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(54) **ELECTRONIC GOLFING AID APPARATUSES AND METHODS THEREOF**

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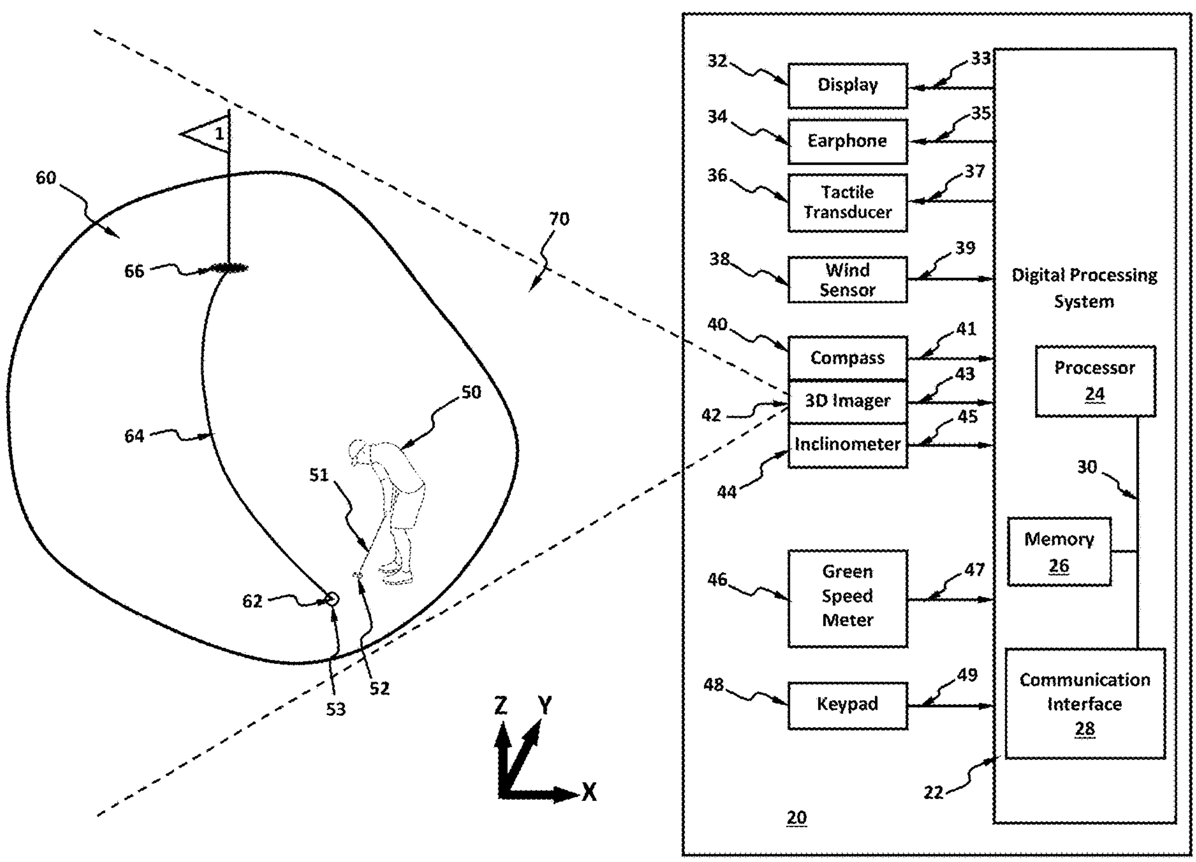
(57) **ABSTRACT**

A golfing apparatus includes an imager, an inclinometer, and a display coupled to a processing device comprising a processor, a memory, and a communication interface. The memory coupled to the processor is configured to execute programmed instructions comprising and stored in the memory to: obtain image data from the imager comprising at least one of a playing surface, a ball, or a location spaced from the ball on the playing surface and inclination data of the imager from the inclinometer; determine at least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the location from the obtained image and inclination data; compute an overall trajectory, a starting direction, and an initial velocity of the ball to reach the location which accounts for at least one airborne segment based on the spatial data and the playing surface data relating to the playing surface; and display the computed overall trajectory, the starting direction, and the initial velocity.



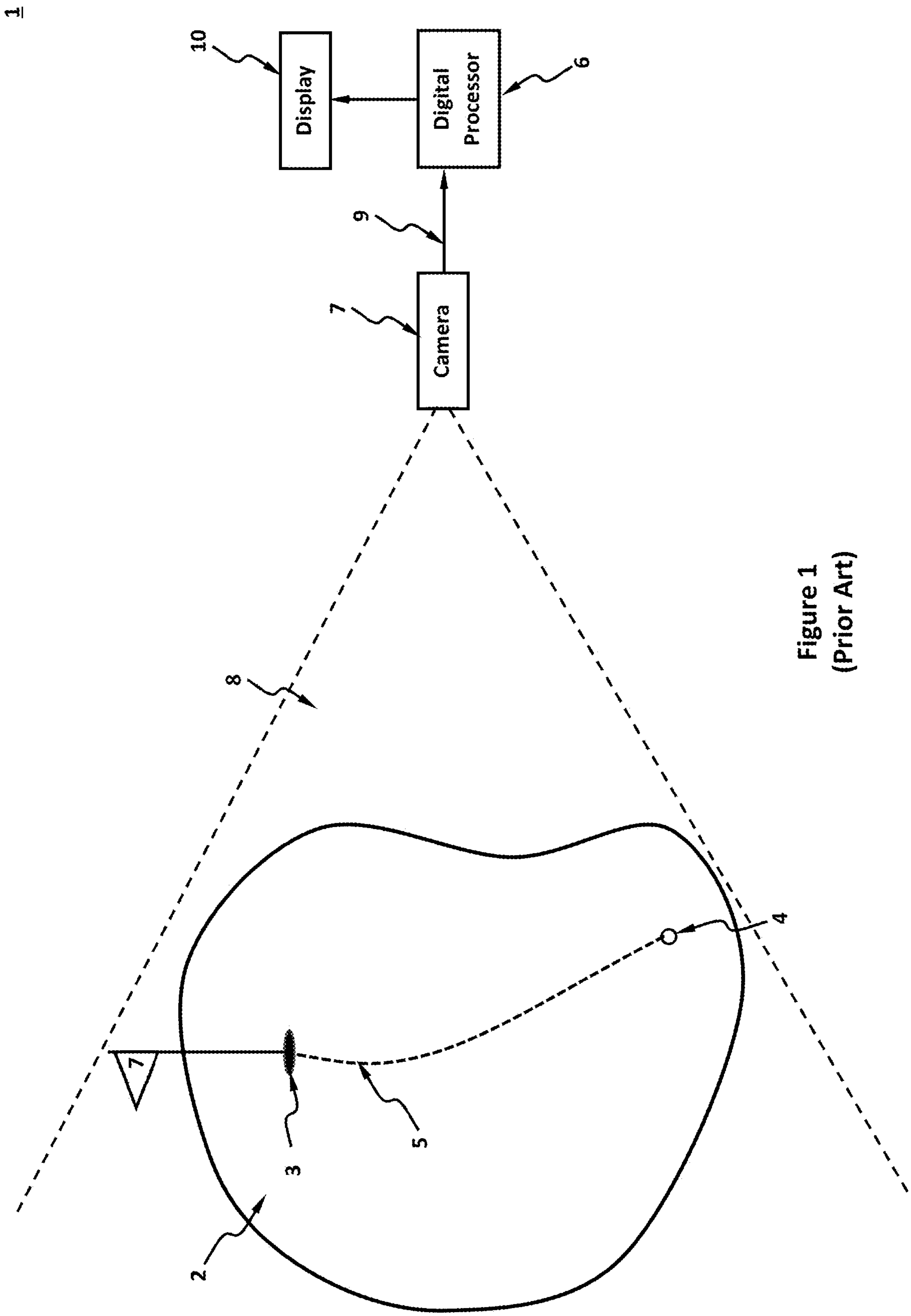


Figure 1
(Prior Art)

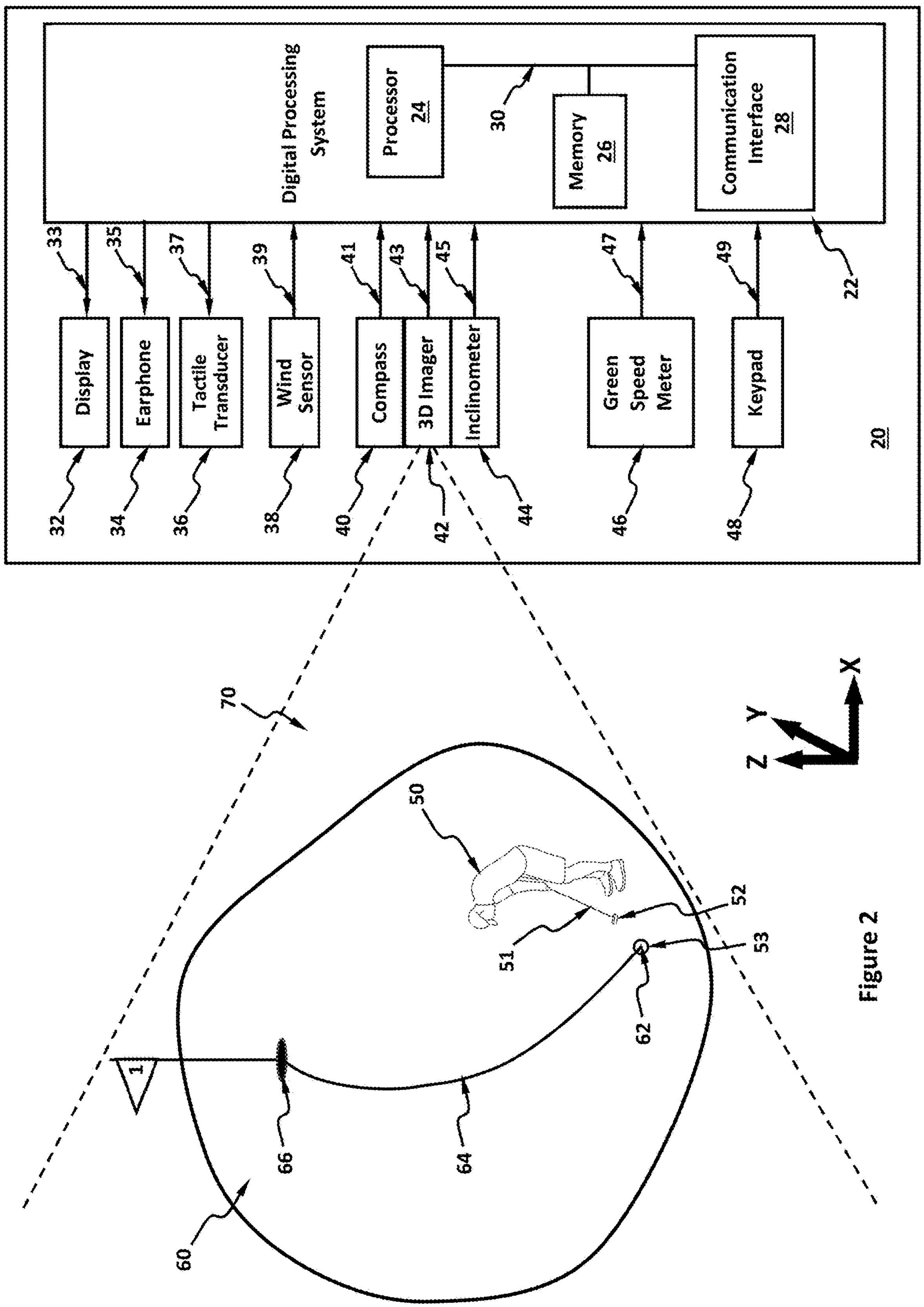

Digital Processing System
Processor 24
30
Memory 26
Communication Interface 28
22
33
35
37
39
41
43
45
47
49
Display
Earphone
Tactile Transducer
Wind Sensor
Compass
3D Imager
Inclinometer
Green Speed Meter
Keypad
32
34
36
38
40
42
44
46
48
20
70
50
51
52
53
62
64
66
60
1
X
Y
Z

Figure 2

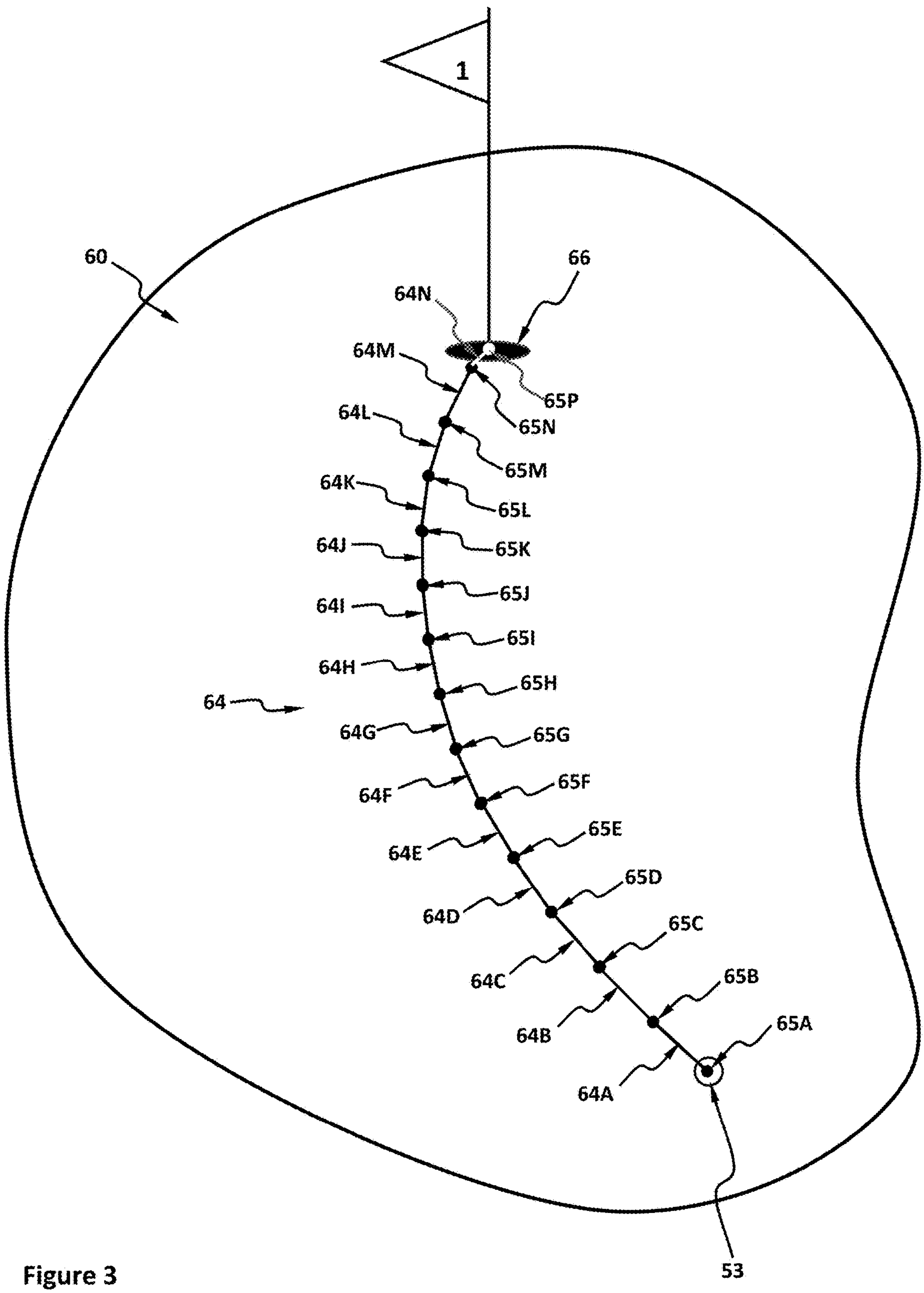

1
60
66
64N
64M
65P
65N
64L
65M
64K
65L
64J
65K
65J
64I
65I
64H
65H
64
64G
65G
64F
65F
65E
64E
65D
64D
65C
64C
65B
64B
65A
64A
53

