


# Lab 18 Optical Character Recognition

練習目的	提供的程式碼	需要的開發環境/安裝套件	執行指令與重點說明
<b>Optical Character Recognition</b>  <b>1. Rectangle</b> <b>2. Split image</b> <b>3. Shrink image</b> <b>4. Vector transformation</b>	<b>VS2017/2022_C++:</b> NImgProcess.h NImgProcess.cpp NObject.h NObject.cpp  <b>VS2017/2022_C#:</b> MyApp Project	Visual Studio 2017 以上  	<b>MyApp.exe</b>  <b>MyApp Project</b> ✓ Click “Char_Segment” to Split character image. ✓ Click “MLP Training” to Shrink character image to 10 x 15 pixel size. Then transfer the image to 150 elements feature vector.  <b>NImgProcess.h</b> ✓ Add three new member functions. ✓ Split_Image(), Small_Transform(), FromImageToVector().

			<b>NObject.h</b> ✓ Add one new member function. ✓ Rectangle ()
<b>Optical Character Recognition</b>  1. MLP training 2. MLP classify/inference 3. MLP save network 4. MLP load network	<b>VS2017/2022_C#:</b> MyApp Project MLP.cs	Visual Studio 2017 以上  	<b>MyApp.exe</b>  <b>MyApp Project</b> ✓ Click “MLP Training” to learn the parameters of MLP network. ✓ Click “OCR Jog” to classify the character one by one. ✓ Click “OCR All” to classify all the characters. ✓ Click “OCR All” to classify all the characters. ✓ Click “Save Network” to save the trained parameters of MLP network. ✓ Click “Load Network” to load the trained parameters of MLP

			<p>network.</p> <p><b>MLP.cs</b></p> <ul style="list-style-type: none"> <li>✓ number_of_layers = 3; only one hidden layer.</li> <li>✓ number_of_input_nodes = 150; transfer the 10 x 15 pixel character image to feature vector in this case.</li> <li>✓ number_of_output_nodes = 16; the Unicode is used for 16 bits data structure (2 bytes).</li> <li>✓ Add two new member functions: save_network() and load_network().</li> </ul>
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