

Vision-Based Approach to Noisy Text Recognition

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1. Motivation & Background

1. Out-of-Vocabulary (OOV) Problem in Natural Language Processing (NLP)

unknown words appear in test set but not in training set.

caused by *small* training set or *noise*

e.g. “word” → 5, “w0rd” → <UNK>



The OOV problem

2. Human Vision Robustness

wikipedia.org ?

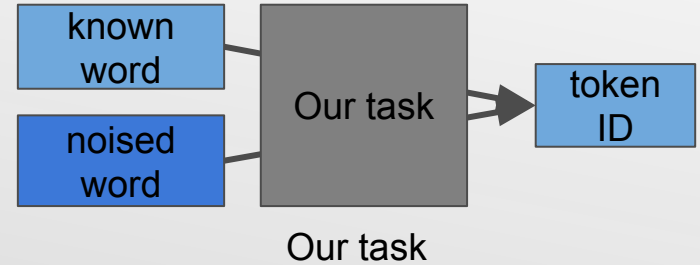
wikip e di a .org
cyrillic cyrillic

Can we improve **Robustness** against **Noise** by vision-based method?

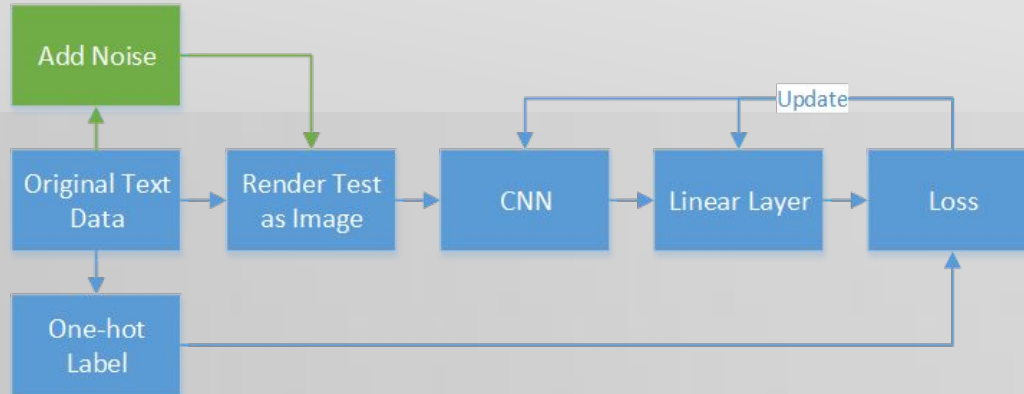
e.g. “word” → 5, “w0rd” → 5

2. Task Definition & Conceptual Design

1. Robustness: OOV problem caused by Noise
2. Our system should recognize noised word and predict a correct Token ID



Methodology: a pipeline



3. Implementation: Model and Training

1. Dictionary:
 - a. Word \rightarrow ID
 - b. ID \rightarrow Word
2. Render Image with Pygame



definitely \rightarrow

3. CNN
 - a. 1 Convolutional Layer
 - b. Relu
 - c. Max Pooling Layer
4. Linear Layer
Output dimension: Size of Vocabulary
5. Loss: Cross Entropy
6. Optimizer: Adam

4. Experiments

4.1 Dataset

- **Multitarget TED Talks Task (MTTT) Dataset**
 - focus on the **English** portion of the en-de (English-German) translation set
 - count the frequency of each word
 - The most frequent **4571 words** were selected as token

4.2 Variables and Experimental Condition

4 fonts:

- Noto Sans
- Mandatory
- Turok
- Typographer

LOREM IPSUM, DOLOR SIT AMET

(a) Font:Noto Sans [2]

LOREM IPSUM, DOLOR SIT AMET

(b) Font:Mandatory [3]

LOREM IPSUM, DOLOR SIT AMET

(c) Font:Turok [4]

COREM IPSUM, DOLOR SIT AMET

(d) Font:Typographer [5]

