

On-line Recognition of Handwritten Mathematical Symbols

Bachelor's thesis of Martin Thoma

Martin Thoma | 5th of June, 2014

$$1 + \frac{1}{1 + \frac{1}{1 + \frac{1}{1 + \frac{1}{\dots}}}}$$

$$\frac{1 + \sqrt{5}}{2}$$

1 What is my Bachelor's thesis about?

2 Preprocessing and Features

3 Evaluation

What is my Bachelor's thesis about?

- Recognition of handwritten mathematical symbols
- On-line recognition, not OCR!
- Given a series of points $(x(t), y(t), b(t))$
I want to get the \LaTeX command.

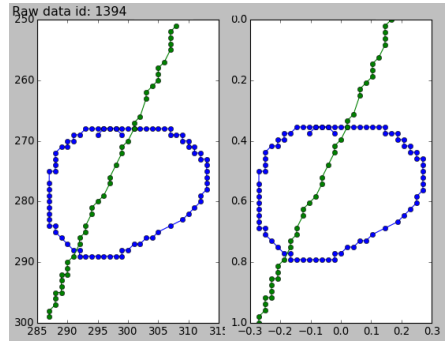
Why did I work on this topic?

- \LaTeX is easy as soon as you know the \backslash commands.
- It's hard to find the \LaTeX command of single symbols.
- It's much harder to find complete formulas.

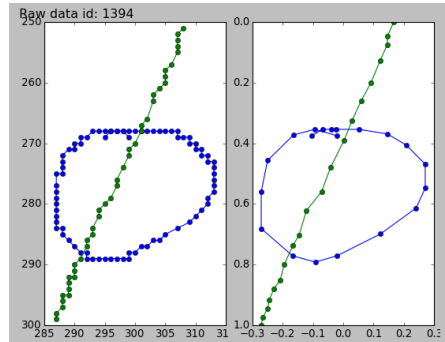
For now: recognition of isolated symbols.

- Normalizing
 - Scaling
 - Shifting
 - Resampling
- Noise reduction
 - Smoothing (e.g. moving average)
 - Dot reduction
 - Filtering (by distance, speed or angle)
 - Stroke connection

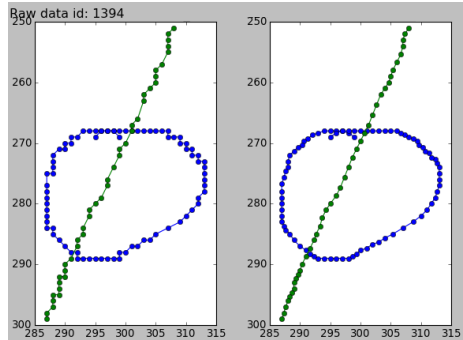
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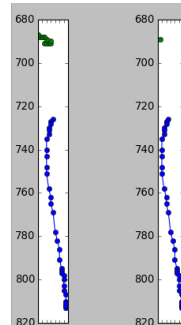
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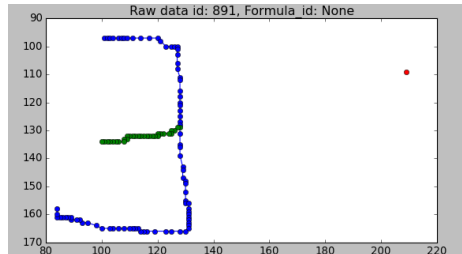
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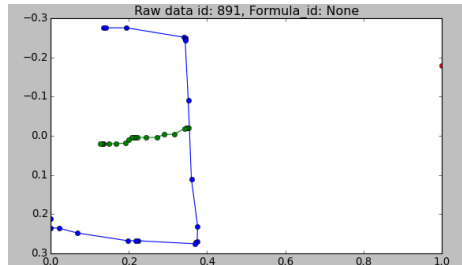
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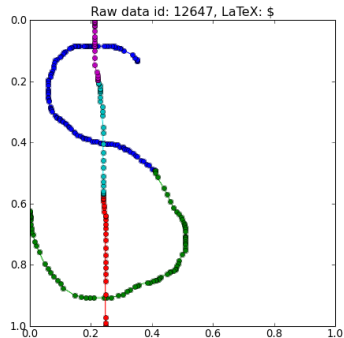
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Local Features