Figure 3

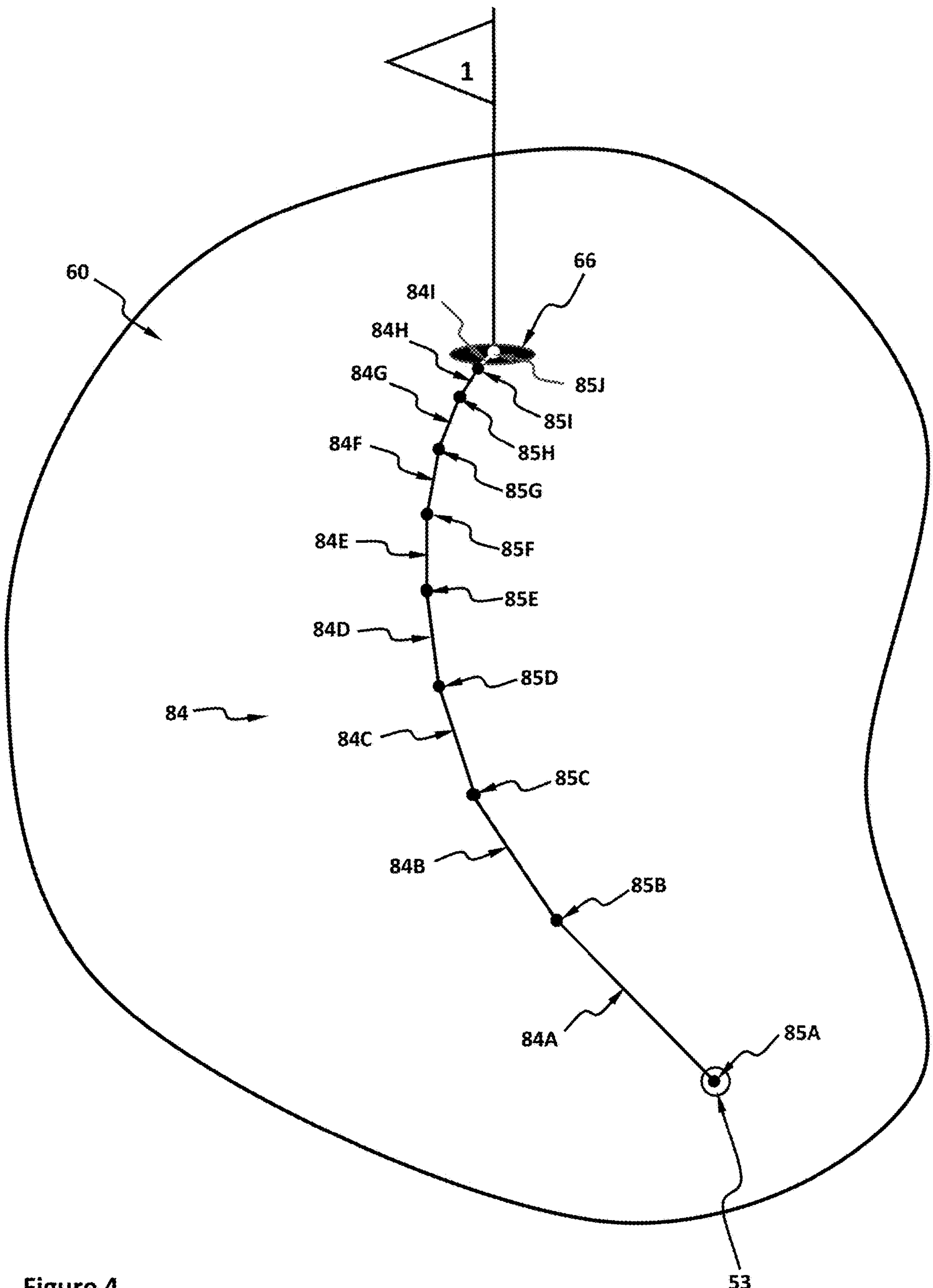

1
60
66
84I
84H
84G
84F
84E
84D
84
84C
84B
84A
85J
85I
85H
85G
85F
85E
85D
85C
85B
85A
53

Figure 4

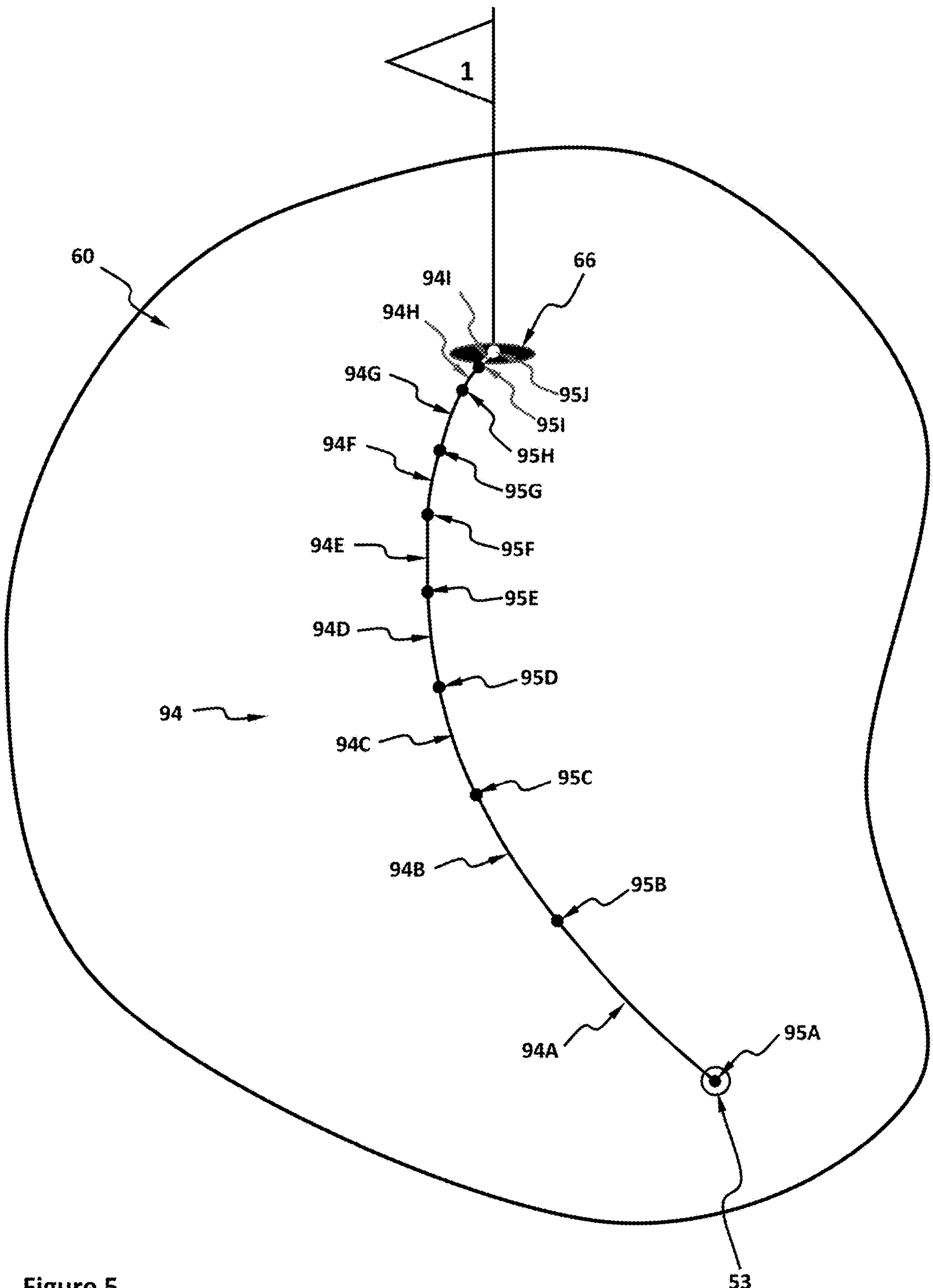

1
60
66
94I
94H
94G
95J
95I
95H
94F
95G
94E
95F
95E
94D
95D
94
94C
95C
94B
95B
94A
95A
53

Figure 5

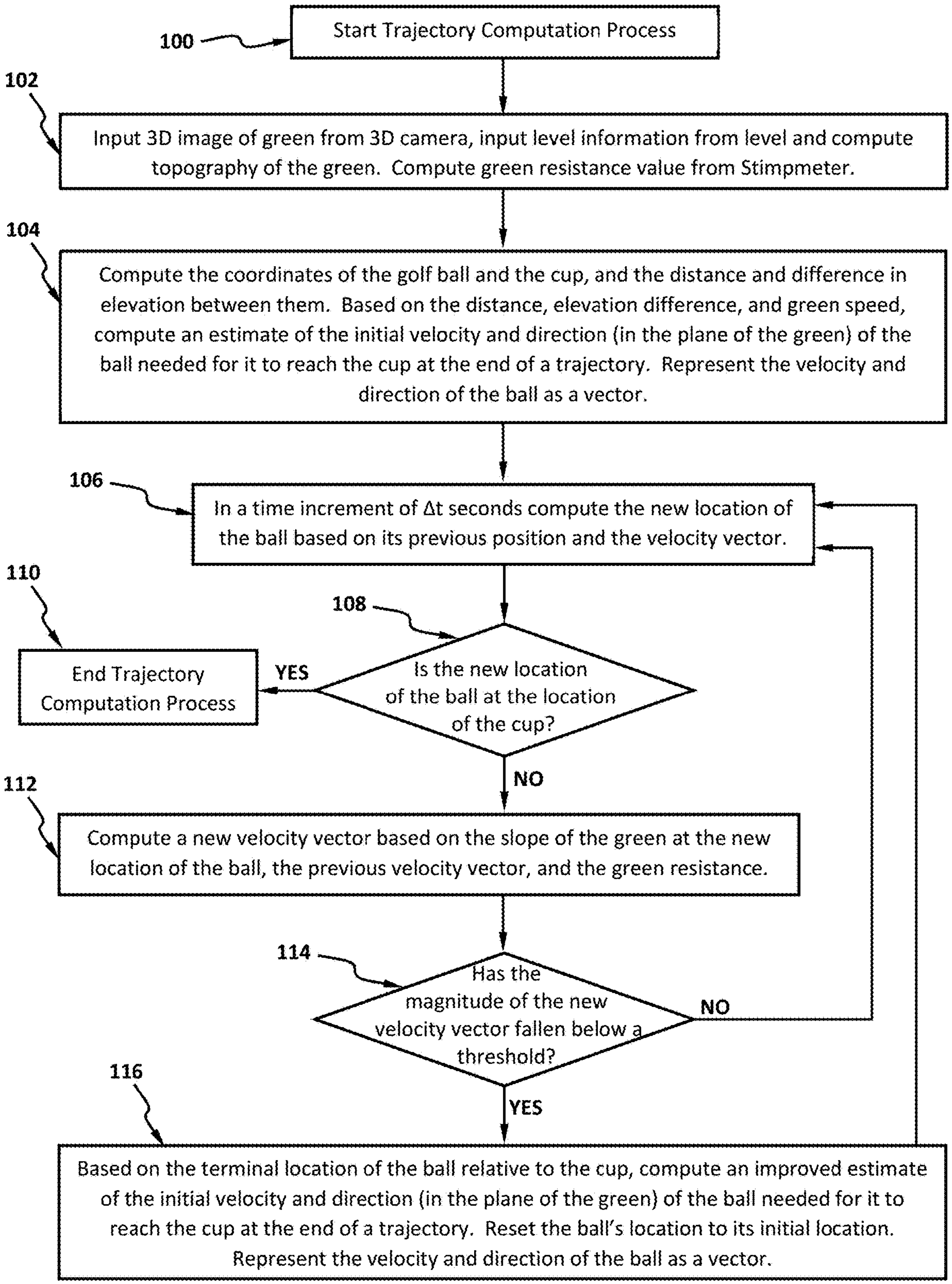

100
Start Trajectory Computation Process
102
Input 3D image of green from 3D camera, input level information from level and compute topography of the green. Compute green resistance value from Stimpmeter.
104
Compute the coordinates of the golf ball and the cup, and the distance and difference in elevation between them. Based on the distance, elevation difference, and green speed, compute an estimate of the initial velocity and direction (in the plane of the green) of the ball needed for it to reach the cup at the end of a trajectory. Represent the velocity and direction of the ball as a vector.
106
In a time increment of Δt seconds compute the new location of the ball based on its previous position and the velocity vector.
108
Is the new location of the ball at the location of the cup?
YES
110
End Trajectory Computation Process
NO
112
Compute a new velocity vector based on the slope of the green at the new location of the ball, the previous velocity vector, and the green resistance.
114
Has the magnitude of the new velocity vector fallen below a threshold?
NO
YES
116
Based on the terminal location of the ball relative to the cup, compute an improved estimate of the initial velocity and direction (in the plane of the green) of the ball needed for it to reach the cup at the end of a trajectory. Reset the ball's location to its initial location. Represent the velocity and direction of the ball as a vector.

Figure 6

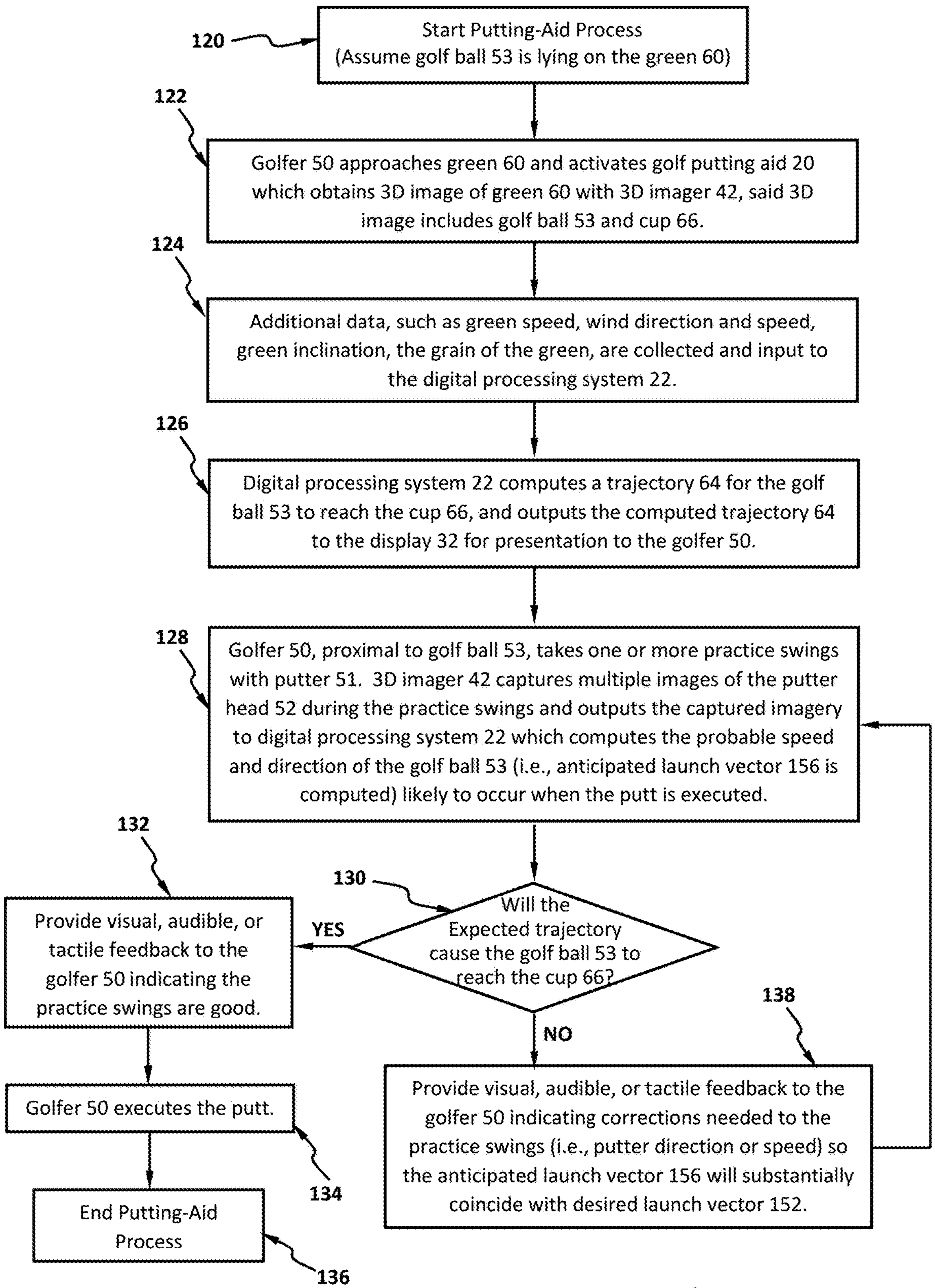

120
Start Putting-Aid Process
(Assume golf ball 53 is lying on the green 60)
122
Golfer 50 approaches green 60 and activates golf putting aid 20 which obtains 3D image of green 60 with 3D imager 42, said 3D image includes golf ball 53 and cup 66.
124
Additional data, such as green speed, wind direction and speed, green inclination, the grain of the green, are collected and input to the digital processing system 22.
126
Digital processing system 22 computes a trajectory 64 for the golf ball 53 to reach the cup 66, and outputs the computed trajectory 64 to the display 32 for presentation to the golfer 50.
128
Golfer 50, proximal to golf ball 53, takes one or more practice swings with putter 51. 3D imager 42 captures multiple images of the putter head 52 during the practice swings and outputs the captured imagery to digital processing system 22 which computes the probable speed and direction of the golf ball 53 (i.e., anticipated launch vector 156 is computed) likely to occur when the putt is executed.
130
Will the Expected trajectory cause the golf ball 53 to reach the cup 66?
YES
NO
132
Provide visual, audible, or tactile feedback to the golfer 50 indicating the practice swings are good.
Golfer 50 executes the putt.
134
End Putting-Aid Process
136
138
Provide visual, audible, or tactile feedback to the golfer 50 indicating corrections needed to the practice swings (i.e., putter direction or speed) so the anticipated launch vector 156 will substantially coincide with desired launch vector 152.

