Faculty of Engineering and Technology

SCHOOL OF COMPUTER ENGINEERING AND TECHNOLOGY

Program: B.Tech CSE

T-11 PROJECT REPORT

Identification of human sentiments using AI with help of personalized human handwriting

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CHAPTER 1

INTRODUCTION

1.1. Project Statement

We want to develop a personal module to assist and better analyse an **individual** through their **handwriting** using **artificial intelligence**, than what has been done so far which is quite **generic** and limiting. We are combining four domains, .i.e, **Deep Learning, Computer Vision, NLP and Psychology** for our research.

- Our **focus** is to invent **new** methods for **letter segmentations** in a sentence
- Creation of **customized personal database** for every different handwriting (classified entity)
- **Psychological Analysis of** an **individual** upon the style of writing (stores, size, angle of letters)
- A module will be integrated to **help deaf** and **blind** people **understand emotions** and the **feeling** behind the hand-written message at the time it was written.
- The machine can understand the **cancelled-out/scribbled words** by itself as to analyse the page more human-like.
- We will be particularly analysing the finding for every sentence which are:
    - Analysing the person's nature/personality
    - Understanding emotions at the time of writing
    - Sentiment analysis of sentence

1.2. Area

The number of ways individuals can take photos using modern technology has increased dramatically in the contemporary age. It is conceivable that these photos include the essential written type of data that have to be edited or preserved electronically.

It's indeed possible to browse for and identify information in photographs, as well as papers, with aid of said Handwriting Analysis Architecture. Using a computer application, a written message is produced by interpreting the letters of an image or digitized document.

Recurrent learned algorithms and faster processors have made it possible for a much more comprehensive writing identification system that really can translate photos of a few segmental letters or indeed a phrase.

The method has a wide range of potential uses. Capabilities include analyzing financial cheques, identifying information from cards, assisting the sighted with identifying information on writings, as well as portraying emotions associated with the research process. For the moment, our program solely recognises text in English. Other languages could be implemented in the long term.

1.3. Project Introduction and Aim

Need of project

Programs that identify characters on a screen whenever data is scanned from printed material have become in high demand these days. Saving the data accessible inside the documents together in a computerised unit and utilising it subsequently via search has become more popular in today's world. For the most part, there is a need in the market for a computer that can replicate people's style of writing and help others who have problems reading one's style.

Aim

Due to the obvious and widespread use of technological messages, written messaging has gained a unique position as the preferred technique for sending essential and individually expressive thoughts.

Since the machine learns from diverse handwriting styles, our suggested approach is a novel option that enables authors to print material in their unique pen-on-paper style by understanding through their own handwritten notes and not asking for some extra data to learn from the author. The annotation of a writer's handwritten document, for example, that can be in the format of lines or a book written in the form of a notebook, could be provided as a single feature to the programme by an end-user.

The user may then instruct our system to convert whatever fresh text people like into personal notes that seem to have been penned by the author of the article. Written text brings the personalisation to a close, since the user may use their own handwriting without having to record it. From these, only their previously written notes would be required by our program, from which it could understand and replicate in the very same way as they did.

The possibility of printing various goods with a celeb's writing as part of a special edition might be included in this category. In the case of written letter combining, for example, there are many identical reasons that may be given in the case of holiday cards.

Diverse comics include written typography; the use of synthesising enables the look to be retained even when the comic is translated into a different language. Furthermore, the penned writing lends itself to a variety of imaginative applications, such as customised ebooks. The emphasis of the programme would be on gaining a knowledge of the person's feelings and ideas at the moment the notes were made, and this would be a vital feature. If the writer wrote in a hurry, the angle of his or her strokes may indicate that they were writing more quickly than usual.

Any text may be transformed into the handwriting of a writer via the use of picture capturing, augmentation, and categorization. The translated component comprises a series of papers on which they have already written their handwriting, which would be fed into the model, which would then complete the remainder of the procedure on its own.

In the study, the notion of saving the contents of documents in a computerised storage place and afterwards interpreting, analysing, and understanding the handwritten text is being explored in more depth and detail. Scanning paperwork and maintaining the data contained inside them on just a computer is indeed a cheap method of storing information.

In most cases, the imaging system examines the documents and transforms them into digital form. An image is made up of the components of a graphic, also known as pixels, that are combined together. We get the information in the form of a picture, and so this visual can be further processed in order to extract important information.

Picture enrichment processes, including noise removal, normalisation, binarization, and other similar techniques, are used to improve the overall quality of the raw image. Images with information that perhaps the user is unable to modify are used. However, in order to repurpose this data, it will need to get acquainted with the writer's normal handwriting style as well as the manner in which he composes the messages. Then, when it has been trained, it can also be used in a variety of diverse applications with the maximum level of accuracy.

Application of project

Optical character recognition technology is being employed in a variety of sectors and is transforming the document storage process in a positive way. When used in conjunction with this technique, digitised texts can be transformed into docs that have text information that machines can identify and hunt for rather than just picture files. While retrieving online databases physically, this technology can reduce the need for people to input critical documents, which saves effort and time. Conversely, textual character recognition pulls the necessary data and integrates it into the document on its own initiative. The accuracy of the result achieved in this manner is high, as is the effective waiting period, which is much longer than one minute.

There are many major uses for speech processing, and these uses are found in a broad range of situations. Such technologies assist impaired people in overcoming a variety of contextual obstacles. People who have cognitive challenges owing to vision impairment, autism, or who are pre-literate or uneducated, among other factors, may prove to be valuable. Degrees of interaction with speech outputs are also widely used by members of the general public in their daily lives.

The reliability of the character recognition sector is vital in situations where the transcript generated is critical to the finished interaction and the competence of the technology. Most programmes are greatly admired when they are made accessible on a portable device such as a phone. These gadgets feature minimal material requirements, and as a result, the models that will be implemented must be more resource-intensive as a result. It is more pleasant to use a hand gesture recognition system that requires less convergence speed, particularly when the entire programme includes handwritten recognition software as a subsystem with such a limited resource architecture.

