A short Introduction to Scene Text Recognition (STR)

<https://link.springer.com/article/10.1007/s11263-020-01369-0>

* Time before and after machine learning
* Short explanation of what approaches existed then and what methods exist now
* Character vs. word based recognition
* What is Detection, Recognition, Spotting
* Overview over the most common training and evaluation datasets, question of synthetic datasets
* Graph of the development in accuracy over time
* No in-depth explanation, for that I can link to other resources, but a quick deeper dive into what is state of the art now
* Question: What do you want to achieve? Do you want to train your own model (with your own dataset)? Do you want to evaluate a pre-trained model on a (new) dataset? Do you want to use a pre-trained model, ready to go, for text detection/recognition/spotting?
* Question of scope, factor of computation time, depending on what you want to do (training/evaluating/testing)
* Ease of setup

Paperswithcode as a good source for comparisons of models for Text Detection, Recognition, Spotting

DeepSolo

* Installation guide can be found on their git page, link it here
* Installing by requirements.txt may not work; In that case, open text file and install each component separately with pip
* One of the components requires Microsoft Visual C++; For this, download the Visual Studio Installer from Microsoft; Install Visual C++ in the installer under “Visual Studio Build Tools” – “Modify” – “Individual Components” – “MSVC v140 – VS 2015 C++ Buildtools”