**HANDWRITTEN DIGIT RECOGNITION USING DEEP LEARNING**

*Submitted in partial fulfillment for the award of the degree of*

**Bachelor of Science in Computer Science**

*by*

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June,2021

**DECLARATION**

I hereby declare that the thesis entitled “HANDWRITTEN DIGIT RECOGNITION USING DEEP LEARNING” submitted by me, for the award of the degree of Bachelor of Science in Computer Science VIT is a record of bonafide work carried out by me under the supervision of Dr.Vanitha.M.

I further declare that the work reported in this thesis has not been submitted and will not be submitted, either in part or in full, for the award of any other degree or diploma in this institute or any other institute or university.



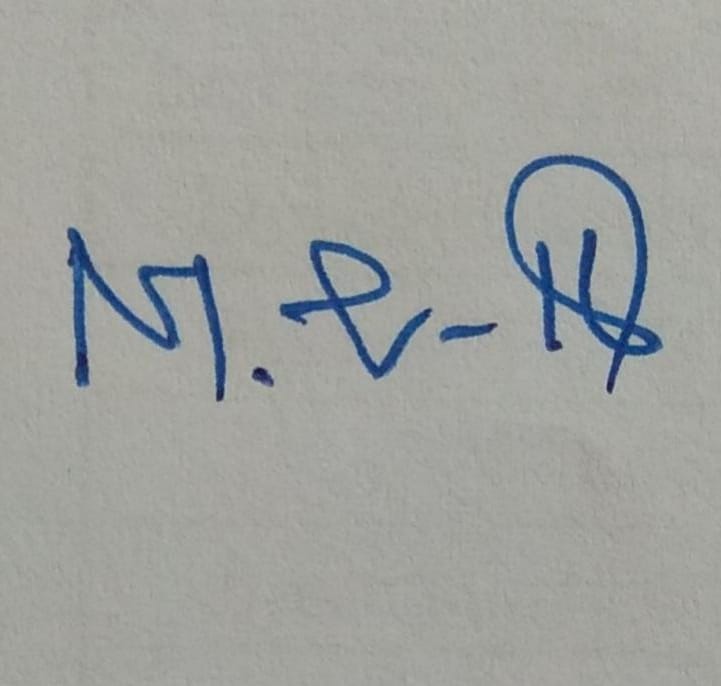
Place: Vellore

Date: 02/06/2021 **Signature of the Candidate**

**CERTIFICATE**

This is to certify that the thesis entitled “HANDWRITTEN DIGIT RECOGNITION USING DEEP LEARNING**”** submitted by Manibharathi S(18BCS0023) School of Information Technology & Engineering (SITE) VIT, for the award of the degree of Bachelor of Science in Computer Science is a record of bonafide work carried out by her under my supervision.

The contents of this report have not been submitted and will not be submitted either in part or in full, for the award of any other degree or diploma in this institute or any other institute or university. The Project report fulfils the requirements and regulations of VIT and in my opinion meets the necessary standards for submission.



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**Internal Examiner**  **External Examiner**

**ABSTRACT**

Handwritten Digit recognition is one of the emerging fields in the current technical world. One of the most abilities of humans is they will recognize any object or thing. So handwritten transcriptions can easily be identified and understood by humans, but computers cannot identify as easily as humans because different handwriting has different patterns to spot. Thus handwritten transcription cannot be identified by the machine and it is difficult to spot the script by the system.

This project is built based upon the most vital and integral concepts of Deep learning and Conventional Neural Networks, along with the essential libraries and tools like Tensorflow, Keras. The input image is processed and the features are extracted. Further, in this process of text recognition, classification schema along with training the system is done so that the system can acknowledge the input. As the system is trained, it has the capability to seek out the similarities and the differences among various handwritten samples. Finally the application takes the image of a handwritten input and converts it into a digital transcript and gives it as the output.

**ACKNOWLEDGEMENT**

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Place: Vellore Name of the student

Date: 02/06/2021 **Manibharathi S**

*Ii*

**CONTENTS**

**CONTENTS**  **iii**

**LIST OF FIGURES vi**

**LIST OF TABLES vii**

**LIST OF ACRONYMS** **viii**

**CHAPTER 1**

**INTRODUCTION**

1.1 AIM **1**

1.2 OBJECTIVES **1**

1.3 SCOPE OF THE PROJECT **1**

**CHAPTER 2**

**BACKGROUND AND REQUIREMENTS**

2.1 LITERATURE SURVEY **2**

2.2 HARDWARE AND SOFTWARE REQUIREMENTS **6**

2.2.1 HARDWARE REQUIREMENTS **6**

2.2.2 SOFTWARE REQUIREMENTS **6**

**CHAPTER 3**

**DETAILED DESIGN**

3.1 SYSTEM ARCHITECTURE **8**

3.2 ER DIAGRAM **9**

*iii*

3.3 DFD DIAGRAM **9**

3.4 USE CASE DIAGRAM **10**

3.5 UML DIAGRAM **11**

3.6 MODULE DESCRIPTION **11**

3.6.1 DATA SET **11**

3.6.3 DATA VISUALIZATION **12**

3.6.4 DATA PREPROCESSING **12**

**CHAPTER 4**

**IMPLEMENTATION**

4.1 IMPORTING AND PLOTTINGOF DATASET **13**

4.2 CNN MODEL **15**

4.2.1 SUMMARY OF THE MODEL **18**

4.2.2 TESTING **19**

4.3 SVM MODEL **20**

4.3.1 SUMMARY OF THE MODEL **22**

4.2.2 TESTING **22**

**CHAPTER 5**

**COMPARISON OF TWO MODELS**

5.1 MISRECOGNITIONS  **26**

5.2 COMPARISON OF CNN AND SVM MODELS **26**

::

::

*iv*

**CHAPTER 6**

**SVM-GUI**

6.1 GENERATION OF INPUT DIGIT IMAGES USING GUI **28**

6.1.1 PROGRAM OF GENERATING INPUT DIGIT IMAGES **28**

6.1.2 TEST CASES OF GENERATING INPUT DIGIT IMAGES **31**

6.2 GENERATION OF INPUT OPERATOR USING GUI **32**

6.2.1 PROGRAM OF GENERATING INPUT OPERATOR **32**  IMAGES

6.2.2 TEST CASES OF GENERATING INPUT OPERATOR **35** IMAGES

6.3 OPERATIONS PERFORMED BETWEEN TWO PREDICTED **36** DIGITS

6.3.1 PROGRAM OF GENERATING INPUT OPERATIONS **36**  FOR THE IMAGES

6.3.2 TEST CASES OF GENERATING THE RESULTS OF **41** THE INPUTED IMAGES

**CHAPTER 7**

**CONCLUSION & FUTURE WORK 43**

**APPENDICES** **44**

APPENDIX 1 **44**

ALGORITHM 1: FORWARD PROPAGTION KERNELS **44**

APPENDIX 2 **46**

ALGORITHM 2: BACKWARD PROPAGTION KERNELS **46**

**REFERENCES 49**

*v*

**LIST OF FIGURES**

FIG 1: SYSTEM ARCHITECTURE **8**

FIG 2: ER DIAGRAM **9**

FIG 3: LEVEL 1 OF DATA FLOW DIAGRAM **9**

FIG 4: LEVEL 2 OF DATA FLOW DIAGRAM **10**

FIG 5: USE CASE DIAGRAM **10**

FIG 6: UML DIAGRAM **11**

FIG 7: SAMPLE IMAGES FROM MNIST DATA SET **12**

FIG 8: REPRESENTS THE CORRECTLY PREDICTED IMAGES **19**  OUT OF THE TOTAL IMAGES BY CNN

FIG 9: REPRESENTS THE CORRECTLY PREDICTED IMAGES **23** OUT OF THE TOTAL IMAGES BY SVM

FIG 10: COMPARISON OF ACCURACIES BETWEEN CNN **26**  AND SVM MODELS

*vi*

**LIST OF TABLES**

TABLE 1: SUMMARY OF CNN MODEL **18**

4.2.2 CNN-TESTING **20**

4.3.2 SVM-TESTING **24**

TABLE 2: MISRECOGNITIONS OF CNN AND SVM MODELS **26**

TABLE 3: COMPARISON BETWEEN CNN AND SVM MODELS **27**

*vii*

**LIST OF ACRONYMS**

CNN Convolutional Neural Network

SVM Support Vector Machine

RNN Recurrent Neural Network

MNIST Modified National Institute of Standards and Technology database

HMM Hidden Markov model

LOB Lancaster-Oslo/Bergen

ASCII American Standard Code for Information Interchange

LS-SVM Least squares SVM

NNM Neural Network Models

MLP Multilayer Perceptrons

AFIRS Automated Factographic Information Retrieval System

CASIA Chinese Academy of Sciences Institute of Automation

IAM Identity and access management

*viii*

**Chapter 1**

**Introduction**

1.1. AIM:

This project is aimed to train a Machine learning model which can take an Image of a handwritten digit as an input and recognize it. The model is built on top of Convolutional Neural Network(CNN) with the use of MNIST data set for training and testing .