CHAPTER 2

LITERATURE SURVEY

Paper Name	***Consortium***	***Highlights of the paper***	***Uses***	***Research Gaps***
Comparative Analysis of Text Extraction from Color Images using Tesseract and OpenCV	IEEE	Analyses the effect of unprocessed images and preprocessed images on the performance of tesseract	Text Extraction Image Preprocessing	Complicated or cursive handwriting
Image to Multilingual Text Conversion for Literacy Education	IEEE	It translates text just by capturing an image with the user's smartphone camera and translation instantly appears on the user's mobile screen in the language selected by the user.	Multilingual Text Conversion Character Recognition	Generalized approach
Real time license plate detection using OpenCV and tesseract	IEEE	The CV2 OpenCV library using Python language is used for image processing and Tesseract is used for text extraction from the processed image.	License Plate detection	Generalized approach
Text-Based Handwritten Recognition Through an Image Using Recurrent Neural Network	Springer	The main objective of this paper is to propose the design of an expert knowledge-based neural network system for handwritten recognition that can effectively recognize the text from the given input image using a recurrent neural network approach.	Word segmentation	Character level segmentation
Image Character Recognition using Convolutional Neural Networks	IEEE	This paper studies the use of CNN in detecting and recognizing handwritten text images with higher accuracy. The CNN model is tested on English handwritten characters and validated on its performance. The model performs feature extraction from images through multiple layers. These are later used for training the model and thereby recognizing characters.	Character Recognition	Cursive handwriting
Optical Character	IEEE	the paper presents the design and procedure of the OCR WebApp, which	Character Recognition	Generalized approach

Recognition using Tesseract and Classification		consists of three sections that are: Image-to-Text, Real-time OCR (using webcam), and Handwritten Text Recognition. In this project, OCR uses Tesseract as an engine to display the text to the user and HTR uses a Deep learning model to classify the letters and display them to the user.		
Optical Character Recognition for English Handwritten Text Using Recurrent Neural Network	IEEE	The framework introduces a Recurrent neural network for recognizing English handwritten text.	Letter classification	Cursive handwriting
A Novel machine learning approach for Scene Text Extraction	IEEE	Image based text extraction is a popular and challenging research field in computer vision in recent times. For text identification, contrast enhancement is done by applying LUV channel on an input image to get perfect stable regions. In text recognition, text regions are recognized and labelled with a novel CNN network. The CNN output is stored in a text file to make a text word.	Bounding boxes, Error Correction, Letter Classification	Cursive Writing, Cross-Relationship
Analysis on Preprocessing Techniques for Offline Handwritten Recognition	Springer	The paper emphasizes on various techniques for pre-processing an image that aids in the further process of Image recognition.	Image preprocessing	Character level segmentation
An Efficient Digit Recognition System with an Improved Preprocessing Technique	Springer	In this paper the experimentation is done on the classification of different hand written English numbers with preprocessing of the image obtained from which digits are to be extracted.	Image preprocessing	Implements word-level segmentation instead of character segmentation
Handwriting Recognition of Diverse Languages	IEEE	Online Handwriting Recognition for Diverse Languages is a system which is used to recognize digital as well as handwritten inputs. The two methods are K-Nearest Neighbour(KNN) and Tesseract OCR. After that they describe in detail the working of both methods, compare them according to their recognition accuracy.	Letter Segmentation, Bounding Boxes	Homogenous Database
Survey on handwriting-based	Springer	Graphology is the field of graphology to analyze personality based on handwriting. According to graphology, there is a vast	Graphology, Analysis of	Forgery, Loss/Excluded features

personality trait identification		range of features of handwriting strokes which carry psychological characteristics of the writer. Psychologically supported handwriting features help to understand personality traits. The paper relates these features and encourages the use of computer-based graphology for personality prediction.	individual personality	
Improved Lane Line Detection Algorithm Based on Hough Transform	Springer	They propose an algorithm directly identifying lane line in Hough space. The image is conducted with Hough transform, and the points conforming to the parallel characteristics, length and angle characteristics, and intercept characteristics of lane line are selected in Hough space.	Line detection	Character recognition of natural scene had limited success
A Method of Workpiece Coherent Line Detection Based on Progressive Probabilistic Hough Transform	ACM	This paper discusses an Improved PPHT method which performs edge detection combine with original PPHT algorithm to find lines of workpiece object. After discarding noise lines, this method divide the detected lines into several groups by finding collinear candidates.	Line detection	Cursive handwriting
Natural scene text detection based on YOLO V2 network model	IOP	The main works in the paper include the following: prepare the datasets; we train the YOLO v2 with the optimum parameters, carry out the regression analysis of the coordinate parameters and categories of bounding boxes, obtain the detection result; according to different detection models.	Object detection	Character level segmentation

CHAPTER 3
PROBLEM STATEMENT

Previously, individuals utilised paper and pen to record every piece of information that was accessible at the moment. Papers were used to write each and every piece of literature and literary text. It is now necessary to digitalise all of the papers that were previously only available on paper.

The majority of the materials are written on paper. When an author needs to begin writing things with their own handwriting, they would have to utilise a few apps that require people to start writing in a blueprint and then use that layout as a typeface. However, the copy of the original will still be created using their beautifully written font, regardless of the implementation they use. In this case, they have difficulty since it still seems to be an exact digital replica of a typeface that appears like human writing, but it does not convey almost any of the emotions that an author's written paper would convey.

The learning from previously accessible written manuscripts or pages that provide the model with a notion of the varied fonts a student writes in and also the sentence patterns in different states of emotion, which can be recognised by actual forms of writing, is what our suggested model is centred on. This revolutionary approach is capable of identifying certain unique types of images, such as a small blurred movement-image and also those that contain letters that have been deleted, as well as recognising words inside in a cleaner and more effective way than a human being would be capable of.

3.1. Project Scope

In this study, the primary goal was to design a system that would aid in the categorization and identification of handwritten letters and numbers that could subsequently be utilised in a variety of applications.

In today's digital world, the ability to recognise letters and figures is critical, particularly in organisations and individuals with written papers that must be analysed using systems.

Systems that are utilised for writing categorization and identification assist institutions and individuals in completing complicated tasks by gaining a grasp of the author's point of view and also their feelings while composing the text. The present system processes and reads written letters and numbers using neural network models, which are currently under development. The method relied on convolutional neural networks (CNNs), which were trained on training examples to recognise characters and digits with relative ease. The use of CNN enabled the computer to become more responsive to various aspects of things, analogous to the human sensory systems.

Because of the learning data contained in the state's databases, it was straightforward to categorise and recognise various handwritten characters, text, and numbers. Photographic capture, digitisation, preprocessing (including classification), feature extraction (including identification), and detection are all aspects of handwriting recognition.

The finished system met or exceeded all of the defined standards for precision as well as for classification results. The new study's findings may be applied to identifying possible in other dialects, which is a promising development. According to the present study, ML models may be used to transform novels, papers, handwritten notes, or newspaper articles into electronic textual form utilising neural network models.

3.2. Project Assumptions

With this tool, past studies' flaws, such as their inflexible mathematical formalism and contradictory theoretical premises when coping with inaccurate inputs, are no longer present. Despite the sophisticated mathematical analysis, the most common objections may be divided into two categories:

1) Constraints imposed by the computational mathematics assumption that were chosen. Inside the theory, a few of these hypotheses is the mathematical distributions of the condition lifetime, which is one of the hypotheses. As a consequence, several fundamental characteristics of the architecture of communication are not well represented in the systems that are now accessible.

