

# **ABSTRACT**

Air-writing refers to writing of linguistic characters or words in a free space by hand or finger movements. Air-writing is especially useful for user interfaces that do not allow the user to type on a keyboard or write on a trackpad/touchscreen, or for text input for smart system control, among many applications.

Airwriting differs from conventional handwriting; the person who performs **air-writing can only use an imaginary coordinate** to guide the writing motion. The variability of motion data that represents a letter is thus considerably broader in air-writing than in paper writing.

The Air Writing Recognition project is a combination of **computer vision object tracking and handwriting recognition machine learning**. The air writing recognition system uses the **webcam of a computer to track character digits written in the air** by the user, then uses a convolutional neural network to classify the character digits into one of 62 classes: 10 digits, 26 uppercase letters, 26 lowercase letters. Many current systems use complex and expensive tracking setups to achieve gesture recognition, but we seek to create a system that can achieve the same with a much more affordable setup.

Our project aims to use a combination of **computer vision and handwriting recognition to create a system that acts as a virtual whiteboard.**

## **PROJECT DOMAIN**

computer vision, machine learning, convolutional neural networks.

## **DELIVERABLES**

- Our project aim is to create a system that needs only a computer and a built-in webcam to recognize different letters and digits written in the air.
- The motivation of our project is to achieve a virtual whiteboard system at a cost that is accessible to the average user. We want to introduce alternative interfaces for communication that have high affordability, usability, and accessibility.

## **BASE PAPER REFERENCE**

1. Air-writing Recognition, Part 1: Modeling and Recognition of Characters, Words and Connecting Motions Mingyu Chen, Ghassan AlRegib, Senior Member, IEEE, and Bing-Hwang Juang, Fellow, IEEE.
2. C.-M. Karat, C. Halverson, D. Horn, and J. Karat, "Patterns of entry and correction in large vocabulary continuous speech recognition systems," in Proc. of the SIGCHI conference on Human Factors in Computing Systems, 1999, pp. 568–575.

3. R. Plamondon and S. Srihari, "Online and off-line handwriting recognition: a comprehensive survey," *IEEE Trans. Pattern Anal. Mach. Intell.*, vol. 22, no. 1, 2000, pp. 63 –84.