

SCHOOL OF COMPUTING FACULTY OF ENGINEERING UNIVERSITY TECHNOLOGY MALAYSIA FUNDAMENTAL OF IMAGE PROCESSING (SCSV3213)

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PROJECT REPORT

TITLE: HANDWRITTEN ARABIC NUMBERS RECOGNITION SYSTEM

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SECTION 01

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BACKGROUND

A neural network is a series of algorithms that try to stimulate the learning function of the human brain. It recognizes the underlying relationships in a set of data through a series of process that is similar to the way the human brain operates. The neural network typically composed of interconnected units or artificial neurons which are collected and classified information according to a specific architecture.

The objective of the neural network is to transform the inputs into meaningful outputs. A neural network contains several layers of interconnected nodes. The input layer collects the input patterns while the output layer has classifications or output signals to which the patterns may map. The hidden layer between the input and output layers is where the calculations take place.

1. INTRODUCTION

The main objective of this project is applying Neural Network in the recognition of handwritten Arabic numbers, which is from 0 to 9. The human brain can recognize and differentiate between the number effortlessly through experiences and memories. However, for a computer, it is not that easy to differentiate especially handwritten.

A large number of handwritten Arabic number data set had been used for training purposes and then the data will be processed into several phases such as image enhancement, preprocessing, feature extraction, recognition and so on. Along with the processes, we have developed a system that can learn and automatically infer rules for differentiating and recognizing the handwritten numbers instead of memories from those training.

2. OBJECTIVES

- ➤ To develop a system which capable to recognize different handwritten Arabic numbers.
- ➤ To understand the concept of neural networks and apply the neural network in the system.

3. PROCESS

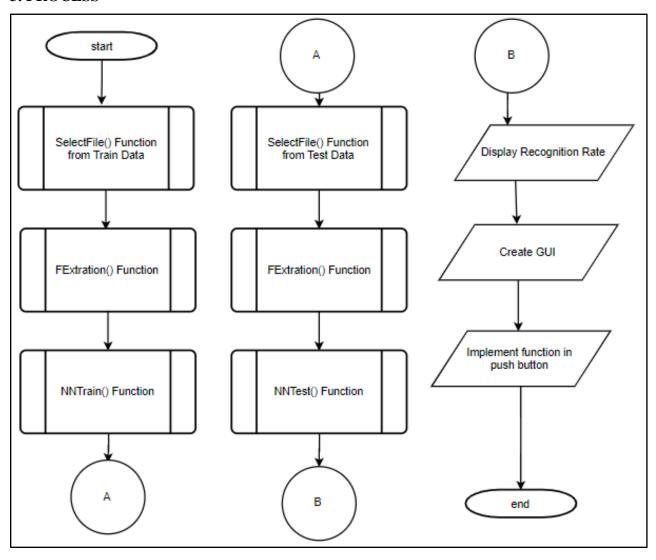


Figure 1: Workflow to solve this project

3.1 The Pattern Database

Topic: Handwritten Arabic Number

Number of Class: 10 (0 to 9)

Training patterns: 10,000 (each patterns 1000)

Testing patterns: 5,000 (each patterns 500)



Figure 2: 10 different patterns which are from 0 to 9.

3.2 Pre-Processing Steps

3.2.1 Select and Import the Patterns

SampleCallDigit Program

```
D = 'D:\Matlab\MATLAB2\MATLAB2\R2018a\bin\Project\Project\data\Traindata\*.
jpg';
d1 = SelectFile(D,10000);
[Dat,Trgt] = FExtraction(d1);
net = NNTrain(Dat,Trgt);
```

Figure 3: SampleCallDigit() function

This function is used to train and test the dataset.

- 1. SelectFile(D,N) will select the files to be trained.
- 2. FExtraction(d) will do the pre-processing and features extraction of the selected patterns with the target. The output will be matric for training and target output.

SelectFile() Function

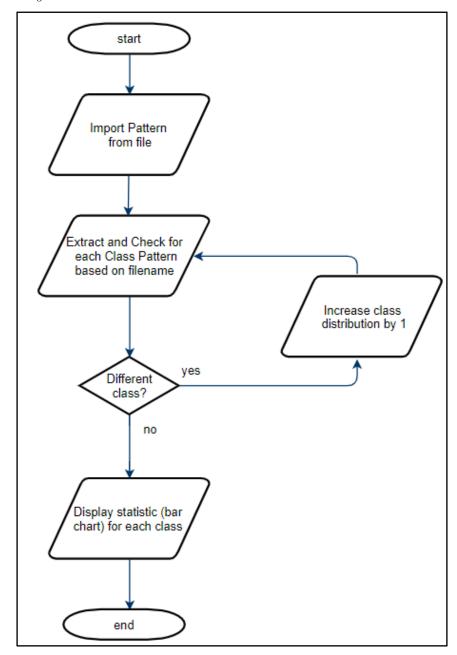


Figure 4: Workflow for SelectFile() function.

This function is used to select and import the dataset from a different path. This function will also show the statistic of the patterns imported. We have chosen the same number of each pattern for training (1000 each pattern) and testing (500 each pattern) to ease the training and testing process.

```
15
      function d = SelectFile(A,N)
16 -
                    % number of class [0 to 9]
        M = 10;
17 -
        cnt(1:M)=0; % counter for each class
18 -
        D = dir(A); % get all filenames in the data directory
19 -
        d =D(1:N); % extract only N file
20 -
      for i=1:N % see the statistic of each class pattern
21 -
          fn = D(i).name; %file name
22 -
          x = fn(2); % extract target from filename
23 -
          if (x == '0') %find the distribution of file being extracted per class
24 -
              cnt(1) = cnt(1) + 1;
25 -
          elseif (x=='1')
26 -
              cnt(2) = cnt(2) + 1;
27 -
          elseif (x=='2')
28 -
              cnt(3) = cnt(3) + 1;
          elseif (x=='3')
29 -
30 -
              cnt(4) = cnt(4) + 1;
31 -
          elseif (x=='4')
32 -
              cnt(5) = cnt(5) + 1;
33 -
          elseif (x=='5')
34 -
              cnt(6) = cnt(6) + 1;
35 -
          elseif (x=='6')
36 -
              cnt(7) = cnt(7) + 1;
37 -
          elseif (x=='7')
38 -
              cnt(8) = cnt(8) + 1;
39 -
          elseif (x=='8')
40 -
              cnt(9) = cnt(9) + 1;
41 -
          elseif (x=='9')
42 -
              cnt(10) = cnt(10) + 1;
43 -
          end
44 -
         end
```

Figure 5: SelectFile() function.