2) The rigid numerical framework, which really is incompatible with the imperfect quality of writing and spoken data.

The reality that our approach is built solely on information concerning pen motions results in the limitation of pen-hand paradigm that they have created. Furthermore, the theories are predicated on the notion of a fixed location on the printed sheet, upon which the hand-pen mechanism is supposed to rotate as a finite string of letters is created by the pens. Clearly, this hypothesis might be validated by research that makes use of the 3D motion monitoring system.

We feel that if characteristics of the real personal notes and the feelings of the author are accounted for, a much more realistic version than that which has been described in several studies might be constructed. In this regard, the strategy that will be discussed in this section may quickly prove to be beneficial.

For the most part, 3D motion monitoring will be valuable in graphemic studies in either evaluation studies where hypotheses about the link between physiological major axes in calligraphy and aspects of handwritten imprints need to be tested or handwriting imprints themselves.

3.3. Project Limitations

Text recognition from photos faces a number of difficulties, including system integration concerns, text distortion, picture quality, cursive text interpretation, and low-resolution sensors, among others. Lots of studies are being conducted in this field at the moment.

The transformation of text from lesser-known or voting bloc languages is indeed a significant area of study. Processing the visual and audio material necessitates the use of a significant amount of storage. In addition, decreasing the dimensionality of the problem while maintaining the output quality is a significant issue when putting the system into operation.

3.4. Project Objectives

The primary goal of this project is to develop an intelligent system for handwritten character recognition that is based on a neural network. Other aims are as follows:

Handwritten character recognition systems are extremely unreliable, and researchers are working to improve their accuracy by building a system that would employ efficient and unique technologies to recognise handwritten letters and phrases from visual sources, being our idea to contribute through this research

Research and demonstration of the use of neural network tech for the creation of efficient handwritten character recognition systems as well.

CHAPTER 4
PROJECT REQUIREMENTS

4.1. Resources

Human Resources

- *Handwritten Notes of a Writer*
- *Capstone team members*
- *Team Supervisor*

Reusable Software Components

- *NLP*
- *Neural Network*
- *OpenCV*

Hardware Requirements

- *Windows/MAC laptop*
- *RAM 8GB*
- *NVIDIA GPU*

Software Requirements:

- *Python 3*
- *Tensorflow*
- *Google Collab*

4.2. Requirements Rationale

- This research will be directed at people who has handwritten notes and would want to transform them into an electronic copy.
- Although digital technology is increasingly being used in organizations, handwriting continues to be a component of people's day-to-day activities.
- Writers write down their thoughts, intentions, and suggestions on their notepad in their very own writing. Thus, in the research, this will assist our technology in doing the learning part.
- Instructors and students may have personal notes that they would like to share with one another, and this model might be used in that situation as well, since handwritten notes with paper and a pen cannot be completely substituted by digital technology.

4.3. Risk Management

Risk	Risk Type	Probability of Occurrence	Impact	Priority	Risk Management	Plan
IMAGE CAPTURING ERROR	Technical	20%	2-critical	Medium	Redoing the capturing process	Modifying using software
CORRUPTED IMAGE	Module specific	60%	4-marginal	High	Adding layers to distinguish and analyse the corrupted files	Reduction or discarding if required
VERSION ISSUE	Technical	10%	3-medium	Medium	By changing the versions and integrating new model versions	Keeping track of the working of the versions and updating it.

4.4. Functional Specifications

Interfaces

External interfaces required – Pages with handwritten notes

Internal interfaces required - Python

Communication interfaces - Django

Graphical User Interfaces – React.js

Interactions

User will have to upload few pages of their handwritten notes and then the function starts training and understanding to get its required output. Our selected module will display the particular output to the user with the requirements specified in that module.

CHAPTER 5
SYSTEM ANALYSIS PROPOSED ARCHITECTURE

5.1. Design Consideration

Future work

5.2. Assumption and Dependencies

Assumption

The user is already having the handwritten notes filled more than 5 pages.

Dependencies

Our module and web interface are interdependent

5.3. General Constraints

Text identification from images has several challenges including system integration issues, text warping, image stabilization, cursive text understanding and low resolution sensors.

5.4. Block Diagrams

Navigation

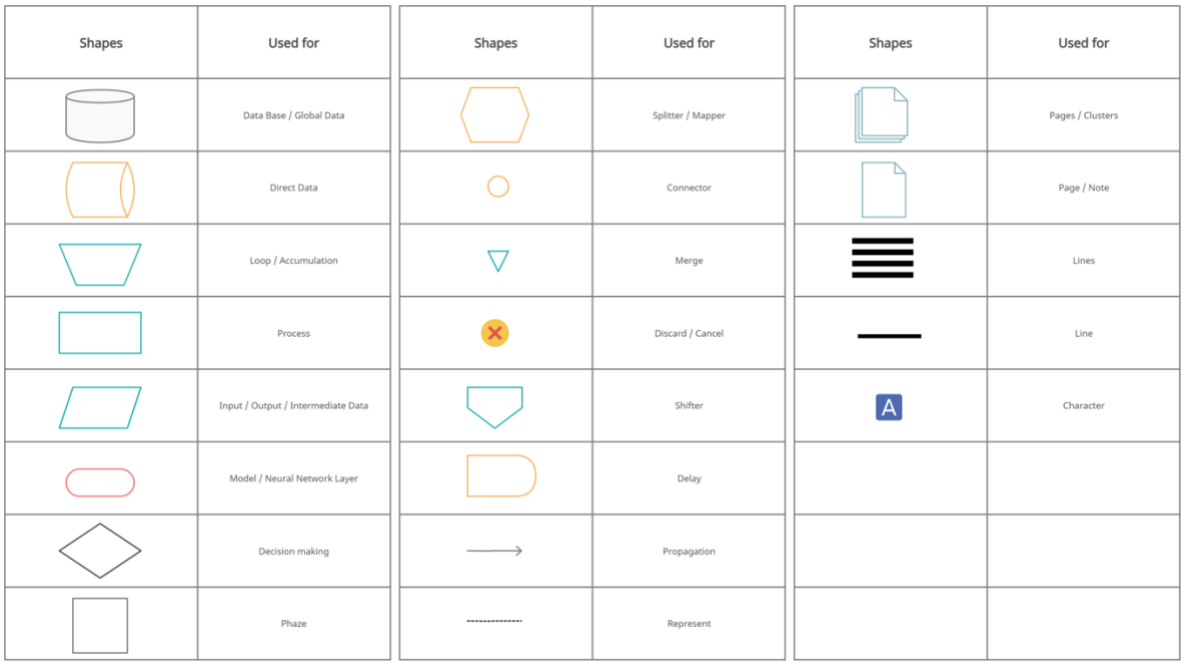

Figure 1: Navigation through each diagram giving an idea onto denoting the shapes as well as their usage

