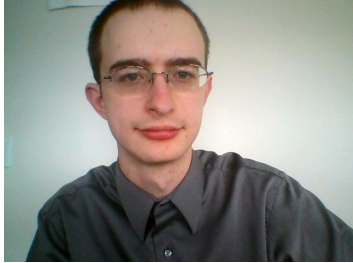


# B.R.O.

Basketball Return Optimizer  
MDR



# Team Members



Derek Foster (EE)



Devon O'Rourke (CSE)



Brian Acker (CSE)



Adam Paranay (EE)



# Project Overview

- Practicing basketball alone is inefficient without someone to return the ball to you
- Even if you make all of your shots, still have to retrieve ball
- Inefficient use of practice time
  - Energy/time lost chasing rebounds
- **Current return systems require manual adjustment**

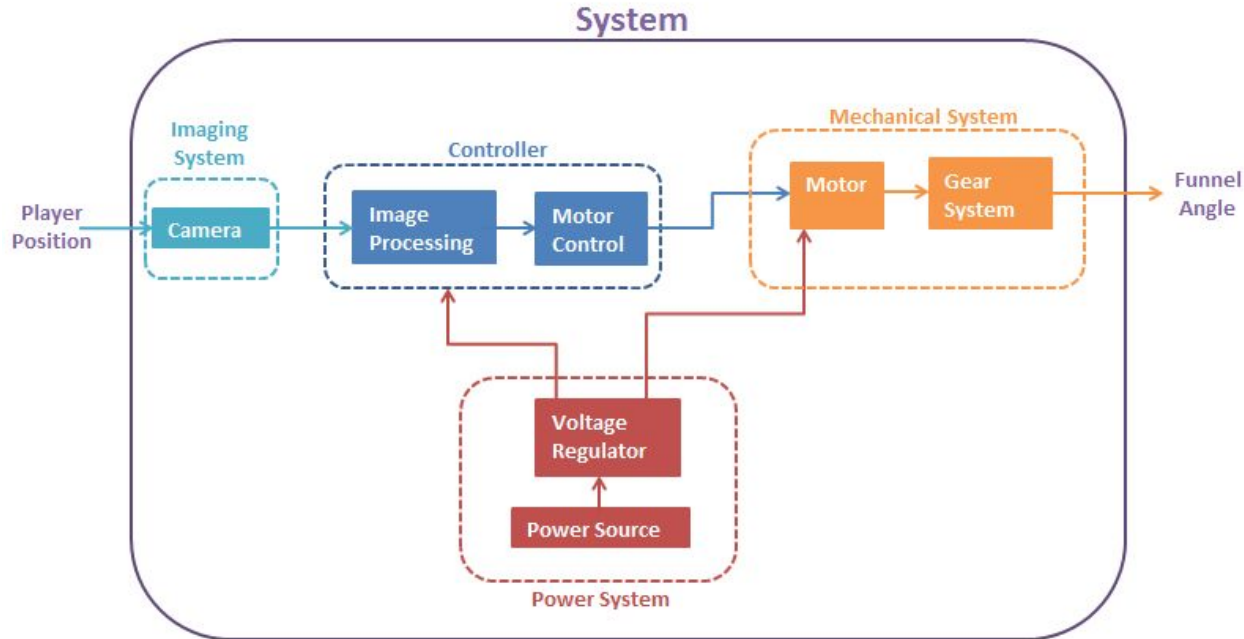


# General Requirements

- Track player at distance of 5-25 feet from rim
- Accurately track lateral movement of player in real-time
- Operational for  $\geq 1$  hour at a time
- System can withstand direct hit from basketball
- System weight does not pull rim downwards
- Easy setup/teardown of electronic part of system

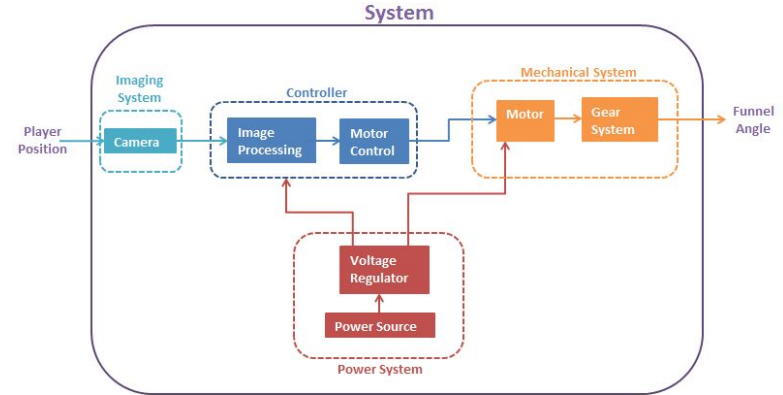


# Block Diagram



# MDR Deliverables

- ☑
  - Demo of motor rotating funnel system
    - Lead: Devon & Adam
    - Assist: Derek
- ☑
  - Decision on power system
    - Lead: Derek & Adam
- ☑
  - Image Processing for target detection
    - Lead: Brian
- ☑
  - Webcam/Controller Setup & Integration
    - Lead: ~~Derek~~ Brian



