

Vudoku - Visual Sudoku Solver

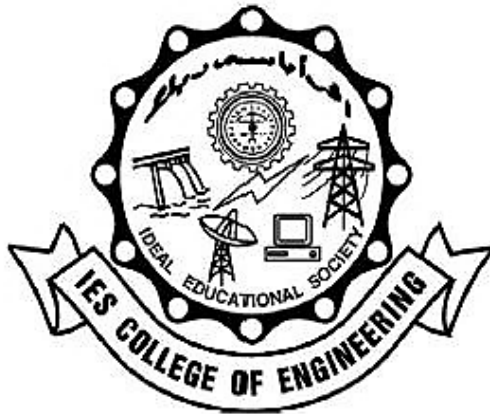
A project report submitted to APJ Abdul Kalam Technological
University in partial fulfillment of the requirements for the award of
the degree of

**Bachelor of Technology
in
Computer Science and Engineering**

by

Jovial Joe Jayarson (IES17CS016)

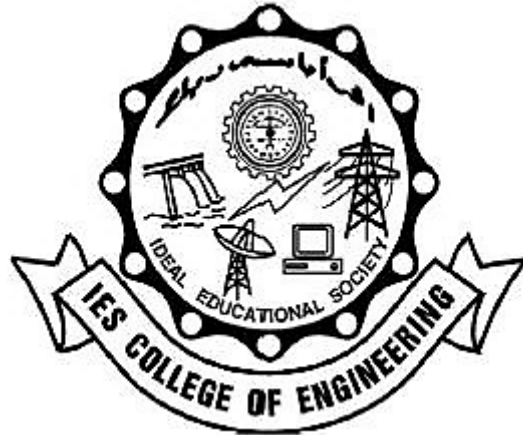
5th December 2020



Department of Computer Science and Engineering
IES College of Engineering, Chittilappilly - 680551

IES COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



Certificate

This is to certify that the project report entitled

Vudoku - Visual Sudoku Solver

submitted by

Jovial Joe Jayarson

in partial fulfilment of the requirements of the degree of *Bachelor of Technology in Computer Science and Engineering*, to APJ Abdul Kalam Technological University is a record of *bona fide* work done by him under my supervision and guidance and this work has not been submitted elsewhere for any degree or diploma.

Place _____

Date _____

Mr. Ebin P M
Asst. Professor, CSE
(Guide)

Dr. Kiruthiga G
Head of the Department
CSE

Acknowledgements

I gladly present this report on *Vudoku - Visual Sudoku Solver* as a part of the final year B.Tech Computer Science and Engineering seminar. Let me take opportunity to first thank God the Almighty for providing His grace and guidance in this dispensation. I express my sincere thanks to Dr. Brilly S Sangeetha, principal for providing us with all the facilities we required to make this happen. I also acknowledge the ever encouraging presence of Dr. Kriuthiga G, head of the department. Heartfelt gratitude to my guide Mr. Ebin P M, Assistant Professor, for his undivided attention, support and coaching. Last but not the least I convey my regards to all the well wishers, family and friends who have helped me during the needed times.

May God bless us all.

Abstract

It is no secret that AI is an upcoming titan. Even though people are stunned to hear that AI has been here for around a century, due to the advancement in computational methods and resources AI peaks like never before. As a tiny glimpse into the field of Digit Recognition, this project aims to understand the underlying cogs and wheels on which the neural networks spin. Ranging from core mathematical functions to flowery programming, this project will include all that is essential to recognize a digit from an image. Even though the project is primarily research oriented, on the application part of it, this can be used to identify licence plate, read bank cheques, grade primary class mathematics homework. Currently the project tries to solve Sudoku drawn and written by hand. The paraphernalia for this project includes programming language: Python3/Nim; libraries: opencv, pandas, numpy, keras/tensorflow, matplotlib; datasets: MNIST handwritten digit database. Digit recognition is a classical problem which will introduce neurons, neural networks, connections hidden layers, weights, biases, activation functions like sigmoid and ReLU, back-propagation and other topics as well.