Flowchart

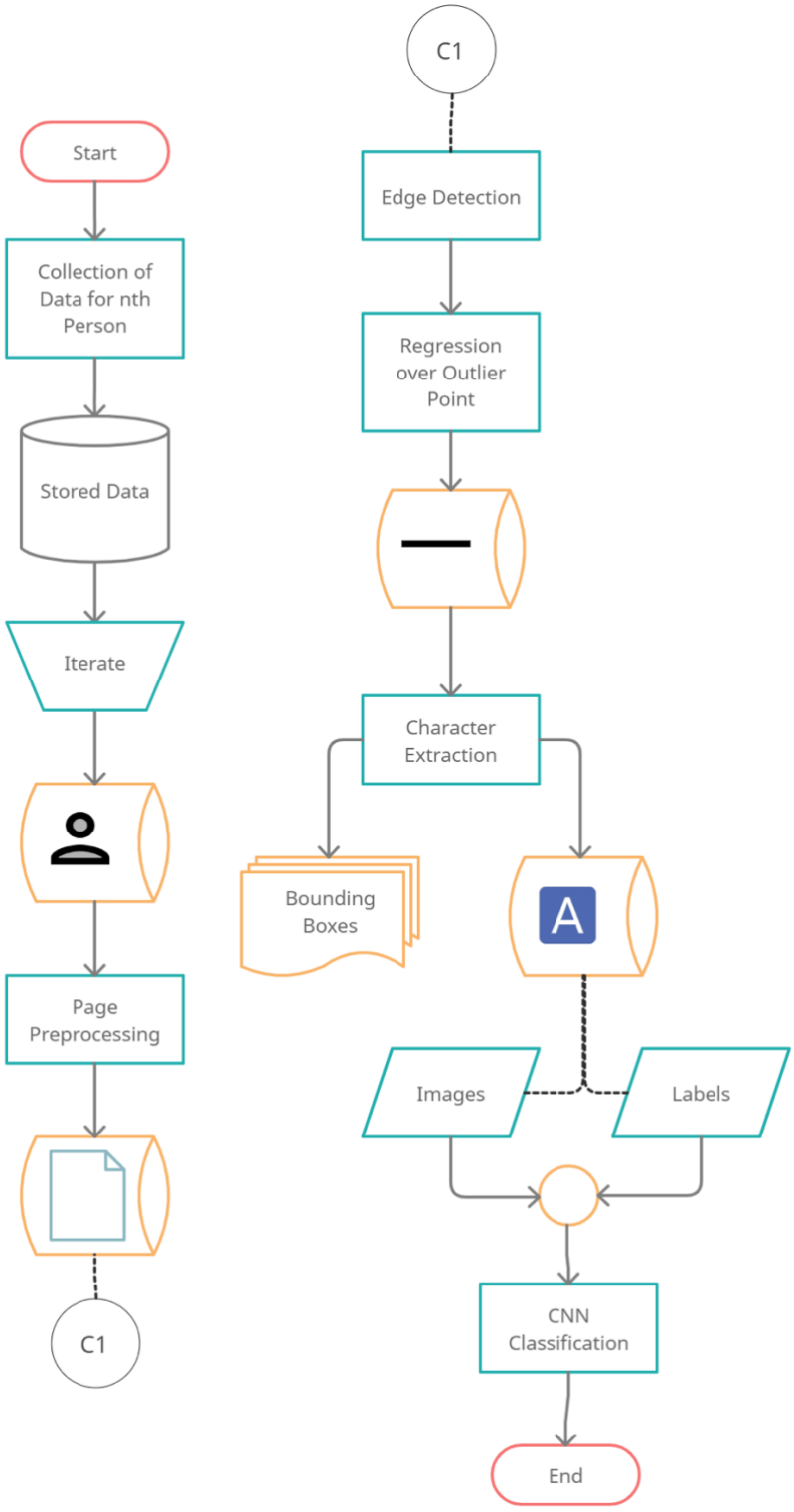

Figure 2: Flow chart describes our process of how each person's page is iterated and converted to characters. These extracted characters are then used for Classification.