1.2 OBJECTIVES :

1. The main objective is to recognize the handwritten digits only.

2. Reduced man-power by recognizing the handwritten numbers and producing the digitized form of the digit. So that the old handwritten data in the banks, post offices etc., can be recovered and stored in the databases.

3. Proposed system serves as a guide and works in digit recognition areas.

1.3 SCOPE OF THE PROJECT:

1. System is designed in a way to ensure that offline handwritten recognition of numeric digits is done.

2. Old and epic handwritten digits are recognized and are restored in digital form.

3. Use of Neural Network for classification.

4. Large numbers of training data sets will improve the efficiency of the suggested approach as the model gets trained very well.

1

**Chapter 2**

**Background and Requirements**

2.1 LITERATURE SURVEY:

[1] Comparison between the online and offline handwriting recognition using digitizer technology and various algorithms like shape recognition algorithms, preprocessing and post processing techniques, and experimental systems are done and discussed.

[2] Four different approaches are used to combine several individual classifiers like Bayesian, k-nearest-neighbor to obtain the recognition of totally unconstrained handwritten numerals with 95-98.9% recognition with 0-0.90% substitution and 0.2-5% rejection.

[3] Recognition of unconstrained handwritten text is very challenging as it is hard to segment the data and the data may contain long-range bidirectional inter-dependencies. Instead of using the most approached Markov models for speech and handwriting recognition, this paper relies on a novel type of recurrent neural network (RNN) which overcomes the challenging tasks and gives accuracy of 79.7% on online data and 74.1% on offline data.

[4] This survey describes the nature of both online and offline cases of handwritten language and its transduction into electronic data. Some basic concepts and algorithms of preprocessing, character and word recognition are discussed.

[5] Using Hidden Markov Model(HMM), sub-character stroke types are modeled and are concatenated and embedded to form the stochastic language model. In spite of the fact that a stochastic language model for handwriting recognition using HMM is still in development, this survey has obtained an independent recognition rate of 94.5% on 3,823 unconstrained handwritten word samples from 18 writers covering a 32 word vocabulary.

[6] This paper is based on Lancaster-Oslo/Bergen (LOB) corpus that comprises 1 million word instances and a database with 1066 forms by 400 writers, which is a total of 82227 word instances out of 10841 words in the vocabulary. The forms are segmented into lines and words using image-processing procedures.

[7] Using a multi-state time delay neural network, a recognition engine named NPen++ was developed at the University of Karlsruhe and Carnegie Mellon University that gives recognition rates from 96% for a 5,000 word dictionary to 93.4% on a 20,000 word dictionary and 91.2% for a 50,000 word dictionary. This engine can be run with large dictionaries as tree

2

search and pruning techniques reduce the search space without attenuating the recognition performance.

[8] Recurrent neural networks (RNNs) with Long Short-Term memory cells gives best results in unconstrained handwriting recognition and dropout approach gives superior performance in convolutional networks. This paper has used both these techniques for the very first time in such a way that dropout doesn’t affect the recurrent connections so that modeling sequences are preserved.

[9] It is an offline Roman cursive handwriting recognition system where the input is provided in form of a digit or a word or text. After a number of processing procedures, the ASCII format of the input is obtained as the output.

[10]This paper is a synopsis of the Markov-model that is widely used for offline handwriting recognition. Markov-chain or n-gram models and the crucial concepts about the hidden Markov-model(HMM) are discussed.

[11]Using a hidden Markov Model(HMM) continuous speech recognition system is applied to an online cursive handwriting recognition. A 1.1% word error rate is achieved for a 3050 word lexicon, 52 character, writer-dependent task and 3%-5% word error rates are obtained for six different writers in a 25,595 word lexicon, 86 character, writer-dependent task. This result was obtained by simply using the handwriting ingredients instead of speech.

[12] A database based on Lancaster-Oslo/Bergen(LOB) corpus, which consists of English sentences that includes 556 forms by 250 writers are used for off-line handwriting recognition. This paper focuses on using linguistic knowledge over the lexicon level. These forms undergo Preprocessing and text segmentation steps for obtaining the promising result.

[13] Least squares SVM (LS-SVM) which is easier to train as it requires only the solution to a convex linear problem, is based on the margin-maximization principle performing structural risk minimization. This paper discusses the model selection for the LS-SVM using an empirical error criterion. This classifier is used in handwritten character recognition and also greatly demonstrates how a model selection can Improve the performance.

[14] This paper discusses character termination using a finite state automaton where an unknown stroke is compared with the database of strokes to match and identify the stroke. This system is used in online recognition of handwritten Tamil characters as a handwritten character is constructed via sequence of strokes.

3

[15] This paper discusses the system architecture and novel components that are used on powerful machines for online handwriting recognition systems in the cloud as well as on mobile devices with a bit of changes in the settings of the system. Other components such as unified time and position-based input interpretation, trainable segmentation, minimum-error rate training for feature combination, and a cascade of pruning strategies are used in this system, which currently supports 22 scripts and 97 languages. This system focuses most on the fast, touch-enabled devices with high-accuracy text entry for mobile.

[16] On binary images, a set of robust language independent features are extracted and then, lower and upper baselines subsets are derived so that the word variability will be assessed.This approach of offline handwriting recognition system using 1D HMM learns the model without even undergoing the pre-segmentation process.

[17] This paper promises that their HMM-based system for offline handwriting recognition outperforms the current state-of-the-art approach for English and French writings using sturdy methods like image object recognition: moment-based image normalization, writer adaptation, discriminative feature extraction and training, and open-vocabulary recognition.

[18] This paper uses a novel technology for 3D handwriting recognition where accelerometers and gyroscopes are attached to the users’ back of the hands. When the user writes in the air, these gestures are captured by the motion sensors for spotting and recognizing those gestures in further stages. A Support vector machine(SVM) is used to identify the data segments whereas the Hidden Markov models(HMM) are used to generate a text representation from the captured gestures. These individual characters are concatenated to word models.

[19] A two-pass N-best approach is taken on several UNIPEN data sets for a writer independent handwriting recognition system. This system is robust because of the combination of signal normalization preprocessing and other perpetual features. The accuracy is improved due to the melding of point oriented and stroke oriented features.

[20] This paper discusses comparing and understanding the eastern(Japanese) and western character recognition like the preprocessing, classification and post-processing stages. This lets us understand the similar and non-similar foundation, and to develop the compact modules for integrated systems that recognize multi-language writings.

[21] This paper compares the two strategies of SVM i.e., “one against one” and “one against all” to find out the difference and the significance. It appears that the “one against all” strategy is more significant for digit recognition whereas “one against one” is comparatively

4

easier to train and can be used for a very large number of classes. But when it comes to upper-case letters, there is a very less difference between these two strategies. Also when compared to MLP, SVM’s strategies show a better estimation than MLP.

[22] A bidirectional recurrent neural network with long short-term memory blocks approach is used alongside an objective function called Connectionist Temporal Classification (CTC)for online handwriting recognition. This system achieves 74.0% of word recognition while a system built based on HMM gives 65.4% of word recognition.

[23] This system outperforms all the other systems for the recognition of French handwriting based on three different recognition technologies.These technologies include a framework of multi-word recognition based on weighted finite state transducers, an explicit word segmentation, and a combination of isolated word recognizes and a language model.

[24] This paper discusses the application of neuroevolution and all the way till CNN topologies and therefore developing solutions based on genetic algorithms and grammatical evolution. MNIST data set consists of handwritten digits that are difficult even for humans to recognize. In spite of this, the system has produced an impressive result without any kind of data augmentation or preprocessing methods.

[25] Feature selection-based combination and class dependent features are used for handwriting recognition in this paper. Based upon their class separation and recognition capabilities, features are evaluated. Also a new feature vector is constructed using multiple feature vectors. The results of the new feature vector helps in upgrading the recognition rate and also the selected features are effective in separating pattern classes.

[26] This paper aims at discussing the problems in handwritten symbols, new neural network models(NNM). Two subsystems of neural networks are used particularly for gender classification for which the biometric system for Automated Factographic Information Retrieval System (AFIRS) is also designed and developed.

[27] CASIA-HWDB/OLHWDB databases are used as the trained set for the following five tasks- classification on extracted features, online/offline isolated character recognition, online/offline handwritten text recognition and obtained 93.89%, 94.77%, 97.39%, 88.76%, and 95.03% from test results respectively .

[28] For a modified CNN-RNN hybrid architecture, training is done using efficient initialization of the network using synthetic data, image normalization for slant correction, and domain specific data transformation and distortion for learning the in-variants. This proposal is

5

for recognizing the handwriting for scanned offline document images.

