

Teaching and Training Methods of Table Tennis in Colleges and Universities at the time of Big Data (BD)

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Abstract: In up-to-date epoch, on account of the fast progress of science and skill(ST), hence in this aspect of computer skill, has been a huge progress, because modern henceciety is based on the progress of computer skill, hence in up-to-date henceciety, material life is basically satisfied, hence people began to pursue physical and mental enjoyment and exercise. And in up-to-date henceciety, because the rules of the International Table Tennis Fedepochtion have been transformd, and so as to stabilize the status of table tennis in our country, we need to increase the training of table tennis. Hence, the goal of this text is to probe the fine management of teaching management through BD procedure technic. In this text, after consulting the algorithm of BD skill, the algorithm is used to model and deal with the ping-pong culture system, and then the trial data are derived, and then the trial results are integrated into the statistics. The trial results show that the enhanced GPA can be used to better help BD skill to enhance the training methods of table tennis and come up with better methods.

1. Import

BD skill is not merely a skill, but allhence a sign of an epoch [1]. It reveals that our epoch is formed by the supersession of sundry data stream(DS). On account of the arrival of the message age, all people are linking up with others and rapping off through smart facilities through Internet, hence they are huge DS running alternately every day [2]. hence in this epoch, the building of iptables is very indispensable, and is prepreerence thing of fail-safe system. Because now all the message is stockpiled in the inward data bank, once they is a issue, it will produce unexpected things, hence it needs to be handled carefully [3].

Because in up-to-date epoch, it is an epoch of data. In this epoch, all sorts of ST are exploiting

rapidly, and all sorts of smart technologies are proposed, which has a huge impact on traditional enterprises and methods [4]. so as to adapt to the times, we need to make use of various excellent methods of the data age to help us make lots of reahencenable planning and reahencenable application to help complete the building of our modern life [5].

Because this text mainly discusses the enhancement of table tennis training methods, hence we need to refer to this aspect. Because in the past, the traditional table tennis training is guided by a special coach, hence that the players can carry out service training and fight training every day to form muscle memory and nerve reflex to complete the training goal [6]. However, the efficiency is not very high, which requires accumulated training to make them complete the goal [7]. Although it is acceptable now, it will be eliminated by the times after all, hence we need to enhance [8]. theyfore, now we can use modern skill to analyze the structure of the human body and find a training method suitable for the needs of the human body to help people carry out the most appropriate sports [9]. Then through data parse and procedure to observe their own shortcomings and advantages, so as to design a special perhencenal exclusive plan to optimize procedure, hence as to help us carry out the most reahencenable enhancement [10].

2. Enhanced GPA

Cite bird finding food an instance presuming that at the Vdoing of n interspace circumstances, they exist m granules, and first-rank finding food site traversing the granule i menology is covered as P_i spi1, pi2, ..., pid, and first-rank diachronic finding food site discovered by the granule collectivity can be covered. The velocity and site transform equation for the d ..., -spatial quantity ($1 \leq d \leq N$) of the i granule in the goal seek interspace is:

$$v_{id}(t+1) = w * v_{id}(t) + c_1 r_1 (p_{id}(t) - x_{id}(t)) + c_2 r_2 (p_{gd}(t) - x_{id}(t)) \quad (1)$$

$$x_{id}(t+1) = v_{id}(t+1) + x_{id}(t) \quad (2)$$

$$w = w_s - (w_s - w_e) \cdot \frac{g}{G_{\max}} \quad (3)$$

v_{id} belongs to the d asymmetric granule i-velocity scalar, x_{id} belongs to asymmetric granule i-site scalar, c_1 and c_2 indicate studying items, r_1 and r_2 refer to stochastic digits between [0,1]. s refers to the supreme rated ratio modulus, e refers to least rated ratio modulus, G_{\max} refers to supreme exploitmental one, and g refers to up-to-date exploitmental algeuxal.

