



US 20150049010A1

(19) **United States**

(12) **Patent Application Publication**  
**Locker et al.**

(10) **Pub. No.: US 2015/0049010 A1**  
(43) **Pub. Date: Feb. 19, 2015**

(54) **ORGANIZING DISPLAY DATA ON A  
MULTIUSER DISPLAY**

(22) Filed: **Aug. 14, 2013**

**Publication Classification**

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(51) **Int. Cl.**  
**G06F 3/01** (2006.01)

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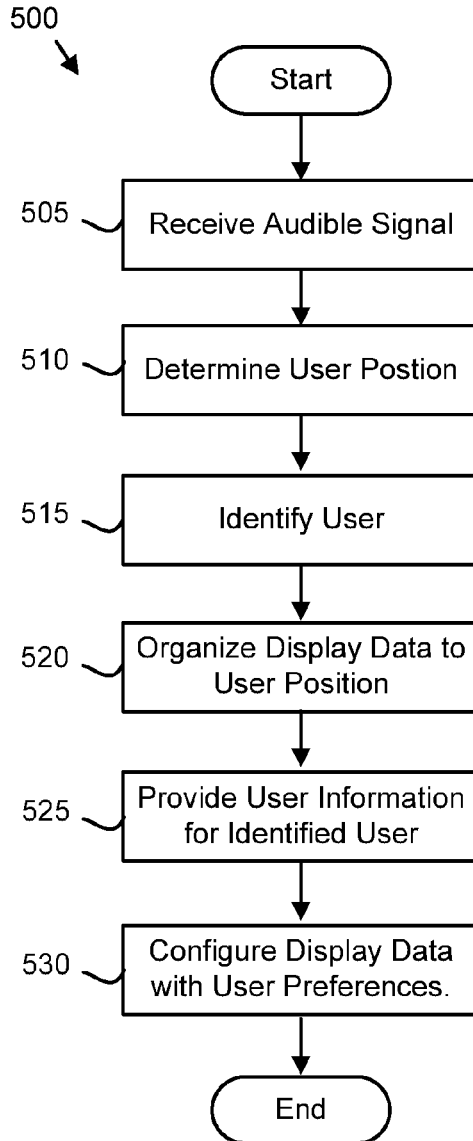
(52) **U.S. Cl.**  
CPC ..... **G06F 3/01** (2013.01)  
USPC ..... **345/156**

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(57) **ABSTRACT**

(21) Appl. No.: **13/967,200**

For organizing display data on a multiuser display, a position module determines a user position from an audible signal. An organization module organizes display data on a multiuser display in response to the user position.



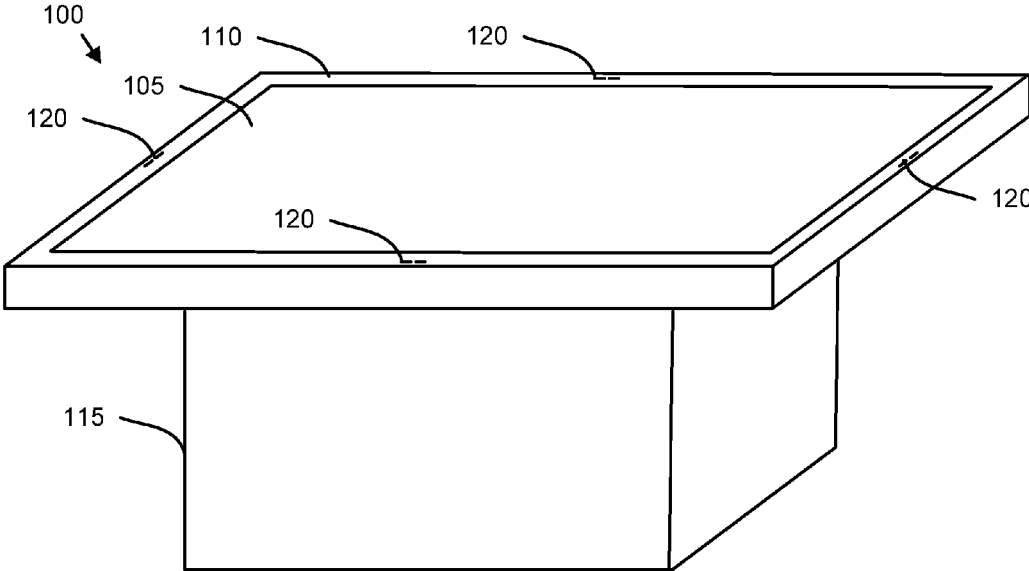


FIG. 1

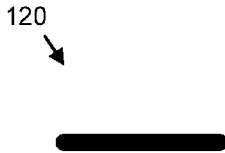


FIG. 2A



FIG. 2B

200  
↙

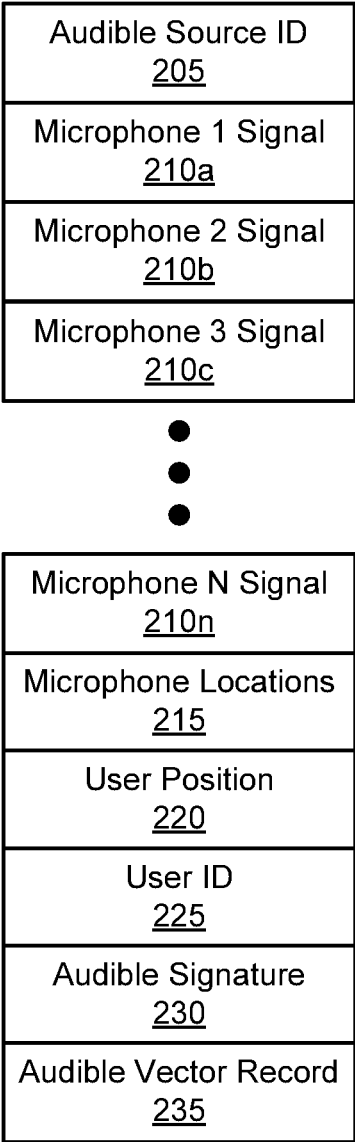
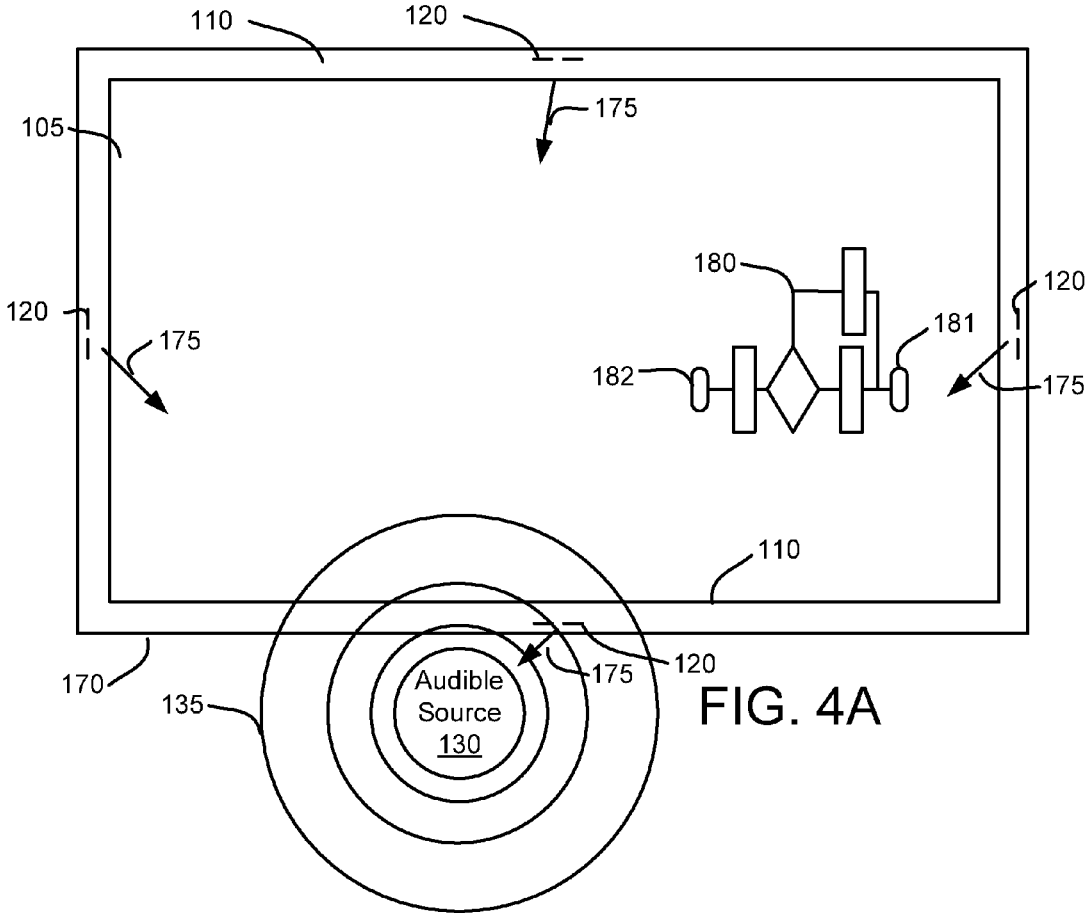


