

Converting equations to \LaTeX

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<https://github.com/Benjamin-Loison/Equations-images-to-LaTeX>

4 février 2022

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- 2 Journey
- 3 Architecture of the network
- 4 Results and limitations

$$\hat{f}(x) = \int_0^1 \left(\frac{\partial f}{\partial x} f'(x) \right) dx$$

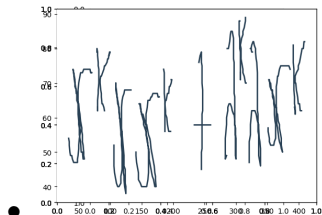
↓

```
\hat { f } ( x ) = \int ^ { 1 } _ { 0 } \left( \dfrac
{ \partial f } { \partial x } f ^ { ' } ( x ) \right)
d x
```

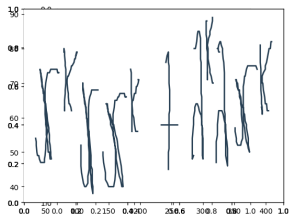
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- INKML to RGB

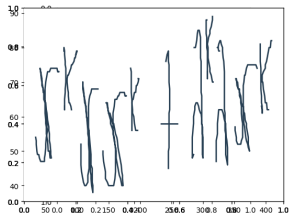


- INKML to RGB



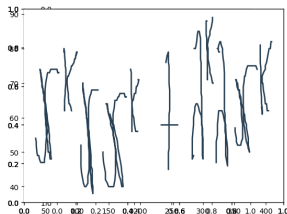
- Trace : 404 62, ..., 404 62, 402 62, ...

- INKML to RGB



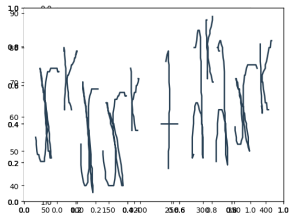
- Trace : 404 62, ..., 404 62, 402 62, ...
- Remove legends

- INKML to RGB



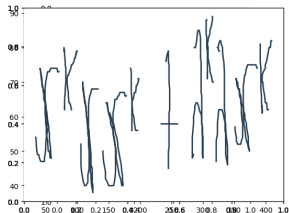
- Trace : 404 62, ..., 404 62, 402 62, ...
- Remove legends
- Crop images to black to reduce pixels number

- INKML to RGB



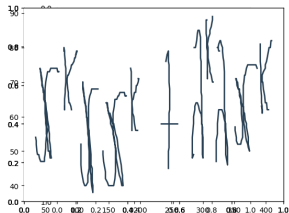
- Trace : 404 62, ..., 404 62, 402 62, ...
- Remove legends
- Crop images to black to reduce pixels number
- Flip images because upside down

- INKML to RGB



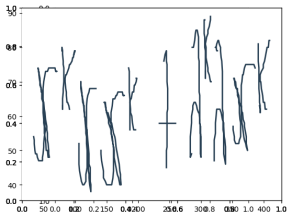
- Trace : 404 62, ..., 404 62, 402 62, ...
- Remove legends
- Crop images to black to reduce pixels number
- Flip images because upside down
- Resize nearest neighbor

- INKML to RGB



- Trace : 404 62, ..., 404 62, 402 62, ...
- Remove legends
- Crop images to black to reduce pixels number
- Flip images because upside down
- Resize nearest neighbor
- + statistics to get max rectangle taken by black pixels

- INKML to RGB

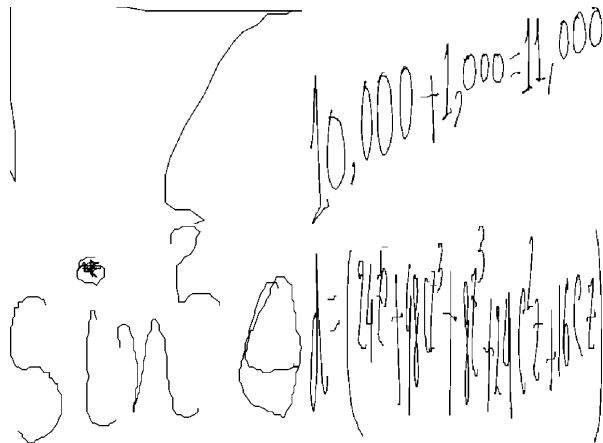


- Final result

- $x_k x_k + y_k y_k$

- Label : $\$x_k \ xx_k + y_k \ yx_k\$$

- Finally abandoned because don't know how to normalize images



The image displays two handwritten mathematical expressions. The top expression is the addition of two large numbers: $10,000 + 1,000 = 11,000$. The bottom expression is a trigonometric identity for the sine of a sum: $\sin(\alpha + \beta) = \sin\alpha \cos\beta + \cos\alpha \sin\beta$.

