# SurfacePad

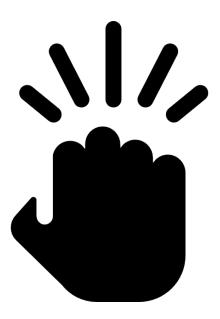
Gesture Recognition on Ubiquitous Surfaces with a Single Mobile Device

20212927 Jeongwoo Kim

### Goal

- SurfacePad
  - Gesture Recognition on Ubiquitous Surfaces with a Single Mobile Device





#### Motivation

- There are situations where it is difficult to touch the screen
- To operate a smartphone without touching the screen, a new App is required

# **Examples of situation**

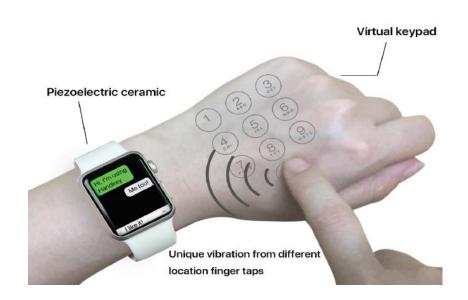






- ViType
  - Body vibration
  - Piezoelectric vibration sensor

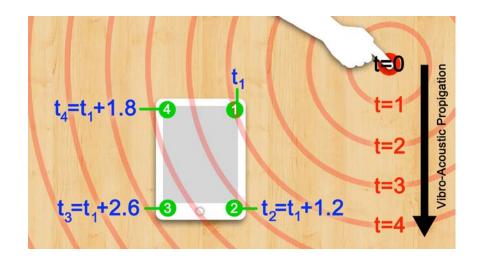
- VibKeyboard
  - Easily connected to mobile device
  - Piezoelectric vibration sensor & Amp

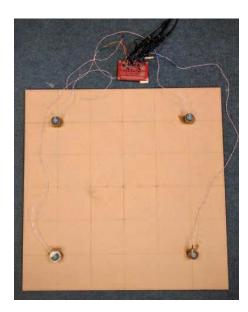




- Toffee
  - 4 vibro-acoustic sensor
  - Time Difference of Arrival(TDoA)

- SurfaceVibe
  - 4 vibration sensors
  - Time Difference of Arrival
  - Tap & Swipe Tracking

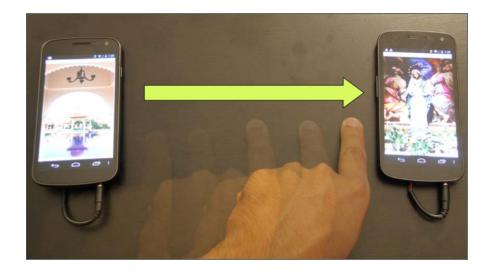




- UbiTap
  - Smartphone MIC
  - Acoustic dispersion

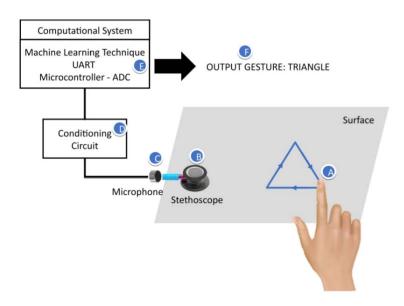
- SurfaceLink
  - Inertial & Acoustic sensing
  - Gesture class, length, shape, mode

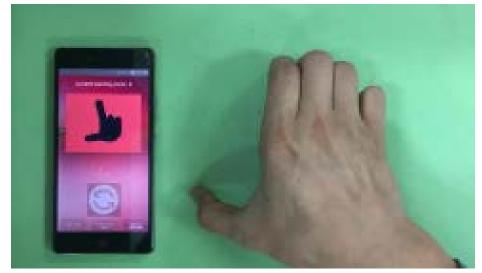




- Acoustic Sensing based on a HMM
  - Hidden Markov Model
  - Single MIC

- HCI on the Table
  - SVM using Acoustic signal
  - STE, ZCR, MFCC, CFCC





# Cross-domain Impact

- **Drawing Tablet:** A drawing tablet helps people for comfortable drawing, but it has a different texture from paper and it's LCD is high-cost. With this technology, application will be able to recognize how pictures are being drawn on paper and render it in device.
- Manufacturing Industry: Technology and material costs for touch screens will be reduced,
  which will reduce the cost for smartphone manufacturing.

# Approach

#### Stereo MIC

 Through the time difference that the sound reaches each microphone(Time Difference of Arrival, TDoA), application will be able to identify the source of sound.

#### Accelerometer

 Since different types of vibration will occur depending on the type of gesture, the accelerometer can read the information to distinguish the type of gesture.

#### Sound Decibel

 Since it will be difficult to measure the distance from the location of the gesture with only the accelerometer, the sound decibel information will correct the distance information.

# Bixby

Bixby can run applications installed on smartphones with only voice recognition.

# Machine Learning

If I adapt to the use of machine learning, I can use it to analyze with higher accuracy.

# Plan

	~4/4	~4/11	~4/18	~4/25	~5/2	~5/9	~5/16	~5/23	~5/30
Related works									
Sensor analysis									
Gesture recognition model									
App design									
S/W development									
User study									