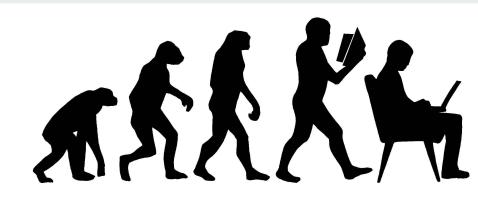
BetterKey: Keyboard Optimization using Genetic Algorithms

Akarsh Kumar, Kush Desai

Finding Best Keyboard Layout for Hand Positions

How the GA works



- Based on theory of evolution
- We initially generate randomized 10 organism
 - Balance between diversity + number of generations
- Over time, algorithm finds "most fit" organisms through breeding and mutating

Weights: two hands

1.	75	2	.0	1	.5	1.2	25	1.2	25	1.2	25	1.2	25	1	.5	2.	.0	1.	75			
	* 1.0		* 1.	.0	* 1.		* 1	.0	1.2	25	1.2	25	* 1.	.0	* 1.	.0	* 1.	.0	* 1	.0	1.7	75
		1.7	75	2.	.0	1.	.5	1.2	25	1.2	25	1.2	25	1.2	25	1.	5	2.	.0	1.7	75	

Example Weight Distribution for two-handed typing

Weights: left hand only

Weights: right hand only

2.	25	2.	.0	1.	75	1.	75	2.	.0	1	.5	1.	25	1.2	25	1	.5	1.	75			
	2.25		2.	.0	1.3	75	* 1.	.0	* 1.	.0	* 1.	.0	* 1.	.0	1.2	25	1.	.5	1.	75	2.	5
		2.2	25	2.	0	1.	75	1.7	75	2.	.0	1	.5	1.2	25	1.2	25	1.	.5	1.7	75	

1.	75	1.	.5	1.2	25	1.2	25	1	.5	2	.0	1.	75	1.	75	2	.0	2.	25			
	1.75		1.	5	1.2	25	* 1	.0	* 1.		* 1.	.0	* 1.	.0	1.	75	2.	.0	2.	25	2.2	25
		1.3	75	1.	.5	1.2	25	1.2	25	1	.5	2	.0	1.	75	1.	75	2	.0	2.2	25	

ž	2.25	5	2.	0	1.	75	1.	.5	1.3	25	1.	25	1	.5	1.	75	2	.0	2.	25			
	:	2.2	25	2.	.0	1.	75	1.	.5	1.	25	*1	.0	1.	25	1	.5	1.	75	2	.0	2.2	25
			2.2	25	2.	0	1.7	75	1.	.5	1.2	25	1.2	25	1.	.5	1.	75	2.	.0	2.2	25	

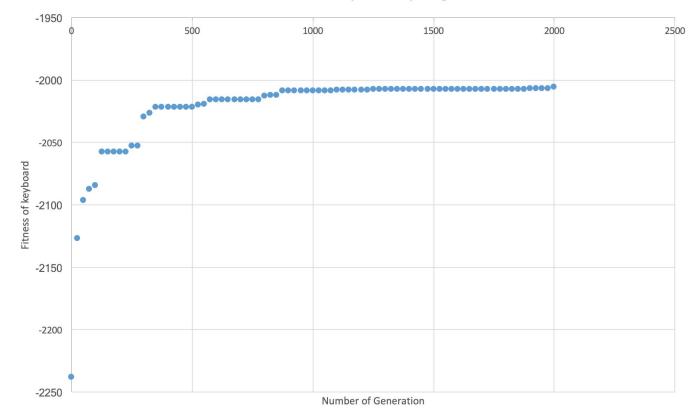
Weights: one finger only (pointer/thumb)

Weights: two	fingers	only	(pointers,	/thumbs	.)
--------------	---------	------	------------	---------	----

1.	75	1.	.5	1.2	25	1.	25	1.2	25	1.	25	1.	25	1.2	25	1.	.5	1.	75			
	1.75		1.	.5	1.2	25	* 1.	.0	1.2	25	1.2	25	* 1.	.0	1.2	25	1.	.5	1.	75	2.	0
		1.7	75	1.	5	1.2	25	1.2	25	1.2	25	1.2	25	1.2	25	1.2	25	1.	.5	1.7	75	

