

# Google ML Kit

Digital ink recognition

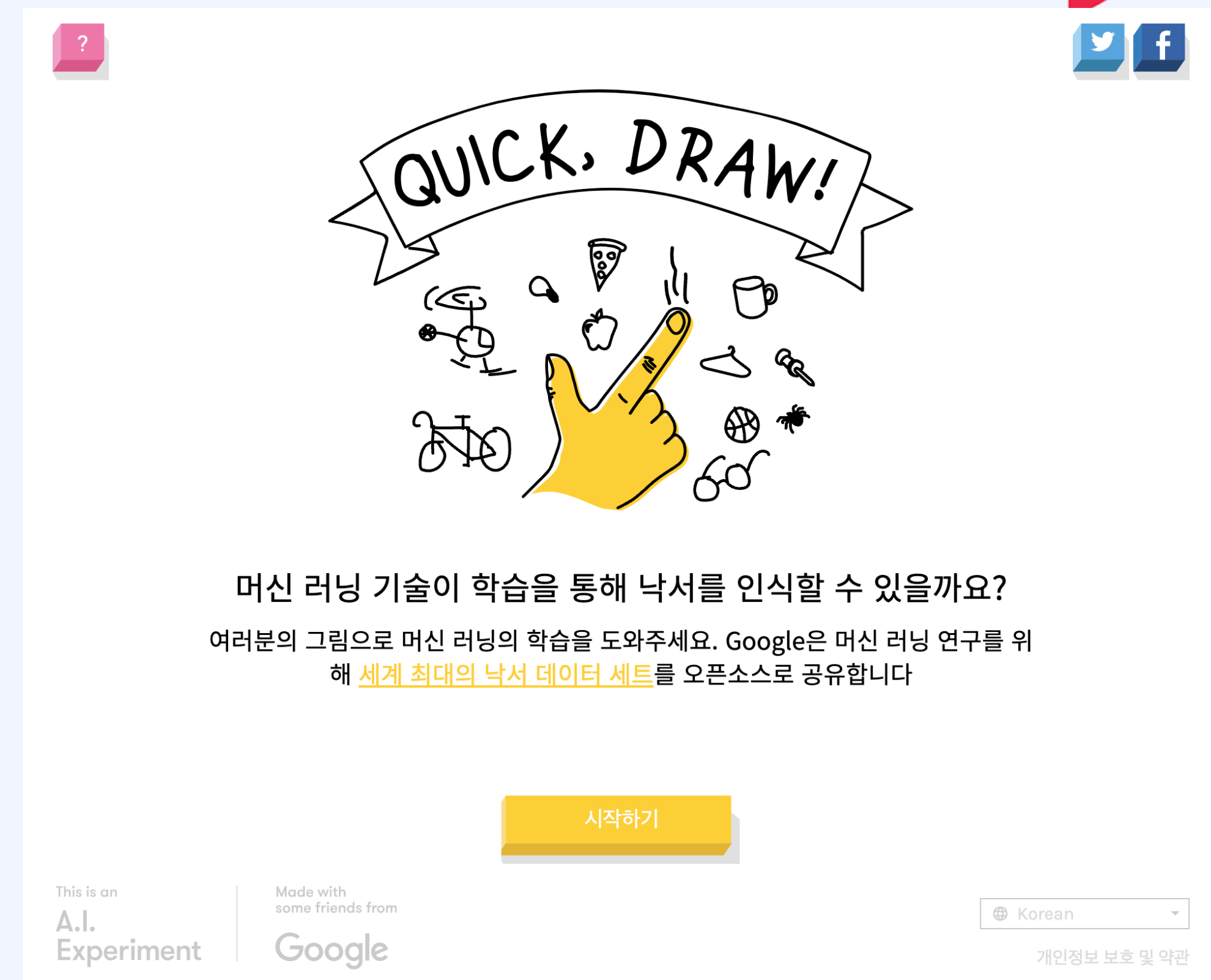
# Google ML Kit

ML Kit - Digital ink recognition

## ML Kit - Digital ink recognition 이론

With ML Kit's digital ink recognition API, you can recognize handwritten text and classify gestures on a digital surface in hundreds of languages, as well as classify sketches.