Contents

| | |
|--|------------|
| Certificate | i |
| Acknowledgements | ii |
| Abstract | iii |
| List of Figures | vi |
| 1 Introduction | 1 |
| 2 Overview and Prerequisites | 2 |
| 3 Literature Review | 3 |
| 3.1 Handwritten Digit Recognition Using Machine Learning : A Review . | 3 |
| 3.2 An ensemble of simple convolutional neural network models for MNIST digit recognition | 3 |
| 3.3 An Image is Worth 16x16 Words : Transformers For Image Recogni- tion at Scale | 4 |
| 4 Evolution of Neural Networks | 5 |
| 4.1 Recurrent Neural Network | 5 |
| 4.2 Long Short Term Memory | 6 |
| 4.3 Convolution Neural Networks | 7 |
| 4.4 The Transformer Network | 8 |
| 5 Concurrent Systems | 9 |
| 5.1 Vanilla ANN - The perceptron | 9 |
| 5.1.1 Neurons | 10 |
| 5.1.2 Weights and Biases | 10 |
| 5.1.3 Hyperparameters | 11 |
| 5.1.4 Learning or Training | 11 |
| 5.1.5 Backpropagation | 11 |
| 5.1.6 Digit Recognition | 11 |
| 5.2 Digit Recognition with CNN | 12 |
| 5.3 Vision Transformer | 12 |

| | | |
|----------|---------------------------------------|-----------|
| 6 | Proposed System | 13 |
| 6.1 | Project Modules | 13 |
| 6.1.1 | Modified Vision Transformer | 13 |
| 6.1.2 | Sudoku Algorithm(s) | 13 |
| 6.1.3 | Implementation and Analysis | 13 |
| 7 | Conclusion | 14 |
| | Bibliography | 15 |

List of Figures

| | | |
|-----|--|----|
| 4.1 | Recurrent Neural Networks Unfolded | 6 |
| 4.2 | Long Short Term Memory Cell | 6 |
| 4.3 | Typical CNN Architecture | 7 |
| 5.1 | Simple Artificial Neural Network | 9 |
| 5.2 | Artificial Neuron | 10 |

Chapter 1

Introduction

Digit Recognition is a classical machine learning problem. The objective is implicitly evident, it is to identify and classify (usually) handwritten digits. Machines are inherently incapable to understand, text, images and audio. These formats which carry information, needs to be converted into numbers, matrices or vectors which is a significant step, in any procedure, to solve problems using computers. Another vital stage for digit recognition is *machine learning*. With classical problem solving techniques, humans provide computers with both data and rules as input. In contrast, we provides data and presumed result, as input to a machine learning system. And then we let it find out some *rules*. A quick example would be to give three numbers x , y and z and tell a machine that - certain operation was performed on x and y to obtain z . Once a machine is fed with lots and lots of similar examples, it will be equipped find out some pattern behind it. At a later stage, it can very well predict, what operation(s) might have been performed on x and y to result in z .

This report delves into a century long history of digit recognition, all the way from perceptron networks to recently released transformers. The means and ways, in which this problem was approached converges to SOTA (state of the art) models like in 1. This report explores *The Transformer*, released in 2017. *Attention* mechanism in the Transformer 2 has sparked a lot of interest in the research community, not to mention the buzz associated with GPT-3, due to its mind-boggling capabilities flaunted all across the media. The very next year a preprint on *Image Transformer* 3 was released. Interestingly Google research just released another preprint which dubs the whole idea of manipulating images with this new technique as *Vision Transformer* 4. Now at the core of this project, the digit recognition makes use of the Vision Transformer.

The project is named *Vudoku*, so the second part of the project involves solving classical computational problem. Sudoku is a mathematical problem and by default has 9×9 grids. There are other variant to it but to keep things simple, the project moves along with the default one. Sudoku is classified as Exact Cover or Hitting Set problem 5. Various algorithms has been developed over the years to solve it, like Backtracking, Stochastic algorithms, Constraint programming and so on. Given that the output of the digit recognition system is as *value, position* pairs, this project will consider some of these algorithms to solve sudoku and possibly visualize the steps.