# Motor Selection Process

- RPM and Torque were our constraints
  - Compiled knowns and unknowns into Excel
- RPM
  - Range set to 45 deg/s - 55 deg/s
- Torque
  - Measured force using pressure gauge from MIE department
  - Used this to determine max load we could handle
  - Translated this to torque



Gear Properties	Diameter (in)	Radius (in)	Teeth	Size Relationship	Estimated Force (lbs)	Speed (RPM)	Estimated Torque (lbs-in)	Estimated Torque (oz-in)			
Gear 1	13		6.5	130	6.5	12	10	78	1248		
Gear 2 (pinion)	2		1	20	0.153846154	1.846153846	65	12	192		
Pinion has to have minimum of 18 teeth											
Speed_a * Teeth_a = Speed_b * Teeth_b											
Speed_b = (Speed_a) * (Teeth_a)/(Teeth_b)											
Torque Ratio = (T_a/T_b) = (Speed_a/Speed_b)											
Max Movement Supported = 50 deg/s											
Allows for 180deg arc to be covered in 3.6 seconds											
50 deg/s = 8.333333 RPM ----> round up to 10RPM = 60 deg/s											
Estimated Max Load = 15 lbs											
Original Estimated Force was 2lbs but was estimating using two hands											
Estimated Force with 5 lbs load = 4lbs											
Estimated Force with 15 lbs load = 12lbs											
Torque = -(stall torque/max rpm) * rpm required + stall torque											
			<b>Stall Torque (oz-in)</b>		<b>Speed w/out Load (RPM)</b>		<b>Speed w/load</b>		<b>Torque w/load</b>	<b>Min Stall Torque Needed</b>	
			<b>Motor A</b>		<b>200</b>		<b>100</b>		<b>4</b>	<b>192</b>	548.5714286
or			<b>Motor B</b>		<b>680.5</b>		<b>165</b>		<b>118.4459956</b>	<b>192</b>	316.8
			<b>Motor C</b>		<b>958.2</b>		<b>118</b>		<b>94.35566688</b>	<b>192</b>	427.4716981
Speed = (stall torque - Torque required) * (max rpm/stall torque)			<b>Motor D</b>		<b>1347.1</b>		<b>84</b>		<b>72.02761488</b>	<b>192</b>	848.8421053
			<b>Motor E</b>		<b>1874.8</b>		<b>60</b>		<b>53.85534457</b>	<b>192</b>	-2304
Motor A <a href="http://www.robotshop.com/en/pololu-12v-100-1-gear-motor-encoder.html">http://www.robotshop.com/en/pololu-12v-100-1-gear-motor-encoder.html</a>											
Motor B <a href="https://www.servocity.com/html/165_rpm_hd_precision_planetary.html#.VjICkCvznMs">https://www.servocity.com/html/165_rpm_hd_precision_planetary.html#.VjICkCvznMs</a>											
Motor C <a href="https://www.servocity.com/html/118_rpm_hd_precision_planetary.html#.VjICwCvznMs">https://www.servocity.com/html/118_rpm_hd_precision_planetary.html#.VjICwCvznMs</a>											
Motor D <a href="https://www.servocity.com/html/84_rpm_hd_precision_planetary_.html#.VjIC-ivznMs">https://www.servocity.com/html/84_rpm_hd_precision_planetary_.html#.VjIC-ivznMs</a>											
Motor E <a href="https://www.servocity.com/html/60_rpm_hd_precision_planetary_.html#.VjIDHyvznMs">https://www.servocity.com/html/60_rpm_hd_precision_planetary_.html#.VjIDHyvznMs</a>											





# Motor Selection

## 60 RPM HD Precision Planetary Gear Motor

**MAXIMUM TORQUE** ➔ **1,874.8 oz-in. (12VDC)**



### Operating Specifications:

Operating Voltage Range: 6~12VDC

Rated Voltage: 12VDC

Rated Load: 15 kgf-cm (208.3 oz-in)