FIG. 3



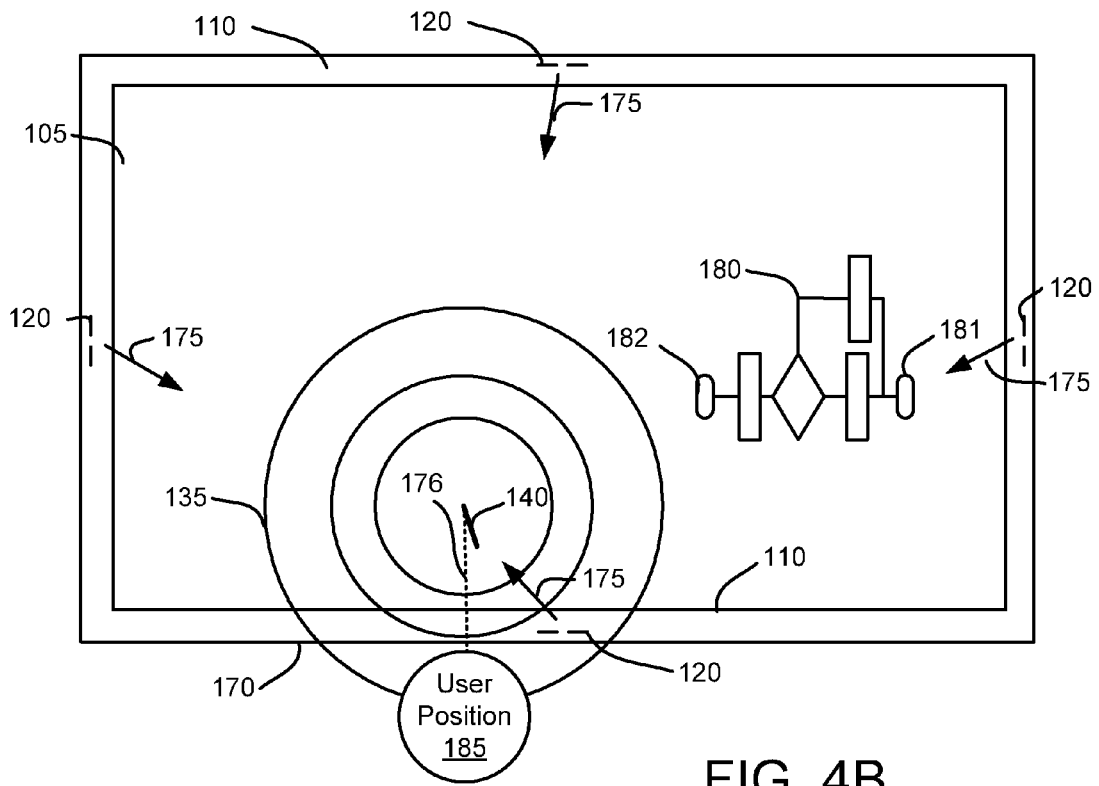


FIG. 4B

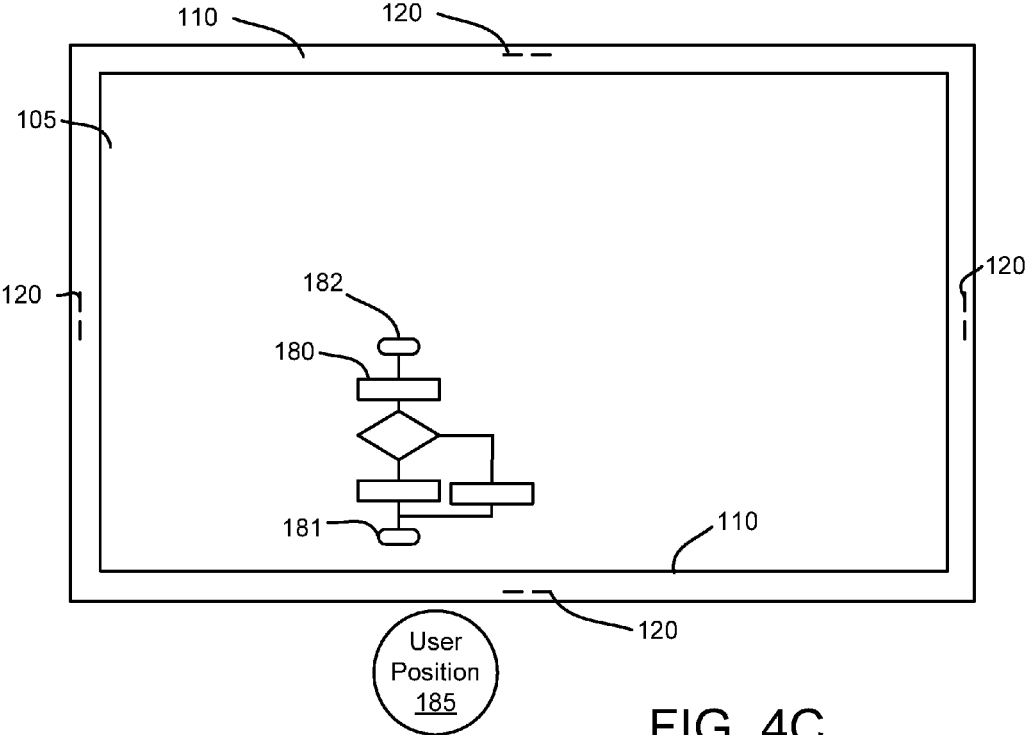


FIG. 4C

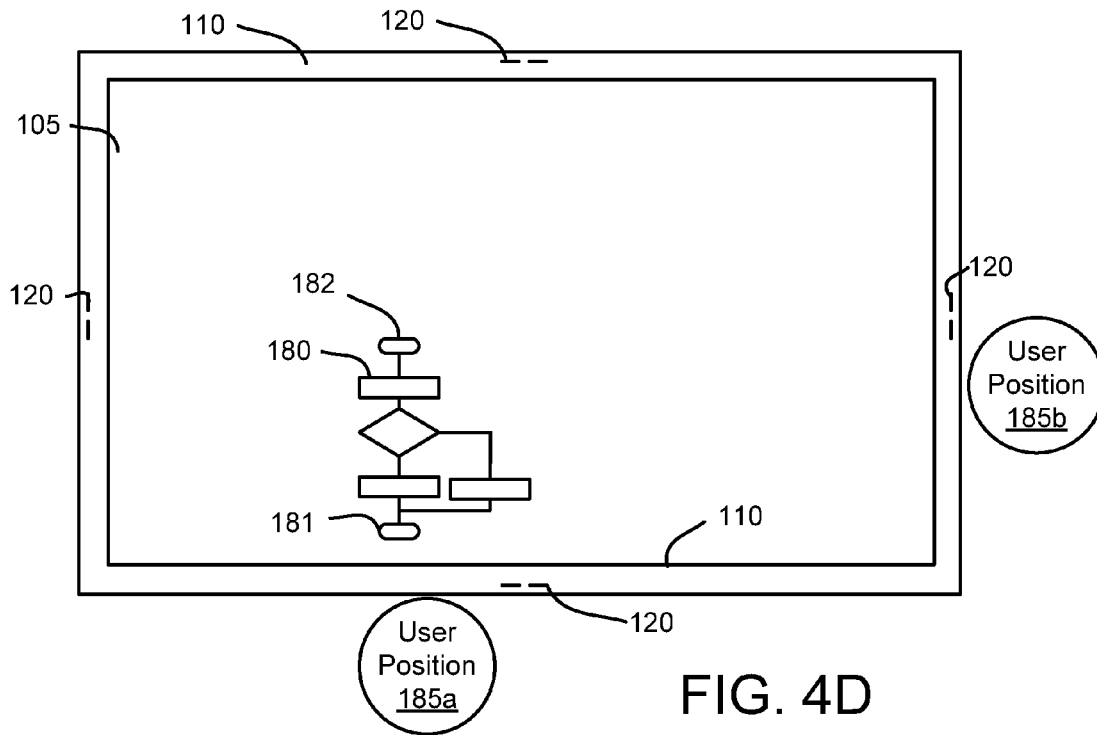


FIG. 4D