Figure 3. Four Fonts

4.2 Variables and Experimental Condition

→ 3 types of noise: **Greek letters**, **Cyrillic letters**, and **leetspeak**

a → α

```
{
  "a": "a", "b": "b", "c": "c", "d": "", "e": "e", "f": "", "g": "", "h": "",
  "i": "", "j": "", "k": "κ", "l": "", "m": "m", "n": "n", "o": "o", "p": "p",
  "q": "", "r": "r", "s": "", "t": "т", "u": "u", "v": "v", "w": "w", "x": "x",
  "y": "y", "z": "z", "A": "A", "B": "B", "C": "C", "D": "D", "E": "E", "F": "F",
  "G": "Г", "H": "H", "I": "I", "J": "J", "K": "K", "L": "L", "M": "M", "N": "N",
  "O": "O", "P": "P", "Q": "Q", "R": "Я", "S": "S", "T": "T", "U": "U", "V": "V",
  "W": "Ш", "X": "X", "Y": "Y", "Z": "Z"
}
```

(a) Alphabet to Cyrillic Dictionary Cross Reference

a → α

```
{
  "a": "α", "b": "β", "c": "γ", "d": "δ", "e": "ε", "f": "", "g": "", "h": "",
  "i": "ι", "j": "", "k": "κ", "l": "λ", "m": "μ", "n": "ν", "o": "ο", "p": "ρ",
  "q": "ϑ", "r": "ρ", "s": "σ", "t": "τ", "u": "υ", "v": "φ", "w": "ω", "x": "χ",
  "y": "ψ", "z": "ζ", "A": "Α", "B": "Β", "C": "Γ", "D": "Δ", "E": "Ε", "F": "Φ",
  "G": "Ζ", "H": "Η", "I": "Θ", "J": "Ι", "K": "Κ", "L": "Λ", "M": "Μ", "N": "Ν",
  "O": "Ο", "P": "Π", "Q": "Ρ", "R": "Σ", "S": "Τ", "T": "Τ", "U": "Υ", "V": "Φ",
  "W": "Ψ", "X": "Χ", "Y": "Υ", "Z": "Ζ"
}
```

(b) Alphabet to Greek Dictionary Cross Reference

o → 0

```
{
  "a": "@", "b": "6", "c": "<", "d": "ol", "e": "3", "f": "f", "g": "9", "h": "",
  "i": "!", "j": "j", "k": "|<", "l": "l", "m": "", "n": "", "o": "0", "p": "p",
  "q": "9", "r": "", "s": "5", "t": "", "u": "μ", "v": "√", "w": "w", "x": "x",
  "y": "¥", "z": "2", "A": "4", "B": "8", "C": "<", "D": "", "E": "3", "F": "l=",
  "G": "6", "H": "[-]", "I": "1", "J": "j", "K": "|<", "L": "L", "M": "M", "N": "N",
  "O": "0", "P": "P", "Q": "0", "R": "R", "S": "5", "T": "+", "U": "U", "V": "V",
  "W": "VV", "X": "x", "Y": "¥", "Z": "2"
}
```

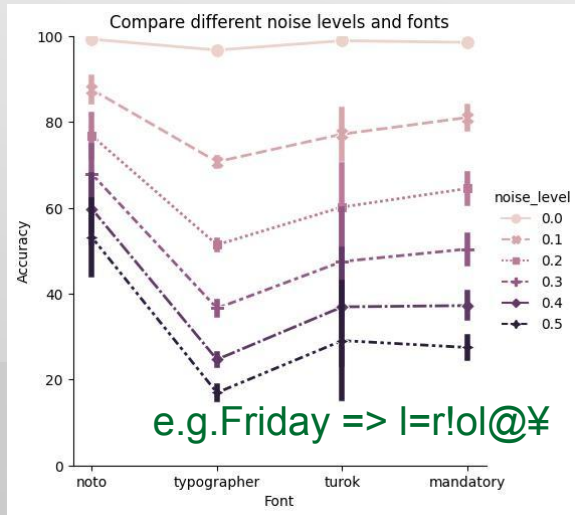
(c) Alphabet to Leetspeak Dictionary Cross Reference

→ 5 probabilities of **10%**, **20%**, **30%**, **40%** and **50%** for each character replaced

Example words	10%	20%	30%	40%	50%
United	Un!ted	Un!t3ol	Un!t3ol	Un!t3ol	Un!t3ol
illusion	illu5!on	i1lu5!on	i1lu5!on	i1lu5!on	i1lu5!0n
Friday	Frida¥	Frida¥	Fr!d@¥	l=r!d@¥	l=r!ol@¥

