

PROVISIONAL APPLICATION COVER SHEET

This is a request for filing a PROVISIONAL APPLICATION FOR PATENT under 37 CFR 1.53(c).

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Docket No.

03797.00074

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INVENTOR(S)/APPLICANTS(S)

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FIRST NAME

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Redmond, Washington

TITLE OF THE INVENTION (280 character maximum)

"SYSTEM AND METHOD FOR ACCEPTING DISPARATE TYPES OF USER INPUT"

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ENCLOSED APPLICATION PARTS (check all that apply)

☒ Specification Number of Pages 12 Small Entity Statement ☐
☒ Drawing(s) Number of Sheets 18 Other (specify): ☐

METHOD OF PAYMENT FOR THIS PROVISIONAL APPLICATION FOR PATENT

☒ A check or money order is enclosed to cover the Provisional Filing Fee

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The invention was made by an agency of the United States Government or under a contract with an agency of the United States Government.

No. ☐ Yes, the name of the U.S. Government agency and the Government contract number are: ☐

Respectfully submitted,

SIGNATURE:

Christopher P. Moreno

Date: 11/10/00

TYPED or PRINTED NAME

Christopher P. Moreno

REG. NO. 38,566

Additional inventors are being named on separately numbered sheets attached hereto.

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By: *David Hasler*
(person actually depositing)

In the Application of: Charlton E. Lui

Serial No.: TBA

Filing Date: November 10, 2000

Title: "System and Method for Accepting Disparate Types of User Input"

☒ 1.53 (c) Provisional Patent Application Cover Sheet (12 pages 18 sheet of drawings)

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Attorney Docket No.: 03797.00074

1 **SYSTEM AND METHOD FOR ACCEPTING DISPARATE TYPES OF USER INPUT**

2 **CROSS-REFERENCE TO RELATED APPLICATIONS**

3 The present application is related to application Serial No. (Atty docket 3797.00066),
4 entitled Method and Apparatus For Improving the Appearance of Digitally Represented
5 Handwriting, filed concurrently with the present application; to application Serial No. (Atty
6 docket 3797.00067), entitled Highlevel Active Pen Matrix, and filed concurrently with the
7 present application; to application Serial No. (Atty docket 3797.00069), entitled Selection
8 Handles in Editing Electronic Documents, and filed concurrently with the present application; to
9 application Serial No. (Atty docket 3797.00070), entitled Insertion Point Bungee Space Tool,
10 and filed concurrently with the present application; to application Serial No. (Atty docket
11 3797.00072), entitled Simulating Gestures of a Mouse Using a Stylus and Providing Feedback
12 Thereto, and filed concurrent with the present application; to application Serial No. (Atty docket
13 3797.00075), entitled In Air Gestures, and filed concurrently with the present application; to
14 application Serial No. (Atty docket 3797.00076), entitled Mouse Input Panel Windows Class
15 List, and filed concurrently with the present application; to application Serial No. (Atty docket
16 3797.00077), entitled Mouse Input Panel and User Interface, and filed concurrently with the
17 present application; to application Serial No. (Atty docket 3797.00079), entitled System and
18 Method For Inserting Implicit Page Breaks, and filed concurrently with the present application;
19 each of which is incorporated by reference herein.

20 **BACKGROUND OF THE INVENTION**

21 Computer users are generally familiar with interacting with a personal computer via a
22 mouse and keyboard. Tablet PC's, however, generally do not have a physical keyboard or a

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1 mouse as part of its user interface. Instead, the user will often interact with a tablet PC in the
2 form of inputting textual information, navigating among documents, entering commands, and the
3 like, using a pen or stylus on the tablet PC's display.

4 Conventional stylus and tablet user interfaces are typically cumbersome to use, limit a
5 user to one mode of inputting text information at a time, and require that the user manually
6 switch between the various input modes.

7 Because handwritten notes are more appropriate in a meeting setting, while speech may
8 be more efficient for entering text into correspondence from a relatively private setting, such as a
9 user's office or home, an integrated spectrum of various ways to enter textual information into a
10 tablet PC is desirable.

11 Accordingly, there is a need for an improved user interface that allows users of tablet
12 PC's to input synchronized multimedia text information in various ways, while minimizing the
13 amount of switching between input modes that is necessary.

14 **DETAILED DESCRIPTION OF THE INVENTION**

15 The present invention may be more readily described with reference to FIGS. 1-12.
16 FIG. 1 illustrates a schematic diagram of a conventional general-purpose digital computing
17 environment that can be used to implement various aspects of the present invention. In FIG. 1, a
18 computer 100 includes a processing unit 110, a system memory 120, and a system bus 130 that
19 couples various system components including the system memory to the processing unit 110.
20 The system bus 130 may be any of several types of bus structures including a memory bus or
21 memory controller, a peripheral bus, and a local bus using any of a variety of bus architectures.

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1 The system memory 120 includes read only memory (ROM) 140 and random access memory
2 (RAM) 150.

3 A basic input/output system 160 (BIOS), containing the basic routines that help to
4 transfer information between elements within the computer 100, such as during start-up, is stored
5 in the ROM 140. The computer 100 also includes a hard disk drive 170 for reading from and
6 writing to a hard disk (not shown), a magnetic disk drive 180 for reading from or writing to a
7 removable magnetic disk 190, and an optical disk drive 191 for reading from or writing to a
8 removable optical disk 192 such as a CD ROM or other optical media. The hard disk drive 170,
9 magnetic disk drive 180, and optical disk drive 191 are connected to the system bus 130 by a
10 hard disk drive interface 192, a magnetic disk drive interface 193, and an optical disk drive
11 interface 194, respectively. The drives and their associated computer-readable media provide
12 nonvolatile storage of computer readable instructions, data structures, program modules and
13 other data for the personal computer 100. It will be appreciated by those skilled in the art that
14 other types of computer readable media that can store data that is accessible by a computer, such
15 as magnetic cassettes, flash memory cards, digital video disks, Bernoulli cartridges, random
16 access memories (RAMs), read only memories (ROMs), and the like, may also be used in the
17 example operating environment.

18 A number of program modules can be stored on the hard disk drive 170, magnetic disk
19 190, optical disk 192, ROM 140 or RAM 150, including an operating system 195, one or more
20 application programs 196, other program modules 197, and program data 198. A user can enter
21 commands and information into the computer 100 through input devices such as a keyboard 101
22 and pointing device 102. Other input devices (not shown) may include a microphone, joystick,

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1 game pad, satellite dish, scanner or the like. These and other input devices are often connected
2 to the processing unit 110 through a serial port interface 106 that is coupled to the system bus,
3 but may be connected by other interfaces, such as a parallel port, game port or a universal serial
4 bus (USB). Further still, these devices may be coupled directly to the system bus 130 via an
5 appropriate interface (not shown). A monitor 107 or other type of display device is also
6 connected to the system bus 130 via an interface, such as a video adapter 108. In addition to the
7 monitor, personal computers typically include other peripheral output devices (not shown), such
8 as speakers and printers. In a preferred embodiment, a pen digitizer 165 and accompanying pen
9 or stylus 166 are provided in order to digitally capture freehand input. Although a direct
10 connection between the pen digitizer 165 and the processing unit 110 is shown, in practice, the
11 pen digitizer 165 may be coupled to the processing unit 110 via a serial port, parallel port or
12 other interface and the system bus 130 as known in the art. Furthermore, although the digitizer
13 165 is shown apart from the monitor 107, it is preferred that the usable input area of the digitizer
14 165 be co-extensive with the display area of the monitor 107. Further still, the digitizer 165 may
15 be integrated in the monitor 107, or may exist as a separate device overlaying or otherwise
16 appended to the monitor 107.

17 The computer 100 can operate in a networked environment using logical connections to
18 one or more remote computers, such as a remote computer 109. The remote computer 109 can
19 be a server, a router, a network PC, a peer device or other common network node, and typically
20 includes many or all of the elements described above relative to the computer 100, although only
21 a memory storage device 111 has been illustrated in FIG. 1. The logical connections depicted in
22 FIG. 1 include a local area network (LAN) 112 and a wide area network (WAN) 113. Such

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1 networking environments are commonplace in offices, enterprise-wide computer networks,
2 intranets and the Internet.

3 When used in a LAN networking environment, the computer 100 is connected to the
4 local network 112 through a network interface or adapter 114. When used in a WAN networking
5 environment, the personal computer 100 typically includes a modem 115 or other means for
6 establishing a communications over the wide area network 113, such as the Internet. The
7 modem 115, which may be internal or external, is connected to the system bus 130 via the serial
8 port interface 106. In a networked environment, program modules depicted relative to the
9 personal computer 100, or portions thereof, may be stored in the remote memory storage device.

10 It will be appreciated that the network connections shown are exemplary and other
11 techniques for establishing a communications link between the computers can be used. The
12 existence of any of various well-known protocols such as TCP/IP, Ethernet, FTP, HTTP and the
13 like is presumed, and the system can be operated in a client-server configuration to permit a user
14 to retrieve web pages from a web-based server. Any of various conventional web browsers can
15 be used to display and manipulate data on web pages.

