Journal Report 5
9/30/19-10/7/19
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Daily Log

Monday September 30

I continued to try to fix the error from last week where there was a run-time error in my code. I identified that the error was because one method was outputting a list, but when I passed that value into another method, it was throwing an error saying that something was wrong with the length of the list.

Wednesday October 2

I continued to debug and find out why the size of the list was not matching between the 2 methods. Both of those methods came from third-party libraries. I also went onto the tutorial website and tried to find whether other people had the same problem. One person in the comments did, but nobody responded to his or her question.

Friday October 4

Again, I still had not solved the problem. I thought maybe that the weights file for the pre=trained network was wrong because I downloaded them from the darknet website, not from the tutorial I was using. So, I went back and redownloaded the weights and configuration files for the neural network. The same runtime error was still showing.

Timeline

Date	Goal	Met
Sept 23	Test YOLOv3 on Python environment and fix install if not correct	Downloaded all needed components of YOLOv3. I am almost done implementing it in my code to detect the sportsball.
Sept 30	Apply YOLOv3's pre-trained sportsball neural network on my video	Still debugging code to track the basketball
Oct 7	Track basketball and implement and store ball's trajectory when it is shot	Still trying to track basketball. Runtime error
Oct 14	Implement way to track whether a shot goes into the hoop or not	
Oct 21	Brainstorm and try out methods to determine how many points the shot is worth	

Reflection

This week again was a debugging week for me, but I made some progress from last week. I learned what my problem was, and I am trying to solve that problem by looking at online resources. Tracking the basketball is an integral part of my project, so I must compete this step with a high level of accuracy. I think that the accuracy of the network will be pretty high once I finish debugging the code because it is a third-party library, and I have seen examples of it tracking a sportsball online.