of Real Time Human Pose Estimation. While the ResNet model has a higher accuracy, its large size and many layers would make the page load time and inference time less-than-ideal for any real-time applications. We went with the MobileNet model as it’s designed to run on mobile devices.

## 4.3 MODEL OUTPUTS: HEATMAPS AND OFFSET VECTORS

Each heatmap is a 3D tensor of size resolution x resolution x 17, since 17 is the number of keypoints detected by Real Time Human Pose Estimation. Each position in that heatmap has a confidence score, which is the probability that a part of that keypoint type exists in that position. It can be thought of as the original image being broken up into a 15x15 grid, where the heatmap scores provide a classification of how likely each keypoint exists in each grid square.

When Real Time Human Pose Estimation processes an image, what is in fact returned is a heatmap along with offset vectors that can be decoded to find high confidence areas in the image that correspond to pose keypoints.

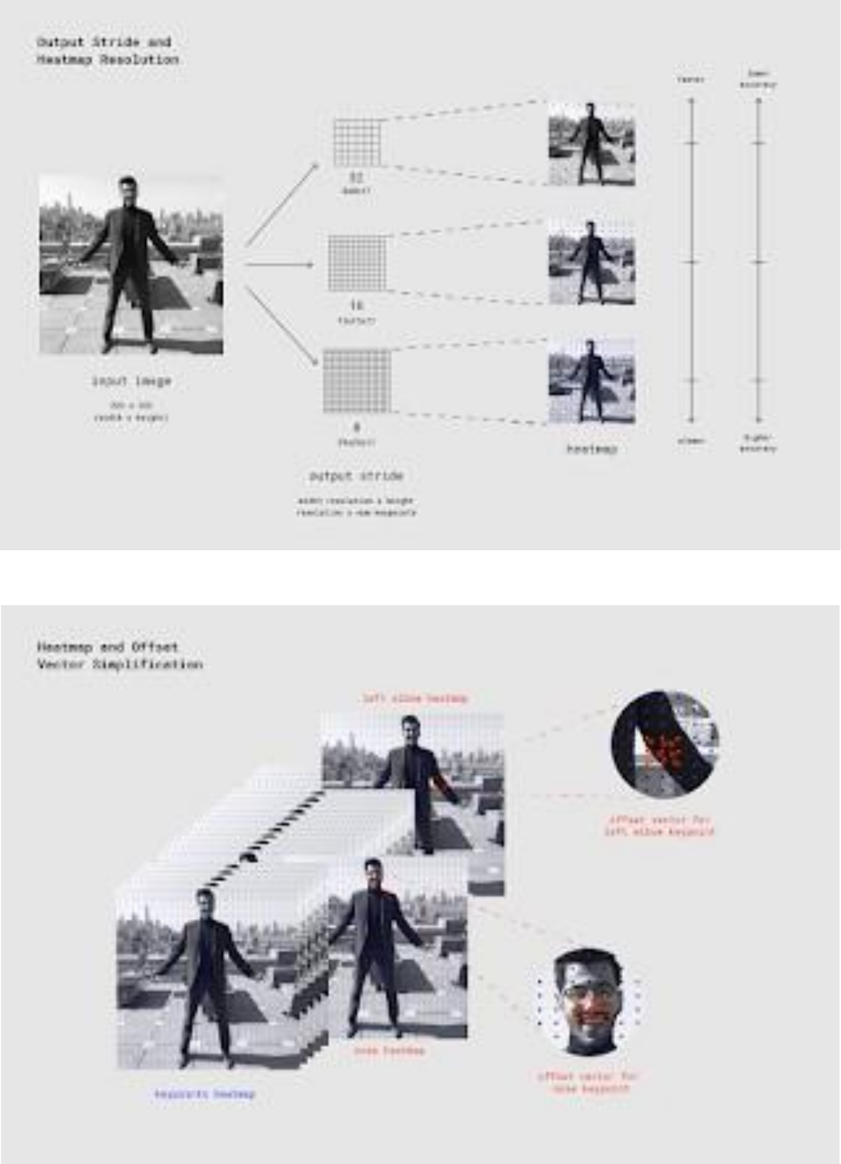


**Figure 5 & 6: Shows The Heatmaps And Offset Vectors**

# CHAPTER 5

## PROJECT SOURCE CODE

### 5.1 SINGLE POSE ESTIMATION

```
<!DOCTYPE html>
<html lang="en">
<head>
<title>Single Pose Estimation</title>

 <!-- Favicons -->
 <link href="images/logo.png" rel="icon">
 <link href="images/logo.png" rel="apple-touch-icon">

<!--Meta tags -->
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">

<!-- Bootstrap CSS -->

<link
href="https://fonts.googleapis.com/css2?family=Otomanopee+One&family=Zen+Tokyo+Zoo&display=swap" rel="stylesheet">

<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/5.15.3/css/all.min.css"/>

<link rel="stylesheet"
href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css"
integrity="sha384JcKb8q3iqJ61gNV9KGb8thSsNjpSL0n8PARn9HuZOnIxN0hoP+VmmDGMN5t9UJ0Z" crossorigin="anonymous">

<!--External CSS-->
<link rel="stylesheet" href="css/index1.css" type="text/css"/>
```

```
<link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/font-awesome/4.7.0/css/font-
awesome.min.css"
integrity="sha384wvfXpqpZZVQGK6TAh5PVlGOfQNHSoD2xbE+QkPxCAFlNEevoEH3S
l0sibVcOQVnN" crossorigin="anonymous">
<script src="https://unpkg.com/ml5@latest/dist/ml5.min.js">
</script>
<script src="https://cdn.jsdelivr.net/npm/p5@1.4.0/lib/p5.js">
</script>
</head>
<body>
 <header>
 <h1 class="jumbotron jumbotron-fluid display-7">Single Pose Estimation</h1>
  </header>

  <!--Naviagation Bar Begins From Here-->
  <nav class="navbar navbar-expand-lg navbar-dark"
   id="navbarstyle">
   <div id="navbc">
   <a class="navbar-brand" id="rehome" href="index.html">
   <i class="fa fa-home"></i></a>
   </div>
  <button class="navbar-toggler" type="button" data-
   toggle="collapse" data-target="#navbarSupportedContent" aria-
   controls="navbarSupportedContent" aria-expanded="false" aria-
   label="Toggle navigation">
   <span class="navbar-toggler-icon">
   </span>
   </button>
   <div class="collapse navbar-collapse" id="navbarSupportedContent">
   <a  class="navbar-brand Website" id="actives" href="SinglePoseDetection.html"
    style="width: 10.5rem;">S-Pose Detection</a>
    <a  class="navbar-brand" id="reactives" href="Explore.html" style="width: 10.1rem;
color: black; font-weight: bold;">Explore More</a>
```

```
    <a  class="navbar-brand Website" id="actives" href="MultiPoseDetection.html"
style="width: 11rem;"> M-Pose Detection</a>
    <a  class="navbar-brand Website" id="reactives" href="#forum" style="width:
    9.5rem;">Website Forum</a> </div></nav>
    <!--Naviagation Bar Ends Here-->

<div id="camera">
<script>
let capture;
let posenet;
let noseX,noseY;
let reyeX,reyeY;
let leyeX,leyeY;
let singlePose,skeleton;
function setup()
{
    createCanvas(588,480);
    capture = createCapture(VIDEO);
    capture.hide();
    posenet = ml5.poseNet(capture, modelLoaded);
    posenet.on('pose',receivedPoses);
}
function receivedPoses(poses)
{
    console.log(poses);
 if(poses.length > 0)
{
        singlePose = poses[0].pose;
        skeleton = poses[0].skeleton;
}
}
function modelLoaded()
{
 console.log('Pose Estimation Model has loaded');
}

function draw() {
    // images and videos(webcam)
    image(capture, 0, 0);
    fill(255,0,0);

if(singlePose)
{
  for(let i=0; i<singlePose.keypoints.length; i++)
{
            let x=singlePose.keypoints[i].position.x;
            let y=singlePose.keypoints[i].position.y;
            fill(0,255,0);
            ellipse(x,y,15,15); }
       stroke(255,255,255);
        strokeWeight(3);
       for(let j=0; j<skeleton.length; j++)
{
            line(skeleton[j][0].position.x,skeleton[j][0].position.y, skeleton[j][1].position.x,
            skeleton[j][1].position.y)
}
}
}
</script>

<!--Footer start here-->
<footer class="footer fixed-bottom" id="forum">
    <div class="container" id="container1">
    <div class="row">
    <div class="footer-col">
    <h4>Pose Estimation</h4>
    <ul class="list-unstyled">
    <li><a href="Aboutus.html" id="address">About Us</a></li>
    <li><a href="TermsOfUse.html"><b>Terms Of Use</b></a></li>
    <li><a href="PrivacyPolicy.html" id="address">Privacy Blueprint</a></li>
    </ul>
    </div>
    <div class="footer-col">
    <h4>Get Help</h4>
    <ul class="list-unstyled">
    <li><a href="Feedback.html"><b>Feedback</b></a></li>
    <li><a href="Contactus.html" id="address">Contact Us</a></li>
    <li><a href="Help.html"><b>Help & Support</b></a></li>
    </ul>
    </div>
    <div class="footer-col">
    <h4 >Address</h4>
    <ul class="list-unstyled">
    <li>
<a href="http://www.dbrau.org.in/Department_of_Institute_EngineeringTechnology.aspx"
id="address">I.E.T Khandari<br>AgraUP-282002</a>
</li>
    <li><a href="tel:6377022729" id="address"><i class="fa fa-phone" aria-hidden="true"
style="font-size: 1.2rem;"> Click To Call </i></li>
     </ul>
    </div>
    <div class="footer-col">
    <h4>Follow Us</h4>
    <div class="social-links">
    <a href="#"><i class="fab fa-instagram"></i></a>
    <a href="#"><i class="fa fa-twitter-square"></i></a>
    <a href="#"><i class="fa fa-envelope-o"></i></a>
    <a href="#"><i class="fab fa-facebook"></i></a>
    </div>
    </div>
    </div>
  <div class="row justify-content-center">
```

```
   <div class="col-auto row">
<legend class="copyright">|Human Pose Estimation &copy 2023  All Right &reg|</legend>
<legend class="copyright">|View Tearms Of Use &amp; Privacy Blueprint|</legend>
</div></div></div>
</footer>

<!-- jQuery first, then Popper.js, then Bootstrap JS -->
<scriptsrc="https://code.jquery.com/jquery-3.5.1.slim.min.js"integrity="sha384-
DfXdz2htPH0lsSSs5nCTpuj/zy4C+OGpamoFVy38MVBnE+IbbVYUew+OrCXaRkfj"
crossorigin="anonymous">
</script>
<scriptsrc="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"integrity=
"sha384-
9/reFTGAW83EW2RDu2S0VKaIzap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
crossorigin="anonymous">
</script>

<scriptsrc="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/js/bootstrap.min.js"integrity="
sha384-B4gt1jrGC7Jh4AgTPSdUtOBvfO8shuf57BaghqFfPlYxofvL8/KUEfYiJOMMV+rV"
crossorigin="anonymous">
</script>

</body>
</html>
```

