



TrainIT:

Detection and classification of wrong played strokes in table tennis

Group Members: Habiba Hegazy, Mohammed Abdelsalam, Moustafa Hussien and Seif Elmosalamy

Supervised By: Dr Ayman Ezzat, Dr Ayman Nabil

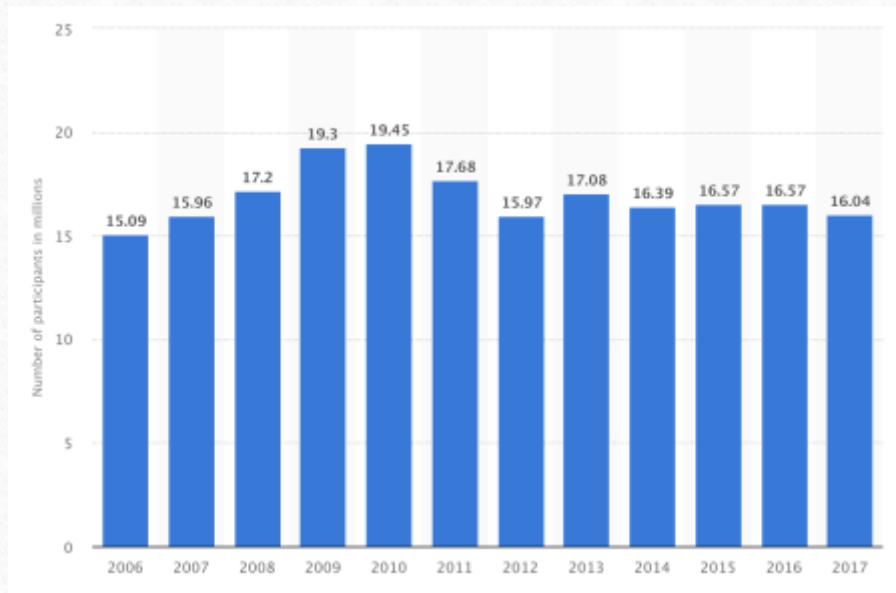
Teacher Assistant: Youmna Ismail

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Introduction (1/2)

❑ Table Tennis became popular to reach 16 million players.

❑ Some Basic Table Tennis Stroke Types:



Number of participants in table tennis in the United States from 2006 to 2017



1- Forehand push



2- Backhand push



3- Forehand topspin



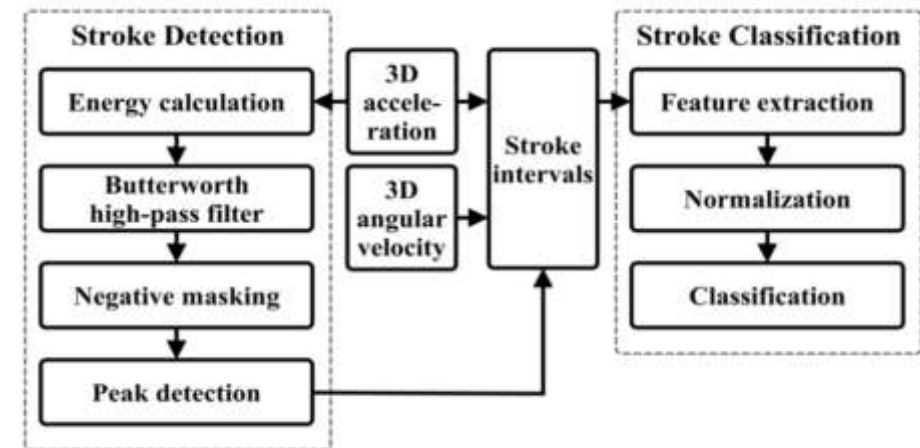
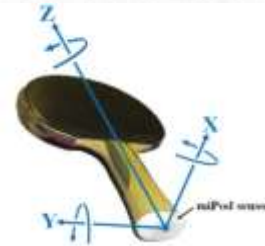
4- Backhand topspin

Introduction (2/2) – Common Mistakes

Video is Uploaded

Related Work (1/3)

- ▶ Used *miPod sensor* attached to the racket handle.
- ▶ Detected and classified 8 types of strokes with overall Precision of 95.7%
- ▶ Best accuracy was SVM RBF algorithm.
- ▶ Classification based on the player movement of the racket.
- ▶ Offline Feedback.