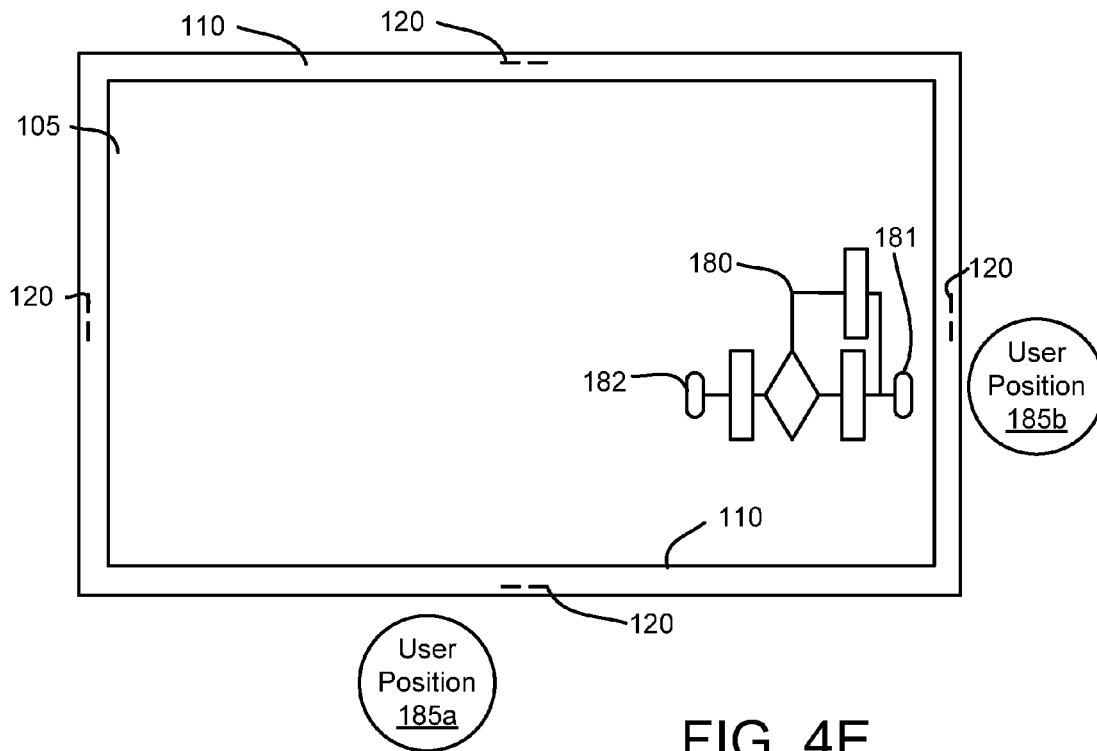


FIG. 4E

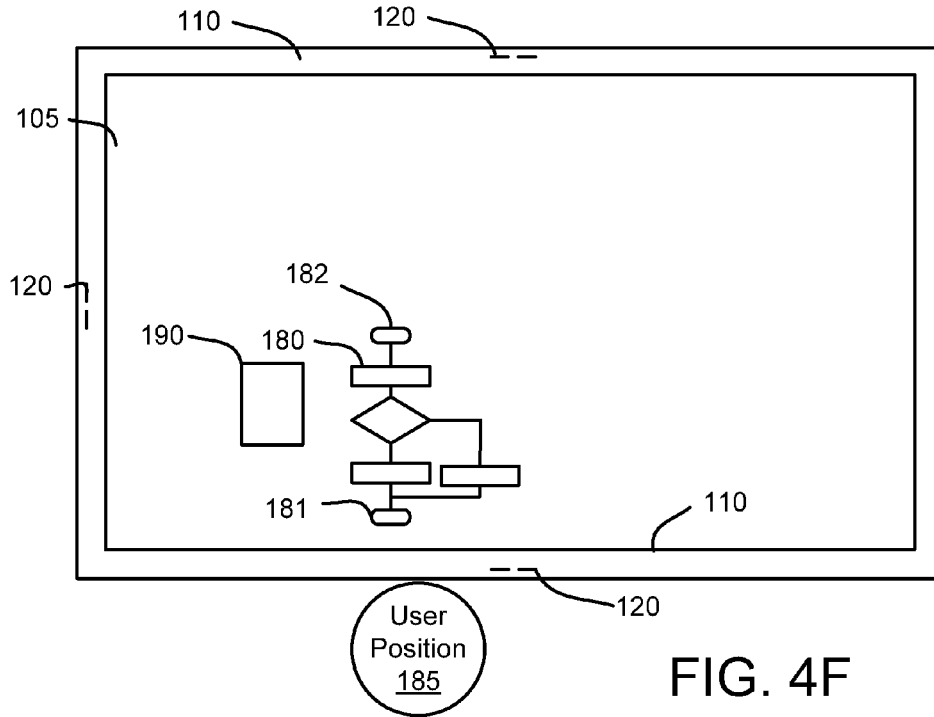


FIG. 4F

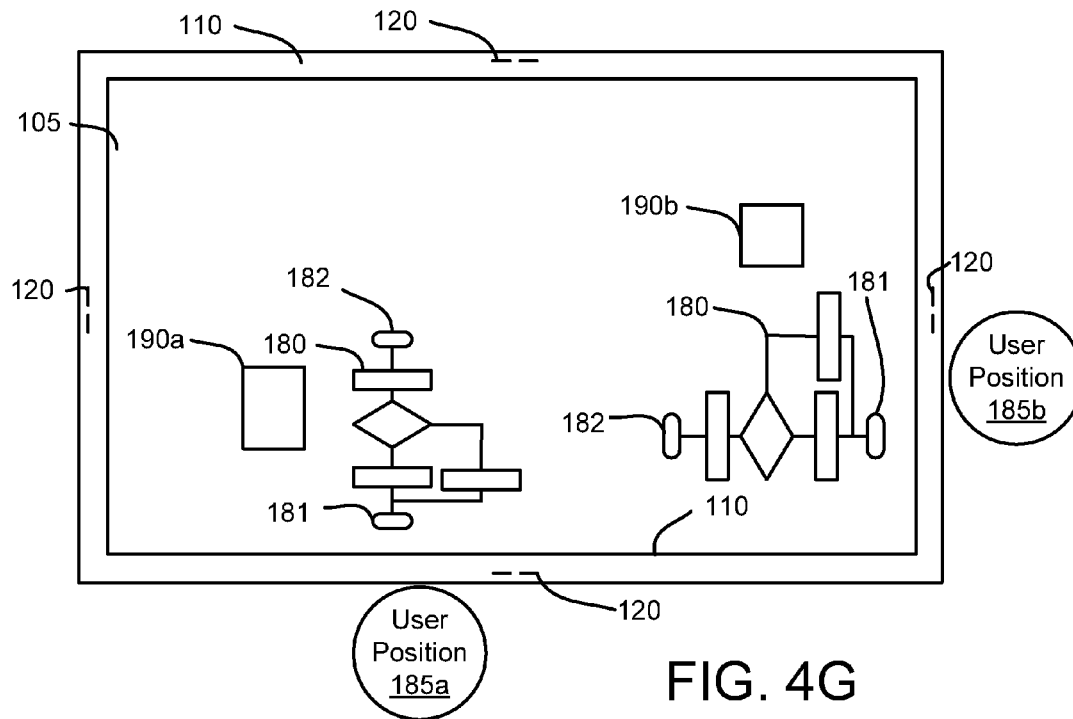


FIG. 4G