Figure 7

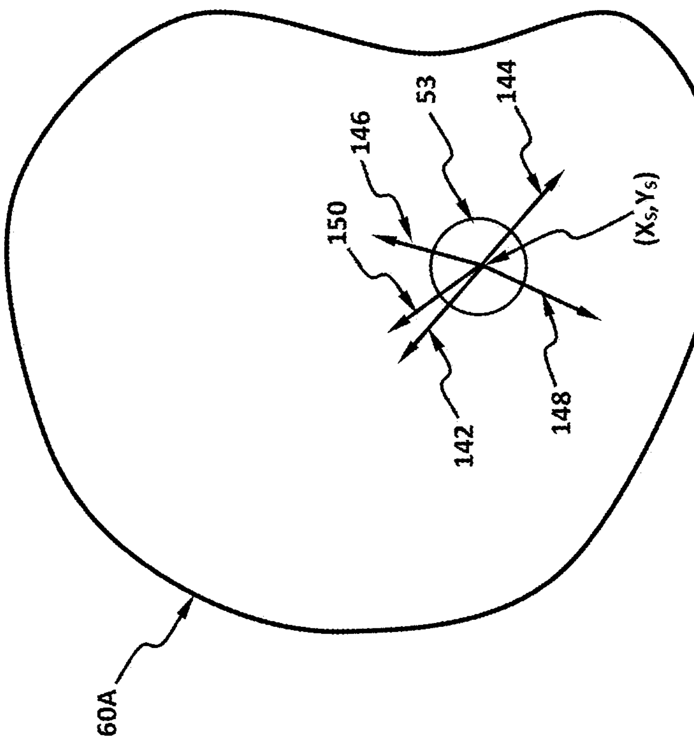


Figure 8B

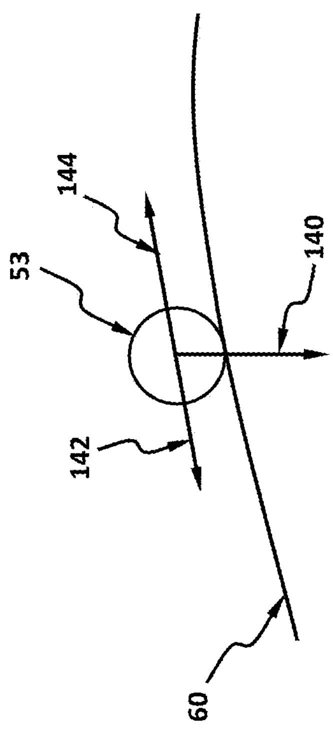


Figure 8A

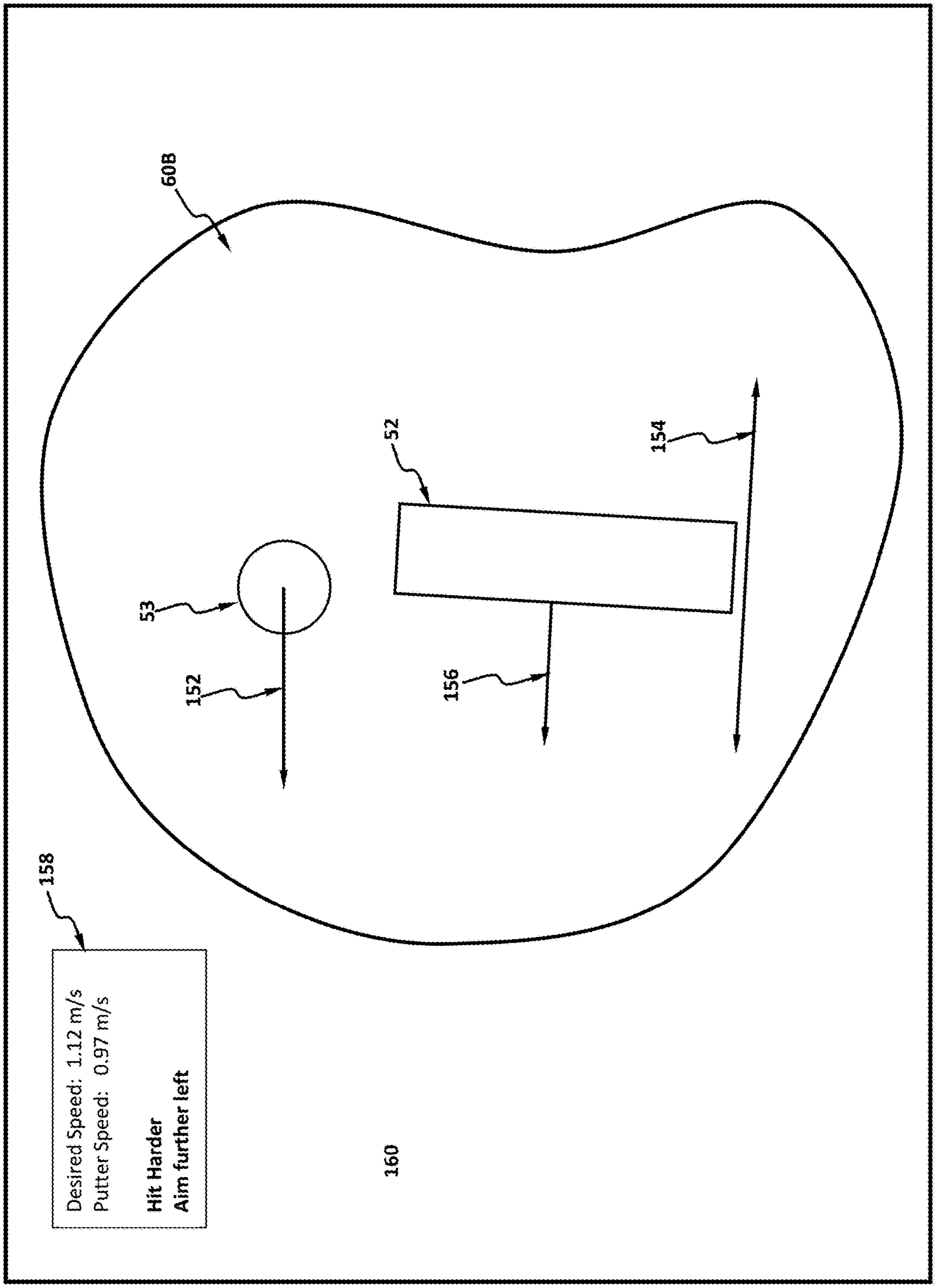

60B
52
154
53
152
156
158
Desired Speed: 1.12 m/s
Putter Speed: 0.97 m/s
Hit Harder
Aim further left
160

