Human Compute Interaction HW#3 102753014 蕭奕凱

主題：$1 unistrokes recognition implementation

下載語言版本：JavaScript

作法：

1. 我保留了原本呈現的部分 html 頁面，即 Recognition.html

2. 修改 dollar.js 中 DollarRecognizer() 這個 function 裡面的幾個 built-in unistroke per gesture type，加入新的 new Point(y, x)

3. 以 IE 開啟網頁，測試是否可以辨識我所想的軌跡圖示
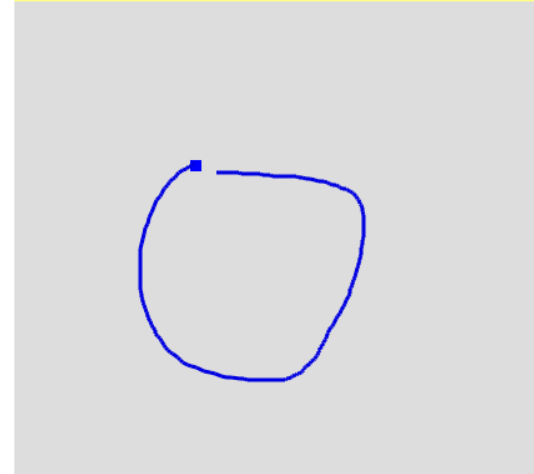
(Chrome 開啟會無法顯示軌跡)

遇到的困難：

因為不太確定到底是怎麼樣取那些 Point 的值，所以我都是直接在現有的項目最後面再加上新的點，創造出類似的圖文，可是像我本來打算修改 v 為倒三角形，所以想說直接將第一個點附加到最後面，形成一個迴路就可以了，但是當我畫出倒三角形，程式還是判別為 triangle；我原先打算讓 caret 多往左上畫一條線，形成類似草寫的 A，但是這樣不僅使 caret 失效，還導致那個軌跡會被任意辨識，所以我最後就只有選擇了以下三個較成功的呈現

1. 已經修改 circle 所以無法辨識為 circle
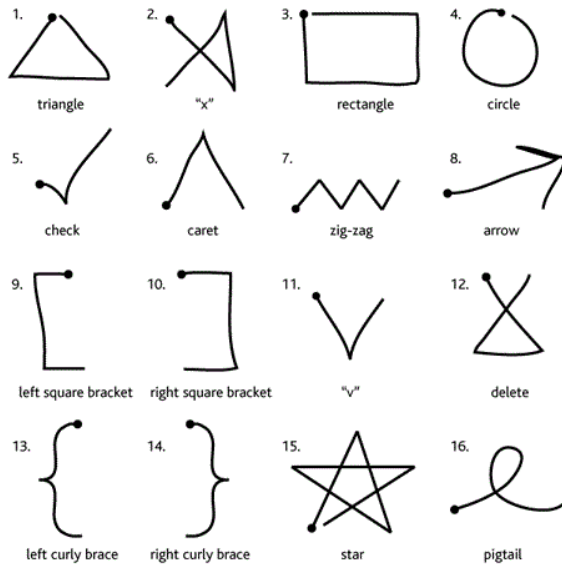
Make strokes on this canvas. If a misrecognition occurs, add the misrecognized un...

Result: rectangle (0.91).

Add as example of existing type: triangle [Add]
Add as example of custom type: Type name here... [Add]
Delete all user-defined gestures: [Delete]

Use Golden Section Search *(original)*
Use Protractor *(faster)*

修改 circle 為 spiral

In the demo below, only one unistroke template is loaded for each of the 16 gesture types. You can add additional unistrokes as you wish, and even de...

Make strokes on this canvas. If a misrecognition occurs, add the misrecognized unistro...

Result: spiral (0.74).

Add as example of existing type: triangle [Add]
Add as example of custom type: Type name here... [Add]
Delete all user-defined gestures: [Delete]

Use Golden Section Search *(original)*
Use Protractor *(faster)*

2. 已修改 zip-zap 所以無法辨識

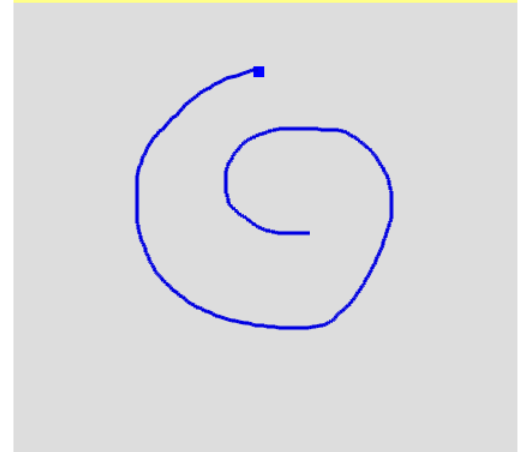Make strokes on this canvas. If a misrecognition occurs, add the misrecognized u

Result: right curly brace (0.7).

