

# Handwriting and Gestures in the Air, Recognizing on the Fly

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## Introduction

Handwriting recognition is traditionally divided into offline and online recognition.



Sample input stream of points projected to 2D

We present the idea of doing online recognition of letters in a realtime stream of 3D finger data.

## Obtaining Data

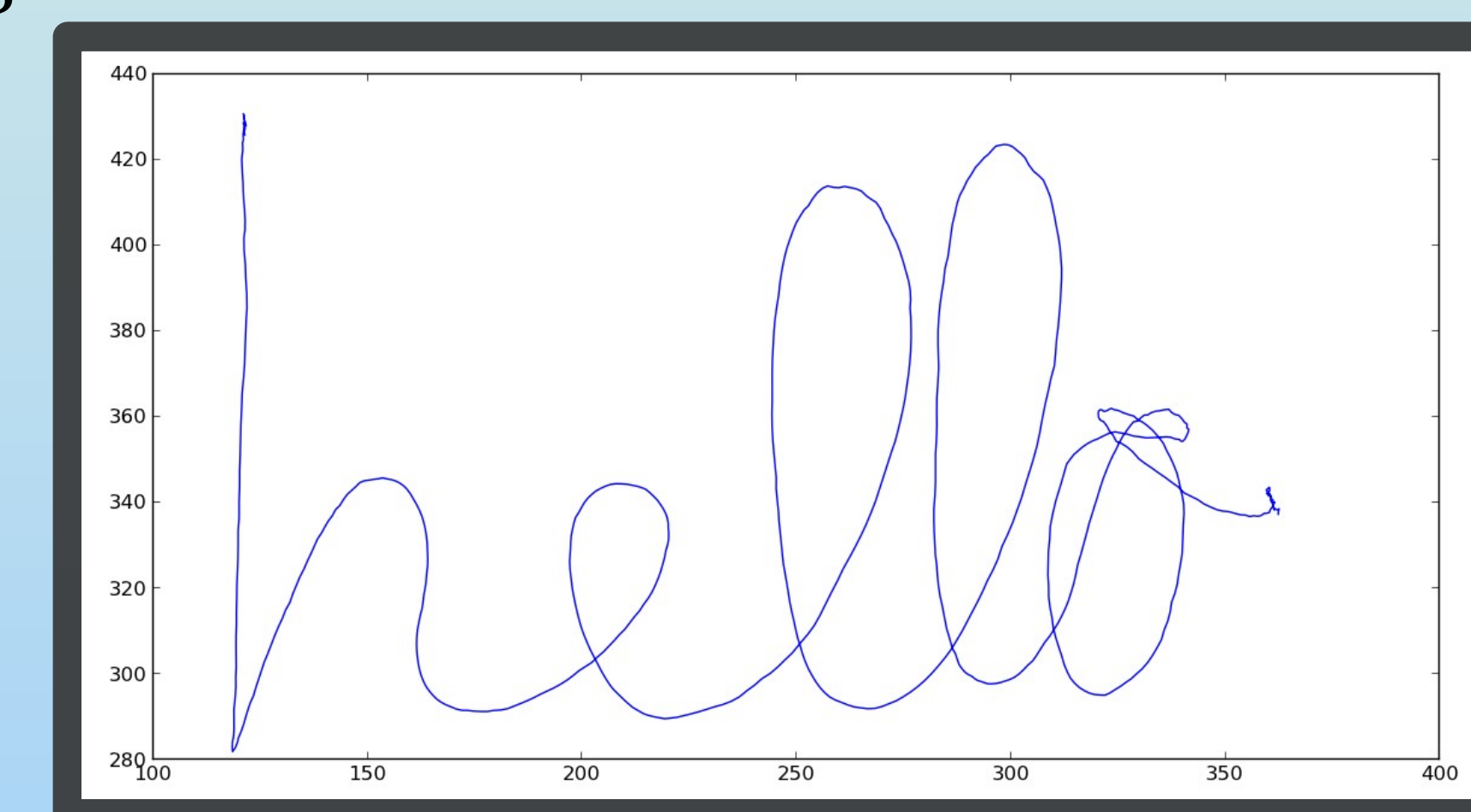
We are using the LEAP Motion, a commercial computer vision device, to obtain the data. It is a small hardware device with two cameras that tracks the precise location of fingers and other hand data



Image of LEAP Motion

## Experiment

We have written an application for the LEAP Motion that allows users to record their finger motions.