[29] Writing styles can vary from self-combined to various other styles. This may cause problems and that is why Genetic algorithms are proposed. A pool of images of the characters are converted into images. Graph of each character is blended so that an intermediate style of the parent character is obtained. This method has achieved an accuracy of 98.44%.

[30] A deep neural network architecture that supports for 102 languages, has put back the segment-and-decode-based system by reducing the error rate by 20–40%. This system recognizes 10 times faster than the previous system as it combines the sequence recognition with a new input encoding using Bézier curves. This paper discloses that for both the open and closed data sets,new state-of-the-art results on IAM-OnDB.

2.2 HARDWARE AND SOFTWARE REQUIREMENTS:

2.2.1 HARDWARE REQUIREMENTS:

1. Windows 10 with Intel Core 3 Duo/Quad/hexa/Octa or higher end 64 bit processor PC or Laptop (Minimum operating frequency of 2.5GHz)

2. Hard Disk capacity of 500GB - 4TB with 4 GB RAM or above.

3. 10 Gigabit Ethernet or Bonded Gigabit Ethernet

2.2.2 SOFTWARE REQUIREMENTS:

Functional requirements:

1. Modified National Institute of Standards and Technology(MNIST) dataset is imported and is saved in the same directory as the program.

2. A model is created. This model takes the value of the color in pixels and puts them in a one-dimensional array. A Neural network is built and activated in such a way that the number of nodes in the input layer is equal to the number of pixels in the arrays.

3.From the testing set, accuracy is tested.

4. For recognizing the handwritten digit, the user has to input the value on an image of dimension 28 x 28 then, the value of the number written on the image is predicted in real-time.

6

Non-functional requirements:

1. Python

2. Numpy ( Library to handle complex Array operations )

3. Keras ( Machine learning Library )

4. Tensorflow ( Machine learning Library )

5. Sklearn ( Machine learning Library )

System constraints:

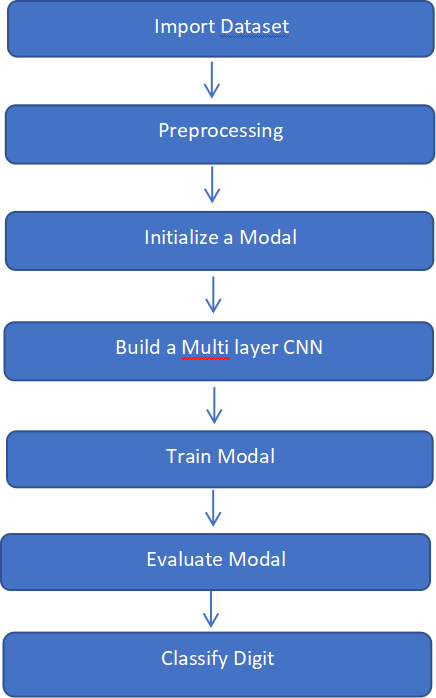
System takes no part in server error because the network provider can shut down the network for small maintenance work.

7

**Chapter 3**

**Detailed Design**

3.1 SYSTEM ARCHITECTURE:

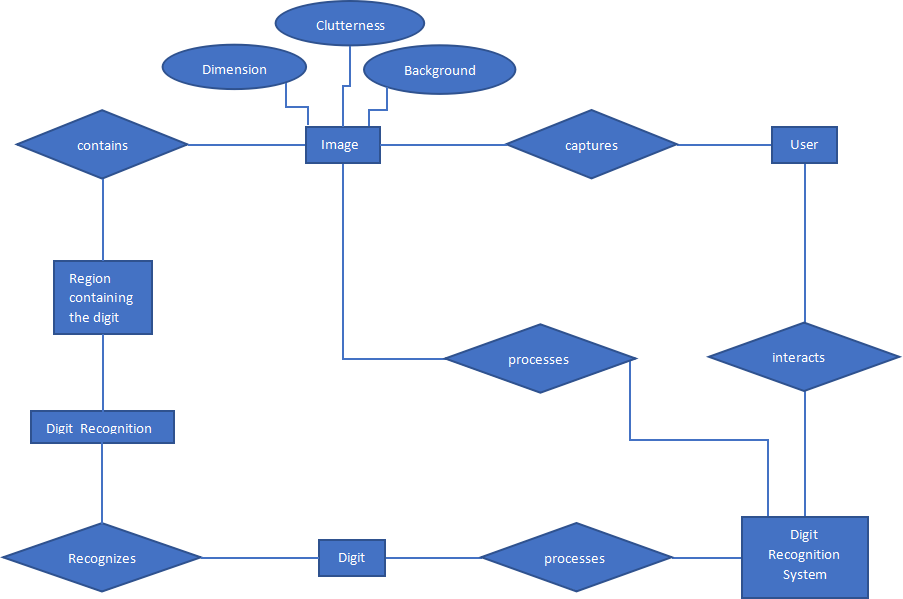
****

**Fig 1: System Architecture**

An MNIST dataset is imported and preprocessed. A model is built and initiated and for training and testing the imported dataset. A multi-layer CNN is built and then the dataset is trained in the model. The model is tested and then evaluated based upon the results obtained from the digit classification. Accuracy is predicted and the model is summarized.

8

3.2 ER DIAGRAM:

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**Fig 2: ER diagram**

3.3 DATA FLOW DIAGRAM(DFD):

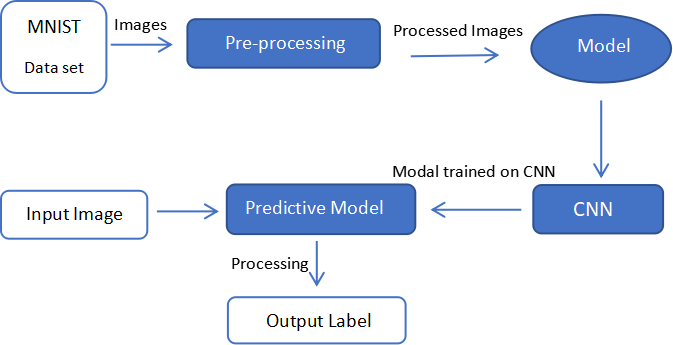
Level 1:

****

**Fig 3: Level 1 of Data Flow Diagram**

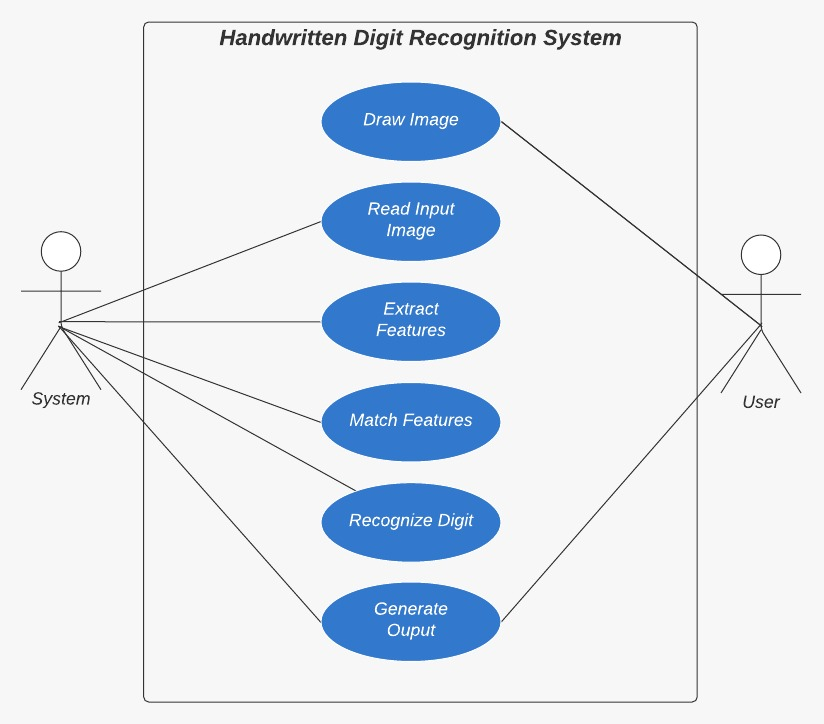
9

Level 2:



**Fig 4: Level 2 of Data Flow Diagram**

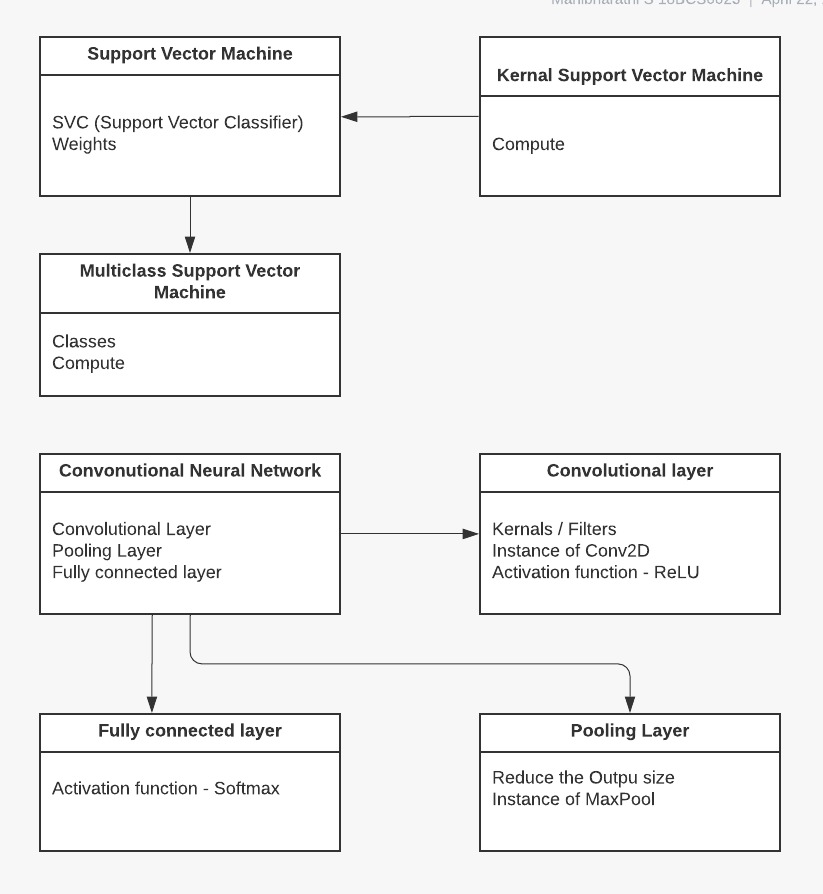
3.4 USE CASE DIAGRAM:



**Fig 5: Use case diagram**

10

3.5 UML DIAGRAM:



**Fig 6: UML diagram**

3.6 MODULE DESCRIPTION:

3.6.1 DATA SET:

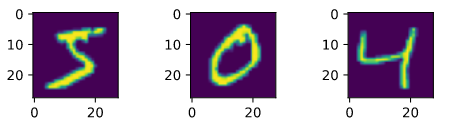
Handwritten character recognition is a research area that already contains detailed ways of implementation which include major learning datasets. MNIST data set (Modified National Institute of Standards and Technology database) is the subset of the NIST data set. MNIST is a combination of two of NIST's databases Special Database 1 and Special Database 3, which consist of digits written by high school students and employees of the United States Census Bureau, respectively. MNIST has a total of 70,000 handwritten digit images, out of which 60,000 are used for training set and 10,000 are used for test set. Each image has a dimension of 28x28 pixel and is anti-aliased. All these images have corresponding label values which tells the value of the digit.

11

3.6.3 DATA VISUALIZATION:

Implementation:

Without the use of momentum, a standard online backpropagation is used where the variable learning rate diminishes by a multiplicative constant after each epoch from 10−3 down to 10−6. With a uniform random distribution in (-0.05,0.05), weights are initialized. Each neuron's activation function is a scaled hyperbolic tangent: y(a)=Atanh Ba, where A=1.7159 and B=0.6666



**Fig 7: Sample images from MNIST Data set**

3.6.4 DATA PREPROCESSING

Initially, the date set is separated into four different categories namely trainX, trainY, testX, testY such that X represents the feature and Y represents the label. Since a digit always comes within a category of 0 to 9, the label can be converted from a simple digit to an array of size 10 where the index which represents the digit is given 1 and the rest of the indexes are given a value of 0. For example 5 would be represented as [0,0,0,0,0,1,0,0,0,0]. Then a normalization process is done ,where each pixel is converted from a value range of 0 to 255 to a value range of 0 to 1. Pixels are converted into float type and then divided by 255.

12

**Chapter 4**

**Implementation**

4.1 IMPORTING AND PLOTTING OF DATASET:

from tensorflow.keras.datasets import mnist

from matplotlib import pyplot

***# Data set is Downloaded from Internet***

(trainX, trainY), (testX, testY) = mnist.load\_data()

print(f'Training: ')

print(f'x: ',trainX.shape ,end='\t')

print(f'y: ',trainY.shape)

print(f'Testing: ')

print(f'x: ',testX.shape,end='\t')

print(f'y: ',testY.shape)

***# Plot first few Training Images***

for i in range(3):

pyplot.subplot(330 + 1 + i)

pyplot.imshow(trainX[i]) ***# cmap=pyplot.get\_cmap('gray') --> to make preview as grey scale***

pyplot.show()

for i in range(3):

print(trainY[i], end=" ")

Training:

x: (60000, 28, 28) y: (60000,)

Testing:

x: (10000, 28, 28) y: (10000,)

from tensorflow.keras.utils import to\_categorical

***# reshape data set to have a single channel***

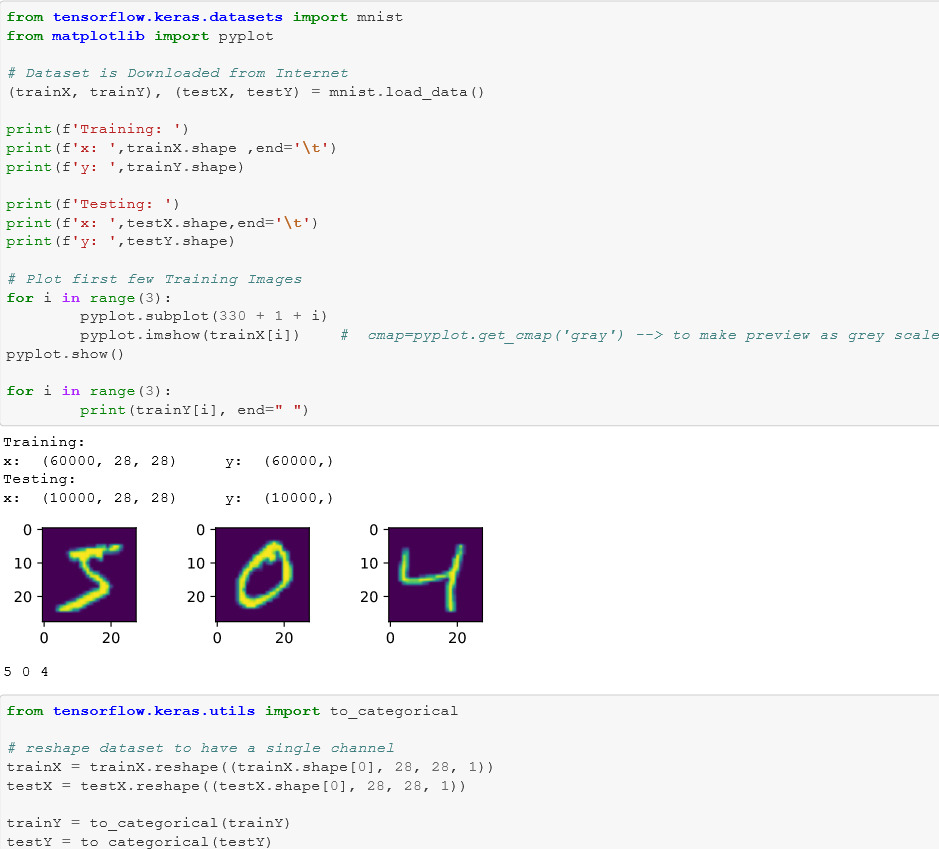
trainX = trainX.reshape((trainX.shape[0], 28, 28, 1))

testX = testX.reshape((testX.shape[0], 28, 28, 1))

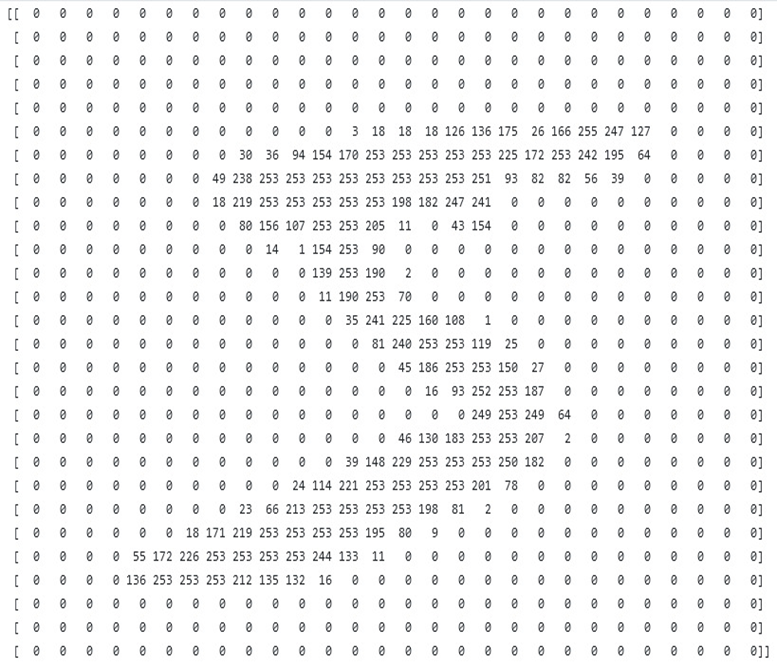
13

trainY = to\_categorical(trainY)

testY = to\_categorical(testY)