16 FIG. 2 illustrates a tablet and stylus computer that can be used in accordance with various
17 aspects of the present invention. Any or all of the features, subsystems, and functions in the
18 system of Figure 1 can be included in the computer of FIG. 2. The computer 201 includes a
19 large display surface 202, e.g., a digitizing flat panel display, preferably, a liquid crystal display
20 (LCD) screen, on which a plurality of graphical user interface windows 203 is displayed. The
21 display is preferably oriented in "portrait" mode (i.e., vertically), as opposed to "landscape"
22 mode (i.e., horizontally). Using stylus 204, a user can select, highlight, and write on the

1 digitizing display area. Examples of suitable digitizing display panels include electromagnetic
2 pen digitizers, such as the Mutoh or Wacom pen digitizers. Other types of pen digitizers, e.g.,
3 optical digitizers, may also be used. The computer 201 interprets marks made using stylus 204
4 in order to manipulate data, enter text, and execute conventional computer application tasks such
5 as spreadsheets, word processing programs, and the like. One commercially available tablet and
6 stylus computer incorporating many of these features is the Stylistic 2300 computer sold by
7 Fujitsu Personal Systems, Inc., of Santa Clara, California.

8 A stylus could be equipped with buttons or other features to augment its selection
9 capabilities. In one embodiment, a stylus could be implemented as a "pencil" or "pen", in which
10 one end constitutes a writing portion and the other end constitutes an "eraser" end, and which,
11 when moved across the display, indicates portions of the display are to be erased. Additionally,
12 a user's own finger could be used for selecting or indicating portions of the displayed image on a
13 touch-sensitive or proximity-sensitive display.

14 In accordance with various inventive principles, a tablet PC user interface accepts a
15 spectrum of input ranging from entering characters via a simple virtual keyboard through single
16 stroke or single character recognition. Single stroke refers to using one stroke to symbolize a
17 character. The spectrum continues from single character through cursive recognition, and
18 through to speech recognition. A user interface in accordance with the principles of this
19 invention, integrates these concepts together into a single user interface that allows a user to
20 input text information via various types of input in a seamlessly integrated and synchronized
21 manner.

1 These text input techniques work differently for different users. For example,
2 handwriting recognition and speech recognition work well for some users and not as well for
3 other users. Of course, any particular user is more likely to use recognition techniques that work
4 relatively more efficiently than other techniques based upon any particular circumstances. For
5 instance, while speech recognition may work well for a user, it might be inappropriate for a
6 social context such a meeting with other people. For dictating a letter in a relatively private
7 setting, however, speech recognition may be more appropriate. Ambient noise may also affect
8 the effectiveness of speech recognition. In general terms, individual users will tend to use
9 different input methods at different times. Depending upon what the input is, different types of
10 recognition may be more effective. For instance, cursive handwriting recognition may be very
11 effective for a letter without many special symbols, but URL's and/or mathematical equations
12 and the like typically will be more effectively recognized by a symbol recognizer.

13 Preferably, a user is able to configure the user interface to the user's preferences. For
14 example, the character recognizer may be shown or hidden based upon how the user configures
15 the user interface. Several variations are set forth in the figures and are discussed below.

16 Figure 3 depicts several example layouts for a slide out text input panel having three tabs
17 for switching between input recognizers, namely, Words, Keyboard, and Characters. The Words
18 tab is a word recognizer with a symbol button pad. The symbol button pad facilitates recognition
19 of symbols characters, such as the symbols shown in the symbol pad of example layout 1 of
20 Figure 3. The example layouts shown in Figure 3 are numbered in the lower right hand corner of
21 each example layout from 1 through 7.

1 The view menu on the tab bar allows a user to select between using this tab with a
2 symbol pad, character recognizer, or none at all, as depicted in example layouts 1, 2, and 3 of
3 FIG. 3, respectively. The Character tab also has the same interaction with the view menu. Users
4 can toggle on/off or swap the symbol pad with the word recognizer , as depicted in example
5 layouts 5 and 7 of FIG. 3, respectively. The Keyboard is a simplified "Qwerty" layout without
6 the function keys. The function keys can be accessed by the Fn button, which will open a pop-
7 menu of F1-12. Sym key will do the same for symbols. The Symbols menu item in the tab bar
8 will also bring up a MRU (most recently used) menu of symbols plus other prioritized symbols.

9 User assistance can be found in a status help area on example layouts 1,2,3,5, and 7 of
10 FIG. 3. These example layouts use the area just below the recognition pads (the area where
11 "word recognizer" appears in layout 1) to give the user, better cues on what each tab does and
12 how it works. The word recognition grid also uses a watermark, which disappears when the pen
13 is hovered over it, that shows users where recognized ink should be written. The Stage, which is
14 an area for displaying a preview of recognized characters, symbols, or words, also has
15 descriptive text that appears when it is first opened, as shown near the top of layout 3.

16 The "thumb tab" appearing near the middle from top to bottom on the right side of each
17 example layout in FIG. 3 can be used to slide out a text input panel when a user wants to use the
18 text input panel. The thumb tab can be used again after the user is done with the text input panel
19 to "hide" the text input panel, with the exception of the thumb tab.

20 FIG. 4 depicts several example layouts for the Word tab of FIG. 3. A gray border area
21 may be included to focus a user's attention to the edit line areas. Anything written in the gray
22 area could be neither recognized nor rendered on the screen as ink. The bottom right sketch

1 includes a grid design for the character recognizer on the right side with discrete areas for
2 capital, lower case, number, and symbol characters.

3 FIG. 5 depicts a text input panel docked at the taskbar and launched from the right of the
4 status area. The keyboard and word recognizer are presented as tabs in the taskbar. This
5 example layout also has a menu bar on top with a keybar below. This layout occupies the full
6 width of the display screen. The text input panel depicted in FIG. 5 could be grabbed by the top
7 bar and ripped off (i.e., dragged away from) the taskbar to float like a separate window.

8 FIG. 6 depicts the text input panel docked at the taskbar as in FIG. 5 with the "jot" (i.e.,
9 character recognizer) selected from the menu bar.

10 FIG. 7 depicts the text input panel docked at the taskbar as in FIG. 5 with the keyboard
11 displayed.

12 FIG. 8 depicts the text input panel docked at the taskbar as in FIG. 5 with a toggle-on
13 button in the lower right-hand corner. The toggle-on button can be changed using the pop-up
14 menu arrow to switch between writing and keyboard or by using the tabs. This layout includes
15 the keybar as a button pad to the right.

16 FIG. 9 depicts the character recognizer on and as a single pad. The pad can be set to
17 recognize capital, lower case, or numbers and symbols by selecting the buttons below it.

18 FIG. 10 depicts the docked text input panel with a multi-line stage.

19 FIG. 11 depicts the docked text input panel with a full width keyboard. As will be
20 apparent other similar layouts could also be used.

21 Referring to FIG. 12, a soft keyboard 1200 processes input from a tablet PC's virtual
22 keyboard/key bar/symbols. In other words, the soft keyboard 1200 processes input other than

1 handwriting in the form of button clicks and menu choices. A word recognizer 1202 and a
2 character recognizer 1204, on the other hand are grouped together within a box drawn in dashed
3 lines to indicate that the user gets both of them together, subject to the user configuring the text
4 input panel otherwise. The dashed line box around soft keyboard 1200 indicates that, from the
5 user's perspective, the soft keyboard is a different part of the user interface than the word and
6 character recognizers. A speech recognizer 1206 translates the user's speech into text.

7 A users goal is getting text into an application program 1208. The soft keyboard is a
8 reliable way to enter text into an application. The user brings up the soft keyboard and actuates
9 it by tapping on keys with the user's pen. On screen presses are translated into actual key stroke
10 commands that an operating system understands.

11 The soft keyboard may be sized to approximately the same size that the word recognizer
12 and character recognizer previously occupied on the display. Alternatively, separate sizes could
13 be stored for use with the soft keyboard on the one hand and the character and word recognizers
14 on the other hand.

15 The soft keyboard, character, word, and speech recognizers each pass data to the
16 background recognizer 1210, which synchronizes input from these sources so that if a user inputs
17 some handwriting and then taps on a soft keyboard key, background recognizer 1210 preserves
18 the order in which the user entered the input from various sources. Notwithstanding that the
19 word recognizer operates fairly quickly as perceived by the user, the synchronization mentioned
20 above is desirable because the word recognizer typically takes longer to recognize words than the
21 soft keyboard takes to recognize key presses. Accordingly, if a user writes several words in the
22 word recognizer area, also referred to as the word pad, then taps the space key, the words are

1 preferably recognized first. Then the space is entered rather than performing whatever operation
2 can be finished first. Speech recognition, like handwriting recognition, is typically relatively
3 slower than recognition of a soft keyboard press.

4 In addition, a user can preferably turn off automatic word recognition, which otherwise
5 preferably occurs after user configurable timeout expires following a period of inking inactivity.
6 When automatic word recognition is turned off, word recognition will not occur until the user
7 performs a text input panel operation other than writing words.

8 The handwriting recognizer 1214 executes on a separate thread to allow the user interface
9 to remain responsive to incoming requests from the user. Recognition results are then passed
10 through the background recognizer to the operating system 1212, which passes the recognition
11 results, typically in the form of text, to the application 1208.

12 Recognition results may optionally be passed to a window for providing the user a
13 preview of the recognition results. This preview window is also referred to as a stage and is
14 depicted in FIG. 12 with reference number 1216.