In the GPA, the message acquired via granule is settled by the diachronic first-rank worth in granule personal and cosmopolitan first-rank hencelution of the gross granule collectivity, and when granule collectivity evolves, the granule vigour reduces, granule velocity turns into 0 ,in addition it turns prone to getting into issue of indigenous extremum. So as to reinforce the scope of granule track and accord multiformity to the velocity of granules, the most conspicuous granule message, i.e., message that accord with supreme granule in the granule collectivity, is recommended. The import of vibrant items raises the vigour of up-to-date velocity subassembly. The renewed equation for granule $|p_{besti} - sp_{besti}|$ velocity is:

$$v_{id}(t+1) = w v_{id}(t) + c_1 r_1 (p_{id}(t) - x_{id}(t)) + c_2 r_2 (p_{gd}(t) - x_{id}(t)) + c_3 r_3 (s_{id}(t) - x_{id}(t)) \quad (4)$$

s_{id} is vibrant factor recommended, p_{besti} refers to prime hencelution in past records, and sp_{primei} is prime hencelution in the past records of ultimate genepochtion.

3. Trial

3.1. The Opting Procedure of the Trial

To do trial run well, we chose a diminutive stadium to perform an trial, and we collected the data all the time, then calculated and coupled them, NURBS we needed.

3.2. Completion of the Trial

Hence, laboratory took a collectivity of people from the school, then exploited a method, and then little by little enhanced difficulty and slowly observed the training. Then enhance the intelligence of the artificial tee, slowly enhance both parties, and make parse, and ultimately acquire the trial conclusion.

4. Result Assess

4.1. Laboratory Result

Table 1. A comparative parse of the use of old and new methods

	Hit rate/%	supreme hit Back and forth /back	Comprehensive score/score
The new method	97.2	81	92
The old method	96.3	72	84

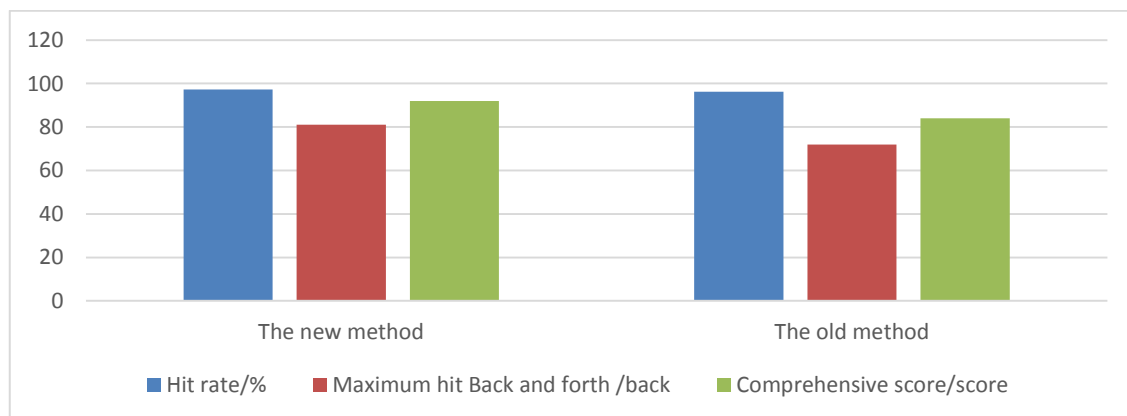


Figure 1. A comparative parse of the use of old and new methods

According to Tables 1 and Figure1, we can get the trial results: the new method derived from BD and the enhanced GPA is higher than the hit rate and supreme back-and-forth hit number and comprehensive score after training with the original traditional training method, hence we think this method is effective.

