# **Push-Up Counter**

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#### **ABSTRACT**

A push\_up is a common physical exercise that can done by most people and serves various purposes. To complement this exercise, push up counters have been designed and produced to aid people in their training. However, due to limitations of existing push\_up counters, they are unable to determine whether a properstandard\_push\_up has been-performeddone. In this project, we design a wearable push\_up counter with the appropriate components was designed to resolve this issue. OurThe-push\_up counter iswas-able to accurately count measure whether a standard\_proper push\_up has been done-by making use of sensors to-which\_ensure\_that all the criteria of a standard\_proper push\_up were are met.

#### INTRODUCTION

A Push-up is a physical exercise performed in a prone position by raising and lowering the body using the arms. It is a basic exercise used to train upper body strength bodybuilding or physical education; more commonly seen in military physical trainings and punishments.

<u>A Push-up counters are is made in orderable</u> to accurately record the number of push-ups done by a person and to help a person monitor the progress of his training. However, <u>mostnot all</u> <u>ways of counting push-ups counters</u> are <u>not accurate</u> due to design flaws.

As such, this project aims to <u>re-</u>design and build a wearable push-up counter, using Arduino, which would be able to mitigate inaccuracies of existing push-up counters.

Arduino is an open-source electronics platform based on easy-to-use hardware and software. Arduino is able tocan sense the environment by receiving inputs from connected sensors, and affects its surroundings by controlling lights and sound etc. Arduino can be programmed to do somethingperform a task by writing codes using the Arduino software.

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#### **CASE STUDIES**

Case studies of We examine several existing push-up counters are done in order to to identify their inaccuracies present in counting push-ups.

## IPPT/Fist method:

This method of counting push-ups requires the tester (person recording the push-ups) to place his fist on the ground below of the center of the participant's (person doing the push-ups) chest when doing push-ups. The participant's chest has tomust touch the tester's fist for a push-up to be considered valid.

As the sizes of a fist varies with testers, inaccuracies in results may arise as the distance the participant has to lower his chest changes.

Furthermore, this method requires 2 people (participant & tester). If a person does push-ups alone and counts his push-ups, his results might not be accurate as he might not have done valid push-ups throughout.

## Push-up counter devices:

The abic except hip by highest regard to the person's the flying and the person's chest approaches within a certain distance from the device.

One shortcoming of this device is that it is not able to validate the posture of the person who is doing the push-ups. Push-ups with unacceptable postures can be counted. Inaccuracies result from the devices being unable to detect the posture of the person, a person may not always have to do push-ups correctly for the device to record it as valid. For example, a person's back may not be straight when doing push-ups, which might make it easier for the person to do push-ups.

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## Push-up counter mobile applications:

Push-up counters also come in the form of mobile applications. The mobile applications make use of the infrared proximity sensors on the phone to record push-ups. By constantly sensing the light levels of its surrounding, it can determine if a person has completed a push up.

When placed in different light conditions, its ability to accurately record push-ups is limited as the surrounding light intensity fluctuates and does not accurately display the distance.

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#### SOLUTION DESIGN

In order to build a push-up counter which only counts a push-up only when the person's chest is descended to a distance of 10-cm off the ground and when the person's back is straightened, we proposed the following design.

| Arduino Uno R3               | 1  |
|------------------------------|----|
| Ultrasonic Sensor HC-SR04    | 1  |
| Passive Buzzer               | 1  |
| Liquid Crystal Display (LCD) | 1  |
| Flex Sensor                  | 1  |
| Light Emitting Diode (LED)   | 1  |
| Power Source                 | 1  |
| Wire                         | 15 |
| Battery                      | 1  |

#### Arduino Uno R3

Arduino is an open-source electronics platform based on easy-to-use hardware and software. Arduino boards can read inputs - light on a sensor, a finger on a button, or a Twitter message - and turn it into an output - activating a motor, turning on an LED, publishing something online. [1]

Through the Arduino Integrated Design Environment (IDE), users can configure the Arduino board to serve different purposes.

## <u>Ultrasonic Sensor HC-SR04</u>

The Ultrasonic Sensor detects the distance of the closest object in front of the sensor (from 3 cm up to 400 cm). It works by sending out a burst of ultrasound and listening for the echo when it bounces off an object. [2] The ultrasonic sensor measures the time it takes for the ultrasound to bounce off the nearest object. Using this information, we can find the distance between the ultrasonic sensor and the ground using the formula Distance = Speed of Sound\*Time/2

 $\label{eq:Distance} \mbox{Distance} = \frac{\mbox{Speed of sound} \times \mbox{Time duration between the emitted pulse and } \mbox{reflected pulse}}{\mbox{Distance}} = \frac{\mbox{Speed of sound} \times \mbox{Time duration between the emitted pulse and } \mbox{reflected pulse}}{\mbox{Distance}} = \frac{\mbox{Speed of sound} \times \mbox{Time duration between the emitted pulse}}{\mbox{Distance}} = \frac{\mbox{Speed of sound} \times \mbox{Time duration between the emitted pulse}}{\mbox{Distance}} = \frac{\mbox{Speed of sound} \times \mbox{Distance}}{\mbox{Distance}} = \frac{\mbox{Speed of sound} \times \mbox{Distance}}}{\mbox{Distance}} = \frac{\mbox{Speed of sound} \times \mbox{Distance}}{\mbox{Distance}} = \frac{\mbox{Distance}}{\mbox{Distance}} = \frac{\mbox{Distance}}{\mbo$ 

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# Passive Buzzer

The buzzer produces a sound of varying pitch when a current is passed through it. It is used to indicate when the user can begin push\_ups and counts push\_ups

#### Liquid Crystal Display (LCD)

The LCD displays the number of pushups done

#### Flex Sensor

This flex sensor is a variable resistor like no other. The resistance of the flex sensor increases as the body of the component bends. [3] By measuring the current that flows through the flex sensor, Arduino can measure the degree of how bent the flex sensor is. This is used to check whether the user's back is straightened when doing push ups.

