



# Knocker

## Vibroacoustic-based Object Recognition with Smartphones

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Smartphone for **human-object interaction**

Place your order

Tell your parent about this

### Shipment details

Standard Shipping



DC Men's Trase Tx Le  
Skateboarding Shoe, Stone  
Camo, 9.5 D US

**\$27.99**

Sold by: DC Shoes

Quantity: 1

### Order Summary

Shipping to: Park  
You







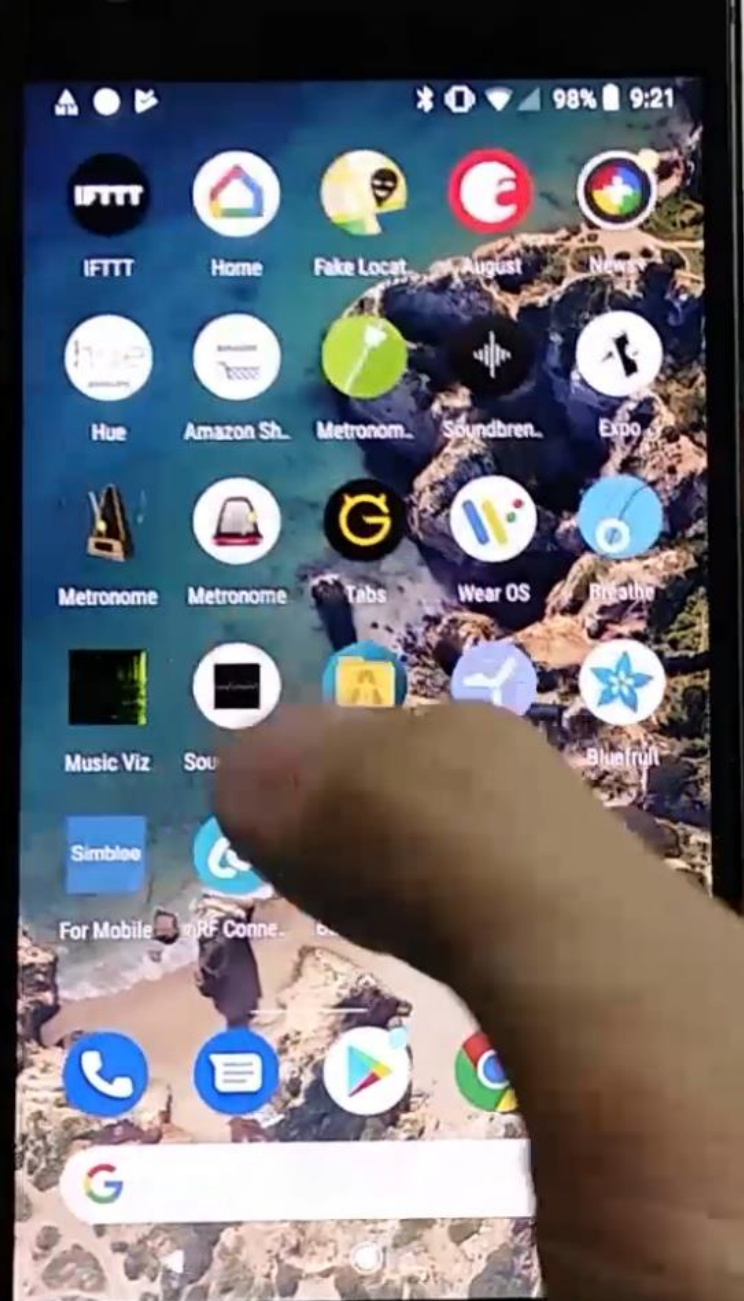


Often requires cumbersome process...