Chapter 2

Overview and Prerequisites

Chapter 3

Literature Review

3.1 Handwritten Digit Recognition Using Machine Learning : A Review

Abstract (as is): The task for handwritten digit recognition has been troublesome due to various variations in writing styles. Therefore, we have tried to create a base for future researches in the area so that the researchers can overcome the existing problems. The existing methods and techniques for handwritten digit recognition were reviewed and understood to analyze the most suitable and best method for digit recognition. A number of 60,000 images were used as training sets of images with pixel size of 28×28 . The images/training sets were matched with original image. It was found out after complete analysis and review that classifier ensemble system has the least error rate of just 0.32%. In this paper, review of different methods handwritten digit recognition were observed and analyzed.

3.2 An ensemble of simple convolutional neural network models for MNIST digit recognition

Abstract (as is): We report that a very high accuracy on the MNIST test set can be achieved by using simple convolutional neural network (CNN) models. We use three different models with 3×3 , 5×5 , and 7×7 kernel size in the convolution layers. Each model consists of a set of convolution layers followed by a single fully connected layer. Every convolution layer uses batch normalization and ReLU activation, and pooling is not used. Rotation and translation is used to augment training data, which is frequently used in most image classification tasks. A majority voting using the three models independently trained on the training data set can achieve up to 99.87% accuracy on the test set, which is one of the state-of-the-art results. A two-layer ensemble, a heterogeneous ensemble of three homogeneous ensemble networks, can achieve up to 99.91% test accuracy. The results can be reproduced by using the code at <https://github.com/anish941/MnistSimpleCNN>.

3.3 An Image is Worth 16x16 Words : Transformers For Image Recognition at Scale

Abstract (as is): While the Transformer architecture has become the de-facto standard for natural language processing tasks, its applications to computer vision remain limited. In vision, attention is either applied in conjunction with convolutional networks, or used to replace certain components of convolutional networks while keeping their overall structure in place. We show that this reliance on CNNs is not necessary and a pure transformer applied directly to sequences of image patches can perform very well on image classification tasks. When pre-trained on large amounts of data and transferred to multiple mid-sized or small image recognition benchmarks (ImageNet, CIFAR-100, VTAB, etc.), Vision Transformer (ViT) attains excellent results compared to state-of-the-art convolutional networks while requiring substantially fewer computational resources to train.

Chapter 4

Evolution of Neural Networks

It's of no surprise that the field of artificial intelligence has come a long way. This section deals with some of the famous models and how they are related to digit recognition. Starting from the ones released in 80's like *Recurrent Neural Network (RNN)* to the latest 2017 model *The Transformer*, much study has been conducted.

4.1 Recurrent Neural Network

Year: 1986

Recurrent neural networks are derived from feed-forward networks. The connections in a feed-forward network do not form a cycle. RNN is a class of neural network where the connections between nodes form a directed graph. This is always along a temporal sequence, so it exhibits a temporal dynamic behaviour. Dynamic systems are those that have a function which describes time dependence of a point in geometrical space. RNNs can use their internal state (or memory) to process variable length sequences of inputs 6. Section 5.1 discusses more about vanilla networks.

Basic RNNs are a network of neuron-like nodes organized into successive layers. Each node in a given layer is connected with a directed (one-way) connection to every other node in the next successive layer. Each node (neuron) has a time-varying real-valued activation. Each connection (synapse) has a modifiable real-valued weight. Nodes are either input nodes (receiving data from outside of the network), output nodes (yielding results), or hidden nodes (that modify the data en route from input to output). Each sequence produces an error as the sum of the deviations of all target signals from the corresponding activations computed by the network. For a training set of numerous sequences, the total error is the sum of the errors of all individual sequences. The following equation 4.1 was proposed by **Michael Irwin Jordan** as part of his research on *Simple Recurrent Neural Network* 6:

$$\begin{aligned} h_t &= \sigma_h(W_h x_t + U_h y_{t-1} + b_h) \\ y_t &= \sigma_y(W_y h_t + b_y) \end{aligned} \quad (4.1)$$

Where, x_t is input vector, h_t is hidden layer vector, y_t is output vector, W, U and b are parameter matrices and vector, respectively σ_h and σ_y are activation functions. The following figure 4.1 gives the internal schematics of Recurrent Neural Networks.

