## ( () Electrical \& Computer ENGINEERING Carnegie Mellon

## Best Ball

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## Product Pitch

Best ball is the solution golfers have been looking for to analyze their putting ability. Our system will help analyze your putting stroke and accuracy from various distances on the putting green.

To achieve this, we have required our system to be accurate within 3 cm of true distance to the center of the hole, within 10 rpm of true ball spin, and to classify putting strokes as accelerating, decelerating, or constant through the ball with 97\% accuracy.

In testing we found putter stroke classification and ball speed to fall within our requirements, however, our system has up to a 4.2 cm error in distance measurement.

Overall, we found our system to be a success and hope you enjoy trying it out yourself!

## System Architecture

Our system is composed of 5 hardware components and 1 software component. For hardware, our ball consists of an IMU to measure ball spin and speed and an RFID tag. The IMU computes the spin rate of the ball and transmits it in real-time via Bluetooth to the Linux machine which forwards that data to the web app. The tag allows our software to uniquely identify each player and which ball they are using to track the score. The hole is a regulation-sized golf hole retrofitted with a pressure sensor to detect when a putt is made.

The LiDAR sensor is used to track the ball's location relaying the distance to hole measurement to the web app. Finally, the putter has a similar IMU to the ball mounted on the top of the club head. This IMU is used to track the acceleration of the putter through impact with the ball.


Our software stack consists of a custom Python Django backend connected to an SQLite database along with a custom frontend designed in HTML and CSS. Users are prompted to enter their names when beginning a round and that data is stored in the database. Any incoming data from the hardware is sent through either a USB, serial, or Bluetooth channel to our Linux machine. The Linux machine then generates POST requests to specific endpoints configured within the web app to allow for seamless data transfer.


## System Description

Our system has three main divisions: the custom balls, the putters, and the custom course. For each ball, we printed a 3D ball that can be unscrewed. In each ball, we have two RFID sticker tags, and our Bluetooth-connected IMU. The RFID tags are used at the start of the game to uniquely identify each ball. The IMU tracks the acceleration and speed of the ball and sends it via Bluetooth to the Linux Machine. We have also fastened the chip with a battery and padding to ensure that the ball remains durable.

We designed and built the course ourselves. The start of the course contains an RFID sensor which identifies, which ball is being hit. In the center of the course, we stationed our LiDAR sensor to track the real-time locations of all the balls on the course. Lastly, we added a pressure sensor to the golf cup to indicate when the ball has been sunk in the hole.

Lastly, each club is also fastened with an IMU to track club angle and acceleration throughout a player's swing.

RFID Sticker


3D Printed Ball


Custom Hole

## System Evaluation

$\left.$| Metric | Test | Specification |
| :---: | :---: | :---: |
| Distance from Ball <br> to Hole | Ball placed randomly 20 times. <br> Compare distance measurements. | Within 3 centimeters of <br> true distance |
| Club Acceleration |  |  |
| Test |  |  |$\quad$| Swing club at constant, accelerating, |
| :---: |
| and decelerating through the ball. |$\quad$| Correctly states |
| :---: |
| accelerating, decelerating, |
| or constant | \right\rvert\,

## Additional Information




