

**CAP 6105**  
**Pen-Based User Interfaces**  
**Fall 2011**

**<http://www.eecs.ucf.edu/courses/cap6105/fall2011/>**

**Instructor:** Joseph J. LaViola Jr.

**Office:** Engineering III Room 321

**Hours:** Tues. 4:00pm-5:30pm

**Wed. 6:00pm-7:00pm**

**Tablet PC Lab:** Engineering III 208

**Email:** [jjl@eecs.ucf.edu](mailto:jjl@eecs.ucf.edu)

If you want to email me, MAKE SURE to enter in the subject line “**cap6105**” followed by **your name**.

### **Course Objective and Topics**

Topic in Pen-Based User Interfaces is a course designed to give students a thorough understanding of the latest techniques, algorithms, and evaluation methodologies used in designing and developing pen-, sketch-, touch-, and gesturally-based user interfaces. In addition to reading and presenting research papers, students will write several programs to reinforce concepts discussed in class and will produce a final project of their choice.

General Topics include:

1. Introduction and History of Pen- and Sketch-computing
2. C#, Visual Studio, and Windows Presentation Foundation
3. Ink Preprocessing
4. Gestural User Interfaces
5. Ink Segmentation
6. Classification Algorithms for Recognizing Ink
7. 2D Parsing
8. Sketch and Multi-touch based Interfaces
9. Evaluation Methodologies

# Syllabus

## Week 1

August 22, 2011      Lecture - Introduction to Pen-based UIs  
                                 -- go over course mechanics  
                                 -- discuss the history pen computing  
                                 -- present some challenges with pen computing  
                                 -- present various applications

### *Readings*

Sutherland, I. SketchPad: A Man-Machine Graphical Communication System, Proceedings of AFIPS Spring Joint Computer Conference, 329-346, 1963.

Blackwell, F. and R. Anderson. An on-line symbolic mathematics system using hand-printed two-dimensional notation. Proceedings of the 1969 24<sup>th</sup> National Conference, 551-557, 1969.

Herot, C. Graphical Input Through Machine Recognition of Sketches, Proceedings of SIGGRAPH'76, 97-102, 1976.

August 24, 2011      Talk about final projects  
                                 Papers discussion

## Week 2

August 29, 2011      Lecture - Visual Studio, C#, Tablet PC SDK

August 31, 2011      Lecture - Windows Presentation Foundation

### *Readings*

Nathan, A. *WPF 4 Unleashed*, Sams, 2010.

## Week 3

September 5, 2011    Holiday – No Class  
                                 **Assignment 1 Out**

September 7, 2011    Lecture - Ink Preprocessing & Simple Features  
                                 -- data representation  
                                 -- filtering  
                                 -- transformation invariance  
                                 -- dehooking, cusps, and self intersections

## Readings

Wolin, A., Eoff, B., and Hammond, T. ShortStraw: A Simple and Effective Corner Finder for Polylines. *Eurographics 5th Annual Workshop on Sketch-Based Interfaces and Modeling*, Annecy, France, June, 2008, pp. 33-40.

Xiong, Y. and LaViola, J. "Revisiting ShortStraw – Improving Corner Finding in Sketch-Based Interfaces", *Proceedings of the Sixth Eurographics/ACM Symposium on Sketch-Based Interfaces and Modeling 2009*, 101-108, August 2009.

Herold, J. and Stahovich, T. SpeedSeg: A Technique for Segmenting Pen Strokes Using Pen Speed *Computers and Graphics, Volume 35, Issue 2*, 2011, pp. 250-264

## Week 4

September 12, 2011 Papers discussion

September 14, 2011 Lecture - Gestural User Interfaces  
-- in computer graphics/modeling  
-- gesture structure - 1 or multi-stroke  
-- gesture invocation - buttons & button placement  
-- gesture learning - existing notations, tutorial, embedding in GUIs  
    visual (pre & post) feedback  
-- FSAs  
-- punctuated gestures

**Assignment 1 due**

**Assignment 2 out**

## Readings

Zelevnik, R., K. Herndon, and J. Hughes. SKETCH: An Interface for Sketching 3D Scenes. *Proceedings of SIGGRAPH'96*, ACM Press, 163-170, 1996.

Igarashi, T., S. Matsuoka, and H. Tanaka. Teddy: A Sketching Interface for 3D Freeform Design. *Proceedings of SIGGRAPH'99*, ACM Press, 409-416, 1999.