15 Because the text input panel typically does not have direct access to the various
16 applications running on the user's system, the recognized text is displayed and a menu of
17 alternate choices that have come back from the recognizer may also be provided so that the user
18 can correct recognition inaccuracies before the text input panel sends the text to an application.

19 A re-do/re-send button may be provided so that a user can send the same text to multiple
20 applications or can re-send text that did not go the intended application. The stage passes the
21 recognition results to the operating system message router.

1 The character recognizer preferably decides what various strokes should be based on it's
2 vocabulary of knowing strokes and it provides a recognition result. Some gestures are carried
3 over from the character recognizer to the word recognizer. There is a left to right stroke in the
4 character recognizer that is recognized as space and a right to left stroke that is recognized as
5 backspace. Because spaces and back spaces are entered frequently, the text input panel
6 recognizes these gestures entered into an empty word recognizer area. Having a vocabulary of
7 gestures that a user can mix with the user's natural handwriting provides significant convenience
8 and increased efficiency to the user.

9 A user can preferably have a text input panel displayed and also get to see through it
10 what's underneath the text input panel. Because displaying the text input panel in a translucent
11 fashion may be undesirable to some users under certain circumstance, users are preferably able
12 to have the text input panel displayed in translucent form never, always, or when the user's pen
13 hovers over the text input panel.

14 Like the symbol and character recognizer pads shown in various Figures and discussed
15 above, a gesture pad could be provided. A user's inking or gestures in the such a gesture pad
16 area would be interpreted as a gesture as opposed to a symbol or other character. Such a gesture
17 pad would advantageously increase the accuracy of the left-to-right gesture being interpreted as a
18 space instead of being erroneously recognized as a hyphen or an underscore, for instance.