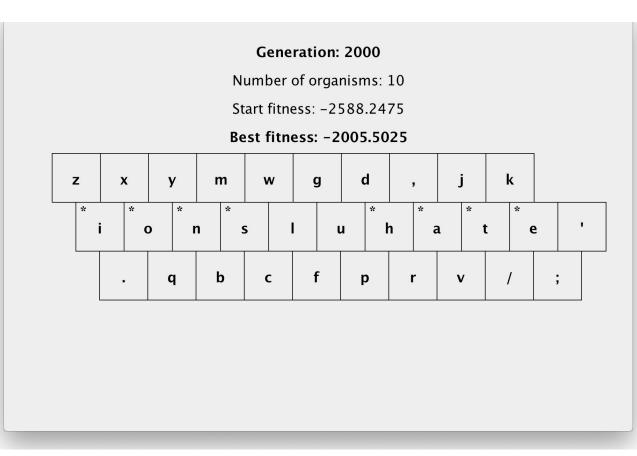


Evolution of two hand keyboard layout generation



Two-handed keyboard fitness evolution (QWERTY: -2360.6, DVORAK: -2100)

Keyboards Designed



Ideal 2-handed computer keyboard (QWERTY: -2360)

Generation: 2000

Number of organisms: 10

Start fitness: -3029.205

Best fitness: -2290.695

:	z	/	,	c	:	ł)	,	¢		I	ł	า	r	ı	C	k	1	f			
	;		k	۲	у	,	*	ı	* t	t	*	i	* •	2	I	r	ι	ı		•	j	i
		q		v	,	ç	J	!	,		•	n	n	c)	9	5	v	v	k)	

Generation: 2000

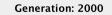
Number of organisms: 10

Start fitness: -2942.3775

Best fitness: -2296.3825



Ideal Left/Right handed computer keyboard (QWERTY: -2868/-2745)



Number of organisms: 10

Start fitness: -3161.5275

Best fitness: -2471.0175

,	I	‹	٧	v		r	s	5	1	t	I	u)	/		•		;			
 j	i	Z	<u>r</u>	ç	3	n	n	C	D	*	2	i	i		I	k	5	:	,	>	(
	C	ł	k)	1	F	h	1	r	า	ć	a	c	ł	(5	`	,	1	/	

Generation: 2000

Number of organisms: 10

Start fitness: -2587.1075

Best fitness: -2164.395



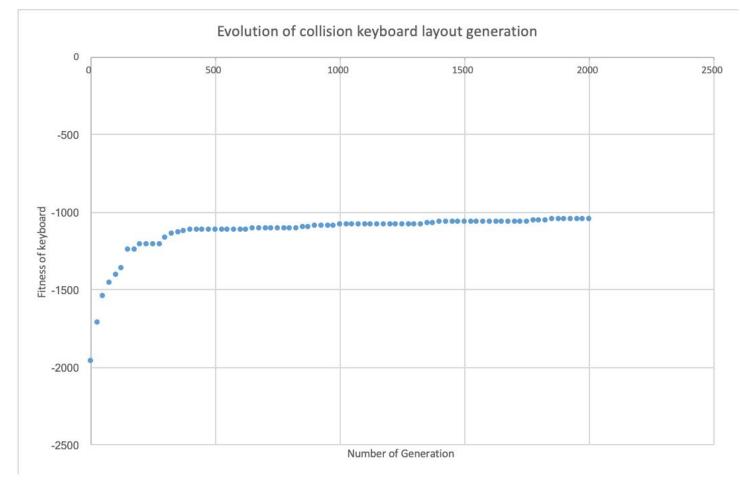
Ideal mobile keyboard (QWERTY: -2904, -2379)

Typo Avoidance

What is a collision?

a	carl card
	carlo cargo
	caroline carolina
abandoned	carrier barrier
abc	carrier carried
	carries carrier
abilities	carry carey
ability	cars carb
	cars carl
	cart carb
about above	cart care
above abraham	cart carl
abroad	cart cars
	cas cab
	cas cal
absent	
absolute	cas can
	cas cap
absorption	case cake
abstract	case came
abstracts abu	case cape
	case casa
	cases cakes
academics	casey carey
	cast case
acc	cat cab
	cat car
accept	cattle battle
acceptable	causes caused
	cave came
	cave care
20000	cave_case
accessed	cb ab
accessibility	cbs bbs
accessible	cc ac
accessing	сс са
accessories	cd ad
	cd bd

Orthographic neighbors created from the dictionary



Collision fitness graph (QWERTY: -2590)

Generation: 4000

Number of organisms: 10

Start fitness: -2528.0

Best fitness: -1047.0

		>	/	C	2	j		n	р		u	C	ł	v	v	I	r			
	ç	J			k	c	z		/	,		-	>	¢	C	ł			5	5
		e	2	k)	0		f	a		t	\ \	/	ł	ו	n	n	i		,

(QWERTY: -2590) Here, fitness is defined by number of collisions (mistypes where replacing letter is within 1 range in keyboard)