Operating Temperature: -10 ~ +60°C

Max No-Load Current: 0.53A

No-Load Speed: **60 RPM**

Min. Stall Torque: 135 kgf-cm (1874.8 oz-in)

Max. Stall Current: 20A @ 12VDC

Dielectric Strength: 250 VAC

Motor Brush Type: Graphite

Output Power at Max. Efficiency: 11W

Gear Type: Planetary

Gear Ratio: **139:1**

Bearing Type: Dual Ball Bearing

Shaft size: 6mm (0.236")

Net Weight: 360g (12.70oz)

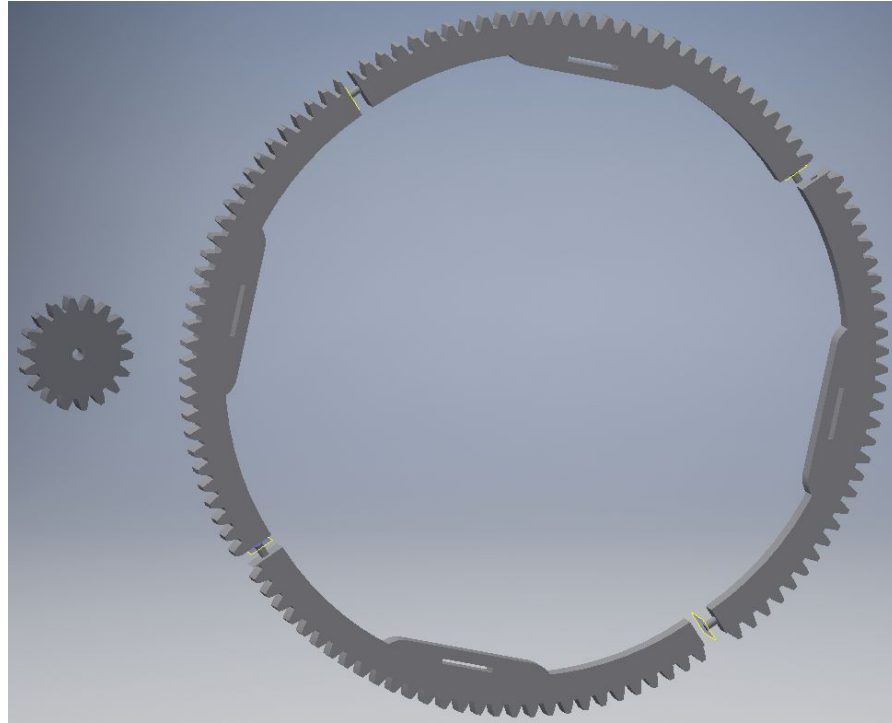


# Mechanical System

- Achieve rotation via motor and gear system
- Used Autodesk Inventor to design gears
- 3D printed gears and tested result



# Gear Design



# Gear Results



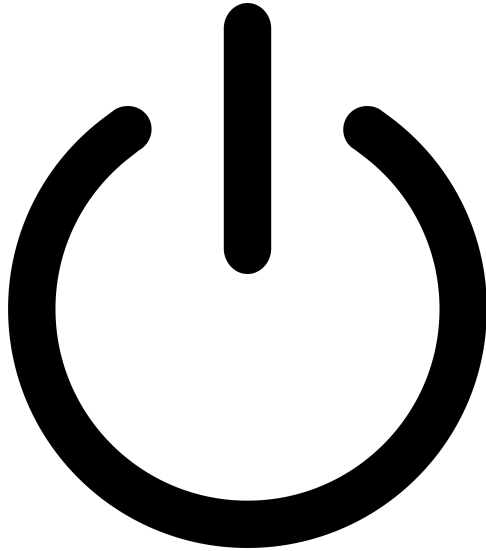
# Mounting



# Mechanical Demo



# Power System Requirements



- Supply battery power for  $\geq 1$  hour at a time
  - Limited by motor size (12V, max 1.7A)
- Lightweight (cannot weigh rim down)
- Power both controller (5V) and motor (12V)
- Switch between battery and outlet power
  - Considered Solar Power