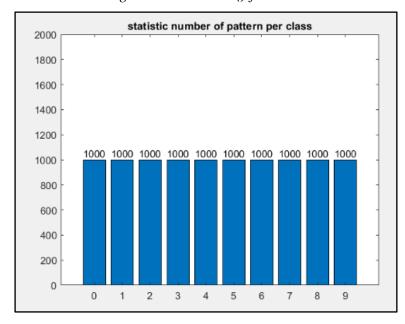


Figure 6:Statistic pattern per class.

3.2.2 Image enhancement

FExtration() Function

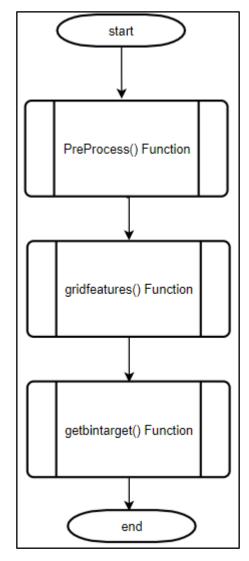


Figure 7: Workflow for **FExtration**() function.

In *FExtraction()* function, we applied three functions which are *Preprocess()* function, *gridfeatures()* function and *getbbintarget()* function.

```
14
     ☐ function [A,O] = FExtraction(FList)
15
       S = 8100; % the size of features [90x90]
16 -
        S=100; %size Of input node / features [10x10]
17 -
        A((length(FList)),S)=0; % array of features
        O((length(FList)),10)=0; % array of target
18 -
19 -
     for i=1:length(FList)
20 -
           fn = FList(i).name; %file name
21
           % pre process the file
           [X,k] = PreProcess(fn);
22 -
23 -
           F = gridfeatures(k);
24
25 -
           A(i,:)=F;
26 -
           t = getbintarget(fn(2)); % extract target from filename and
27 -
           O(i,:)=t';
                                       % changed into binary form
         %pause;
28
29 -
       end
30 -
       end
```

Figure 8: Feature Extraction() Function.

Preprocess() Function

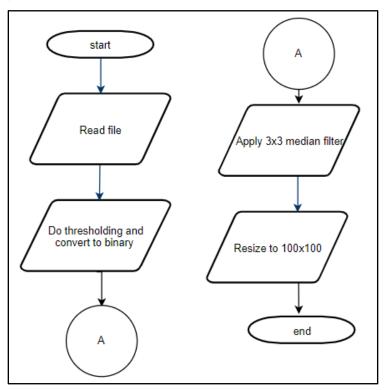


Figure 9: Workflow for **Preprocess() function**.

```
10
     ☐ function [X,k] = PreProcess(F)
11 -
       A = imread(F); % read the file
12
                                 % do thresholding and convert to binary
13 -
       level = graythresh(A); % change to binary
       BW = im2bw(A, level);
14 -
                               % graythresh=Global image threshold using Otsu's method
                                 % im2bw=Convert image to binary image, based on threshold
15
16
17 -
       J = medfilt2(BW,[3 3]); % apply median filter
18
       k=imresize(J,[100 100]); % resized
19 -
20
       X = reshape(k, [], 100*100);
21 -
22 -
```

Figure 10: Preprocess() function.

In Preprocess() function, Greythresh() had been applied to compute the global threshold so that it can be used to convert the data file to binary image with im2bw(); After that, medfilt2() median filter with 3*3 neighborhood size had been applied. Then, we used imresize() to resize to data into 100*100. The reason why we chose this sequence of preprocessing steps will be discussed in the CRITERIA part.

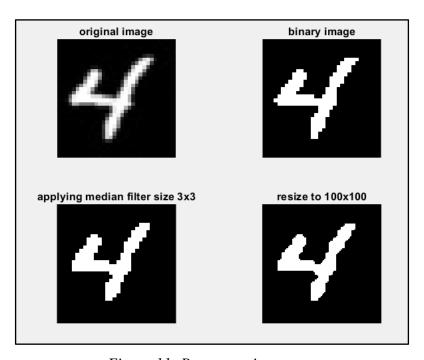


Figure 11: Preprocessing output

gridfeature() Function

After the preprocessing part, we have to extract the features. The processed data files undergo *gridfeature()* function and the image is divided into 10*10 grid.

```
function out = gridfeatures(k)
 7 -
         [x,y] = size(k);
        N=10;
9
10 -
         z = zeros(N);
        ind=1;
12 -
     for i=1:N-1
13 -
             for j=1:N
14 -
                  r = sum(sum(k(((j*N)-N)+1:(j*N),((i*N)-N)+1:(i*N))));
15 -
                if((r/100) > 0.4)
16 -
                     z(j,i)=1;
17 -
                else
18 -
                     z(j,i)=0;
19 -
                end
20 -
             end
21 -

    end

22 -
       out = reshape(z,[],N*N);
23 -
       end
```

Figure 12:gridfeatures() Function.

Since our dataset has a thick outline, we choose 0.4 as the factor to ease the detection of the Arabic number. It will produce a better recognition rate as compared to other numbers (will be discussed in CRITERIA part).



Figure 13:Sample data - a very thick outline 0.

