

Stephen P. Tarzia¹, Robert P. Dick², Peter A. Dinda¹, Gokhan Memik¹ ¹Dept. of Electrical Engineering and Computer Science, Northwestern University ²Dept. of Electrical Engineering and Computer Science, University of Michigan

We show how a laptop computer can use its audio hardware to determine whether or not a computer user is present without relying on mouse and keyboard activity.

Ultrasonic Sonar



Echo Signal Processing

Sonar recordings are processed as follows:

Windowing: Break the recording into a series of 100 millisecond windows.

Echo intensity: In each window, calculate energy at 20 kHz. Assume all of this energy represents sonar echoes. This gives a series of echo intensities: e.

Echo delta: Calculate the average absolute difference in the sequence of echo intensities:

 $\Delta_e(e_1...e_N) \equiv \frac{1}{N} \sum_{i=1}^{N-1} |e_{i+1} - e_i|$

For details: http://empathicsystems.org and Technical Report NWU-EECS-09-06, Department of Electrical Engineering and Computer Science, Northwestern University, April 2009.

This work was supported in part by the National Science Foundation under awards CNS-0720691 and CNS-0347941. Stephen P. Tarzia is supported by a Dr. John N. Nicholson fellowship.

Sonar-Based Measurement of User Attention

Motivation

For **power-management**, **security**, etc., the OS wants to know whether a user is present.

 Input inactivity can reliably indicate user absence only after a very long timeout period. •Webcam surveillance can be faster, but is potentially costly and unreliable.

Hypothesis: sonar measurements will be much higher when user is **passively** engaged versus when user is absent.

User Study

Purpose was to test the correlation between user state and sonar echo delta. Sonar measurements were taken while twenty paid volunteers were guided through the following attention states:

state	definition	user study task
Active	using the keyboard or mouse	<u>typing</u> a document
Passively engaged	reading the computer screen	watching a <u>video</u>
Dis- engaged	sitting in front of the ei computer, facing away	using tele <u>phone</u> be computer
Distant	in room, but moved away from the computer	completing a <u>puzzle</u> desk nearby
Absent	left the room	after the participant