2 X

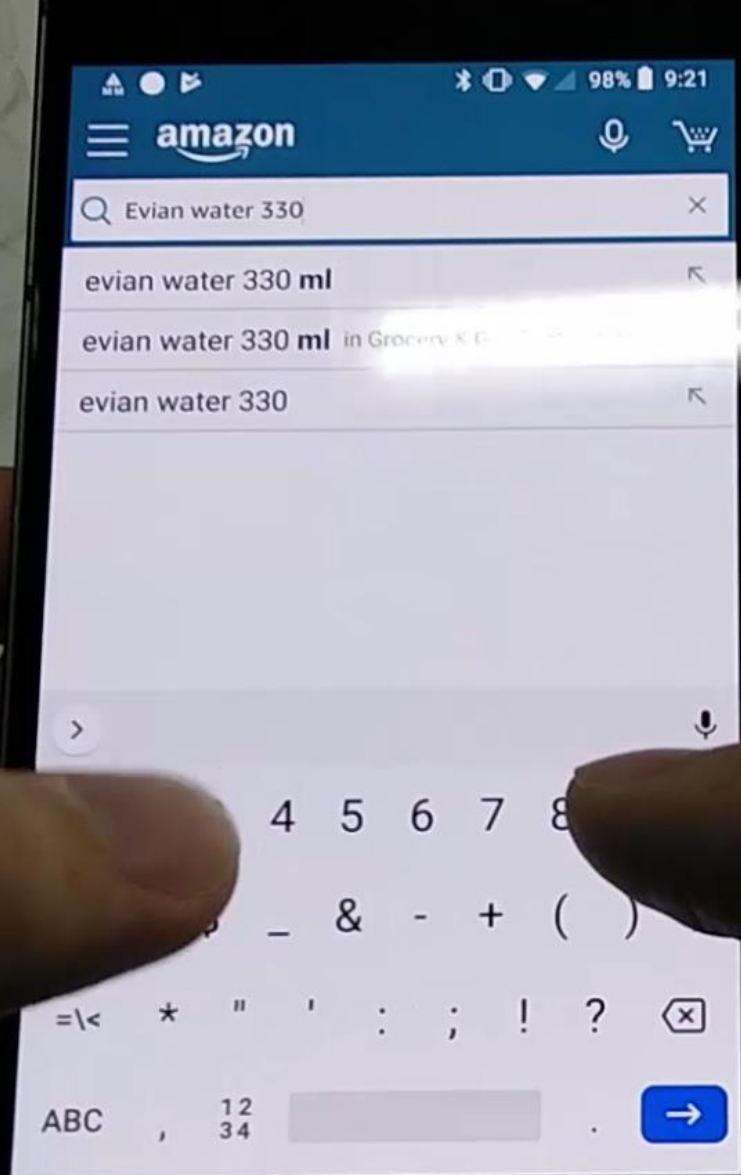


2 X

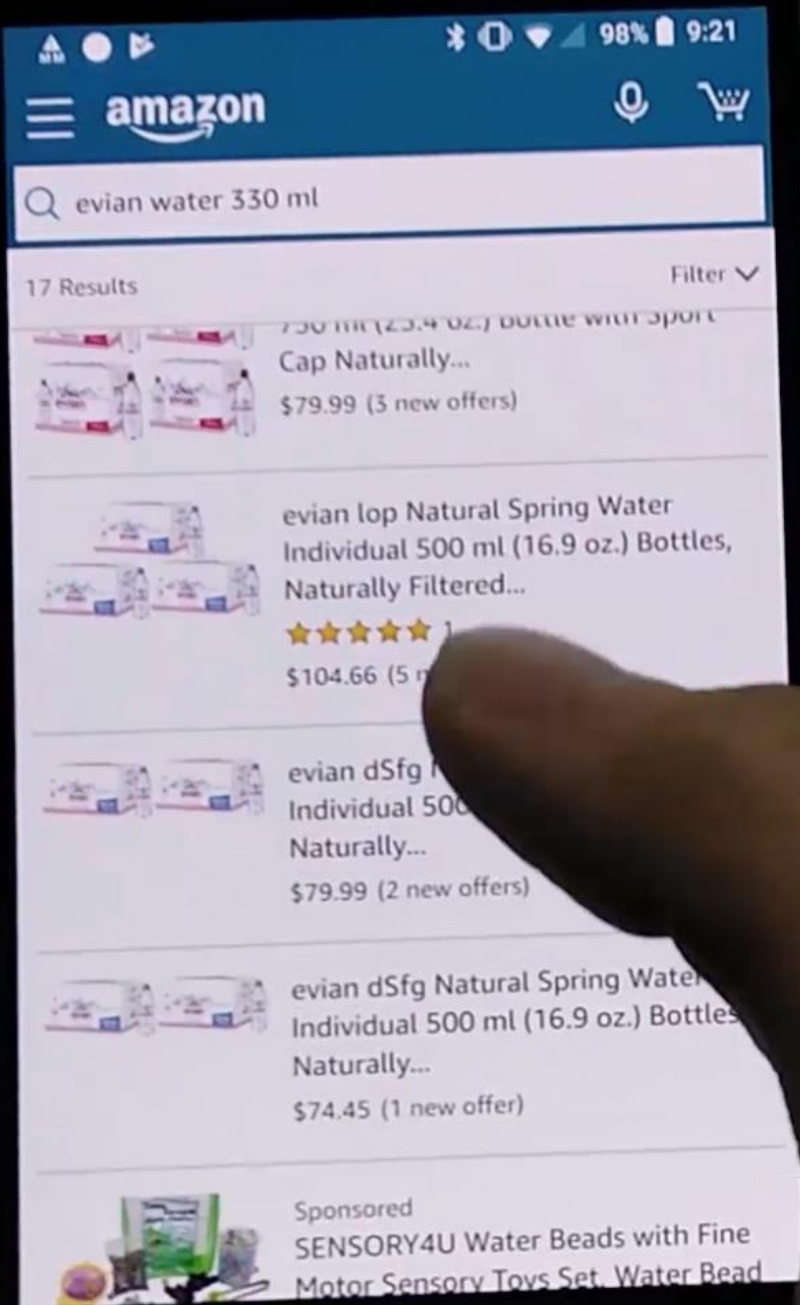




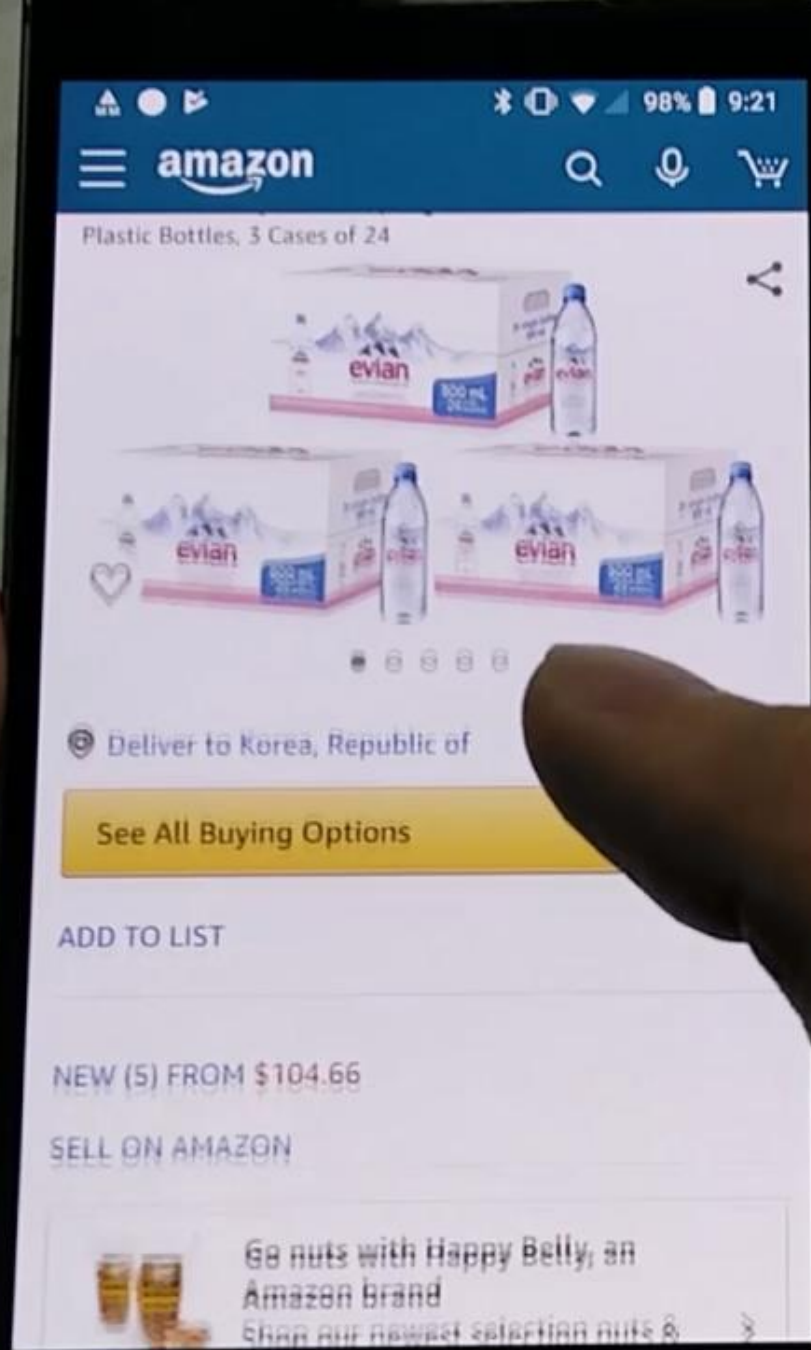
2 X



2 X

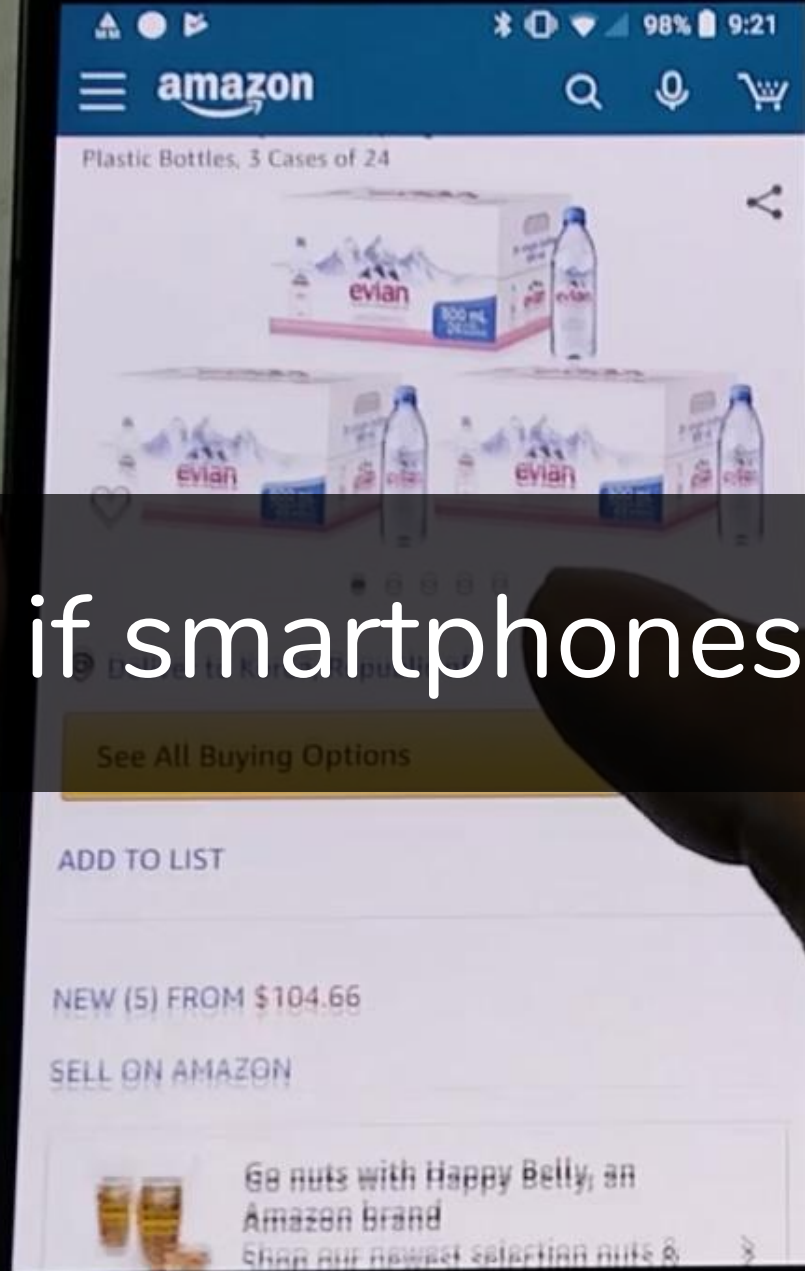


2 X

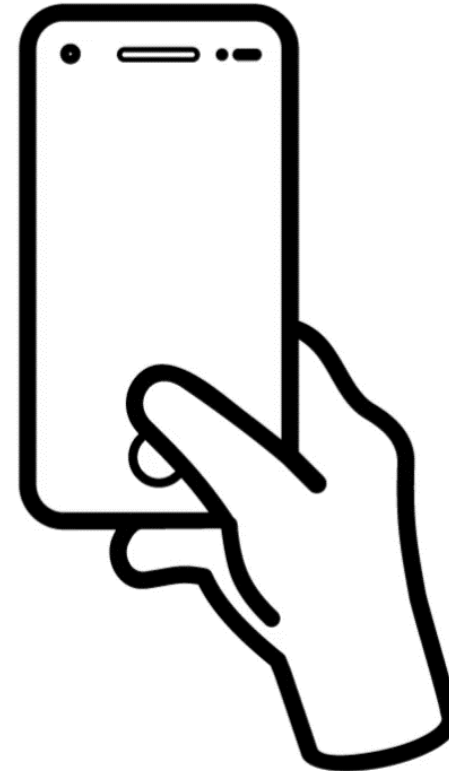
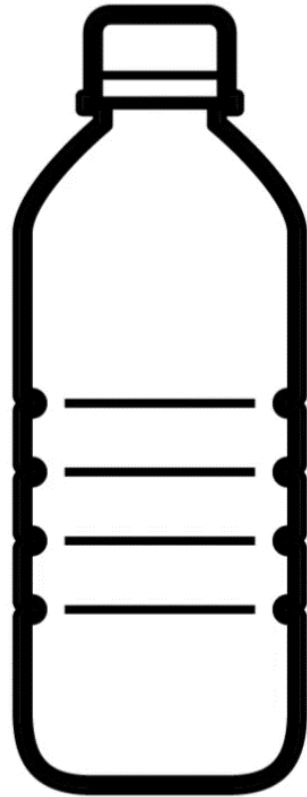


2 X

What if smartphones can identify objects?



# Knocker



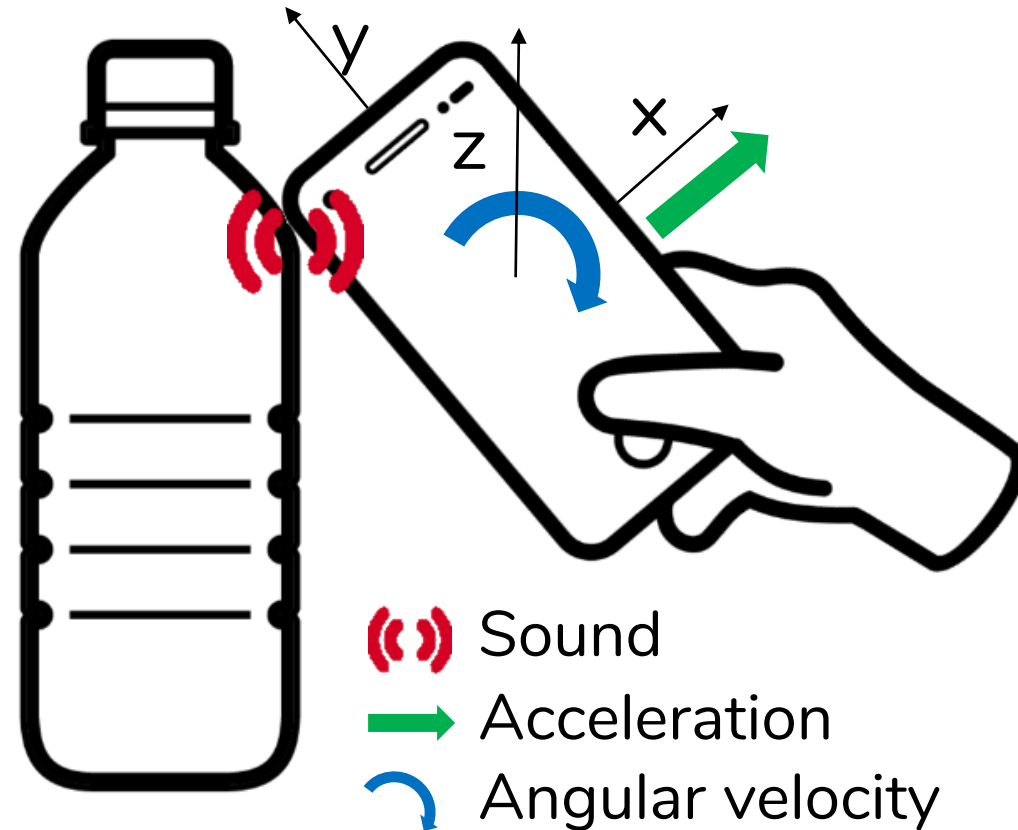


# Knocker



# Knocker

A unique set of responses per object



Deliver to Korea, Republic of

