Report Structure

17 March 2022 15:07

Title Page

Introduction

Literature Review
- Background and Theory
- Recent achievements in offline recognition
- Existing Handwriting Systems
- Constrained and Unconstrained Handwriting

Design and Implementation
- Decision for design of the network
    - Explain the network being created
    - How the network differs from past work
- Finding and using dataset
    - Create a database to store data
    - Augment the database to be used in the network
- Creating network
    - Creating Layers and apply their weights
- Training network
    - Describe how data will split into test, train and validation data
    - Define the parameters for training
        - How will you prevent overfitting?
    - Document issues ran into
        - How you improved on the issues
        - Improving accuracy
            - Changes made to training to increase accuracy
- Describe algorithm to accurately recognise handwriting and display text on the screen
    - Comment on relevant sections of the program

Results and Discussion
- Show results of testing the network
    - Show final training graph
        - Does overfitting occur?
        - What is the highest obtainable accuracy?
- Does the program output the correct text on screen?
    - Comment on whether the program is reliable?
    - Show screenshots of successful attempts and failed attempts
    - Discuss how the failed attempts occur and what could be changed in future attempts

Conclusions
- Summarise results and discussion and how the program could be improved for future use

References