EMG Computer Interface

FPR - SDP Team 12

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Revised Problem Statement

We want to emphasize touchless options for computer interfaces

While there are many products that allow for **touchless interactions** with computers, there are no comprehensive and easily customizable gestures interfaces that allow the user to **navigate and interact with a computer** without touching any common screens or buttons.

WHERE?

WHAT?

Academic, Company, Organization Campuses

Presenting, Transactions, Lecturing



Updated Interface Specification & Verification Plan

Requirement	Description	Verification	Achieved
Sensing Accuracy/Gesture Recognition	Sensing system will translate and transmit inputs with better than 90% true positive/negative and less than 10% false positive/negative rate for 5 distinct gestures. I.e. Fist, thumbs up, pointing	Test that the sensing system can meet true positive/negative and false positive/negative percent specifications over 100 trials for each gesture	
Reliability	Performance of the device must be consistent regardless of changes in between use	Demonstrate that Sensing Accuracy verification holds when pads are intentionally misplaced and across three different users	
Pre-Input Time	The time between stepping in front of an interface and inputting commands will be less than 1 minute	Test that pre-input connection time is on average less than a minute over 100 trials	
Power Consumption	The device should have sufficient battery life to last throughout a work day and be in active use for three hours	Demonstrate that device can be actively used for at least three hours by measuring current draw	



Updated Physical Specification & Verification Plan

Requirement	Description	Verification	Achieved
Ergonomics	User must be capable of writing on paper and utilizing phone while wearing device	Demonstrate the ability to write a paragraph and utilize a cellphone to make a call	
Interface Distance	User must be capable of utilizing device to interface with a computer up to 3 meters away	Demonstrate the ability to connect device and use from multiple distances (3 increments) up to 3 meters away from the computer	
Customizability	Allow custom mapping of up to 5 human movements to distinct inputs	Verify that all keyboard inputs can be custom bound to distinct movements (each finger and any finger combination)	



The Final System

Software

- ML classification real-time
- ATMega328p Data Collection
- Data collection and RMS classification
- Very simple GUI

University of

Hardware

- Custom PCB w/
 - HC-05 Bluetooth
 - UART Wired Connection
 - Battery recharge system
 - ATMega328p
- MyoWare w/ Custom housing
- *2 MyoWare 2.0 Sensors

Final System Block Diagrams





Prototyping Overview







Final PCB



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Housing and Proposed GUI







How accurate can we get?

Berke					
	Thumb	Ring	Index		
Correct	84	96	88		
False Positive	4	0	8		
False Negative	12	4	4		
		ring	index		
Correct		100	100		
False Positive		0	0		
False Negative		0	0		

Sam					
	Thumb	Ring	Index		
Correct	?	92	88		
False Positive	?	0	8		
False Negative	?	8	4		
		ring	index		
Correct		100	100		
False Positive		0	0		
False Negative		0	0		



Live Demo and Questions