evian

evian lop Natural Spring Water Individual 500 ml (16.9 oz.) Bottles, Naturally Filtered Spring Water in Individual-Sized Plastic Bottles, 3 Cases of 24



Loading Images...

Deliver to Korea, Republic of

See All Buying Options

ADD TO LIST

NEW (5) FROM \$104.66

Live Demo

# OBJECT-SPECIFIC APPLICATIONS



# Tag-based approaches

QR Code



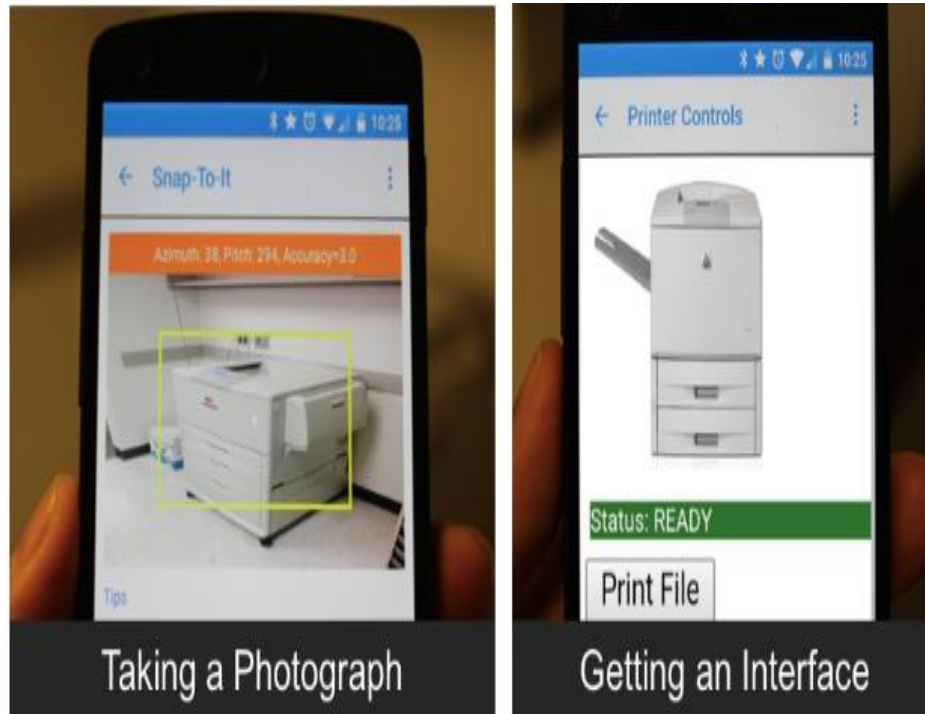
RFID



- Deployment cost and effort

# Camera-based approaches

Snap-To-It (CHI '16)



