

ANN & R Programming

Jaishankar Hebballi(13030142017)

Overview

1 Character Recognition

2 Packages Used

3 My Goal

4 Input

5 Output

6 Learning Rules

7 Error Plots

8 Performance Times

9 References

Character Recognition

Many Optical Character recognition softwares (OCR) exist. Their basic functionality is to be able to parse and guess the characters that may be handwritten or typed. But my scope is not as big. In this project a very basic character recognition is implemented. Two learning rules are implemented to guess the correct output. Two kinds of recognition is done in this project.

- Pattern Classification

Character Recognition

Many Optical Character recognition softwares (OCR) exist. Their basic functionality is to be able to parse and guess the characters that may be handwritten or typed. But my scope is not as big. In this project a very basic character recognition is implemented. Two learning rules are implemented to guess the correct output. Two kinds of recognition is done in this project.

- Pattern Classification
- Pattern Association

Overview

1 Character Recognition

2 Packages Used

3 My Goal

4 Input

5 Output

6 Learning Rules

7 Error Plots

8 Performance Times

9 References

- RSNNS

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNs
- pixmap

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNS
- pixmap
- gWidgets

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNs
- pixmap
- gWidgets
- gWidgets2

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNs
- pixmap
- gWidgets
- gWidgets2
- gWidgetsRGtk

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNs
- pixmap
- gWidgets
- gWidgets2
- gWidgetsRGtk
- gWidgets2RGtk2

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNs
- pixmap
- gWidgets
- gWidgets2
- gWidgetsRGtk
- gWidgets2RGtk2
- stringr

All these packages can be installed from the repository using
`install.packages(package_name)`

- RSNNs
- pixmap
- gWidgets
- gWidgets2
- gWidgetsRGtk
- gWidgets2RGtk2
- stringr
- cairo

All these packages can be installed from the repository using
`install.packages(package_name)`

Overview

1 Character Recognition

2 Packages Used

3 My Goal

4 Input

5 Output

6 Learning Rules

7 Error Plots

8 Performance Times

9 References

My Goal

Very Basic Pattern Recognition

- Accept images from the user

My Goal

Very Basic Pattern Recognition

- Accept images from the user
- Train the network with a few known input images.

My Goal

Very Basic Pattern Recognition

- Accept images from the user
- Train the network with a few known input images.
- Make the Network guess the unknown input.

Overview

1 Character Recognition

2 Packages Used

3 My Goal

4 Input

5 Output

6 Learning Rules

7 Error Plots

8 Performance Times

9 References

Encode Input

- From the user get an image of 9×9 pixels.

Encode Input

- From the user get an image of 9*9 pixels.
- The Image can contain any alphabet in Capital letters

Encode Input

- From the user get an image of 9×9 pixels.
- The Image can contain any alphabet in Capital letters
- Transform the input into a matrix of bi-polar numbers which will be fed into the network.

Overview

1 Character Recognition

2 Packages Used

3 My Goal

4 Input

5 Output

6 Learning Rules

7 Error Plots

8 Performance Times

9 References

Decode Output

Pattern Classification

- The network will output a sequence of binary numbers

Pattern Association

Decode Output

Pattern Classification

- The network will output a sequence of binary numbers
- Decode this number into an ASCII character

Pattern Association

Decode Output

Pattern Classification

- The network will output a sequence of binary numbers
- Decode this number into an ASCII character
- Display the correct character to the user

Pattern Association

Decode Output

Pattern Classification

- The network will output a sequence of binary numbers
- Decode this number into an ASCII character
- Display the correct character to the user

Pattern Association

- The network will output a sequence of binary numbers

Decode Output

Pattern Classification

- The network will output a sequence of binary numbers
- Decode this number into an ASCII character
- Display the correct character to the user

Pattern Association

- The network will output a sequence of binary numbers
- Decode this number into an pixmap image

Decode Output

Pattern Classification

- The network will output a sequence of binary numbers
- Decode this number into an ASCII character
- Display the correct character to the user

Pattern Association

- The network will output a sequence of binary numbers
- Decode this number into an pixmap image
- Plot or draw this image on the window

Overview

- 1 Character Recognition
- 2 Packages Used
- 3 My Goal
- 4 Input
- 5 Output
- 6 Learning Rules**
- 7 Error Plots
- 8 Performance Times
- 9 References

Learning Rules

- Hebbian Learning Rule
- Perceptron Rule
- Delta Learning Rule
- Backpropagation