Figure 9

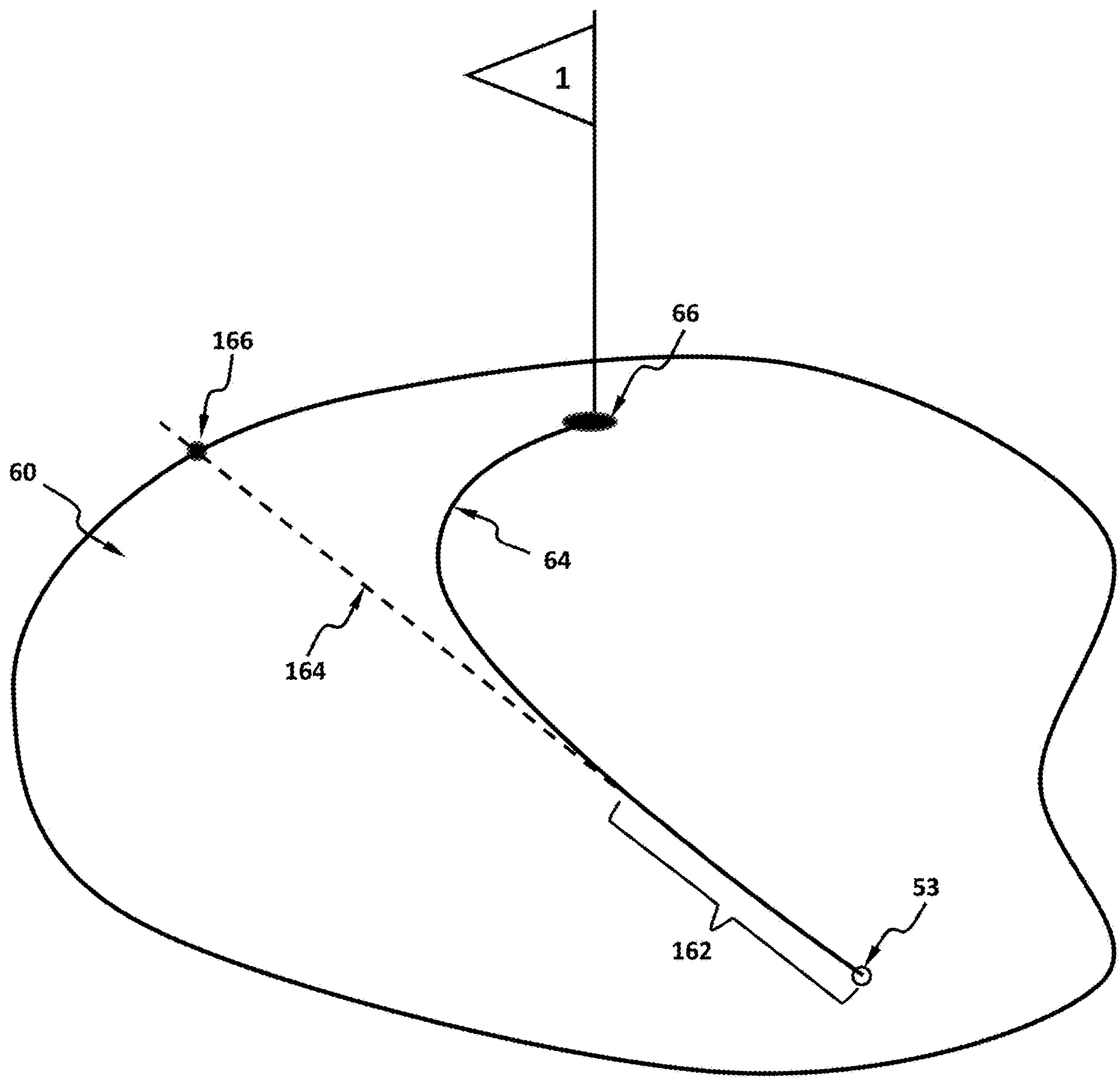


Figure 10

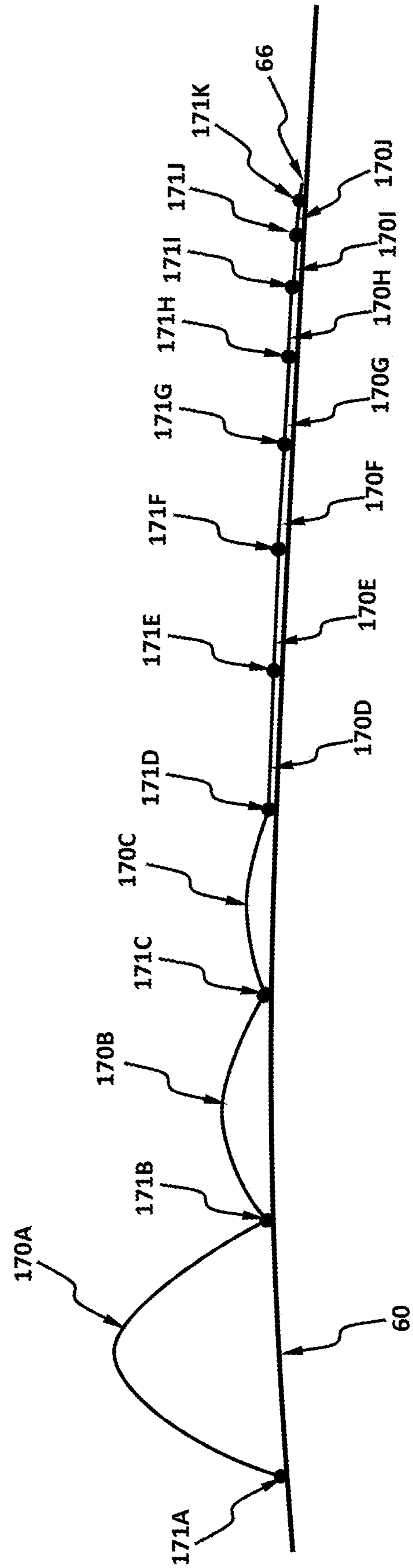

66
171K
170J
171J
170I
171I
170H
171H
170G
171G
170F
171F
170E
171E
170D
171D
170C
171C
170B
171B
170A
60
171A

Figure 11

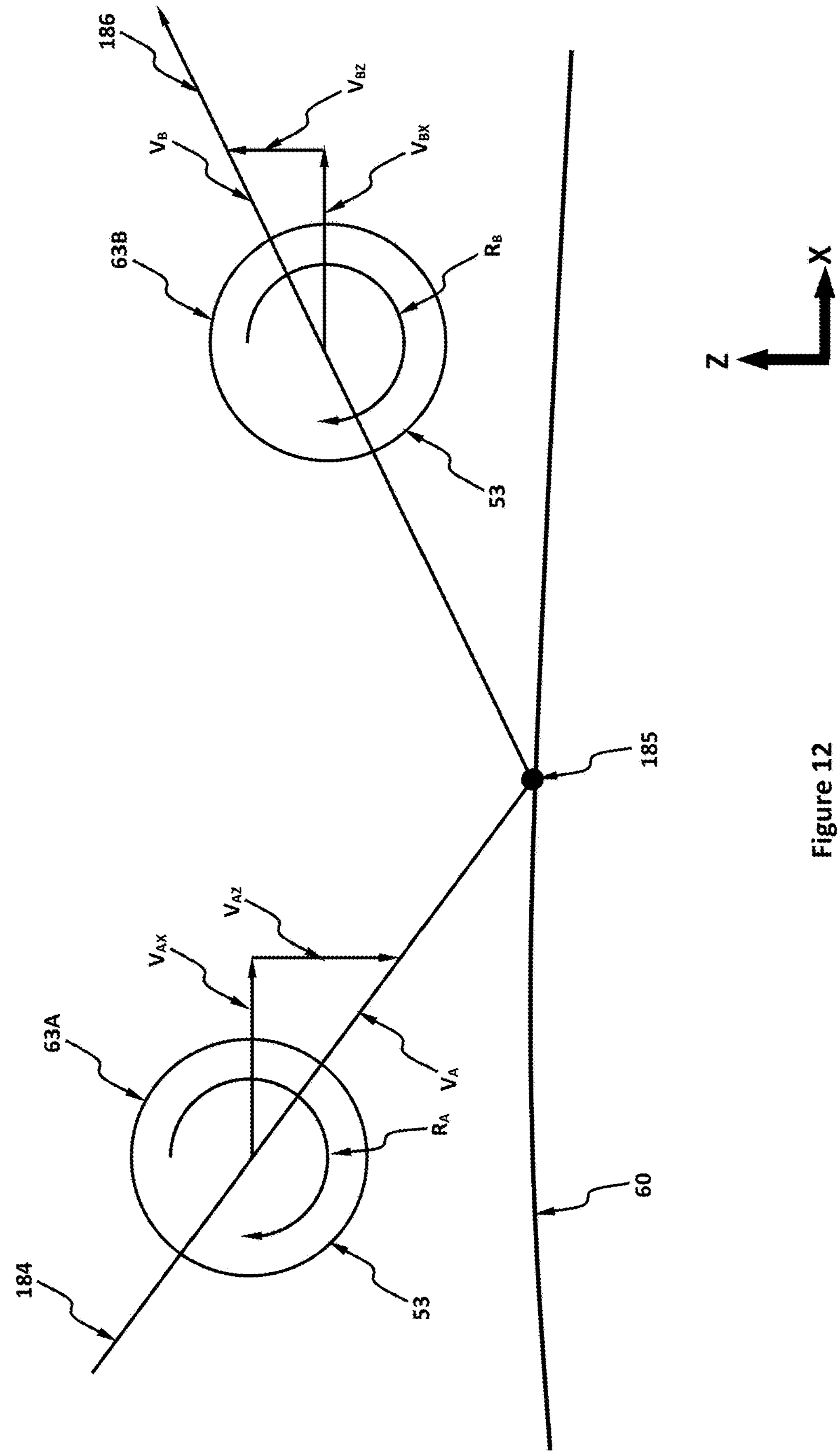


Figure 12

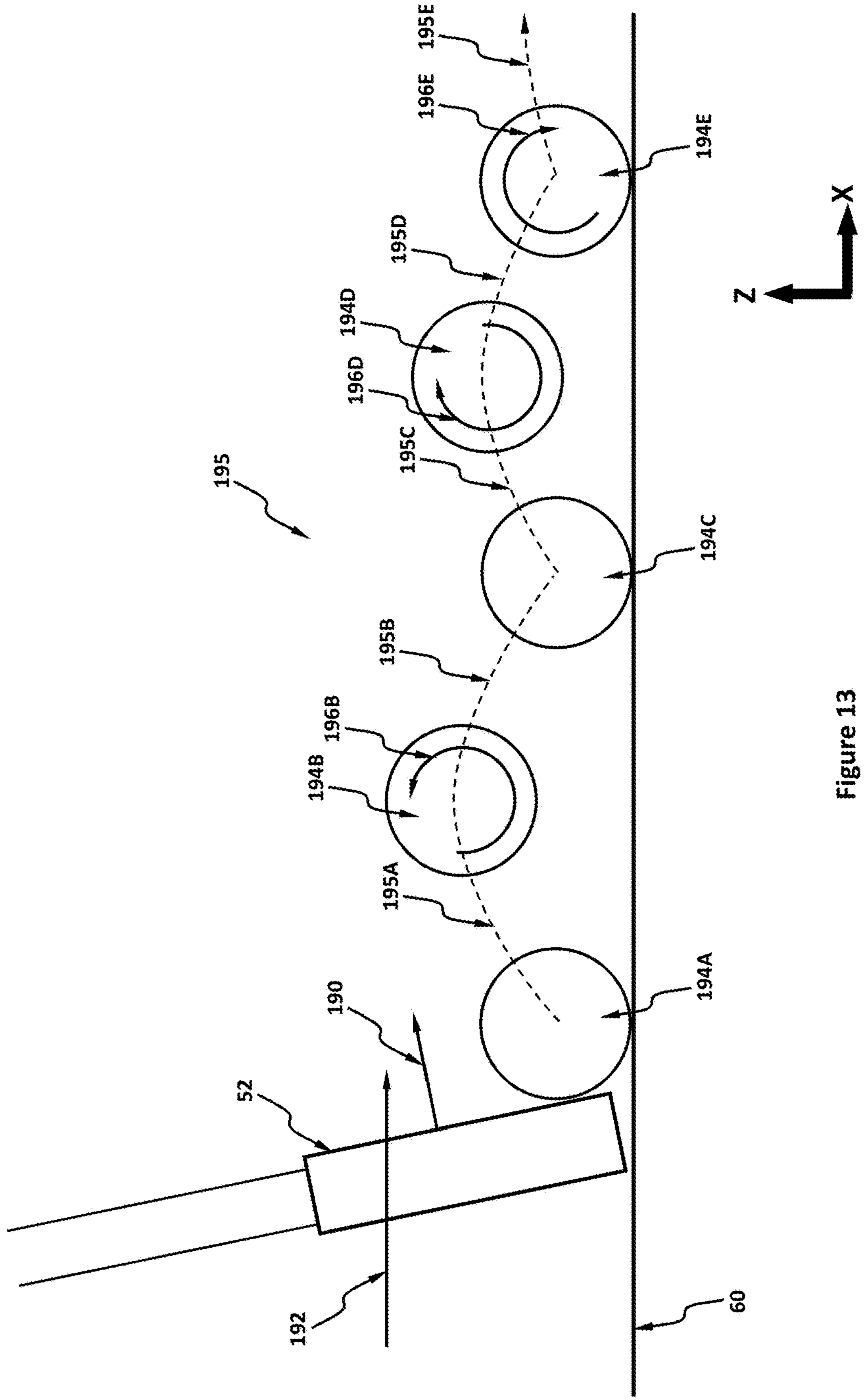

195E
196E
194E
195D
194D
196D
195C
195
194C
195B
196B
194B
195A
190
194A
52
192
60
X
Z

Figure 13

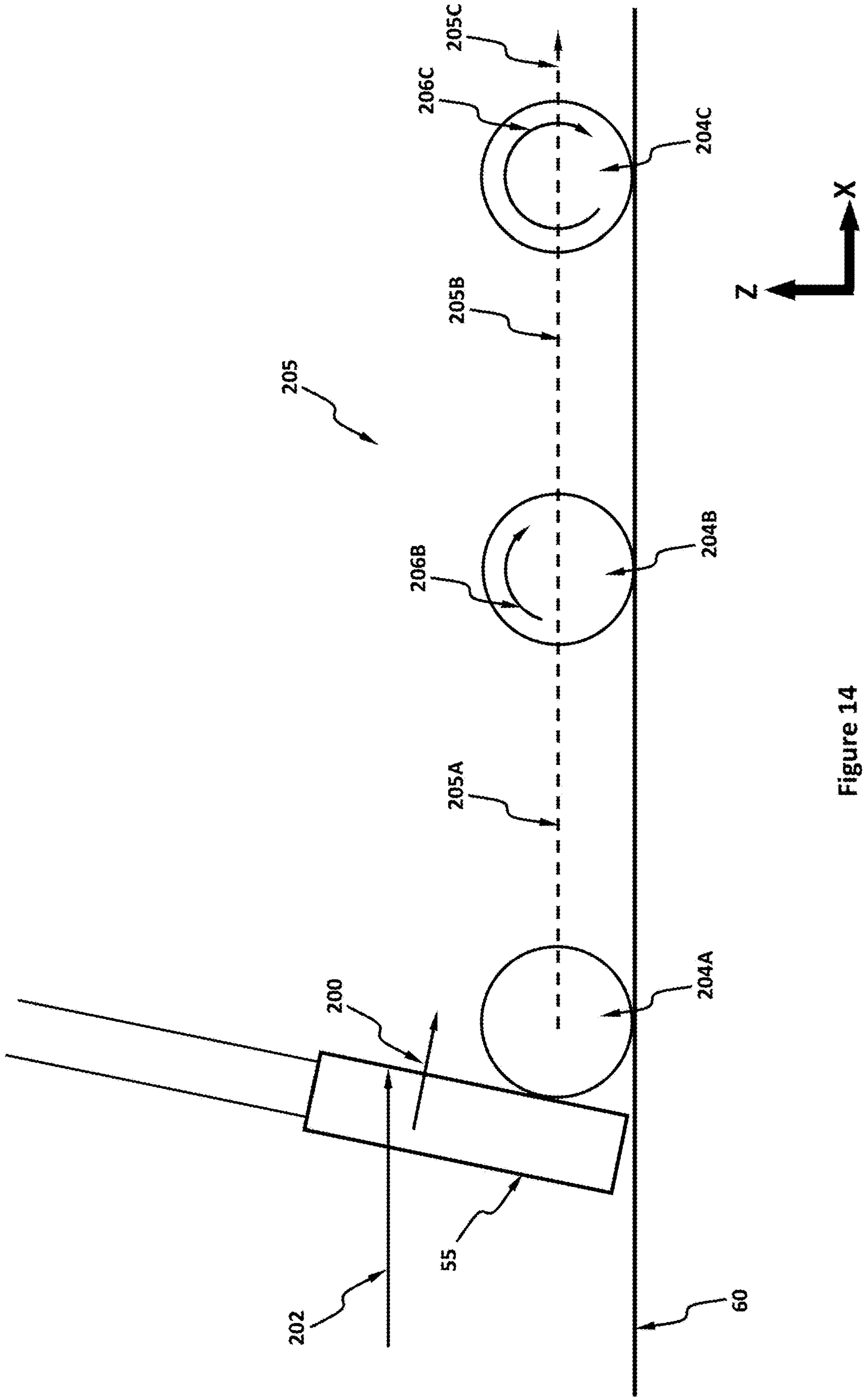


Figure 14

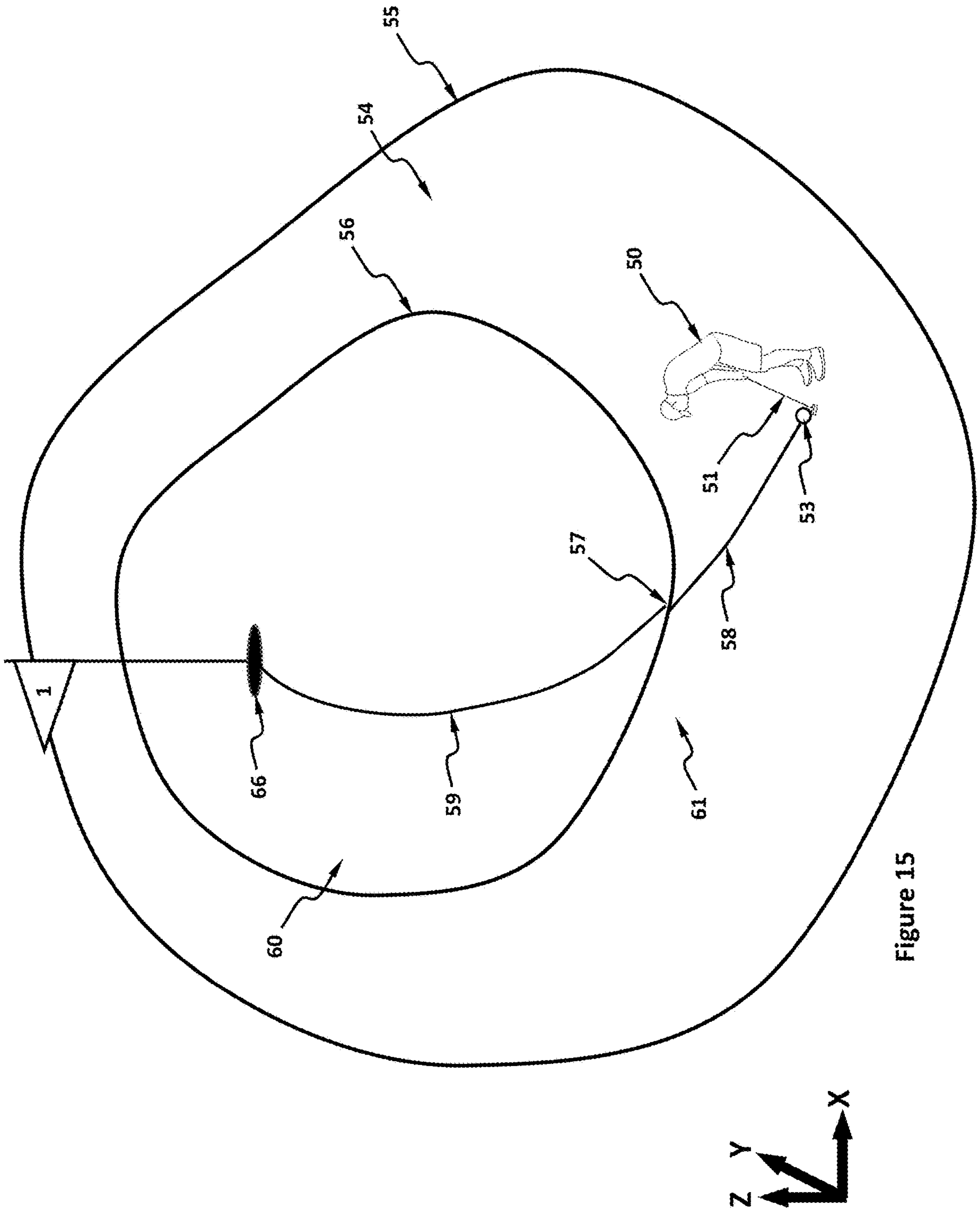


Figure 15

ELECTRONIC GOLFING AID APPARATUSES AND METHODS THEREOF

[0001] This application is a continuation of U.S. patent application Ser. No. 17/859,876, filed Jul. 7, 2022, which is a continuation-in-part of U.S. patent application Ser. No. 16/728,967 filed Dec. 27, 2019, which claims the benefit of U.S. Provisional Patent Application Ser. No. 62/872,690, filed Jul. 10, 2019, which are hereby incorporated by reference in its entirety.

FIELD

[0002] This technology generally relates to golfing aid systems and methods and more particularly to golfing aid systems and methods that compute a path or trajectory of a golf ball rolling, skidding, skipping, or bouncing on a surface.

BACKGROUND

[0003] The prevalence and utility of golfing aids has increased dramatically in recent years, due to the availability of low-cost electronics, optics, and digital processors which have expanded the availability and usefulness of electronic displays, rangefinders, and even 3D cameras. These devices in turn have proven beneficial as training devices from tee shots to putts and every type of golf shot in between.

[0004] The art of putting is especially difficult to master, as a putt is subject to a host of variables beyond the golfers control, such as the direction and magnitude of the wind, the topography and slope of the green, the grain of the green, the speed (or resistance) of the green, and even the wetness or moisture content of the green. Most golfing aids do not capture and process half of these variables, and even when they do the variable data that is processed is imprecise and the algorithms that are executed are simplifications.

[0005] A n example of a golf putting aid found in the prior art is illustrated in FIG. **1**. As seen in FIG. **1**, a golf putting-aid system **1** can comprise a camera **7** coupled to a digital processor **6** by way of an image data line **9**, a display **10** also coupled to digital processor **6** that is capable of presenting imagery or data to a user or golfer (not shown in FIG. **1**) operating golf putting-aid system **1**, wherein camera **7** is a conventional electronic two-dimensional image-capturing device that has an associated field of view **8** that encompasses a golf green **2**, a cup **3**, and golf ball **4** that is intended to be shot into the cup **3**.

[0006] In operation, the user or golfer operating the golf putting-aid system **1** initiates the putting-aid process after which digital processor **6** causes camera **7** to capture an image within the field of view **8** of the putting setup which includes the golf green **2**, the ball **4**, and the cup **3**, whereinafter the camera **7** outputs the two-dimensional captured image to the digital processor **6**. Digital processor **6** then performs various geometric and photogrammetric calculations with the captured two-dimensional image and computes a trajectory or path **5** that golf ball **4** can follow during the course of a putt to reach and drop into cup **3**. A n image of the notional trajectory **5** can then be superimposed by digital processor **6** onto the original image captured by camera **7**, after which the modified image can be output onto display **10** for use by a golfer in planning or laying out his or her putt.

[0007] The prior art golf-putting aid system **1** has numerous deficiencies, including the use of processing a two-dimensional image of the three-dimensional geometry of the setup, and trying to deduce three-dimensional constructs of the setup, including the topography of the green **2**, that are needed in order to compute an accurate trajectory **5**. Further, golf-putting aid system **1** does not have sensors needed for determining the direction and velocity of the wind, nor for determining the grain and rolling resistance of the green, all of which are required for accurately determining trajectory **64**. Further, prior art golf-putting aid system **1** does not have the capabilities of capturing imagery—preferably three-dimensional imagery—of a golfer's practice swing of a practice putt, from which not only the on-green trajectory of golf ball **4** can be computed (and evaluated to determine if the notional trajectory can cause the golf ball **4** to reach the cup **3**) but also the vertical, or off-green path of the golf ball **4** can be determined—based on whether the face of the putting head is "open" or "closed"-which can cause the golf ball **4** to bounce, skip, or skid along the green **2** during the putt which can significantly change the course of the trajectory **5**.

SUMMARY

[0008] A n electronic golfing aid apparatus includes an imager device, an inclinometer device, and a portable display device which are coupled to a digital processing device comprising a processor, a memory, and a communication interface. The memory coupled to the processor is configured to execute programmed instructions comprising and stored in the memory to: obtain image data from the imager device comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface and inclination data of the imager device from the inclinometer device; determine at least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location from the obtained image data and the inclination data; compute an overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location based on the determined spatial data and the at least one type of playing surface data relating to the playing surface, wherein the compute the overall trajectory identifies and accounts for at least one airborne segment based on a determination of rotational velocity and translational velocity of the at least one airborne segment; and display on the portable display device the computed overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location.

[0009] A method of making an electronic golfing aid apparatus includes providing a digital processing device comprising a processor, a memory, and a communication interface which are coupled together. A n imager device, an inclinometer device, and a portable display device are coupled to the digital processing device. The memory coupled to the processor is configured to execute programmed instructions comprising and stored in the memory to: obtain image data from the imager device comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface and inclination data of the imager device from the inclinometer device; determine at least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location from the obtained image data and the inclination data; compute an overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location based on the determined spatial data and the at least one type of playing surface data relating to the playing surface, wherein the compute the overall trajectory identifies and accounts for at least one airborne segment based on a determination of rotational velocity and translational velocity of the at least one airborne segment; and display on the portable display device the computed overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location.

[0010] A n electronic golfing aid system includes an image capturing device and an interface system coupled to at least one processor and a memory coupled to the processor which is configured to be capable of executing programmed instructions comprising and stored in the memory to capture, with the image capture device, image data comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface. At least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location is determined. An overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location is computed, wherein the computation identifies and accounts for at least one airborne segment. The computed overall trajectory, the starting direction, and the initial velocity of the ball are provide with the interface system.

[0011] A non-transitory computer readable medium having stored thereon instructions comprising executable code which when executed by at least one processor, cause the processor to obtain image data comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface. At least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location is determined. An overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location is computed, wherein the computation identifies and accounts for at least one airborne segment. The computed overall trajectory, the starting direction, and the initial velocity of the ball are provided.

[0012] A method comprising capturing, by an image capture device coupled to a computing device, image data comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface. At least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location is determined by the computing device. An overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location is computed by the computing device, wherein the computation identifies and accounts for at least one airborne segment. The computed overall trajectory, the starting direction, and the initial velocity of the ball are provided by the computing device.

[0013] Accordingly, examples of the claimed technology provide a number of advantages including providing more accurate and effective golfing aid systems and methods. Examples of the claimed technology accurately compute a trajectory of a golf ball, such as a curved or piecewise linear trajectory, or a trajectory that includes bounces, skids, or skips in addition to rolling, of a putt along (or above) a playing surface, such as a golf green, taking into account a number of factors, such the topography of the green, the speed or resistance of the green surface, the distance between the ball and the cup, and/or the initial speed of the golf ball by way of example. Additionally, examples of the claimed technology provide guidance feedback data to assist with correlating the computed trajectory to an actual swing of a golf putter to match the trajectory.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] FIG. **1** is a block diagram of a prior art golf putting aid system;

[0015] FIG. **2** is an orthographic view of an example of a golf green and a block diagram of an example of a golf putting aid system;

[0016] FIG. **3** is another orthographic view of the example of the golf green shown in FIG. **2** and example of computed piecewise linear trajectory of a golf ball having segments that are substantially equal in length;

[0017] FIG. **4** is another orthographic view of the example of the golf green shown in FIG. **2** in which the computed piecewise linear trajectory of a golf ball is comprised of segments that vary in length;

[0018] FIG. **5** is another orthographic view of the example of the golf green shown in FIG. **2** in which the computed segments comprising a trajectory of a golf ball are not linear;

[0019] FIG. **6** is a flow chart of an example of a method for computing the trajectory of a golf ball on a golf green;

[0020] FIG. **7** is a flow chart of an example of a method for using the golf putting aid system shown in FIG. **2**;

[0021] FIG. **8**A is a side-view diagram of an example of the golf ball on a portion of the golf green shown in FIGS. **2** through **5** illustrating examples of forces acting on the golf ball;

[0022] FIG. **8**B is a plan-view diagram of an example of the golf ball on a portion of another golf green illustrating examples of forces acting on the golf ball;

[0023] FIG. **9** is a screenshot of an example of a graphical user interface that visually conveys a direction and magnitude of a practice putt swing and how the direction and magnitude compare to a computed direction and magnitude along with the golf ball on yet another golf green;

[0024] FIG. **10** is an illustration of a computed aim point displayed to a golfer in accordance with examples of this technology such that the ball reaches the cup when putted;

[0025] FIG. **11** is a side-view illustration of an example of a trajectory in which the golf ball skips or bounces in which in some segments the golf ball is not in contact with the green;

[0026] FIG. **12** is a side-view illustration of the change of angular momentum and translational momentum a golf ball undergoes when it bounces or skips on a green;

[0027] FIG. **13** is a side-view illustration of an example trajectory a golf ball can undergo when putted with an open-faced putter;

[0028] FIG. **14** is a side-view illustration of an example trajectory a golf ball can undergo when putted with a close-faced putter; and

[0029] FIG. **15** is an illustration of an example trajectory of a golf ball in which the putting surface has a discontinuity and in which the physical properties of the surface are different on each side of the discontinuity.