Related Work (2/3)

- ▶ Using wearable **IMU (accelerometer and gyro)** wearable device
- ▶ The system detects and classifies tennis strokes: serve, forehand, and backhand.
- ▶ Overall 98.1% average stroke classification accuracy was achieved.
- ▶ Offline Feedback.

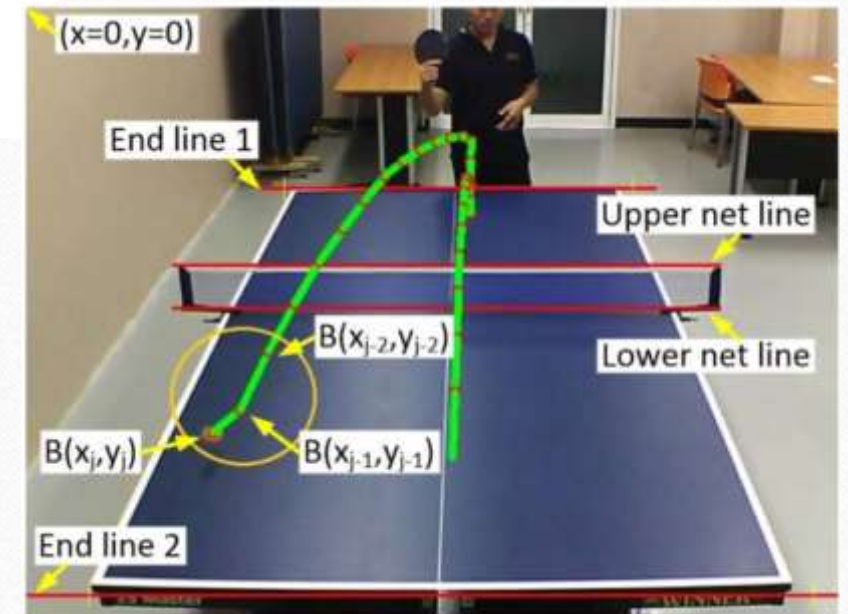
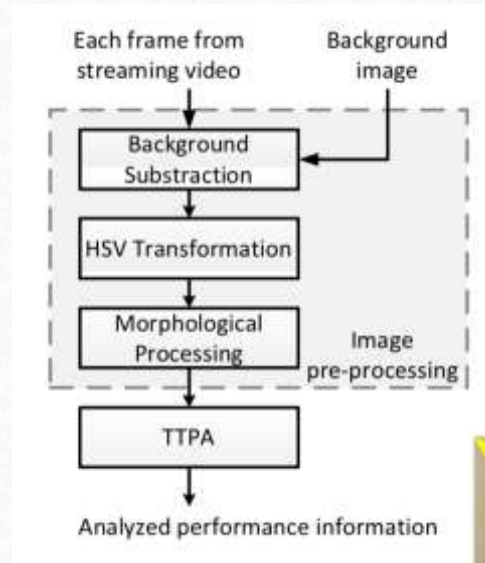


TABLE I. RESULTS OF TENNIS STROKE CLASSIFICATION

	Serve	Foreh.	Backh.	Unkn.	Acc (%)
Serve	41				100,0
Forehand	2	51			96,23
Backhand			52	1	98,11

Related Work (3/3)

- ▶ Device used: **low-quality camera**.
- ▶ A basic proposed algorithms was used to analyze the performance of a table tennis player.
- ▶ accuracy of the proposed algorithms is 96.29% in average.