19

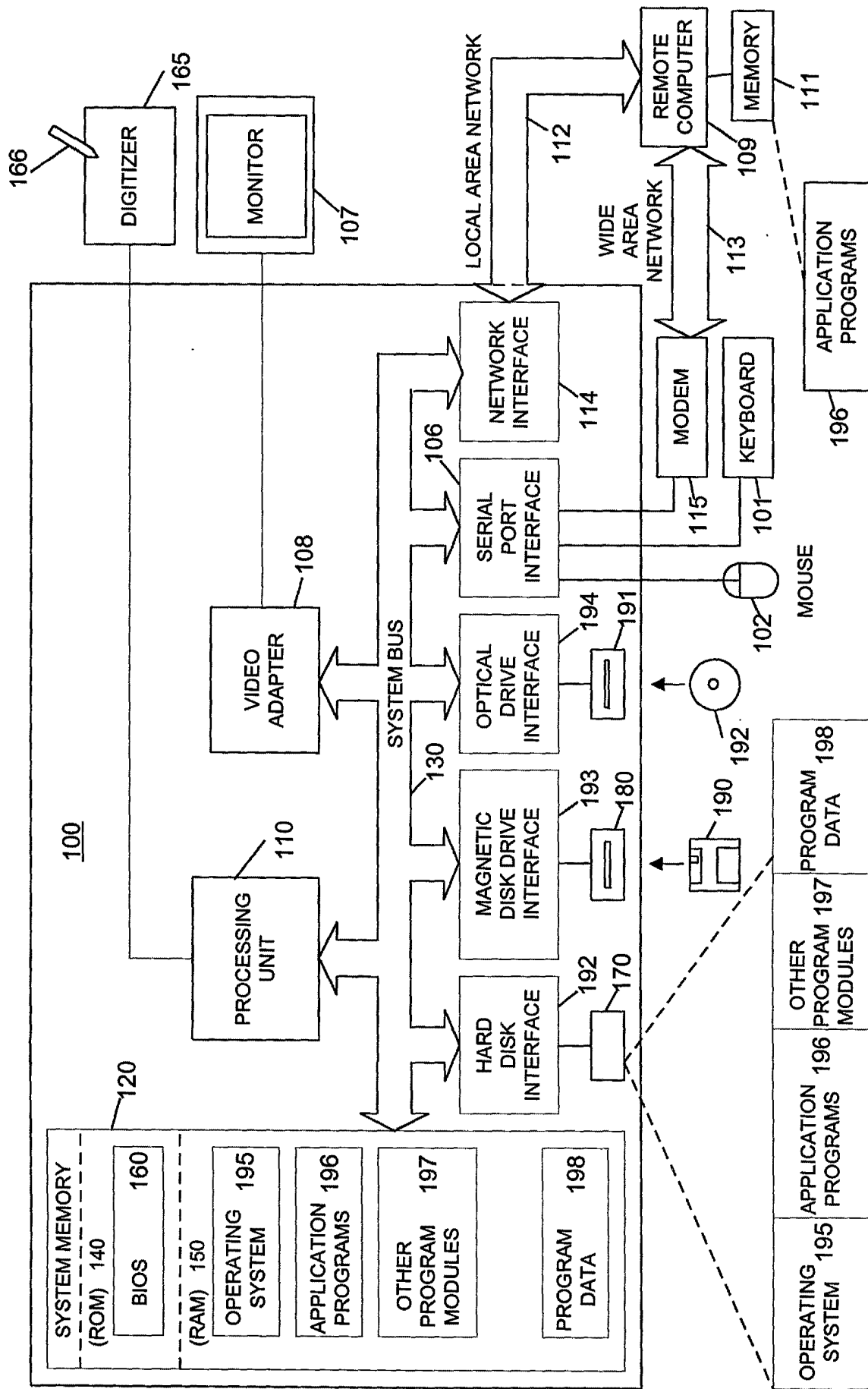


FIG. 1

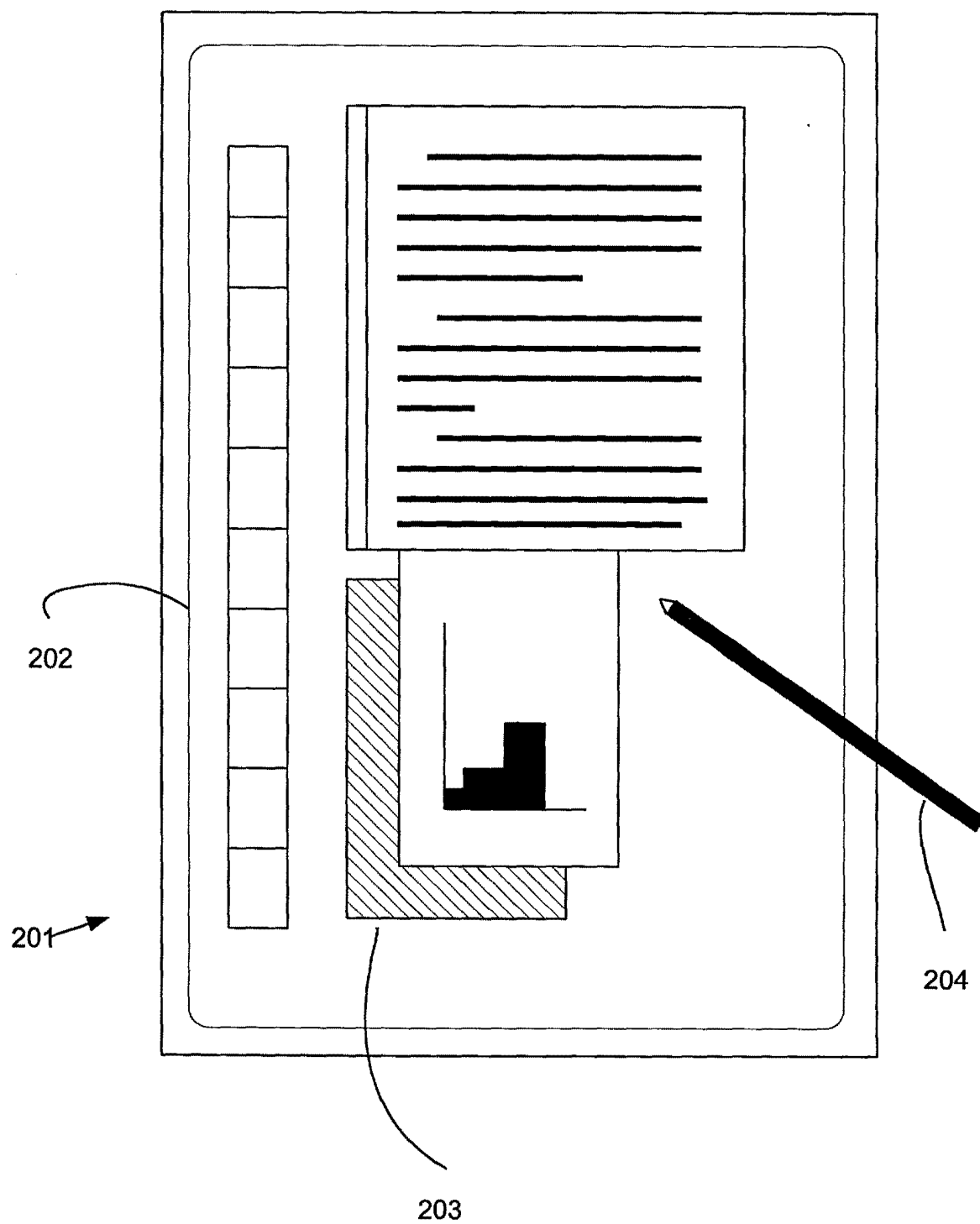


FIG. 2

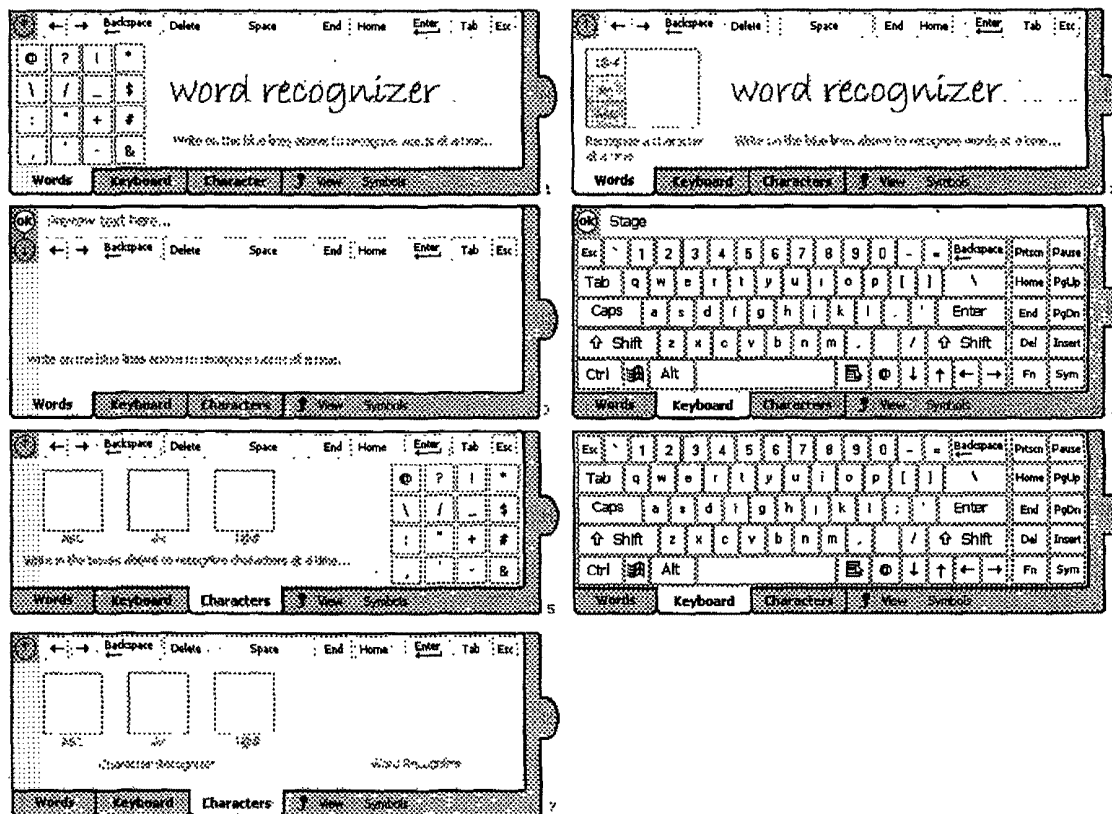


FIG. 3

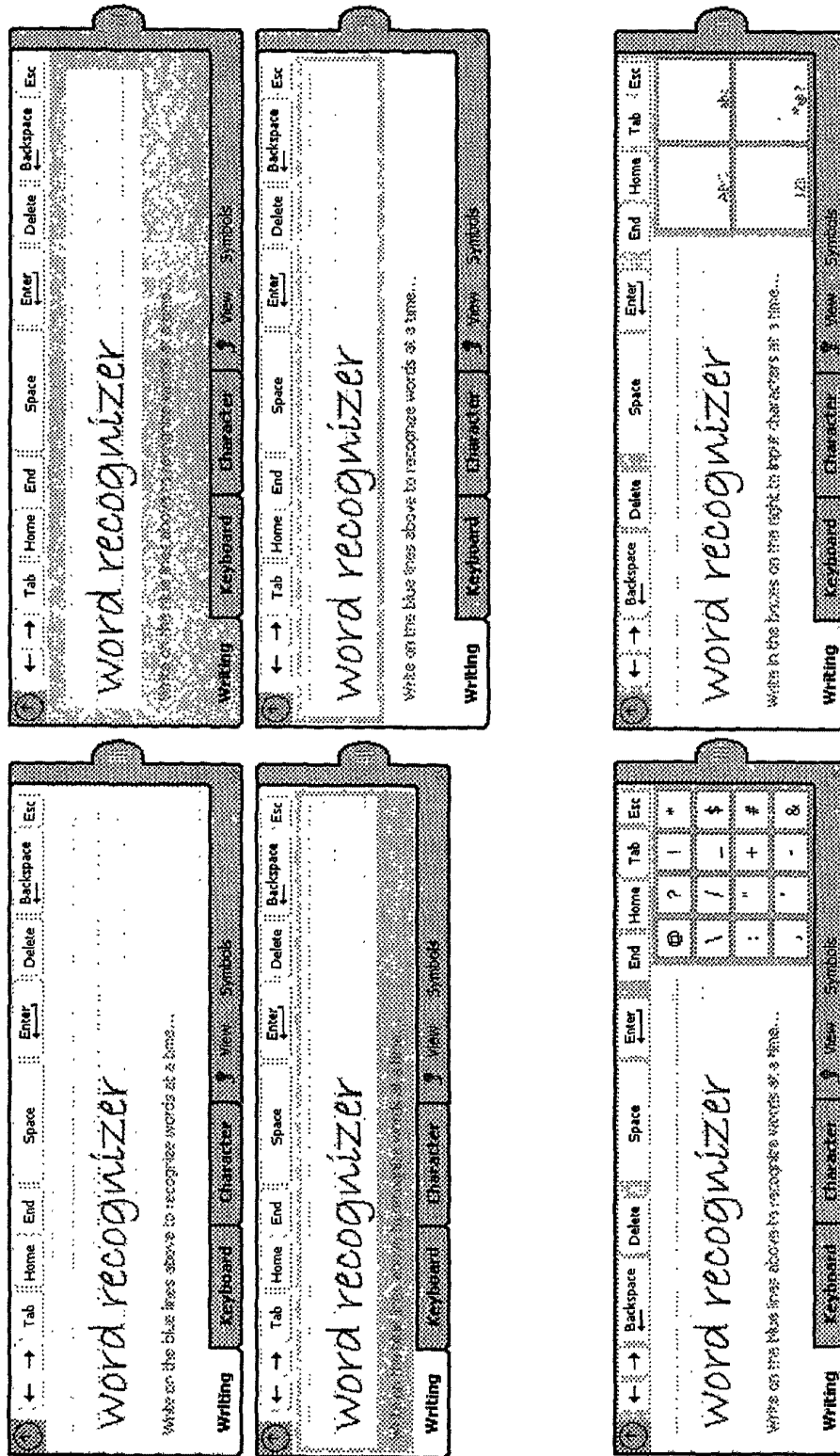


FIG. 4

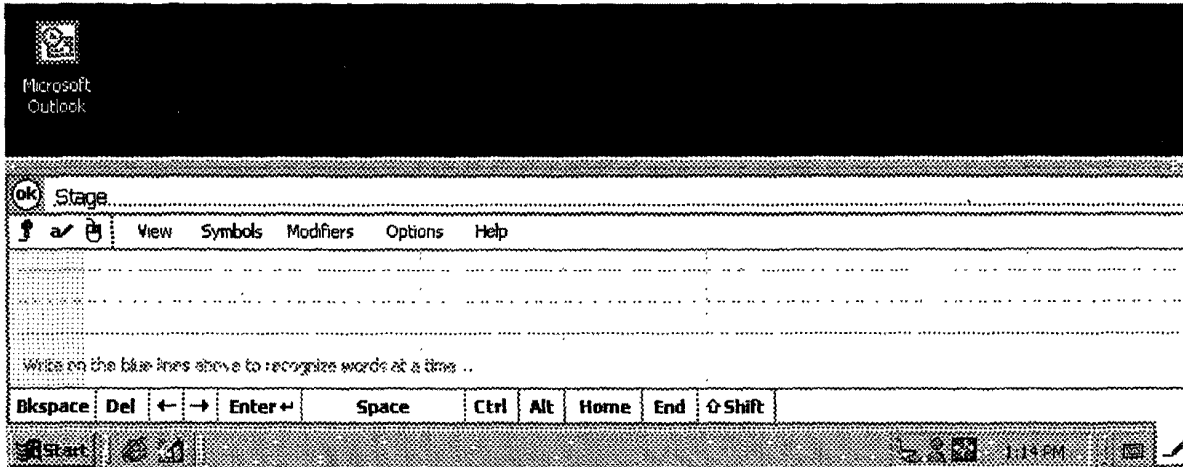


FIG. 5

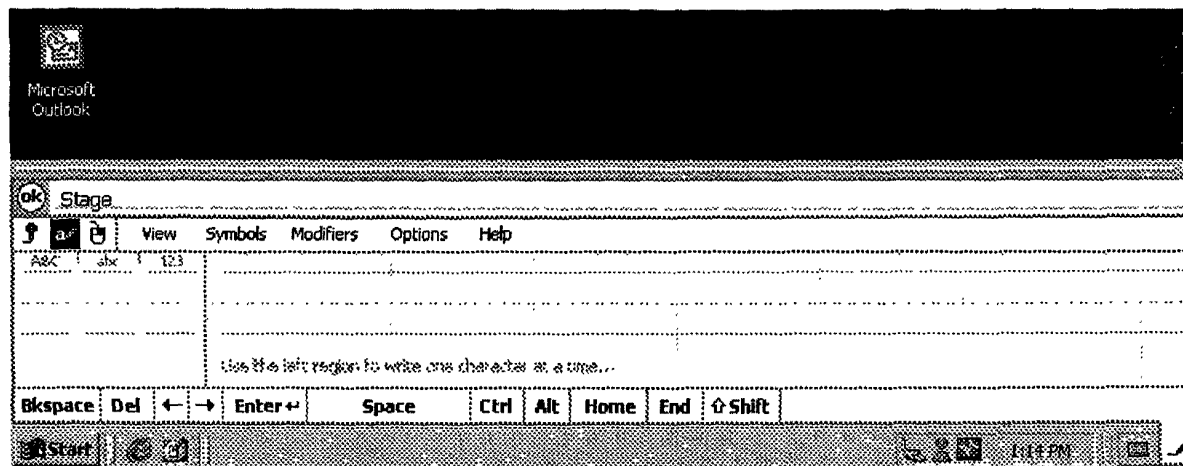


FIG. 6

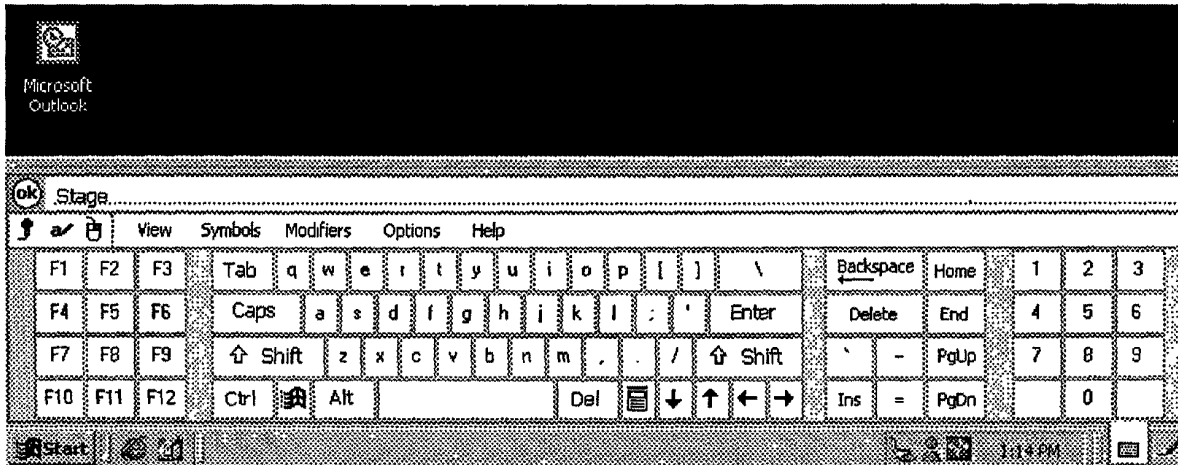


FIG. 7

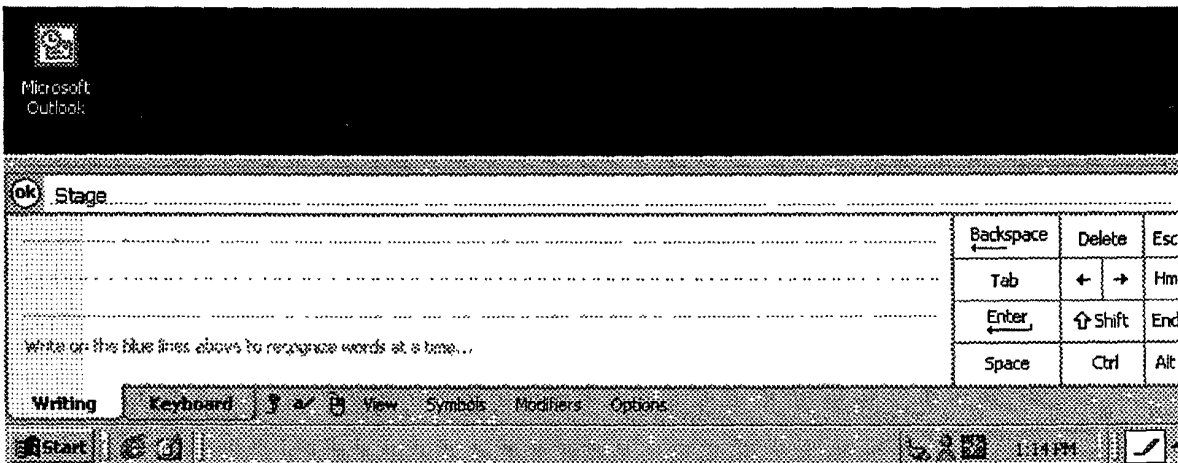


FIG. 8

Downloaded from www.secdatabase.com