DETAILED DESCRIPTION

[0030] A golf putting aid system **20** in accordance with examples of the claimed technology is illustrated in FIG. **2**.

The golf putting aid system **20** includes a digital processing system **22**, a keypad **48**, a green speed meter device **46**, an inclinometer device **44**, a 3D imager device **42**, a compass device **40**, a wind sensor device **38**, a tactile transducer **36**, an earphone device **34**, and a display device **32**, although the golf putting aid system **20** can have other types and/or other numbers of other system, devices, components, or other elements in other configurations. Additionally, one or more of these elements of the golf aid putting system **20** may be integrated with the golf putting aid system **20** or separate from but coupled to the golf putting aid system **20**. The claimed technology provides a number of advantages including providing more accurate and effective golfing aid systems and methods. In particular, examples of the golf putting aid systems and methods are configured to compute a trajectory, such as a curved or piecewise linear trajectory including segments where the golf ball is rolling, bouncing, skidding, skipping or otherwise airborne at least slightly so the ball is not rolling along the trajectory, of a putt along a playing surface, such as a golf green, taking into account multiple factors, such as the topography of the green, the speed or resistance of the green, the distance between the golf ball and the cup, and/or the initial speed of the golf ball by way of example.

[0031] Referring more specifically to FIG. **2**, in this example the golf putting aid system **20** is operative with an exemplary golf green **60** having a golf ball **53**, a cup **66**, and a golfer **50** having a putter **51** which in turn has a putting head **52**. A coordinate reference system is also illustrated in FIG. **2** in which the Z-axis is in the vertical or upwards direction, and the X and Y axes define the horizontal plane (note that X, Y, and Z axes are perpendicular to one another). The selection of the origin is arbitrary and in this example is at the location of the golf ball **53** on the golf green **60**. The direction of the X-axis is also arbitrary and can be selected to be the direction from the golf ball **53** to the cup **66**, projected onto the horizontal plane.

[0032] The digital processing system **22** includes a processor **24**, a memory **26**, and a communication interface **28** which are coupled together by one or more buses or other links **30**, although the digital processing system **22** can have other types and/or numbers of other systems, devices, components, or other elements in other configurations. The processor **24** may execute programmed instructions stored in the memory **26** or elsewhere for any number of the functions and/or other operations illustrated and/or described by way of the examples herein. The processor **24** may include one or more CPUs or general purpose processors with one or more processing cores, for example, although other types and/or numbers of processor(s) can be used.

[0033] The memory **26** stores programmed instructions and data for functions and/or other operations illustrated and/or described by way of the examples herein for execution by the processor **24**, although some or all of these instructions and data may be stored elsewhere. In this example, the memory **26** may store programmed instructions and data for computing or otherwise determining a computed trajectory **64** of a golf ball **53** on a green **60** as illustrated and described by way of the examples herein including in FIGS. **6** and **7**. Additionally, in this example, the memory **26** may store programmed instructions and data for image processing to capture image data, such as one or more images and/or videos of a green **60** with a golf ball **53** and a cup **66**, and object recognition processing to identify one or more objects in the one or more captured images and/or videos, such as the outer perimeter and contours of the green **6** as well as the golf ball **53** and cup **66**. A variety of different types of memory storage devices, such as a random access memory (RAM), a read only memory (ROM), flash memory, hard disk, CD ROM, USB thumb-drive, or other computer readable medium which is read from and/or written to by a magnetic, optical, or other reading and/or writing system coupled to the processor **24**, can be used for the memory **26**.

[0034] The communication interface **28** operatively couples and communicates between the digital processing system **22** and one or more of the keypad **48**, the green speed meter device **46**, the inclinometer device **44**, the 3D imager device **42**, the compass device **40**, the wind sensor device **38**, the tactile transducer **36**, the earphone device **34**, and the display device **32** which are all coupled together by the one or more communication network(s) which may be direct internal or external hardwire connections and/or may by wireless connections, although other types and/or numbers of communication networks or systems with other types and/or numbers of connections and/or configurations to other devices and/or elements can be used.

[0035] By way of example only, the digital processing system **22** can be a conventional microprocessor with an external memory or the digital processing system **22** can be a microcontroller with all memory located onboard. In another example, the digital processing system **22** can be a digital signal processor (DSP) integrated circuit, which is a microcomputer that has been optimized for digital signal processing applications. In yet another example, the digital processing system **22** can include a graphical processing unit (GPU) integrated circuit, which is a microcomputer that has been optimized for parallel-processing applications. The digital processing system **22** could for example be as simple as an eight-bit integer device for low-cost usage or in another example the digital processing system **22** can be a thirty-two bit or sixty-four bit or higher floating point device or system for higher performance when cost is less of an issue. A Iso, by way of example only, the digital processing system **22** can be or can include an FPGA (Field-programmable gate array), a CPLD (complex programmable logic device), or even an ASIC (application specific integrated circuit) which are attractive for use in this example owing to their compact and cost-effective hardware implementations.

[0036] The keypad **48** is a data entry device for manually entering data into golf putting aid **20**, such as, for example, data pertaining to the grain of a green **60**, although other types and/or numbers of input devices or systems may be used, such as voice activated by way of example. The keypad **48** has an output electronically coupled to an input of digital processing system **22** through keypad data line **39**, although other types of connections may be used, including for example other wired or wireless connections. The keypad **48** can be a full QWERTY-style keyboard or have a 12-key phone-style layout, or any other layout suitable for entering numeric, alphanumeric, symbolic, or iconic data. The keys can be soft keys, such as used in a touch-display (in which case, for example, keypad **48** can be integrated with display device **32**) or hard keys in which they implemented electro-mechanically.

[0037] The green speed meter device **46** is a device for measuring the speed, or more precisely, in one example a resistance a playing surface of the green **60** offers to a golf ball **53** rolling across it. The green speed meter device **46** has an output electronically coupled to an input of digital processing system **22** via speed meter data line **47**, although other types of connections may be used, including for example other wired or wireless connections. By way of example, the green speed meter device **46** can be a device similar to an electronic version of the Stimpmeter (Stimpmeter is a registered trademark of the USGA, describing goods associated with an "apparatus for measuring the relative speed of a golf putting green.") in which a golf ball **53** is rolled down an inclined plane before reaching the surface of a green **60** whereinafter the distance the golf ball **53** rolls after reaching the green **60** is indicative of the green's speed and inversely proportionate to the rolling resistance of the golf ball **53** across the surface of the green **60**. Since both terms, "resistance" and "speed", refer to the same quantity of a golf green, namely how quickly a rolling golf ball's velocity decreases as it rolls across a surface of the green, the terms will be used interchangeably in the present disclosure even though, technically, they have distinct and separate physical definitions. The resistance the green **60** offers to the golf ball **53** as it rolls on a green **60** is an example of an input parameter when computing a trajectory as illustrated and described in examples herein. For example, if the green's resistance was zero the golf ball **53** will roll forever, and if the resistance was infinite the golf ball **53** would not roll at all. In other examples, the green speed and/or resistance data may be obtained by the digital processing system **22** in other manners, such as by manual input by keypad **48** or by coupling to and retrieving from a database which has this green speed and/or resistance data stored, e.g. a server at the golf course, or may obtain prior stored green speed and/or resistance data which can be used as an approximation by way of example only.

[0038] The inclinometer device **44** (also referred to herein as a level) is nominally mechanically coupled to 3D imager device **42** and outputs inclination or tilt information, such as the front-to-back or side-to-side tilt, of the 3D imager device **42** to the digital processing system **22**. The inclination or tilt information may be used, because, while the 3D imager device **42** can produce detailed topographical information about the surface of green **60**, the topographical information can appear to be tilted if the 3D imager device **42** happens to be tilted during the 3D imaging process. The inclination data output from the inclinometer device **44** can be used by the digital processing system **22** to remove the effects of any inadvertent tilt introduced by the 3D imager device **42** being held, mounted, or otherwise oriented in a tilted manner. The inclinometer device **44** has an output electronically coupled to an input of digital processing system **22** via inclinometer data line **45**, although other types of connections may be used, including for example other wired or wireless connections. The inclinometer device **44** can be an integrated circuit, such as the ADIS 16203 from Analog Devices, Inc. (Norwood, MA, USA 02062), and the inclinometer device **44** can be attached to the 3D imager device **42** as mentioned earlier. Alternately, in another example the inclinometer device **44** can be mechanically integrated into the 3D imager device **42** or even electronically integrated into 3D imager device **42** so the 3D topographical image of the green **60** has had the tilt corrected thereby relieving the need of digital processing system **22** from performing the tilt correction, although other manners for obtaining this tilt data may be used.

[0039] The 3D imager device **42** is a device that captures or creates a 3D image of a target object, such as the surface of a golf green **60**, although other manners for capturing or otherwise obtaining 3D image data or other types of image data may be used. The 3D imager device **42** has a field of view **70** and an output electronically coupled to an input of digital processing system **22** via 3D camera data line **41**, although other types of connections may be used, including for example other wired or wireless connections. The 3D imager device **42** can be an active device such as a time-of-flight ("TOF") range camera in which the entire field of view **70** is illuminated with modulated light emitted by the range camera which subsequently receives back a portion of the emitted light, and process the received light to determine a distance to a small patch of the surface for each corresponding pixel of the 3D imager **40**. Alternately, the 3D imager device **42** can include a scanning L IDA R (light detection and ranging) or utilize projected structured light, and although passive 3D imagers, such as those based on stereoscopic cameras can be used as 3D imager **40**, stereoscopic methods are probably unsuitable because the golf green's **60** surface is generally featureless which precludes the generation and processing of a stereoscopic disparity matrix from which the topography of the green **60** can be determined.

[0040] The 3D imager device **42** outputs a digital representation of the 3D surface of the green **60** to digital processing system **22**. In this example, the 3D coordinate system used in the representation can be Cartesian, such as the X-Y-Z axes denoted in FIG. **2**, or ρ-θ-ϕ coordinates commonly used in a spherical coordinate system. The digital representation can include an array of pixels, wherein the number of pixels is between 1000 and 100,000,00, and there can be one or more such 3D images captured and uploaded to the digital processing system **22**. If more than one 3D image is captured and uploaded, the 3D image capture rate can be between one 3D image per second and 1000 3D frames per second. Such 3D video imagery can be useful for determining putter head direction **192** or putter head direction **202** from which an anticipated launch vector **156** can be determined as described later in connection with FIGS. **13**, **14**, and **9**, which requires a sequence of 3D image frames for the determinations. The 3D imager device **42** can also output a conventional 2D brightness image of the surface, the 2D image being monochrome or in color. The 3D imager device **42** can be a portable device, being held by the golfer **50** (or his or her caddy) or even attached to the golfer **50** (or attached to his or her caddy), or substantially fixed in place where the 3D imager device **42** is mounted onto a tripod or a rigid frame or gantry.

[0041] The compass device **40** is an electronic device for measuring and obtaining direction information that may be electronically communicated to digital processing system **22**. In this example, the compass device **40** has an output electronically coupled to an input of digital processing system **22** via compass data line **41**, although other types of connections may be used, including for example other wired or wireless connections. Additionally in this example, the compass device **40** also is nominally co-located with 3D imager **40**, or in other examples mechanically coupled to 3D imager device **42** so the heading information output from compass device **40** is, for example, indicative of the direction that 3D imager device **42** is aimed. One candidate for use as the compass device **40** is the HMC6343 Three-axis

Compass from Honeywell (Plymouth, MN, 55441 USA), which has 0.1° resolution and can measure both heading and tilt. The directional or heading information output from compass device **40** can be used by digital processing system **22** to change the perspective viewing angle of the information or image data, such as an image of a computed trajectory **64**, presented on display device **32** in accordance with the heading information from compass device **40**.

[0042] The wind sensor device **38** is a device for measuring the magnitude and direction of the wind at or near the location of the golf ball **53**, so the trajectory-computation, discussed by way of example below with reference to FIG. **6**, can include the forces imparted on the golf ball **53** by the wind when determining a golf ball's **53** computed trajectory **64**. The wind sensor device **38** has an output electronically coupled to an input of digital processing system **22** via wind sensor data line **39**, although other types of connections may be used, including for example other wired or wireless connections. The wind sensor device **38** can include a weather-vane for determining wind direction and an anemometer for measuring wind speed, although other types of wind-sensing devices which measure one or more wind related characteristics can be utilized as well. In this example, the sensed wind information is communicated to the digital processing system **22** for inclusion in the determination of computed trajectory **64**. The wind sensor device **38** can be small and portable or larger and fixed in position. By way of example only, both wind direction and wind speed sensors are available from C-TON Industries (e.g., model number DLT and SLT, respectively) Memphis, TN, USA, 38111. Although in this example wind speed and/or direction data is obtained and utilized, other types and/or numbers of other types of weather related data may be obtained and utilized for computing trajectory, such as current weather condition data.

[0043] The tactile transducer **36** is an electro-mechanical device that creates a mechanical sensation that can be detected by a person, such as a golfer **50**. The tactile transducer **36** has an input electronically coupled to an output of digital processing system **22** via tactile transducer data line **37**, although other types of connections may be used, including for example other wired or wireless connections. In this example, the tactile transducer **36** is constructed as a small electrical motor with an off-balance weight attached to the shaft such that it produces a vibrational sensation when activated and is wirelessly coupled to the digital processing system **22**, although a tactile transducer can be constructed from other types of components in other configurations and may be coupled to communicate in other manners. The tactile transducer **36** can be located in the handle of putter **51**, or co-located with a display device **32** or earphone device **34**, but is beneficially located proximal to, and even in physical contact with, golfer **50** to sense the tactile sensations produced by the tactile transducer **36**. In this example a tactile transducer **36** can be activated by digital processing system **22** when the aim of the golfer's **50** putter **51** or putter head **52** is positioned correctly or the practice swing is substantially correct as determined by digital processing system **22** so that the golf ball **53** can be expected to follow computed trajectory **64** so the ball **53** reaches the cup **66** when the golfer **50** executes the putt. One tactile transducer **36** suitable for use in this example is the Z4FC1B1301781 from Jinlong Machinery and Electronics, Yueqing Whenzhou, Zhejiang Province, China 325603.

[0044] The earphone device **34** is an electro-mechanical device that produces audio signals in response to applied electronic signals and are typically worn by a golfer **50** in his or her ear(s). The earphone device **34** has an input electronically coupled to an output of digital processing system **22** via earphone data line **35**, although other types of connections may be used, including for example other wired or wireless connections. In this example, the earphone device **34** can be activated by digital processing system **22** when the aim of the golfer's **52** putter **51** is to the left, for example, as determined by digital processing system **22** (so that the golf ball **53** can be expected to follow a trajectory to the left of computed trajectory **64** when the golfer **50** executes the putt) in which case the earphone can produce the audible message "Aim Right More" for putter aim feedback and correction, although earphone can be activated at other times and produce other types and/or numbers of audible instruction messages from a stored library of guidance instructions as well. By way of example, one pair of earphones **34** suitable for use in this example is the UH-R 2030 from U Sound GmbH, Graz, Austria.

[0045] The display device **32** can be a head-mounted display in which the display device **32** is attached to the golfer's **52** head located proximal to the eyes of the golfer **50** so that an image is presented to one or both eyes of the golfer **50** from an image generated by the digital processing system **22**, although other types and/or numbers of other types of display devices or manners may be used. If no outside image data is allowed to be directly seen by golfer **50** (i.e., only the display image data is viewable), then the display device **32** is immersive. Immersive displays as well as non-immersive displays are suitable for use as the display device **32**. In another example, the display device **32** can comprise two individual displays offset from one another, thus forming a stereoscopic pair in which one sub-display presents an image to one eye and the second sub-display presents a slightly different image to the second eye such that 3D image data can be stereoscopically presented to the golfer **50**. In yet another example, the display device **32** can be a large non-head-mounted conventional display which in this example is wireless connected to the digital processing system **22** and in which the displayed image data may be viewed by the golfer **50** from a distance of at least 12 inches or more. In this example, the display device **32** has an input electronically coupled to an output of digital processing system **22** via display data line **33**, although other types of connections may be used, including for example other wired or wireless connections. In yet another example, the display device **32** can be the display of a smart-phone.