# Light Emitting Diode (LED)

Light is emitted when current passes through it in a forward-bias. Photons are given off as electrons move from the n-type to the p-type. As the electrons finish moving, photons are given off. The LED is used to indicate that the user is ready to do push\_ups.

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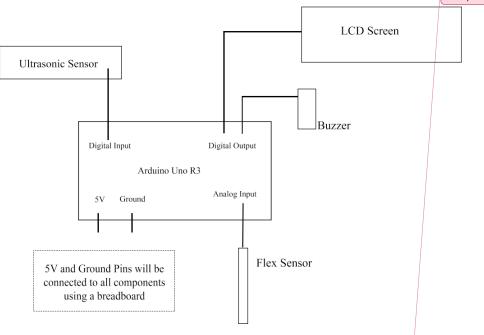
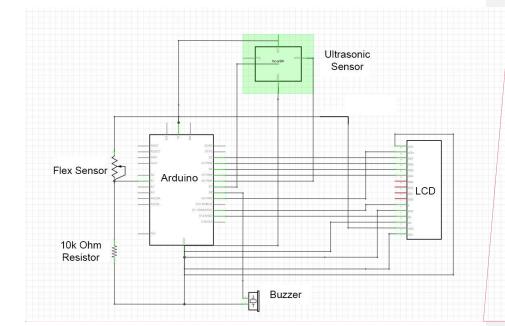


Figure I Circuit Diagram



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Figure II Schematics

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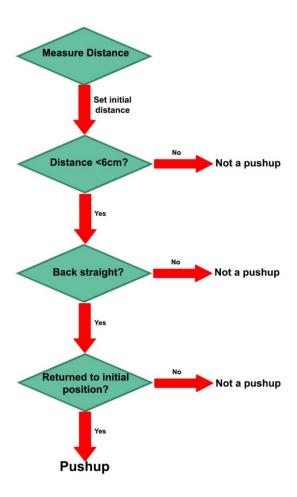


Figure III Logic Tree

# Arduino Program

The process in which the counter measures a pushup can be divided into 3 stages: Setup, 'Down' Phase, 'Up' Phase.

In the setup phase, the Push\_up Exercise Counter has a delay of 5 seconds for the user to get ready. The ultrasonic sensor located on the user's chest will then record the average initial distance (of 99 readings) between the user's chest and the ground. When the initial distance is determined, the buzzer will beep twice, and the LED will light up.

(add a picture of the ultrasound sensor and flex sensor here with description. I think that will complement well with the original description here. Your examiner should find this section must easier to read this way.)

In the 'Down' Phase, the Push\_up Exercise Counter actively checks for the distance between the user's chest and the ground. If the distance if measured to be under 6\_cm, it will then check whether the user's back is straight. If both conditions are met, the user is recognized to have his arm bent to a satisfactory extent and should extend his arms next.

In the 'Up' Phase, the Push\_up Exercise Counter actively checks whether the distance between the user's chest and the ground has returned to his initial position. If the user has reached the initial position, he/she is considered to have done <a href="#">1-one</a> successful push\_up and the buzzer will beep once. The LCD will update his current Push\_ups.

The Push\_up Exercise Counter automatically stops when it recognizes that the user is standing up. This is done by recording for consistent high readings from the ultrasonic sensor.

# **RESULTS & DISCUSSION**

# Final Product

<u>For our The</u> final product, the user can wear it like a pair is based on the design of suspenders.

The user would fasten a belt across his/her hip to secure the our push up counter.



Figure IV Pushup Counter

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Figure V Front View (Worn)

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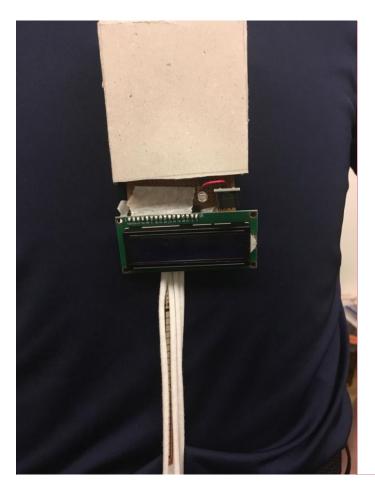


Figure VI Back View (Worn)

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#### CONCLUSION

## Extent of success

The project has successfully created a prototype that incorporates the designed solution. The ultrasonic sensor sends and receives around 30 readings per second, allowing the push\_up counter to continue recording data accurately even if the user does push\_ups at a faster pace. The wearable push\_up counter is also adjustable to suit users of different body sizes and is lightweight so that it would not result in too much strain\_weight\_on the user and affect the number of push\_ups he doescan complete.

#### Future plans

The Push\_up Counter can be further developed to record other exercises. The ultrasound sensor and flex sensor can allow it to record sit-ups and "Superman" exercise. Improvements can also be made to send the counter data (using Bluetooth) into an integrated phone application that tracks the user's exercise.

#### **REFERENCES**

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## **ACKNOWLEDGEMENTS**

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