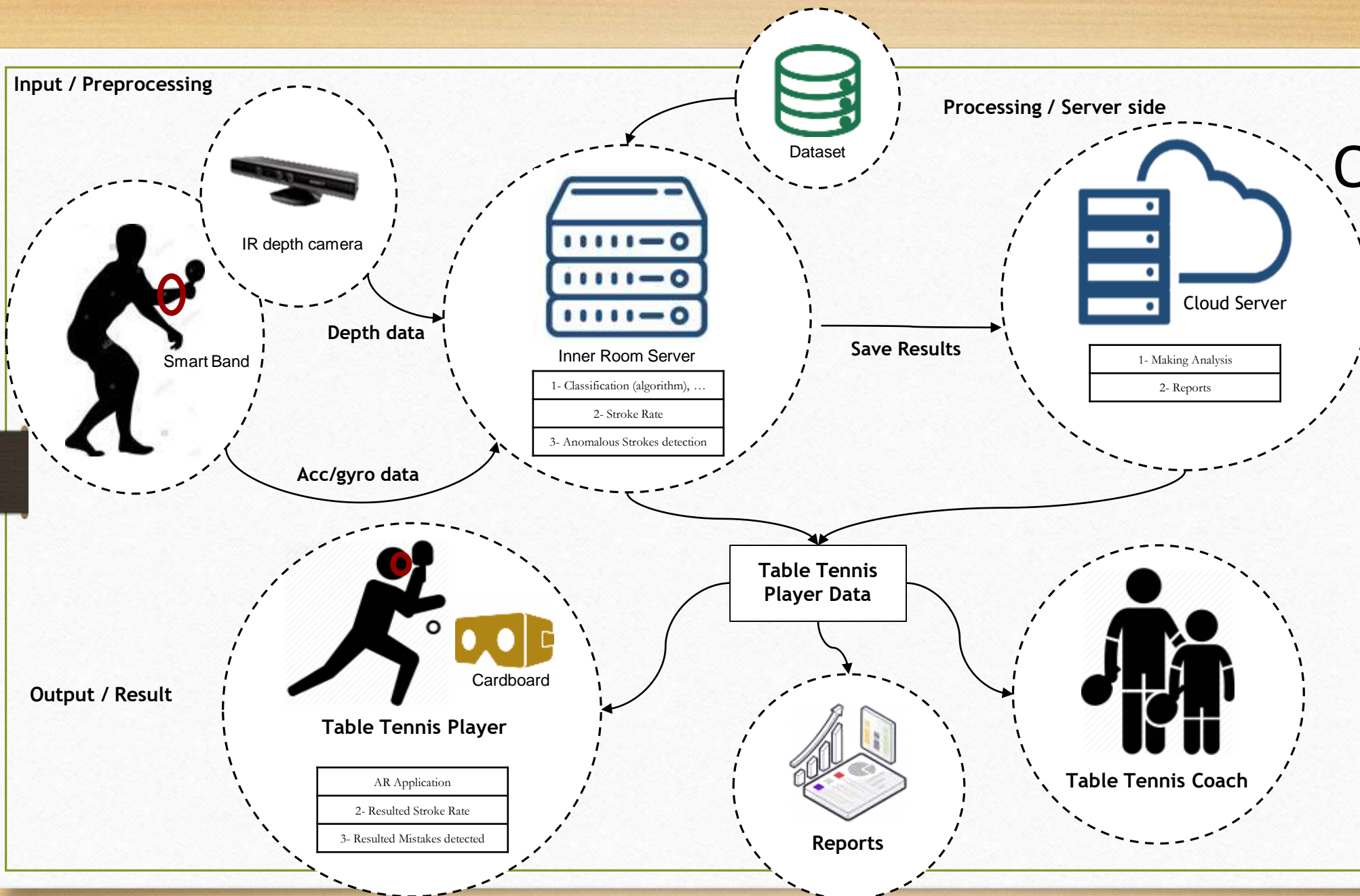


Triamlumlerd, Sirichai & Pracha, Manoch & Kongsuwan, Pauline & Angsuchotmetee, Pongtorn. (2017). A table tennis performance analyzer via a single-view low-quality camera. 1-4. 10.1109/IEECON.2017.8075888.