Need some preprocess to transform :

Transform	Original	Normalized
SubSup	H^I_I	H_I^I
ReqBrack	H^I	$H^{\{I\}}$
Desugar	H'	$H^{\{\backslashprime\}}$
ExpOperators	\sin	sin
InfixPrefix	$\frac{}{}$	$\frac{\{\}}{\{\}}$
MatrixEnv	\begin{matrix}	$\begin{array}{}...$
Drop	$\label{}$	-

Table 1: Preprocessing transformations applied to LaTeX abstract syntax tree in normalizing mode. These transformations are mostly safe, although there are some corner cases where they lead to small differences in output.

- $ds^2 = (1 - \frac{\cos\theta}{r})$
- `['d', 's', '^', '{', '2', '}', '=', '(', '1', '-', '{', '\frac', '{', 'q', 'c', 'o', 's', '\theta', '}', '{', 'r', '}', '}', ')']`
- `[0, 11, 31, 9, 5, 32, 8, 28, 23, 33, 6, 5, 18, 5, 34, 35, 36, 31, 37, 8, 5, 38, 8, 8, 24, 1]`

Need some preprocess to transform :

- Removed 5 very unexpected images to reduce black rectangle area used to reduce pixels number
- Likewise total pixels number from 64,000,000,000 to 11,764,000,000, it is a 5.44 factor
- Furthermore these 5 images weren't in train, nor test, nor validation set (10 % of images are in this case)
- Pad images to normalize, using Python but slow so used C++ with multithreading

[illegible]

$$\dot{\phi}^{(0)} = \dot{\phi}^{(8)} = 0, \quad \dot{\phi}^{(1)} = -\sqrt{3} \Omega_{\text{eff}} \phi^{(1)} \mathcal{E}_1, \quad \dot{\phi}^{(2)} = -\sqrt{3} \Omega_{\text{eff}} \phi^{(2)} \mathcal{E}_2$$

[illegible]

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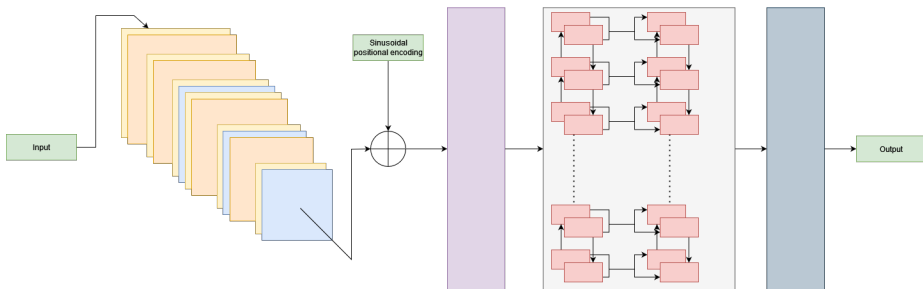
Gregg J. Zuckerman^{*}
Yale University
and Department of Mathematics
New Haven, CT 06520, U.S.A.

¹For the type BA case we have: $\mathcal{P}^1 = \mathcal{P}_1^1 \mathcal{P}_2^1 \mathcal{P}_3^1 = \mathcal{P}_1^1 \mathcal{P}_2^1 \mathcal{P}_3^1 = \mathcal{P}_1^1 \mathcal{P}_3^1 \mathcal{P}_2^1 = \mathcal{P}_2^1 \mathcal{P}_1^1 \mathcal{P}_3^1 = \mathcal{P}_2^1 \mathcal{P}_3^1 \mathcal{P}_1^1 = \mathcal{P}_3^1 \mathcal{P}_1^1 \mathcal{P}_2^1 = \mathcal{P}_3^1 \mathcal{P}_2^1 \mathcal{P}_1^1$.

