

MetaHTR

Towards Writer-Adaptive Handwritten Text Recognition



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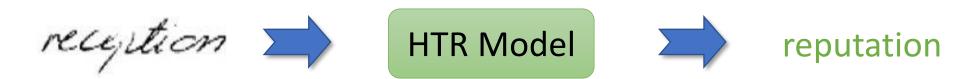
http://sketchx.ai







Handwritten Text Recognition (HTR)



Problem – "People have diverse handwriting styles"



- **Idiosyncratic** style of writing characters
- Cursive or non-cursive

Traditional HTR Setup:

- Model is trained in a single flow
- No adaptation
- Large dataset, synthetic data
- Domain adaptation or generalisation



New style unobserved!

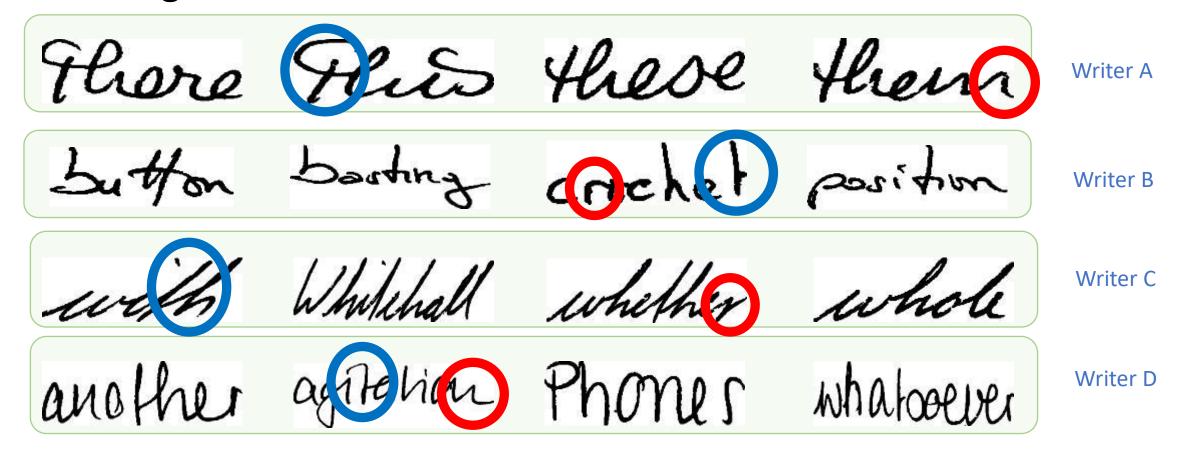
New *MetaHTR* Setup:

- Meta-learn handwriting styles
- Writer specialised HTR model
- Style adaptation using a few examples.



Quick adaptation to new style!

Challenges:



Contributions:

- Meta Handwritten Text Recognition (MetaHTR) for writer style adaptation.
- Meta-learn instance-wise weights, attending to character-specific adaptation.