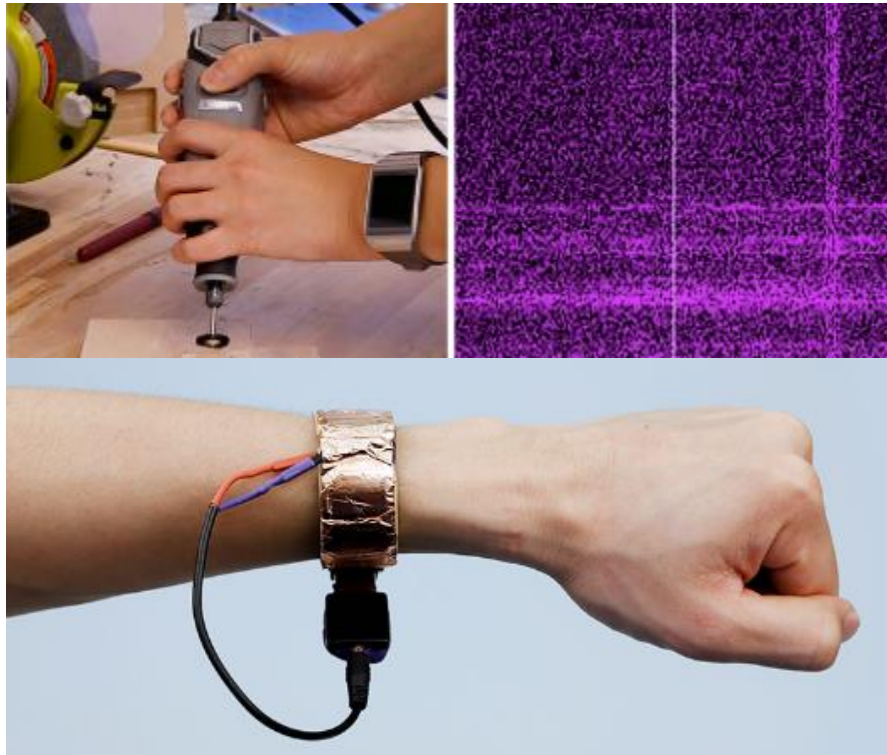
SnapLink (IMWUT '17)



- Light conditions, angles, orientations, etc.

# Electromagnetic (EM) noise sensing

EM-Sense (UIST '15)



Deus EM Machina (CHI '17)



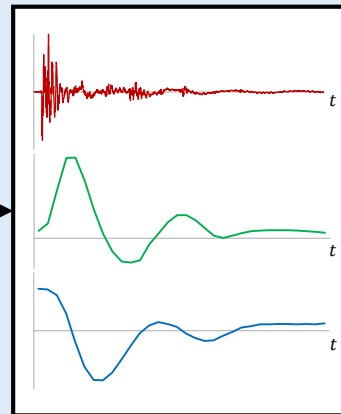
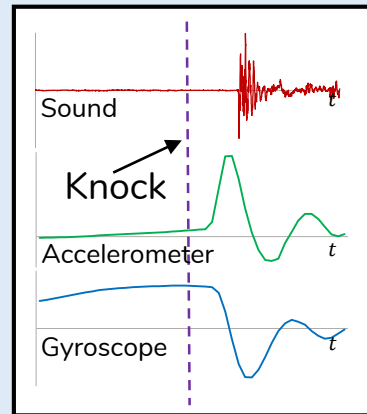
- Requires special h/w & limited to electric appliances

# How Knocker works



## Knock Detection

Peak Detection    Response Pruning



Knock  
Validation

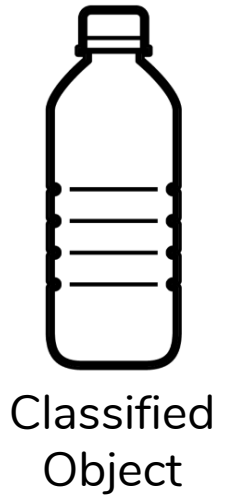
(~140ms)

## Classification

Feature  
Extraction

Classifier

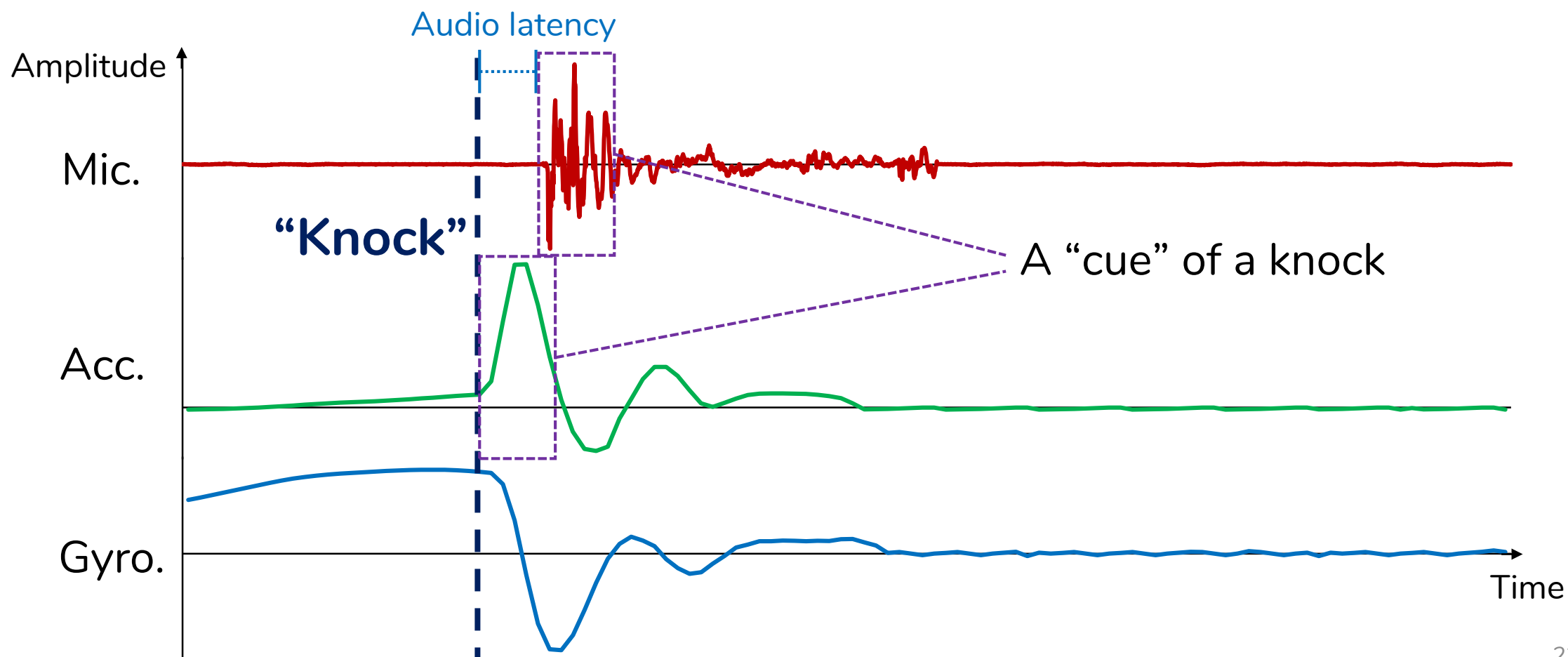
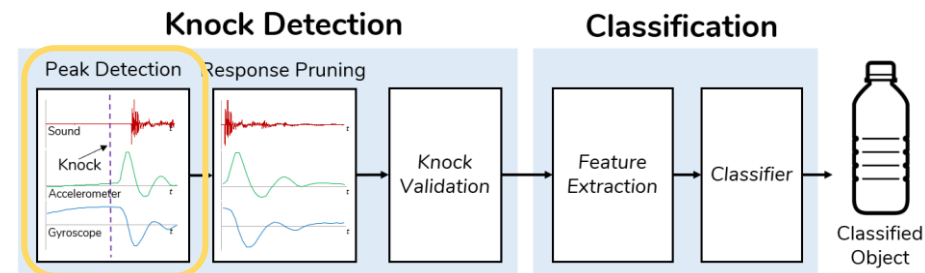
(~90ms)