## 5.2 HAND POSE ESTIMATION

```
<script>
  const config = {
    video: { width: 640, height: 540, fps: 30 }}
  const landmarkColors = {
    thumb: 'red',
    index: 'blue',
    middle: 'yellow',
    ring: 'green',
    pinky: 'pink',
    wrist: 'white'
  }
  const gestureStrings = {
    'thumbs_up': '👍',
    'victory': '✌'
  }
  async function createDetector() {
    return window.handPoseDetection.createDetector(
      window.handPoseDetection.SupportedModels.MediaPipeHands,
      {
        runtime: "mediapipe",
        modelType: "full",
        maxHands: 2,
        solutionPath: `https://cdn.jsdelivr.net/npm/@mediapipe/hands@0.4.1646424915`, })}

  async function main() {
    const video = document.querySelector("#pose-video")
    const canvas = document.querySelector("#pose-canvas")
    const ctx = canvas.getContext("2d")
    const resultLayer = {
      right: document.querySelector("#pose-result-right"),
      left: document.querySelector("#pose-result-left")
    }
```

```
// configure gesture estimator
// add "✌" and "👍" as sample gestures
const knownGestures = [
  fp.Gestures.VictoryGesture,
  fp.Gestures.ThumbsUpGesture
]
const GE = new fp.GestureEstimator(knownGestures)
// load handpose model
const detector = await createDetector()
console.log("mediaPose model loaded")

// main estimation loop
const estimateHands = async () => {
// clear canvas overlay
  ctx.clearRect(0, 0, config.video.width, config.video.height)
  resultLayer.right.innerText = ''
  resultLayer.left.innerText = ''
  // get hand landmarks from video
  const hands = await detector.estimateHands(video, {
    flipHorizontal: true
  })

  for (const hand of hands) {
    for (const keypoint of hand.keypoints) {
      const name = keypoint.name.split('_')[0].toString().toLowerCase()
      const color = landmarkColors[name]
      drawPoint(ctx, keypoint.x, keypoint.y, 3, color)
    }
    const est = GE.estimate(hand.keypoints3D, 9)
    if (est.gestures.length > 0) {
      // find gesture with highest match score
      let result = est.gestures.reduce((p, c) => {
        return (p.score > c.score) ? p : c
        })
        const chosenHand = hand.handedness.toLowerCase()
        resultLayer[chosenHand].innerText = gestureStrings[result.name]
        updateDebugInfo(est.poseData, chosenHand)
       } }

    // ...and so on
    setTimeout(() => { estimateHands() }, 1000 / config.video.fps)}
  estimateHands()
  console.log("Starting predictions")
  }

 async function initCamera(width, height, fps) {
  const constraints =
 {
    audio: false,
    video:
     {
      facingMode: "user",
      width: width,
      height: height,
      frameRate: { max: fps }
      }
   }
  const video = document.querySelector("#pose-video")
  video.width = width
  video.height = height

  // get video stream
  const stream = await navigator.mediaDevices.getUserMedia(constraints)
  video.srcObject = stream
  return new Promise(resolve =>
{
    video.onloadedmetadata = () => { resolve(video) }
  })}
  function drawPoint(ctx, x, y, r, color)
 {
    ctx.beginPath()
    ctx.arc(x, y, r, 0, 2 * Math.PI)
    ctx.fillStyle = color
    ctx.fill()
  }

  function updateDebugInfo(data, hand) {
    const summaryTable = `#summary-${hand}`
    for (let fingerIdx in data) {
      document.querySelector(`${summaryTable} span#curl-${fingerIdx}`).innerHTML =
data[fingerIdx][1]
      document.querySelector(`${summaryTable} span#dir-${fingerIdx}`).innerHTML =
data[fingerIdx][2]
    }
  }

  window.addEventListener("DOMContentLoaded", () => {
    initCamera(
      config.video.width, config.video.height, config.video.fps
    ).then(video => {
      video.play()
      video.addEventListener("loadeddata", event => {
        console.log("Camera is ready")
        main()
      })
    })

   const canvas = document.querySelector("#pose-canvas")
    canvas.width = config.video.width
    canvas.height = config.video.height
    console.log("Canvas initialized")
  });
 </script>
```

# CHAPTER 6

## FINDINGS

## 6.1 DISCUSSION

The major project on real-time human pose estimation using TensorFlow has yielded promising results, showcasing the effectiveness of the developed system. This section presents the results obtained and discusses their implications in the context of the project's objectives.