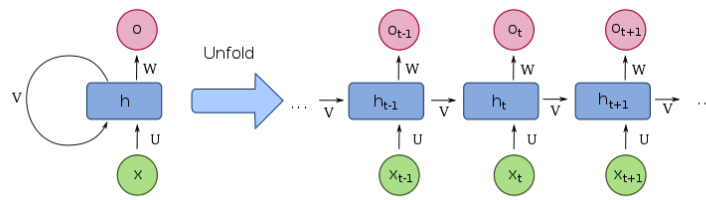


Figure 4.1: Recurrent Neural Networks Unfolded 6

Recurrent neural networks models contain a self-connected hidden layer. One benefit of the recurrent connection is that a ‘memory’ of previous inputs remains in the network’s internal state, allowing it to make use of past context. This is significant for handwriting recognition as mentioned in 7. A major problem with gradient descent for standard RNN architectures is that error gradients vanish exponentially quickly with the size of the time lag between important events 6.

4.2 Long Short Term Memory

Year: 1997

Long short-term memory (LSTM) is a deep learning system that avoids the vanishing gradient problem. LSTM is normally augmented by recurrent gates called “forget gates”. LSTM prevents backpropagated errors from vanishing or exploding. Instead, errors can flow backwards through unlimited numbers of virtual layers unfolded in space. That is, LSTM can learn tasks that require memories of events that happened thousands or even millions of discrete time steps earlier 6.

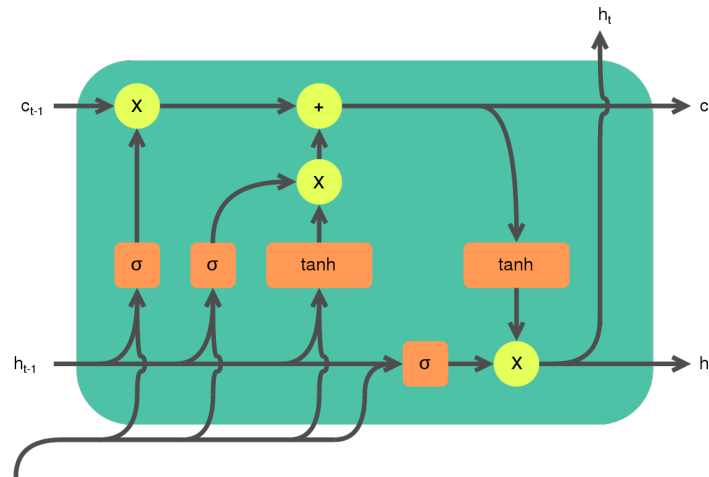


Figure 4.2: Long Short Term Memory Cell 8

A common LSTM unit, as shown in figure 4.2, is composed of a cell, an *input gate*, an *output gate* and a *forget gate*. The cell remembers values over arbitrary time intervals and the three gates regulate the flow of information into and out of

the cell. Some variations of the LSTM unit do not have one or more of these gates or maybe have other gates. For example, *Gated Recurrent Units* (GRUs) do not have an output gate. LSTM networks are hence well-suited for classifying time series data.

The compact forms of the equations for the forward pass of an LSTM unit with a forget gate are:

$$\begin{aligned}
 f_t &= \sigma_g(W_f x_t + U_f h_{t-1} + b_f) \\
 i_t &= \sigma_g(W_i x_t + U_i h_{t-1} + b_i) \\
 o_t &= \sigma_g(W_o x_t + U_o h_{t-1} + b_o) \\
 \tilde{c}_t &= \sigma_c(W_c x_t + U_c h_{t-1} + b_c) \\
 c_t &= f_t \circ c_{t-1} + i_t \circ \tilde{c}_t \\
 h_t &= \sigma_t \circ \sigma_h(c_t)
 \end{aligned} \tag{4.2}$$

The initial values are $c_0 = 0$ and $h_0 = 0$ and the operator \circ denotes the Hadamard element-wise product. Activations are σ_g - a sigmoid function, σ_c and σ_h - a hyperbolic tangent functions. The variable are 8:

- x_t : input vector to the LSTM unit
- f_t : forget gate's activation vector
- i_t : input or update gate's activation vector
- o_t : output gate's activation vector
- h_t : hidden state vector
- \tilde{c}_t : cell input activation vector
- c_t : cell state vector

4.3 Convolution Neural Networks

Year: 1998

A convolutional neural network (CNN), is a class of deep neural networks, most commonly applied to analyzing visual imagery. They are also known as shift invariant or *space invariant artificial neural networks* (SIANN). CNNs have a wide variety of applications including, image and video recognition, recommender system, brain-computer interface etc.