14



4.2 CNN MODEL:

from tensorflow.keras.datasets import mnist

from tensorflow.keras.utils import to\_categorical

from tensorflow.keras.models import Sequential,load\_model

from tensorflow.keras.layers import Conv2D

from tensorflow.keras.layers import MaxPooling2D

from tensorflow.keras.layers import Dense

from tensorflow.keras.layers import Flatten

from tensorflow.keras.optimizers import SGD

15

**def load\_dataset():**

(trainX, trainY), (testX, testY) = mnist.load\_data()

***# reshape dataset to have a single channel***

trainX = trainX.reshape((trainX.shape[0], 28, 28, 1))

testX = testX.reshape((testX.shape[0], 28, 28, 1))

trainY = to\_categorical(trainY)

testY = to\_categorical(testY)

return trainX, trainY, testX, testY

**def process\_pixels(train, test):**

***# convert from integers to floats***

train\_norm = train.astype('float32')

test\_norm = test.astype('float32')

***# normalize the pixel range from 0-255 to range 0-1***

train\_norm = train\_norm / 255.0

test\_norm = test\_norm / 255.0

return train\_norm, test\_norm

**def create\_modal():**

model = Sequential()

model.add(Conv2D(32, (3, 3), activation='relu', kernel\_initializer='he\_uniform', input\_shape=(28, 28, 1)))

16

model.add(MaxPooling2D((2, 2)))

model.add(Conv2D(64, (3, 3), activation='relu', kernel\_initializer='he\_uniform'))

model.add(Conv2D(64, (3, 3), activation='relu', kernel\_initializer='he\_uniform'))

model.add(MaxPooling2D((2, 2)))

model.add(Flatten())

model.add(Dense(100, activation='relu', kernel\_initializer='he\_uniform'))

model.add(Dense(10, activation='softmax'))

***# compile model***

opt = SGD(lr=0.01, momentum=0.9)

model.compile(optimizer=opt, loss='categorical\_crossentropy', metrics=['accuracy'])

return model

**def evaluate\_model():**

***# load dataset***

trainX, trainY, testX, testY = load\_dataset()

**# *prepare pixel data***

trainX, testX = process\_pixels(trainX, testX)

***# load model***

model = load\_model('/content/new\_model.h5')

\_,acc = model.evaluate(testX,testY,verbose=0)

print(f'Accuracy: {(acc\*100.0):.3f}')

print(model.summary())

17

**def main():**

trainX, trainY, testX, testY = load\_dataset()

trainX, testX = process\_pixels(trainX, testX)

model = create\_modal()

model.fit(trainX, trainY, epochs=10, batch\_size=32, verbose=0)

model.save('new\_model.h5')

evaluate\_model()

**if \_\_name\_\_ == '\_\_main\_\_':**

main()

4.2.1 SUMMARY OF THE MODEL:

**Table 1: Summary of CNN model:**

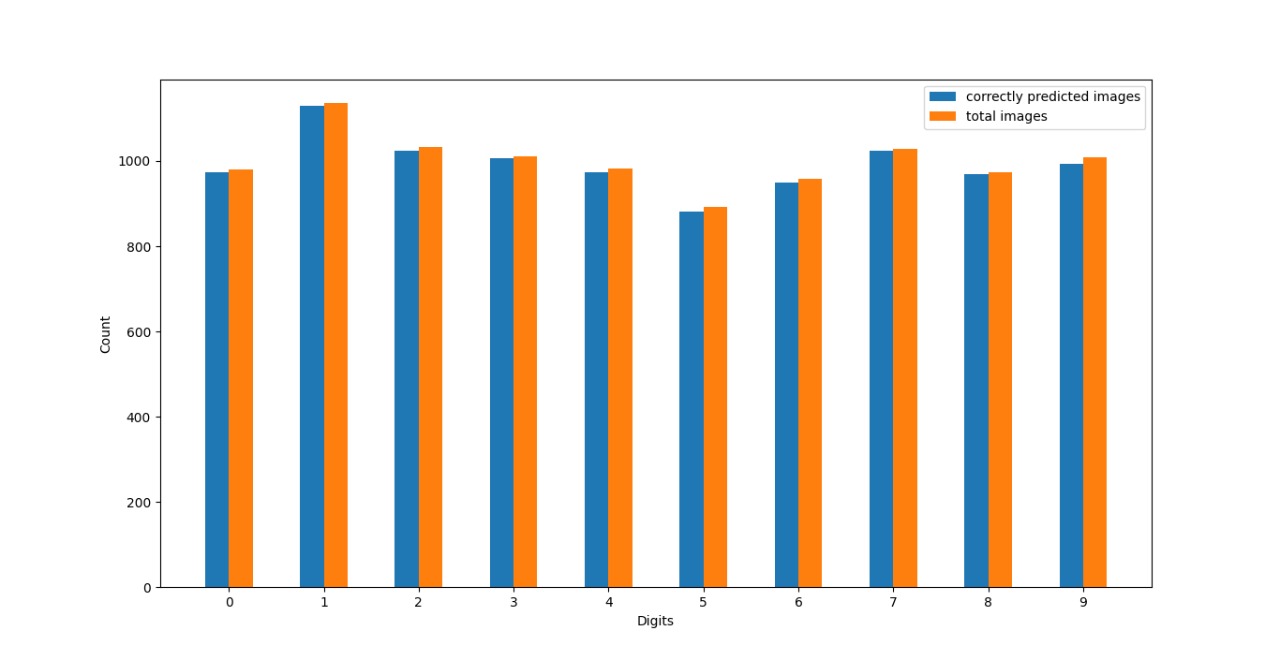
18

|  |  |  |
| --- | --- | --- |
| **Layer (type)** | **Output Shape** | **Param #** |
| conv2d (Conv2D) | (None,26,26,32) | 320 |
| max\_pooling2d(MaxPooling2D) | (None,13,13,32) | 0 |
| Conv2d\_1 (Conv2D) | (None,11,11,64) | 18496 |
| Conv2d\_2 (Conv2D) | (None,9,9,64) | 36928 |
| max\_pooling2d\_1(MaxPooling2D) | (None,4,4,64) | 0 |
| flatten (Flatten) | (None,1024) | 0 |
| dense(Dense) | (None,100) | 102500 |
| Dense\_1 (Dense) | (None,10) | 1010 |

Total params: 159, 254

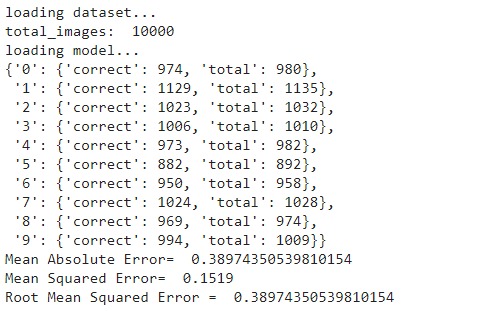
Trainable params: 159, 254

Non-trainable params : 0



**Fig 8: Represents the correctly predicted images out of the total images by CNN**

The below snapshot shows the details of the error rates for the test dataset, which contains 10000 entries in it.



