Mathematical Statistician and Engineering Applications
ISSN: 2094-0343
DOI: https://doi.org/10.17762/msea.v70i1.2509

Design and Development of Mathematical Models for Human-Computer Interaction

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Article Info
Page Number: 561-568
Publication Issue:
Vol. 70 No. 1 (2021)

Article History
Article Received: *25 January 2021*
Revised: *24 February 2021*
Accepted: *15 March 2021*

Abstract
Human-Computer Interaction (HCI) is a key factor in determining how easily and effectively computers can be used. Recent years have seen a substantial increase in interest in the design and development of mathematical models for HCI due to their potential to improve user experience and boost system performance. In-depth analysis of the creation and development of mathematical models for HCI is presented in this research work, with an emphasis on their uses, difficulties, and potential future approaches. The many mathematical modelling approaches used in HCI are discussed in the study, including statistical models, machine learning techniques, and cognitive models. It looks at their benefits and drawbacks and emphasises the significance of using user-centered design principles all the way through the modelling process. The paper also looks at case studies that show the practical application and assessment of mathematical models in real-world HCI Scenario. Finally, it highlights new directions for study and emerging trends in the area of mathematical models for HCI.
Keywords- substantial ,assessment, emphasises,modelling,potential

Introduction

The multidisciplinary discipline of "human-computer interaction" (HCI) is concerned with designing and assessing computer systems to improve productivity and user experience. Understanding how people interact with computers is essential to the success of HCI, and mathematical models have shown to be useful tools in this process. Researchers and practitioners can make well-informed design decisions and improve system performance thanks to mathematical models' systematic approach to capturing and analysing the complex dynamics of human-computer interactions.Recent years have seen a substantial increase in interest in the design and development of mathematical models for HCI due to their potential to improve user experience and boost system performance. These models enable the characterization and forecasting of numerous user-system interaction variables, providing insightful data on user behaviour, preferences, and cognitive processes. Researchers and professionals can increase the usability, efficacy, and efficiency of computer systems by using mathematical models.In order to analyse huge datasets and find trends in user behaviour, statistical models are essential in HCI. These algorithms can help with personalised suggestions by predicting user preferences and needs. Deep neural networks and other machine learning algorithms have demonstrated the potential to learn from human interactions and make intelligent predictions, enabling more efficient and natural interactions with computers. A deeper understanding of mental processes during HCI is provided by cognitive models, which are motivated by theories of human cognition. Cognitive models also direct the design of interfaces in

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accordance with human cognitive capacities.For bettering the interface between people and computers and for comprehending it, mathematical models have become indispensable tools. Researchers and practitioners can learn a great deal about user behaviour, preferences, and cognitive processes by utilising statistical models, machine learning algorithms, and cognitive models. By examining the design and development of mathematical models for HCI and highlighting potential directions for further study, this research paper will add to the body of knowledge by paving the way for more user-friendly, effective, and intuitive computer systems.

1. Background And Related Work

Multidisciplinary study, design, and assessment of interactive computer systems and their effects on human users are all part of the field of human-computer interaction (HCI). Although HCI involves a variety of strategies and approaches, there isn't a single mathematical formula that encompasses all of the work done in the field.

a. Fitts' Law:

Fitts' Law explains how quickly and precisely human pointing movements occur. The time needed for users to move a pointing device, such as a mouse cursor, to a target, is frequently modelled using this method. The calculation looks like this:

$T = (a+b*\log2(D/W + 1))$

Where:

- The movement time is denoted by T.
- The constants a and b were determined empirically.
- The distance D between the starting and target points.
- W stands for the target's width or size.

b. keyboard Level Model (KLM) :

The keyboard Level Model (KLM) is a prediction model that calculates how long it will take users to complete keyboard and mouse-click operations. It divides jobs into a series of simple operations, each of which takes a set amount of time. The formula for calculating the KLM for task completion time is:

$T = \Sigma(Ti)$

Where:

- T is the total task completion time.
- Ti represents the time for each individual action in the task.

c. In HCI research, regression analysis is a statistical method frequently used to examine the relationship between variables and make predictions. Regression analysis can be used in HCI to determine how different variables affect user performance or pleasure. Here is the equation for multiple linear regression in its general form:

$$Y = \beta 0 + \beta 1X1 + \beta 2X2 + \ldots + \beta nXn + \varepsilon$$

Where:

- Y is the dependent variable (e.g., user performance or satisfaction).
- β0 is the y-intercept or constant term.
- β1, β2, ..., βn are the regression coefficients that represent the influence of the corresponding independent variables (X1, X2, ..., Xn) on Y.

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- $X1, X2, ..., Xn$ are the independent variables (e.g., task difficulty, interface complexity, user experience).
- ε represents the error term or residual, which captures the unexplained variance in Y not accounted for by the independent variables.

The regression coefficients (), which measure the intensity and direction of the link between the independent factors and the dependent variable, are frequently of particular importance in HCI research. The coefficients can shed light on how various variables affect user experience or efficiency.

2. Mathematical Modelling in HCI

Through the provision of a formal framework for comprehending, analysing, and optimising the intricate dynamics of the user-system interaction, mathematical modelling plays a crucial role in Human-Computer Interaction (HCI). Statistical models, machine learning algorithms, and cognitive models are only a few examples of the many mathematical modelling techniques used in HCI, each of which has a distinct function in improving the design and assessment of computer systems.In HCI, statistical models are frequently used to examine and interpret user data. These models enable insights into user behaviour, preferences, and performance by allowing researchers to find patterns, trends, and linkages across big datasets. Regression analysis, factor analysis, and clustering are three statistical methodologies that offer quantitative approaches to studying user interactions, decision-making, and usability evaluations. HCI researchers can utilise statistical models to optimise system efficiency, personalise user experiences, and make well-informed design decisions based on empirical data.

Data gathering, preprocessing, model selection, development, assessment, and validation are all steps in a systematic process that goes into the creation and development of mathematical models for HCI. Throughout the modelling process, it is crucial to keep user-centered design principles in mind, include user feedback, and involve users in usability testing and evaluation. Because HCI modelling is iterative, it is possible to continuously enhance and modify designs based on actual data.In order to better understand user behaviour, preferences, and cognitive processes, researchers and practitioners in HCI often turn to mathematical modelling. Analysing user data, predicting user behaviour, and enhancing system performance can all be done quantitatively using statistical models, machine learning techniques, and cognitive models. HCI practitioners can build more user-centered, efficient, and intuitive computer systems that improve the user experience by combining mathematical modelling methods with user-centered design concepts.

2.1 Overview of mathematical modelling

In HCI, mathematical models are crucial because they offer a formal, quantitative framework for comprehending, evaluating, and improving user-computer interaction. They enable the application of mathematical concepts and methods to numerous facets of HCI investigation and design. Following are some examples of how mathematical models are crucial in HCI, along with the accompanying mathematical formulas:

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a. Understanding and Predicting User Behavior:

Mathematical models enable the representation and analysis of user behavior patterns. For example, a Markov model can be used to describe user transitions between different states during an interaction.

Formula: P(Xt+1 = x | Xt = y) represents the probability of transitioning from state y to state x at time t+1, where Xt represents the state of the user at time t.

b. Performance Assessment and Prediction:

Based on a variety of variables, mathematical models can be used to forecast user performance metrics like job completion times or error rates. For instance, based on the quantity of interface components and user knowledge, a regression model can be used to forecast job completion time.

Formula: $Y = \beta_0 + \beta_1X_1 + \beta_2X_2 + ... + \beta_nX_n$ represents a linear regression model, where Y is the predicted performance metric, $\beta_0, \beta_1, \beta_2, ..., \beta_n$ are the coefficients, and $X_1, X_2, ..., X_n$ are the input variables.

c. Decision-making and optimisation

To enhance usability and user experience, HCI design factors can be optimised with the help of mathematical models. To determine the best values for design variables that maximise a particular objective function, such as user happiness or job efficiency, optimisation techniques can be utilised, such as mathematical programming.