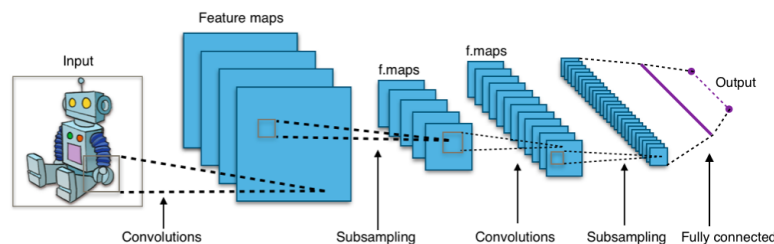


Figure 4.3: Typical CNN Architecture 9

CNNs are regularized versions of multilayer perceptrons. Multilayer perceptrons usually mean fully connected networks, that is, each neuron in one layer is connected to all neurons in the next layer.

Convolutional networks were inspired by biological processes in that the connectivity pattern between neurons resembles the organization of the animal visual cortex. Figure 4.3 shows a common CNN architecture. CNNs use relatively less pre-processing compared to other image classification algorithms. Independence from prior knowledge and human effort in feature design is a major advantage 9. More about CNN in section 5.2.

4.4 The Transformer Network

Year: 2017

The Transformer is a deep learning model primarily used in the field of natural language processing (NLP). Transformers are designed to handle sequential data, such as natural language unlike RNNs, Transformers do not require that the sequential data be processed in order. Thus Transformer allows for much more parallelization than RNNs and therefore reduced training hours. This has led to the development of pre-trained systems such as BERT (Bidirectional Encoder Representations from Transformers) and GPT (Generative Pre-trained Transformer), which have been trained with huge general language datasets, and can be fine-tuned to specific language tasks.

Transformer is an encoder-decoder architecture. The *encoder* consists of a set of encoding layers that processes the input iteratively one layer after another and the *decoder* consists of a set of decoding layers that does the same thing to the output of the encoder. Each encoder and decoder layer makes use of an *attention mechanism*, which for each input, weighs the relevance of every other input and draws information from them accordingly to produce the output. Each decoder layer also has an additional attention mechanism which draws information from the outputs of previous decoders, before the decoder layer draws information from the encodings. Both the encoder and decoder layers have a feed-forward neural network for additional processing of the outputs, and contain residual connections and layer normalization steps 10.

The basic building blocks of the Transformer are scaled dot-product attention units. When a sentence is passed into a Transformer model, attention weights are calculated between every token simultaneously. The attention unit produces embeddings for every token in context that contain information not only about the token itself, but also a weighted combination of other relevant tokens weighted by the attention weights. More about Transformer and Attention in section 5.3.

Chapter 5

Concurrent Systems

There are several existing systems or models which can perform digit recognition. Some of these even have state of the art accuracy claims. This section delves into two significant artificial neural network models, namely *The Perceptron* and *Convolutional Neural Network*. Even though these networks can perform a variety of tasks, the focus will be upon digit classification.

5.1 Vanilla ANN - The perceptron

Vanilla Artificial Neural Network (ANN) is a primitive model. They are computing systems vaguely inspired by the biological neural networks. An ANN is based on a collection of connected units or nodes called artificial neurons, which loosely model the neurons in a biological brain. Each connection, like the synapses in a biological brain, can transmit a signal to other neurons.

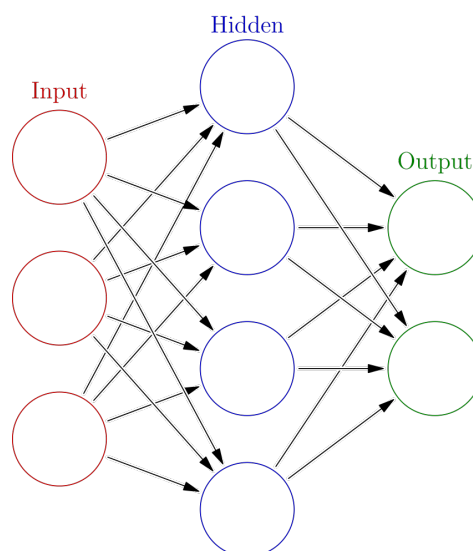


Figure 5.1: Simple Artificial Neural Network 11

An artificial neuron that receives a signal then processes it and can signal neurons connected to it. The ‘signal’ at a connection is a real number, and the output of

each neuron is computed by some non-linear function of the sum of its inputs. The connections are called edges. Neurons and edges typically have a weight that adjusts as learning proceeds. The weight increases or decreases the strength of the signal at a connection. Neurons may have a threshold such that a signal is sent only if the aggregate signal crosses that threshold.

