

## VibCat: Vibration Categorization for input & interaction



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### Contribution & Goal

#### New press interaction & Object recognition

This poster suggests new interaction & object recognition technique using only *commodity built-in vibration motor* and *accelerometer* in smart phone.

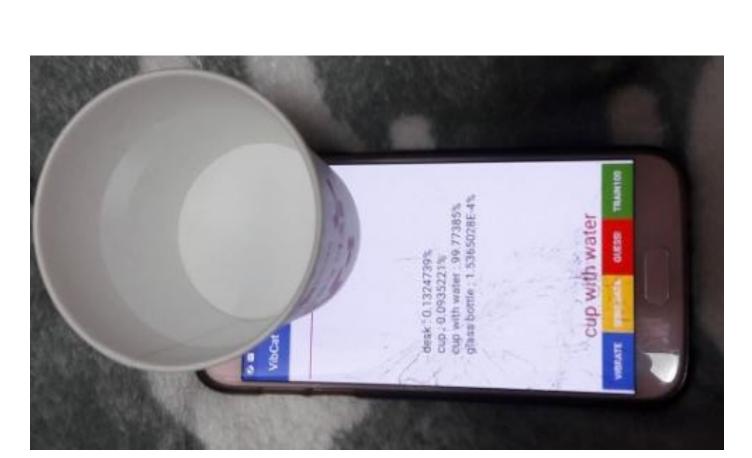


Fig 1. VibCat Object Recognition



Fig 2. VibCat New press interaction

#### Evaluation

#### **Experimental Condition**

- Samsung galaxy S7 (with OEM Vibration Motor) with silicon case to prevent the mobile device from vibrating on either axis.
- Placing the objects ten times randomly, each time capturing ten samples.
- Vibrate during 1000msec and measure 40 acceleration values every 7msec after 500msec.

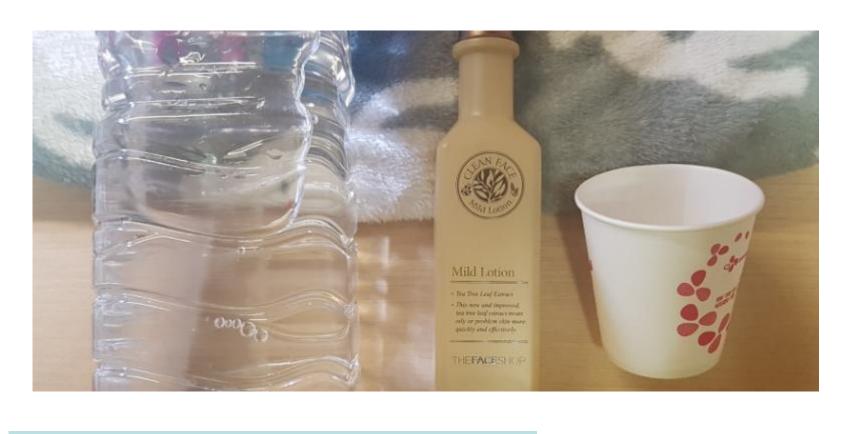


Fig 7. The objects for VibCat test: desk, cup, cup with water, and glass bottle

#### Approach & Method

#### Forced oscillation & natural frequency

 $x(t) = X_0 \sin(\omega t + \phi)$ 

$$X_{0} = \frac{KF_{0}}{\left\{ \left( 1 - \omega^{2} / \omega_{n}^{2} \right)^{2} + \left( 2\varsigma\omega / \omega_{n} \right)^{2} \right\}^{1/2}} \qquad \phi = \tan^{-1} \frac{-2\varsigma\omega / \omega_{n}}{1 - \omega^{2} / \omega_{n}^{2}}$$

(where  $\omega_n = \sqrt{\frac{k}{m}}$ ,  $\varsigma = \frac{\lambda}{2\sqrt{km}}$ ,  $K = \frac{1}{k}$ ,  $X_0$ : amplitude of motion,  $\omega_n$ : natural frequency) Equation 1. Motion of objects in forced oscillation



Fig 3. Forced Oscillation diagram

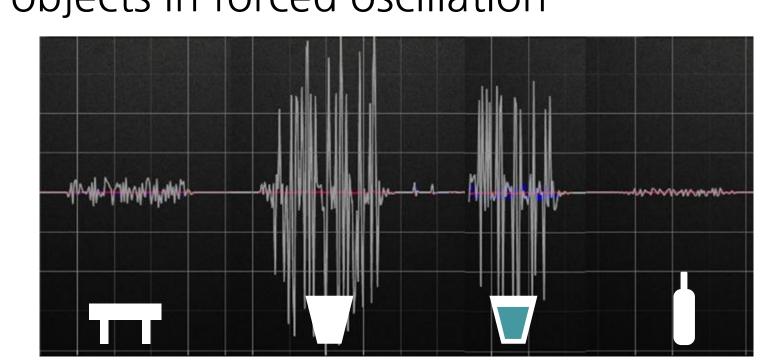


Fig 4. The acceleration graph of various objects

# 82% 12% 6% 96.7% 3.7% 1% 88% 100%

Result

Fig 8. Confusion Matrix



Collect data vibration data from accelerometer

**Data Smoothing** Savitzky golay filter

#### Arrange the wave The highest peak is in first position

Feature selection analysis 40 data points + 40 absolute + average + root mean square(rms) + min +max



