

Tennis Like the Tennis Pros

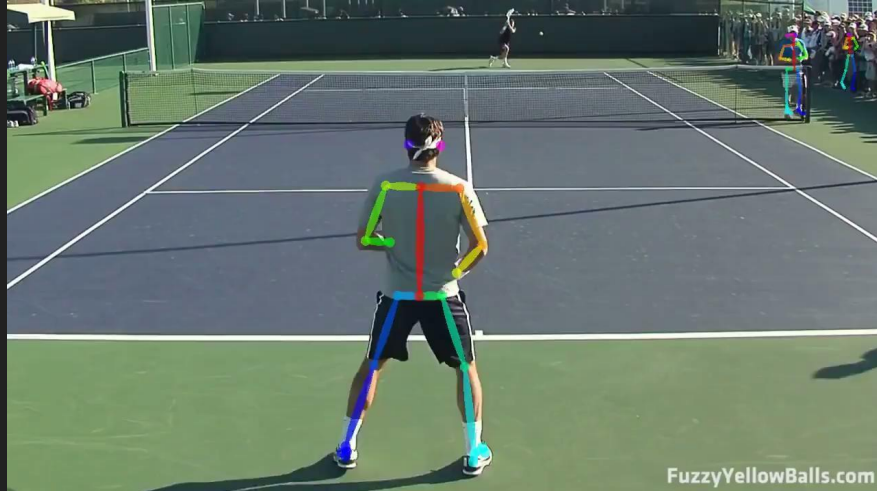
(Swing)

Eric Li

Project Premise

Goal: Identify the pose of tennis professionals during play and allow users to compare their own play with the professionals

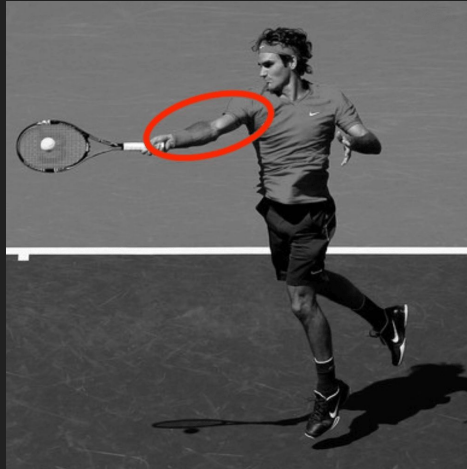
Proof of Concept: For now, I'll focus on forehand arm angles.



Background: Tennis Forehand Techniques

Straight Arm Forehand

- Higher peak speed
- Exemplifies good movement and positioning
- Requires better timing



Bent Arm Forehand

- Contact point closer to core
- More control
- More flexibility
- Greater margin for error



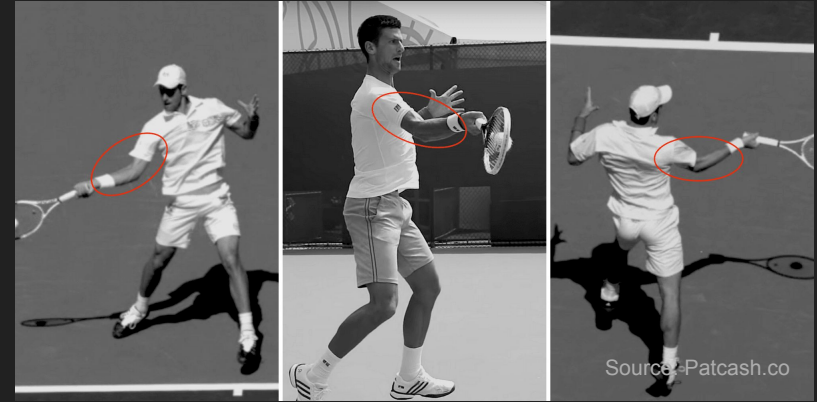
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Straight Arm Forehand



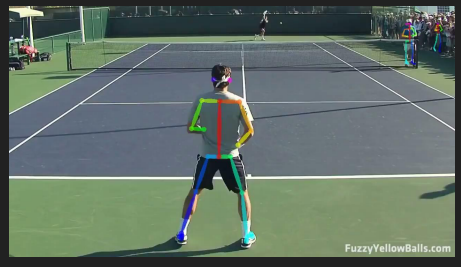
Roger Federer, Rafael Nadal, Juan Martín del Potro

Bent Arm Forehand



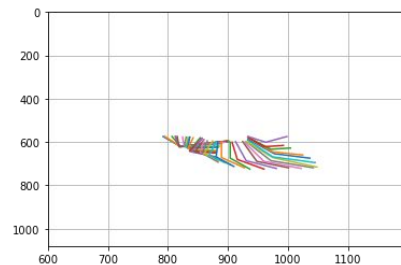
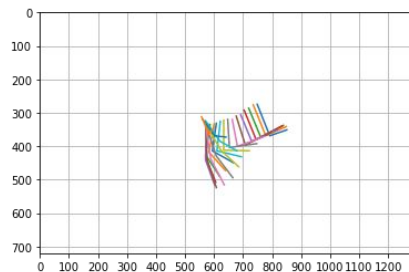
Novak Djokovic, Andy Murray, Stan Wawrinka, Pete Sampras, Serena Williams, Maria Sharapova