The digital ink recognition API uses the same technology that powers handwriting recognition in Gboard, Google Translate, and the Quick, Draw! game.



<https://quickdraw.withgoogle.com/>

## ML Kit - Digital ink recognition 이론



There are four strokes. The first two strokes in the `Ink` object look like this:

Ink		
Stroke 1	x	392, 391, 389, 287, ...
	y	52, 60, 76, 97, ...
	t	0, 37, 56, 75, ...
Stroke 2	x	497, 494, 493, 490, ...
	y	167, 165, 165, 165, ...
	t	694, 742, 751, 770, ...

When you send this `Ink` to a recognizer for the English language, it returns several possible transcriptions, containing five or six characters. They are ordered by decreasing confidence:

RecognitionResult	
RecognitionCandidate #1	handw
RecognitionCandidate #2	handrw
RecognitionCandidate #3	hardw
RecognitionCandidate #4	handu
RecognitionCandidate #5	handwe

<https://developers.google.com/ml-kit/vision/pose-detection>

## ML Kit - Digital ink recognition 이론

### Base models

#### On this page

Supported languages

Shape classifiers

ML Kit digital ink recognition has models that can recognize text in over 300 languages, as well as models that classify symbols and shapes.

### Supported languages

ML Kit can recognize and transcribe handwritten text and classify gestures in the following languages:

Kannada, Latin script.

kn-Latn

kn-Latn-x-gesture

Korean, Korean script.

ko

ko-x-gesture

Konkani, Devanagari script.

kok

kok-x-gesture

<https://developers.google.com/ml-kit/vision/digital-ink-recognition/base-models>

## ML Kit - Digital ink recognition 이론

### Download a new model

Kotlin

Java

```
import com.google.mlkit.common.model.DownloadConditions
import com.google.mlkit.common.model.RemoteModelManager

var model: DigitalInkRecognitionModel = ...
val remoteModelManager = RemoteModelManager.getInstance()

remoteModelManager.download(model, DownloadConditions.Builder().build())
    .addOnSuccessListener {
        Log.i(TAG, "Model downloaded")
    }
    .addOnFailureListener { e: Exception ->
        Log.e(TAG, "Error while downloading a model: $e")
    }
```

While the digital ink recognition API supports hundreds of languages, each language requires some data to be downloaded prior to any recognition. **Around 20MB of storage is required per language.**