[0046] The image data that is shown on the display device **32** can include the image data within the field of view **70** captured by 3D imager device **42**, such as the green **60**, the ball **53**, the cup **66**, one or computed trajectories **64**, topography information of the green **60**, gradient information of the green **60**, an indication of the aiming point or direction that the golf putt should be shot by the golfer **50**, as well as the actual putt trajectory whose image data was captured during the putting process. Furthermore, any or all of this display content can be presented in real-time to the golfer, as well as to a larger audience, and can vary in accordance with location and/or point of view and the viewing direction of the golfer **50**.

[0047] In this example, the field of view **70** is the viewing angle of the 3D imager device **42** over which 3D image data can be captured. Within the field of view **70** should be at least the area of the green **60** of interest, the ball **53**, the cup **66**, and that portion of the green **60** between them that the golf ball **53** will traverse from the golf ball's starting position **62** to its stopping position, although the other types and/or required numbers of elements may be used. The digital processing system **22** may execute programmed instructions for object recognition to identify necessary elements in the image data, e.g. the green, ball and cup, and if not identified, then the digital processing system **22** may interact with the 3D imager to continue to capture image data until the object recognition is able to verify the presence of the necessary elements, e.g. the green, ball and cup.

[0048] As noted in the examples above, some or all of the electronic data links including the keypad data line **49**, the speed meter data line **47**, the inclinometer data line **45**, the 3D camera data line **43**, the compass date line **41**, the wind sensor data line **39**, the tactile transducer data line **37**, the earphone data line **35**, and the display data line **33** can be wireless or wired in nature. If wireless, the data links for example can be Bluetooth or Wifi. If wired the data links for example can comprise electronic conductors or even fiber optics.

[0049] Optionally digital processing system **22** can also obtain captured and recorded image data of the action of the putter head **52** during the stroke, the initial direction and velocity of the ball **53**, and the actual trajectory of the ball from the start of the putt until the ball **53** comes to a stop. This recording of this image data, comprising video and/or images, can be re-played at a later time as a feedback mechanism so the golfer **50** can learn and improve his or her putting game.

[0050] The examples illustrated and described herein may also be embodied as one or more non-transitory computer readable media having instructions stored thereon for one or more aspects of the present technology, such as the memory of the assessment computing device, as described and illustrated by way of the examples herein. The instructions in some examples include executable code that, when executed by one or more processors, such as the processor(s) of the assessment computing device, cause the one or more processors to carry out steps necessary to implement the methods of the examples of this technology that are described and illustrated herein.

[0051] A n example of a method of trajectory computing executed by the digital processing system **22** functions by approximating an actual continuous trajectory as a series of short, straight, line segments, although other manners for computing trajectory may be used. As the length of the line segments approaches zero, the computed trajectory **64** will also be continuous and substantially match the actual trajectory. Unfortunately, if the length of each of the line segments is zero, then there must necessarily be an infinite number of segments which is not realizable. In this example, a reasonable number of segments is between ten and 10,000 (depending primarily on the overall length of the trajectory) and in this example the length of a segment can be between 0.1 millimeter and one meter, although other numbers of segments and/or other lengths may be used.

[0052] Referring now to FIG. **3**, an example of a computed trajectory **64** is shown as a series of linear segments, **64**A, **64**B, **64**C, and so on, each segment having a starting point and an ending point. For example, the starting point for a first segment **64**A is point **65**A, coinciding with ball starting position **62**, and the ending point for first segment **64**A is point **65**B, while the starting point for second segment **64**B is point **65**B and the ending point for second segment **64**B is point **65**C. Each segment, **64**A, **64**B, **64**C, and so on, comprising the computed trajectory **64** can lie on the surface of the green **60**, or slightly above the green's **60** surface in accordance with the radius of the golf ball **53**, the radius can be between one millimeter and ten meters, but being 21.335 millimeters for a standard golf ball.

[0053] Each segment of a trajectory **64** can be treated as a vector because a segment has a starting position and a velocity and direction of travel. Using vector arithmetic, the ending position of a segment is therefore the starting position plus the velocity vector times a time increment, the time increment being between one millisecond and one second, for example. A velocity vector is computed as the velocity vector of a previous segment plus a change in velocity due to the rolling resistance of the green **60** plus an additional change in velocity due to gravity which in turn is a function of the topography—more precisely the gradient of the topography—of the green **60** at the location of the starting position of the velocity vector. Additional influences on the velocity vector, such as accelerations due to forces caused by the wind or any biases of the green **60** such as grain by way of example only, may be incorporated into the calculation of the velocity vector.

[0054] One noteworthy feature of the segments comprising computed trajectory **64** as shown in FIG. **3**, is that the segments, such as segments **64**A through **64**M, are all substantially linear and all have substantially the same length. The length of the linear segments, when projected on the green **60**, can be between 1 mm and 1 meter. The fact that the segments all have substantially the same length implies that the length of time, or duration, that a golf ball **53** is moving along a segment varies from segment to segment because, generally, a golf ball **53** is slowing down as it traverses a computed trajectory **64**, meaning that generally a golf ball **53** will spend more time moving along a later segments, such as segment **64**M than an earlier segment such as segment **64**B. The time a golf ball can spend in a given segment can vary from 1 millisecond up to 1000 millisecond. Importantly, the trajectory computation process as described in connection with FIG. **6** can take into account the linearity of the segments, the substantially constant length of the segments, and the varying times that a golf ball requires to traverse a segment, when a computed trajectory **64** is determined.

[0055] Alternately, as shown in FIG. **4**, the segments, such as segments **84**A through **84**H, are all substantially linear but do not all have substantially the same length. The length of the linear segments, such as segments **84**A through **84**H, when projected on the green **60**, can be between 1 mm and 1 meter. The fact that the segments have varying lengths, with shorter lengths seen at the end of trajectory **84**, implies that the length of time, or duration, that a golf ball **53** is moving along a given segment can be substantially constant from segment to segment because, generally, a golf ball **53** is slowing down as it traverses a computed trajectory **84**, meaning that generally a golf ball **53** will move a shorter distance along a later segment, such as segment **84**H than an earlier segment such as segment **84**A. The time a golf ball can spend in each segment can range from 1 millisecond up to 1000 millisecond. Importantly, the trajectory computation process as described in connection with FIG. **6** can take into account the linearity of the segments, the varying lengths of the segments along trajectory **84**, and the substantially constant amount of time that a golf ball **53** requires to traverse a segment, when a computed trajectory **84** is determined.

[0056] Alternately, as shown in FIG. **5**, the segments, such as segments **94**A through **94**H, can be non-linear, and not all have substantially the same length as depicted in FIG. **5**, or have substantially the same length as described earlier in connection with FIG. **3**. The arcuate length of the non-linear segments, such as segments **94**A through **94**H, when projected on the green **60**, can be between 1 mm and 1 meter. The length of time a golf ball **53** is moving along a given non-linear segment can be substantially constant from segment to segment (as described in connection with FIG. **3**) or the length of time a golf ball **53** is moving along a given non-linear segment can vary from segment to segment (as described in connection with FIG. **4**). The non-linear segments, such as segments **94**A through **94**H can each be mathematically described as a polynomial, such as a second-order polynomial, or the polynomials can include higher-order terms up to 10^{th}-order. Importantly, the trajectory computation process as described in connection with FIG. **6** can take into account the non-linearity shapes of the segments when a computed trajectory **84** is determined. Note that the nonlinearity can be in the X and/or Y directions, as well as in the Z (up-down) direction if the golf ball **53** is bouncing, skidding, skipping or otherwise airborne at least slightly so the ball is not rolling along the trajectory.

[0057] Referring now to FIG. **6**, an example of a method for computing a computed trajectory **64** based on a series of line segments will now be described. In step **100**, the golf putting aid system **20** is activated.

[0058] In step **102**, the digital processing system **22** of the golf putting aid system **20** receives 3D image data which in this example is determined with object recognition to include the green **60**, the golf ball **53** and the cup **66** from the 3D imager device **42**, 3D camera inclination data from inclinometer device **44**, green speed data on the resistance of the green to a rolling golf ball obtained from a green speed meter device **46**, such as a Stimpmeter, and input with the keypad **48** or based on a coupling to the green speed meter device **46**, weather element data about a direction and magnitude of the wind from the wind sensor device **38**, and the grain of the grass on the surface of the green **60** which can be manually input via keypad **48**, although other types and/or combinations of data to compute a trajectory may be used. Next, the digital processing system **22** computes a topographic map of the green **60** within a field of view **70** of the 3D imager device, and also computes a gradient map of the green **60** as well which is essentially a vectorized slope map of the topographic map. After the gradient and topographic maps are computed, and all the data is input to the digital processing system **22**, the data may be stored in memory **26** in this example.

[0059] In step **104**, several initializing computations are performed by the digital processing system **22** of the golf putting aid system **20**, such as computing the coordinates of the cup **66** in two dimensions (i.e., X_C, Y_C) or three dimensions (i.e., X_C, Y_C, Z_C) relative to the golf ball **53**—in particular the elevation of the cup **66** relative to the elevation of the golf ball **53**, and the distance between them. Based on the distance and the difference in elevation, as well as, optionally, the speed or resistance of the green **60** and any other parameters that would influence the computed trajectory **64** of the golf ball **53**, digital processing system **22** of the golf putting aid system **20** then computes in this example an estimated initial direction and velocity of the golf ball **53** such that the resulting computed trajectory **64** of the golf ball **53** will terminate at the cup **66**. The velocity and direction estimate of the golf ball **53** at each trajectory segment can be represented mathematically as a vector, the "velocity vector", V, for easier mathematical processing by the digital processing system **22**. The velocity vector V, can be represented as $V=V_x i+V_y j+V_z k$, where i, j, and k are unit vectors in the X, Y, and Z directions, respectively, and V_x, V_y, and V_z, having units of meters per second for example, are the components of the velocity vector V in the X, Y, and Z directions, respectively. Note that the magnitude of the velocity vector, V, can be computed from its directional components, V_x, V_y, and V_z, as:

$$|V| = \sqrt{V_x^2 + V_y^2 + V_z^2} \qquad \text{Equation 1}$$

[0060] In step **106**, the digital processing system **22** of the golf putting aid system **20** determines where the golf ball **53** will be on green **60** in a time Δt in the future based on the present location of the golf ball **53** and the present value of the velocity vector V. In particular, if X_S is the starting position of a trajectory segment and X_E is the ending position of a trajectory segment in the X-direction then $X_E=X_S+V_X\Delta t$. Similarly, if Y_S is the starting position of a trajectory segment and Y_E is the ending position of a trajectory segment in the Y-direction then $Y_E=Y_S+V_y\Delta t$. The ending point for the ball in the Z-axis for the same trajectory segment is determined by the topography of the green **60**, determined earlier in step **102**, as the golf ball **53** is assumed to follow the topography or contours of the green **60** if the golf ball **53** is not bouncing.

[0061] In step **108**, the digital processing system **22** of the golf putting aid system **20** determines if the location of the golf ball **53** at the coordinates at the end of the segment, namely (X_E, Y_E) computed in step **106** is substantially the same as the coordinates of the cup, (X_C, Y_C) computed in step **104**. Mathematically this determination can be computed as

$$D = \sqrt{(X_E - X_C)^2 + (Y_E - Y_C)^2} \qquad \text{Equation 2}$$

where D is the distance between the center of the golf ball **53** and the center of the cup **66**.

[0062] If in step **108** the digital processing system **22** of the golf putting aid system **20** determines the location of the golf ball **53** at the coordinates at the end of the segment, namely (X_E, Y_E) computed in step **106** is substantially the same as the coordinates of the cup, (X_C, Y_C) computed in step **104**, e.g. in this example when value of D is less than a threshold value, such as 0.010 meters, then the golf ball **53** has reached the cup **66** and the Yes branch is taken to step **110**.

[0063] In step **110**, a trajectory **64** for the golf ball **53** that causes the golf ball **53** to reach or land in the cup **66** has been computed by the digital processing system **22** of the golf putting aid system **20**. Therefore, in the digital processing system **22** of the golf putting aid system **20** may stop computing trajectory, until another new trajectory is needed.

[0064] If back in step **108** the digital processing system **22** of the golf putting aid system **20** determines the location of the golf ball **53** at the coordinates at the end of the segment, namely (X_E, Y_E) computed in step **106** is not substantially the same as the coordinates of the cup, (X_C, Y_C) computed in step **104**, e.g. if the value of D is greater than the threshold value then the golf ball **53** is not at the location of the cup **66** and the No branch is taken to step **112**.

[0065] An additional test may be executed by the digital processing system **22** of the golf putting aid system **20** in step **108**, wherein the digital processing system **22** of the golf putting aid system **20** determines if the velocity of the golf ball **53** is also less than a threshold velocity value, otherwise the golf ball **53** may be at the cup, but would jump over the cup **66** without falling into it if the velocity value is too great. The velocity is the magnitude of the velocity vector V, which is computed according to Equation 1. If the golf ball's **53** location is substantially at the location of the cup **66** (e.g., D is less than a threshold), and the velocity value of the golf ball **53** does not exceed the velocity threshold, such as 0.010 meters/second, for example, then the Yes branch would still be taken to step **110**. However, if the golf ball's **53** location is substantially at the location of the cup **66** (e.g., D is less than a threshold), but the velocity value of the golf ball **53** exceeds the velocity threshold, such as 0.010 meters/second, for example, then the No branch would still be taken to step **112**. It should be noted that in this disclosure the word "reach" or "reached" is defined to mean that not only has the position of the golf ball become substantially the same as that of the cup **66**, but that also the velocity of the golf ball **53** is slow enough that the golf ball **53** can fall into the cup **66** at the position of the cup **66** instead of passing over the opening of the cup **66**.

[0066] In step **112**, the velocity vector V for the next trajectory segment is computed by the digital processing system **22** of the golf putting aid system **20**. The starting coordinates (X_S, Y_S) of the new velocity vector are set equal to the ending coordinates of the previous segment (X_E, Y_E), i.e., X_S=X_E and Y_S=Y_E. Additionally in step **112**, the direction and the magnitude of the new velocity vector may also be computed by the digital processing system **22** of the golf putting aid system **20**, which is a function of the topography at location (X_S, Y_S), the magnitude and direction of the previous velocity vector, the resistance offered by the surface of a green **60** to a rolling golf ball **53**, and any other forces acting on the golf ball **53**, such as the wind or grain of the green **60** at (X_S, Y_S) by way of example only. Some of the possible forces that can be acting on the ball are shown vectorally in FIGS. **8**A and **8**B, and include gravity vector **140**, which is in the downward direction but is manifested as the motion vector M **142** whose direction and magnitude includes the effects of gradient of the green **60** at (X s, Y s) which is determined from the topography of the green **60**, resistance vector R **144** which is in the negative direction of the velocity vector V, the wind vector W **148**, and any biases or grains in the surface of the green **60** represented as grain vector N **124**.

[0067] Each of the forces, being represented as a vector, has X, Y, and Z components that can be added with other X, Y, and Z components, respectively, to determine the total force acting on the ball in each component direction. For example, in the X-direction the forces can be added as

$$X_{Total} = X_M + X_R + X_W + X_N \qquad \text{Equation 3}$$

where X_{Total} is the sum total of the forces acting on the ball in the X-direction, X_M is the X-component of the motion vector M **142**, X_R is the X-component of the resistance vector R **144**, X_W is the X-component of the wind vector W **148**, and X_N is the X-component of the grain vector N **124**. Similarly, the Y-direction forces acting on the ball sum as shown in Equation 4:

$$Y_{Total} = Y_M + Y_R + Y_W + Y_N \qquad \text{Equation 4}$$

Note that it is may not be necessary to compute the forces acting on the ball in the Z-direction, e.g., Z_{Total}, because the motion of the ball in the Z-direction is dictated by the topography of the green **60**, unless, of course and by way of example, the ball is bouncing, skidding, skipping or otherwise airborne at least slightly so the ball is not rolling on the surface.

[0068] The acceleration of the ball at each starting point of a trajectory segment can be computed by the digital processing system **22** of the golf putting aid system **20** from the well-known equation:

$$\text{Force} = \text{Mass} \times \text{Acceleration}. \qquad \text{Equation 5}$$

Note that in Equation 5 the Force term is a vector and the Acceleration term is also a vector, and as such can be split into their respective components as shown in Equations 6 and 7, and include the total component forces developed in Equations 3 and 4, respectively:

$$\text{Force}_X = \text{Mass} \times \text{Acceleration}_X = X_{Total} \qquad \text{Equation 6}$$

$$\text{Force}_Y = \text{Mass} \times \text{Acceleration}_Y = Y_{Total} \qquad \text{Equation 7}$$

Rearranging Equations 6 and 7 results in Equation 8 and 9, respectively:

$$\text{Acceleration}_X = X_{Total}/\text{Mass} \qquad \text{Equation 8}$$

$$\text{Acceleration}_Y = Y_{Total}/\text{Mass} \qquad \text{Equation 9}$$

If the time increment Δt is sufficiently small then the change in velocity due to the acceleration can be computed from equation 10:

$$V_E - V_S = \Delta V = \text{Acceleration} \times \Delta t. \qquad \text{Equation 10}$$

Equation 10 can be broken apart for each of the two X and Y Components and combined with Equations 6 and 7, respectively, resulting in:

$$\Delta V_x = X_{Total}\Delta t/\text{Mass} \quad \text{Equation 11}$$

$$\Delta V_Y = Y_{Total}\Delta t/\text{Mass}. \quad \text{Equation 12}$$

where the Mass term is the mass of the golf ball **53**, being approximately 0.0459 kilograms, and ΔV_X is the change in velocity in the X-direction and ΔV_y is the change in velocity in the Y-direction. The components of the new velocity vector (i.e., of the next segment of the computed trajectory **64**) is therefore

$$V_X = V_{E,X} + \Delta V_X = V_{E,X} + X_{Total}\Delta t/\text{Mass} \quad \text{Equation 13}$$

$$V_Y = V_{E,Y} + \Delta V_Y = V_{E,Y} + X_{Total}\Delta t/\text{Mass} \quad \text{Equation 14}$$

The new velocity vector V computed in Step **112** of FIG. **6** is thus

$$V = V_X i + V_Y j \quad \text{Equation 15}$$

[0069] After the new velocity vector is computed in step **112** per Equation 15, then in step **114**, the digital processing system **22** of the golf putting aid system **20** determines if the magnitude of new velocity vector V, determined in accordance with Equation 15 and Equation 1, has fallen below a threshold velocity. That is, in step **114** the digital processing system **22** of the golf putting aid system **20** whether the golf ball **53** has essentially stopped rolling. If in step **114** the digital processing system **22** of the golf putting aid system **20** determines the magnitude of the new velocity vector V has not fallen below a threshold (i.e., it has not stopped rolling), then the No branch is taken back to step **106** as illustrated and described earlier. If in step **114** the digital processing system **22** of the golf putting aid system **20** determines the magnitude of the new velocity vector V has fallen below a threshold such as 2 mm/second, for example, then the Yes branch is taken to step **116**. In step **116**, when the ball **53** has stopped rolling (as determined in step **114**) and it has missed or skipped over the cup **66** (as determined in step **108**).