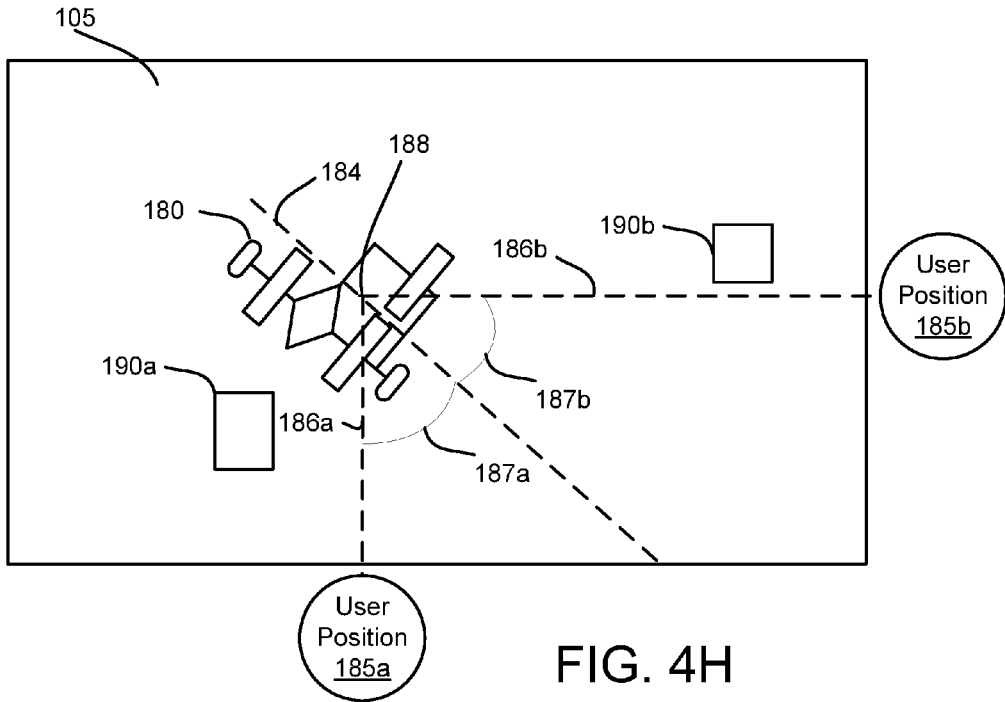


FIG. 4H

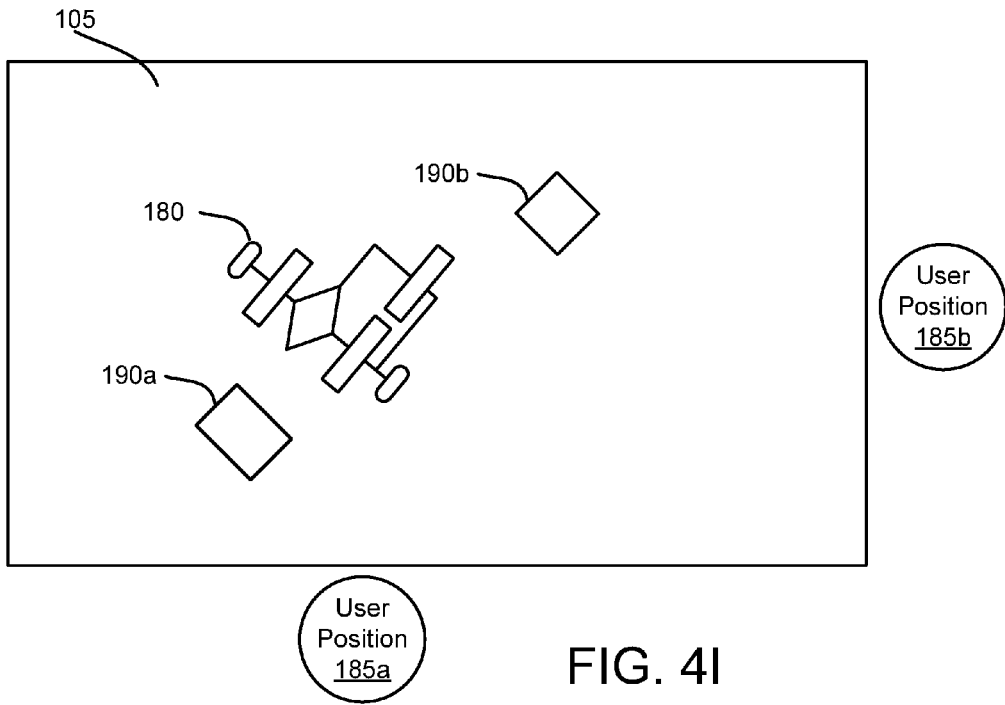
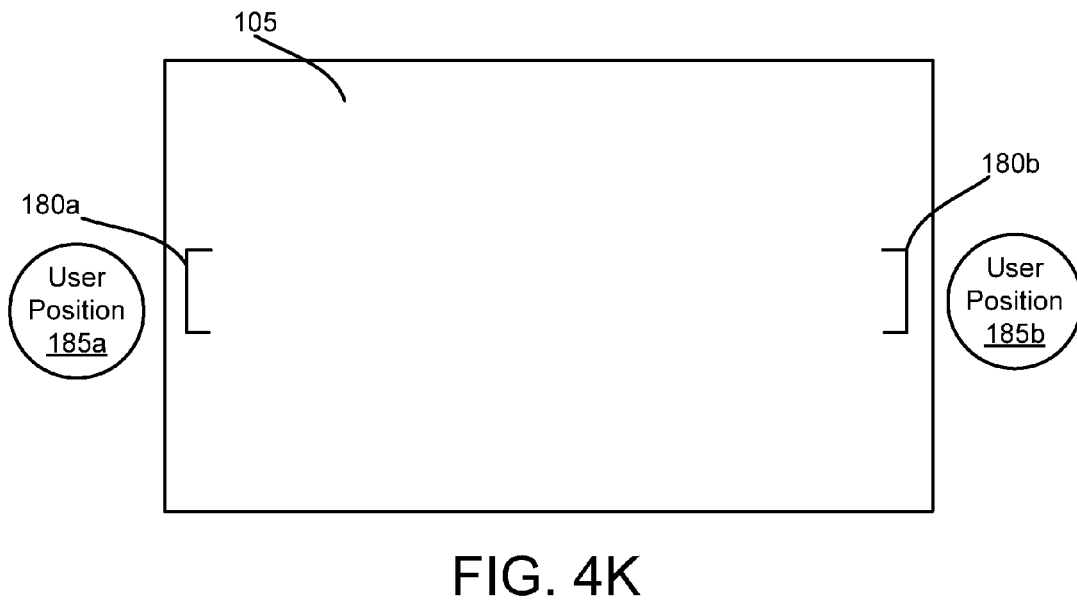
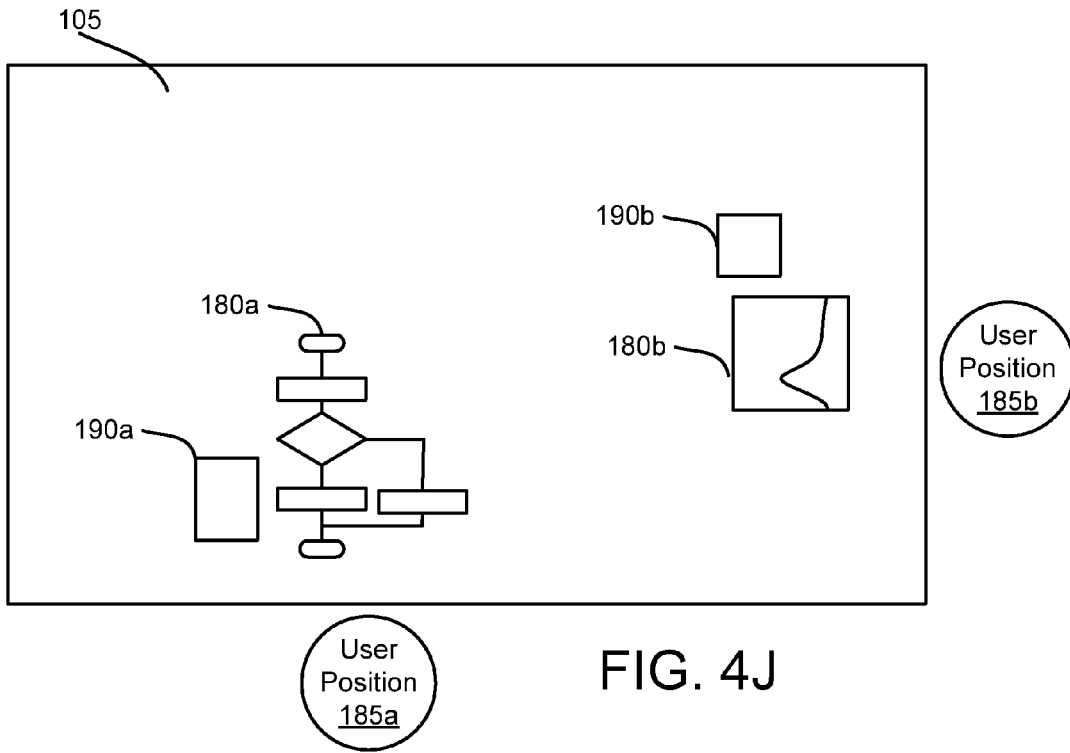


