

# Motion Prediction of a Ping Pong Ball

Eileen Salhofer,  
Felix Warmer

28. Januar 2018

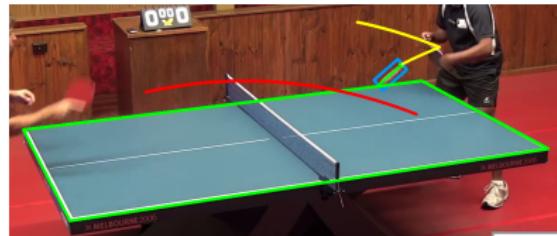
# Goal and Problems Recap

- Goal
  - Predict future position of a Ping Pong ball
- Problems
  - Data and Conditions
  - Finding the Ping Pong table
  - Finding the Ping Pong ball
  - Calculating the current position of the ball
  - Calculating the future position of the ball

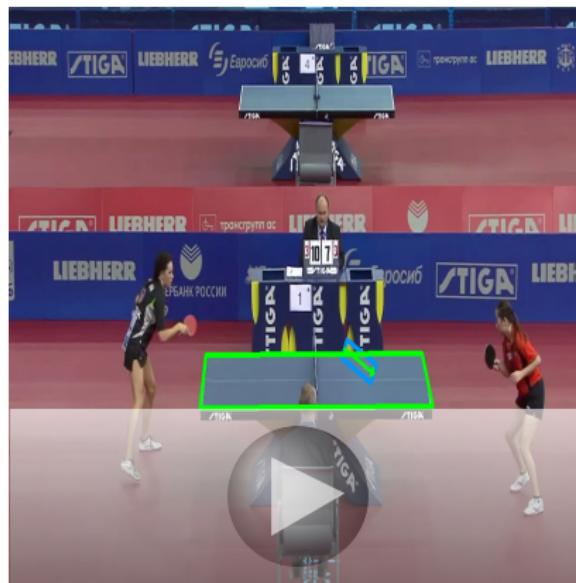
# Result



# Solution Explained



# Not correctly working example



# Things that can go wrong

- View point on the table needs to be on a certain angle.
- Table needs to be blue and ball needs to be white.
- Background should not be the white or blue.
- No moving camera or background.
- Table and ball needs to be a certain size in the video feet back. The size depends on background and quality of the video.

# Limitations of the Solution

- View point on the table needs to be on a certain angle.
- Table needs to be blue and ball needs to be white.
- Background should not be the white or blue.
- No moving camera or background.
- Table and ball needs to be a certain size in the video feet back. The size depends on background and quality of the video.

# Possible Improvements for the Solution

- Improvement the prediction update.
- Add tracking for different tables and ball colors.
- If something goes wrong improve feet back why.

# Questions?

Thank you for your attention