Problem Statement

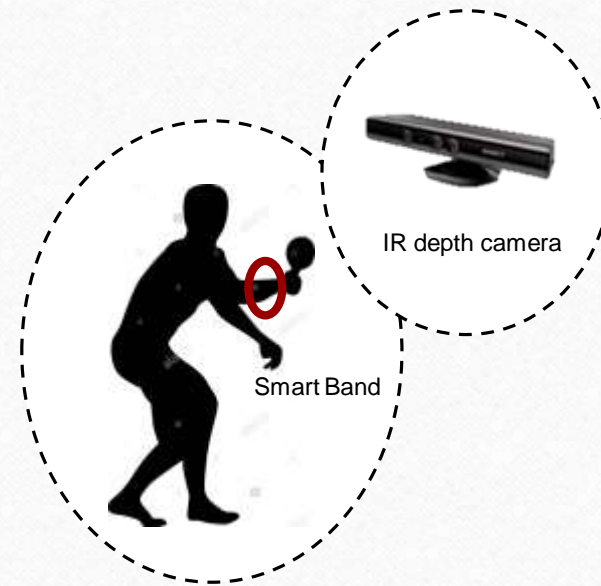
Provide **online real-time** feedback for enhancing the player stroke shooting style by classifying the correct and **anomalous strokes** using sensor device and **IR depth camera**.

System Overview



Preprocessing

- ❑ Automatic stroke detection.
 - Get sensor (accelerometer and gyro) readings.
 - Get IR depth Camera Readings.
- ❑ Kalman Filter.
- ❑ Signal interpolation/extrapolation.



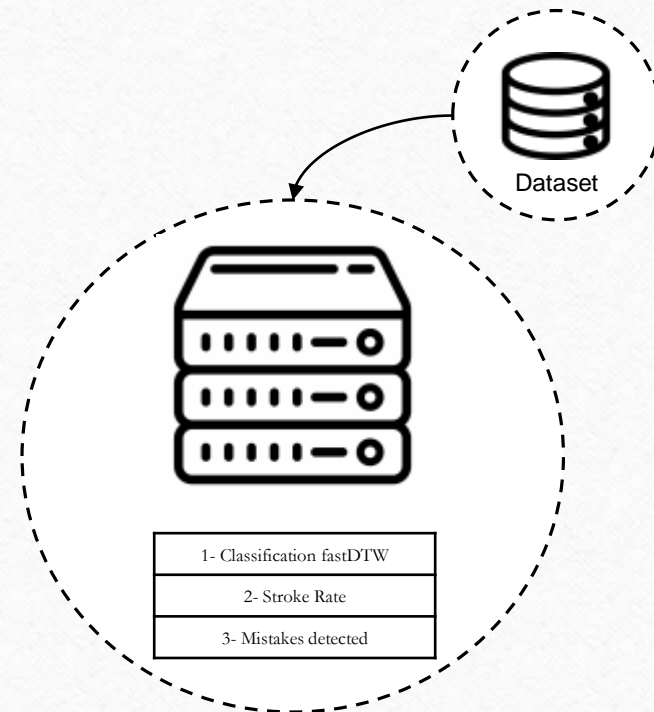
Classification

❑ Stroke classification in different layers.

- Layer (1) - classify the stroke movement type (backhand or forehand)
- Layer (2) – classify the stroke type (push, topspin ... etc)
- Layer (3) – classify the errors if exist.

❑ Algorithms (fastDTW, SVM, RCNN, Deep learning time sries ...)

❑ Player behavior analyzed and stored.