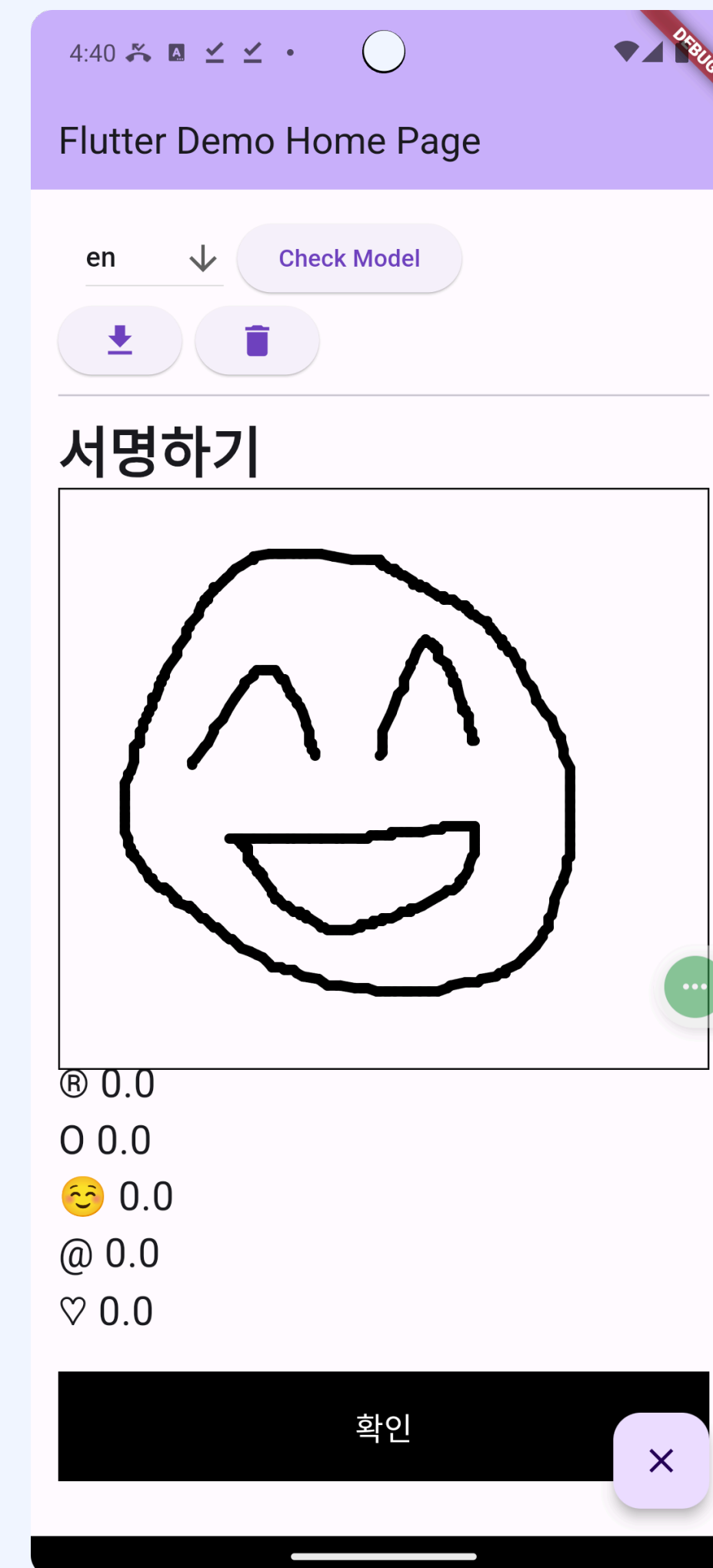
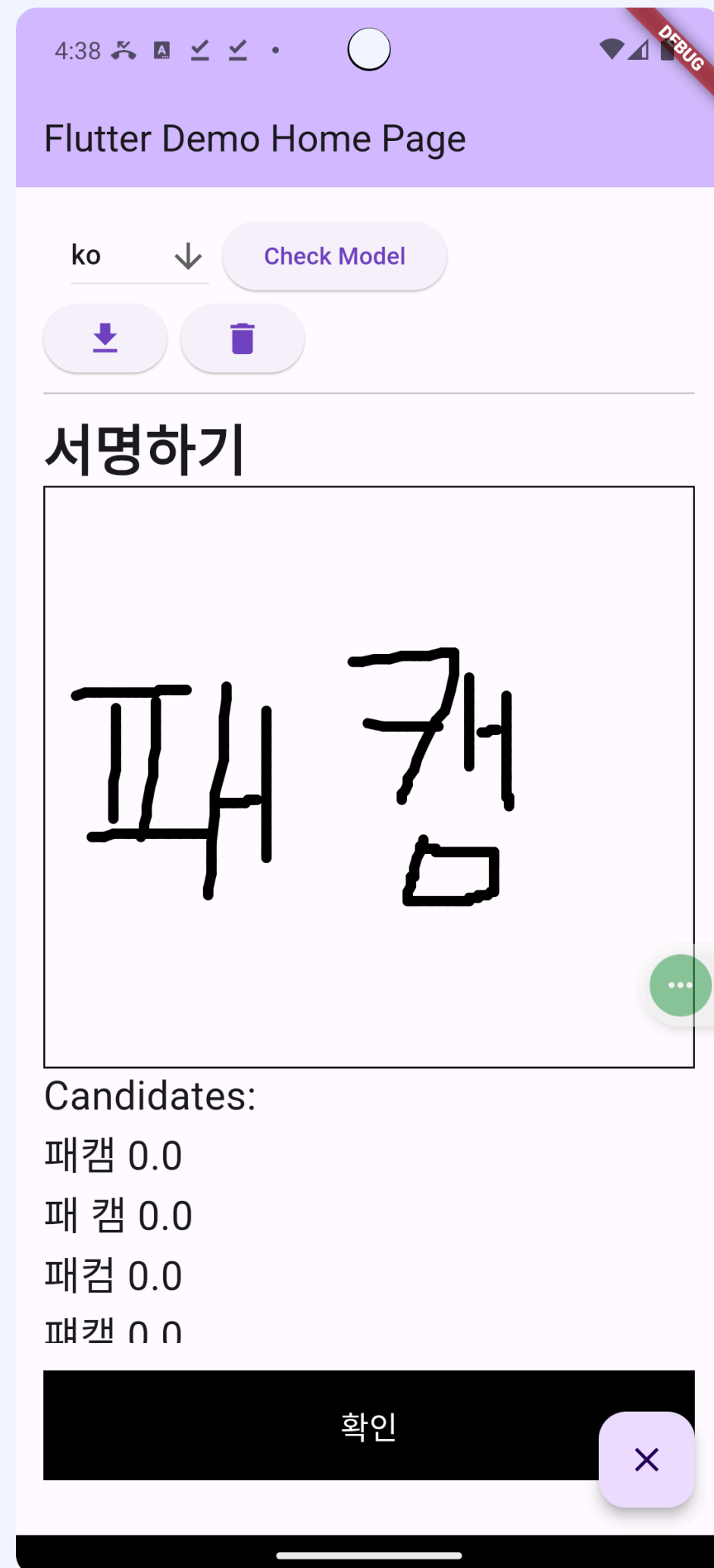
<https://developers.google.com/ml-kit/vision/digital-ink-recognition/android#kotlin>