5. Results

5.1 Evaluation



LOREM IPSUM, DOLOR SIT AMET

(a) Font:Noto Sans [2]

LOREM IPSUM, DOLOR SIT AMET

(b) Font:Mandatory [3]

LOREM IPSUM, DOLOR SIT AMET

(c) Font:Turok [4]

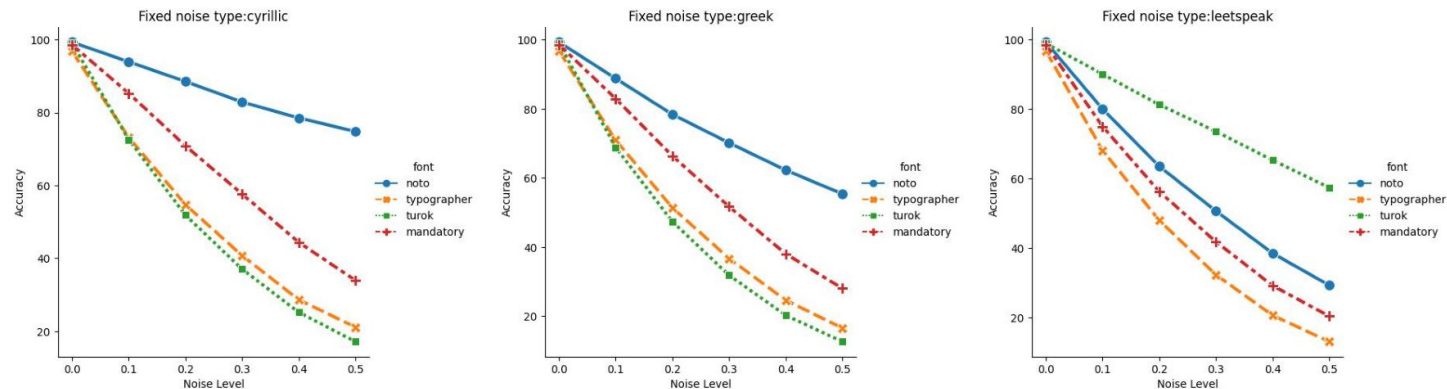
LOREM IPSUM, DOLOR SIT AMET

(d) Font:Typographer [5]

Figure 3. Four Fonts

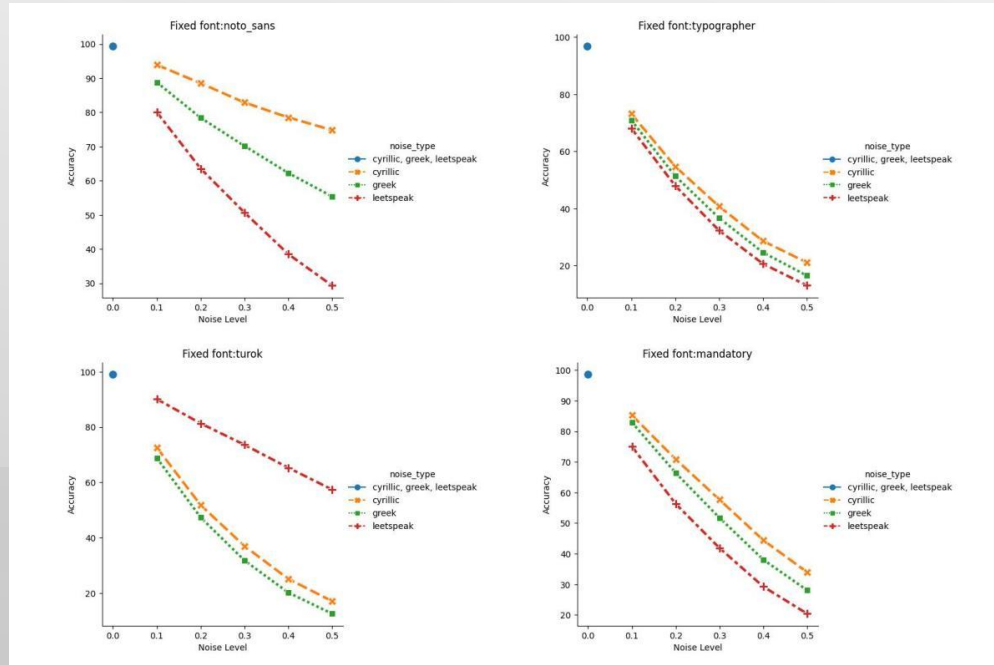
→ Effect of noise ratio on model robustness in text recognition.