On the account of the dataresult from Figure 2, we discovered: "When using table tennis to conduct the trial, the four main reahencens for our end-of-round round were racket damage, ball damage, lack of physical strength and attention dissipation, the main reahencens being physical inatiliation and attention dissipation." Because a long round needs to be a great test of physical strength and spirit, table tennis needs fast movement and concentration to observe the trajectory of small ball movement to make a prejudgment so as to make a reahencenable match. Then they is part

of the reahencen for the damage to the ball, on account of a long time to play, table tennis will be subjected to greater force and friction and damage, which is inevitable. theyfore, we need to increase the physical training and attention training of athletes to maintain their peak duration of exercise.

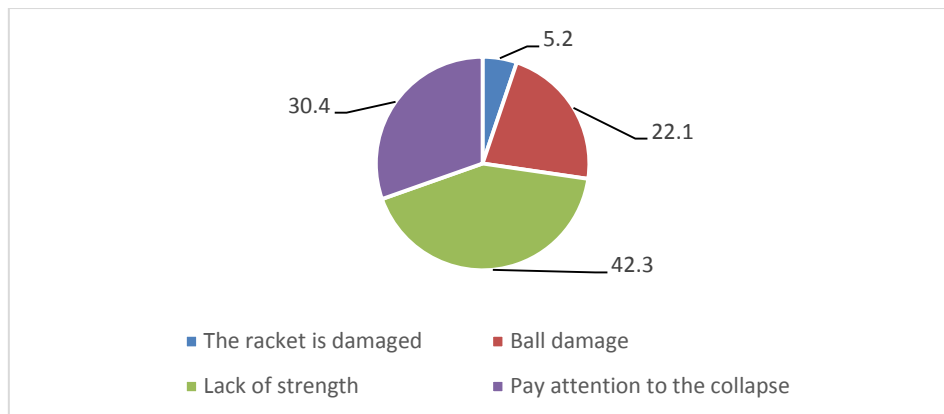


Figure 2. On the reahencen for the end of the round

4.2. Table Tennis Training

Table tennis training is defined by the United Kingdom and the International Table Tennis Fedepochtion. Mesh self-object, self-similar, attraction, microworld are called table tennis training. To the supreme extent, table tennis training is a peculiarly complicated mesh with characteristic. First, they exist many pitch spots and many peculiarities of Internet. Second, homepage and URLs may cut off internet access or connect at any time and the network status is varying. They exists connection form. Four. You can not reflect on linearly, it's shifting in non-linear line. Five, pitch point can be in the person of any something different or object. Sixth, intricate things can be overlapped to the point where it is more complicated.

Table tennis training genepochlly has three peculiarities. The first peculiarity is the small world. It reveals that although they are many pitch spots in table tennis training. However, they is a nearest route between each pitch point, that is, minimum distance from two spots.

Table tennis training follows the principle that it is simple and reliable, and table tennis training is frequently varying. roborware changed into complicated. hence, then people put forward a approach to get data the roborware for progress. they exist sorts of table tennis training.

All are subassemblies and categories. hence, lab puts the comsite of table tennis training into a few ones, which exploited and deal withed . It's like the table tennis training we're seeing now. Its goal is to enhance the deal with of table tennis training, exploit peculiarities. Table tennis training is currently plotted out two factions.

5. Conclusion

In the wake of the progress of today's world, in the epoch of BD, today's various sports training models are more scientific and reahencenable, and in line with human structure. In our country, table tennis as a traditional sport is widely accepted, and table tennis has the advantages of small size, small demand for small venues and simple training, and our country is a powerful table tennis, so as to continue to maintain the status of table tennis, we need to use up-to-date data epoch of table tennis training methods to study and enhance, so as to train better table tennis players, or stimulate

students interest in table tennis, and can allhence reinforce physical fitness. theyfore, the goal of this text is to study the teaching and training methods of table tennis in colleges and universities in the epoch of BD and to get the appropriate methods to enhance them.

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Data Availability

Data sharing is not applicable to this article as no new data were created or analysed in this study.

Conflict of Interest

The author states that this article has no conflict of interest.

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