Classified  
Object

# Knock Detection

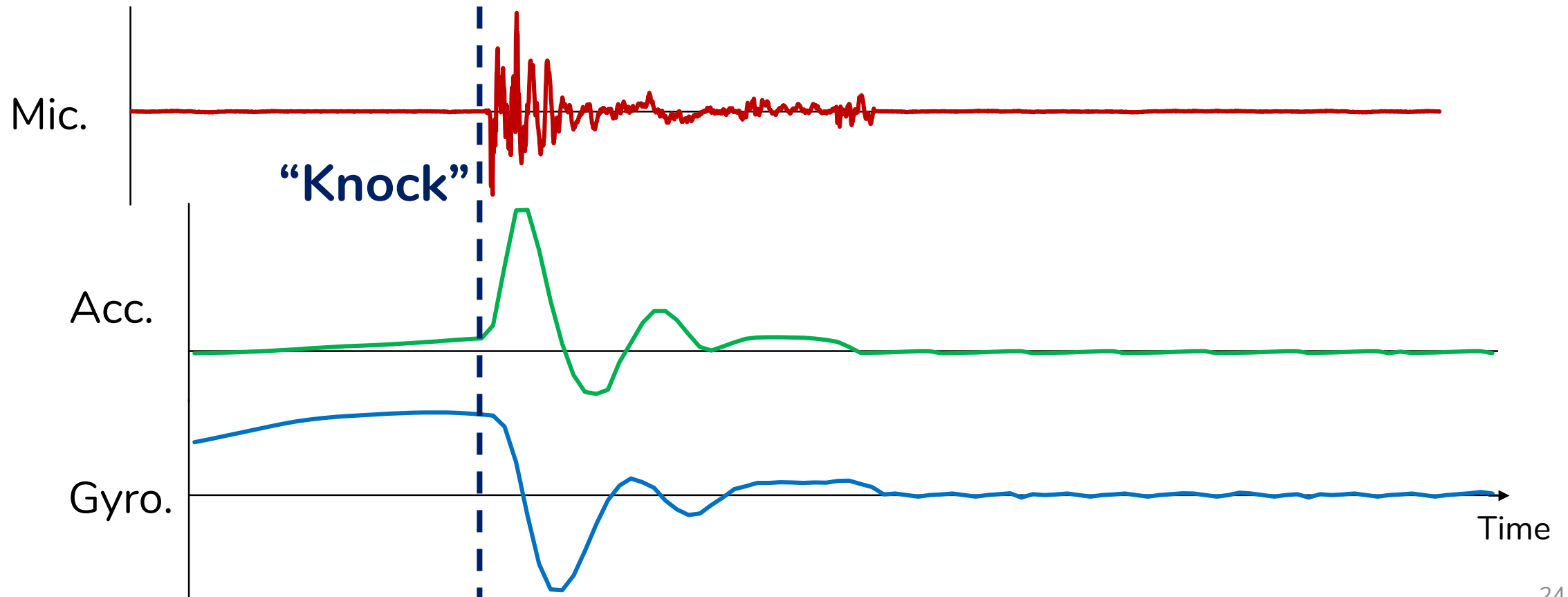
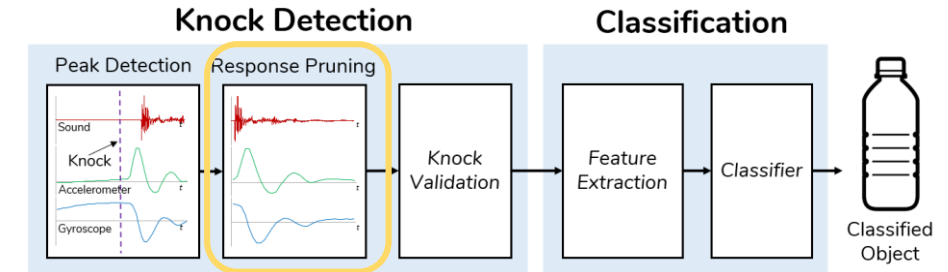
## (1) Peak Detection





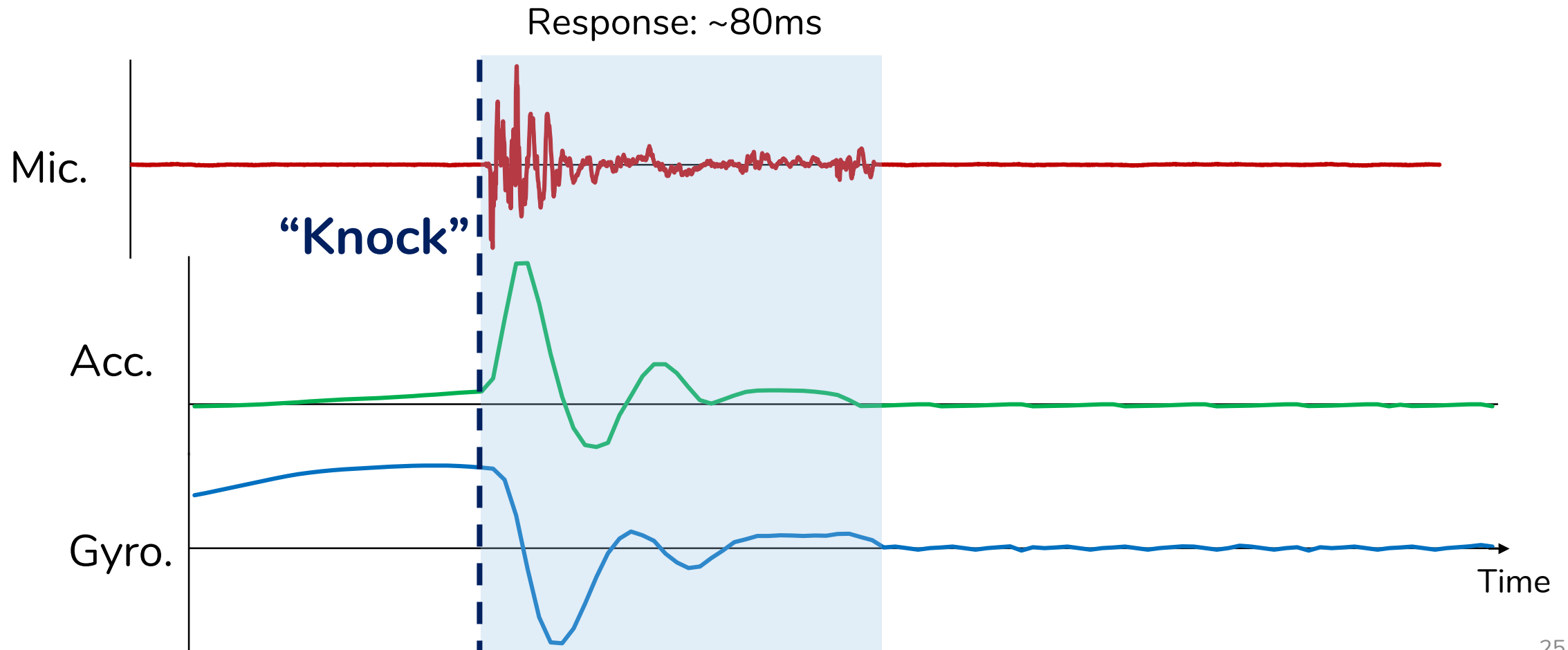
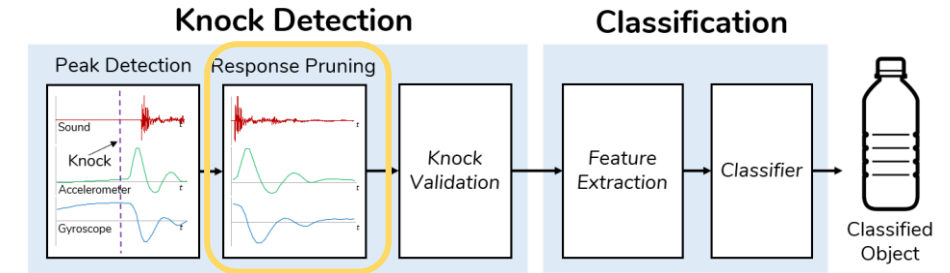
# Knock Detection