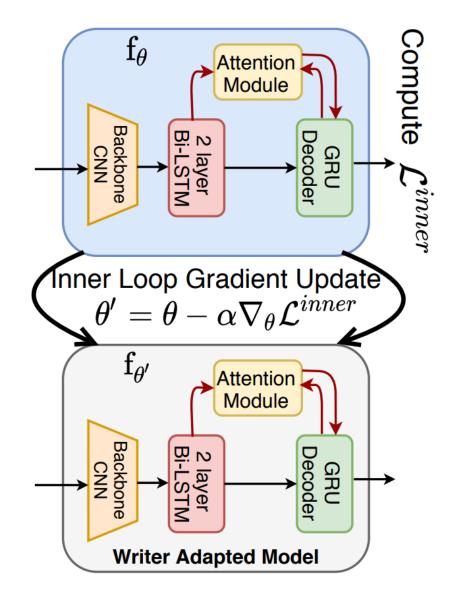
Meta Handwritten Text Recognition

Support Set

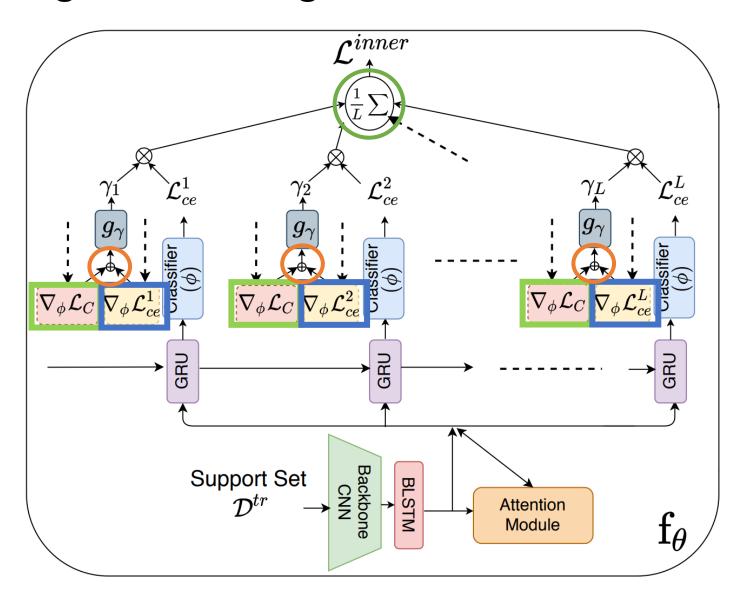


Validation set

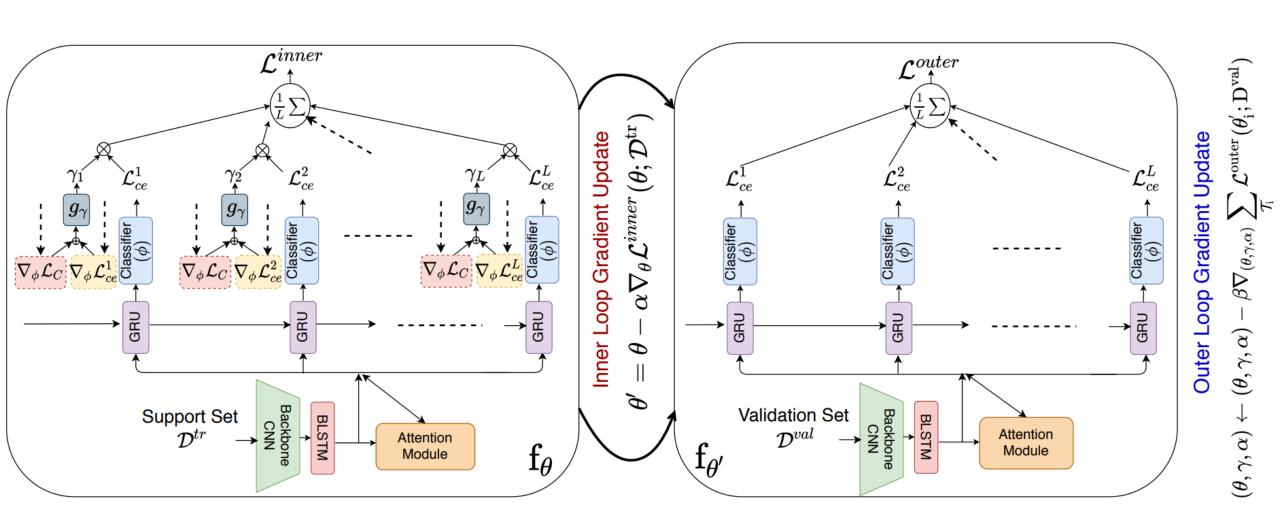




Learning-to-Learn weights for Character-wise Loss



Bi-level Optimisation



Experiments

- Datasets: IAM^[1] & RIMES^[2]
- Models: HTR models ASTER^[3], SAR^[4], and SCATTER ^[5]
- Evaluation Metric:
 - Word Recognition Accuracy with-Lexicon (L)
 - Word Recognition Accuracy with No-Lexicon(NL)
- Baselines:
 - Domain Adaptation Approach
 - Domain Generalisation Approach
 - Generative Approach
 - Learning Augmentation Approach
 - Meta-Learning based Adaptation
- [1] U-V Marti and Horst Bunke. The iam-database: an english sentence database for offline handwriting recognition. IJDAR, 2002.
- [2] Emmanuele Grosicki and Haikal El Abed. Icdar 2009 hand- `writing recognition competition. In ICDAR, pages 1398–1402, 2009.
- [3] Baoguang Shi, Mingkun Yang, Xinggang Wang, Pengyuan Lyu, Cong Yao, and Xiang Bai. Aster: An attentional scene text recognizer with flexible rectification. T-PAMI, 2018.
- [4] Hui Li, Peng Wang, Chunhua Shen, and Guyu Zhang. Show, attend and read: A simple and strong baseline for irregular text recognition (SAR). In AAAI, 2019.
- [5] Ron Litman, Oron Anschel, Shahar Tsiper, Roee Litman, Shai Mazor, and R Manmatha. Scatter: selective context attentional scene text recognizer. In CVPR, 2020.

Quantitative Results

Comparison among Baselines, naive Fine-tuning, and MetaHTR for using L and NL.

