



CSULB Systems Council Chapter presents

Adaptive Touch Sampling for Energy-Efficient Mobile Platforms

Dr. Kyungtae Han, Intel Corporation

Date: Monday (8/24/2015)

Time: Network/Social 4:45-5:00pm, Talk 5:00 - 5:30pm

Location: VEC 325, California State University, Long Beach (CSULB)

Abstract

In today's mobile computing environments, touch display and interface is becoming a primary means to enable interactive and perceptual applications, e.g., 3D mobile gaming. To realize highly interactive and responsive applications, touch display constantly scans touch input signals at high frequency, thus wasting energy. In this presentation, a new adaptive touch sampling frequency scaling algorithm based on users' touch behavior to improve touch devices' energy efficiency while improving user experience is presented.

Dr. Kyungtae Han received his PhD in Electrical and Computer Engineering Department from the University of Texas at Austin in 2006. After he earned a PhD, he joined Intel Labs at Intel Corporation. His research interests are low power computer and communications, embedded systems, mobile computing, display subsystem, human computer interface and CAD. He is IEEE Senior member. He received an MS degree in Electrical Engineering from Seoul National University in 1998, and a BE degree in Electronics and Information Engineering from Korea University in 1996.

For more information, please contact IEEE Systems Council Chapter's Chair, Dr. Henry Yeh at henry.yeh@csulb.edu