[0070] In step **116**, the digital processing system **22** of the golf putting aid system **20** determines based on an analysis of image data captured by the 3D imager device **42** or in other manners the ending location of the computed trajectory **64** (i.e., X_E and Y_E for final segment **64**N) and compares to the coordinates of the cup **66** (X_C, Y_C). If the length of the computed trajectory **64** is determined by the digital processing system **22** of the golf putting aid system **20** to significantly exceed the distance between a starting position **62** of the golf ball **53** and the cup **66** then the initial velocity estimate for segment **64**A is reduced by the digital processing system **22** of the golf putting aid system **20**. Alternately if the length of the computed trajectory **64** is determined by the digital processing system **22** of the golf putting aid system **20** to be significantly less than the distance between the starting position **62** of the golf ball **53** and the cup **66** then the initial velocity estimate for segment **64**A is increased by the digital processing system **22** of the golf putting aid system **20**. Additionally, if the ending location of the computed trajectory **64** is to the right of the cup **66** then the initial direction estimate for segment **64**A is adjusted to the left by the digital processing system **22** of the golf putting aid system **20**. Alternately if the ending location of the computed trajectory **64** is to the left of the cup **66** then the initial direction estimate for segment **64**A is adjusted to the right by the digital processing system **22** of the golf putting aid system **20**. Next the location of the new starting coordinates (X_S, Y_S) of the golf ball **53** is reset by the digital processing system **22** of the golf putting aid system **20** to the starting point of the trajectory at segment **64**A at ball starting position **62** and the golf ball **53** is re-launched along a velocity vector V having a new initial velocity and direction as determined in step **116** and this example may proceed back to step **106** as illustrated and described earlier to continue this example of the claimed technology.

[0071] In this example, the steps **106**, **108**, **112**, **114**, and **116** of FIG. **6** may be repeated by the digital processing system **22** of the golf putting aid system **20** with incrementally improved trajectories until one is found that causes the ball to reach the cup **66** at a low velocity such that the golf ball **53** drops into the cup **66**. It should be noted that in this example the computational math supporting the segment and trajectory calculations can also include computations that support segment and trajectory calculations in which the ball is not only rolling on the surface, but can also be bouncing, skidding, skipping or otherwise airborne at least slightly so the ball is not rolling on the surface as well.

[0072] Once a computed trajectory **64** has been found that causes a golf ball **53** at a ball starting position **62** to reach the cup **66** by the digital processing system **22** of the golf putting aid system **20**, information about the computed trajectory **64** may be conveyed to the golfer **50**, and possibly to others that are not the golfer **50** for educational and entertainment purposes. The conveyance of the computed trajectory **64** information can be through any of a golfer's senses, including visually, audibly, or tactilely. For example, if the information about computed trajectory **64** is conveyed visually by the digital processing system **22** of the golf putting aid system **20**, the computed trajectory **64** can be shown in a display device **32**, such as with a head-mounted display or a hand-held display, such as a mobile phone, handset, or tablet, or a larger non-portable display set on a table-top. The display device **32** can also be another one coupled to the digital processing system **22** of the golf putting aid system **20** remote to the green **60** and/or in addition to one for the golfer **50**, such as a remote television seen by a distant television audience. Alternately, if the information about computed trajectory **64** is conveyed audibly, the computed trajectory **64** can be conveyed through an earphone device **34** to the golfer **50**, such as in a mobile phone, handset, or tablet, or even a remote television speaker coupled to the digital processing system **22** of the golf putting aid system **20**. In another alternative, if the information about computed trajectory **64** is conveyed tactilely, the computed trajectory **64** can be conveyed through a golfer's putter **51** if so equipped with a vibrational tactile transducer **36** coupled to the digital processing system **22** of the golf putting aid system **20**, for example, or through a mobile phone, handset, or tablet, which typically have built-in vibrational transducers.

[0073] An example of a method for using the golf putting aid system **20** will now be illustrated and described with reference to FIG. **7**. In step **120**, before the golfer **50**

executes a putt, the golf putting aid system **20** may be activated and the 3D imager device **42** may be aimed, such that the field of view **70** encompasses or is intended to encompass the ball **53** laying on a green **60** at golf ball starting position **62**, the cup **66**, and at least that portion of the green **60** there between.

[0074] In step **122**, the 3D imager device **42** of the golf putting aid system **20** is used to capture 3D image data of the green **60**, the golf ball **60**, and the cup **66**, and this 3D image data is transmitted from the 3D imager device **42** to the digital processing system **22** of the golf putting aid system **20**, although other types of image data may be captured. During this aiming process, the image data captured by the 3D imager device **42** may be presented on display device **32** by way of the digital processing system **22** of the golf putting aid system **20** to facilitate the aiming process until at least the portion of the green with the ball **53** and the cup **66** are within the field of view **70**. As described earlier, the digital processing system **22** of the golf putting aid system **20** may execute image processing and object recognition on the captured data to determine when at least a portion of the green with the ball **53** and the cup **66** or other object or objects of interest are within the field of view **70**.

[0075] In step **124**, data about the green and/or an environment of the green **60** is sensed, captured, or otherwise input into the digital processing system **22** of the golf putting aid system **20**, including by way of example only, data on a grain of the green **60** through keypad **48**, speed or resistance data of the green **60** through a green speed meter device **46** coupled to or input keypad **48**, inclination data of the 3D imager device **42** received from the inclinometer device **44**, heading data from the compass device **40** indicating the direction that the 3D imager device **42** is pointing during the 3D imaging process, and wind speed and direction data from wind sensor device **38**, although other types and/or numbers of environmental or other data related to the green **60** or putting or other process may be used. This data may be stored for example in memory **26** of digital processing system **22** for subsequent processing or may be used in real time.

[0076] In step **126**, the digital processing system **22** of the golf putting aid system **20** computes a computed trajectory **64** that golf ball **53** can follow from starting position **62** to reach the cup **66** based upon the data collected in steps **122** and **124**, such as by way of example the method illustrated and described with reference to FIGS. **3** and **6** illustrated and described herein. The computed trajectory **64** can then be shown on display device **32** by the digital processing system **22** of the golf putting aid system **20**, overlaid atop the green **60** if desired. This computed trajectory **64** may be shown overlaid in the display device **32** superimposed onto a displayed image of the green **60** (said image can also include the ball **53** and the cup **66**) and can move in accordance with the viewpoint of the golfer **50** as he or she moves, such movement being detected and measured by the compass device **40** (or alternately by apparent changes in the position of the ball **53** or the cup **66**) which outputs heading information to the digital processing system **22** of the golf putting aid system **20** in real-time in this example so the digital processing system **22** of the golf putting aid system **20** can adjust the displayed image on display device **32** accordingly. A lso, the desired aiming direction and speed (**152** of FIG. **9**) of the putt can be computed by digital processing system **22** and also shown overlaid in the display **32**.

[0077] In step **128**, as the golfer **50** approaches the golf ball **53** in preparation to make a putt, the digital processing system **22** of the golf putting aid system **20** may for example by virtue of 3D imager device **42** and/or one or more other sensors, such as inclinometer device **44** and compass device **40**, process captured image data and/or other data, such as GPS data from a GPS device coupled to the digital processing system **22**, and determine that the position of the golfer **50** is proximal to the golf ball **53**. The digital processing system **22** of the golf putting aid system **20** may instruct the golfer **50**—either through for example the display device **32**, earphone device **34**, and/or tactile transducer **36**—to take a few practice swings of the putter **51**. A s the golfer **50** takes his or her practice swings, the 3D imager device **42** of golf putting aid system **20** may capture image data of the practice swings, transmit the 3D images or 3D video to the digital processing system **22** which in turn computes direction and velocity of the putter head **52** as well as the open or closed orientation of the putter head **52**. The digital processing system **22** of the golf putting aid system **20** may also illustrate a comparison of the captured image data of the one or more practice swings to the desired initial direction and speed of the golf ball **53** determined earlier by the digital processing system **22** of the golf putting aid system **20** on display device **32**, an example of which is shown in FIG. **9**.

[0078] Referring to FIG. **9**, the displayed image **140** presented to golfer **50** can include an image of the golf ball **53** and its computed desired launch vector **152** (which is essentially a representation of the initial velocity segment **64**A) within a subset area **60**B of green **60**, an image of putter head **52** as well as putter swing indicator **154** which can be represented as a line or arrow parallel to the direction of the putt practice swing and whose length is proportional to the velocity of the putter head **52** during the practice swing. A lso shown in displayed image **140** is anticipated launch vector **156** which is indicative of the how fast and in which direction a golf ball **53** will be hit if a practice swing was actually executed on the golf ball **53**. The goal of the golfer **50** at this juncture is to have the direction and length of a desired launch vector **152** and anticipated launch vector **156** to be the same. If the desired launch vector **152** and anticipated launch vector **156** are substantially the same then the golf ball **53** will substantially follow computed trajectory **64** and reach the cup **66** when putted accordingly.

[0079] Referring back to FIG. **7**, in step **130** the digital processing system **22** of golf putting aid system **20** determines if the desired launch vector **152** and the anticipated launch vector **156** are substantially identical, e.g. within a stored or otherwise set threshold difference. If the digital processing system **22** of golf putting aid system **20** determines the desired launch vector **152** and the anticipated launch vector **156** are not substantially identical, e.g. within a stored or otherwise set threshold difference, then a No branch can betaken to step **138**.

[0080] In step **138**, the digital processing system **22** of golf putting aid system **20** can provide visual feedback in the display device **32** in the form of textual data **142**, indicating one or more corrective directions on how hard or where to hit the golf ball **53** (or equivalently, how to adjust the putter practice swings to accomplish that end), although other manners for providing corrective feedback may be used. In another example, the digital processing system **22** of golf putting aid system **20** can also provide corrective feedback information through earphone device **34** (e.g., the synthetic spoken words "hit harder" or "aim further left" can be heard in the earphone device **34**), and/or tactilely in which the tactile transducer **36** may buzz, for example, when the desired launch vector **152** and the anticipated launch vector **156** are not substantially identical. After step **138**, the digital processing system **22** of golf putting aid system **20** may proceed back to step **128** as illustrated and described earlier and this cycle may continue until the golfer **50** adjusts his practice swings so that the desired launch vector **152** and the anticipated launch vector **156** determined by the digital processing system **22** of golf putting aid system **20** are substantially the same, e.g. within a stored or otherwise set threshold.

[0081] If back in step **130** the digital processing system **22** of golf putting aid system **20** determines the desired launch vector **152** and the anticipated launch vector **156** are substantially identical, e.g. within a stored threshold difference, then the Yes branch can be taken to step **132**. In step **132**, after golfer **50** adjusts his practice swings such that the digital processing system **22** of golf putting aid system **20** determines the anticipated launch vector **156** substantially matches the desired launch vector **152**, e.g. within a stored threshold difference, then the digital processing system **22** of golf putting aid system **20** can provide visual feedback, such as in the display in the form of textual data **142**, indicating that the putt practice swings are optimal, although other types of feedback may be provided. By way of example, the digital processing system **22** of golf putting aid system **20** can also provide equivalent information through earphone device **34** (e.g., the synthetic spoken words "putt now" can be heard in the earphone device **34**), or tactilely in which the tactile transducer **36** may stop buzzing, for example.

[0082] In step **134**, the golfer **50** may execute the optimized putt swing as prescribed by the digital processing system **22** of golf putting aid system **20** for example the process illustrated and described in steps **128**, **130**, and **138**. The digital processing system **22** of golf putting aid system may also capture 3D image data, by way of 3D imager **42**, and digital processing system **22** of golf putting aid system **20** can determine the actual launch direction and initial speed of golf ball **53**, and even the actual trajectory of golf ball **53**, for later comparison to the prescribed launch vector and computed trajectory **64** for feedback to the golfer **50**.

[0083] In step **136**, this example of putting with the golf putting aid system **20** may end.

[0084] An alternate way of visually presenting information about where a golfer **50** should aim his or her putt is illustrated in FIG. **10**. As seen in FIG. **10** the first portion of a trajectory **64** can be graphically and mathematically modelled as a straight line, shown as linear portion **162** in FIG. **10**. The reason linear portion **162** is approximately linear is because the momentum due to the initial velocity of a putted golf ball is significantly greater than the other forces acting on the golf ball **53**, such as those forces described in connection to FIGS. **8**A and **8**B, and consequently the initial path of trajectory **64** does not depart significantly from a straight line. A n alternate reason linear portion **162** is approximately linear is because when a putt is initiated, the golf ball **53** may skid, skip, or even bounce during one or more of its initial segments along trajectory **64**, in which case the golf ball **53** will not be substantially subjected to any side-to-side forces acting upon it by, for example, the grain of the green, or even the topography of the green, until the bouncing, skidding, skipping or otherwise at least slightly airborne segment(s) of the ball ends at the end of linear portion **162**. The line of linear portion **162** can be extended, as shown by the dotted line extension **164** in FIG. **10**, until the extension **164** reaches the edge of green **60**, or even beyond the edge of green **60**. But as shown in FIG. **10** an aiming point **166** is determined by digital processing system **22** to be the intersection of extension **164** and the edge of green **60**, although other aiming points along extension **164** (both before the edge of the green **60** and beyond the edge of the green **60**) can be determined as well. Note that the location of aiming point **166** can be determined in process step **126** of FIG. **7**, and the position of aiming point **166** can be presented visually to a golfer **50** through display device **32** in the latter half of process step **126** of FIG. **7**.

[0085] The determined trajectory up until now has been described, either implicitly or explicitly, as being on the surface of the green **60**. However, examples of this technology can also determine trajectories in which a part of the trajectory, particularly the part comprising the first one or more initial segments, is not on the green **60**. As an example, as shown in FIGS. **11** and **13**, the golf ball may be launched into an upward direction when putted such that the golf ball momentarily loses contact with the green **60** before coming back down and contacting the green **60**, whereupon it may bounce one or more times before remaining in contact with the green **60** for the remainder of the determined trajectory. As an example, as shown in FIG. **11**, a golf ball residing at location **171**A may be launched into a parabolic (or ballistic) arc along segment path **170**A, which can happen, for example, if the putting face is "open" as described below in connection with FIG. **13**. After the ball traverses segment **170**A it will regain contact with the green **60** at location **171**B, whereupon the ball may bounce again from location **171**B into segment path **170**B and become airborne. Alternately, as shown in a later path segment **170**D, the ball may remain in contact with the green **60** and commence to roll on the green in segment **170**D, after completing a previous airborne segment such as segment **170**C. Importantly, the trajectory determination process of examples of this technology can take into account one or more airborne segments, such as segments **170**A and **170**C (including segment characteristics such as peak height and longitudinal distance between contact points such as location **171**B and **171**C), as well as numbers of one or more bounces, all of which—if not included—can cause significant errors in the resulting determined trajectory.

[0086] The computational math describing the mechanics of a golf ball undergoing a bounce of a trajectory can be described with reference to FIG. **12**. As seen in FIG. **12**, which is a side-view illustration of the change of angular momentum and translational momentum a golf ball undergoes when it bounces or skips on a green, a golf ball at an initial airborne position **63**A just before another bounce at segment end-point **185** is rotating about R_A with a rotational velocity ω_A and translating with a velocity V_A whose magnitude is $\mathrm{sqrt}(V_{AX}^2+V_{AZ}^2)$, and has an elevation a small differential distance dZ_A above the green **60**. The elevation dZ_A is assumed to be differentially small so potential energy effects on the golf ball before the bounce can be assumed to be negligible. After the bounce or skip on the green resulting in airborne position **63**A, a golf ball at a next post-bounce airborne position **63**B just after the bounce off the green **60** at segment end-point **185** is rotating about R_B with a rotational velocity ω_B and translating with a velocity V_B

whose magnitude is sqrt($V_{BX}^2+V_{BZ}^2$), and has an elevation a small differential distance dZ_B above the green **60**. The elevation dZ_B is assumed to be differentially small so potential energy effects on the golf ball after the bounce can be assumed to be negligible. Before the bounce the golf ball's energy is $E_A=\frac{1}{2}mV_A^2+\frac{1}{2}I\omega_A^2$, where m is the mass of the golf ball and I is the moment of inertia of the golf ball. Note that m and I are constants and well-known, the values of V_A and ω_A can be computed from previous segments or from captured knowledge of the putting stroke that launched the ball **53** into its initial segment, and therefore the value of E_A can be readily computed from knowledge of these parameters. After the bounce at segment end-point **185** the golf ball's energy is $E_B=\frac{1}{2}mV_B^2+\frac{1}{2}I\omega_B^2=E_A-E_{friction}$ where $E_{friction}$ is the energy the golf ball loses due to friction at the bounce or skip on the green **60** at segment end-point **185**. The value of $E_{friction}$ can be computed from data input to the digital processing system **22** from the green speed meter **46** as well as knowledge of the known values of V_A and ω_A. Accordingly, the post-bounce values of V_B and ω_B can also be computed or otherwise determined as well. In aggregate, the determination of the rotational velocities and translational velocities of the airborne segments can be used to determine the trajectory of a golf ball even if many of the segments do not lie on the surface of the green **60**.