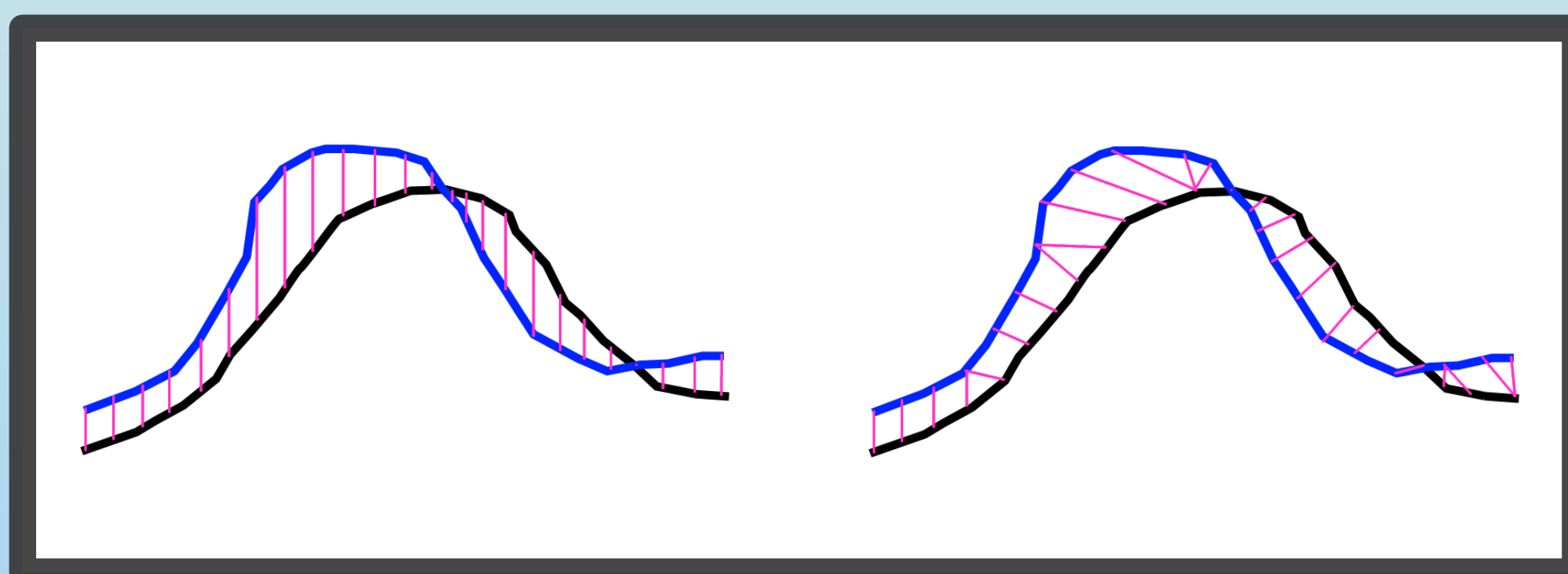


Sample input stream of points projected to 2D

We are collecting recordings of different letters and words in the English language from several people to train and test on.

## Proposed Algorithm

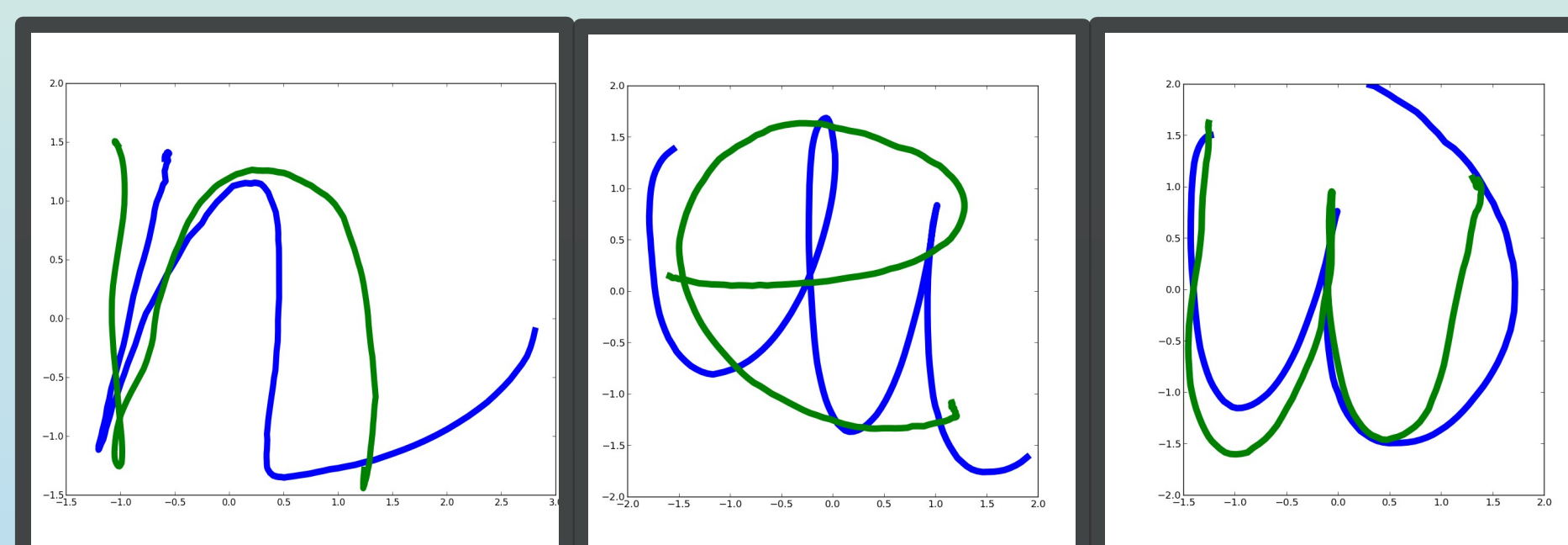
We propose using a dynamic time warping similarity search to identify characters in sequences.



Euclidean distance and DTW as similarity measures

We are utilizing recent optimizations in similarity search to make it fast enough for real time analysis.

## Results



Matches of 'n,' 'e,' and 'w' using the similarity search algorithm (green is candidate, blue is match)

We ran the algorithm across several words. Its runtime was about 1 second for the word "new."

We also tested the algorithm's speed across different databases of characters and different time warping windows.

## Future Work

The LEAP Motion is a brand new input device and has a lot of potential in the field of human computer interaction.

We are pursuing a way of replacing the mouse and keyboard entirely with the LEAP motion, in addition to other functions, such as browsing the internet and controlling media.