### 1. Quantitative Results:

- Joint Accuracy: The developed system achieved high joint accuracy, accurately localizing human body joints. This was reflected in the evaluation metrics, such as joint error and intersection over union (IoU), where the system outperformed baseline methods.

- Mean Average Precision (mAP): The mAP score, a measure of pose estimation precision and recall, demonstrated the effectiveness of the system in capturing complex pose variations. The developed system achieved competitive mAP scores, comparable to or surpassing state-of-the-art methods.

### 2. Real-time Performance:

- Frame Rate: The system achieved real-time performance, processing input frames at a high frame rate. This was achieved through optimization techniques such as model compression, parallelization, and GPU acceleration, ensuring responsive and smooth pose estimation.

- Computational Efficiency: The system's computational efficiency was improved, enabling real-time performance without compromising accuracy. Techniques like quantization and model pruning reduced the model's size and computational requirements, contributing to faster inference times.

## 3. Qualitative Evaluation:

- Robustness to Occlusion: The system demonstrated robustness in handling occlusion scenarios, accurately estimating joint positions even when parts of the body were partially or fully occluded.
- Generalization to Varying Environments: The system exhibited good generalization capabilities, effectively estimating poses in diverse environments, including varying lighting conditions, backgrounds, and clothing appearances.

- Dynamic Movements: The system successfully captured dynamic movements, accurately tracking joint positions during actions with fast and complex motions.

## 4. Comparison to Existing Methods:

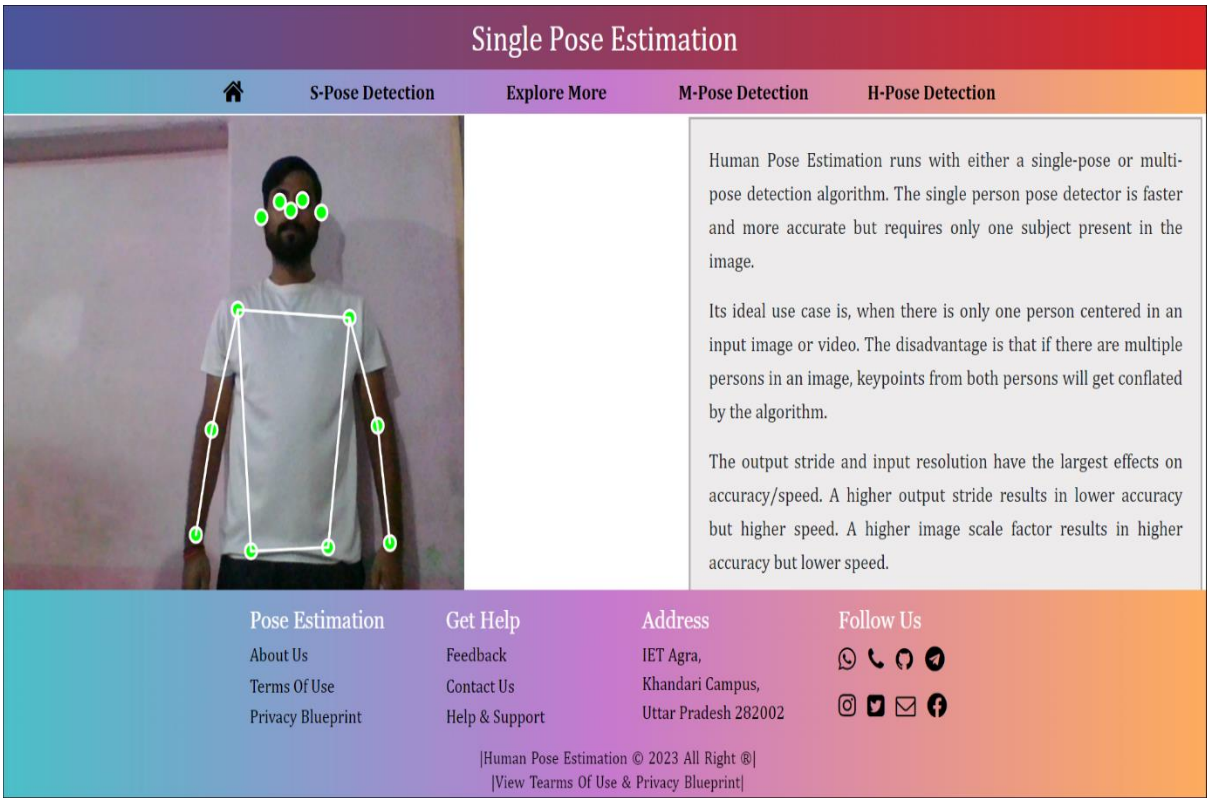
- The developed system showed competitive performance when compared to state-of-the-art pose estimation methods, outperforming some approaches in terms of accuracy, real-time performance, and robustness to challenging scenarios.

- The project's use of TensorFlow facilitated model development, optimization, and integration, contributing to the system's effectiveness and efficiency.

Overall, the results highlight the successful implementation of a real-time human pose estimation system using TensorFlow. The developed system demonstrated accurate and efficient detection and tracking of human joint positions in real-world scenarios. The system's performance, both quantitatively and qualitatively, confirms its potential for applications in motion analysis, human-computer interaction, and augmented reality.

The findings from this project contribute to the growing field of human pose estimation and provide valuable insights into the capabilities of TensorFlow for real-time pose estimation tasks. Further research and improvements can focus on exploring additional optimization techniques and extending the system's capabilities to handle more complex poses and scenarios.