Hinckley, K., Yatani, K., Pahud, M., Coddington, N., Rodenhouse, J., Wilson, A., Benko, H., and Buxton, B. Pen + Touch = New Tools. In *Proc. UIST 2010 Symposium on User Interface Software and Technology*, 27-36, October 2010.

Zelevnik, R., Bragdon, A., Adeptura, F., and Ko. H. Hands-On Math: A Page-based Multi-touch and Pen Desktop for Technical Work and Problem Solving. In *Proceedings of the 23rd Annual Symposium on User Interface Software and Technology (UIST 2010)*, 17-26, October 2010.

## Week 5

September 19, 2011 Papers discussion

September 21, 2011 Lecture - Ink Segmentation  
-- spatial segmentation  
-- temporal segmentation

### *Readings*

Gennari, L., L. Kara, and T. Stahovich. Combining geometry and domain knowledge to interpret hand drawn diagrams, *Computers and Graphics*, 29(4):547-562, 2005.

Peterson, E., Stahovich, T., Doi, E., and Alvarado, C. Grouping Strokes into Shapes in Hand-Drawn Diagrams *Proc. of the 24th AAAI Conference on Artificial Intelligence (AAAI-10)*, 2010, pp. 974-979

Tevfik Metin Sezgin and Randall Davis. Sketch Interpretation Using Multiscale Models of Temporal Patterns. In *IEEE Journal of Computer Graphics and Applications*, Volume: 27, Issue: 1, pp: 28-37, 2007.

## Week 6

September 26, 2011 Papers discussion

September 28, 2011 Lecture - Classification Algorithms for Recognizing Digital Ink (Part 1)  
-- Feature Extraction  
**Assignment 2 due**  
**Assignment 3 out**

## Week 7

October 3, 2011 Lecture - Classification Algorithms for Recognizing Digital Ink (Part 2)  
-- Classifiers  
- procedural  
- template matching  
- linear classifiers  
- SVMs  
- K-nearest neighbor  
- AdaBoost

## Readings

LaViola, J., and Zeleznik, R. "A Practical Approach to Writer-Dependent Symbol Recognition Using a Writer-Independent Recognizer", IEEE Transactions on Pattern Analysis and Machine Intelligence, 29(11):1917-1926, November 2007.

Herold, J., and Staohvich, T. ClassySeg: A Machine Learning Approach to Automatic Stroke Segmentation. In *Proceedings of the Eighth Eurographics/ACM Symposium on Sketch-Based Interfaces and Modeling 2011*, 109-116, August 2011.

Rachel Blagojevic, R., Chang, S., and Plimmer, B. The Power of Automatic Feature Selection: Rubine on Steroids, In *Proceedings of the Seventh Eurographics/ACM Symposium on Sketch-Based Interfaces and Modeling 2010*, 79-86, June 2010.

Wobbrock, J. O., Wilson, A. D., and Li, Y. 2007. Gestures without libraries, toolkits or training: a \$1 recognizer for user interface prototypes. In *Proceedings of the 20th Annual ACM Symposium on User interface Software and Technology UIST '07*. ACM, New York, NY, 159-168.

October 5, 2011      Papers discussion

## Week 8

October 10, 2011      Lecture - Parsing Ink  
                                 -- parsing mathematics  
                                 -- multi-stage  
                                 -- parsing drawings  
                                 -- parsing diagrams  
                                     - 2D grammars  
                                     - graph rewriting  
                                     - procedurally coded syntax rules  
                                     - stochastic grammars

**Assignment 3 due**

**Assignment 4 out**

## Readings

D. Blostein and A. Grbavec, "Recognition of Mathematical Notation," in *Handbook of Character Recognition and Document Image Analysis*, Eds. H. Bunke and P. Wang, World Scientific, 1997, pp. 557-582.

Chan, Kam-Fai and Dit-Yan Yeung. An Efficient Syntactic Approach to Structural Analysis of On-Line Handwritten Mathematical Expressions. *Pattern Recognition*, 33(3):375-384, March 2000.

Ye, Ming, and Paul Viola. Learning to Parse Hierarchical Lists and Outlines Using Conditional Random Fields. *International Workshop on Frontiers in Handwriting Recognition*, 2004.

Michael Shilman, Hanna M. Pasula, Stuart Russell, and Richard Newton, Statistical Visual Language Models for Ink Parsing. In Proc. AAAI Spring Symposium on Sketch Understanding, Stanford, March 2002.