# Google ML Kit

ML Kit - Digital ink recognition  
화면디자인 리뷰

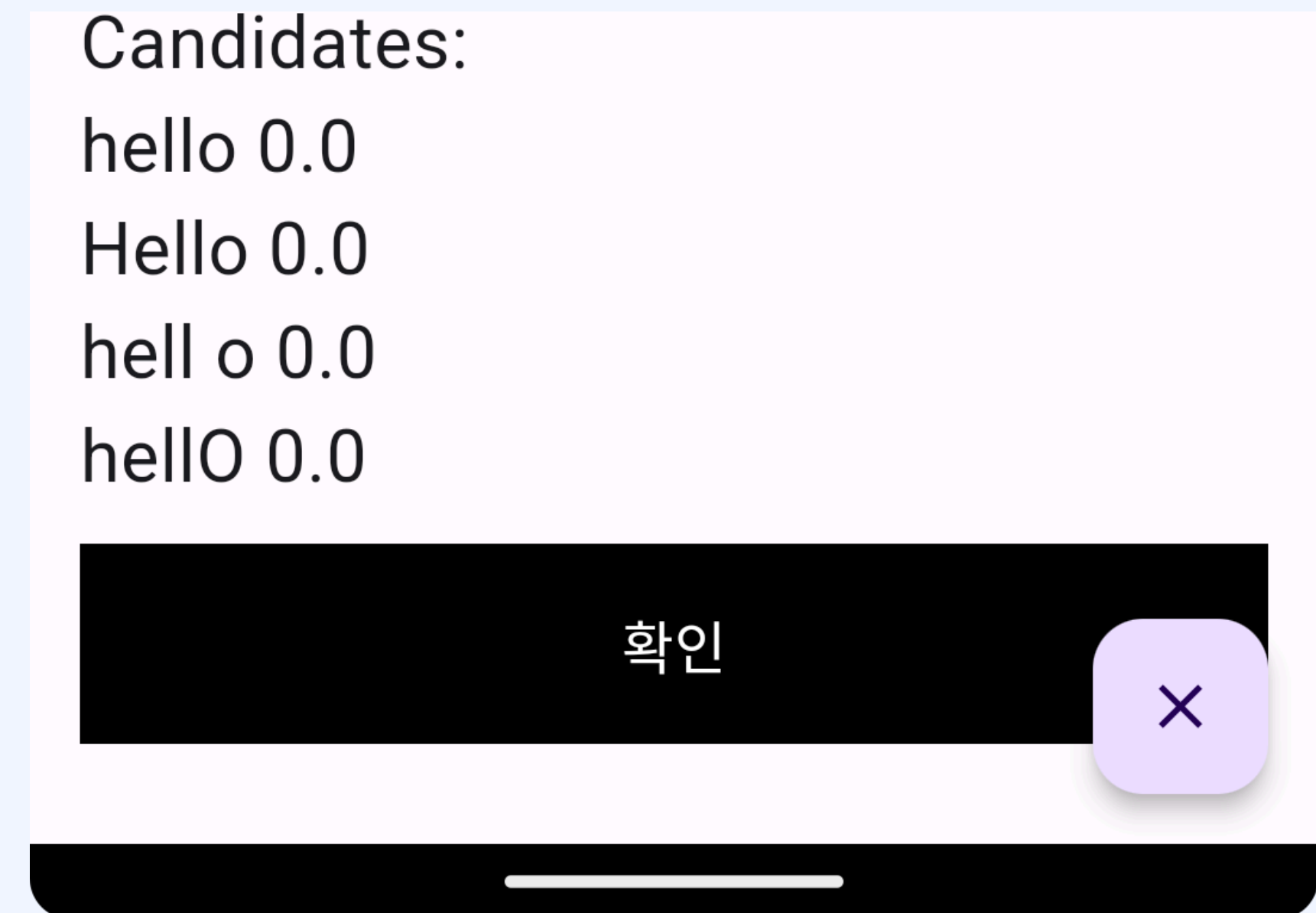