FIG. 4I



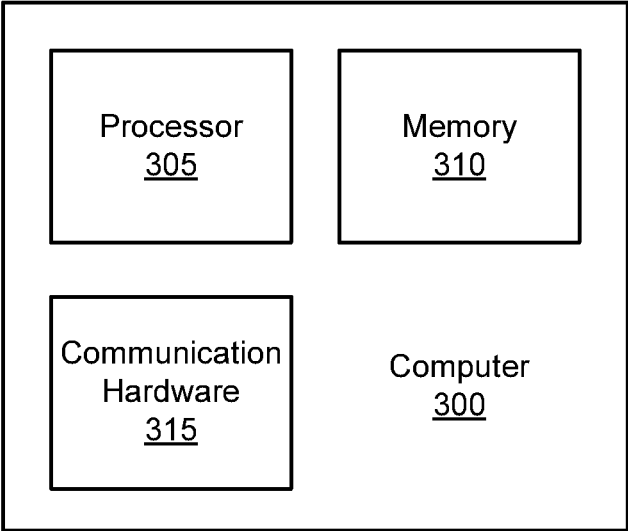


FIG. 5

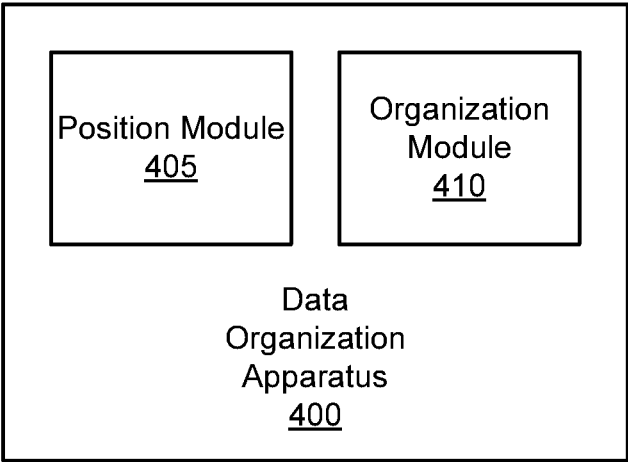


FIG. 6

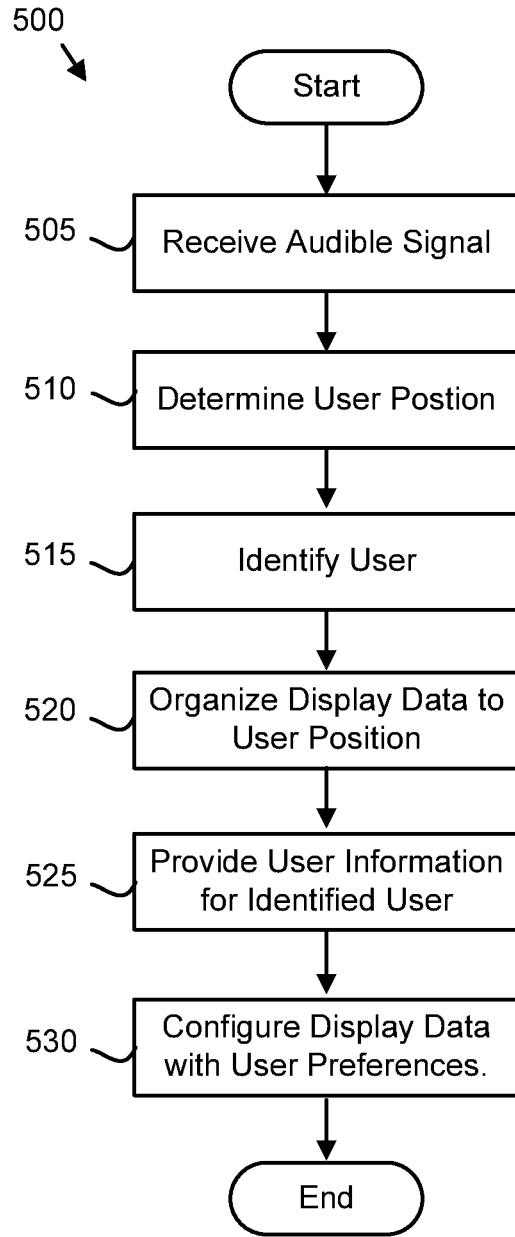


FIG. 7

## ORGANIZING DISPLAY DATA ON A MULTIUSER DISPLAY

### BACKGROUND

**[0001]** 1. Field

**[0002]** The subject matter disclosed herein relates to multiuser displays and more particularly relates to organizing display data for a multiuser display.

**[0003]** 2. Description of the Related Art

**[0004]** The users of traditional small displays and monitors had to be positioned within a relatively small area to view the display, so that a single organization of data relative to the user's position was sufficient. However, large multiuser displays allow a user to interact with the display from many positions.

### BRIEF SUMMARY

**[0005]** An apparatus for organizing display data on a multiuser display is disclosed. The apparatus includes a processor, a multiuser display accessible to the processor, and a memory storing machine readable code executable by the processor. The machine readable code includes a position module and an organization module. The position module determines a user position from an audible signal. The organization module organizes display data on the multiuser display in response to the user position. A method and a program product also perform the functions of the apparatus.

### BRIEF DESCRIPTION OF THE DRAWINGS

**[0006]** A more particular description of the embodiments briefly described above will be rendered by reference to specific embodiments that are illustrated in the appended drawings. Understanding that these drawings depict only some embodiments and are not therefore to be considered to be limiting of scope, the embodiments will be described and explained with additional specificity and detail through the use of the accompanying drawings, in which:

**[0007]** FIG. 1 is a perspective drawing illustrating one embodiment of a multiuser display;

**[0008]** FIGS. 2A-B are top view drawings illustrating embodiments of microphone arrays;

**[0009]** FIG. 3 is a schematic block diagram illustrating one embodiment of audible signal data;

**[0010]** FIGS. 4A-K are drawings illustrating embodiments of organizing display data on a multiuser display;

**[0011]** FIG. 5 is a schematic block diagram illustrating one embodiment of a computer;

**[0012]** FIG. 6 is a schematic block diagram illustrating one embodiment of a data organization apparatus; and

**[0013]** FIG. 7 is a flowchart diagram illustrating one embodiment of a display data organization method.

### DETAILED DESCRIPTION

**[0014]** As will be appreciated by one skilled in the art, aspects of the embodiments may be embodied as a system, method or program product. Accordingly, embodiments may take the form of an entirely hardware embodiment, an entirely software embodiment (including firmware, resident software, micro-code, etc.) or an embodiment combining software and hardware aspects that may all generally be referred to herein as a "circuit," "module" or "system." Furthermore, embodiments may take the form of a program product embodied in one or more computer readable storage devices storing

machine readable code. The storage devices may be tangible, non-transitory, and/or non-transmission.

**[0015]** Many of the functional units described in this specification have been labeled as modules, in order to more particularly emphasize their implementation independence. For example, a module may be implemented as a hardware circuit comprising custom VLSI circuits or gate arrays, off-the-shelf semiconductors such as logic chips, transistors, or other discrete components. A module may also be implemented in programmable hardware devices such as field programmable gate arrays, programmable array logic, programmable logic devices or the like.

**[0016]** Modules may also be implemented in machine readable code and/or software for execution by various types of processors. An identified module of machine readable code may, for instance, comprise one or more physical or logical blocks of executable code which may, for instance, be organized as an object, procedure, or function. Nevertheless, the executables of an identified module need not be physically located together, but may comprise disparate instructions stored in different locations which, when joined logically together, comprise the module and achieve the stated purpose for the module.

**[0017]** Indeed, a module of machine readable code may be a single instruction, or many instructions, and may even be distributed over several different code segments, among different programs, and across several memory devices. Similarly, operational data may be identified and illustrated herein within modules, and may be embodied in any suitable form and organized within any suitable type of data structure. The operational data may be collected as a single data set, or may be distributed over different locations including over different computer readable storage devices, and may exist, at least partially, merely as electronic signals on a system or network. Where a module or portions of a module are implemented in software, the software portions are stored on one or more computer readable storage devices.

**[0018]** Any combination of one or more computer readable medium may be utilized. The computer readable medium may be a machine readable signal medium or a storage device. The computer readable medium may be a storage device storing the machine readable code. The storage device may be, for example, but not limited to, an electronic, magnetic, optical, electromagnetic, infrared, holographic, micro-mechanical, or semiconductor system, apparatus, or device, or any suitable combination of the foregoing.

**[0019]** More specific examples (a non-exhaustive list) of the storage device would include the following: an electrical connection having one or more wires, a portable computer diskette, a hard disk, a random access memory (RAM), a read-only memory (ROM), an erasable programmable read-only memory (EPROM or Flash memory), a portable compact disc read-only memory (CD-ROM), an optical storage device, a magnetic storage device, or any suitable combination of the foregoing. In the context of this document, a computer readable storage medium may be any tangible medium that can contain, or store a program for use by or in connection with an instruction execution system, apparatus, or device.

**[0020]** A machine readable signal medium may include a propagated data signal with machine readable code embodied therein, for example, in baseband or as part of a carrier wave. Such a propagated signal may take any of a variety of forms, including, but not limited to, electro-magnetic, optical, or any

suitable combination thereof, A machine readable signal medium may be any storage device that is not a computer readable storage medium and that can communicate, propagate, or transport a program for use by or in connection with an instruction execution system, apparatus, or device. Machine readable code embodied on a storage device may be transmitted using any appropriate medium, including but not limited to wireless, wire-line, optical fiber cable, Radio Frequency (RF), etc., or any suitable combination of the foregoing.

**[0021]** Machine readable code for carrying out operations for embodiments may be written in any combination of one or more programming languages, including an object oriented programming language such as Java, Smalltalk, C++ or the like and conventional procedural programming languages, such as the “C” programming language or similar programming languages. The machine readable code may execute entirely on the user’s computer, partly on the user’s computer, as a stand-alone software package, partly on the user’s computer and partly on a remote computer or entirely on the remote computer or server. In the latter scenario, the remote computer may be connected to the user’s computer through any type of network, including a local area network (LAN) or a wide area network (WAN), or the connection may be made to an external computer (for example, through the Internet using an Internet Service Provider).

**[0022]** Reference throughout this specification to “one embodiment,” “an embodiment,” or similar language means that a particular feature, structure, or characteristic described in connection with the embodiment is included in at least one embodiment. Thus, appearances of the phrases “in one embodiment,” “in an embodiment,” and similar language throughout this specification may, but do not necessarily, all refer to the same embodiment, but mean “one or more but not all embodiments” unless expressly specified otherwise. The terms “including,” “comprising,” “having,” and variations thereof mean “including but not limited to,” unless expressly specified otherwise. An enumerated listing of items does not imply that any or all of the items are mutually exclusive, unless expressly specified otherwise. The terms “a,” “an,” and “the” also refer to “one or more” unless expressly specified otherwise.

**[0023]** Furthermore, the described features, structures, or characteristics of the embodiments may be combined in any suitable manner. In the following description, numerous specific details are provided, such as examples of programming, software modules, user selections, network transactions, database queries, database structures, hardware modules, hardware circuits, hardware chips, etc., to provide a thorough understanding of embodiments. One skilled in the relevant art will recognize, however, that embodiments may be practiced without one or more of the specific details, or with other methods, components, materials, and so forth. In other instances, well-known structures, materials, or operations are not shown or described in detail to avoid obscuring aspects of an embodiment.