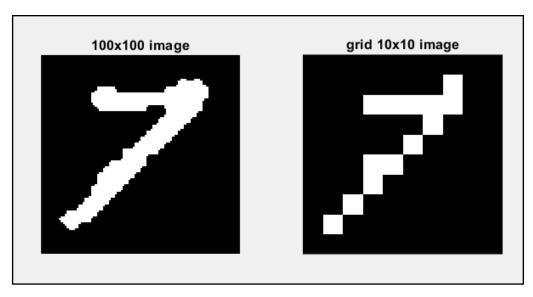


Figure 14: The sample output after undergoing gridfeatures() function.

getbintarget() Function

```
Function T = getbintarget(A)
       T(length(A), 10) = 0;
     for i=1:length(A)
          if (A(i) == '0')
 7 -
                T(i,1)=1;
 8 -
          elseif (A(i) == '1')
 9 -
               T(i,2)=1;
10 -
           elseif (A(i) == '2')
11 -
               T(i,3)=1;
12 -
           elseif (A(i) == '3')
13 -
               T(i,4)=1;
14 -
           elseif (A(i) == '4')
15 -
               T(i,5)=1;
16 -
           elseif (A(i) == '5')
               T(i, 6) = 1;
17 -
18 -
           elseif (A(i) == '6')
19 -
               T(i,7)=1;
20 -
           elseif (A(i) == '7')
21 -
               T(i,8)=1;
22 -
           elseif (A(i) == '8')
23 -
               T(i, 9) = 1;
24 -
            elseif (A(i) == '9')
                T(i,10)=1;
25 -
26 -
            end
27 -
```

Figure 15:getbintarget() Function.

This function will rearrange the pattern into training or testing matric. Since we have ten classes, this will be our sample output. The computer will use these matrics to recognize the patterns.

| Class | Train | Training / Testing Matric | | | | | | | | | |
|-------|-------|---------------------------|---|---|---|---|---|---|---|---|--|
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 2 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 3 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 4 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | |
| 5 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | |
| 6 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | |
| 7 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | |
| 8 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | |
| 9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | |

Figure 16:Sample training or testing matric based on class

3.3 Recognition

After that, *NNTrain()* function has been called for recognition training. Then, the train neural network had been saved by using *save net* so that no need to train the whole data set every time whenever we want to use it.

```
function net = NNTrain(data, target)
11 -
       rand('seed', 3239);
12 -
       [x1,y1] = size(data); % y1 is the number of features / input node
13 -
      [x2,y2] = size(target); % y2 is the number of output node
14 -
       s1=round(sqrt(y1*y2)); %neurons in the hidden layer use
15 -
       s2=y2; %output layer representing the number of class
16 -
       a = [0 1]; % max and min value
17 -
       b=repmat(a,y1,1); % row represent the length of input
18 -
       net=newff(b,[s1,s2],{'tansig','purelin'},'traingda');
19
       %to set up the frequency of the training progress to be displayed,
20
       % maximum number of epochs, acceptable error, learning rate and momentum rate.
21 -
       net.trainParam.show=1;
                               % Number of epochs between showing the progress
22 -
       net.trainParam.epochs=1600; % Maximum number of epochs
23 -
       net.trainParam.goal=0.001; % Performance goal
24 -
                                 net.trainParam.lr=0.5;
25 -
       net.trainParam.lr inc=1.05; % Learning rate increase multiplier
26 -
       net.trainParam.lr dec=0.7; % Learning rate decrease multiplier
27 -
                                 net.trainParam.mc = 0.5;
28
       %train the back-propagation network with adaptive learning rate.
29 -
       net=train(net,data',target');
30
       % F1 ='./File/';
31
       % save the train weight to test later
32
       % save(-v7.3, [F1 'net.mat'], 'net');
       % save -v7.3 'net.mat' 'net';
33
34
       %testdigitNN(net);
35 -
       disp('end of training')
36 -
       save net;
```

Figure 17:NNTrain() Function.

3.4 GUI

ImportImage_Callback() Function

A callback button *ImportImage_Callback()* has been set to import the test data. After getting the path of the image, the image will be shown in the axes and save the *fullFileName* to then handles.

```
function ImportImage Callback(hObject, eventdata, handles)
80
     ∃% hObject
                    handle to ImportImage (see GCBO)
       % eventdata reserved - to be defined in a future version of MATLAB
81
       % handles
                    structure with handles and user data (see GUIDATA)
82
       [file, path] = uigetfile({'*.jpg';'*.png';'*.bmp';'*.tif' });
83 -
       A = imread([path, file]);
84 -
       fullFileName = fullfile(path, file);
85 -
86 -
       axes(handles.axes1);
       imshow(A);
87 -
88 -
       setappdata(handles.ImportImage, 'imgPath',fullFileName);
```

Figure 18: ImportImage_Callback() Function.

recognization_Callback() Function

Besides, another callback button *recognization_Callback()* has been set for analyzing and recognize the test data. First, the trained neural network had been load. After that, the image is undergoing a series of processes and extraction to enable the recognition process. Lastly, *NNTest()* function have been called to undergo recognition process, if the target data is the same as one of the pattern class, it will show the digit, whereas, the system will show the pattern class that is similar to it, or confuse it.

```
function recognization Callback(hObject, eventdata, handles)
 91
        trainingData=load('net.mat');
 92 -
 93 -
        net=trainingData.net;
        A=getappdata(handles.ImportImage, 'imgPath');
 94 -
        a1 = SelectFile(A,1);
 95 -
 96 -
        [Data, Target] = FExtraction(a1);
 97 -
        test = NNTest(net, Data, Target);
 98 -
        if (test==1)
 99 -
             answer='0';
        elseif (test==2)
100 -
101 -
             answer='1';
102 -
        elseif (test==3)
             answer='2';
103 -
104 -
        elseif (test==4)
105 -
             answer='3';
106 -
        elseif (test==5)
             answer='4';
107 -
108 -
        elseif (test==6)
109 -
             answer='5';
110 -
        elseif (test==7)
111 -
             answer='6';
        elseif (test==8)
112 -
113 -
             answer='7';
        elseif (test==9)
114 -
115 -
             answer='8';
116 -
        elseif (test==10)
             answer='9';
117 -
118 -
        end
         set(handles.answer, 'String', answer);
119 -
```

Figure 19:recognition_Callback() Function.