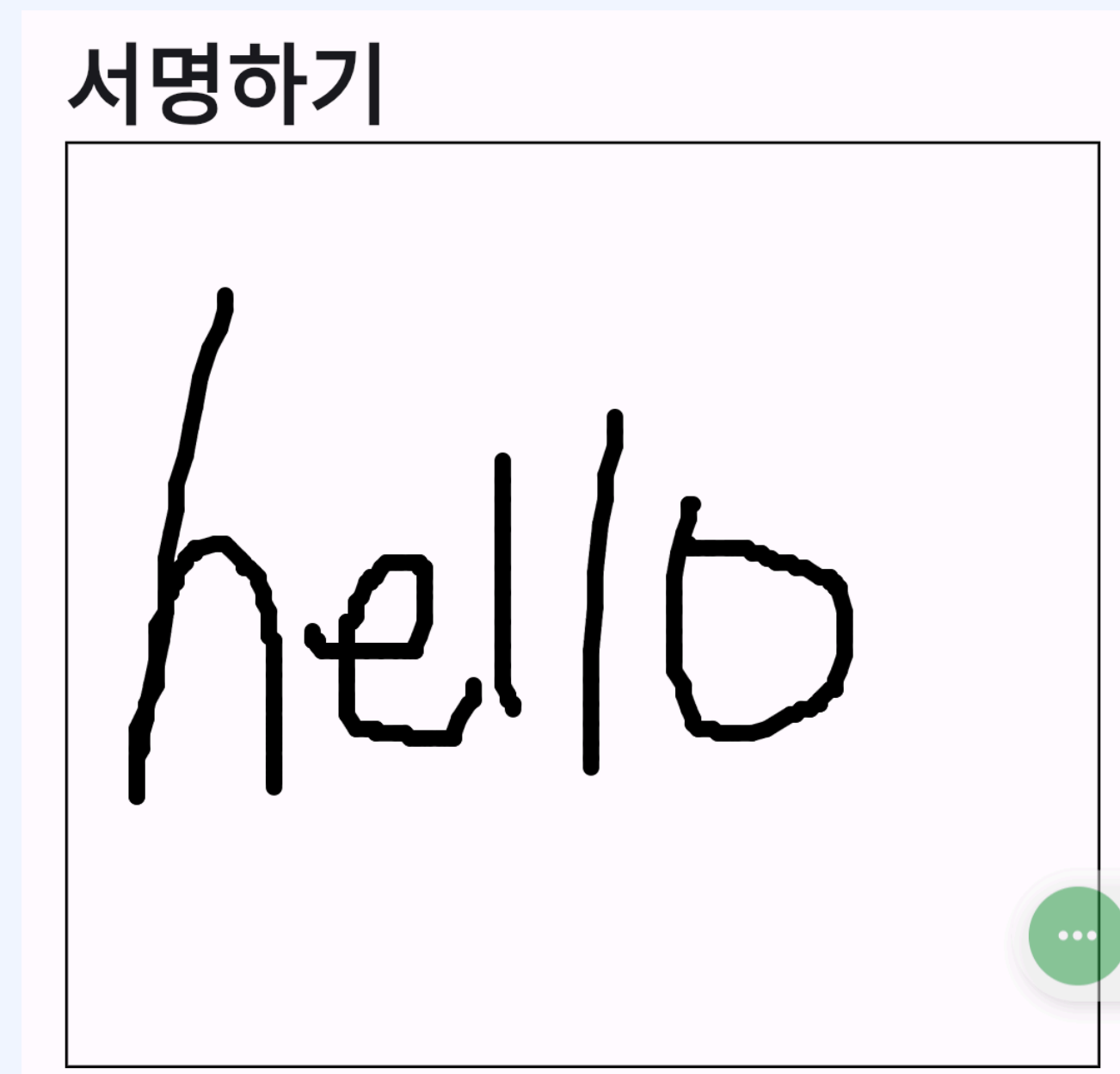
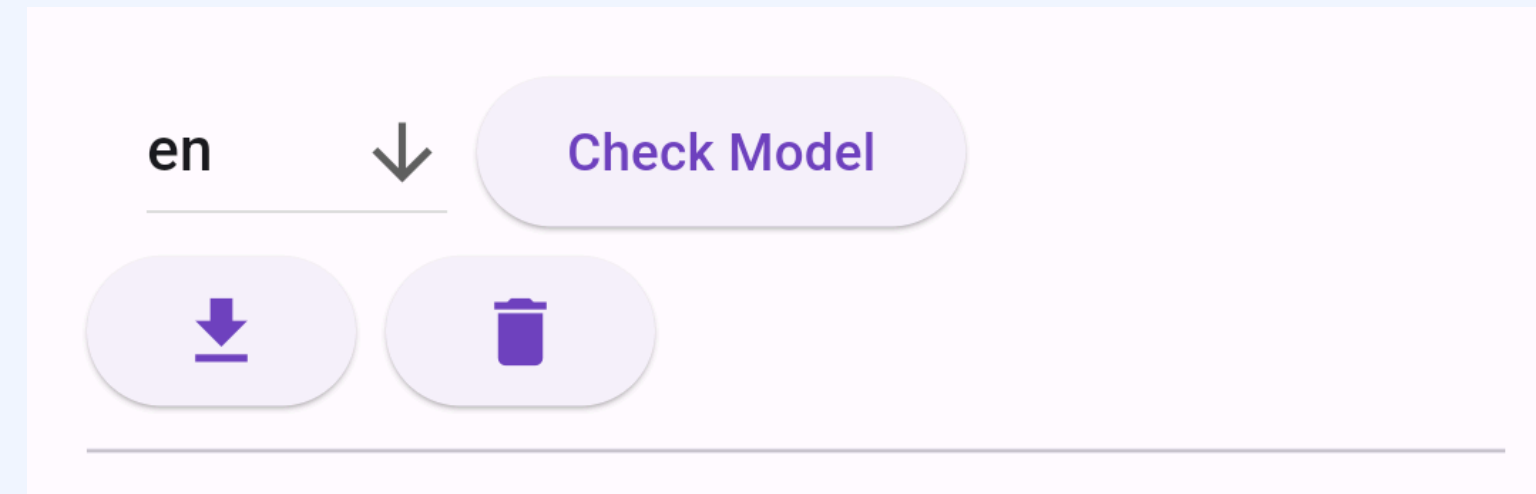