5.1 Evaluation: noise type fixed



→ Effect of fonts on model robustness in text recognition.

5.1 Evaluation: font fixed



- Effect of noise type on model robustness in text recognition.
- Challenging: Leetspeak > Greek letters > Cyrillic letters

5.2 Statistical Analysis

	df	sum_sq	mean_sq	F	PR(F)
C(font)	3.0	6159.253119	2053.084373	13.216646	1.472186e - 06
C(noise_type)	3.0	8230.472624	2743.490875	17.661109	4.485511e - 08
C(noise_level)	5.0	17914.068404	3582.813681	23.064215	3.208838e - 12
Residual	53.0	8233.062735	155.340806	NaN	NaN

Table 3. Analysis of Variance (ANOVA) for variables.

- All of three variables, namely "Font" "Noise Type" and "Noise Level" have p-values lower than 0.05.
- Statistical significance: have decisive impact on the model's results for text recognition.

5.3 Case Study

Example word	Prediction word	Evaluation	Added noise	Prediction with noise	Evaluation
attract	attract	true	<i>attra < t</i>	attract	true
abstract	abstract	true	<i>@b5tract</i>	celebrate	false
previous	previous	true	<i>prev!ou5</i>	previous	true
obvious	obvious	true	<i>o6v!0usly</i>	carpeting	false
College	College	true	<i>< 0lle93</i>	ended	false
colleagues	colleagues	true	<i>< olle@gu3s</i>	imaginative	false

Table 2. Negative examples for case study.

→ Result of case study for negative examples:

1. No noises added: words with similar characters can be successfully classified.
2. With noises: Classifying words with similar characters becomes challenging.

5. Conclusion and Future Work

- Built a pipeline to improve the Robustness against Noise via Vision Method
- Explored influence of fonts, noise, and noise level
- Case study: robustness against similar words

Limitation & Future Work

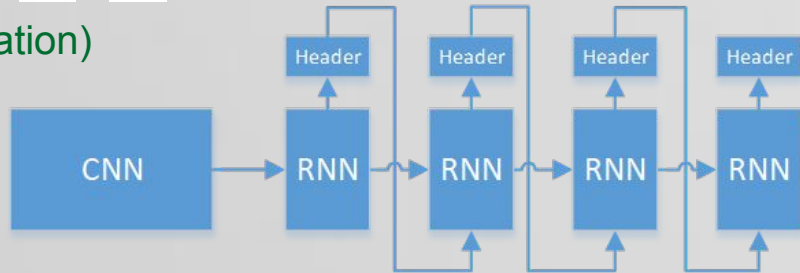
- Since words have **unfixed length**, we could **split** image into **slices**

definite1y = de lefi fin nite ite e1y 1y

- **Downstream Tasks** (e.g. Machine Translation)

Now: CNN + Linear Layer (Header)

Future: CNN + RNN (seq.)



References

- [1] <https://www.pygame.org/news>.
- [2] Thomas Bohm. Letter and symbol misrecognition in highly legible typefaces for general, children, dyslexic, visually impaired and ageing readers. *Information Design Journal*, 21(1):34–50, 2014.
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- [5] Elizabeth Salesky, David Etter, and Matt Post. Robust openvocabulary translation from visual text representations. In *Proceedings of the 2021 Conference on Empirical Methods in Natural Language Processing*, pages 7235–7252, Online and Punta Cana, Dominican Republic, Nov. 2021. Association for Computational Linguistics. 2,
- [6] Baoguang Shi, Xiang Bai, and Cong Yao. An end-to-end trainable neural network for image-based sequence recognition and its application to scene text recognition. *IEEE transactions on pattern analysis and machine intelligence*, 39(11):2298–2304, 2016.

Thank you for listening

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