Since we have 10 classes, there will be 10 output from 0-9. The system will display the result if the test data match the target. The system will also show the most possible result if the input image is not clear. The 'answer' is the string that will be displayed on the GUI.

NNTest() Function

```
function test = NNTest(net,D,T)
 2 -
       Data = D';
 3 -
       Target = T';
       [x1,y1] = size(Data); % x1 is the number of features / input node
 4 -
       [x2,y2] = size(Target); % x2 is the number of output node
 5 -
                                % y1 & y2 are number of patterns
 6
 7 -
       cnt = 0;
                 %counter for correct answer
       cw = 0;
                 %counter for wrong answer
 8 -
 9 -
       D = zeros(x2);
10 - ☐ for i=1:y1
11 -
           a = sim(net,Data(:,i))
12 -
           Out find(a==max(a))
13 - 🖯 for j=1:10
14 -
             if (Target(j,i)==1)
15 -
                 Tgt = j
16 -
             end
17 -
           end
18 -
           if (Out == Tgt)
19 -
               test=Out;
20 -
           else
21 -
               test=Out;
           end
22 -
23 -
            D(Tgt,Out) = D(Tgt,Out) + 1;
24 -
      -end
25 -
       0 = (cnt/y2)*100;
       disp('wrong rate : ');
26 -
27 -
       (cw/y2)*100
28 -
29 -
       size(D)end
```

Figure 20:NNTest() Function.

User Workflow

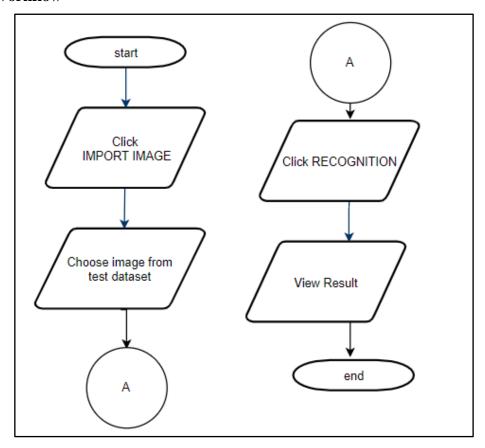


Figure 21:The user workflow when using this system

1. The user needs to click the **IMPORT IMAGE** button in order to import the test image.

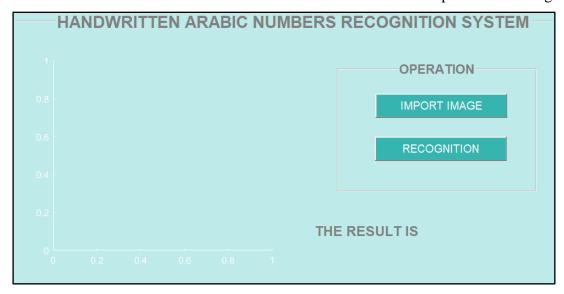


Figure 22: GUI of the system.

2. The user can choose an image from the Test Data dataset to be tested..

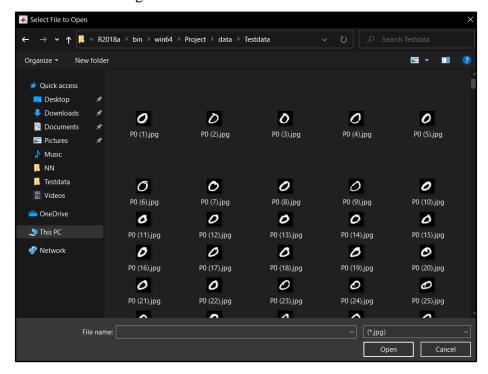


Figure 23: A window will pop up to enable the user to choose the test file.

3. The user has to click **RECOGNITION** button to start the recognition process.



Figure 24: The chosen image will be shown at the axes.

4. The user can view the result.

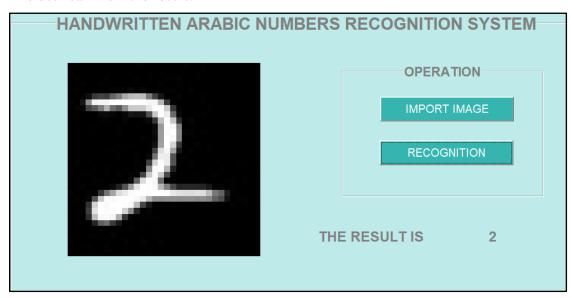


Figure 25: The result will be shown

4. EXPERIMENT RESULT

Experiment Setup

From our experiment sheet above, the number of train data we used is 10000 and we used 5000 for our test data. The featured used is 10×10 binary grid-scale which contains 100 features. The topology we used is 100:200:10. For the best learning rate, we chose the learning rate of 0.5. This is because the learning rate of 0.5 produces the highest recognition rate which is 70.86 although the error convergence is highest which is 0.0564. But since the differences only a little bit so we still decided to choose the learning rate of 0.5. For the best momentum rate, we chose the momentum rate of 0.5 since all the recognition rates produced from using different momentum rates are the same. So, we decided to choose the middle value which is 0.5. For the best number of hidden nodes, we chose h = sqrt of n times m since the recognition rate is the highest among the others.