Add as example of existing type: triangle [Add]
Add as example of custom type: [Type name here...] [Add]
Delete all user-defined gestures: [Delete]

Use Golden Section Search *(original)*
Use Protractor *(faster)*

zig-zag 修改為 cycle flash

In the demo below, only one unistroke template is loaded for each of the 16 gesture types. You can add additional unistrokes as you wish, and even define your own cus

Make strokes on this canvas. If a misrecognition occurs, add the misrecognized unistroke as an example of t

Result: cycle flash (0.9).

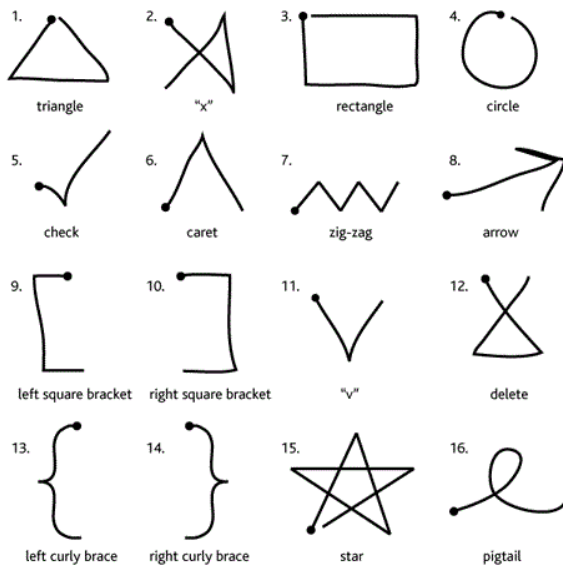Add as example of existing type: triangle [Add]
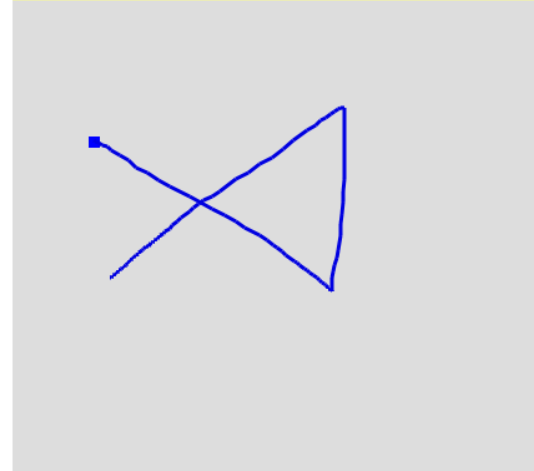Add as example of custom type: [Type name here...] [Add]
Delete all user-defined gestures: [Delete]

Use Golden Section Search *(original)*
Use Protractor *(faster)*

3. 已經修改 x 所以無法辨識為 x

Result: pigtail (0.73).

1. triangle 2. "x" 3. rectangle 4. circle
5. check 6. caret 7. zig-zag 8. arrow
9. left square bracket 10. right square bracket 11. "v" 12. delete
13. left curly brace 14. right curly brace 15. star 16. pigtail

- ● Use Golden Section Search *(original)*
- ○ Use Protractor *(faster)*

Add as example of existing type: | triangle | Add
Add as example of custom type: | Type name here... | Add
Delete all user-defined gestures: | Delete

修改 x 為 bow tie

Result: bow tie (0.81).

1. triangle 2. "x" 3. rectangle 4. circle
5. check 6. caret 7. zig-zag 8. arrow
9. left square bracket 10. right square bracket 11. "v" 12. delete
13. left curly brace 14. right curly brace 15. star 16. pigtail

- ● Use Golden Section Search *(original)*
- ○ Use Protractor *(faster)*

Add as example of existing type: | triangle | Add
Add as example of custom type: | Type name here... | Add
Delete all user-defined gestures: | Delete