White image and 19x : M a t h T y p e ! Z Z h x 4 7 ! c a a d a G
c b i a H W n W d b a W c b i G H R a q e a O G a g 2 Z a b a a
a b u q a b e G a c a a a b i

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green : data
blue : batch normalization
 \oplus : element-wise addition

yellow : convolution
purple : embedding
dark grey : Gumbel softmax

orange : pooling
light grey : RNN
red : LSTM

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After hours of studies and understanding

After hours of studies and understanding, hours of implementation

After hours of studies and understanding, hours of implementation
We achieved to get

After hours of studies and understanding, hours of implementation
We achieved to get

No result, it failed miserably



Examples

- pictures mostly composed of white pixels (even some that are completely blank)
- huge gaps between parts of the formulas

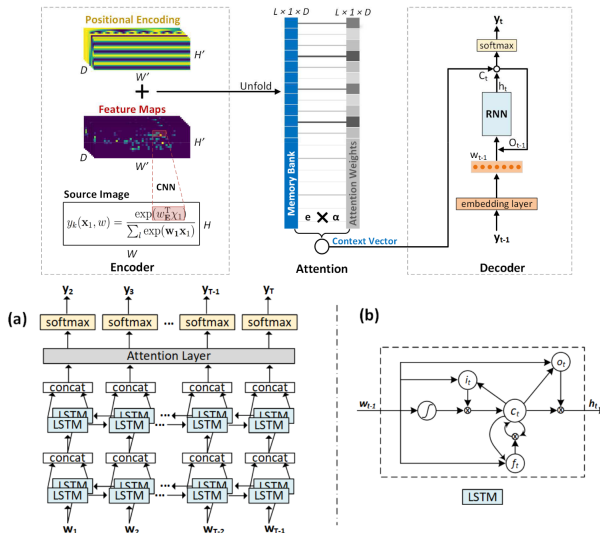
$$\int_{\mathbb{R}} \frac{d\mu}{2\pi i} \phi(\theta - \mu, 1) \frac{(-1)^{\ell} e^{i\pi \ell} \omega(\ell) \mathcal{P}_{\ell}^{\ell}(\mu)}{1 + (-1)^{\ell} \phi(\theta - \mu)} =$$

$$= \int \frac{dx}{2\pi i} \phi(\theta - x + i0, 1) \frac{(-1)^{\ell} e^{i\pi \ell} \omega(\ell - \ell_0) \mathcal{P}_{\ell}^{\ell}(x - i0)}{1 + (-1)^{\ell} \phi(\theta - x + i0)} +$$

$$- \int \frac{dx}{2\pi i} \phi(\theta - x - i0, 1) \frac{(-1)^{\ell} e^{i\pi \ell} \omega(\ell + \ell_0) \mathcal{P}_{\ell}^{\ell}(x + i0)}{1 + (-1)^{\ell} \phi(\theta - x - i0)}$$

$$\varphi_k^{[1;q]} = \varphi_k^{[0;q]} = 0, \quad \varphi'_k = -\sqrt{\lambda_k} \epsilon^{\ell} \gamma_{AB}^{\ell} \theta'_k, \quad \varphi'' = -\sqrt{\lambda_k} \epsilon^{\ell} \gamma_{AB}^{\ell} \theta''_k.$$

¹For the Type IIA case we have: $\theta^{01} = -\varphi_1^{\ell} \theta_1^{\ell} \theta_2^{\ell} = \epsilon_{\ell\ell'}^{\ell} \gamma_{AB}^{\ell} \lambda_1^{\ell} = \epsilon_{\ell\ell'}^{\ell} \lambda_1^{\ell} \lambda_2^{\ell} = -\epsilon_{\ell\ell'}^{\ell} \lambda_1^{\ell} \lambda_2^{\ell}$, so $\varphi'_1 = -\sqrt{\lambda_1} \epsilon^{\ell} \gamma_{AB}^{\ell} \theta'_1$, $\varphi'_2 = -\sqrt{\lambda_2} \epsilon^{\ell} \gamma_{AB}^{\ell} \theta'_2$.



- [1] Zelun Wang & Jyh-Charn Liu, *Translating Math Formula Images to LaTeX Sequences Using Deep Neural Networks with Sequence-level Training*
- [2] Deng Y., Kanervisto A., Ling J. & Rush A. M., *Image-to-Markup Generation with Coarse-to-Fine Attention*
- [3] Zhang J., Du J. & Dai L., *A GRU-based Encoder-Decoder Approach with Attention for Online Handwritten Mathematical Expression Recognition*
- [4] Genthial G. & Sauvestre R., *Image to Latex*
- [5] <https://github.com/harvardnlp/im2markup>
- [6] http://tc11.cvc.uab.es/datasets/CROHME-2014_2
- [7] <http://lstm.seas.harvard.edu/latex/data/>