The objective function (f) to be maximised or minimised, subject to constraints (such as design limitations, usability requirements), is represented by the formula max f(X), subject to constraints, where X represents the design variables.

3.2 Types of mathematical models used in HCI

3.3.1 Statistical models:

In HCI, statistical models are frequently employed to analyse user data, spot trends, and forecast user behaviour and system performance. In the context of HCI, these models offer a mathematical framework for comprehending the link between input variables and output variables. Here are a few statistical models that are frequently applied in HCI.

A statistical technique used to evaluate the variation across groups and determine whether there are statistically significant differences between them is the analysis of variance (ANOVA) algorithm. ANOVA compares the means of various groups to determine whether any differences are actually between groups or just a result of chance.

The ANOVA algorithm is represented mathematically below in steps:

Step 1:

- Define the hypotheses in.
- The null hypothesis (H0) states that all groups' means are equal.
- Alternative Hypothesis (H1): At least one group mean differs from the others in a substantial way.

Step 2: Do the Group Means Calculation:

- Determine the average for each group.
- Let the means of the k groups be represented by 1, 2,..., k.

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Step 3: Determine the SSB, or Sum of Squares Between Groups
- The SSB calculates the difference between the group means and the average.
- SSB = $\Sigma (n_i * (\mu_i - \mu)^2)$, where ni is the total number of observations in group i.

Step 4: Calculate the Mean Square Between Groups (MSB):
- MSB = SSB / dfB

Step 5: Calculate the Mean Square Within Groups (MSW):
- MSW = SSW / dfW

Step 6: Calculate the F-statistic:
- The F-statistic is the ratio of the mean square between groups to the mean square within groups.
- F = MSB / MSW

Step 7: Determine the p-value:
- The p-value is calculated based on the F-statistic and the degrees of freedom.
- It represents the probability of obtaining a test statistic as extreme as, or more extreme than, the observed value if the null hypothesis is true.
- The p-value is compared to a predetermined significance level (e.g., 0.05) to determine statistical significance.

By comparing the SSB and SSW, the ANOVA algorithm evaluates the variation across groups, and the F-statistic establishes the statistical significance of the observed differences. Note that if the overall ANOVA result is statistically significant, additional post-hoc tests may be used to determine individual group differences.

3. Design and Development Process

The system seeks to analyse and comprehend the user's query or intention in the spoken discourse by using a discrete Hidden Markov Model (HMM). A discrete HMM is a probabilistic model that can detect transitions between hidden states and sequential patterns. The concealed states in this situation could stand in for various user intentions or dialogue actions.

The system can model spoken words and identify the most likely user intention or enquiry thanks to the discrete HMM application. This data is then utilised to direct the call to the right division within the business, ensuring quick and accurate response to client questions or requests.

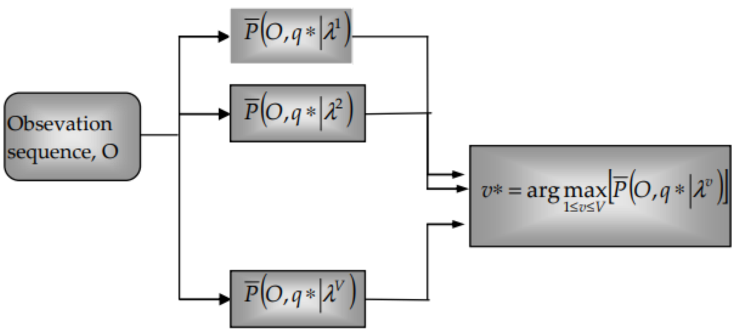

Figure 1: User interaction with HMM

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The parameters of the HMM applied in user interface understanding system introduced in the work as given below:

1. N - let N denote the number of states. The states in the understanding problem are represented using Word Semantic Sets (WSS).
2. M – is the number of input taking part in the training process for the givenproblem.
3. V- is the all possible observations set$V = \{Vi \ldots \ldots Vm\}$
4. Initial State distribution $A = \sum_{i=1}^{n} P\binom{a}{j} x^{k+1} a^{n-k}$
5. The probability function of observation elements can be expressed as:

$$P(o|s = i) = P(o|s = i, \theta)$$

HMM is briefly represented as $\lambda = (A, B, \pi)$

Calculating the transition probabilities from one state to another based on the Word Semantic Sets (WSS) associated with the order of words in the phrase is necessary for the evaluation of the Transition Matrix A in the given problem. Given the semantic context of the words in the phrase, these transition probabilities show the possibility of changing from one state to another.

On the other hand, determining the distribution of the user's query terms to the relevant WSS is necessary for evaluating the probability distribution B. The probability distribution of the observational components in states is represented by this distribution. In the context of the WSS (states), it reflects the likelihood of noticing particular words (observation elements).

The system can capture the semantic linkages between the words in the sentence and model the transitions between states in accordance by analysing both the Transition Matrix A and the probability distribution B. As a result, the system can comprehend the user's question and determine the best course of action based on the probability and semantic linkages at play.

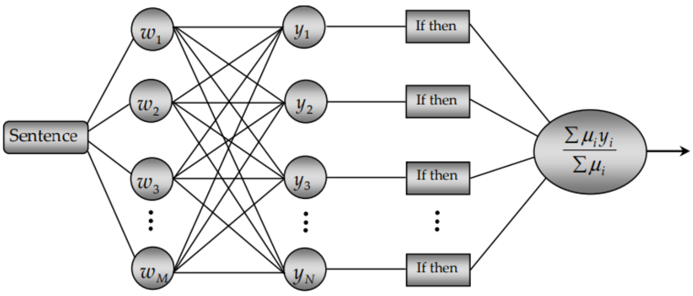

Figure 2: Using a neuro-fuzzy model, learn user intention

A neuro-fuzzy model is used in the context of learning user intention. This model effectively captures and decodes user intentions by combining the benefits of neural networks and fuzzy logic. The neuro-fuzzy model can precisely categorise and grasp user intentions by combining the neural network's capacity for learning from data with fuzzy logic's capacity for dealing with uncertainty and language notions. Using labelled data, the model is trained using user inputs that are connected to particular intentions or categories. The neuro-fuzzy model builds fuzzy rules and membership functions through the learning process, enabling it to make educated judgements about user intents, resulting in improved engagement and tailored answers in human-computer interaction systems.

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Conclusion

In order to improve the efficiency and usability of interactive systems, mathematical models for human-computer interaction (HCI) must be designed and developed. In order to analyse user behaviour, forecast user intents, and enhance the overall user experience, mathematical models offer a systematic framework.

HCI academics and practitioners can analyse and interpret user data, spot patterns and trends, and make data-driven decisions to improve system performance by using mathematical equations, statistical models, and machine learning techniques. These models allow for the customization and personalization of user interfaces, recommendation systems, and intelligent decision-making procedures by enabling the extraction of useful information from user interactions.By giving a quantitative evaluation of system performance and user satisfaction, mathematical models make it easier to evaluate and validate HCI solutions. Researchers can evaluate the efficacy and accuracy of their models, pinpoint areas for development, and improve the design of interactive systems by comparing model predictions with actual user behaviour.Beyond system development, mathematical models are crucial to HCI. They also increase theoretical understanding of how humans engage with technology in terms of cognition, perception, and behaviour. By bridging the gaps between the fields of computer science, psychology, and human factors, mathematical models support multidisciplinary research and innovation in the HCI sector.

Future research in mathematical modelling for HCI will focus on explainable AI to increase transparency and user confidence in AI-driven systems, integrate deep learning techniques for capturing complex patterns, and develop adaptive and context-aware models to accommodate different users and changing contexts.

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