Overview

1 Character Recognition

2 Packages Used

3 My Goal

4 Input

5 Output

6 Learning Rules

7 Error Plots

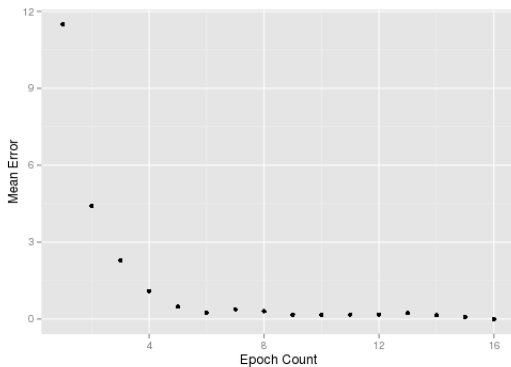
8 Performance Times

9 References

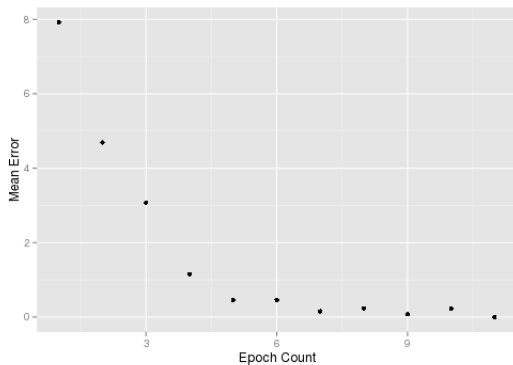
Error Graphs Mean Error against epoch times. The graphs tell us how the learning has taken place.

- MLP Backpropagation (classification)
- My Perceptron Implementation
- Delta Learning
- MLP Backpropagation (association)

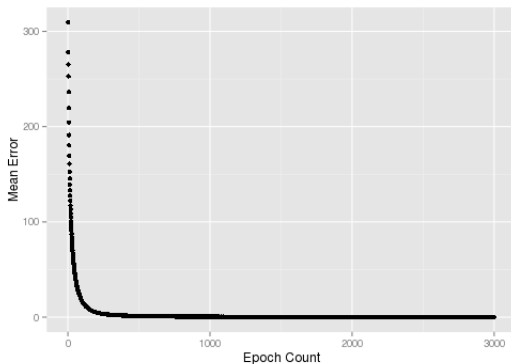
My Perceptron Error Reduction Curve



Delta Rule Error Reduction Curve

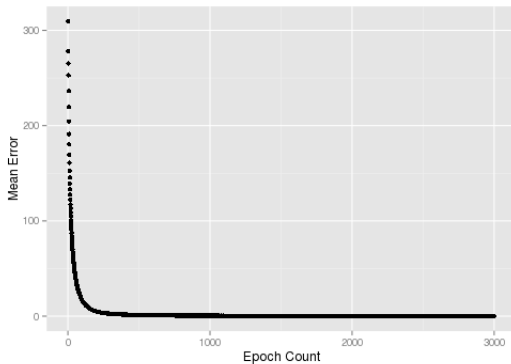


Multi-Layer Perceptron (Classification) Error Reduction Curve



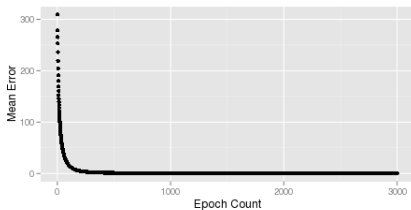
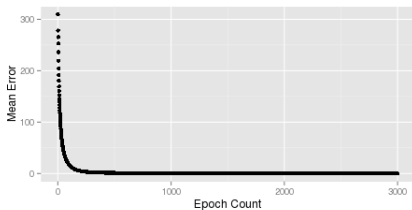
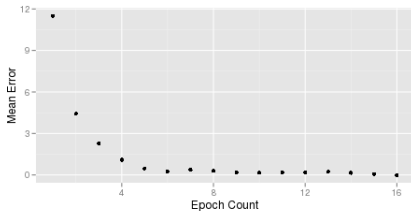
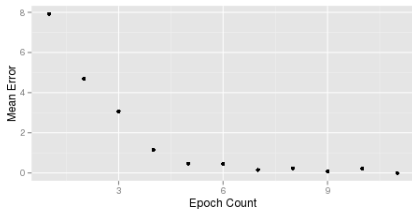
RSNNS Package network

Multi-Layer Perceptron (Association) Error Reduction Curve



RSNNS Package network

Comparison between all Four



Overview

- 1 Character Recognition
- 2 Packages Used
- 3 My Goal
- 4 Input
- 5 Output
- 6 Learning Rules
- 7 Error Plots
- 8 Performance Times**
- 9 References

Performance Times

- MLP Backpropagation (classification) (6.650 sec)
- My Perceptron Implementation (3.155 sec)
- Delta Learning (2.817 sec)
- Hebbian Rule (association) (0.023 sec)
- MLP Backpropagation (association) (8.685 sec)

Overview

- 1 Character Recognition
- 2 Packages Used
- 3 My Goal
- 4 Input
- 5 Output
- 6 Learning Rules
- 7 Error Plots
- 8 Performance Times
- 9 References

References



Fundamentals of Neural Networks (Laurene Fausett)



Neural Networks in R Using the Stuttgart Neural Network Simulator:
RSNNS



Packages manual pages



Introduction to Neural Networks using MATLAB

Thank you

Thank You!