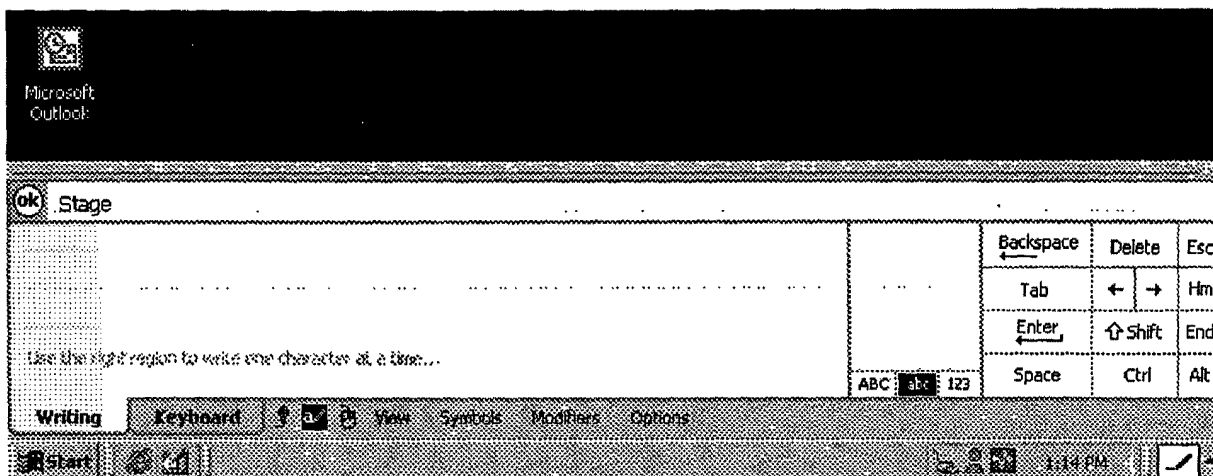


FIG. 9

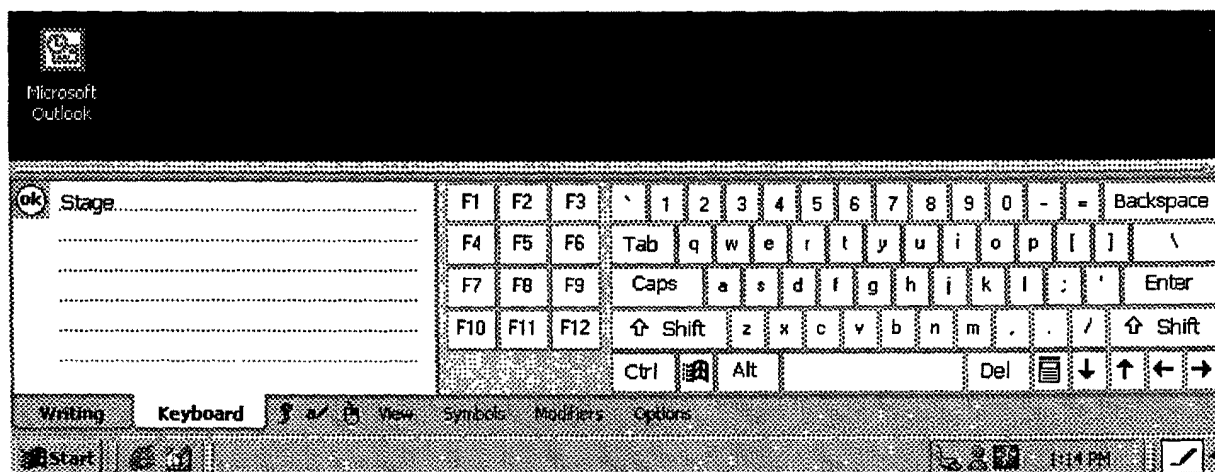


FIG. 10

Microsoft Outlook

Stage

F1	F2	F3	Tab	q	w	e	r	t	y	u	i	o	p	[	]	\	Backspace	Home	1	2	3
F4	F5	F6	Caps	a	s	d	f	g	h	j	k	l	;	'	Enter		Delete	End	4	5	6
F7	F8	F9	⇧ Shift	z	x	c	v	b	n	m	.	,	/	⇧ Shift			PgUp		7	8	9
F10	F11	F12	Ctrl	Alt									Del	↓	↑	←	→	Ins	=	PgDn	0

Writing Keyboard View Symbols Modifiers Options

1:14 PM

Version of docked tip with a full width keyboard.

