

INTRODUCTION TO INTELLIGENT USER INTERFACE

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INTELLIGENT USER INTERFACE

- AI + HCI
- INTERFACE THAT UNDERSTANDS USER
- INTUITIVE INTERACTION
- APPLYING STANDARD AI TECHNIQUES TO INTERFACE OR INTERACTION DESIGN

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ARTIFICIAL INTELLIGENCE - HISTORY

- FORMAL REASONING
- COMPUTER SCIENCE AND PROGRAMMING
- TURING TEST
- GAME AI
- NEURAL NETWORK
- SYMBOLISM
- 1956 WORKSHOP AT DARTMOUTH COLLEGE

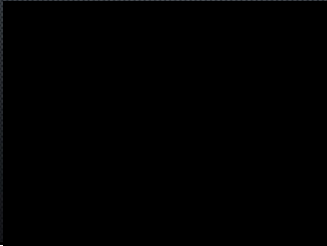
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ARTIFICIAL INTELLIGENCE

- KNOWLEDGE REPRESENTATION
- FORMAL REASONING
- SEARCH ALGORITHMS AND OPTIMIZATION
- PLANNING
- MACHINE LEARNING
- GAME

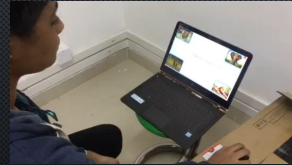
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MULTIMODAL DRONE



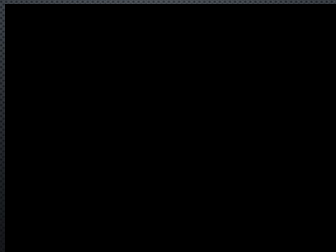
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OPERATING SMALL AND LARGE SCREEN DISPLAYS



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ASSISTIVE TECHNOLOGY



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COURSE STRUCTURE

- CONTENT
 - STANDARD AI ALGORITHMS
 - SIGNAL AND IMAGE PROCESSING
 - INFORMATION RETRIEVAL
- ADAPTIVE INTERFACE
 - CONTEXT ADAPTATION
 - POINTING TARGET PREDICTION
 - MULTIMODAL SYSTEMS
- CASE STUDIES
- USABILITY EVALUATION

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COURSE STRUCTURE - ASSIGNMENTS

- ASSIGNMENT 1 – CLIPS BASED PROJECT ON EXPERT SYSTEM
- ASSIGNMENT 2 – NEURAL NETWORK BASED .NET PROJECT
- ASSIGNMENT 3 – MULTIMODAL SYSTEM

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COURSE STRUCTURE - PROJECTS

- CAN TAKE FORWARD ANY ONE OF THE ASSIGNMENTS
- CAN BE WORKED AS A GROUP OF 2 OR 3 STUDENTS
 - EACH GROUP SHOULD HAVE AT LEAST ONE STUDENT WHO HAS REGISTERED FOR THE COURSE
- A WORKING PROTOTYPE SHOULD BE EVALUATED

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EVALUATION AND GRADING

- 30% ON ASSIGNMENTS
- 30% ON EXAMINATIONS
- 40% ON PROJECT

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PUBLICATION

- ACM IJUI CONFERENCE
- ACM TRANSACTION ON INTERACTIVE INTELLIGENT SYSTEMS
- ANY JOURNAL OR CONFERENCE ON EITHER HCI OR AI

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TAKE AWAY POINTS

- AIM OF IUI
- USES OF IUI
- COURSE STRUCTURE
- OUTCOME OF THE COURSE

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