Data Collection

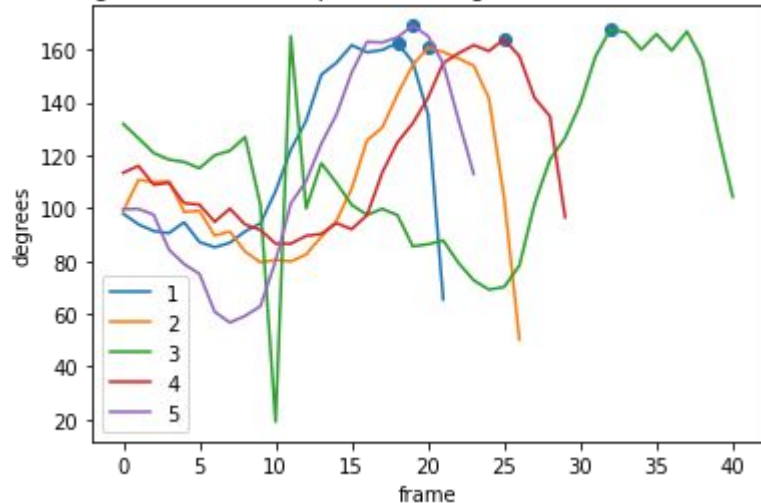


Comparing Peak Arm Angle during Forehand

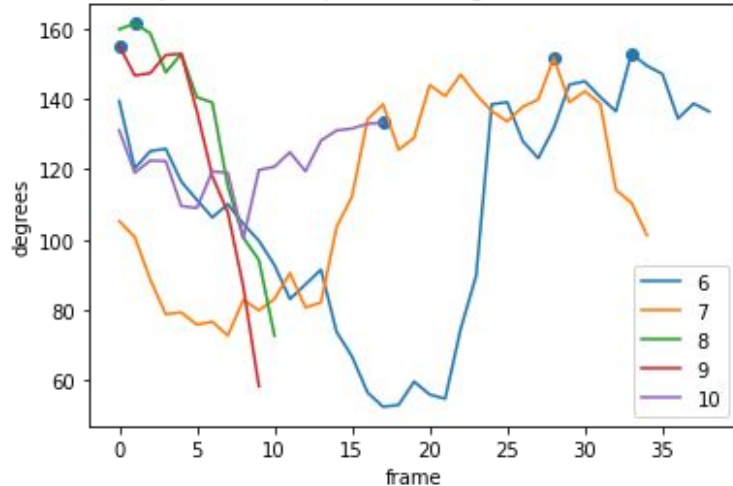
Example Arm Motions:



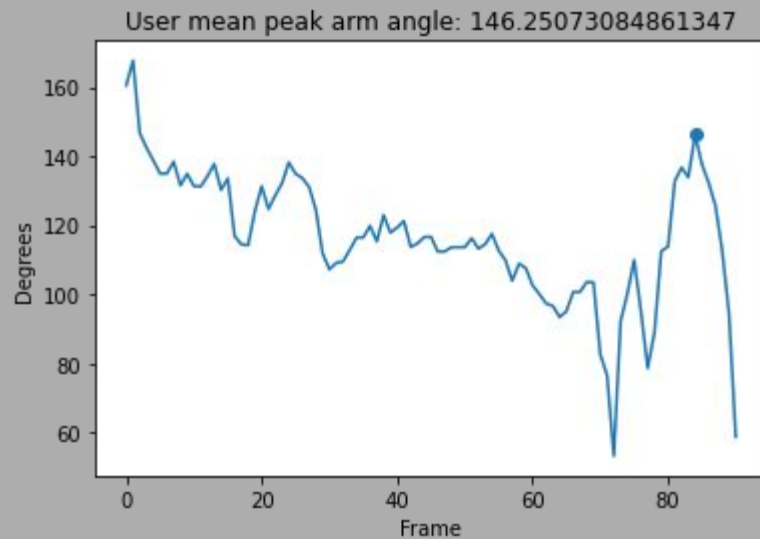
Roger Federer mean peak arm angle: 164.88919083623648



Novak Djokovic mean peak arm angle: 150.9009405596083



Example Novice Player



Most similar to: Novak Djokovic

Next Steps

- Calculate stronger heuristics to provide better automation
- Expand database to include more professional players
- Include time as a dimension to better capture contact with the ball along with ball tracking
- Improve user interactivity and usability
- Progress to other components of a player's profile, e.g. movement, posture, contact angle, shot selection, serves, etc.