	IAM[4] (WRA)							RIMES[5] (WRA)						
Methods	Baseline		Fine-tuning		MetaHTR			Baseline		Fine-tuning		MetaHTR		
	L	NL	L	NL	L	NL	GAP	L	NL	L	NL	L	NL	GAP
ASTER[1]	90.3	81.3	90.5	81.7	94.1	89.2	7.9 ↑	93.6	87.4	93.7	87.7	96.5	93.4	6.0 ↑
SAR[2]	91.6	84.4	91.7	84.7	94.8	91.5	7.1 ↑	93.8	88.7	93.8	88.8	96.5	93.7	5.0 ↑
SCATTER[3]	91.7	84.6	92.0	85.1	94.8	91.6	7.0 ↑	93.8	88.8	93.9	89.0	96.6	93.9	5.1 ↑

^[1] Baoguang Shi, Mingkun Yang, Xinggang Wang, Pengyuan Lyu, Cong Yao, and Xiang Bai. Aster: An attentional scene text recognizer with flexible rectification. T-PAMI, 2018.

^[2] Hui Li, Peng Wang, Chunhua Shen, and Guyu Zhang. Show, attend and read: A simple and strong baseline for irregular text recognition (SAR). In AAAI, 2019.

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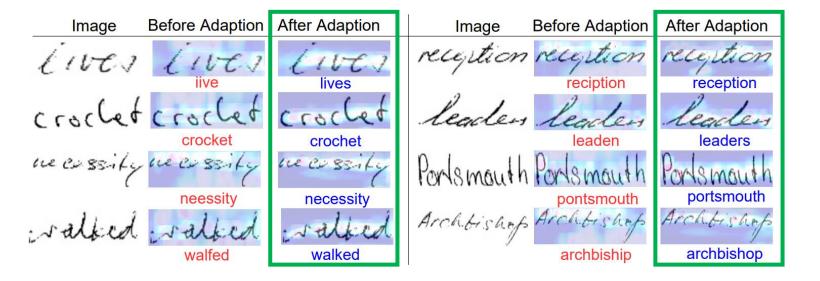
Quantitative Results:

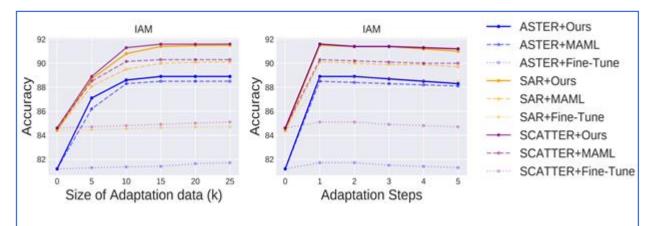
Performance analysis with different approaches

		IAM		RIN	1ES
		L	NL	L	NL
	ASTER [40] + DG	91.7	84.6	93.9	89.1
<u>9</u> 0	SAR [26] + DG	92.4	85.7	94.3	89.5
П	SCATTER [28] + DG	92.5	85.9	94.6	89.7
	ASTER [40] + DA	90.3	81.1	93.8	87.4
DA	SAR [26] + DA	91.9	84.8	93.7	88.9
	SCATTER [28] + DA	92.0	84.6	93.6	89.2
GA	ASTER [40] + GA	91.2	83.6	93.7	88.0
	SAR[26] + GA	91.8	84.8	93.8	88.4
	SCATTER [28] + GA	92.0	85.2	93.8	88.7
nt.	Luo <i>et al</i> . [29]	92.5	86.0	95.6	90.8
Augmnt.	AFDM [6]	91.2	83.6	95.2	88.2
	Luo <i>et al.</i> + AFDM [6]	92.7	86.7	96.1	91.3
Meta Learning based Adaptation	ASTER [40] Baseline	90.3	81.3	93.6	87.4
	ASTER [40] + MAML	93.0	87.1	96.3	91.9
	ASTER [40] + MAML-FO	92.9	86.9	96.2	91.6
	ASTER [40] + MetaSGD	91.1	83.4	93.7	88.0
	ASTER [40] + ANIL	93.0	87.0	96.2	91.7
	ASTER [40] + Ours (MetaHTR)	94.1	89.2	96.5	93.4
	SAR [26] Baseline	91.6	84.4	93.8	88.7
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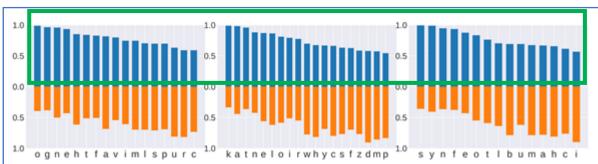
Ablative studies







Unconstrained W.R.A of MetaHTR with varying adaptation set-size (k), and adaptation steps.



Character-sets of three writers show varying W.R.A, signifying different levels of discrepancy against MetaHTR's initialization parameter. Characters having lower accuracy mostly get higher weights (orange), and vice versa, in the inner-loop adaptation process.