19

4.2.2 CNN-TESTING:

**Test Cases:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test No** | **Input Image** | **Expected Output** | **Actual Output** | **Status** |
| 1 |  | 1 | 7 | fail |
| 2 |  | 3 | 3 | pass |
| 3 |  | 8 | 6 | fail |
| 4 |  | 6 | 0 | fail |
| 5 |  | 5 | 5 | pass |
| 6 |  | 9 | 4 | fail |
| 7 |  | 4 | 4 | pass |
| 8 |  | 7 | 1 | fail |
| 9 |  | 4 | 4 | pass |
| 10 |  | 5 | 6 | fail |

20

4.3 SVM MODEL:

import joblib

from sklearn.svm import SVC

from sklearn.metrics import confusion\_matrix, accuracy\_score

import gzip

from tensorflow.keras.datasets import mnist

**def load**\_**dataset**():

(trainX, trainY), (testX, testY) = mnist.load\_data()

# reshape dataset to have a single channel

nsamples, nx, ny = trainX.shape

trainX = trainX.reshape((nsamples, nx\*ny ))

nsamples, nx, ny = testX.shape

testX = testX.reshape((nsamples, nx\*ny))

return trainX, trainY, testX, testY

**def process\_pixels**(train, test):

# convert from integers to floats

train\_norm = train.astype('float32')

test\_norm = test.astype('float32')

# normalize the pixel range from 0-255 to range 0-1

train\_norm = train\_norm / 255.0

21

test\_norm = test\_norm / 255.0

return train\_norm, test\_norm

**def main**():

print('loading dataset...')

trainX, trainY, testX, testY = load\_dataset()

trainX,testX = process\_pixels(trainX,testX)

print('training model...')

classifier = SVC()

classifier.fit(trainX,trainY)

print('Evaluating model... ')

accuracy = classifier.score(testX,testY)

print('Accuracy: ',accuracy\*100)

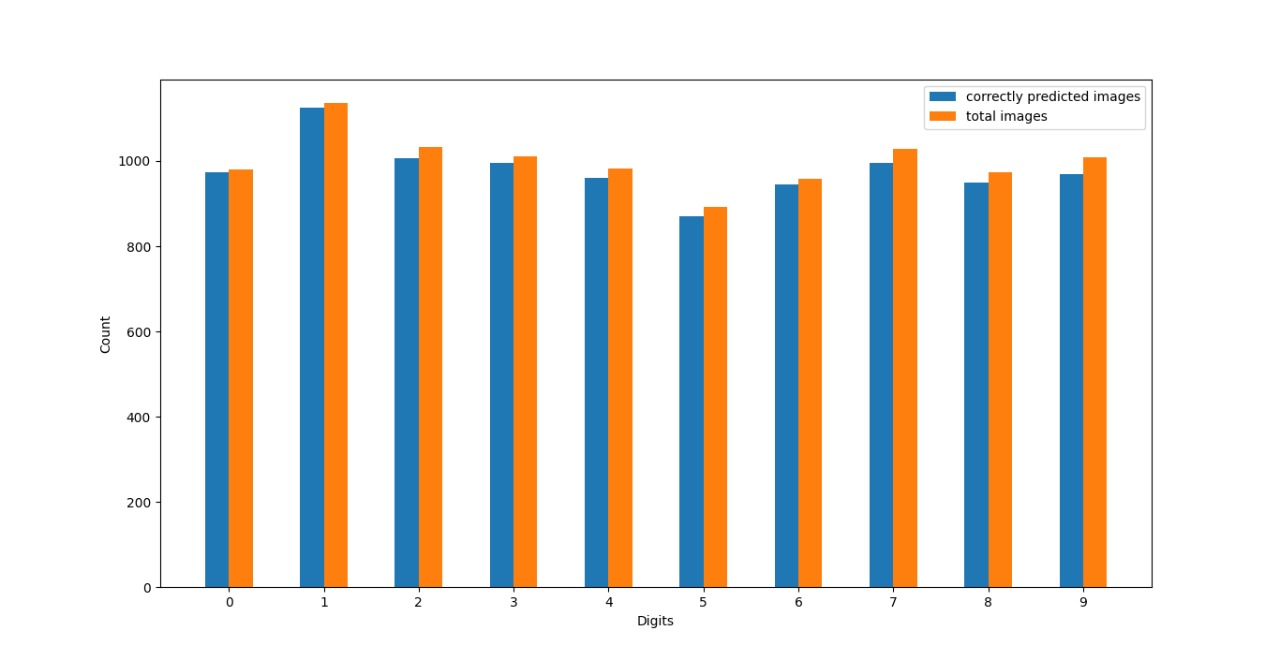
joblib.dump(classifier,'svm\_model.gz',compress=('gzip',3))

print('Modal saved')

main()

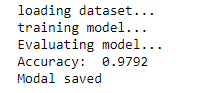
22

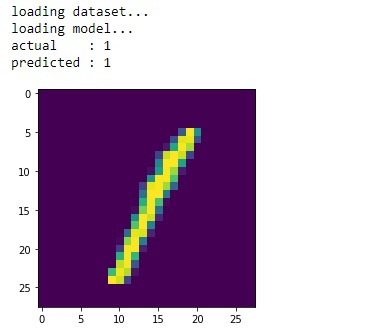
4.3.1 SUMMARY OF THE MODEL:



**Fig 9: Represents the correctly predicted images out of the total images by SVM**

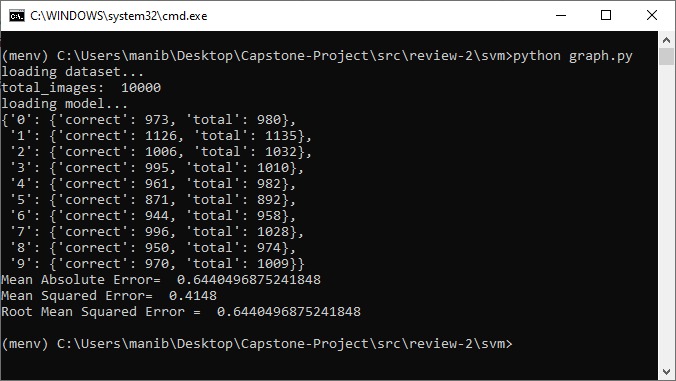
Dataset is loaded into the model, then the model predicts the number. Where, the actual represents the value whereas the predicted represents the value that the model has interpreted the number entered to be. The difference between the actual and predicted will determine the accuracy of the model. If the difference id large then, the model will be less accurate.





23

The below snapshot shows the details of the error rates for the test dataset, which contains 10000 entries in it.



4.3.2 SVM-TESTING:

**Test Cases:**

24

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test No** | **Input Image** | **Expected Output** | **Actual Output** | **Status** |
| 1 |  | 1 | 1 | pass |
| 2 |  | 3 | 3 | pass |
| 3 |  | 8 | 8 | pass |
| 4 |  | 6 | 6 | pass |
| 5 |  | 5 | 5 | pass |
| 6 |  | 9 | 9 | pass |
| 7 |  | 4 | 4 | pass |
| 8 |  | 7 | 7 | pass |
| 9 |  | 4 | 9 | fail |
| 10 |  | 5 | 5 | pass |

25

**Chapter 5**

**COMPARISON OF TWO MODELS**

5.1 MISRECOGNITIONS:

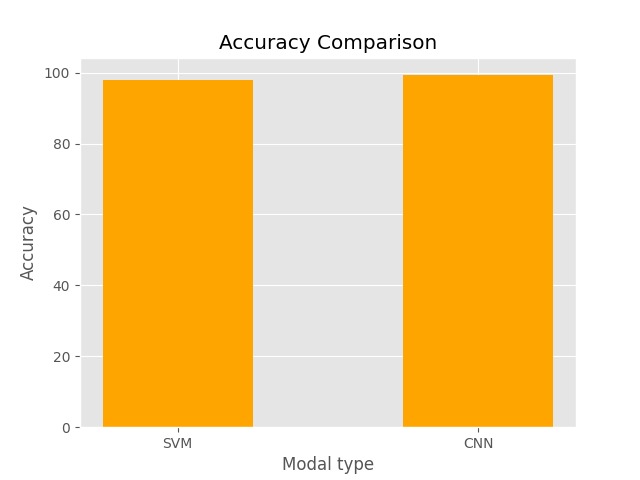
**Table 2: Misrecognitions of CNN and SVM models:**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **No. of misrecognitions in each model** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
| Convolutional Neural Network | 3 | 4 | 1 | 6 | 8 | 2 | - | - | 1 | 5 |
| Support Vector Machine | - | - | - | - | - | - | 5 | - | 1 | 4 |

Both the models were run for a definite number of times(65 times) to predict the numbers from the dataset. It was noted that both the models misrecognised the numbers and made wrong predictions. Those misrecognitions are recorded and the above table shows the misrecognitions made by both the models during the recognition process.

Note: The table contains only the misrecognitions and not the record of the times the models predicted correctly without any error.

5.2 COMPARISON OF CNN AND SVM MODELS:



**Fig 10: Comparison of accuracies between CNN and SVM models**

26

### The below table shows the difference between the two models- Convolutional Neural Network (CNN) and Support Vector Machine (SVM) in detail. Though CNN is more accurate than SVM, SVM has lesser error rates and execution time which has made us come to conclude that SVM is better than CNN.

**Table 3: Comparison between CNN and SVM models:**

| **ID** | **Models** | **Run Time(s)** | **Accuracy(in %)** | **Mean Absolute Error** | **Mean Squared Error** | **Root Mean Squared Error** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | [Convolutional Neural Network](https://www.tensorflow.org/tutorials/images/cnn) | 72.36 | 99.05 | 0.3897 | 0.1519 | 0.3897 |
| 2 | Support Vector Machine | 65.48 | 97.92 | 0.6440 | 0.4148 | 0.6440 |

### 

27

**Chapter 6**

**SVM-GUI**

6.1 GENERATION OF INPUT DIGIT IMAGES USING GUI:

As the Support Vector Machine(SVM) model is more compatible than Convolutional Neural Network(CNN) model, we are using SVM for further tests. Using GUI, the images for the digits and operator are generated. These images are processed and the model predicts the digits and operator written in the image. Then the mathematical operation is performed between the two digits using the operator the user inputs, and the final answer is obtained.