NEURAL NETWORK OPTIMISATION EXPERIMENTS

Number of Train Data: 10000 Number of Test Data: 5000

Features Used : Binary GridScale (100 features)

Topology : 100: 200: 10

Find the Best Learning Rate

| Learning Rate | Momentum | Error | Epoch | Recognition |
|---------------|----------|-------------|-------|----------------|
| β | Rate | Convergence | | Rate (take the |
| | | (take the | | higher) |
| | | lower) | | |
| 0.3 | | 0.0561 | 1600 | 69.5200 |
| 0.5 | 0.9 | 0.0564 | 1600 | 70.86 |
| 0.9 | | 0.0562 | 1600 | 70.32 |

Find the Best Momentum Rate

| Learning Rate | Learning Rate Momentum | | Epoch | Recognition |
|---------------|------------------------|-------------|-------|-------------|
| β | Rate | Convergence | | Rate |
| The best from | 0.3 | 0.0564 | 1600 | 70.8600 |
| previous | 0.5 | 0.0564 | 1600 | 70.8600 |
| Experiment | 0.9 | 0.0564 | 1600 | 70.8600 |

Find the best hidden nodes

| Number of | Learning Rate | Momentum | Error | Epoch | Recognition |
|----------------------|--------------------------------|---------------|-------------|-------|-------------|
| Hidden Node | e β Rate | | Convergence | | Rate |
| h=n | n=n Choose the best Choose the | | 0.0715 | 1600 | 67.52 |
| h=2n | from above0.5 | from above0.5 | 0.221 | 1600 | 49.7200 |
| $h=\sqrt{n\times m}$ | | | 0.0564 | 1600 | 70.8600 |

Figure 26: Results of the experiment testing sheet

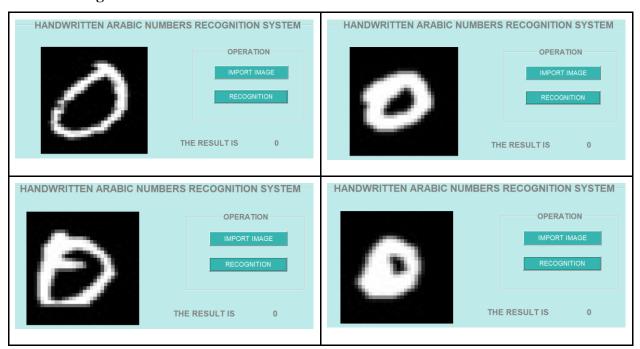
Recognition Rate

```
Command Window
                                                      Z Editor - gridfeatures.m
New to MATLAB? See resources for Getting Started.
 wrong rate :
 ans =
    29.1400
            0
                  0
                        3
                              1
                                   10
                                          9
                                                8
                                                      4
                                                            7
      4
          375
                 13
                        0
                              2
                                   64
                                          6
                                               17
                                                     16
                                                            3
           12
                 335
                       16
                                    2
                              1
                                         76
     18
            0
                 45
                      291
                             11
                                   11
                                          9
                                               48
                                                     29
                                                           38
            7
                  7
                       1
                            397
                                   7
                                         26
                                                     12
                                                           31
     10
           19
                  7
                       29
                             9
                                  274
                                         28
                                               71
                                                     12
                                                           41
     13
            3
                  3
                       2
                             10
                                   11
                                        442
                                                           2
     11
           16
                 18
                       1
                             5
                                   1
                                         0
                                              402
                                                     17
                                                           29
                                                           75
     27
           32
                 5
                      15
                            10
                                         8
                                               5
                                                    308
                                   15
     10
            4
                      10
                            92
                                   10
                                         3
                                                    15
                                                          261
 ans =
           10
     10
 recognition rate is:
    70.8600
```

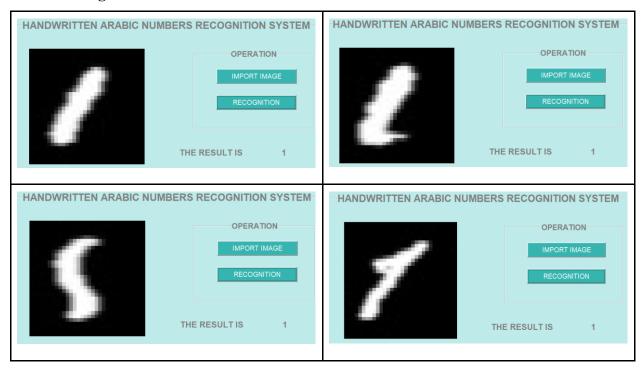
Figure 27: Recognition rate.

After the training session, the testing session has been carried out and the recognition rate is 70.86. The recognition rate is unsatisfactory and the main reasons are due to the data set is handwritten. People may have different styles of writing Arabic numbers such as the 'open 4' or 'close 4' and the 7 and 7 with a horizontal line. Also, some of the datasets have bad handwriting. Therefore, these handwritten may confuse the system recognition. We are not purposely filtering the train and test data because we want to get a natural result as the system may not always get the same type of writing all the time. We need to make sure that the system is able to recognize different style in the future. However, most of the handwritten still can be recognized correctly.