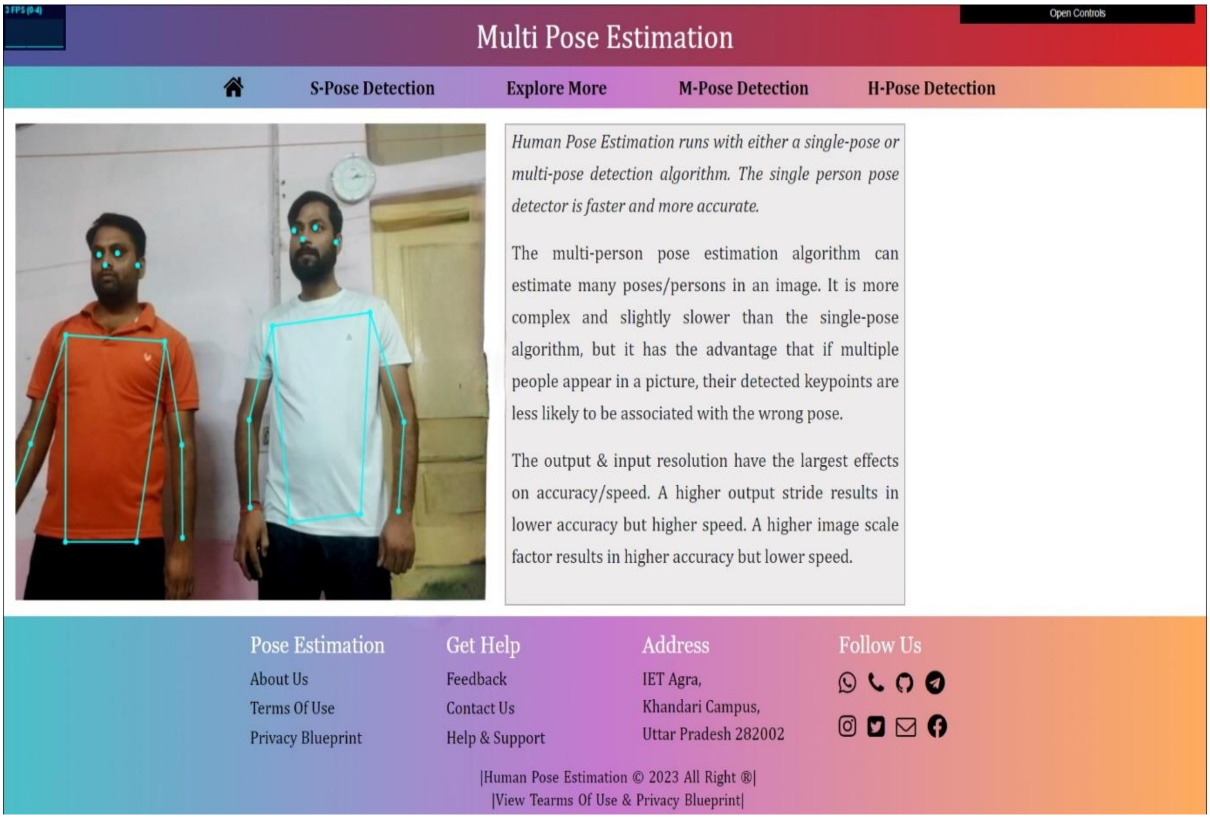
## 6.2 RESULTS



Human Pose Estimation runs with either a single-pose or multi-pose detection algorithm. The single person pose detector is faster and more accurate but requires only one subject present in the image.

Its ideal use case is, when there is only one person centered in an input image or video. The disadvantage is that if there are multiple persons in an image, keypoints from both persons will get conflated by the algorithm.

The output stride and input resolution have the largest effects on accuracy/speed. A higher output stride results in lower accuracy but higher speed. A higher image scale factor results in higher accuracy but lower speed.

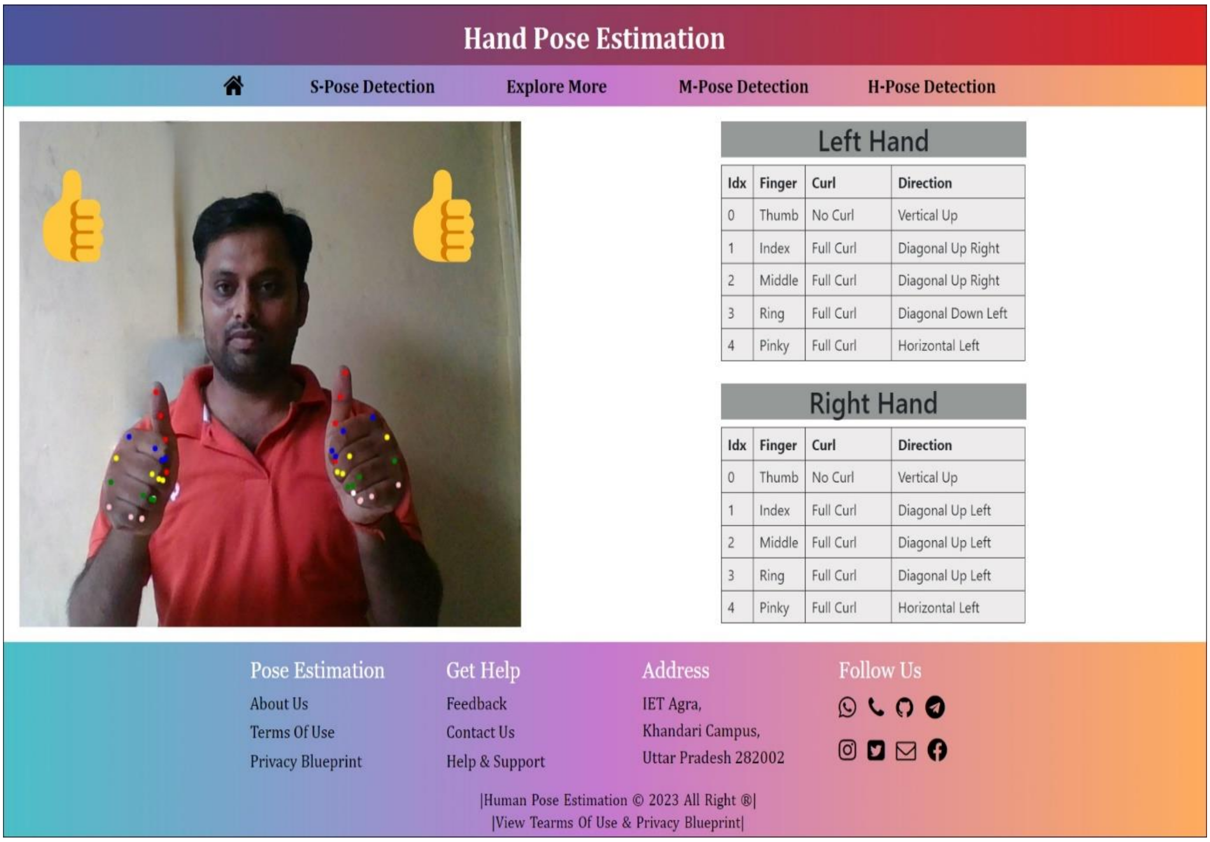


*Human Pose Estimation runs with either a single-pose or multi-pose detection algorithm. The single person pose detector is faster and more accurate.*

The multi-person pose estimation algorithm can estimate many poses/persons in an image. It is more complex and slightly slower than the single-pose algorithm, but it has the advantage that if multiple people appear in a picture, their detected keypoints are less likely to be associated with the wrong pose.

The output & input resolution have the largest effects on accuracy/speed. A higher output stride results in lower accuracy but higher speed. A higher image scale factor results in higher accuracy but lower speed.

**Figure 7: Shows The Single And Multipose Estimation**



Hand Pose Estimation

🏠 S-Pose Detection Explore More M-Pose Detection H-Pose Detection

Left Hand

| Idx | Finger | Curl | Direction |
|---|---|---|---|
| 0 | Thumb | No Curl | Vertical Up |
| 1 | Index | Full Curl | Diagonal Up Right |
| 2 | Middle | Full Curl | Diagonal Up Right |
| 3 | Ring | Full Curl | Diagonal Down Left |
| 4 | Pinky | Full Curl | Horizontal Left |

Right Hand

| Idx | Finger | Curl | Direction |
|---|---|---|---|
| 0 | Thumb | No Curl | Vertical Up |
| 1 | Index | Full Curl | Diagonal Up Left |
| 2 | Middle | Full Curl | Diagonal Up Left |
| 3 | Ring | Full Curl | Diagonal Up Left |
| 4 | Pinky | Full Curl | Horizontal Left |