## ML Kit - Digital ink recognition





## ML Kit - Digital ink recognition



# Google ML Kit

ML Kit - Digital ink recognition  
기능리뷰

## ML Kit - Digital ink recognition

Flutter 프로젝트 생성

Flutter 패키지 설치

모델 다운로드

드로잉

인식



## ML Kit - Digital ink recognition

google\_mlkit\_digital\_ink\_recognition 0.9.0

Published 37 days ago • flutter-ml.dev

Dart 3 compatible

SDK

FLUTTER

PLATFORM

ANDROID

IOS

11

Readme

Changelog

Example

Installing

Versions

Scores

### Google's ML Kit Digital Ink Recognition for Flutter

pub v0.9.0

Static code analysis passing

stars 635

license MIT

A Flutter plugin to use [Google's ML Kit Digital Ink Recognition](#) to recognize handwritten text on a digital surface in hundreds of languages, as well as classify sketches.

PLEASE READ THIS before continuing or posting a [new issue](#):

- [Google's ML Kit](#) was build only for mobile platforms: iOS and Android apps.
- This plugin is not sponsor or maintained by Google. The [authors](#) are developers excited about machine learning that wanted to expose Google's native APIs to Flutter.
- Google's ML Kit APIs are ony developed nativelv for iOS and Android. This plugin uses Flutter

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LIKES

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PUB POINTS

89%

POPULARITY

Publisher

flutter-ml.dev

Metadata

A Flutter plugin to use Google's ML Kit Digital Ink Recognition to recognize handwritten text on a digital surface in hundreds of languages, as well as classify sketches.

[Repository \(GitHub\)](#)
[View/report issues](#)

Documentation

[https://pub.dev/packages/google\\_mlkit\\_digital\\_ink\\_recognition](https://pub.dev/packages/google_mlkit_digital_ink_recognition)

## ML Kit - Digital ink recognition

```
final digitalInkRecognizer = DigitalInkRecognizer(languageCode: languageCode);
final p1 = StrokePoint(x: x1, y: y1, t: DateTime.now().millisecondsSinceEpoch);
final p2 = StrokePoint(x: x1, y: y1, t: DateTime.now().millisecondsSinceEpoch);

Stroke stroke1 = Stroke(); // it contains all of the StrokePoint
stroke1.point = [p1, p2, ...]

Ink ink = Ink(); // it contains all of the Stroke
ink.strokes = [stroke1, stroke2, ...];

final List<RecognitionCandidate> candidates = await digitalInkRecognizer.recognize(ink);

for (final candidate in candidates) {
  final text = candidate.text;
  final score = candidate.score;
}
```

[https://pub.dev/packages/google\\_mlkit\\_digital\\_ink\\_recognition](https://pub.dev/packages/google_mlkit_digital_ink_recognition)

## ML Kit - Digital ink recognition

모델 다운로드에 대한 처리  
드로잉한 좌표에 대한 값 전달이 중요

이후 값 인식은 model 이 알아서 추론

# Google ML Kit

ML Kit - Digital ink recognition  
구현 돌아보기



## ML Kit - Digital ink recognition 구현 돌아보기

- 최소 요구사항
- Android
  - minSdkVersion: 21
  - targetSdkVersion: 33
  - compileSdkVersion: 33

## ML Kit - Digital ink recognition 구현 돌아보기

- Native - Android Side



```
dependencies {  
    // ...  
    implementation 'com.google.mlkit:digital-ink-recognition:18.1.0'  
}
```

## ML Kit - Digital ink recognition 구현 돌아보기

- Native - Android Side

```

var inkBuilder = Ink.builder()
lateinit var strokeBuilder: Ink.Stroke.Builder

// Call this each time there is a new event.
fun addNewTouchEvent(event: MotionEvent) {
    val action = event.actionMasked
    val x = event.x
    val y = event.y
    var t = System.currentTimeMillis()

}

// This is what to send to the recognizer.
val ink = inkBuilder.build()
    
```

## ML Kit - Digital ink recognition 구현 돌아보기

- Native - Android Side

```

● ● ●

// Specify the recognition model for a language
var modelIdentifier: DigitalInkRecognitionModelIdentifier
try {
    modelIdentifier = DigitalInkRecognitionModelIdentifier.fromLanguageTag("en-US")
} catch (e: MLKitException) {
    // language tag failed to parse, handle error.
}
if (modelIdentifier == null) {
    // no model was found, handle error.
}
var model: DigitalInkRecognitionModel =
    DigitalInkRecognitionModel.builder(modelIdentifier).build()

// Get a recognizer for the language
var recognizer: DigitalInkRecognizer =
    DigitalInkRecognition.getClient(
        DigitalInkRecognizerOptions.builder(model).build())
    
```