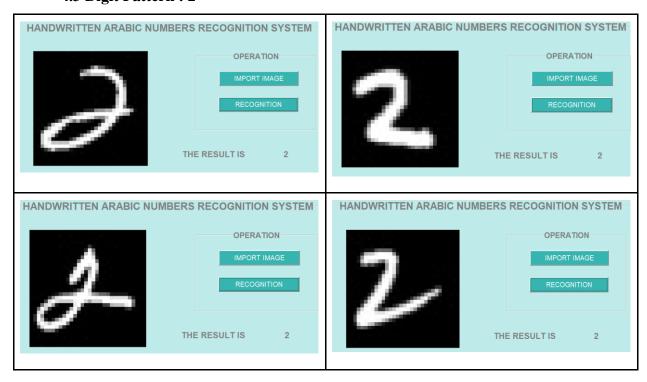
4.1 Digit Pattern: 0



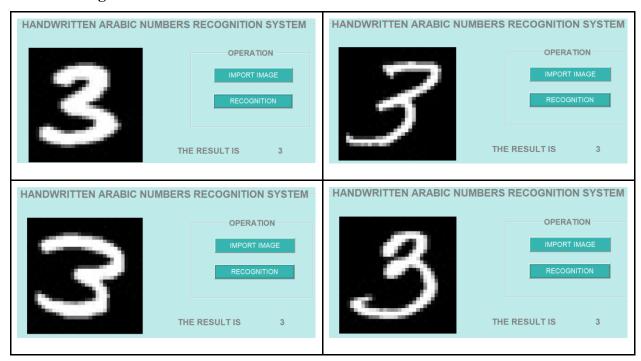
4.2 Digit Pattern: 1



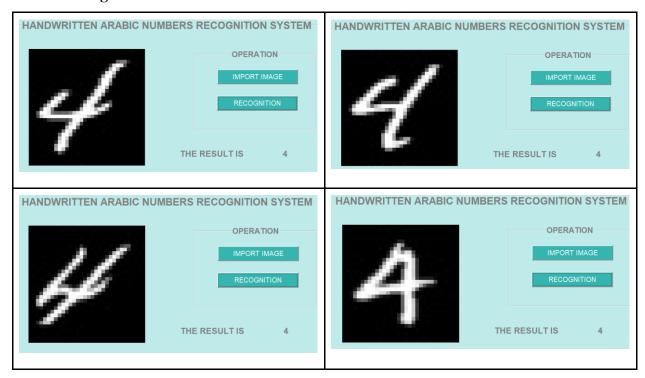
4.3 Digit Pattern: 2



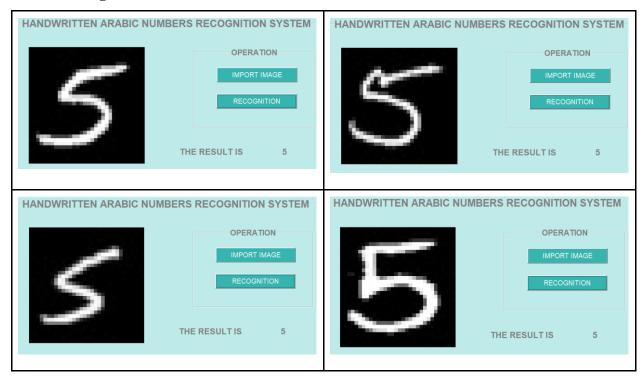
4.4 Digit Pattern: 3



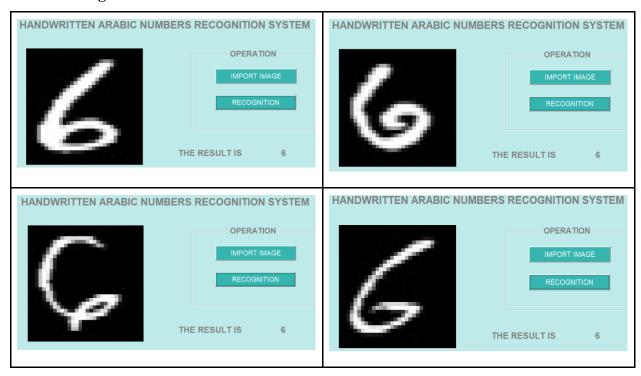
4.5 Digit Pattern: 4



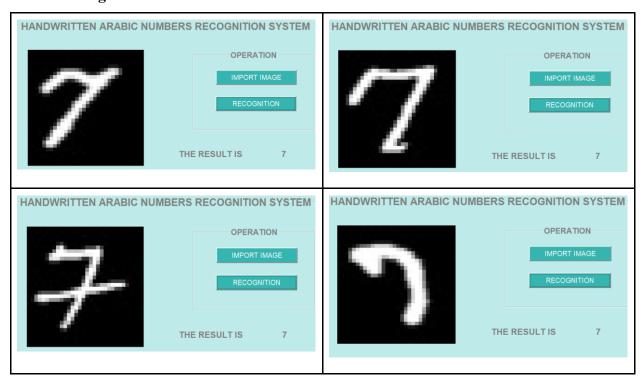
4.6 Digit Pattern: 5



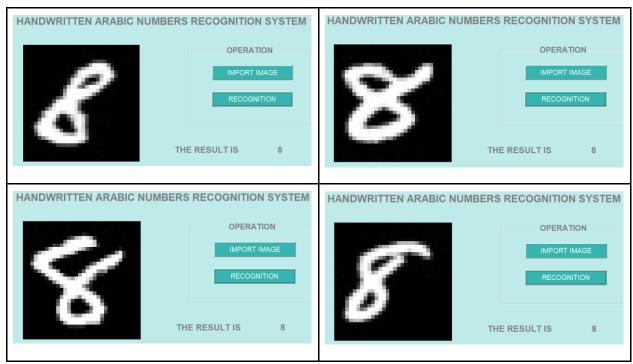
4.7 Digit Pattern: 6



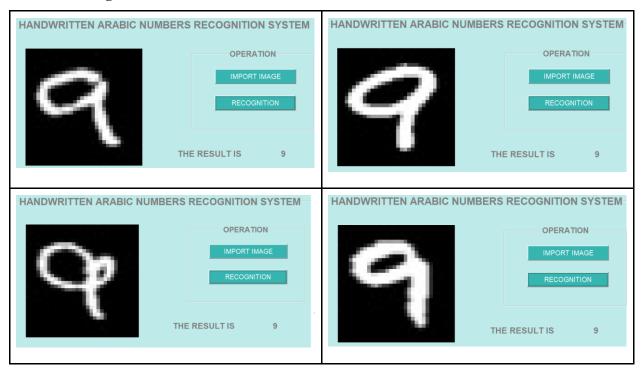
4.8 Digit Pattern: 7



4.9 Digit Pattern: 8



4.10 Digit Pattern: 9



5. CRITERIA

Feature Extraction steps

- 1. Import image
- 2. Convert to binary image
- 3. Median filter 3x3
- 4. Resize 100x100