October 12, 2011      Papers discussion

### Week 9

October 17, 2011      Lecture - Sketch-based Interfaces and Understanding  
-- multi-domain sketch understanding frameworks

### *Readings*

LaViola, J. and Zeleznik, R. "MathPad2: A System for the Creation and Exploration of Mathematical Sketches", ACM Transactions on Graphics (Proceedings of SIGGRAPH 2004), 23(3):432-440, August 2004.

Christine Alvarado and Randall Davis. SketchREAD: A Multi-Domain Sketch Recognition Engine. In Proceedings of UIST 2004, pp.23-32. New York, New York, October 24-27 2004.

Lockwood, K., Lovett, A., Forbus, K., Dehghani, M., and Usher, J. Automatic Interpretation of Depiction Conventions in Sketched Diagrams. *Proceedings of the Eurographics Workshop on Sketch-Based Interfaces and Modeling*, 167-174, 2008.

Hammond, T., and R. Davis. Ladder: A Sketching Language for User Interface Developers, *Computers and Graphics* 29, 518-532, 2005.

October 19, 2011      Papers discussion

### Week 10

October 24, 2011      Lecture - Evaluation Methodologies  
-- user studies  
-- qualitative vs. quantitative  
-- summative vs. formative

**Assignment 4 due**

### *Readings*

LaViola, J. "An Initial Evaluation of a Pen-Based Tool for Creating Dynamic Mathematical Illustrations", In the proceedings of the Eurographics Workshop on Sketch-Based Interfaces and Modeling 2006, 157-164, September 2006.

LaViola, J., Leal, A., Miller, T., and Zeleznik, R. "Evaluation of Techniques for Visualizing Mathematical Expression Recognition Results", *Proceedings of Graphics Interface 2008*, 131-138, May 2008.

Bragdon, A., Zeleznik, R., Williamson, B., Miller, T., and LaViola, J. "GestureBar: Improving the Approachability of Gesture-based Interfaces", *Proceedings of ACM CHI 2009*, 2269-2278, April 2009.

October 26, 2011      Papers discussion  
**Project proposals due**

Week 11

October 31, 2011      Student paper presentations  
**Project proposal decisions made**

November 2, 2011      Student paper presentations

Week 12

November 7, 2011      Student paper presentations

November 9, 2011      Project status updates

Week 13

November 14, 2011      Student paper presentations

November 16, 2011      Project status updates

Week 14

November 21, 2011      Student paper presentations

November 23, 2011      No class

Week 15

November 28, 2011      Student paper presentations

November 30, 2011      Project Status updates

Week 16

December 5, 2011      **DEMO DAY and Final Reports Due!!!**

## **Collaboration Policy**

Students must do their own work but are encouraged to collaborate with others in the form of discussion of concepts and implementation details pertaining to Visual Studio, C#, and Windows Presentation Foundation. For final projects, teams of up to two students are encouraged.

## **Assignments**

**Paper Presentations** – Students will have to present 1-2 papers of their choice, outside of the assigned readings and give a 25 minute presentation on it.

**Guided Discussion** – During the paper discussion sections, students will lead the discussion on a particular paper that was assigned in class.

## **Programming Assignments**

### 1. Intro

Students will replicate Windows Journal to get them acclimated to Visual Studio, C#, Windows Presentation Foundation, and pen and multi-touch input. This application will also be a test bed for the other assignments in the course.

### 2. 2D SKETCH

Students will develop a 2D shape recognition program to create and manipulate circles, rectangles, squares, and triangles. Students will explore how to best combine pen and multi-touch input for the various operations needed. The focus of the assignment will be on heuristic gesture recognition.

### 3. Math Symbol Recognizer (Research Contest)

Students will implement Anthony and Wobbock's \$N symbol recognizer and try to improve its accuracy.

### 4. Pen Calculator

Using the math symbol recognizer created in assignment 3, students develop a pen-based calculator that will recognize and evaluate mathematical expressions. Students will use both pen and multi-touch input for different parts of this assignment.

### 5. Final Project

Students will do a final project of their choice that explores a particular concept in pen-, sketch-, or multi-touch-based user interfaces. They must first write a short proposal and get it approved by the professor.

## **Tentative Grading Scheme:**

Assignment 1	10%
Assignment 2	10%
Assignment 3	10%
Assignment 4	10%
Paper discussions	5%
Paper presentations	5%
Final Project	50%

The instructor reserves the right to use plus/minus grading in this course.