FIG. 11

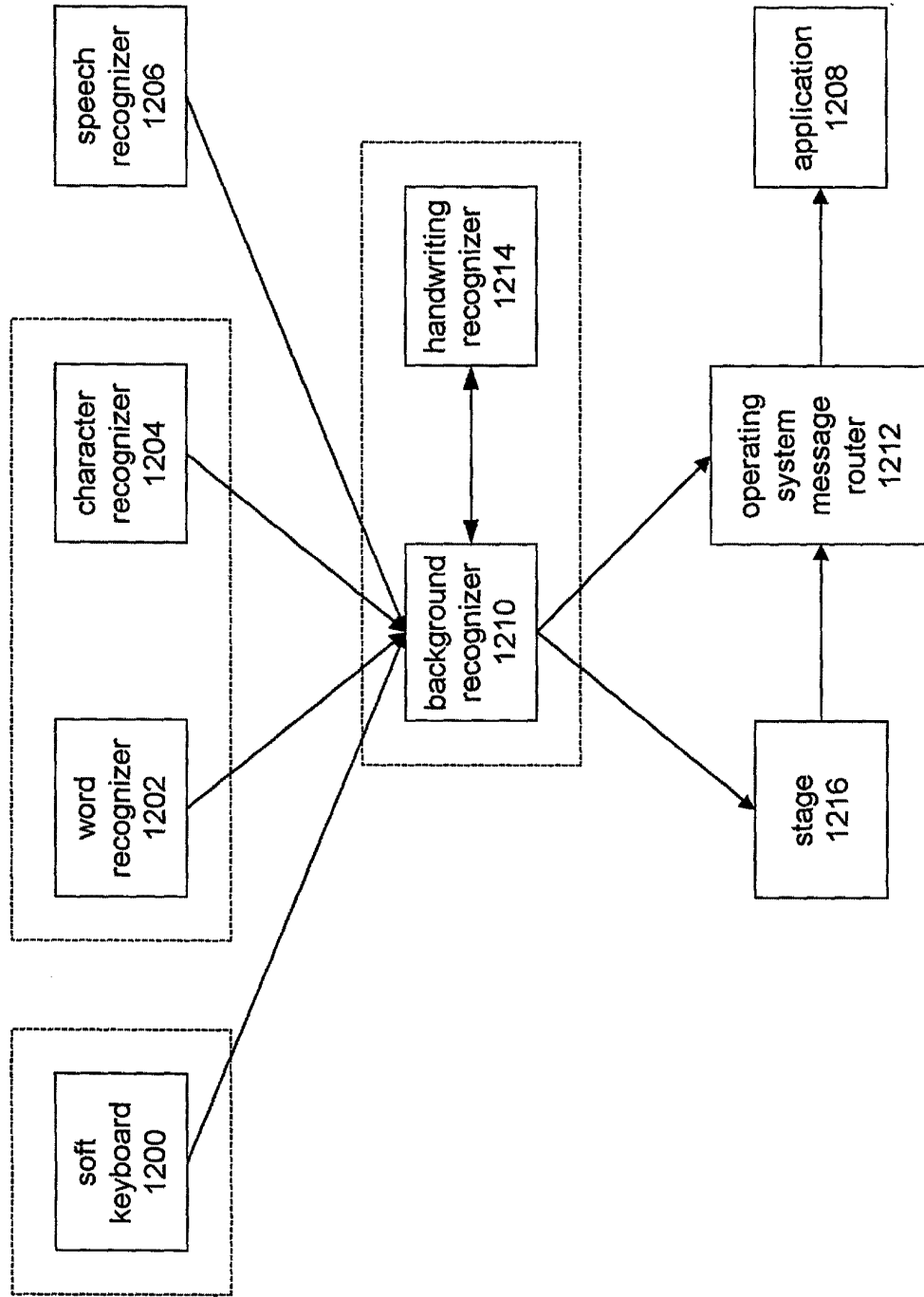
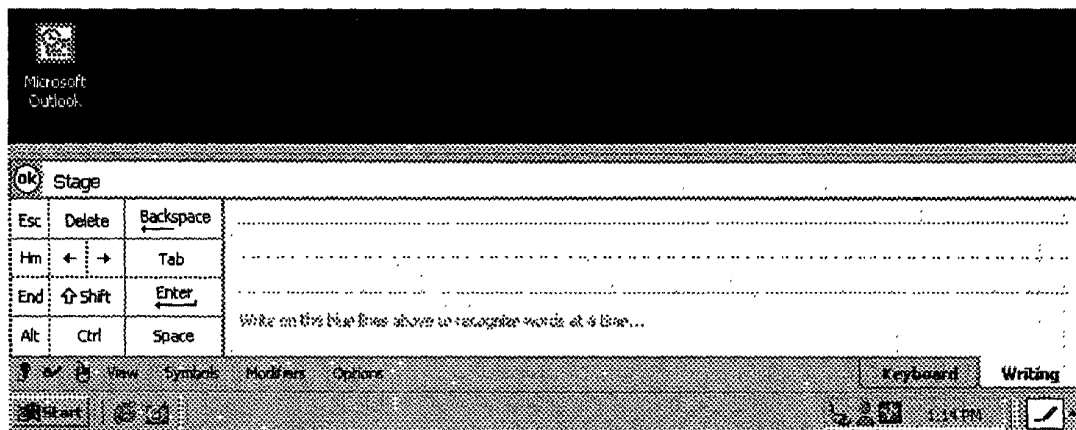
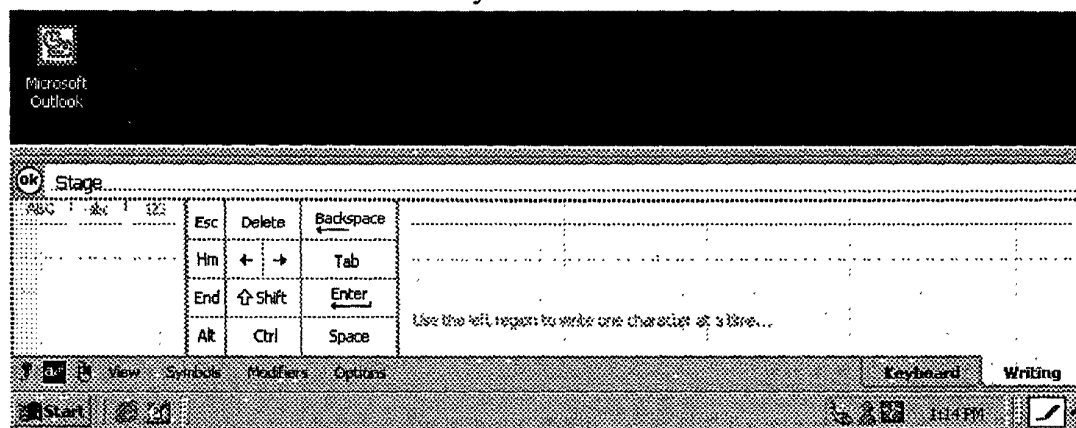


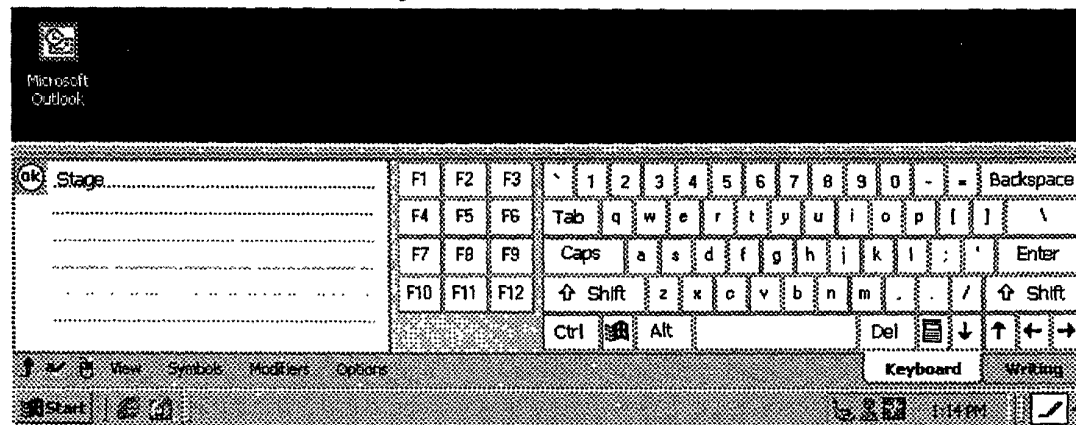
FIG. 12



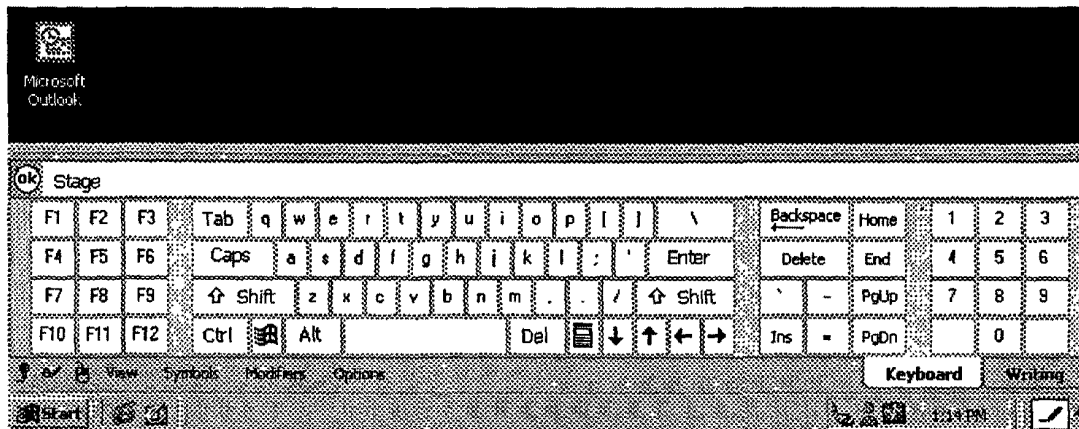
Version with a docked TIP with the keybar on the left.