5.5. System Architecture

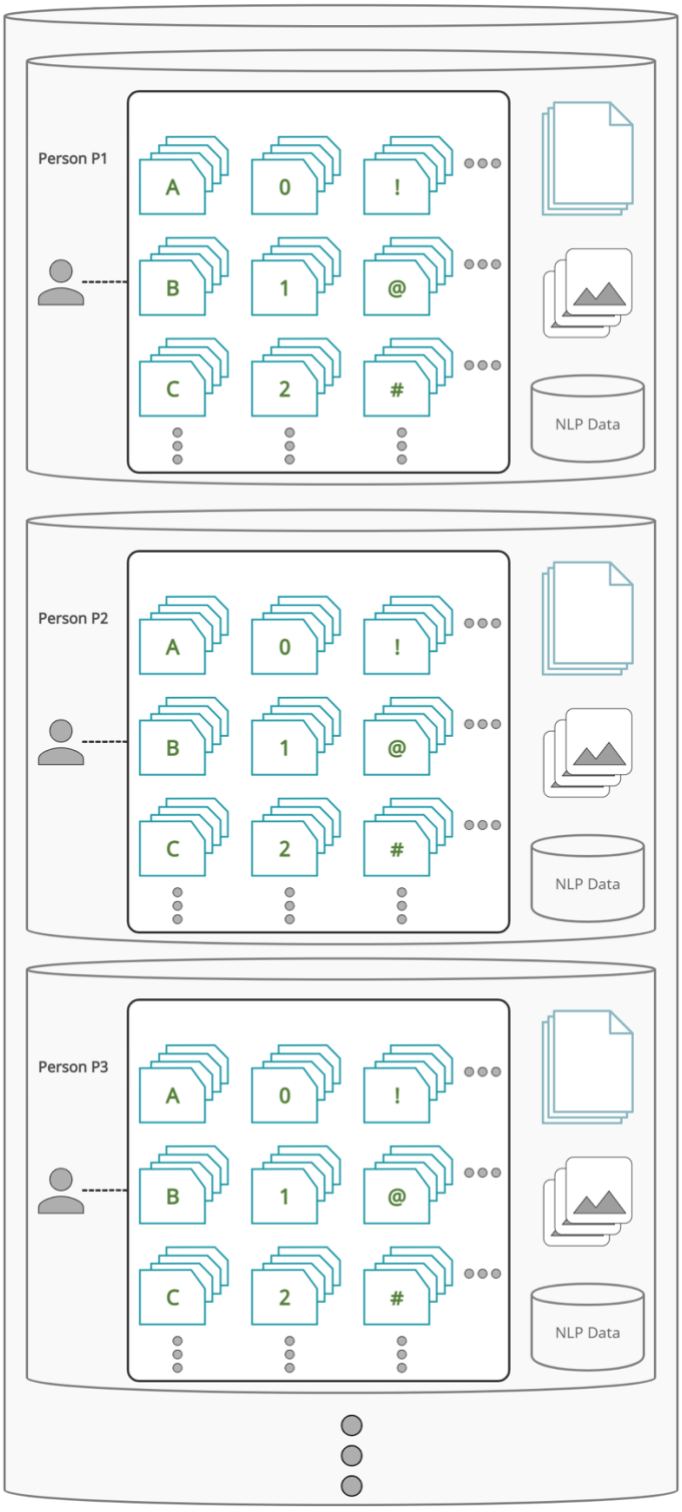

Figure 3: Person Specific Database created using the inserted pages

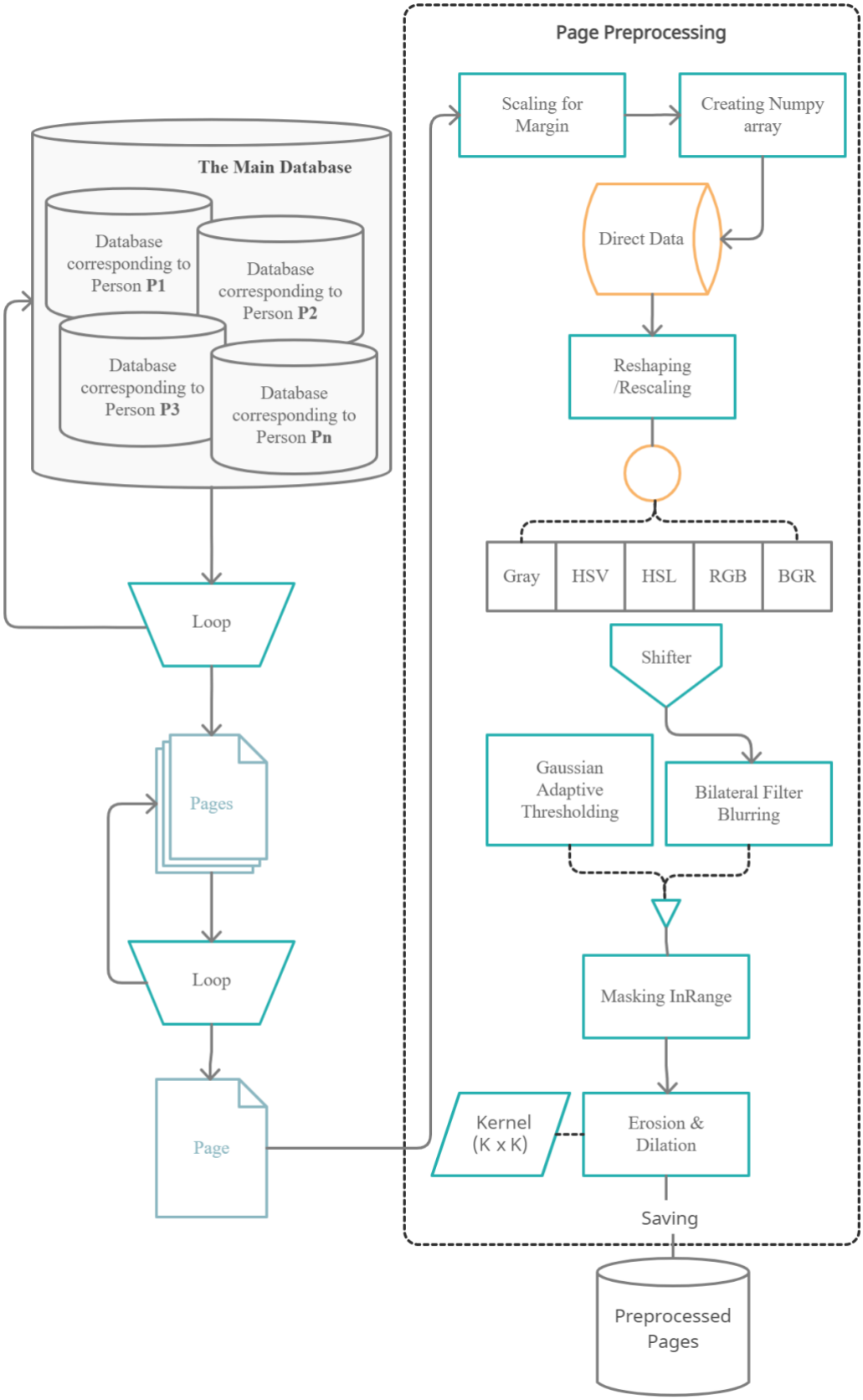

Figure 4: Main database looping and preprocessing of the pages

5.6. Low level Design