6.1.1 PROGRAM OF GENERATING INPUT DIGIT IMAGES:

from tkinter import \*

import tkinter as tk

from PIL import Image, ImageGrab, ImageOps

import numpy as np

import joblib

# classifier = joblib.load('svc\_m.gz')

classifier = joblib.load('knn\_m.gzip')

class GUI(tk.Tk):

def \_\_init\_\_(self):

tk.Tk.\_\_init\_\_(self)

self.title("SVM")

self.canvas\_width = 200

self.canvas\_height = 200

28

self.bg\_color = "white"

self.paint\_color = "black"

self.radius = 8

self.init\_canvas()

def init\_canvas(self):

self.canvas = Canvas(self, width=self.canvas\_width, height=self.canvas\_width, bg = self.bg\_color, cursor="cross")

self.button\_clear = tk.Button(self, text = "Clear", command = self.clear\_all)

self.button\_predict = tk.Button(self, text = "Predict", command = self.predict)

self.label\_digit = tk.Label(self, text="", font=("Helvetica"))

self.canvas.grid(row=0, column=0, pady=2, sticky=W, )

self.button\_clear.grid(row=1, column=0, pady=2)

self.button\_predict.grid(row=1, column=1, pady=2)

self.label\_digit.grid(row=0, column=1, padx=2, pady=2)

self.canvas.bind("<B1-Motion>", self.paint)

def paint(self, event):

x1, y1 = (event.x - self.radius), (event.y - self.radius)

x2, y2 = (event.x + self.radius), (event.y + self.radius)

self.canvas.create\_oval(x1, y1, x2, y2, fill=self.paint\_color, outline=self.paint\_color)

def clear\_all(self):

self.canvas.delete("all")

self.label\_digit.configure(text='')

def preprocess(self):

29

fileName = 'input'

x = self.canvas.winfo\_x() + self.winfo\_x() + 10

y = self.canvas.winfo\_y() + self.winfo\_y() + 30

x1 = x + self.canvas\_width

y1 = y + self.canvas\_height

# Screenshot and Save Image in Canvas

img = ImageGrab.grab().crop((x,y,x1,y1))

img.save(fileName + ".jpg")

# Invert Image

img = ImageOps.invert(img)

img.save(fileName + "\_negative" + ".jpg")

# Resize and convert it into greyscale

img = img.resize((28,28))

img = img.convert('L')

img.save(fileName + "\_28x28" + ".jpg")

# Convert it into Numpy array

img = np.array(img)

img = img.reshape(28\*28)

print("Pre Processing complete")

return img

def predict(self):

img = self.preprocess()

30

digit = classifier.predict([img])

text = f'{digit[0]}'

self.label\_digit.configure(text=text)

app = GUI()

mainloop()

6.1.2 TEST CASES OF GENERATING INPUT DIGIT IMAGES:

35

31

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test No** | **Input Image** | **Expected Output** | **Actual Output** | **Status** |
| 1 |  | 1 | 1 | pass |
| 2 |  | 2 | 2 | pass |
| 3 |  | 5 | 5 | pass |
| 4 |  | 3 | 3 | pass |
| 5 |  | 4 | 6 | fail |

6.2 GENERATION OF INPUT OPERATOR USING GUI:

6.2.1 PROGRAM OF GENERATING INPUT OPERATOR IMAGES:

from tkinter import \*

import tkinter as tk

from PIL import Image, ImageGrab, ImageOps

import numpy as np

import joblib

MODAL\_NAME = 'operators\_svm\_model.gz'

classifier = joblib.load(MODAL\_NAME)

lass GUI(tk.Tk):

def \_\_init\_\_(self):

tk.Tk.\_\_init\_\_(self)

self.title("SVM")

self.canvas\_width = 200

self.canvas\_height = 200

self.bg\_color = "white"

self.paint\_color = "black"

32

self.radius = 8

self.init\_canvas()

def init\_canvas(self):

self.canvas = Canvas(self, width=self.canvas\_width, height=self.canvas\_width, bg = self.bg\_color, cursor="cross")

self.button\_clear = tk.Button(self, text = "Clear", command = self.clear\_all)

self.button\_predict = tk.Button(self, text = "Predict", command = self.predict)

self.label\_digit = tk.Label(self, text="", font=("Helvetica"))

self.canvas.grid(row=0, column=0, pady=2, sticky=W, )

self.button\_clear.grid(row=1, column=0, pady=2)

self.button\_predict.grid(row=1, column=1, pady=2)

self.label\_digit.grid(row=0, column=1, padx=2, pady=2)

self.canvas.bind("<B1-Motion>", self.paint)

def paint(self, event):

x1, y1 = (event.x - self.radius), (event.y - self.radius)

x2, y2 = (event.x + self.radius), (event.y + self.radius)

self.canvas.create\_oval(x1, y1, x2, y2, fill=self.paint\_color, outline=self.paint\_color)

def clear\_all(self):

self.canvas.delete("all")

self.label\_digit.configure(text='')

def preprocess(self):

fileName = 'input'

x = self.canvas.winfo\_x() + self.winfo\_x() + 10

33

y = self.canvas.winfo\_y() + self.winfo\_y() + 30

x1 = x + self.canvas\_width

y1 = y + self.canvas\_height

# Screenshot and Save Image in Canvas

img = ImageGrab.grab().crop((x,y,x1,y1))

img.save(fileName + ".jpg")

# Invert Image

img = ImageOps.invert(img)

img.save(fileName + "\_negative" + ".jpg")

# Resize and convert it into greyscale

img = img.resize((28,28))

img = img.convert('L')

img.save(fileName + "\_28x28" + ".jpg")

# Convert it into Numpy array

img = np.array(img)

img = img.reshape(28\*28)

img\_norm = img.astype('float32')

img\_norm = img\_norm / 255.0

return img\_norm

def predict(self):

img = self.preprocess()

digit = classifier.predict([img])

34

text = f'{digit[0]}'

self.label\_digit.configure(text=text)

def main():

app = GUI()

mainloop()

if \_\_name\_\_ == "\_\_main\_\_":

main()

6.2.2 TEST CASES OF GENERATING INPUT OPERATOR IMAGES:

35

35

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test No** | **Input Image** | **Expected Output** | **Actual Output** | **Status** |
| 1 |  | Addition | Addition | pass |
| 2 |  | Subtraction | Subtraction | pass |
| 3 |  | Multiplication | Multiplication | Pass |
| 4 |  | Multiplication | Addition | Fail |
| 5 |  | Division | Division | Pass |

6.3 OPERATIONS PERFORMED BETWEEN TWO PREDICTED DIGITS:

6.3.1 PROGRAM OF GENERATING INPUT OPERATIONS FOR THE IMAGES:

from tkinter import \*

import tkinter as tk

from PIL import Image, ImageGrab, ImageOps

import numpy as np

import joblib

import os

MODELS\_DIR = 'models'

DIGIT\_MODAL = 'digits\_svm\_model.gz'

OPERATOR\_MODAL = 'operators\_svm\_model.gz'

operators = {

'add': '+',

'sub': '-',

36

'mul': '\*',

'div': '/',

}

digit\_classifier = joblib.load(os.path.join(MODELS\_DIR,DIGIT\_MODAL))

operator\_classifier = joblib.load(os.path.join(MODELS\_DIR,OPERATOR\_MODAL))

class GUI(tk.Tk):

def \_\_init\_\_(self):

tk.Tk.\_\_init\_\_(self)

self.title("SVM")

self.canvas\_width = 200

self.canvas\_height = 200

self.bg\_color = "white"

self.paint\_color = "black"

self.radius = 8

self.init\_canvas()

self.count = 0

self.characters = []

def init\_canvas(self):

self.canvas = Canvas(self, width=self.canvas\_width, height=self.canvas\_width,

bg = self.bg\_color, cursor="cross",borderwidth=3,relief="ridge")

self.button\_clear = tk.Button(self, text = "Clear", command = self.clear\_all)

self.button\_predict = tk.Button(self, text = "Predict", command = self.predict)