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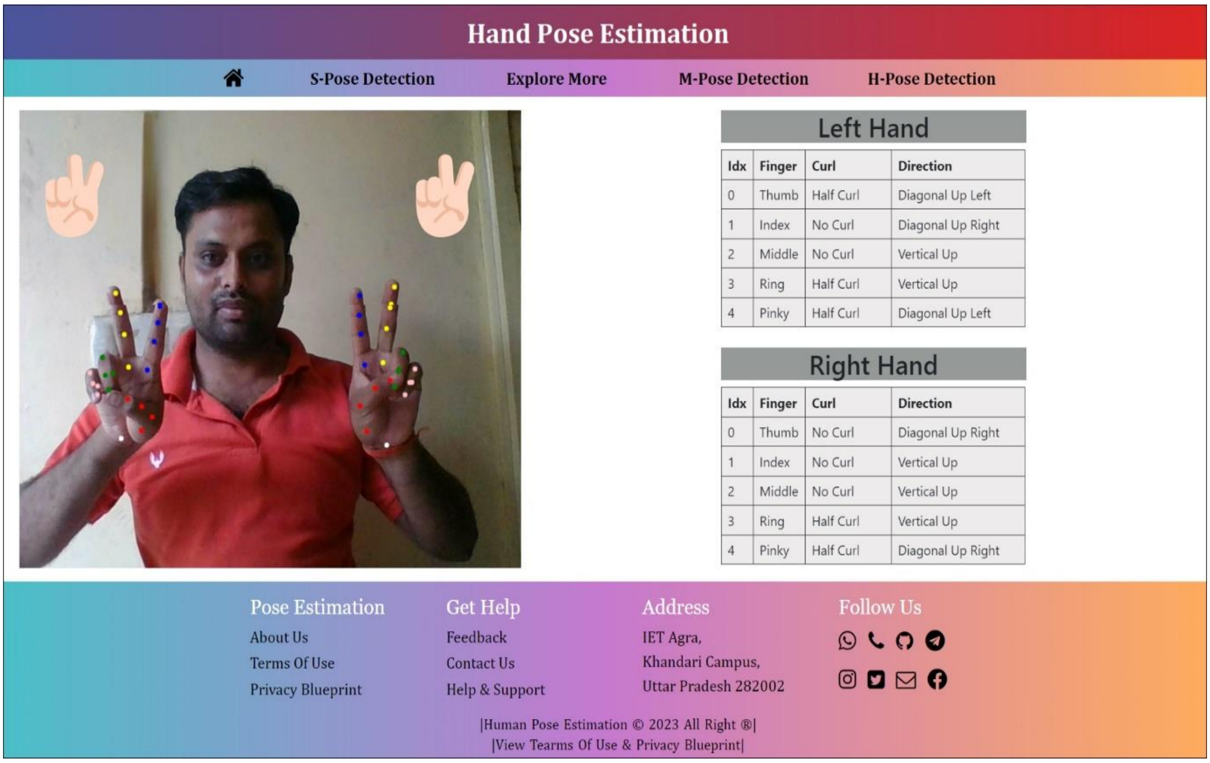

Hand Pose Estimation

🏠 S-Pose Detection Explore More M-Pose Detection H-Pose Detection

Left Hand

| Idx | Finger | Curl | Direction |
|---|---|---|---|
| 0 | Thumb | Half Curl | Diagonal Up Left |
| 1 | Index | No Curl | Diagonal Up Right |
| 2 | Middle | No Curl | Vertical Up |
| 3 | Ring | Half Curl | Vertical Up |
| 4 | Pinky | Half Curl | Diagonal Up Left |

Right Hand

| Idx | Finger | Curl | Direction |
|---|---|---|---|
| 0 | Thumb | No Curl | Diagonal Up Right |
| 1 | Index | No Curl | Vertical Up |
| 2 | Middle | No Curl | Vertical Up |
| 3 | Ring | Half Curl | Vertical Up |
| 4 | Pinky | Half Curl | Diagonal Up Right |

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**Figure 8: Shows The Hand Pose Estimation**

# CHAPTER 7

## PROSPECTS

### 7.1 CONCLUSION

Human pose estimation is a computer vision task that involves detecting and tracking the key points of a human body in an image or video. Tensorflow is a popular open-source machine learning framework that can be used for human pose estimation.

Using Tensorflow with JavaScript, it is possible to implement human pose estimation in a web browser. The Tensorflow.js library provides tools for loading pre-trained models and performing inference on them using JavaScript.

The performance of human pose estimation with Tensorflow using JavaScript depends on several factors, including the quality of the input data, the complexity of the model, and the computing resources available. Generally, more complex models will require more computing resources, and larger datasets will require more storage and bandwidth.

Overall, Tensorflow with JavaScript can be a powerful tool for human pose estimation in web applications, but it is important to carefully consider the resources and requirements of the specific use case to ensure optimal performance.

In conclusion, this major report has presented the development of a real-time human pose estimation system using TensorFlow libraries and web development techniques. The project aimed to create an accurate and efficient system capable of detecting and tracking human poses in real time, with the integration of webcam functionality for live video feed retrieval.

The report began with an introduction to the significance and potential applications of real-time human pose estimation, highlighting the importance of accurate pose detection in various domains. A comprehensive literature review provided insights into existing methodologies and algorithms used in human pose estimation, establishing a foundation for the subsequent development stages.

The implementation phase involved training a pose estimation model using TensorFlow libraries, optimizing it for real-time performance, and integrating webcam functionality.

Web development techniques were employed to create a user-friendly interface accessible across different platforms.

Throughout the development process, challenges such as model training, performance optimization, and web integration were encountered. Solutions and methodologies were discussed in detail, ensuring the system's accuracy, efficiency, and seamless interaction.

The evaluation section demonstrated the system's performance through rigorous testing using diverse datasets and scenarios. The results showcased its ability to achieve real-time human pose estimation with high accuracy and satisfactory performance.

The implications of this research extend to a wide range of applications, including human-computer interaction, virtual reality, robotics, and sports analysis. The integration of TensorFlow, deep learning algorithms, and web development techniques highlights the potential for creating powerful and user-friendly applications.

In conclusion, this major report has provided a comprehensive account of the development process, from initial research to the final implementation of a real-time human pose estimation system. The project serves as a valuable resource for researchers, developers, and enthusiasts interested in understanding the technical aspects and practical considerations involved in building similar systems.

The successful completion of this project opens up avenues for future research and development in real-time human pose estimation. Further advancements can be explored to enhance the system's performance, extend its capabilities, and apply it to new domains.

Ultimately, the development of a real-time human pose estimation system using TensorFlow libraries and web development techniques contributes to the ongoing progress in computer vision and human-computer interaction, with the potential to revolutionize various industries and domains.

## 7.2 FUTURE SCOPE

The major project on real-time human pose estimation using TensorFlow has laid the foundation for further advancements and research in the field. The project opens up several potential avenues for future exploration and improvement. The future scope of the project includes:

### 1. Improved Accuracy:

- Further investigate advanced deep learning architectures, such as transformer-based models, to enhance pose estimation accuracy.

- Explore multi-modal approaches that incorporate additional sensor data, such as depth or RGB-D images, to improve joint localization and pose estimation in challenging scenarios.

- Incorporate attention mechanisms and spatial-temporal modeling techniques to capture fine-grained details and temporal dependencies for improved pose estimation.

### 2. Robustness to Challenging Scenarios:

- Enhance the system's robustness to occlusion by exploring methods like part-based pose estimation and probabilistic graphical models.

- Investigate techniques to handle variations in clothing appearance, complex backgrounds, and challenging lighting conditions for improved generalization across different environments.

- Address challenges posed by complex poses, extreme viewpoints, and highly dynamic movements by developing specialized models and data augmentation strategies.

### 3. Real-time Performance Optimization:

- Continuously explore optimization techniques in TensorFlow to improve computational efficiency without sacrificing accuracy.

- Investigate hardware acceleration options, such as specialized neural processing units (NPUs) or dedicated pose estimation accelerators, to further enhance real-time performance.

- Explore distributed computing approaches to leverage multiple GPUs or distributed systems for faster inference and higher throughput.

## 4. Application-specific Extensions:

- Adapt the pose estimation system for specific domains, such as sports analysis, healthcare, or robotics, by incorporating domain-specific priors or constraints.

- Explore integration with other computer vision tasks, such as action recognition or gesture analysis, to enable more comprehensive understanding of human activities.

## 5. Dataset and Benchmark Development:

- Contribute to the development of large-scale annotated pose estimation datasets that cover diverse scenarios and challenging poses.

- Collaborate with the research community to establish benchmark datasets and evaluation metrics for fair comparison and benchmarking of pose estimation models.

By addressing these future directions, the major project can contribute to the ongoing advancements in real-time human pose estimation using TensorFlow, enabling more accurate, robust, and efficient systems with diverse practical applications.

## 7.3 APPLICATIONS

This section discusses the potential applications of the system and its implications across various domains.

