# Japanese HWR

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# Chapter 1

# Handwriting Recognition Engine

The sections of this chapter are more the result of a brainstorming than a proper thought-through chapter design. xxx: see santosh2009 for mathematical stuff: nice description of what I'm doing

## 1.1 Capturing Data

this should deal with how the data are captured during the process mouse coordinates and stuff

## 1.2 Data Format

how is the data structured? radicals, strokes, characters, xml-format

## 1.3 Database

where did I get it from? how many chars are in there? how are they accessible? what format?

## 1.4 Recognition Architecture

s. 18 zeichen, punkt usw. UML diagramme.

## 1.5 Stroke recognition process

### 1.5.1 From point list to vectors

### 1.5.2 Handling curves

### 1.5.3 Handling all that other stuff that requires some math

## 1.6 Radical recognition process

## 1.7 Character recognition process

s. 24 pseudocode s. 9/10 pixelwolke vs. reihenfolge

## 1.8 Error recognition

### 1.8.1 How to deal with typical errors when writing Japanese

#### 1.8.1.1 Error recognition

focus on technical aspects

#### 1.8.1.2 Error handling

focus on technical aspects

## 1.9 HWR applied to e-learning of Japanese Kanji

### 1.9.1 Integration of HWR into e-learning app

educational aspects / the e-learning view

### 1.9.2 Error handling

educational aspects / the e-learning view

Hallo Rainer,
Brassington Zeicheneingabe mit custom tool z.B. Silverlight.

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