Output

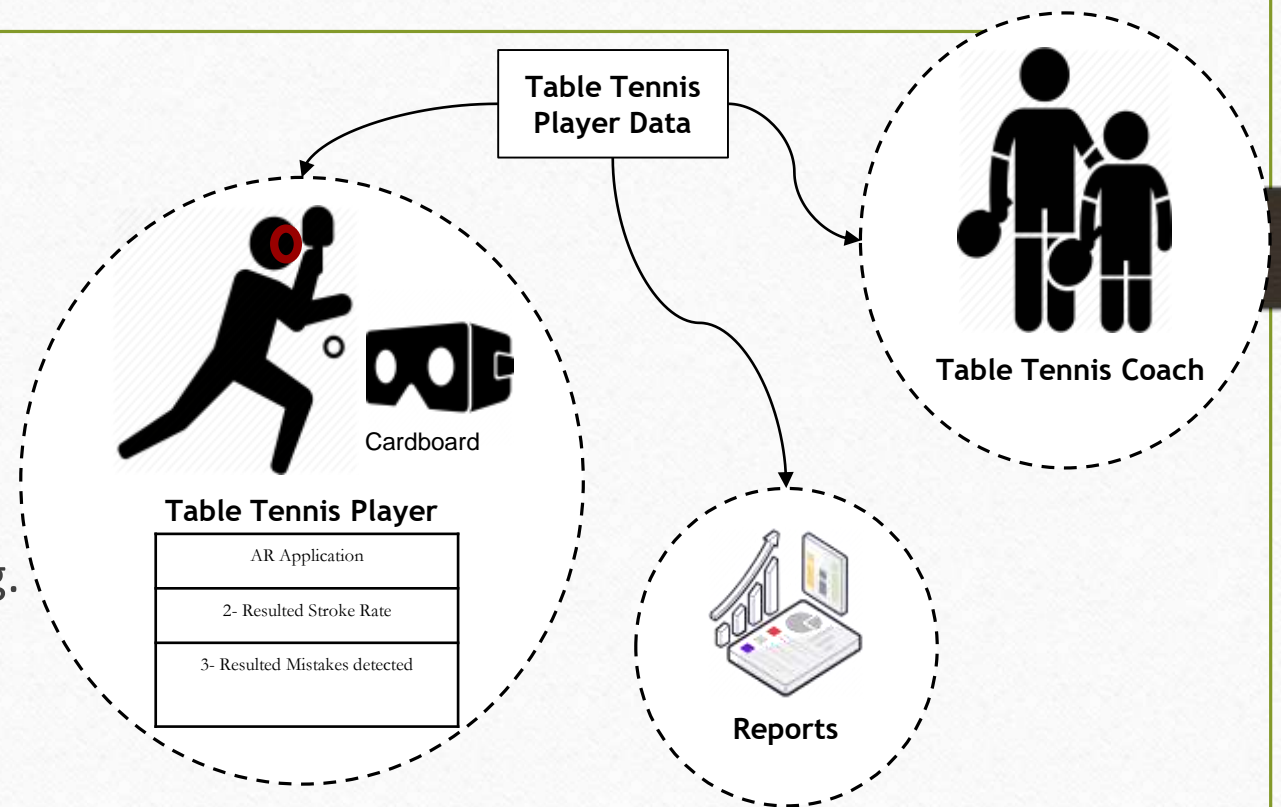
❑ Couch module:

- ❖ Strokes made by player.
- ❖ Real-time player rating.
- ❖ Mistakes took place.

❑ Player module:

- ❖ Vibration.
- ❖ AR Application for data viewing.

❑ Reports Module.



Expected Results

- ❑ Output a **guidance** for the player with AR application and smart band vibration.
- ❑ **Real-time** feedback and analysis about player behavior.
- ❑ Full **report** about the player for the coach.
 - Number correct and anomalous strokes made.



Demo

Video is Uploaded

**Any
Questions?**