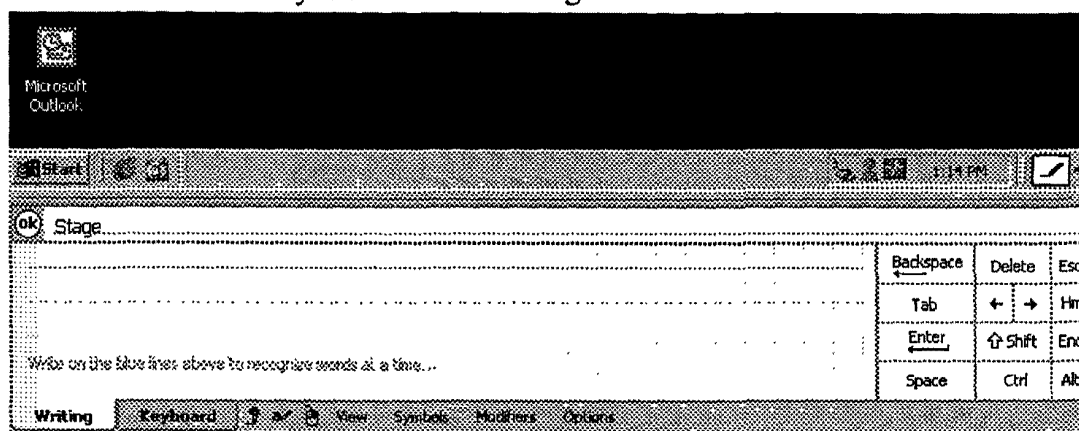
Version with a docked TIP with jot to the left



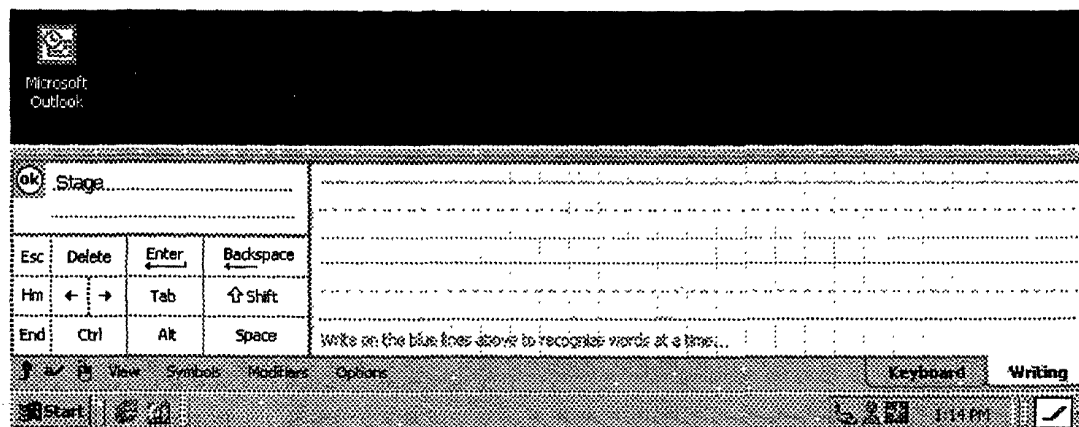
Version with a docked TIP with multi-line stage and tabs on the right.



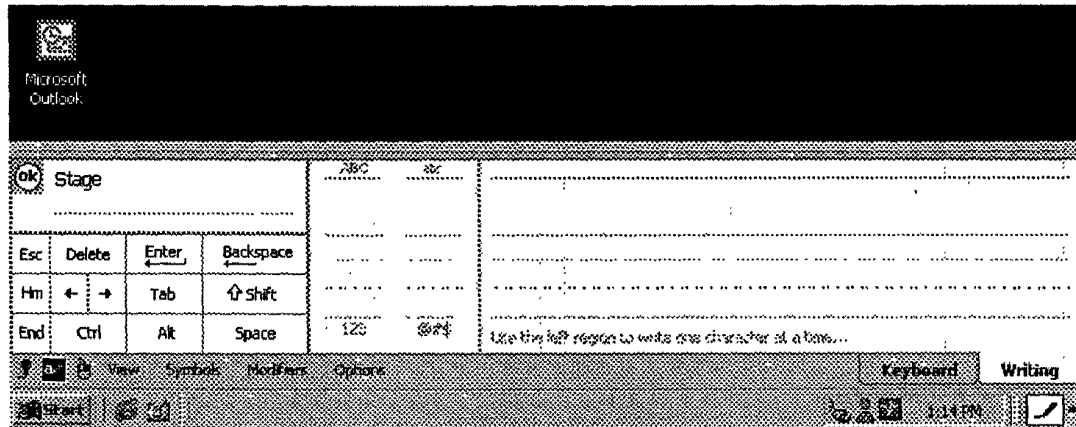
Version of full width keyboard with tabs on right



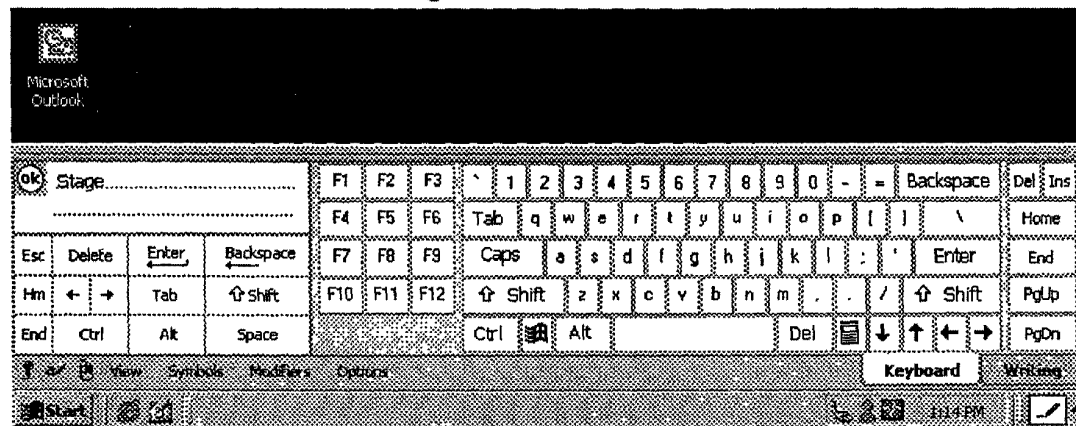
Version of docked TIP below the taskbar.



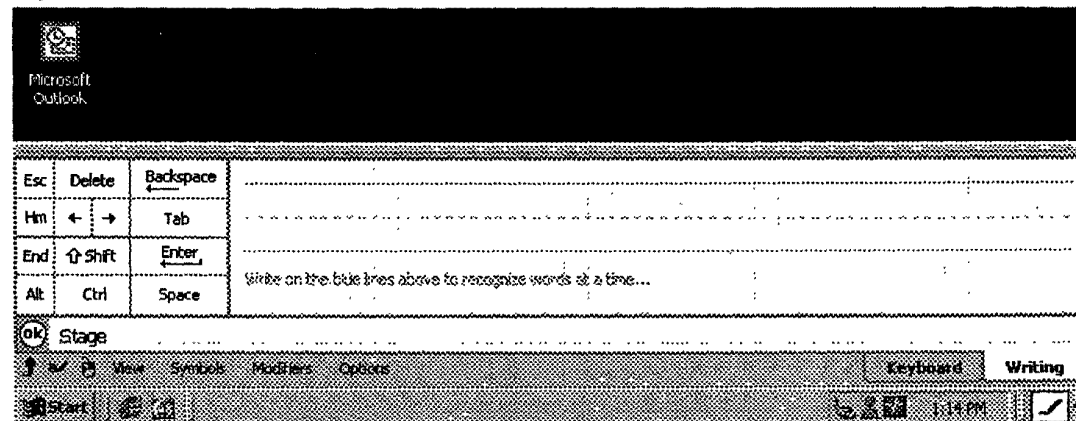
Version of docked TIP with a double line word recognizer and a double stacked keybar and stage.