## ML Kit - Face Detection 구현 돌아보기

- Native - Android Side



```
recognizer.recognize(ink)
    .addOnSuccessListener { result: RecognitionResult ->
        // `result` contains the recognizer's answers as a RecognitionResult.
        // Logs the text from the top candidate.
        Log.i(TAG, result.candidates[0].text)
    }
    .addOnFailureListener { e: Exception ->
        Log.e(TAG, "Error during recognition: $e")
    }
}
```

## ML Kit - Digital ink recognition 구현 돌아보기

- Native - Android Side

```
import com.google.mlkit.common.model.DownloadConditions
import com.google.mlkit.common.model.RemoteModelManager

var model: DigitalInkRecognitionModel = ...
val remoteModelManager = RemoteModelManager.getInstance()

remoteModelManager.download(model, DownloadConditions.Builder().build())
    .addOnSuccessListener {
        Log.i(TAG, "Model downloaded")
    }
    .addOnFailureListener { e: Exception ->
        Log.e(TAG, "Error while downloading a model: $e")
    }

var model: DigitalInkRecognitionModel = remoteModelManager.isModelDownloaded(model)
var model: DigitalInkRecognitionModel = ...

remoteModelManager.deleteDownloadedModel(model)
    .addOnSuccessListener {
        Log.i(TAG, "Model successfully deleted")
    }
    .addOnFailureListener { e: Exception ->
        Log.e(TAG, "Error while deleting a model: $e")
    }
```



## ML Kit - Digital ink recognition 구현 돌아보기

### • Flutter Side

```
final Ink _ink = Ink();
List<StrokePoint> _points = [];

onPanUpdate: (DragUpdateDetails details) {
  setState(() {
    _points = List.from(_points)
      ..add(
        StrokePoint(
          x: details.localPosition.dx,
          y: details.localPosition.dy,
          t: DateTime.now().millisecondsSinceEpoch,
        ),
      );
    if (_ink.strokes.isNotEmpty) {
      _ink.strokes.last.points = _points.toList();
    }
  });
}
```

```
class Signature extends CustomPainter {
  Ink ink;

  Signature({required this.ink});

  @override
  void paint(Canvas canvas, Size size) {
    final Paint paint = Paint()
      ..color = Colors.black
      ..strokeCap = StrokeCap.round
      ..strokeWidth = 6.0;

    for (final stroke in ink.strokes) {
      for (int i = 0; i < stroke.points.length - 1; i++) {
        final p1 = stroke.points[i];
        final p2 = stroke.points[i + 1];
        canvas.drawLine(Offset(p1.x.toDouble(), p1.y.toDouble()),
          Offset(p2.x.toDouble(), p2.y.toDouble()), paint);
      }
    }
  }
}
```



## ML Kit - Digital ink recognition 구현 돌아보기

- Flutter Side

```
Future<void> _downloadModel() async {  
  final value = await _modelManager.downloadModel(_language);  
  final result = value ? 'success' : 'failed';  
  ScaffoldMessenger.of(context).hideCurrentSnackBar();  
  ScaffoldMessenger.of(context).showSnackBar(SnackBar(  
    content: Text('Result: ${result}'),  
  ));  
}
```

## ML Kit - Digital ink recognition 구현 돌아보기

- Flutter Side

```
Future<void> _recogniseText() async {
  showDialog(
    context: context,
    builder: (context) => const AlertDialog(
      title: Text('Recognizing'),
    ),
    barrierDismissible: true);
  try {
    final candidates = await _digitalInkRecognizer.recognize(_ink);
    _recognizedText = '';
    for (final candidate in candidates) {
      _recognizedText += '\n${candidate.text} ${candidate.score}';
    }
    setState(() {});
  } catch (e) {
    ScaffoldMessenger.of(context).showSnackBar(SnackBar(
      content: Text(e.toString()),
    ));
  }
  Navigator.pop(context);
}
```