



Excellent Ergonomics

A Reinforcement Learning Approach to Typing

A reinforcement learning agent will learn the best placement for key presses, eventually generating the most optimal keymap for typing.

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Why this project?



A keyboard I made

I am very interested in the tools used for programming and computer interaction, especially keyboards. So, this project is something I'm interested in, especially to see how much the QWERTY layout can be improved on, and how well the Dvorak and Coleman layouts are optimized.

How Will I Accomplish It?

This project will likely need a custom environment to reward efficient typing. This environment will provide passages for the agent to type through. The agent will need to be able to type through these passages, and modify the keyboard layout as it goes.