# Battery Selection

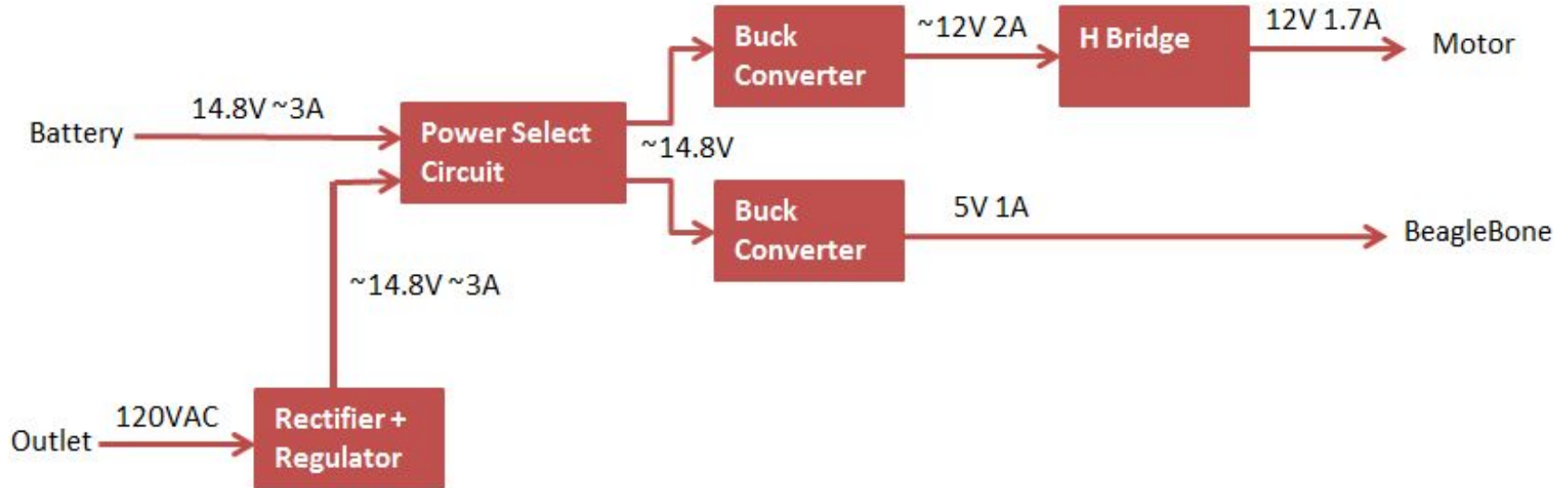
- Total Current Draw Estimate: 2.7A
- Requirements
  - Lightweight < 1lb.
  - Power for  $\geq 1$  hour
- LIPO battery for high energy density
  - 11.1V (3 cell) vs. 14.8V (4 cell)
  - Requires special charger
- Picture: 5000mAh, 15.2oz

} Tradeoff!

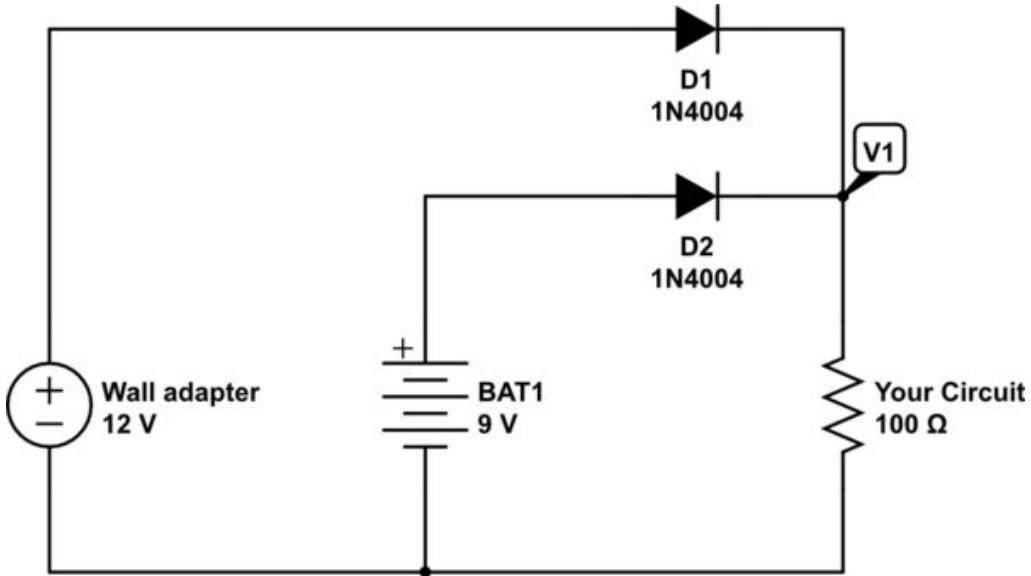




# Power System Implementation



# Power Select Circuit



OR



Design from electronics stack exchange user CarpetPython (<http://electronics.stackexchange.com/questions/130986/automatically-switching-from-9v-battery-to-dc-wall-adapter-on-insertion>)

