BUILD PYTHON CODE:

Building Python Deep Learning Project on Handwritten Digit Recognition

Below are the steps to implement the handwritten digit recognition project:

1. Import the libraries and load the dataset

First, we are going to import all the modules that we are going to need for training our model. The Keras library already contains some datasets and MNIST is one of them. So we can easily import the dataset and start working with it. The **mnist.load_data()** method returns us the training data, its labels and also the testing data and its labels.

import keras

from keras.datasets import mnist

from keras.models import Sequential

from keras.layers import Dense, Dropout, Flatten

from keras.layers import Conv2D, MaxPooling2D

from keras import backend as K

the data, split between train and test sets

```
(x_train, y_train), (x_test, y_test) = mnist.load_data()
```

print(x train.shape, y train.shape)

2. Preprocess the data

The image data cannot be fed directly into the model so we need to **perform some operations and process the data** to make it ready for our neural network. The dimension of the training data is (60000,28,28). The CNN model will require one more dimension so we reshape the matrix to shape (60000,28,28,1).

```
x_train = x_train.reshape(x_train.shape[0], 28, 28, 1)
x_test = x_test.reshape(x_test.shape[0], 28, 28, 1)
input_shape = (28, 28, 1)
# convert class vectors to binary class matrices
y_train = keras.utils.to_categorical(y_train, num_classes)
y_test = keras.utils.to_categorical(y_test, num_classes)
x_train = x_train.astype('float32')
x_test = x_test.astype('float32')
x_train /= 255
```

```
x_test /= 255
print('x_train shape:', x_train.shape)
print(x_train.shape[0], 'train samples')
print(x_test.shape[0], 'test samples')
```

3. Create the model

Now we will **create our CNN model** in Python data science project. A CNN model generally consists of convolutional and pooling layers. It works better for data that are represented as grid structures, this is the reason why CNN works well for image classification problems. The dropout layer is used to deactivate some of the neurons and while training, it reduces offer fitting of the model. We will then compile the model with the Adadelta optimizer.

```
batch_size = 128

num_classes = 10

epochs = 10

model = Sequential()

model.add(Conv2D(32, kernel_size=(3, 3),activation='relu',input_shape=input_shape))

model.add(Conv2D(64, (3, 3), activation='relu'))

model.add(MaxPooling2D(pool_size=(2, 2)))

model.add(Dropout(0.25))

model.add(Flatten())

model.add(Dense(256, activation='relu'))

model.add(Dropout(0.5))

model.add(Dense(num_classes, activation='softmax'))

model.add(Dense(num_classes, activation='softmax'))

model.compile(loss=keras.losses.categorical_crossentropy,optimizer=keras.optimizers.Adadelta(),metrics=['accuracy'])
```

4. Train the model

The model.fit() function of Keras will start the training of the model. It takes the training data, validation data, epochs, and batch size.

It takes some time to train the model. After training, we save the weights and model definition in the 'mnist.h5' file.

```
\label{eq:hist} hist = model.fit(x\_train, y\_train, batch\_size=batch\_size, epochs=epochs, verbose=1, validation\_data=(x\_test, y\_test))
```

print("The model has successfully trained")

model.save('mnist.h5')

print("Saving the model as mnist.h5")

5. Evaluate the model

We have 10,000 images in our dataset which will be used to **evaluate how good our model works**. The testing data was not involved in the training of the data therefore, it is new data for our model. The MNIST dataset is well balanced so we can get around 99% accuracy.

```
score = model.evaluate(x_test, y_test, verbose=0)
print('Test loss:', score[0])
print('Test accuracy:', score[1])
```

6. Create GUI to predict digits

Now for the GUI, we have created a new file in which we **build an interactive window to draw digits on canvas** and with a button, we can recognize the digit. The Tkinter library comes in the Python standard library. We have created a function **predict_digit()** that takes the image as input and then uses the trained model to predict the digit.

Then we **create the App class** which is responsible for building the GUI for our app. We create a canvas where we can draw by capturing the mouse event and with a button, we trigger the predict_digit() function and display the results.

Here's the full code for our gui_digit_recognizer.py file:

```
from keras.models import load_model
```

from tkinter import *

import tkinter as tk

import win32gui

from PIL import ImageGrab, Image

import numpy as np

model = load_model('mnist.h5')

def predict_digit(img):

#resize image to 28x28 pixels

img = img.resize((28,28))

#convert rgb to grayscale

img = img.convert('L')

img = np.array(img)

#reshaping to support our model input and normalizing

img = img.reshape(1,28,28,1)

img = img/255.0

```
#predicting the class
res = model.predict([img])[0]
return np.argmax(res), max(res)
class App(tk.Tk):
def __init__(self):
tk.Tk. init (self)
self.x = self.y = 0
# Creating elements
self.canvas = tk.Canvas(self, width=300, height=300, bg = "white", cursor="cross")
self.label = tk.Label(self, text="Thinking..", font=("Helvetica", 48))
self.classify btn = tk.Button(self, text = "Recognise", command = self.classify handwriting)
self.button_clear = tk.Button(self, text = "Clear", command = self.clear_all)
# Grid structure
self.canvas.grid(row=0, column=0, pady=2, sticky=W, )
self.label.grid(row=0, column=1,pady=2, padx=2)
self.classify btn.grid(row=1, column=1, pady=2, padx=2)
self.button clear.grid(row=1, column=0, pady=2)
#self.canvas.bind("<Motion>", self.start pos)
self.canvas.bind("<B1-Motion>", self.draw lines)
def clear_all(self):
self.canvas.delete("all")
def classify handwriting(self):
HWND = self.canvas.winfo_id() # get the handle of the canvas
rect = win32gui.GetWindowRect(HWND) # get the coordinate of the canvas
im = ImageGrab.grab(rect)
digit, acc = predict digit(im)
self.label.configure(text= str(digit)+', '+ str(int(acc*100))+'%')
def draw lines(self, event):
self.x = event.x
```

```
self.y = event.y
r=8
self.canvas.create_oval(self.x-r, self.y-r, self.x + r, self.y + r, fill='black')
app = App()
mainloop()
```