- Coordinates
- Speed
- Binary pen pressure
- Direction
- Curvature
- Bitmap-environment
- Hat-Feature

Global Features

- # of dots ($i, j, \therefore, \cdot, \dots$)
- # of strokes
- Center point coordinates
- Bitmap
- Bounding box (width, height, time)
- Re-curvature per stroke s
$$\left(\frac{\text{height}(s)}{d(s[0], s[-1])} \right)$$
- Ink

Preprocessing: Scaling, shifting and linear interpolation

Features: Coordinates of 80 points (4 strokes with 20 points each)

Learning: MLP, 1000 epochs, LR $\eta = 0.1$, Momentum $\alpha = 0.1$

System	Topology	Classification error		
		TOP1	TOP3	MER
B_1	160:500:369	23.34 %	6.80 %	6.64 %
B_2	160:500:500:369	<u>21.51 %</u>	5.75 %	5.67 %
B_3	160:500:500:500:369	21.93 %	<u>5.74 %</u>	<u>5.64 %</u>

Table: Baseline systems with three different classification error measures. All errors were measured on the test set.

Merged symbols (MER error)

Base symbol		equivalent symbols	
L ^A T _E X	Rendered	L ^A T _E X	Rendered
<code>\sum</code>	Σ	<code>\$_Sigma\$</code>	Σ
<code>\prod</code>	Π	<code>\$_Pi\$</code>	Π
		<code>\$_sqcap\$</code>	\sqcap
<code>\coprod</code>	\coprod	<code>\$_amalg\$</code>	\amalg
		<code>\$_sqcup\$</code>	\sqcup
<code>\perp</code>	\perp	<code>\$_bot\$</code>	\bot
<code>\models</code>	\models	<code>\$_vDash\$</code>	\vDash
<code> </code>	$ $	<code>\mid</code>	\mid
<code>\Delta</code>	Δ	<code>\$_triangle\$</code>	\triangle
		<code>\$_vartriangle\$</code>	\vartriangle

Merged symbols (MER error)

Base symbol		equivalent symbols	
L ^A T _E X	Rendered	L ^A T _E X	Rendered
<code>\ </code>	\parallel	<code>\$_parallel\$</code>	\parallel
<code>\ohm</code>	Ω	<code>\$_Omega\$</code>	Ω
<code>\setminus</code>	\backslash	<code>\$_backslash\$</code>	\backslash
<code>\checked</code>	\checkmark	<code>\$_checkmark\$</code>	\checkmark
<code>\&</code>	$\&$	<code>\$_with\$</code>	$\&$
<code>\#</code>	$\#$	<code>\$_sharp\$</code>	$\#$
<code>\S</code>	\S	<code>\$_mathsection\$</code>	\S
<code>\nabla</code>	∇	<code>\triangledown</code>	∇
<code>\lhd</code>	\triangleleft	<code>\$_triangleleft\$</code>	\triangleleft
		<code>\$_vartriangleleft\$</code>	\triangleleft
<code>\oiint</code>	\oiint	<code>\$_varoiint\$</code>	\oiint

Merged symbols (MER error)

Base symbol		equivalent symbols	
\LaTeX	Rendered	\LaTeX	Rendered
$\text{\texttt{\textbackslash mathbb{R}}}$	\mathbb{R}	$\text{\texttt{\$ \textbackslash mathds{R} \$}}$	\mathbb{R}
$\text{\texttt{\textbackslash mathbb{Q}}}$	\mathbb{Q}	$\text{\texttt{\textbackslash mathds{Q}}}$	\mathbb{Q}
$\text{\texttt{\textbackslash mathbb{Z}}}$	\mathbb{Z}	$\text{\texttt{\textbackslash mathds{Z}}}$	\mathbb{Z}
$\text{\texttt{\textbackslash mathcal{A}}}$	\mathcal{A}	$\text{\texttt{\textbackslash mathscr{A}}}$	\mathcal{A}
$\text{\texttt{\textbackslash mathcal{D}}}$	\mathcal{D}	$\text{\texttt{\textbackslash mathscr{D}}}$	\mathcal{D}
$\text{\texttt{\textbackslash mathcal{N}}}$	\mathcal{N}	$\text{\texttt{\textbackslash mathscr{N}}}$	\mathcal{N}
$\text{\texttt{\textbackslash mathcal{R}}}$	\mathcal{R}	$\text{\texttt{\textbackslash mathscr{R}}}$	\mathcal{R}
$\text{\texttt{\textbackslash propto}}$	\propto	$\text{\texttt{\$ \textbackslash varpropto \$}}$	\propto