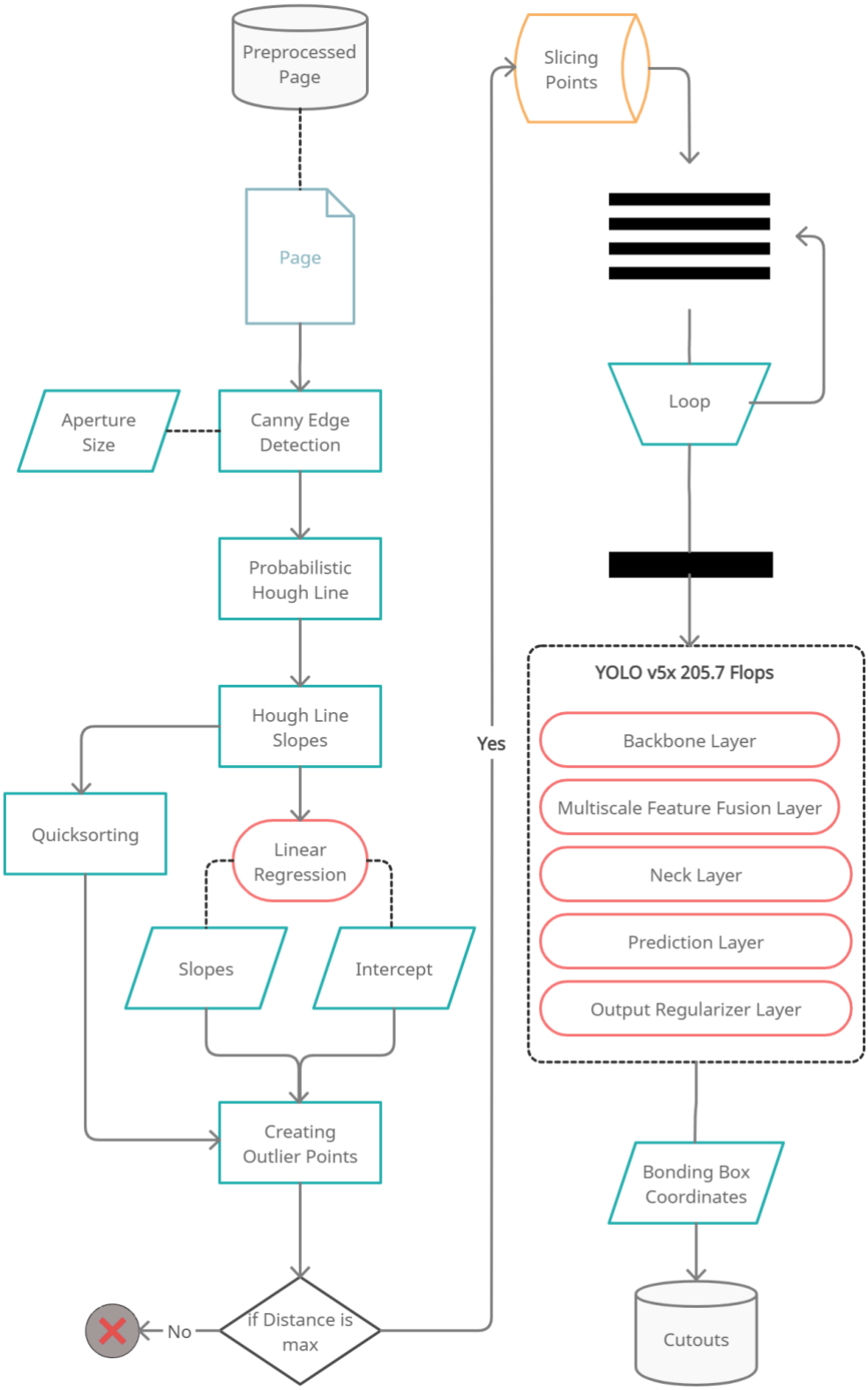

Figure 5: Preprocessed Pages for edge detection and character extraction using YOLO v5x FLOPS

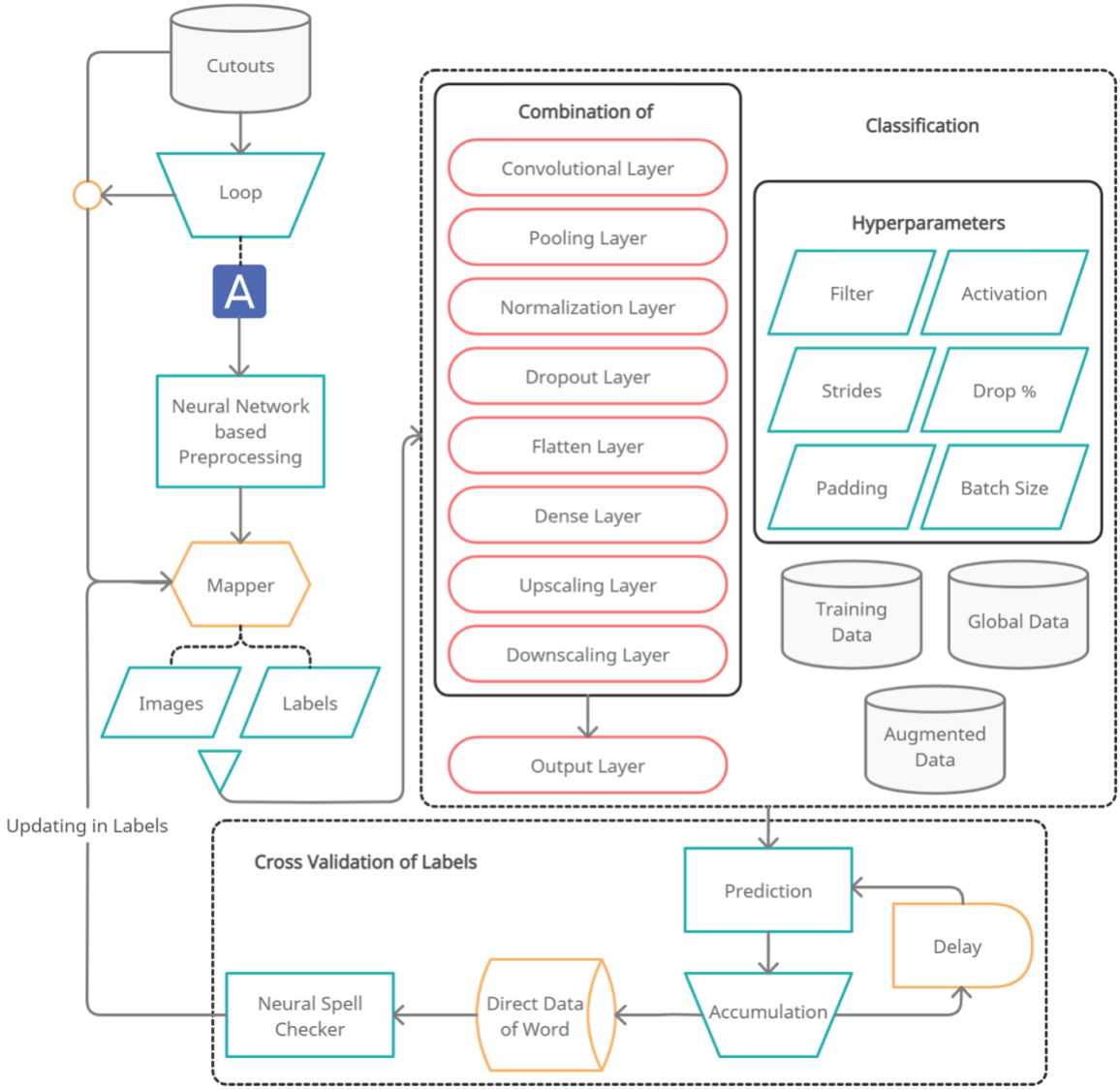

Figure 6: Preprocessing of bounding box images extracted in last stage and classification of the characters