**[0024]** Aspects of the embodiments are described below with reference to schematic flowchart diagrams and/or schematic block diagrams of methods, apparatuses, systems, and program products according to embodiments. It will be understood that each block of the schematic flowchart diagrams and/or schematic block diagrams, and combinations of blocks in the schematic flowchart diagrams and/or schematic block diagrams, can be implemented by machine readable

code. These machine readable code may be provided to a processor of a general purpose computer, special purpose computer, or other programmable data processing apparatus to produce a machine, such that the instructions, which execute via the processor of the computer or other programmable data processing apparatus, create means for implementing the functions/acts specified in the schematic flowchart diagrams and/or schematic block diagrams block or blocks.

**[0025]** The machine readable code may also be stored in a storage device that can direct a computer, other programmable data processing apparatus, or other devices to function in a particular manner, such that the instructions stored in the storage device produce an article of manufacture including instructions which implement the function/act specified in the schematic flowchart diagrams and/or schematic block diagrams block or blocks.

**[0026]** The machine readable code may also be loaded onto a computer, other programmable data processing apparatus, or other devices to cause a series of operational steps to be performed on the computer, other programmable apparatus or other devices to produce a computer implemented process such that the program code which execute on the computer or other programmable apparatus provide processes for implementing the functions/acts specified in the flowchart and/or block diagram block or blocks.

**[0027]** The schematic flowchart diagrams and/or schematic block diagrams in the Figures illustrate the architecture, functionality, and operation of possible implementations of apparatuses, systems, methods and program products according to various embodiments. In this regard, each block in the schematic flowchart diagrams and/or schematic block diagrams may represent a module, segment, or portion of code, which comprises one or more executable instructions of the program code for implementing the specified logical function(s).

**[0028]** It should also be noted that, in some alternative implementations, the functions noted in the block may occur out of the order noted in the Figures. For example, two blocks shown in succession may, in fact, be executed substantially concurrently, or the blocks may sometimes be executed in the reverse order, depending upon the functionality involved. Other steps and methods may be conceived that are equivalent in function, logic, or effect to one or more blocks, or portions thereof, of the illustrated Figures.

**[0029]** Although various arrow types and line types may be employed in the flowchart and/or block diagrams, they are understood not to limit the scope of the corresponding embodiments. Indeed, some arrows or other connectors may be used to indicate only the logical flow of the depicted embodiment. For instance, an arrow may indicate a waiting or monitoring period of unspecified duration between enumerated steps of the depicted embodiment. It will also be noted that each block of the block diagrams and/or flowchart diagrams, and combinations of blocks in the block diagrams and/or flowchart diagrams, can be implemented by special purpose hardware-based systems that perform the specified functions or acts, or combinations of special purpose hardware and machine readable code. Descriptions of figures may refer to elements described in previous figures, like numbers referring to like elements.

**[0030]** FIG. 1 is a perspective drawing illustrating one embodiment of a multiuser display **105**. The multiuser display **105** may be a touchscreen display. In one embodiment,

the multiuser display **105** is a HORIZON® display manufactured by Lenovo of Morrisville, N.C.

**[0031]** The multiuser display **105** may include a bezel **110**. In addition, the multiuser display **105** may include one or more microphone arrays **120**. In one embodiment, the microphone arrays **120** are disposed in the bezel **110**. Alternatively, a microphone array **120** may be separate from the multiuser display **105**. For example, the microphone array **120** may be suspended above the multiuser display **105**. In addition, the microphone array **120** may be embodied in a separate device that is in communication with the multiuser display **105** through a wired connection, a wireless connection, or the like.

**[0032]** In the depicted embodiment, the multiuser display **105** is disposed horizontally so the user may interact with the multiuser display **105** as though interacting with the tabletop. The multiuser display **105** may be mounted on a stand **115**. Alternatively, the multiuser display **105** may be portable. For example, the multiuser display **105** may be set upon a conference table and/or counter. In one embodiment, the multiuser display **105** is disposed vertically.

**[0033]** In one embodiment, the multiuser display **105** includes a computer. Alternatively, the multiuser display **105** may communicate with an external computer. In one embodiment, the multiuser display **105** is a flexible medium. The multiuser display **105** may be rolled for transport and unrolled for use.

**[0034]** A user may interact with the multiuser display **105** by touching the multiuser display with an electronic pen, a stylus, a finger or multiple fingers, a knuckle, and the like. Alternatively, the user may interact with a multiuser display **105** through virtual keyboard. In addition to detecting the direct contact of the electronic pen, stylus, finger, fingers, typing, or the like, the multiuser display **105** may also detect an audible signal. The audible signal may be detected by the one or more microphone arrays **120**.

**[0035]** In the past, small touch screen displays were easily rotated by the user. In addition, the small size and substantially vertical mounting of larger displays limited the positions from which a user could interact with the display. However, a user can interact with the multiuser display **105** from many positions. For example, users could be positioned on any of the sides and/or corners of the multiuser display **105**. In addition, multiple users can concurrently interact with the multiuser display **105** from substantially different positions and orientations. As a result, traditional static orientations of display data do not take full advantage of the capabilities of the multiuser display **105**.

**[0036]** The embodiments described herein determine a user position at the multiuser display **105** from an audible signal. The embodiments further organize display data on the multiuser display **105** in response to the user position as will be described hereafter.

**[0037]** FIGS. 2A-B are top view drawings illustrating embodiments of microphone arrays **120**. FIG. 2A depicts a microphone array **120** with a single microphone. Multiple microphone arrays **120** with single microphones may be used to determine a location of an audible signal source or audible source using sound source localization. FIG. 2B shows a microphone array **120** with two microphones. In one embodiment, at least two microphones of a microphone array **120** are separated spatially. In a certain embodiment, no more than two microphones of the microphone array **120** are co-linear.

**[0038]** The microphone array **120** may receive the audible signal. In addition, the microphone array **120** may convert the

audible signal into an electrical audio signal. The audio signal may be an analog signal, a digital signal, or combinations thereof. In one embodiment, the microphone array **120** converts the audible signal into an analog audio signal and subsequently digitizes the analog audio signal into a digital audio signal.

**[0039]** FIG. 3 is a schematic block diagram illustrating one embodiment of audible signal data **200**. The audible signal data **200** may be recorded for the audible signal. The audible signal data **200** includes an audible source identifier **205**, one or more microphone signals **210**, microphone locations **215**, a user position record **220**, a user identifier **225**, an audible signature **230**, and one or more source vector records **235**. The audible signal data **200** may be created for each audible signal detected by one or more microphone arrays **120**. Alternatively, the audible signal data **200** may be created for each audible signal with the unique audible signature **230**.

**[0040]** The audible signal identifier **205** may uniquely identify the audible signal. In one embodiment, the audible signal identifier **205** is assigned for each audible signal that is determined to have a unique audible signature **230**.

**[0041]** The microphone signals **210** comprise the audio signals from each microphone in the microphone arrays **124** the audible signal. For example, eight microphones in for microphone arrays **120** may record the audible signal. The audio signal from each of the eight microphones may be recorded as microphone signals **210**. The microphone signals **210** may be recorded as analog audio signals and/or digital audio signals.

**[0042]** The microphone locations **215** may comprise a location of each microphone in each microphone array **120** relative to the multiuser display **105**. In one embodiment, sound source localization is used to determine the one or more audible vectors to a source of the audible signal. The audible vectors are stored in the audible vector record **235**. In one embodiment, an audible vector is calculated for each of the microphone arrays **120**.

**[0043]** The user position record **220** may comprise an estimated user position. In one embodiment, the user position is a volume comprising an intersection of two or more audible vectors. Alternatively, the user position may be estimated to be of volume adjacent to the multiuser display **105** that intersects at least one audible vector.

**[0044]** The user identifier **225** may uniquely identify the user associated with the audible signal. In one embodiment, the user is identified through voice recognition. Alternatively, the user may be prompted to self identify. In one embodiment, the user is prompted to self identify in response to detecting the audible signal. In a certain embodiment, the audible signal is emitted from an ultrasonic pen and/or an acoustic pen. The ultrasonic pen and/or acoustic pen may be associated with the user. In addition, the ultrasonic pen and/or acoustic pen may self identify to the multiuser display **105**. Thus the user identifier **225** may be determined from the identity of the ultrasonic pen and/or the acoustic pen. The user identifier **225** may include a username, a user identification number, a user password, a user voice print, a handedness, or the like.

**[0045]** The audible signature **230** may characterize the audible signal. The audible signature **230** may be a transform of the audible signal such as a fast Fourier transform, a frequency histogram, an average frequency, and the like of the audio signal. In one embodiment, a transform of each audible

signal received by the microphone arrays 120 is compared with one or more audible signatures 230 to identify the audible signals.

[0046] FIG. 4A is a top view drawing illustrating one embodiment of organizing display data 180 on a multiuser display 105. The multiuser display 105 may be horizontally disposed as illustrated in FIG. 1. The multiuser display 105 is depicted as displaying display data 180. Although the display data 180 is depicted as a graphical flowchart in order to more easily show the orientation, one of skill in the art will recognize that the display data 180 may be any type of data that is displayed by electronic devices including an operating system, text data, image data, video data, controls, interfaces, and the like.