## (2) Response Pruning



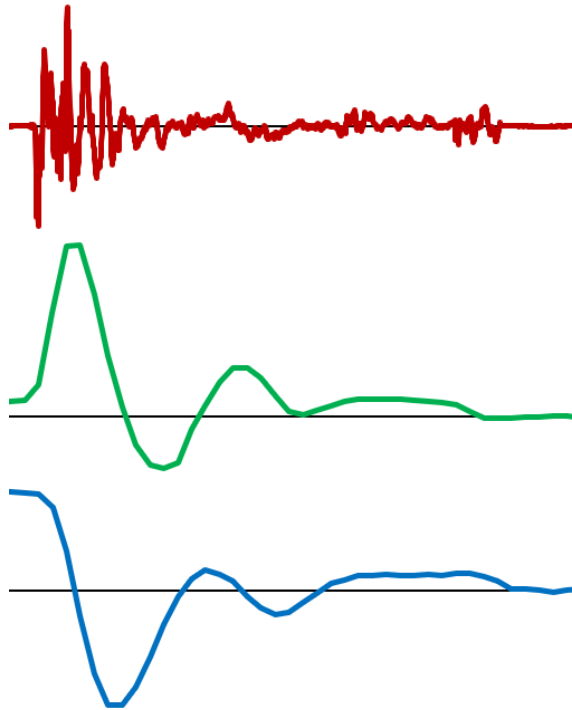
# Knock Detection

## (2) Response Pruning

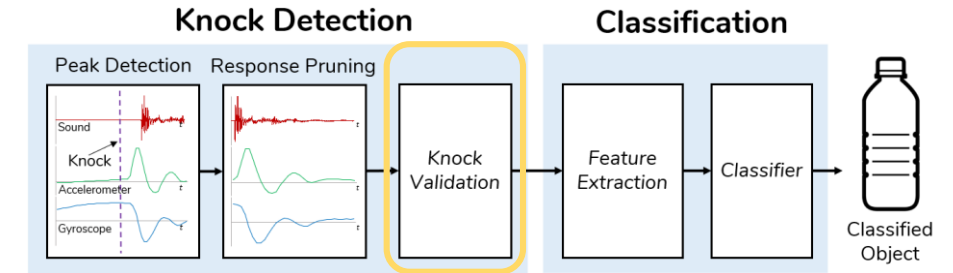


# Knock Detection

## (3) Knock Validation

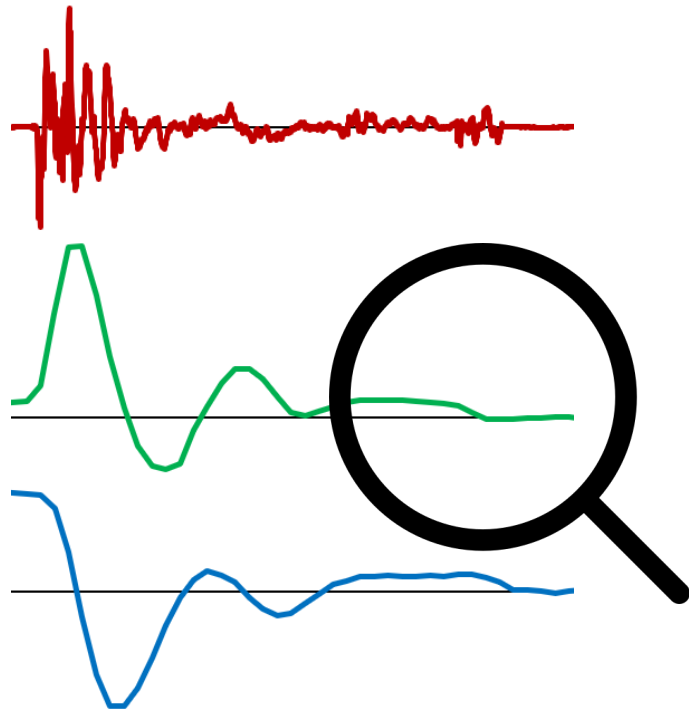


How to reduce false positives?

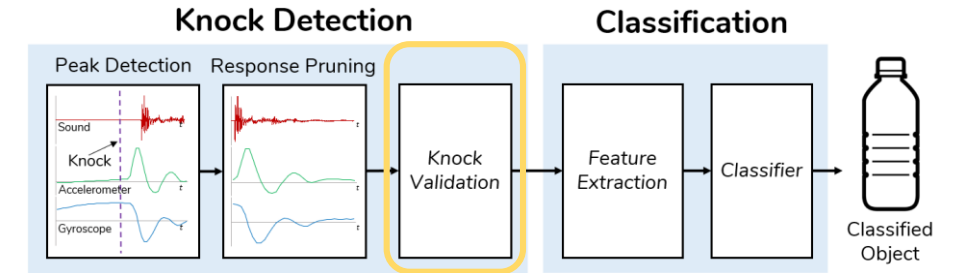


# Knock Detection

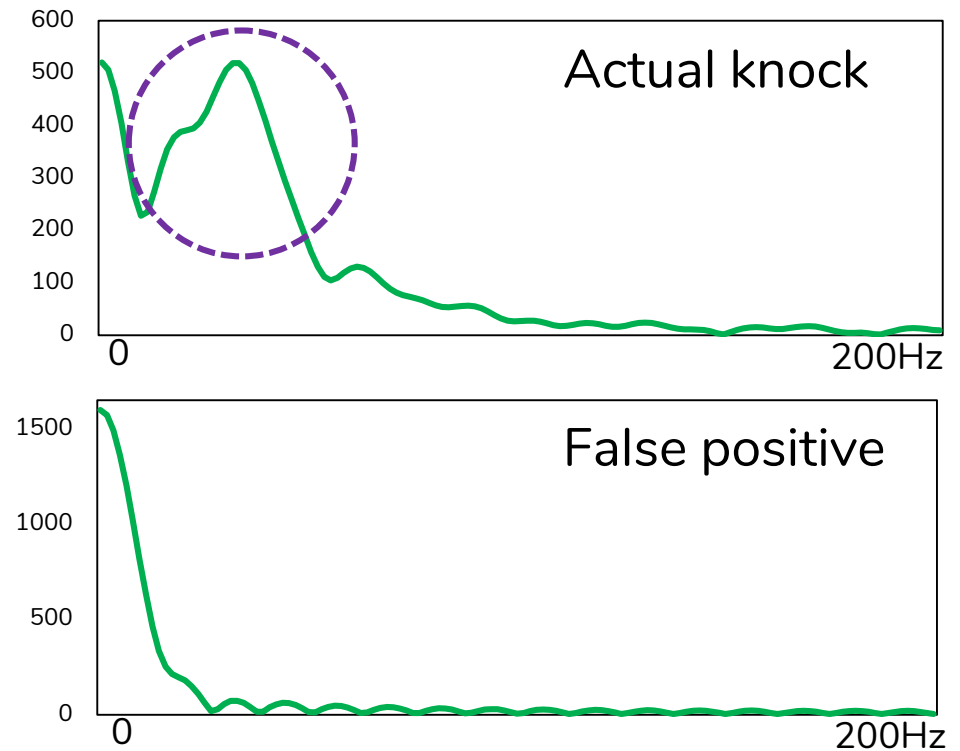
## (3) Knock Validation



How to reduce false positives?