[0087] Whether the ball follows a bouncing path, such as ball path **195** as illustrated in FIG. **13**, or a skipping path such as ball path **205** as illustrated in FIG. **14**, is a strong function of whether the putting head **52** is positioned in an "open face" orientation as shown in FIG. **13** or in a "closed face" orientation as shown in FIG. **14**. In an open face orientation the putting head normal direction **190** is pointing slightly upward away from the green **60** as shown in FIG. **13** while in a closed face orientation the putting head normal direction **200** is pointing slightly downward towards the green **60** as shown in FIG. **14**. As shown in FIG. **13**, when the stationary golf ball **60** at green location **194**A is struck by an open faced putter moving along velocity vector **192** with putting head normal direction **190**, the golf ball will become airborne with a substantial vertical elevation above the green, and moves translationally at a significant forward velocity along segment pat **195**A wherein the launch angle of the golf ball from **194**A is a function of the putter's velocity vector **192** and head normal vector **190**. Further, when the stationary golf ball **60** at green location **194**A is struck by an open faced putter moving along velocity vector **192** with putting head normal direction **190**, the golf ball will become airborne along segment **195**A with a substantial rotational velocity **196**B that is also a function of velocity vector **192** and putting head normal velocity vector **190**. Note that segment **195**A can have a substantially parabolic or ballistic profile. Importantly, by virtue of the 3D imager **42**, the putting head **52** and the practice swings of the putter can be imaged, as described in connection with FIG. **9**, and both the anticipated head normal vector **190** and velocity vector **192** can be determined by the digital processing system **22** from the captured 3D imagery of the practice putt swing, from which the vertical components (i.e., in the Z-direction) of the segments comprising a trajectory can be determined, from which the full trajectory can be computed as well.

[0088] As shown in FIG. **14**, when the stationary golf ball **60** at green location **204**A is struck by a closed faced putter moving along velocity vector **202** with putting head normal direction **200**, will not have a substantial vertical elevation above the green **60**, and moves translationally at a significant forward velocity along **205**A along a substantially linear skidding segment wherein the velocity of the golf ball along **205**A is a function of the putter's velocity vector **202** and head normal vector **200**. Further, when the stationary golf ball **60** at green location **204**A is struck by a closed faced putter moving along velocity vector **202** with putting head normal direction **200**, the golf ball will skip or skid along the surface of the green **60** substantially along segment **205**A with a rotational velocity **206**B that increases from zero at **204**A until friction with the green **60** as the ball traverses **205**A and **205**B causes the rotational velocity of the ball **53** to reach a terminal value which is proportional to the forward translational velocity of the ball. That is, the skidding or skipping motion of the ball along path **205**A and **205**B becomes a rolling motion when the ball is again in full contact with the green, at which time the forward translational velocity of the ball is equal to Rω, where R is the radius of the ball. Importantly, by virtue of the 3D imager **42**, the practice swings of the putter can be imaged, as described in connection with FIG. **9**, and both the anticipated head normal vector **200** and velocity vector **202** can be determined by the digital processing system **22** from the captured 3D imagery of the practice putt swing, from which the open versus closed face orientation of the putting head can be determined, from which the vertical components, if any, of the segments comprising a trajectory can be determined, from which the full trajectory can be computed as well.

[0089] Heretofore the golf putting aid **20** has been described as being useful when the initial position of a golf ball is on the green, and the surface over which the ball traverses a trajectory is substantially continuous and uniform (although not necessarily flat). However, the golf putting aid **20** can also beneficially determine a trajectory from a ball's initial location on a fringe area surrounding the green, such that when putted from the fringe the ball can follow the prescribed trajectory and reach the cup. Such a scenario is illustrated in FIG. **15** wherein a golf ball **53** is shown lying on the fringe area **54** surrounding the green **60**, and a discontinuity **57** separates the green **60** and the fringe area **54**. When computing a trajectory **61** when a discontinuity **57** is present, the trajectory can be subdivided into two parts, a fringe trajectory **58** and a green trajectory **59**, such that when the green trajectory **59** is concatenated onto the end of the fringe trajectory **58**, a full trajectory **61** is formed that can cause the putted ball **53** to reach the cup **66**. Note that the values of the mathematical and physical parameters, such as the values of resistance (as can be measured by way of example by a green speed meter or Stimpmeter **46**) and grain, describing the surface of the fringe **54** for fringe trajectory **58** computation can be substantially different than the values of the mathematical and physical parameters describing the surface of the green **60** needed for computation of green trajectory **59**.

[0090] Furthermore, the discontinuity **57** can not only represent that boundary at which the values of the mathematical and physical parameters change, the discontinuity **57** can also be that boundary where there is a change in elevation between the surfaces separated by the discontinuity **57**, and this change in elevation can be taken into account by the trajectory determining process. For example, if the fringe **54** is at a slightly higher elevation than the green **60**, then the ball **53** can become airborne as it traverses the discontinuity **57**, in which case the algorithms and equations described in connection with FIG. **12** must be utilized so the trajectory of the golf ball can be accurately determined as it enters the green **60**. Nonetheless it should be noted that the ball **53** can become airborne for other reasons as it traverses the discontinuity **57**, such as might happen if the ball **53** is bouncing, skidding, skipping, etc., as it approaches the discontinuity **57**, or if ball **53** passes over fringe area **54** and discontinuity **57** after it is struck by the putter **51** into a fringe trajectory **58** whose initial segment(s) are all in the air.

[0091] Although in the example herein the terms "green" or "golf green" are used and generally apply to a golf putting aid **20**, the terms "green" or "golf green" can be replaced and examples of this technology may be used on any playing surface or surfaces of interest over which a trajectory is to be computed in accordance with this example. It should be further noted that while the terms "ball" or "golf ball" are used and generally apply to a golf putting aid **20**, the terms "ball" or "golf ball" can be replaced and examples of this technology may be used to work with any substantially spherical object whose trajectory is to be computed in accordance with this example as it rolls across a surface of interest. Finally, it should be further noted that while the term "cup" is used and generally applies to a golf putting aid **20**, the term "cup" can be replaced and examples of this technology may be used to include any destination of a spherical object whose trajectory is to be computed in accordance with this example as it rolls across or otherwise travels along or above a surface of interest.

[0092] Having thus described the basic concept of the invention, it will be rather apparent to those skilled in the art that the foregoing detailed disclosure is intended to be presented by way of example only and is not limiting. Various alterations, improvements, and modifications will occur and are intended to those skilled in the art, though not expressly stated herein. These alterations, improvements, and modifications are intended to be suggested hereby, and are within the spirit and scope of the invention. Additionally, the recited order of processing elements or sequences, or the use of numbers, letters, or other designations, such as arrows in the diagrams therefore, is not intended to limit the claimed processes to any order or direction of travel of signals or other data and/or information except as may be specified in the claims. Accordingly, the invention is limited only by the following claims and equivalents thereto.

What is claimed is:

1. An electronic golfing aid apparatus, comprising:

a digital processing device comprising a processor, a memory, and a communication interface which are coupled together;

an imager device coupled to the digital processing device;

an inclinometer device coupled to the digital processing device;

a portable display device coupled to the digital processing device;

wherein the memory coupled to the processor is configured to execute programmed instructions comprising and stored in the memory to:

obtain image data from the imager device comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface and inclination data of the imager device from the inclinometer device;

determine at least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location from the obtained image data and the inclination data;

compute an overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location based on the determined spatial data and the at least one type of playing surface data relating to the playing surface, wherein the compute the overall trajectory identifies and accounts for at least one airborne segment based on a determination of rotational velocity and translational velocity of the at least one airborne segment; and

display on the portable display device the computed overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location.

2. The apparatus as set forth in claim **1** wherein for the compute the overall trajectory, the processor is further configured to be capable of executing the stored programmed instructions to:

determine one of a plurality of types of airborne segments anticipated for the ball; and

adjusting an angular velocity and a translational velocity in the computation of the overall trajectory based on the determined one of the plurality of types of airborne segments anticipated for the ball.

3. The apparatus as set forth in claim **2** wherein the types of airborne segments from which the determine one of a plurality of types of airborne segments identifies comprises: at least one parabolic airborne segment anticipated for the ball; a substantially linear skidding segment anticipated for the ball; and a discontinuity in the surface between the ball and the designated location.

4. The apparatus as set forth in claim **3** wherein the determine the one of the plurality of types of airborne segments anticipated for the ball is based on obtaining from the imager device at least one of: practice image data of at least one practice swing with a sporting device to simulate a practice speed and practice direction or surface image data comprising at least one of the playing surface, wherein the playing surface comprises surface sections which extend along different planes at the discontinuity.

5. The apparatus as set forth in claim **1** wherein for the obtain image data from the imager device, the processor is further configured to be capable of executing the stored programmed instructions to:

capture, with the imager device, the obtained image data comprising three-dimensional image data that comprises at least one of the playing surface, the ball, or the designated location spaced from the ball on the playing surface.

6. The apparatus as set forth in claim **5** wherein for the capture image data, the processor is further configured to be capable of executing the stored programmed instructions to:

execute object recognition on the image data from the imager device to determine when the ball and the designated location are in the image data; and

continue to capture additional image data with the imager device until the executed object recognition on the additional image data determines the ball and the designated location are in the additional image data.

7. The apparatus as set forth in claim **5** wherein for the determine the at least one type of spatial data, the processor is further configured to be capable of executing the stored programmed instructions to:

determine based on the three-dimensional image data at least a distance and any elevation difference between the ball and the designated location on the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the determined distance and any elevation difference.

8. The apparatus as set forth in claim **1** further comprising:

a wind sensor device coupled to the digital processing device;

wherein the processor is further configured to be capable of executing the stored programmed instructions to:

obtain from the wind sensor wind data on the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the obtained wind data.

9. The apparatus as set forth in claim **1** wherein for the determine at least one type of playing surface data, the processor is further configured to be capable of executing the stored programmed instructions to:

obtain green speed data related to the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the obtained green speed data.

10. The apparatus as set forth in claim **1** wherein for the determine at least one type of playing surface data, the processor is further configured to be capable of executing the stored programmed instructions to:

receive, with the interface system, an input of green grain data between the ball and the designated location on the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the obtained green grain data.

11. The apparatus as set forth in claim **1** wherein the processor is further configured to be capable of executing the stored programmed instructions to:

capture, with the imager device, practice image data of at least one practice swing with a sporting device to simulate a practice speed and practice direction;

compute the practice trajectory, the practice direction, and the practice velocity of the ball to reach the designated location;

compare the practice trajectory, the practice direction, and the practice velocity of the ball against the computed overall trajectory, the starting direction, and the initial velocity of the ball; and

display on the portable display device feedback data based on the comparison.

12. The apparatus as set forth in claim **1** wherein the portable display device comprises a head-mounted display device, a mobile phone display device, or tablet display device.

13. The apparatus as set forth in claim **1** further comprising:

a tactile transducer device coupled to the digital processing device;

wherein for the provide the feedback data, the processor is further configured to be capable of executing the stored programmed instructions to:

provide with the tactile transducer device tactile feedback relating to the at least one of the practice direction or the practice velocity of the ball with respect to a corresponding one of the starting direction or the initial velocity of the ball.

14. The apparatus as set forth in claim **1** further comprising:

at least one speaker device coupled to the digital processing device;

wherein for the provide the feedback data, the processor is further configured to be capable of executing the stored programmed instructions to:

provide with the least one speaker device audio feedback relating to the at least one of the practice direction or the practice velocity of the ball with respect to a corresponding one of the starting direction or the initial velocity of the ball.

15. A method of making an electronic golfing aid apparatus, the method comprising:

provide a digital processing device comprising a processor, a memory, and a communication interface which are coupled together;

coupling an imager device to the digital processing device;

coupling an inclinometer device to the digital processing device;

coupling a portable display device to the digital processing device;

wherein the memory coupled to the processor is configured to execute programmed instructions comprising and stored in the memory to:

obtain image data from the imager device comprising at least one of a playing surface, a ball, or a designated location spaced from the ball on the playing surface and inclination data of the imager device from the inclinometer device;

determine at least one type of spatial data and at least one type of playing surface data relating to the playing surface, the ball and the designated location from the obtained image data and the inclination data;

compute an overall trajectory, a starting direction, and an initial velocity of the ball to reach the designated location based on the determined spatial data and the at least one type of playing surface data relating to the playing surface, wherein the compute the overall trajectory identifies and accounts for at least one airborne segment based on a determination of rotational velocity and translational velocity of the at least one airborne segment; and

display on the portable display device the computed overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location.

16. The method as set forth in claim **15** wherein for the compute the overall trajectory, the processor is further configured to be capable of executing the stored programmed instructions to:

determine one of a plurality of types of airborne segments anticipated for the ball; and

adjusting an angular velocity and a translational velocity in the computation of the overall trajectory based on the determined one of the plurality of types of airborne segments anticipated for the ball.

17. The method as set forth in claim **16** wherein the types of airborne segments from which the determine one of a plurality of types of airborne segments identifies comprises: at least one parabolic airborne segment anticipated for the ball; a substantially linear skidding segment anticipated for the ball; and a discontinuity in the surface between the ball and the designated location.

18. The method as set forth in claim **17** wherein the determine the one of the plurality of types of airborne segments anticipated for the ball is based on obtaining from the imager device at least one of: practice image data of at least one practice swing with a sporting device to simulate a practice speed and practice direction or surface image data comprising at least one of the playing surface, wherein the playing surface comprises surface sections which extend along different planes at the discontinuity.

19. The method as set forth in claim **15** wherein for the obtain image data from the imager device, the processor is further configured to be capable of executing the stored programmed instructions to:

capture, with the imager device, the obtained image data comprising three-dimensional image data that comprises at least one of the playing surface, the ball, or the designated location spaced from the ball on the playing surface.

20. The method as set forth in claim **19** wherein for the capture image data, the processor is further configured to be capable of executing the stored programmed instructions to:

execute object recognition on the image data from the imager device to determine when the ball and the designated location are in the image data; and

continue to capture additional image data with the imager device until the executed object recognition on the additional image data determines the ball and the designated location are in the additional image data.

21. The method as set forth in claim **19** wherein for the determine the at least one type of spatial data, the processor is further configured to be capable of executing the stored programmed instructions to:

determine based on the three-dimensional image data at least a distance and any elevation difference between the ball and the designated location on the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the determined distance and any elevation difference.

22. The method as set forth in claim **15** further comprising:

coupling a wind sensor device to the digital processing device;

wherein the processor is further configured to be capable of executing the stored programmed instructions to:

obtain from the wind sensor wind data on the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the obtained wind data.

23. The method as set forth in claim **15** wherein for the determine at least one type of playing surface data, the processor is further configured to be capable of executing the stored programmed instructions to:

obtain green speed data related to the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the obtained green speed data.

24. The method as set forth in claim **15** wherein for the determine at least one type of playing surface data, the processor is further configured to be capable of executing the stored programmed instructions to:

receive, with the interface system, an input of green grain data between the ball and the designated location on the playing surface;

wherein the compute the overall trajectory, the starting direction, and the initial velocity of the ball to reach the designated location is further based on the obtained green grain data.

25. The method as set forth in claim **15** wherein the processor is further configured to be capable of executing the stored programmed instructions to:

capture, with the imager device, practice image data of at least one practice swing with a sporting device to simulate a practice speed and practice direction;

compute the practice trajectory, the practice direction, and the practice velocity of the ball to reach the designated location;

compare the practice trajectory, the practice direction, and the practice velocity of the ball against the computed overall trajectory, the starting direction, and the initial velocity of the ball; and

display on the portable display device feedback data based on the comparison.

26. The method as set forth in claim **15** wherein the portable display device comprises a head-mounted display device, a mobile phone display device, or tablet display device.

27. The method as set forth in claim **15** further comprising:

coupling a tactile transducer device to the digital processing device;

wherein for the provide the feedback data, the processor is further configured to be capable of executing the stored programmed instructions to:

provide with the tactile transducer device tactile feedback relating to the at least one of the practice direction or the practice velocity of the ball with respect to a corresponding one of the starting direction or the initial velocity of the ball.

28. The method as set forth in claim **15** further comprising:

coupling at least one speaker device to the digital processing device;

wherein for the provide the feedback data, the processor is further configured to be capable of executing the stored programmed instructions to:

provide with the least one speaker device audio feedback relating to the at least one of the practice direction or the practice velocity of the ball with respect to a corresponding one of the starting direction or the initial velocity of the ball.

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