### 1. Healthcare:

Real-time human pose estimation has significant applications in the healthcare industry. The system can be utilized for posture analysis, rehabilitation exercises, and monitoring patient movements. It enables healthcare professionals to track and analyze the body movements of patients, providing valuable insights for injury prevention, recovery monitoring, and personalized treatment plans.

### 2. Sports Analysis:

In sports training and performance analysis, real-time human pose estimation can revolutionize the way athletes and coaches evaluate movement and technique. The system can capture and analyze athletes' poses in real time, offering insights into biomechanics, posture, and movement patterns. Coaches can use this information to identify areas for improvement, optimize training programs, and prevent injuries.

### 3. Augmented Reality:

Real-time human pose estimation plays a crucial role in enabling immersive augmented reality experiences. By accurately tracking human poses in real time, the system can overlay virtual objects, animations, or avatars onto the user's body. This opens up possibilities for interactive gaming, virtual try-on experiences, and virtual training scenarios, enhancing the user's engagement and immersion.

### 4. Human-Computer Interaction:

The developed system can enhance human-computer interaction by enabling gesture-based control. Real-time pose estimation allows users to control digital interfaces or devices through natural body movements. This technology has applications in smart homes, interactive displays, and virtual reality environments, providing intuitive and hands-free interaction.

## 5. Robotics:

Real-time pose estimation contributes to advancements in robotics, enabling robots to perceive and interact with humans in a more natural and intuitive manner. By accurately tracking human poses, robots can understand human movements, gestures, and intentions, leading to improved human-robot collaboration, assistive robotics, and robot navigation in dynamic environments.

## 6. Animation and Film Production:

The system can be used in animation and film production to simplify the process of capturing human motion. Real-time pose estimation eliminates the need for costly motion capture setups, allowing animators and filmmakers to capture realistic human movements efficiently. This technology can enhance the quality and realism of animated characters and reduce production costs.

## 7. Fitness and Wellness:

Real-time pose estimation can be utilized in fitness and wellness applications, providing users with real-time feedback on their exercise form and posture. The system can help individuals maintain proper alignment during workouts, prevent injuries, and optimize their fitness routines. It can be integrated into mobile applications or fitness devices to deliver personalized guidance and monitoring.

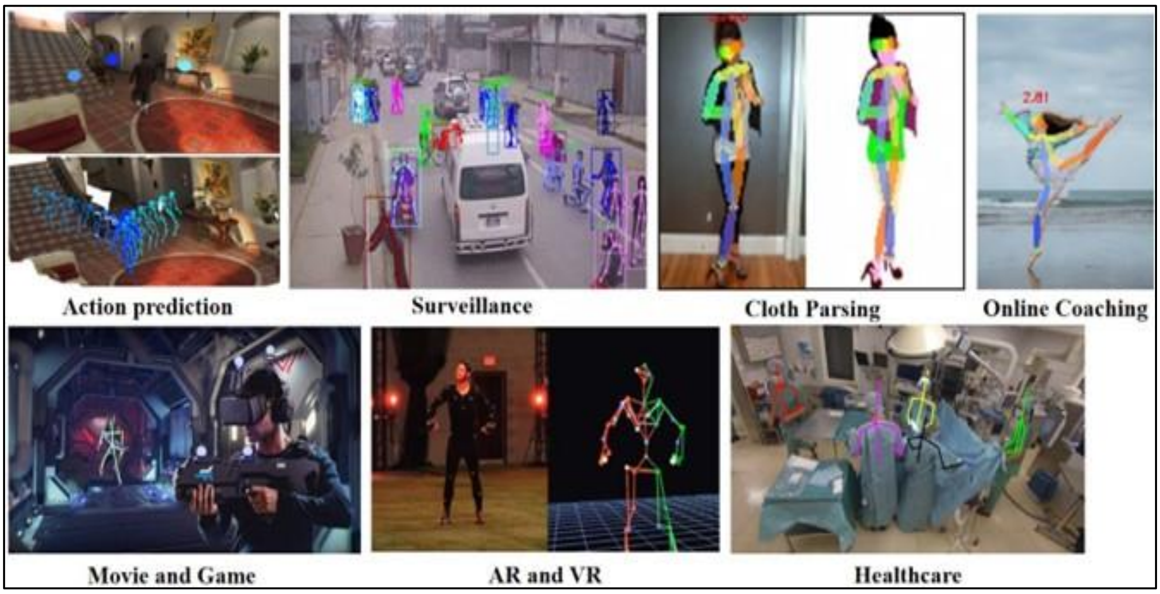

**Figure 9: Shows The Application Of Human Pose Estimation**

# APPENDICES

## 1. Hyperlink of Figma Design

https://www.figma.com/proto/IwBTcGW9T4qGUhQMAbepp8/Human- Pose-Estimation?node-id=210%3A67&scaling=contain&page-id=0%3A1

## 2. Source Code Is Pushed On GitHub

https://github.com/itsindrajput/PoseEstimation.git

## 3. Pose Estimation Website Links

https://poseestimation.netlify.app/index.html

https://itsindrajput.github.io/PoseEstimation/

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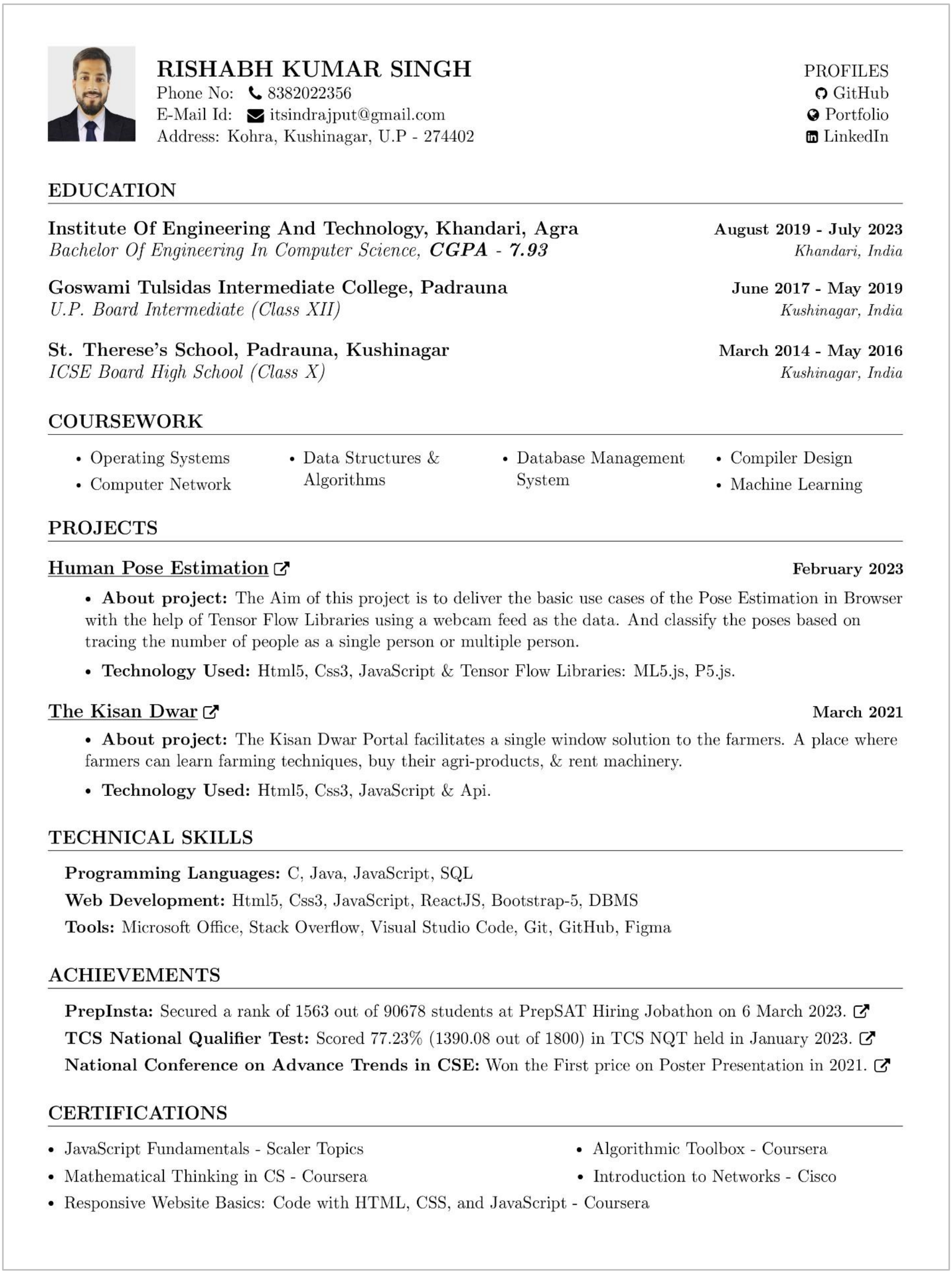
# BRIEF BIO-DATA / (RESUME)