System	Classification error					
	TOP1	change	TOP3	change	MER	change
$B_{1,\theta=5\text{ px}}$	23.27 %	−0.07 %	6.50 %	−0.30 %	6.37 %	−0.27 %
$B_{2,\theta=5\text{ px}}$	21.20 %	−0.31 %	5.59 %	−0.16 %	5.50 %	−0.17 %
$B_{3,\theta=5\text{ px}}$	21.80 %	−0.13 %	5.54 %	−0.20 %	5.47 %	−0.17 %
$B_{1,\theta=10\text{ px}}$	23.17 %	−0.17 %	6.61 %	−0.19 %	6.47 %	−0.17 %
$B_{2,\theta=10\text{ px}}$	<u>20.97 %</u>	−0.54 %	5.43 %	−0.32 %	5.34 %	−0.33 %
$B_{3,\theta=10\text{ px}}$	21.34 %	−0.59 %	<u>5.42 %</u>	−0.32 %	<u>5.33 %</u>	−0.31 %
$B_{1,\theta=20\text{ px}}$	22.81 %	−0.53 %	6.28 %	−0.52 %	6.19 %	−0.45 %
$B_{2,\theta=20\text{ px}}$	21.61 %	0.10 %	5.79 %	0.04 %	5.69 %	0.02 %
$B_{3,\theta=20\text{ px}}$	21.71 %	−0.22 %	5.55 %	−0.19 %	5.45 %	−0.19 %

Table: Models B_1 – B_4 with additionally applied stroke connect algorithm.

Learning: Supervised layer-wise pretraining

System	Classification error					
	TOP1	change	TOP3	change	MER	change
B_1	23.34 %		6.80 %		6.64 %	
$B_{2,p}$	19.89 %	−1.62 %	4.76 %	−0.99 %	4.68 %	−0.99 %
$B_{3,p}$	<u>19.43 %</u>	−2.50 %	<u>4.64 %</u>	−1.10 %	<u>4.54 %</u>	−1.10 %

Table: Supervised layer-wise pretraining, 1000 epochs per layer

Optimized classifier

Preprocessing: Connect strokes, scale, shift and linear interpolation

Features: Coordinates of 80 points (4 strokes with 20 points each), re-curvature per stroke, ink, stroke count, aspect ratio

Learning: MLP, 1000 epochs, LR $\eta = 0.1$, Momentum $\alpha = 0.1$, supervised layer-wise pretraining

System	Classification error					
	TOP1	change	TOP3	change	MER	change
$B_{1,c}$	20.96 %	−2.38 %	5.24 %	−1.56 %	5.13 %	−1.51 %
$B_{2,c}$	18.26 %	−3.25 %	4.07 %	−1.68 %	<u>3.98 %</u>	−1.69 %
$B_{3,c}$	<u>18.19 %</u>	−3.74 %	<u>4.06 %</u>	−1.68 %	3.99 %	−1.65 %

Table: Error rates of the complex recognizer systems.

Two software projects were created:

- write-math.com: A website where on-line handwritten data gets collected and classified
- [hwrt](#): The *handwriting recognition toolkit* is a Python project for handwriting recognition

This presentation and the bachelor's thesis will be at martin-thoma.com/write-math.

- [Server](#) by RRZEicons
- [Desktop Computer](#) by Ed g2s, Ironbrother, Kierancassel and Msgj
- [Server](#) by MimooH

Thanks for Your Attention!



2014-05-24 14:59:56



2014-05-23 10:18:10



2014-05-22 19:12:11



2014-05-22 19:07:06



2014-05-22 16:31:59



2014-05-22 12:36:09



2014-05-22 11:31:21



2014-05-22 11:23:53



2014-05-12 21:40:15



2014-05-09 18:02:01