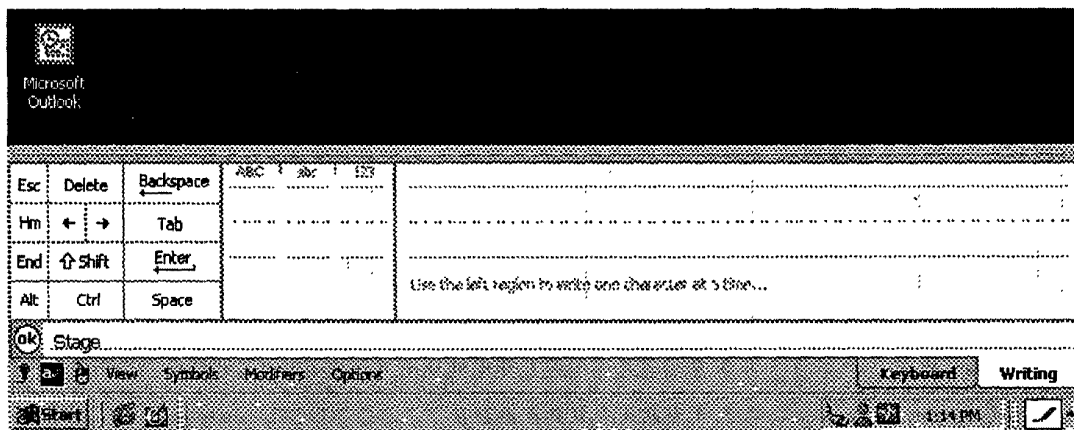
Same as above with character recognizer on



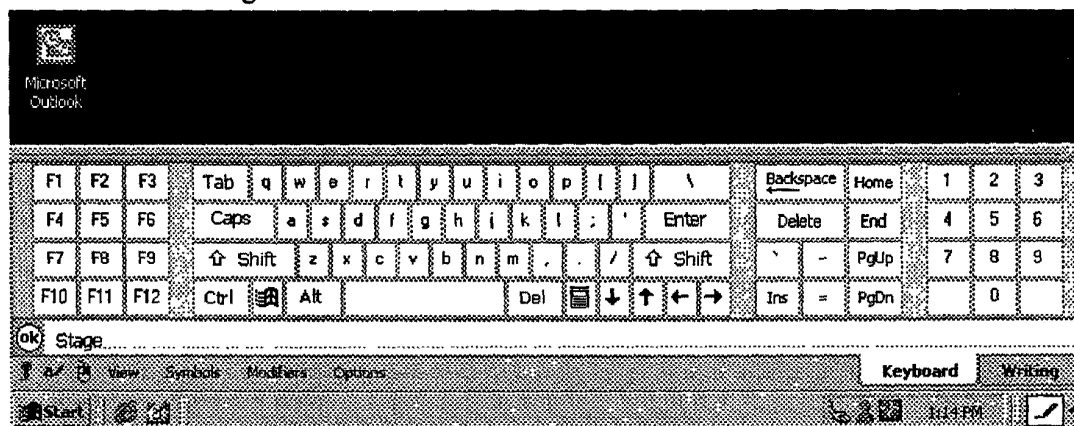
Keyboard version



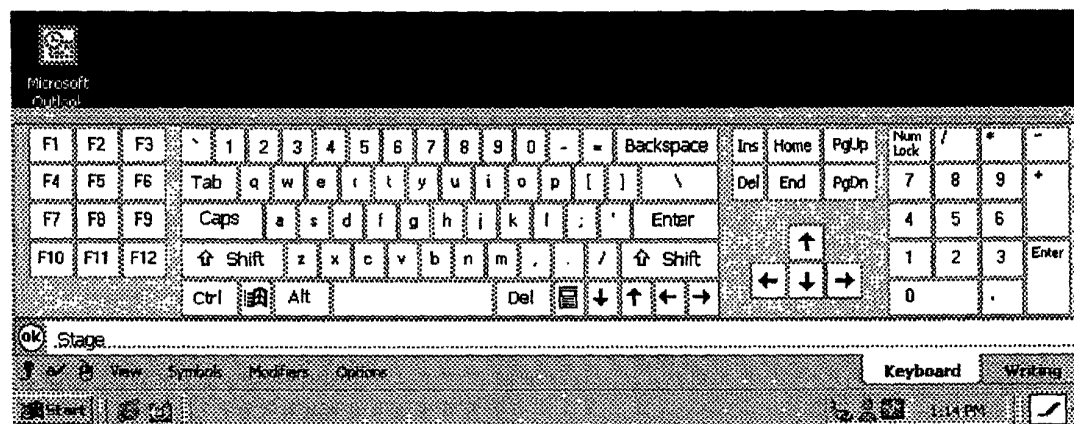
Version of docked TIP with Stage on bottom and keybar as left pad



With character recognizer on

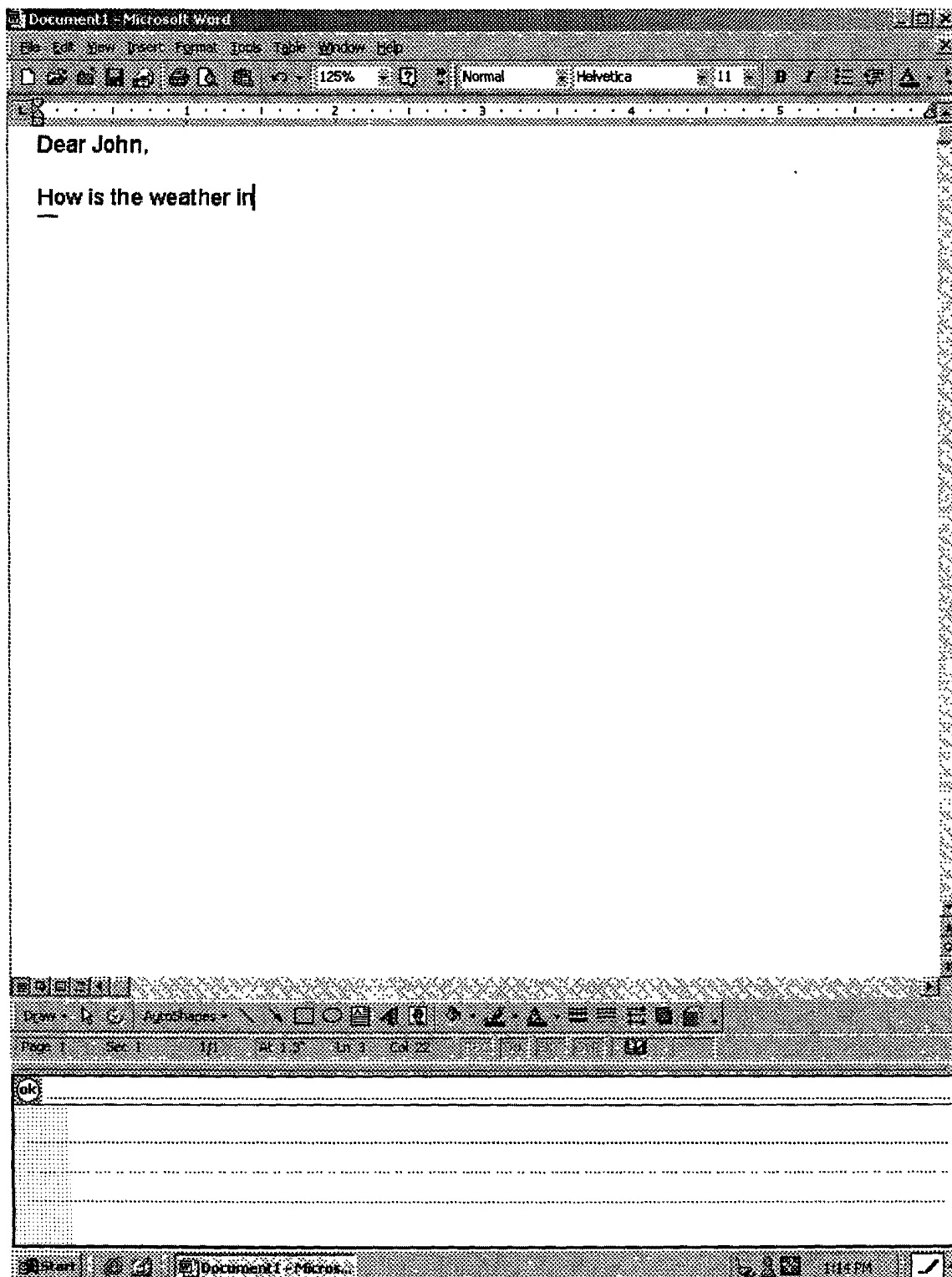


Stage on bottom with keyboard on



Stage on bottom with different keyboard layout using a inverted "T" for arrows and number pad closer to real keyboard

2003 4 4 00:44:23



ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

Stacked

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

Sandwich without status area

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

Sandwich with Jot closed with overlay

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

Jot stacked

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Menu

Jot as tab

ok Stage

Backspace

ABC abc 123

Space

Status or help area...

Writing Keyboard Menu Menu Menu

Stage

Write

Tools

Tab

Status

Keyboard

Stacked with keyboard