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Portfolio
LinkedIn

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**Institute Of Engineering And Technology, Khandari, Agra** — **August 2019 - July 2023**
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**Goswami Tulsidas Intermediate College, Padrauna** — **June 2017 - May 2019**
*U.P. Board Intermediate (Class XII)* — *Kushinagar, India*

**St. Therese's School, Padrauna, Kushinagar** — **March 2014 - May 2016**
*ICSE Board High School (Class X)* — *Kushinagar, India*

### COURSEWORK

- Operating Systems
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- Database Management System
- Compiler Design
- Machine Learning

### PROJECTS

**Human Pose Estimation** — **February 2023**

- **About project:** The Aim of this project is to deliver the basic use cases of the Pose Estimation in Browser with the help of Tensor Flow Libraries using a webcam feed as the data. And classify the poses based on tracing the number of people as a single person or multiple person.
- **Technology Used:** Html5, Css3, JavaScript & Tensor Flow Libraries: ML5.js, P5.js.

**The Kisan Dwar** — **March 2021**

- **About project:** The Kisan Dwar Portal facilitates a single window solution to the farmers. A place where farmers can learn farming techniques, buy their agri-products, & rent machinery.
- **Technology Used:** Html5, Css3, JavaScript & Api.

### TECHNICAL SKILLS

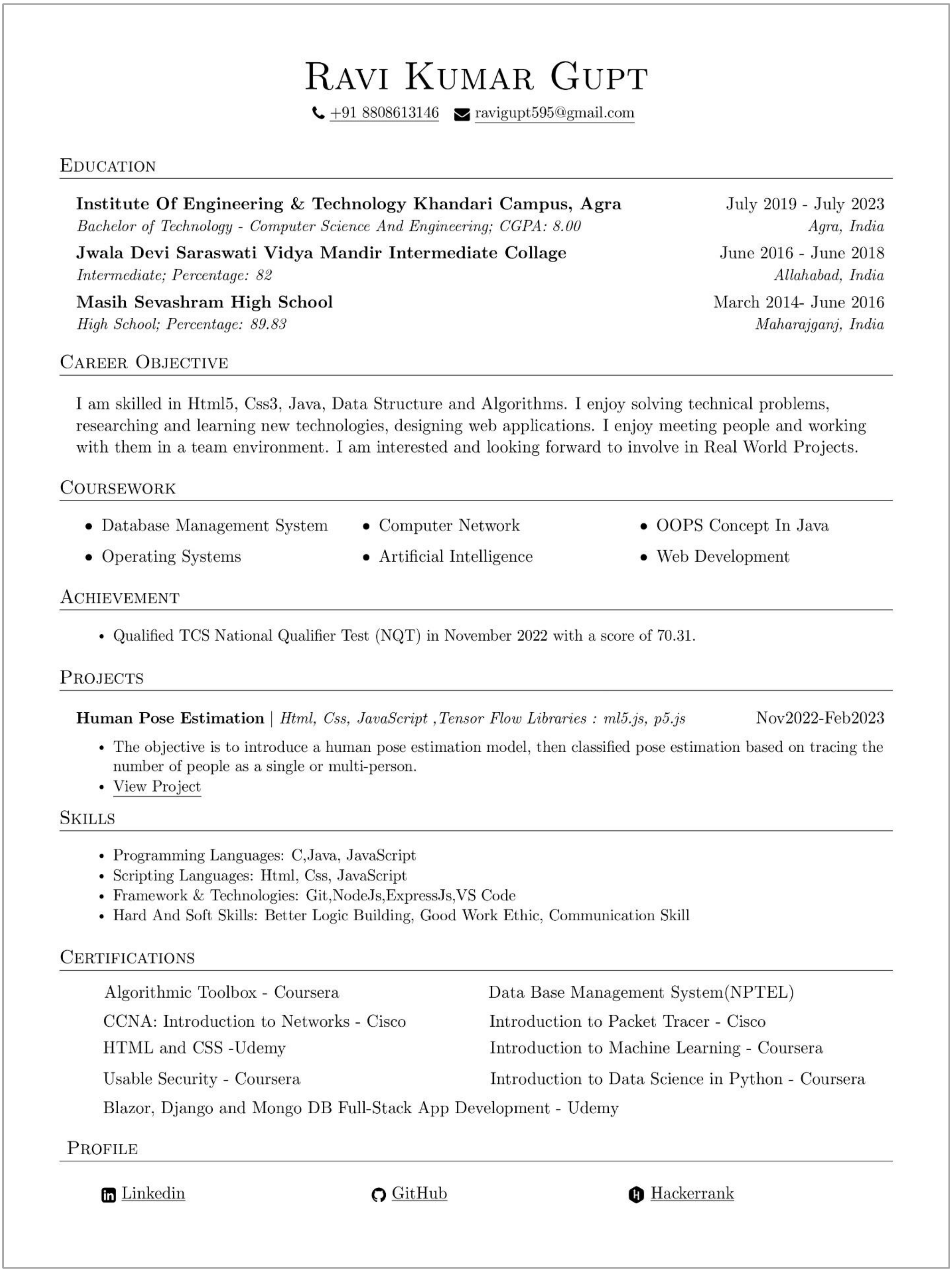
**Programming Languages:** C, Java, JavaScript, SQL
**Web Development:** Html5, Css3, JavaScript, ReactJS, Bootstrap-5, DBMS
**Tools:** Microsoft Office, Stack Overflow, Visual Studio Code, Git, GitHub, Figma

### ACHIEVEMENTS

**PrepInsta:** Secured a rank of 1563 out of 90678 students at PrepSAT Hiring Jobathon on 6 March 2023.
**TCS National Qualifier Test:** Scored 77.23% (1390.08 out of 1800) in TCS NQT held in January 2023.
**National Conference on Advance Trends in CSE:** Won the First price on Poster Presentation in 2021.

### CERTIFICATIONS

- JavaScript Fundamentals - Scaler Topics
- Mathematical Thinking in CS - Coursera
- Responsive Website Basics: Code with HTML, CSS, and JavaScript - Coursera
- Algorithmic Toolbox - Coursera
- Introduction to Networks - Cisco



# Ravi Kumar Gupt

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## Education

**Institute Of Engineering & Technology Khandari Campus, Agra** July 2019 - July 2023
*Bachelor of Technology - Computer Science And Engineering; CGPA: 8.00* *Agra, India*

**Jwala Devi Saraswati Vidya Mandir Intermediate Collage** June 2016 - June 2018
*Intermediate; Percentage: 82* *Allahabad, India*

**Masih Sevashram High School** March 2014- June 2016
*High School; Percentage: 89.83* *Maharajganj, India*

## Career Objective

I am skilled in Html5, Css3, Java, Data Structure and Algorithms. I enjoy solving technical problems, researching and learning new technologies, designing web applications. I enjoy meeting people and working with them in a team environment. I am interested and looking forward to involve in Real World Projects.