[0047] In the depicted embodiment, a user is located at a user position co-located with an audible source 130. The user position is adjacent to the multiuser display 105, but is on opposite edge 170 of the multiuser display 105 from the display data 180. In addition, the display data 180 is oriented away from the user position rather than towards the user position. As used herein, display data 180 may be oriented toward the user position when a bottom 181 of the display data 180 is closer to the user position than a top 182 of the display data 180. In one embodiment, the bottom 181 of the display data 180 is parallel to the bezel 110 and/or edge 170 adjacent to the display data 180. Thus the display data 180 may be oriented towards the user position 185 when the bottom 181 of the display data 180 is adjacent to and parallel to the bezel 110 and/or edge 170 nearest to the user position 185.

[0048] The audible source 130 generates the audible signal 135. The audible signal 135 is depicted as concentric rings. In one embodiment, the audible signal 135 may be user speech. Alternatively, the audible signal 135 may be sounds resulting from a user movement such as walking, taking notes, sipping a beverage, or the like. The one or more microphone arrays 120 receive the audible signal 135. The user position may be determined from the audible signal 135 received at the microphone arrays 120. In one embodiment, an audible vector 175 is determined. The audible vector 175 may intersect a microphone array 120 and the audible source 130. The audible vector 175 may be calculated using sound source localization as will be described hereafter.

[0049] FIG. 4B is a top view drawing depicting a pen 140 generating the audible signal 135. The pen 140 may be an ultrasonic pen, an acoustic pen, or the like. Alternatively, a surface touch acoustic may generate the audible signal 135. The surface touch acoustic may be generated by typing on a virtual keyboard on the multiuser display 105, touching the multiuser display 105 with a finger or a stylus, or the like.

[0050] The audible signal 135 from the pen 140 is received by the microphone arrays 120 and a user position 185 is determined. An audible vector 175 may be calculated from each microphone array 122 the pen 140. The location of the pen 140 may be determined from the audible vectors 175. In one embodiment, the user position 185 is determined to be adjacent to the bezel 110 and/or edge 170 nearest to the pen 140. The user position 185 may be along a pen vector 176 normal to the edge 170 and/or bezel 110 and parallel to the surface of the multiuser display 105 that intersects the location of the pen 140. In one embodiment, the user position 185 is offset from the pen vector 176 in a direction parallel to the edge 170 and/or bezel 110. The offset may be to the left for

right-handed user and to the right for a left-handed user. The user identifier 225 may store the handedness information.

[0051] FIG. 4C is a top view drawing illustrating one embodiment of organizing display data 180 on the multiuser display 105. In response to determining the user position 185 from the audible signal 135 as illustrated in FIGS. 4A-B, the display data 180 is depicted as organized on the multiuser display 105 in response to the user position 185. In the depicted embodiment, the display data 180 is organized as oriented toward the user position 185. In one embodiment, the center of the display data 180 aligned with a center of the multiuser display 105. Alternatively, the center of the display data 180 may be aligned with the user position 185.

[0052] FIG. 4D is a top view drawing illustrating one embodiment of organizing display data 180 on the multiuser display 105. In the depicted embodiment, the display data 180 is oriented towards a first user position 185a. The display data 180 may be oriented towards the first user position 185a in response to detecting the audible signal 135 from the first user position 185a.

[0053] FIG. 4E is a top view drawing illustrating one embodiment of organizing display data 180 on the multiuser display 105. In the depicted embodiment, the display data 180 of FIG. 4D is oriented towards the second user position 185b in response to detecting another audible signal 135 from the second user position 185b. Thus the display data 180 may be organized oriented towards the user position 185 associated with the most recent audible signal 135.

[0054] FIG. 4F is a top view drawing illustrating one embodiment of organizing display data 180 on a multiuser display 105. The user position 185 may be determined from the audible signal 135. In addition, the user at the user position 185 may be identified from the audible signal 135. In one embodiment, the user is identified using voice identification. For example, a voice print of the user may be compared with the audible signal 135 to determine if the audible signal 135 is from the user. The display data 180 is organized by providing the display data 180 with user information 190 for the user.

[0055] The user information 190 may include one or more email accounts, one or more instant messaging accounts, one or more telephone interfaces, one or more video interfaces, one or more financial data interfaces, and one or more media interfaces. In one embodiment, the user information 190 includes data files, documents, data sources, and the like selected by the user. The data files, documents, data sources, and the like may reside on a remote server.

[0056] In one embodiment, organizing the display data 180 includes configuring the display data 180 and/or the user information 190 with the user preferences for the user. The user preferences may include but are not limited to language, display colors, display background, display image size, display font size, display font, and the like.

[0057] FIG. 4G is a top view drawing illustrating one embodiment of organizing display data 180 on the multiuser display 105. The multiuser display 105 of FIG. 4F is depicted with a first user at a first user position 185a. The first user position 185a may be determined from a first audible signal 135. First display data 180a is organized on the multiuser display 105 in response to the first user position 185a.

[0058] In addition, a second user is depicted at a second user position 185b. The second user position 185b may be determined from a second audible signal 135. In response to the first user position 185a and the second user position 185b, the multiuser display 105 organizes the display data 180. In



the depicted embodiment, a first instance of the display data **180a** is oriented towards the first user position **185a** while a second instance of the display data **180b** is oriented towards the second user position **185b**.

[0059] In the depicted embodiment, organizing the display data **180** in response to the first user position **185a** and the second user position **185b** includes displaying first user information **190a** for the first user position **185a** and displaying second user information **190b** for the second user position **185b**. The first user information **190a** may be oriented towards the first user position **185a** while the second user information **190b** may be oriented towards the second user position **185b**.

[0060] In addition, organizing the display data **180** in response to the first user position **185a** and the second user position **185b** may further include configuring the first display data **180a** with first user preferences for the first user. The second display data **180b** may also be configured with second user preferences for the second user.

[0061] In an alternative embodiment, the first display data **180a** and the second display data **180b** are configured with combined preferences that comprise both the first user preferences and the second user preferences. For example, the font size of the combined preferences may be no smaller than the largest font size of the first user preferences and the second user preferences. Similarly, the combined preferences may be set to default values for each element of the first user preferences that is not equivalent to the corresponding element of the second user preferences.

[0062] FIG. 4H is a top view drawing illustrating one embodiment of organizing display data **180** on the multiuser display **105**. In the depicted embodiment, a single instance of display data **180** is organized as oriented towards both the first user position **185a** and the second user position **185b**. The display data **180** may be so organized in response to the first user position **185a** and the second user position **185b**. In one embodiment, the display data **180** is oriented so that a first display angle **187a** between the top-to-bottom axis **184** and a first user vector **186a** is equivalent to a second display angle **187b** between the top-to-bottom axis **184** and a second user vector **186b**. Each user vector **186** may intersect a center of a user position **185** and a center **188** of the display data **180**. The user vectors **186** may be normal to the edge **170** and/or bezel **110** adjacent to the user position **185**. In one embodiment, the user vectors **186** are pen vectors. The user information **190** for each user may be oriented toward the user position **185** of the user.

[0063] FIG. 4I is a top view drawing illustrating one embodiment of organizing display data **180** on the multiuser display **105**. The single instance of display data **180** is organized as oriented towards both the first user position **185a** and the second user position **185b** as shown in FIG. 51. In addition, the first user information **190a** and the second user information **190b** are oriented parallel to the orientation of the display data **180**.

[0064] FIG. 4J is a top view drawing illustrating one embodiment of organizing display data **180** on the multiuser display **105**. In the depicted embodiment, the first display data **180a** is organized as oriented towards the first user position **185a**. Second display data **180b** that is different from the first display data **180a** is organized as oriented towards the second user position **185b**. Thus a first user at the first user position **185a** and the second user at the second user position **185b** may concurrently view different display data **180**.

[0065] FIG. 4K is a top view drawing illustrating one embodiment of organizing display data **180** on the multiuser display **105**. In the depicted embodiment, first display data **180a** is organized as oriented toward a first user position **185a** in response to determining the first user position **185a** from the audible signal **135**.

[0066] The second user position **185b** is determined relative to the first user position **185a**. In addition, second display data **180b** is organized as oriented toward the second user position **185b**. The second user position **185b** may be inferred solely from the first user position **185a**.

[0067] In the depicted embodiment, the first and second users are playing a game of air hockey. The first user position **185** is determined from an audible signal **135** (not shown). The second user position **185b** is determined relative to the first user position **185a** as opposite to the first user position **185a**.

[0068] FIG. 5 is a schematic block diagram illustrating one embodiment of a computer **300**. The computer **300** may be embodied in the multiuser display **105**, connected to the multiuser display **105**, or combinations thereof. The computer **300** includes a processor **305**, a memory **310**, and communication hardware **315**. The memory **310** may be a semiconductor storage device, a hard disk drive, an optical storage device, a micromechanical storage device, or combinations thereof. The memory **310** may store machine readable code. The machine readable code may be executed by the processor **305** to perform one or more functions. The communication hardware **315** may communicate with other devices.