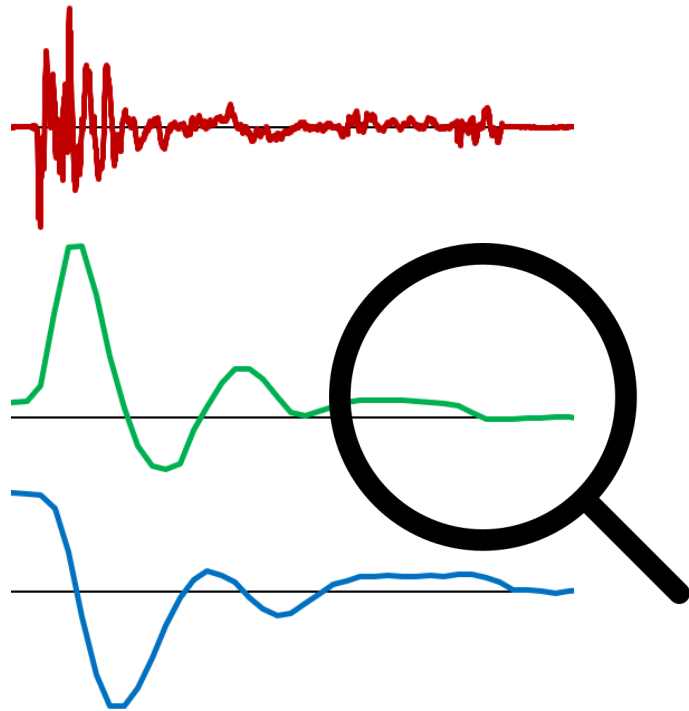


## Frequency spectrum of acc.

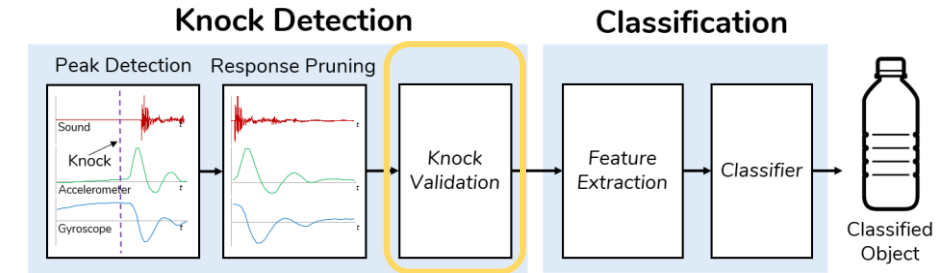


# Knock Detection

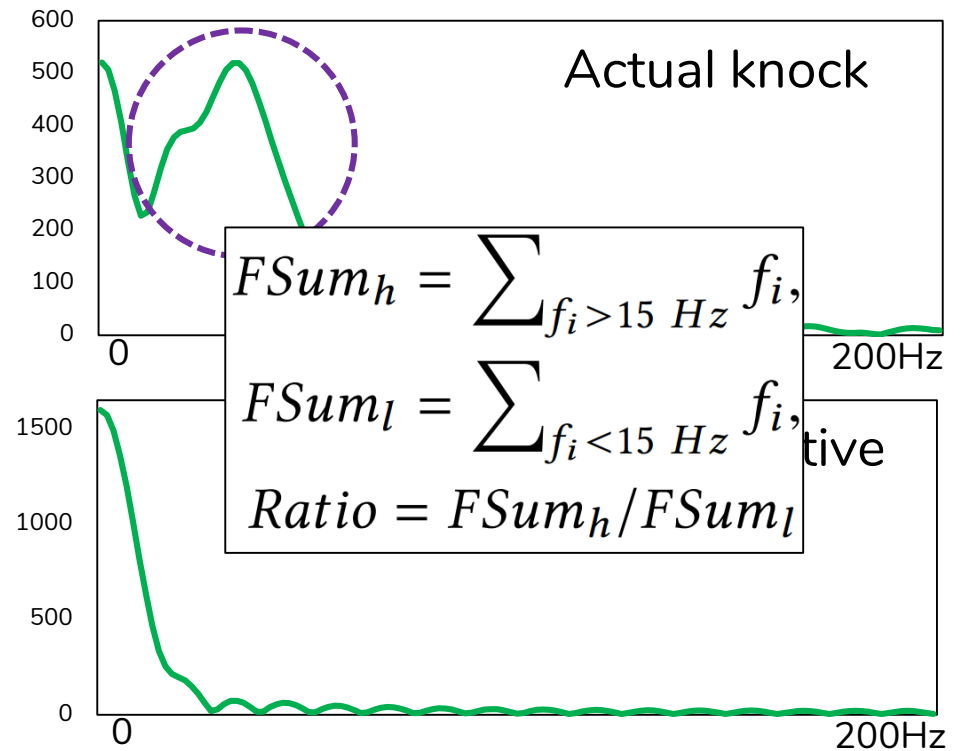
## (3) Knock Validation



How to reduce false positives?

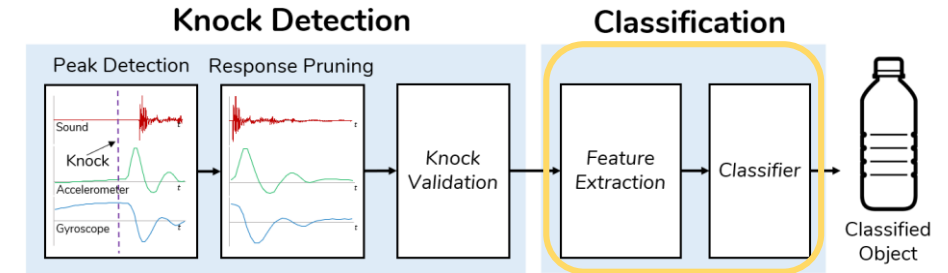


Frequency spectrum of acc.





# Classification



## Extracted Features

Sound:

- Magnitude spectrum
- Log magnitude spectrum
- MFCCs

Accelerometer:

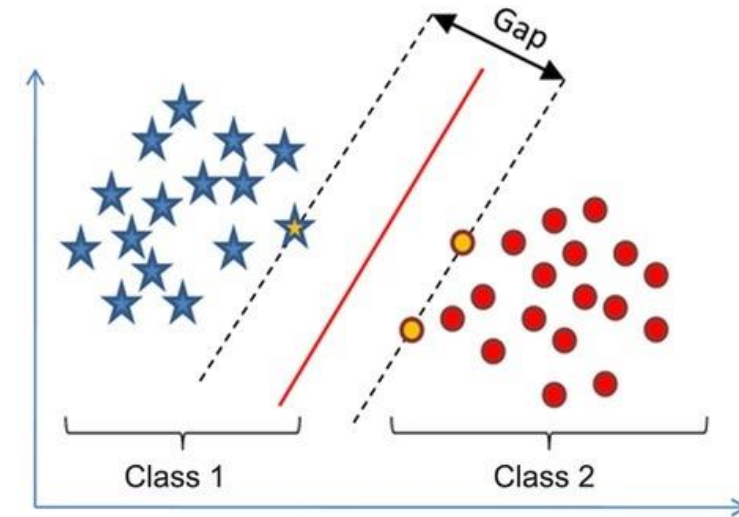
- Magnitude spectrum

Gyroscope:

- Magnitude spectrum



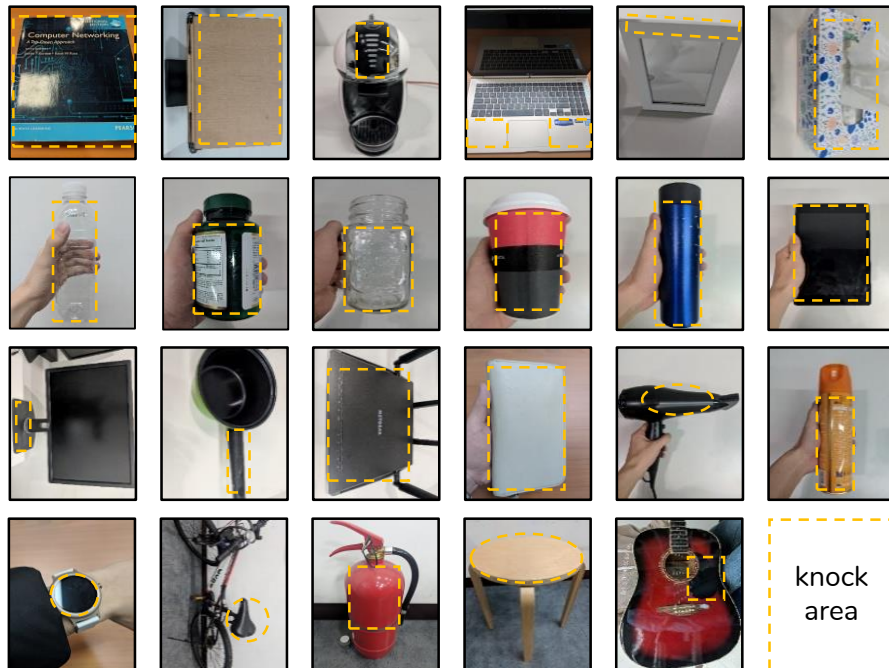
## Support Vector Machine



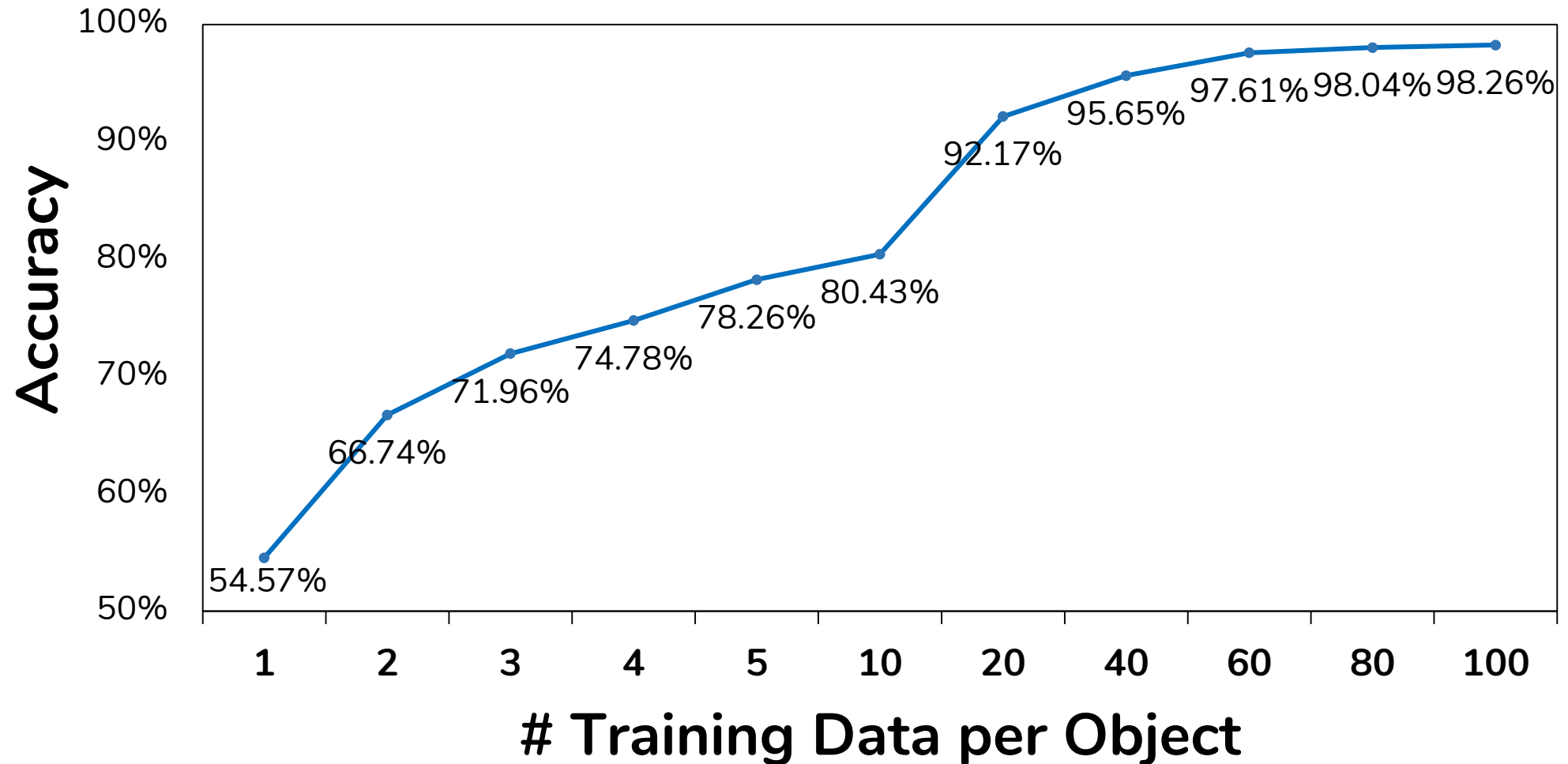
# Evaluation

20 users

23 everyday objects



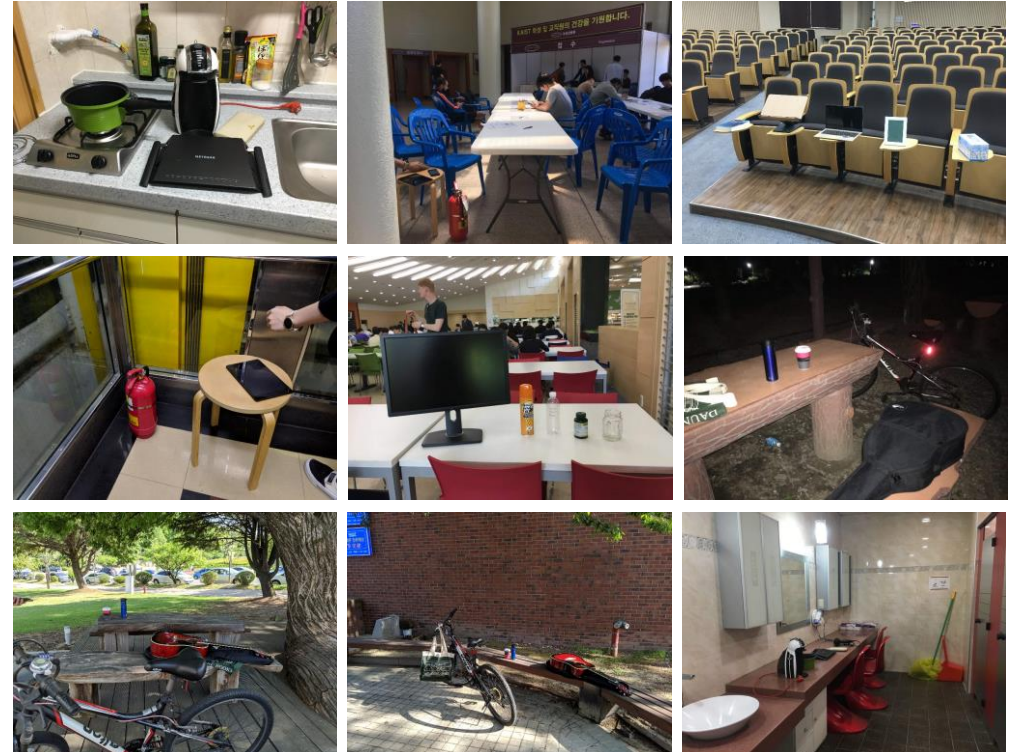
# Impact of the number of training data



# In-lab vs. In-the-wild



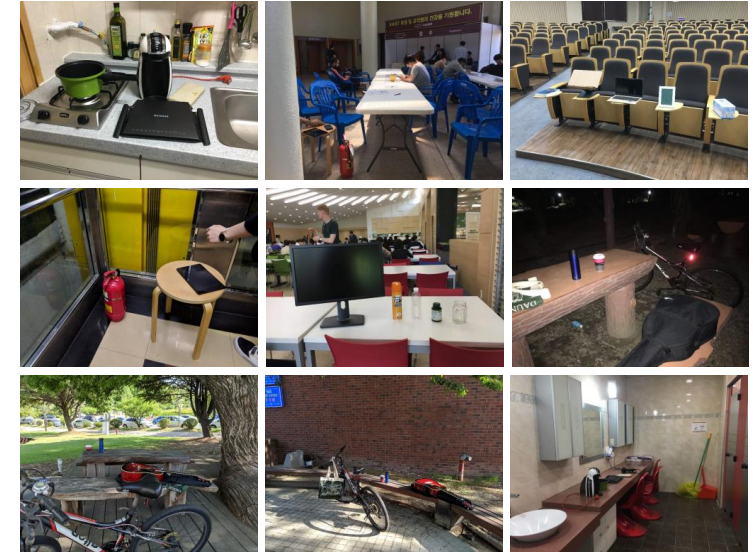
Trained in a quiet room



Tested in 50 environments with  
- various types of noise  
- underlying object changes



# In-lab vs. In-the-wild



## Sound feature only:

95.00%

77.08%

Sound + Acc. + Gyro.:

**96.74% (+1.7%)**

83.02% (+6%)

# Conclusion

- Knocker is a **new object recognition technique** that greatly simplifies the interaction with objects via smartphones
- Knocker leverages **built-in sensors** for identifying objects **without modification** of smartphones and objects
- Knocker's **motion features** improves accuracy especially under **noisy environments**



# Knocker



<https://nmsl.kaist.ac.kr/projects/knocker>

**Dataset is available!**

Taesik Gong: [taesik.gong@kaist.ac.kr](mailto:taesik.gong@kaist.ac.kr)