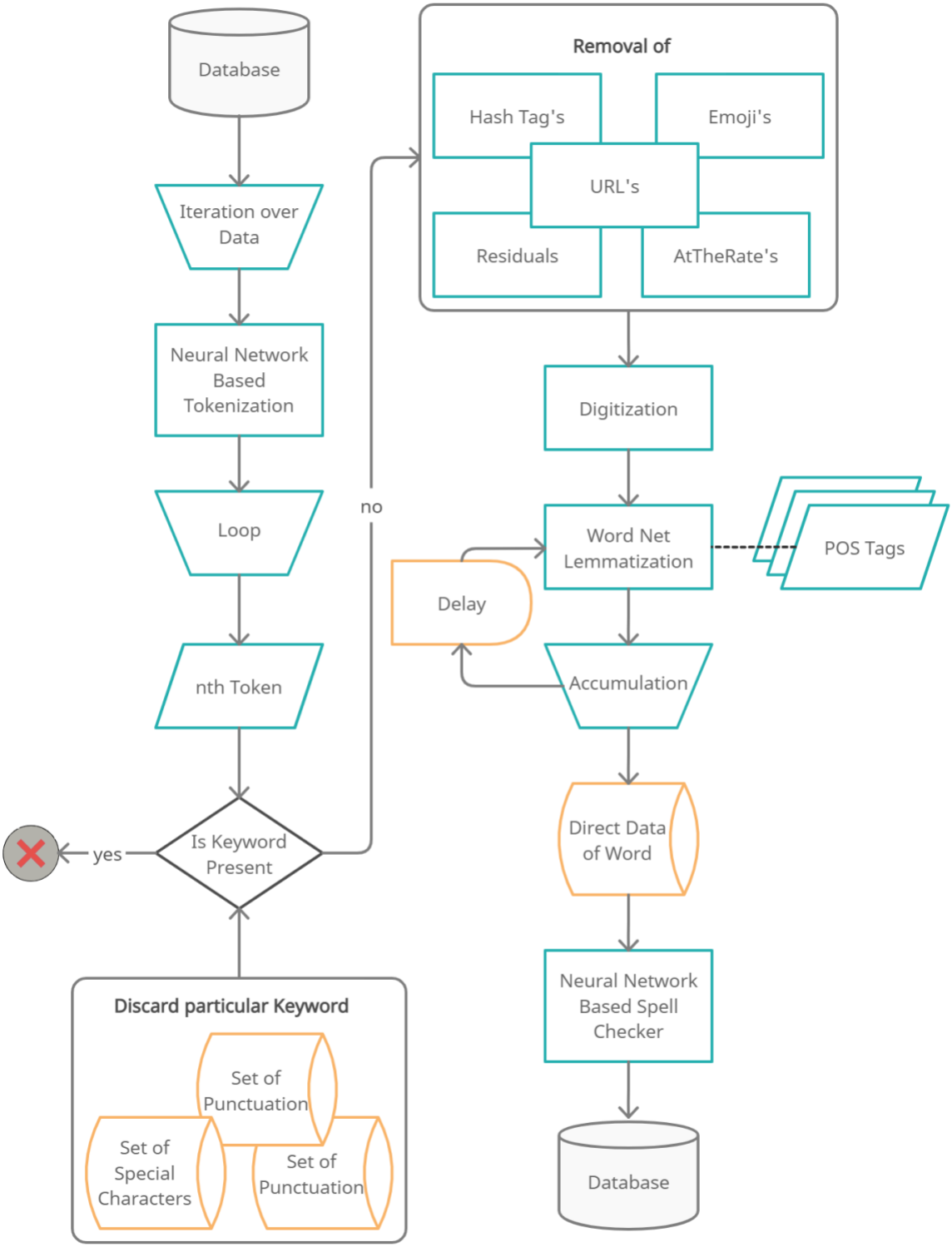

Figure 7: Database conversion to text and usage of NLP

5.7. UML Diagrams/Agile Framework

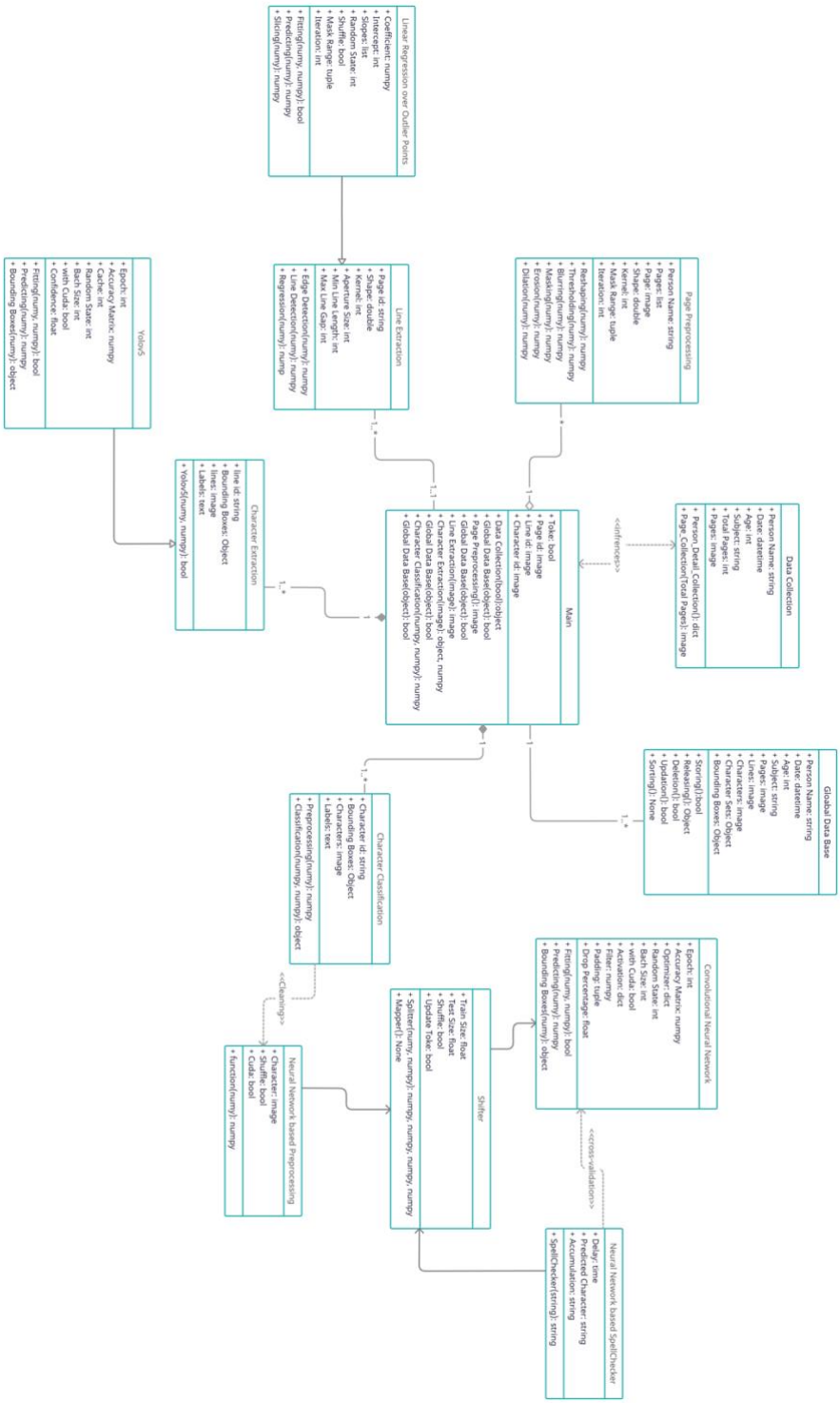

Figure 8: Class Diagram

CHAPTER 6

PROJECT PLAN

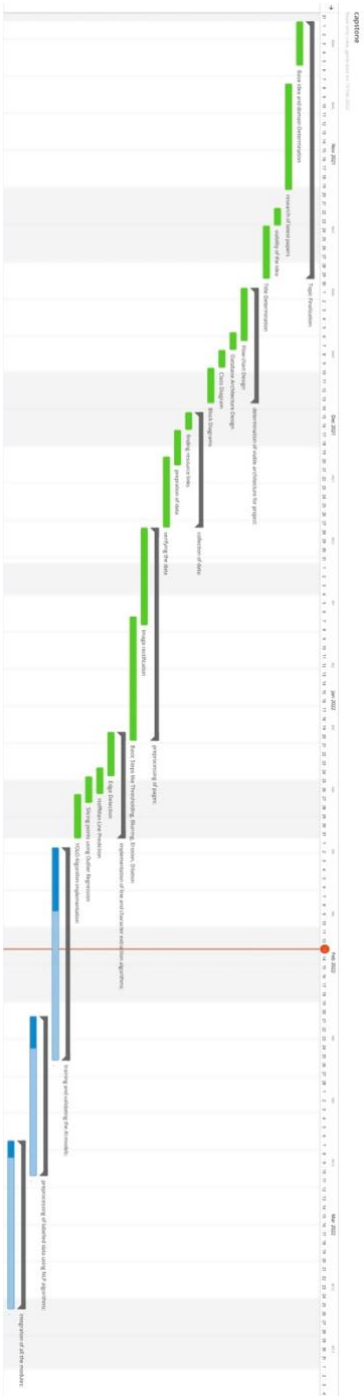

Figure 9: Gantt Chart explaining the project timeline

CHAPTER 7
CONCLUSION

Our study has examined and analysed many approaches for extracting textual content from scene photos, with the goal of improving their effectiveness. We've gone through the fundamentals of character recognition using photos. In which we examined several image processing approaches in a specific sequence for character recognition using digitised images, as well as the deployment of the textual recognition system, we also covered the use of text recognition software.

Handwritten typographic components were identified with high accuracy and efficiency using our in-house letter recognition technology; scribbled numerals will be identified with high speed and accuracy using CNN, which will be utilised to provide accurate output.

When we trained the networks, we utilised a different dataset, and when we achieved the appropriate accuracy after retraining, we used various datasets to evaluate the learned model's ability to convert data into letters.

In contrast to traditional and manual methods, our invention will assist authors in automating the process of creating letters in their own style using machines in a quicker and simpler manner, resulting in time and labour savings for them.

In the future, the suggested study might be applied to a variety of other language-producing techniques with a high degree of accuracy and precision.

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We want to develop a personal module to assist and better analyse an individual through their handwriting using artificial intelligence, than what has been done so far which is quite generic and limiting. We are combining four domains, i.e, Deep Learning, Computer Vision, NLP and Psychology for our research.

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2
Automation within Handwriting Analysis

Application of project

Optical character recognition technology is being employed in a variety of sectors and is transforming the document storage process in a positive way. When used in conjunction with this technique, digitised texts can be transformed into docs that have text information that machines can identify and hunt for rather than just picture files. While retrieving online databases physically, this technology can reduce the need for people to input critical documents, which saves effort and time. Conversely, textual character recognition pulls the necessary data and integrates it into the document on its own initiative. The accuracy of the result achieved in this manner is high, as is the effective waiting period, which is much longer than one minute.

There are many major uses for speech processing, and these uses are found in a broad range of situations. Such technologies assist impaired people in overcoming a variety of contextual obstacles. People who have cognitive challenges owing to vision impairment, autism, or who are pre-literate or uneducated, among other factors, may prove to be valuable. Degrees of interaction with speech outputs are also widely used by members of the general public in their daily lives.