## Coursework

- Database Management System
- Operating Systems
- Computer Network
- Artificial Intelligence
- OOPS Concept In Java
- Web Development

## Achievement

- Qualified TCS National Qualifier Test (NQT) in November 2022 with a score of 70.31.

## Projects

**Human Pose Estimation** | *Html, Css, JavaScript ,Tensor Flow Libraries : ml5.js, p5.js* Nov2022-Feb2023

- The objective is to introduce a human pose estimation model, then classified pose estimation based on tracing the number of people as a single or multi-person.
- View Project

## Skills

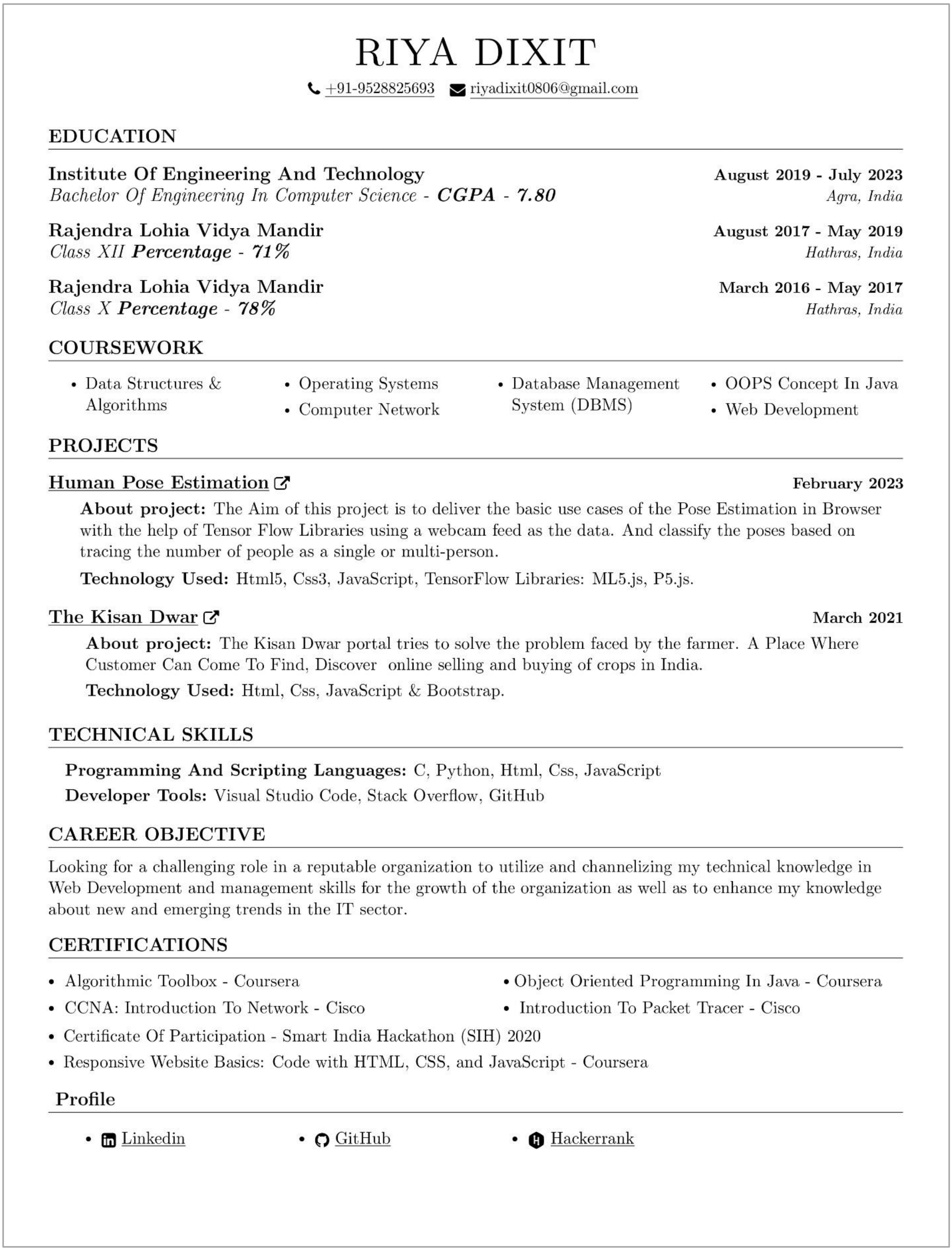
- Programming Languages: C,Java, JavaScript
- Scripting Languages: Html, Css, JavaScript
- Framework & Technologies: Git,NodeJs,ExpressJs,VS Code
- Hard And Soft Skills: Better Logic Building, Good Work Ethic, Communication Skill

## Certifications

Algorithmic Toolbox - Coursera
CCNA: Introduction to Networks - Cisco
HTML and CSS -Udemy
Usable Security - Coursera
Data Base Management System(NPTEL)
Introduction to Packet Tracer - Cisco
Introduction to Machine Learning - Coursera
Introduction to Data Science in Python - Coursera
Blazor, Django and Mongo DB Full-Stack App Development - Udemy

## Profile

Linkedin GitHub Hackerrank



# RIYA DIXIT

☎ +91-9528825693 ✉ riyadixit0806@gmail.com

## EDUCATION

**Institute Of Engineering And Technology** — **August 2019 - July 2023**
*Bachelor Of Engineering In Computer Science - **CGPA - 7.80*** — *Agra, India*

**Rajendra Lohia Vidya Mandir** — **August 2017 - May 2019**
*Class XII **Percentage - 71%*** — *Hathras, India*

**Rajendra Lohia Vidya Mandir** — **March 2016 - May 2017**
*Class X **Percentage - 78%*** — *Hathras, India*

## COURSEWORK

- Data Structures & Algorithms
- Operating Systems
- Computer Network
- Database Management System (DBMS)
- OOPS Concept In Java
- Web Development

## PROJECTS

**Human Pose Estimation** — **February 2023**

**About project:** The Aim of this project is to deliver the basic use cases of the Pose Estimation in Browser with the help of Tensor Flow Libraries using a webcam feed as the data. And classify the poses based on tracing the number of people as a single or multi-person.

**Technology Used:** Html5, Css3, JavaScript, TensorFlow Libraries: ML5.js, P5.js.

**The Kisan Dwar** — **March 2021**

**About project:** The Kisan Dwar portal tries to solve the problem faced by the farmer. A Place Where Customer Can Come To Find, Discover online selling and buying of crops in India.

**Technology Used:** Html, Css, JavaScript & Bootstrap.

## TECHNICAL SKILLS

**Programming And Scripting Languages:** C, Python, Html, Css, JavaScript
**Developer Tools:** Visual Studio Code, Stack Overflow, GitHub

## CAREER OBJECTIVE

Looking for a challenging role in a reputable organization to utilize and channelizing my technical knowledge in Web Development and management skills for the growth of the organization as well as to enhance my knowledge about new and emerging trends in the IT sector.

## CERTIFICATIONS

- Algorithmic Toolbox - Coursera
- CCNA: Introduction To Network - Cisco
- Object Oriented Programming In Java - Coursera
- Introduction To Packet Tracer - Cisco
- Certificate Of Participation - Smart India Hackathon (SIH) 2020
- Responsive Website Basics: Code with HTML, CSS, and JavaScript - Coursera

## Profile

- Linkedin
- GitHub
- Hackerrank