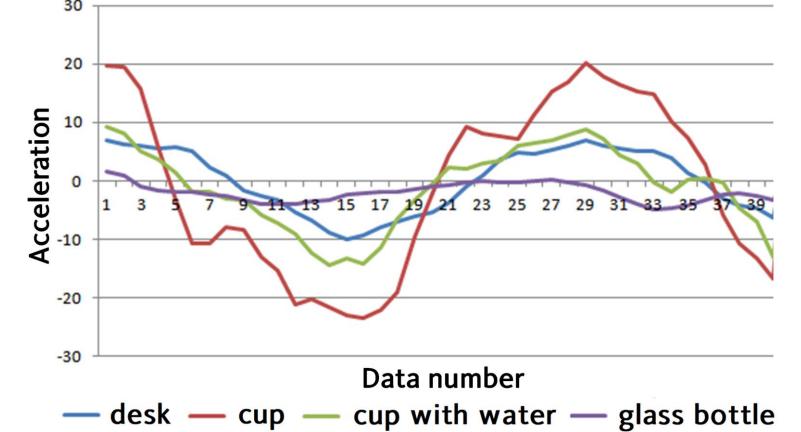


Fig 5. Acceleration graph of each object

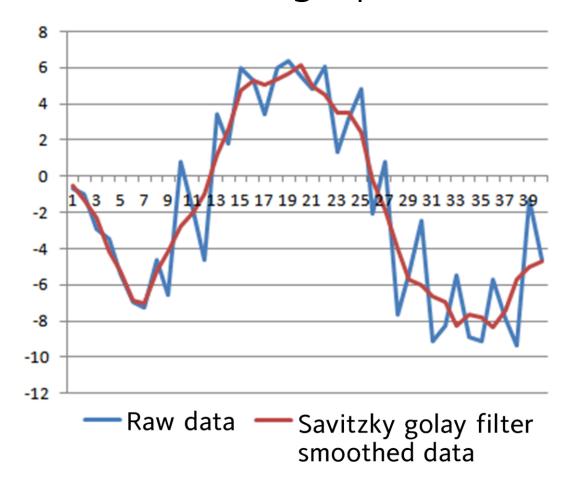
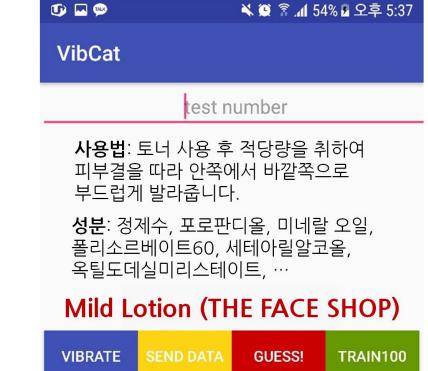


Fig 6. savitzky golay filter result

## Application



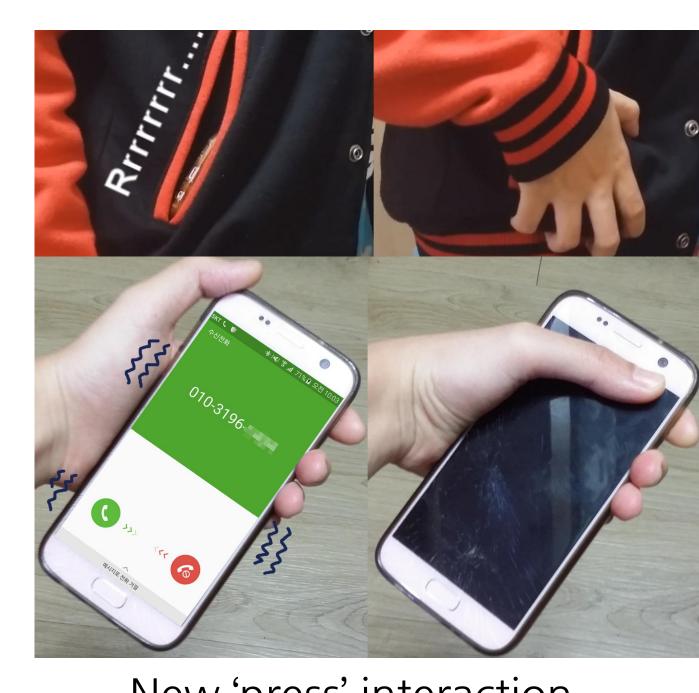
Services for blind Predict lost device location



Interactive Dictionary



Bring real objects to VR



New 'press' interaction (interaction without touch)

Waste sorting, Auto refill, Self checkout

#### Future work

- -Root the kernel and control the vibration intensity. Then collect the various channel's result and train it.
- -Extend the accelerometer measure region.
- Control the vibration intensity. Then find the natural frequency directly.



Demo video



VibCat github

#### Reference

-Hui-Shyong Yeo, Gergely Flamich, Patrick Schrempf, David Harris-Birtill, and Aaron Quigley. 2016. Radarcat: Radar categorization for input & interaction. In Proceedings of the 29th Annual Symposium on User Interface Software and Technology. ACM, 833-841

- Gierad Laput, Robert Xiao, and Chris Harrison. 2016. ViBand: High-Fidelity Bio-Acoustic Sensing Using Commodity Smartwatch Accelerometers. In Proceedings of the 29th Annual Symposium on User Interface Software and Technology (UIST '16). ACM, New York, NY, USA, 321-333.