[0069] FIG. 6 is a schematic block diagram illustrating one embodiment of a data organization apparatus **400**. The apparatus **400** may be embodied in the computer **300** of FIG. 5. The apparatus **400** may include a position module **405** and an organization module **410**. The position module **405** and the organization module **410** may be embodied in the memory **310** storing machine readable code executable by the processor **305**.

[0070] The position module **405** determines the first user position **185a** from the audible signal **135**. The organization module **410** organizes display data **180** on the multiuser display **105** in response to the first user position **185a** as will be described hereafter.

[0071] FIG. 7 is a schematic flow chart diagram illustrating one embodiment of a data organization method **500**. The method **500** may perform the functions of the multiuser display **105** and the apparatus **400**. In one embodiment, the method **500** is performed by the processor **305**. Alternatively, the method **500** may be performed by a program product. The program product may comprise a computer readable storage medium such as the memory **310** storing machine readable code that is executable by the processor **305** to perform the operations of the method **500**.

[0072] The method **500** starts, and in one embodiment, a microphone array **120** receives the audible signal **135**. One or more microphone arrays **120** may receive the audible signal **135**. The audible signal **135** may be from a first user speaking. Alternatively, the audible signal **135** may be from movement by the first user.

[0073] In a certain embodiment, the audible signal **135** is from a pen **140** such as an ultrasonic pen and/or an acoustic pen. In addition, the audible signal **135** may be from a surface touch acoustic such as typing on a virtual keyboard on the multiuser display **105**, writing with the stylus, finger, or other object on the multiuser display **105**, and the like.

[0074] The position module 405 may further determine 510 the first user position 185a from the audible signal 135. In one embodiment, the position module 405 determines 510 a plurality of user positions 185 from a plurality of audible signals 135.

[0075] The position module 405 may determine 510 the first user position 185a from the audible signal 135 with sound source localization. In one embodiment, the position module 405 calculates an audible vector 175 from one or more microphone arrays 120 to the audible source 130 and/or to the pen 140. The position module 405 may determine a time difference between when the audible signal 135 is received at a first microphone and when the audible signal 135 is received at a second microphone of the microphone array 120. The time difference is used with the microphone locations 215 to determine an audible vector 175 to the audible source 130 and/or pen 140.

[0076] The first user position 185a may be estimated to be the audible source 130. In one embodiment, the first user position 185a is determined to be the audible source 130 if the audible source 130 is beyond an edge 170 and/or bezel 110 of the multiuser display 105.

[0077] If the audible source 130 is within the edges 170 and/or bezels 110 of the multiuser display 105, the audible source 130 may be determined to be a pen 140 and/or a surface touch acoustic. The first user position 185a may be determined to be along a pen vector 176 from the audible source 130. The first user position 185a may be determined to be located adjacent the edge 170 and/or bezel 110 of the multiuser display 105 with a center of the first user position 185a intersecting the pen vector 176. In one embodiment, adjacent to the edge 170 of the multiuser display 105 is within 0 to 40 cm of an edge 170 of the multiuser display 105.

[0078] In one embodiment, each user position 185 includes a motion vector. The motion vector may estimate the user position 185 at a plurality of discrete times and/or continuously over a time interval. The motion vector may be applied to the user position 185 to update the user position 185 over time.

[0079] The position module 405 may further identify 515 the first user. In one embodiment, the position module 405 identifies 515 the first user using voice recognition. For example, the position module 405 may compare an audible signature 230 with the audible signal 135 to identify the first user. In one embodiment, the position module 405 identifies 515 a plurality of users.

[0080] In an alternate embodiment, the position module 405 may query the user at the user position 185 for the identity of the user. The user may self identify in response to the query. In one embodiment, the position module 405 records of voice print by the user and stores the voice print along with the user's name and/or other identifying information in the user identifier 235. The position module 405 may subsequently identify 515 the user using the voice print.

[0081] In a certain embodiment, the position module 405 may use a video camera of the multiuser display 105 may identify 515 the user from a biometric identification selected from a facial identification, a retinal identification, and the like. Alternatively, the position module 405 may use biometric information such as a fingerprint recorded by the multiuser display 105 to identify 515 the user.

[0082] The orientation module 410 may organize 520 the display data 180 on the multiuser display 105 in response to

the user position 185. In one embodiment, the display data 180 is organized as oriented toward the user position 185 as illustrated in FIG. 4C.

[0083] In an alternate embodiment, the organization module 410 may organize 520 a first instance of the display data 180a as oriented towards a first user position 185a and organize 520 a second instance of the display data 180b as oriented towards a second user position 185b as illustrated in FIG. 4G. Thus multiple users gathered around the multiuser display 105 may each be able to clearly view instances of the display data 180. In one embodiment, changes to one instance of the display data 180 are propagated to other instances of the display data 180.

[0084] Alternatively, the organization module 410 may organize 520 first display data 180a oriented towards the first user position 185a and different second display data 180b oriented towards the second user position 185b as illustrated in FIG. 4J. In one embodiment, the organization module 410 organizes 520 the display data 180 towards the user position 185 associated with the most recent audible signal 135.

[0085] The organization module 410 may organize 520 the display data 180 in response to the first user position 185a and the second user position 185b so that the display data 180 is partially oriented towards both the first user position 185a and the second user position 185b as illustrated in FIGS. 4H and 4I. Thus the multiuser display 105 may display the single instance of the display data 180 for the users at both the first user position 185a and the second user position 185b. In one embodiment, the organization module 410 organizes 520 the display data 180 for a plurality of user positions 185.

[0086] The organization module 410 may further provide 525 user information 190 for the user at the user position 185. In addition, the organization module 410 may configure 530 the display data 180 with user preferences for the user and the method 500 ends.

[0087] Multiuser displays allow multiple users to cooperatively work on one more sets of display data 180. However, the large size of multiuser displays 105 and the convenient access to the multiuser displays 105 from multiple user positions 185 make it possible for the multiuser display 105 to provide the display data 180 at positions and orientations that are inconvenient to the users. Rather than restricting the user positions from which a user can work with the multiuser display 105 or requiring the users to explicitly configure the position and orientation of display data 180 on the multiuser display 105, the embodiments determine a user position 185 from the audible signal 135.

[0088] After determining the user position 185 for the user of the multiuser display 105, the embodiments automatically organize the display data 180 so the display data 180 is most advantageously viewed by the user. Thus while the user is working with the multiuser display 105, the user is free to move relative to the multiuser display 105 without constantly adjusting the organization and orientation of the display data 180.

[0089] In addition, the embodiments may organize the display data 180 for multiple user positions 185. The embodiments may determine multiple user positions 185 from one or more audible signals 135 and organize the display data 180 for the multiple user positions 185. Thus multiple users may work with the multiuser display 105 from a variety of positions without explicitly reconfiguring the position and orientation of display data 180.

**[0090]** Embodiments may be practiced in other specific forms. The described embodiments are to be considered in all respects only as illustrative and not restrictive. The scope of the invention is, therefore, indicated by the appended claims rather than by the foregoing description. All changes which come within the meaning and range of equivalency of the claims are to be embraced within their scope.

What is claimed is:

1. An apparatus comprising:
  - a processor;
  - a multiuser display accessible to the processor; and
  - a memory storing machine readable code executable by the processor, the machine readable code comprising:
    - a position module determining a first user position from an audible signal; and
    - an organization module organizing display data on the multiuser display in response to the first user position.
2. The apparatus of claim 1, wherein the display data is organized as oriented toward the first user position.
3. The apparatus of claim 1, the position module further determining a second user position from a second audible signal and the organization module organizing the display data in response to the first user position and the second user position.
4. The apparatus of claim 1, wherein the first user position comprises a motion vector.
5. The apparatus of claim 1, further comprising a microphone array receiving the audible signal.
6. The apparatus of claim 5, wherein the first user position is determined from the audible signal with sound source localization.
7. A method comprising:
  - determining, by use of a processor, a first user position from an audible signal; and
  - organizing display data on the multiuser display in response to the first user position.
8. The method of claim 7, wherein the display data is organized as oriented toward the first user position.
9. The method of claim 7, further comprising determining a second user position from a second audible signal and organizing the display data in response to the first user position and the second user position.
10. The method of claim 7, further comprising receiving the audible signal with a microphone array.
11. The method of claim 7, wherein the first user position is determined from the audible signal with sound source localization.
12. The method of claim 7, wherein the display data is organized oriented towards a user position associated with a most recent audible signal.
13. The method of claim 7, wherein the first user position comprises a motion vector.
14. The method of claim 7, further comprising identifying a first user from the audible signal.
15. The method of claim 14, wherein the display data is provided with user information for the first user.
16. The method of claim 14, wherein the display data is configured with user preferences for the first user.
17. The method of claim 7, wherein the audible signal is emitted from one or more of an ultrasonic pen, an acoustic pen, and a surface touch acoustic.
18. A program product comprising a computer readable storage medium storing machine readable code executable by a processor to perform:
  - determining a first user position from an audible signal;
  - and
  - organizing display data on the multiuser display in response to the first user position.
19. The program product of claim 18, wherein the display data is organized as oriented toward the first user position.
20. The program product of claim 18, wherein the audible signal is received by a microphone array and the first user position is determined from the audible signal with sound source localization.

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