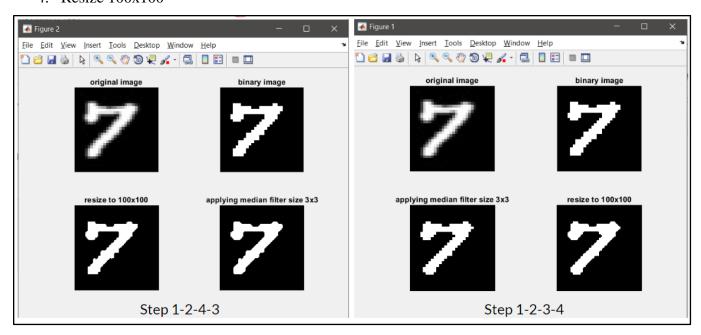


Figure 28: Output using different sequence of preprocessing steps

When using resize before median filter (left figure):

From the figure above, we can see that the final output is not really good as there are some pointy parts at the lower part of the number 7.

When using the median filter before resize (right figure):

From the figure above, we can see that the final output is better compared to the previous output as there are less pointy parts at the lower part of the number 7 which will helps the machine to recognize the number easier.

Conclusion

Best sequence: 1-2-3-4

Median Filter Size

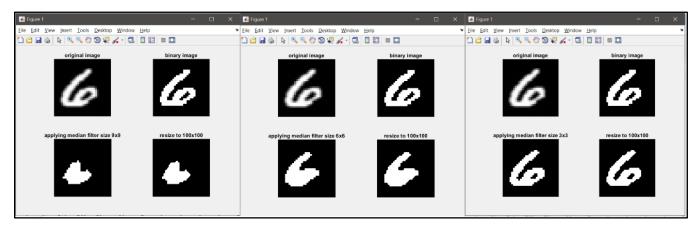


Figure 29: Output using median filter size 9x9, 6x6, 3x3

Median Filter 9x9 (left figure):

From the figure above, we can see that the output of number 6 is unrecognizable when the median filter size of 9×9 is applied to it.

Median Filter 6x6 (middle figure):

From the figure above, although the outline shape of the output for the number 6 can be obtained, the empty space part of the number is filled with white colors. Although the output looks better compared to the output using the median filter size of 9x9, the number 6 is still unrecognizable and it will affect our results.

Median Filter 3x3 (right figure):

From the figure above, we can see that the output using median filter size 3x3 is the best among the 3 outputs. The output looks similar to the original image and more clearer than the original image which will help the machine to easily recognize the image. That's the reason we chose the median filter with a size of 3x3.

Conclusion

Best median filter size: 3x3

Resize Factor

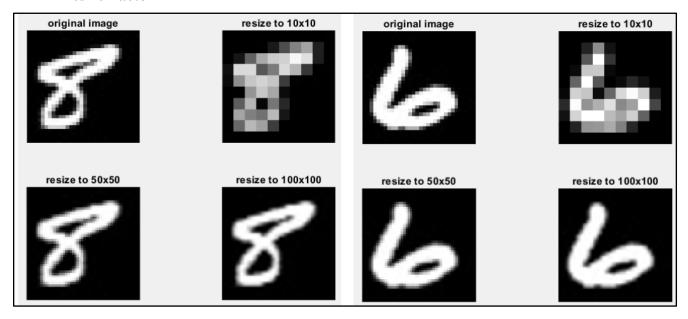


Figure 30: Output using resize factor 10x10, 50x50 and 100x100

Resize 10x10:

From the figure above, we can see that the output of number is unrecognizable when the resize of size 10x10 is applied to it.

Resize 50x50:

From the figure above, although the outline shape for the number can be obtained, the output image is still blur.

Resize 100x100:

From the figure above, we can see that the output using resize 100x100 is the best among the 3 outputs. The output looks similar to the original image and more clearer than the original image which will help the machine to easily recognize the image. That's the reason we chose the resize with 100x100.

Conclusion

Best resize factor: 100x100

Grid Features Variable

```
function out = gridfeatures(k)
 7 -
         [x,y] = size(k);
         N=10;
8 -
9
10 -
         z = zeros(N);
11 -
         ind=1;
12 -

    for i=1:N-1

13 -
             for j=1:N
14 -
                   r = sum(sum(k(((j*N)-N)+1:(j*N),((i*N)-N)+1:(i*N))));
15 -
                 if((r/100) > 0.4)
16 -
                     z(j,i)=1;
17 -
                 else
18 -
                     z(j,i)=0;
19 -
                 end
20 -
             end
21 -
         end
22 -
        out = reshape(z,[],N*N);
23 -
        end
```

Figure 31: Sample function using 0.4.