# Image Processing-Setup

- Logitech c270 720p HD Webcam
- Beaglebone Black Microcontroller with Debian Linux Operating System
- C++ Image Processing Code written and run from Cloud9 IDE using Beaglebone Bash Command Line



# Image Processing-Code

- Uses OpenCV and V4L2 libraries to access camera and process images
- Uses 24-bit BGR pixel format in OpenCV Mat
- Determines target color by analyzing image of centered target initially
- Compares pixel values to target color to find target pixel coordinates
- Determines whether target is left, right, or centered



# Color Detection Demo

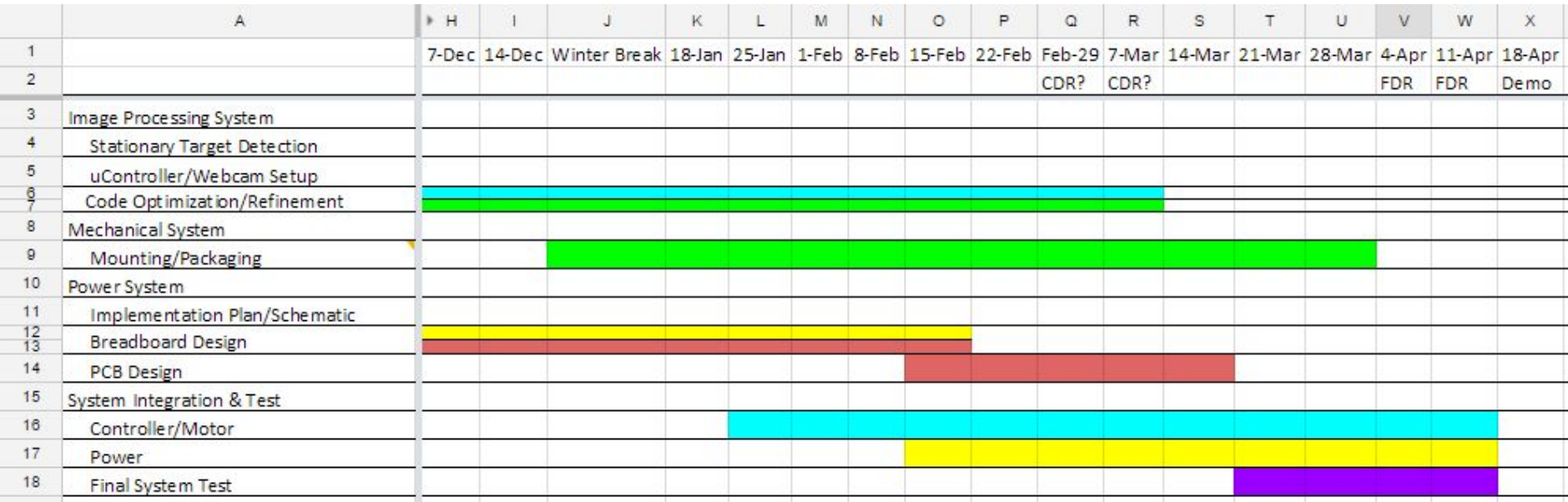
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# Image Processing-Moving Forward

- Timing
  - current processing takes 20-40 ms per frame
  - well under 200ms required time
  - could increase with code complexity
- Illumination
  - illumination makes it hard to detect some obscure colors at different distances/lighting
  - distinct colors are seemingly unaffected by illumination
  - Using distinct colors in patterns on jersey should minimize effects of illumination



# Gantt Chart



# CDR Deliverables

- Camera/BBB/Motor Integration
  - Lead: Brian & Devon
- Completed power system breadboard design
  - Lead: Derek & Adam
- Mounting considerations for hardware
  - Lead: Adam & Devon





# Cost Estimate

- SKLZ Shoot Around - \$30
- Beaglebone Black - ~~\$45~~ **\$55**
- Webcam - ~~\$20~~ ~~\$30~~ **\$26**
- Motor - ~~\$40~~ ~~\$100~~ **\$40**
- Gears/Mounting HW - \$20-\$40
- Battery/Charger - \$70-\$100
- Power supply - \$30
  
- **Worst-Case Estimated Total: ~~\$375~~ **\$321****



# Questions?