37

self.button\_reset = tk.Button(self, text = "Reset", command = self.reset)

self.label\_digit = tk.Label(self, text="", font=("Helvetica"))

self.label\_info = tk.Label(self, text="Draw an digit", font=("Helvetica"))

self.canvas.grid(row=0, column=0, pady=2, sticky=W, )

self.button\_predict.grid(row=2, column=0, pady=2)

self.button\_clear.grid(row=2, column=1, pady=2)

self.button\_reset.grid(row=2, column=2, pady=2)

self.label\_digit.grid(row=0, column=1, padx=2, pady=2)

self.label\_info.grid(row=1, column=0, padx=2, pady=2)

self.canvas.bind("<B1-Motion>", self.paint)

def paint(self, event):

x1, y1 = (event.x - self.radius), (event.y - self.radius)

x2, y2 = (event.x + self.radius), (event.y + self.radius)

self.canvas.create\_oval(x1, y1, x2, y2, fill=self.paint\_color, outline=self.paint\_color)

def clear\_all(self):

self.canvas.delete("all")

self.label\_digit.configure(text='')

def reset(self):

self.count = 0

self.characters = []

self.label\_info.configure(text='Draw a digit')

self.clear\_all()

38

def preprocess(self,is\_digit):

fileName = 'input'

x = self.canvas.winfo\_x() + self.winfo\_x() + 10

y = self.canvas.winfo\_y() + self.winfo\_y() + 30

x1 = x + self.canvas\_width

y1 = y + self.canvas\_height

# Screenshot and Save Image in Canvas

img = ImageGrab.grab().crop((x,y,x1,y1))

# img.save(fileName + ".jpg")

# Invert Image

img = ImageOps.invert(img)

# img.save(fileName + "\_negative" + ".jpg")

# Resize and convert it into greyscale

img = img.resize((28,28))

img = img.convert('L')

# img.save(fileName + "\_28x28" + ".jpg")

# Convert it into Numpy array

img = np.array(img)

img = img.reshape(28\*28)

if(not is\_digit):

img\_norm = img.astype('float32')

img\_norm = img\_norm / 255.0

39

return img\_norm

return img

def predict(self):

is\_digit = (self.count % 2 == 0)

img = self.preprocess(is\_digit)

output = ''

if(is\_digit):

result = digit\_classifier.predict([img])

text = 'Now draw an operator'

output = f'{result[0]}'

self.characters.append(output)

else:

result = operator\_classifier.predict([img])

text = 'Now draw an digit'

output = f'{result[0]}'

self.characters.append(output)

self.label\_digit.configure(text=output)

self.label\_info.configure(text=text)

if(self.count < 2):

self.count += 1

else:

characters = self.characters

40

operation\_text = f'{characters[0]} {operators[characters[1]]} {characters[2]}'

operation\_output = calculate(characters[0],characters[2],characters[1])

text = f'{operation\_text} = {operation\_output}'

self.label\_info.configure(text=text)

def calculate(digit\_1,digi\_2,operator):

if(operator == 'add'):

return int(digit\_1) + int(digi\_2)

if(operator == 'sub'):

return int(digit\_1) - int(digi\_2)

if(operator == 'mul'):

return int(digit\_1) \* int(digi\_2)

if(operator == 'div'):

return int(digit\_1) / int(digi\_2)

def main():

app = GUI()

mainloop()

if \_\_name\_\_ == "\_\_main\_\_":

main()

6.3.2 TEST CASES OF GENERATING THE RESULTS OF THE INPUTED IMAGES:

41

41

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test No** | **Input Image**  (Digit 1) | **Input Image**  (Operator) | **Input Image**  (Digit 2) | **Expected Output** | **Actual Output** | **Status** |
| 1 |  |  |  | 4 | 4 | pass |
| 2 |  |  |  | 0 | 15  (5 \* 0 = 0) | fail |
| 3 |  |  |  | 2.0 | 2.0 | pass |
| 4 |  |  |  | -8 | -8 | pass |
| 5 |  |  |  | 42 | 42 | pass |

42

**Chapter 7**

**Conclusion & Future Work**

In this project, we built a model for which a handwritten image of a digit is given as the input. The model then produces the corresponding digit as the result for the handwritten digit given as the input. This model recognises the digits with an accuracy of 99.28%.This project is our first step that we took in the world of Data science and Artificial Intelligence. The accuracy of the model rockets up if more number of layers are added. Through this project, single digit numericals can be identified easily but characters and other special characters can’t be recognised. If we build a model that can recognise the characters and the special characters, mathematical operations can be performed, medical transcripts can be scanned and transformed to text from the image, vehicle number plate recognition can be performed. Having this in mind, in our future project, we are planning to develop a real-time model that recognises characters, digits and special characters so that it will help in education, health and business sectors.

43

**Appendices**

**Appendix 1**

**Algorithm 1: Forward Propagation Kernels:**

\_\_global\_\_vois MLP\_FP \_reduction\_Kernel1(float \*prevLN,float \*W,float \* partialsum,unsigned int neurons, unsigned int prevneurons){

const int threads=256;

const int stride=GET\_STRIDE(neurons,pitch\_x>>2); *//horizontal stride of W matrix*

int X=block1dx.x\*threas+thread1dx.x; //*precomputing expressions*

int Y=X+stride \* block1dx.y;

int Z=block1dx.y\*pitch\_y\*stride +X;

float sum=0.0f;

\_\_shared\_\_float output[pitch\_y];

if(block1dx.y=0)

if(threas1dx.x==0)output[0]=1.0f;

else if(thread1x.x<pitch\_y) *//there are only 32 values to read and 128 threads*

output[thread1dx.x-1];0.0f;

else;

else if(thread1dx.x<pitch\_y) *//there are only 32 values to read and 128 threads*

output[thread1x.x]=block1dx.y\*pitch\_y+thread1dx.x-1<prevneurons?

prevLN[block1dx.y\*pitch\_y+thread1dx.x-1]:0.0f;

else;

\_\_syncthreads();

44

if(X<neurons){ *//compute partial sums*

*//#pragma unroll 32*

int size=0;

if(block1dx.y+1)\*pitch\_y>=prevneurons+1)

size=prevneurons+1 -block1dx.y\*pitch\_y;

else size=pitch\_y;

for(int ic=0;ic<size;ic++){

sum+=output[ic]\*W[Z];

Z+=stride;

}

partialsum[Y]=sum;

}

}

\_\_gloabal \_\_vois MLP\_FP \_reduction\_Kernel2(float \*currLN,float\*partialsum,unsigned int neurons, unsigned int size){

float sum=0.0f;

int idx=block1dx.x\*(pitch\_x>>2)+thread1dx.x; *//precomputed index*

unsigned int stride=GET\_STRIDE(neurns,pitch\_x>>2); *//stride for partialism matrix*

if(idx>=neurons)return; *//is this thread computing a true neuron?*

for(int i=0;i<size;i++)sum+=partialsum[i\*stride+idx]; *//computing the final dot product*

currLN[idx]=SIGMOIDF(sum); *//applying activation*

45

**Appendix 2**

**Algorithm 2: Backward Propagation Kernels:**

\_global\_ void backPropagateDeltasFC\_A(float \*indelta, float \* weights, unsigned int, unsigned int nrneur, float \* partial){

const int px = pitch\_x >> 2

unsigned int stride\_x = GET.STRIDE(nmeur.px);

unsigned int stride\_y = GET.STRIDE(ncon.ptch.y);

float outd = 0.0;

int idx = blockIdx\_x \* px + threadIdx\_x;

int X = blockIdx\_y \* pitch\_y \* stride\_x + idx;

int Y = threadIdx\_x;

\_shared\_ float w[23\*33]; // pitch\_y and px should be equal! +1 to avoid

back conflict!

\_shared\_ float id[px]; // input data

for(int i=0; i<pitch - y; i++){

w[Y] = weights[X];

X+=stride\_x;

Y+=33;

}

//read the input delta patch in shared memory

46

if(idx >= nmeur)

id[threadIdx\_x] = 0; .. a fake input delta for inexitent indelta

else

id[threadIdx\_x] = indelta[idx];

\_\_syncthreads(); // not needed for block with wrap number of threads;

implicit synchonization

# pragma unroll 32 // compute partial results

for(int i=0; i<px; i++){

outd += w[threadIdx\_x \*\* 33 + I] \* id[i]

}

// write out partal results

partial[blockIdx\_x \* stride\_y + blockIdx\_y \* pitch\_y + threadIdx\_x] = outd;

}

\_global\_ void backPropagateDeltasFC\_B(float \*outdelta, float \* instates, unsigned int nconk, unsigned int nrneur, float \* partial){

const int px = pitch.x >> 2

unsigned int stride\_x = GET.STRIDE(nmeur,px);

unsigned int stride\_y = GET.STRIDE(ncon.ptch\_y);

float outd = 0.0;

int size = stride\_x / px;

int idx = blockIdx.y \* pitch\_y + threadIdx.x;

47

if(idx == 0);

else{

for(int i=0; i<size; i++){

outd += partial[i\*stride\_y + idx];

outdelta[idx-1] = out \* DSIGMOIDF(instates[idx -1]);

BIAS...

}

}

}

48

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51