Figure 32: Sample recognition rate using 0.2, 0.3 and 0.35

| mmand Win | ESTATE OF THE STATE OF THE STAT | | | Comma | | | | | ommand Wir | | | | |
|-------------|--|----------|--------------|--------|----------------|-----------|------------|------|-----------------|-----------|----------|------------------|------|
| ew to MATLA | AB? See re | esources | for <u>c</u> | New to | MATL | AB? See r | esources f | or p | New to MATL | AB? See r | esources | for <u>Getti</u> | ng ' |
| 10 | | | | | 10 | | | | 10 | | 4. 027 | | |
| wrong ra | ate : |).4 | • | wro | ng ra | ate : | .4 | 5 | wrong r | ate : |).5 | | |
| ans = | | | | ans | = | | | | ans = | | | | |
| 29.14 | 400 | | | | 30.1 | 000 | | | 30.7 | 200 | | | |
| D = | | | | D = | | | | | D = | | | | |
| 458 | 0 | 0 | | | 469 | 0 | 3 | | 434 | 0 | 3 | 2 | |
| 4 | 375 | 13 | | | 3 | 341 | 12 | | 0 | 368 | 10 | 0 | |
| 7 | 12 | 335 | | | 11 | 13 | 317 | | 3 | 12 | 322 | 6 | |
| 18 | 0 | 45 | 2 | | 25 | 2 | 34 | 2 | 16 | 6 | 28 | 223 | |
| 6 | 7 | 7 | | | 6 | 4 | 4 | | 5 | 6 | 5 | 1 | |
| 10 | 19 | 7 | 4 | | 14 | 12 | 4 | | 8 | 26 | 5 | 13 | |
| 13 | 3 | 3 | | | 11 | 3 | 7 | | 7 | 4 | 6 | 3 | |
| 11 | 16 | 18 | | | 4 | 8 | 3 | | 2 | 13 | 13 | 1 | |
| 27 | 32 | 5 | | | 30 | 17 | 4 | | 8 | 26 | 14 | 7 | |
| 10 | 4 | 8 | | | 20 | 2 | 2 | | 7 | 4 | 0 | 6 | |
| ans = | | | | ans | ; = | | | | ans = | | | | |
| 10 | 10 | | | | 10 | 10 | | | 10 | 10 | | | |
| recognit | | ate is | : | rec | ognit 69.90 | | ate is | : | recogni 69.2 | | ate is | : | |
| >> | | | | fx >> | | | | f | £ >> | | | | |

Figure 33: Sample recognition rate using 0.4, 0.45 and 0.5

Grid Features Variable:

From the figure above, we can see that the recognition rate using 0.4 is the highest among the others. So we choose 0.4 to be the grid features variable.

Conclusion

Best grid features variable: 0.4

EXAMPLE TEST DATA WHICH CANNOT RECOGNIZE P4(19)

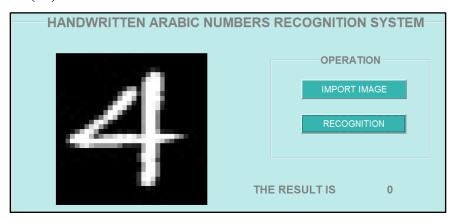


Figure 34: Sample data that failed to be recognized.

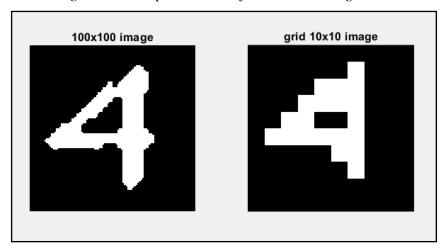


Figure 35:The output after gridfeature() function.

The system recognise this 4 as 0 because majority of the training data is the 'open 4' thus the 'closed 4' will be recognized as 0 since it consists of 1 black part in the middle and the bottom part is smooth just like a 0.

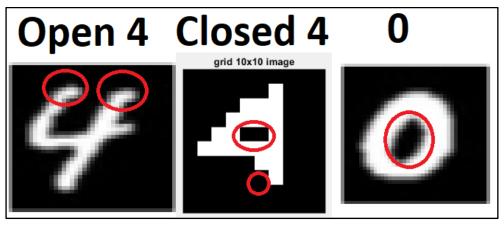


Figure 36: Critical analysis.

P5(108)

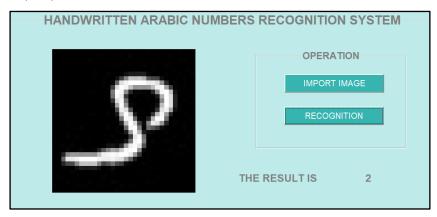


Figure 37: Sample data that failed to be recognized.

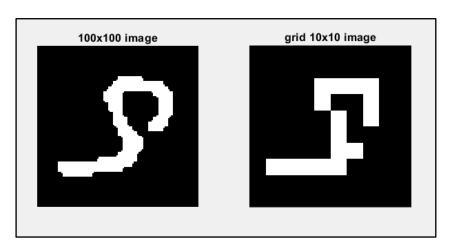


Figure 38: The output after gridfeature() function.

This is definitely a bad handwriting because we are not filtering the test and train data to have a natural result. The bad handwriting 5 has some similar black and white portion like a number 2. Thus, the system recognise it as a 2.

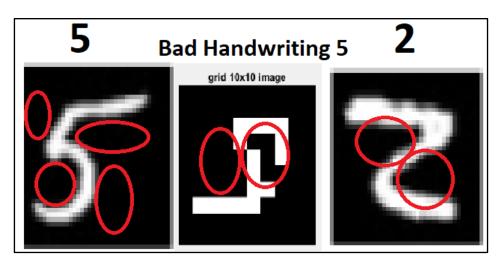


Figure 39: Critical analysis.

6. CONCLUSION

In conclusion, neural network is really a useful and beneficial algorithms that helps in machine learning which can be applied in different fields. After completing this project, we have understood more about how the neural networks work since we are new to the neural network. Before training the machine, we have to find the suitable train data and the number of the trained data has to be suitable and enough too to obtain a better result for the testing process. We also learnt how to work together as a group while doing this project as we have to divide our tasks among us. Besides, we also learnt how to communicate with each other while we are having discussions regarding this project. We also learnt how to help each other. When any of us having any trouble while doing this project, all the team members are willing to help by giving suggestions or useful comments.

We also want to take this opportunity to thank our lovely lecturer, Dr Md. Sah Bin Hj. Salam A who had taught us in image processing subject and willing to teach us about the neural network so that we can have the extra knowledge on it and learn how to neural network approach in this project. We also want to thank him for guiding us when we met some problems and troubles in this project so that we can complete this project successfully and on time. Lastly, we also want to thank our friends and our coursemates who were willing to share their knowledge and give us some ideas and guidance to complete this project. Without them, it is impossible for us to complete this project.

7. REFERENCE

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