The reliability of the character recognition sector is vital in situations where the transcript generated is critical to the finished interaction and the competence of the technology. Most programmes are greatly admired when they are made accessible on a portable device such as a phone. These gadgets feature minimal material requirements, and as a result, the models that will be implemented must be more resource-intensive as a result. It is more pleasant to use a hand gesture recognition system that requires less convergence speed, particularly when the entire programme includes handwritten recognition software as a subsystem with such a limited resource architecture.

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3.1. Project Assumptions

With this tool, past studies' flaws, such as their inflexible mathematical formalism and contradictory theoretical premises when coping with inaccurate inputs, are no longer present. Despite the sophisticated mathematical analysis, the most common objections may be divided into two categories:

1) Constraints imposed by the computational mathematics assumption that were chosen. Inside the theory, a few of these hypotheses is the mathematical distributions of the condition lifetime, which is one of the hypotheses. As a consequence, several fundamental characteristics of the architecture of communication are not well represented in the systems that are now accessible.

2) The rigid numerical framework, which really is incompatible with the imperfect quality of writing and spoken data.

The reality that our approach is built solely on information concerning pen motions results in the limitation of pen-hand paradigm that they have created. Furthermore, the theories are predicated on the notion of a fixed location on the printed sheet, upon which the hand-pen mechanism is supposed to rotate as a finite string of letters is created by the pens. Clearly, this hypothesis might be validated by research that makes use of the 3D motion monitoring system.

We feel that if characteristics of the real personal notes and the feelings of the author are accounted for, a much more realistic version than that which has been described in several studies might be constructed. In this regard, the strategy that will be discussed in this section may quickly prove to be beneficial.

For the most part, 3D motion monitoring will be valuable in graphemic studies in either evaluation studies where hypotheses about the link between physiological major axes in calligraphy and aspects of handwritten imprints need to be tested or handwriting imprints themselves.

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CHAPTER 7

CONCLUSION

Our study has examined and analysed many approaches for extracting textual content from scene photos, with the goal of improving their effectiveness. We've gone through the fundamentals of character recognition using photos. In which we examined several image processing approaches in a specific sequence for character recognition using digitised images, as well as the deployment of the textual recognition system, we also covered the use of text recognition software.

Handwritten typographic components were identified with high accuracy and efficiency using our in-house letter recognition technology; scribbled numerals will be identified with high speed and accuracy using CNN, which will be utilised to provide accurate output.

When we trained the networks, we utilised a different dataset, and when we achieved the appropriate accuracy after retraining, we used various datasets to evaluate the learned model's ability to convert data into letters.

In contrast to traditional and manual methods, our invention will assist authors in automating the process of creating letters in their own style using machines in a quicker and simpler manner, resulting in time and labour savings for them.

In the future, the suggested study might be applied to a variety of other language-producing techniques with a high degree of accuracy and precision.