Scribe notes for 10/17/07 Paper Review Discussion

SketchREAD paper:

- The only negative about this is that the recognition results are not very good.
- But they are trying to solve a hard problem.
- There are multiple layers of recognition
- There are parsers that assume symbol recognition accuracy is 100%. This is okay to assume for parsers.
- But this assumption doesn't help when designing complete end-to-end systems.
- The authors of the paper are attacking a very ambitious problem here.
- The system is supposed to multi-domain. Can you think of a domain that this system might not work?
- The system uses LADDER. But curves are a problem with LADDER.
- Free form sketch recognition is the hardest problem in the field of Pen based UI.
- The system uses Bayesian network. Is there a more sophisticated way to solve instead of using Bayesian net?
- The weights used are pre-defined based on the shapes.

Drawing Vs Writing classification paper:

- Seems to be an overkill with mathematical machinery
- Even the results aren't very good.
- The paper was given as a paper review for the students to know the types of work that is being done in this realm.
- Is there a simpler way or an obvious way to do this with perception instead?
- The people who worked on this paper are the ones who wrote the InkAnalysis tool for WPF.
- Classifying drawing vs text is a pretty hard problem. Any solutions that we can think of?

MathPad Paper:

- Choosing of gestures to use in the system: A combination of ease and what comes naturally for the user. For example, = followed by a tap is a natural way for the user to compute the equation.