Android Application for Handwriting Recognition using Machine Learning

Introduction:

Machine Learning is a field of computer science that gives computers the ability to learn without being explicitly programmed. Machine learning is employed in a range of computing tasks where designing and programming explicit algorithms with good performance is difficult or infeasible; example applications include email filtering, detection of network intruders or malicious insiders working towards a data breach, optical character recognition (OCR) learning to rank, and computer vision.

Many advancements have been made to classify data from handwritten data, but the computer hasn't been able to classify data efficiently. Hence, the need of handwriting recognition has come up.

In this project we aim at building an Android Application, which can read and classify handwritten digits drawn on the screen using Artificial Neural Networks. We train a neural network to classify the digits and export this training data into an Android Application which will be able to recognize the digits.

Languages and Libraries Used:
Python is an interpreted high-level programming language for general-purpose programming. Created by Guido van Rossum and first released in 1991. Python features a dynamic type system and automatic memory management. It supports multiple programming paradigms, including object-oriented, imperative, functional and procedural, and has a large and comprehensive standard library

TensorFlow is an open-source software library for dataflow programming across a range of tasks. It is a symbolic math library, and also used for machine learning applications such as neural networks.

KEYWORDS: Machine Learning, Handwriting Recognition

Batch. No	R. No	Name of the Student	E -Mail	Contact No.	Internal Guide (Name & Sign)
20	14891A0592	M. Mounika	mounika1930@gmail.com	9701919349	
	14891A0596	N. Sai Akhil	nsaiakhil39@gmail.com	8801491466	
	14891A05A0	P.Nikhilender Reddy	nikhilender28@gmail.com	7702260378	