Typically, neurons are aggregated into layers. Different layers may perform different transformations on their inputs. Signals travel from the first layer (the input layer), to the last layer (the output layer), possibly after traversing the layers multiple times. 11

5.1.1 Neurons

ANNs are composed of artificial neurons, each artificial neuron has inputs and produce a single output which can be sent to multiple other neurons. To find the output of the neuron, first we take the weighted sum of all the inputs, weighted by the weights of the connections from the inputs to the neuron. We add a bias term to this sum. This weighted sum is then passed through a (usually nonlinear) activation function to produce the output 11.

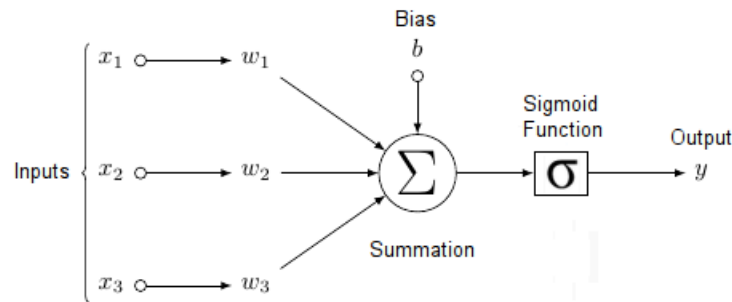


Figure 5.2: Artificial Neuron

5.1.2 Weights and Biases

The network consists of connections, each connection providing the output of one neuron as an input to another neuron. Each connection is assigned a *weight* w_i , that represents its relative importance. A given neuron can have multiple input and output connections. The *activation* function σ , computes the input to a neuron from the outputs of its predecessor neurons and their connections as a weighted sum as shown in figure 5.2 A *bias* b , term can be added to the result of the forward propagation 11.

$$a_i^{(j)} = \sigma(w_{i0}a_0^{(j)} + w_{i1}a_1^{(j)} + \dots + w_{in}a_n^{(j)} + b_0) \quad (5.1)$$

The equation 5.1 is an example of an output from a single layer, it can be generalized and expressed neatly as in 5.2.

$$a^{(L)} = \sigma(W^{(L)}a^{(L-1)} + b^{(L)}) \quad (5.2)$$

5.1.3 Hyperparameters

A hyperparameter is a constant parameter whose value is set before the learning process begins. The values of parameters are derived via learning. Examples of hyperparameters include learning rate, the number of hidden layers and batch size. The values of some hyperparameters can be dependent on those of other hyperparameters. For example, the size of some layers can depend on the overall number of layers 11.

5.1.4 Learning or Training

Learning is the adaptation of the network to better handle a task by considering sample observations. Learning involves adjusting the weights (and optional thresholds) of the network to improve the accuracy of the result. This is done by minimizing the observed errors. Learning is complete when examining additional observations does not usefully reduce the error rate 11.

5.1.5 Backpropagation

Backpropagation is a method to adjust the connection weights to compensate for each error found during learning. The error amount is effectively divided among the connections. Technically, Backpropagation calculates the gradient (the derivative) of the cost function associated with a given state with respect to the weights. The weight updates can be done via stochastic gradient descent or other methods 11.

5.1.6 Digit Recognition

Since supervised model is used to create a digit classifier, during the training dispensation the models is provided with correctly labeled outputs (say y). If errors arise, they need to be minimized. The cost function is calculated as the square of the difference between the expected and actual output.

$$C_0 = (a^{(L)} - y)^2 \quad (5.3)$$

The RHS of 5.2 can re-written as $\sigma(z^{(L)})$. To minimize cost function the derivative needs to be found, and here chain rule can be applied:

$$\frac{\partial C_0}{\partial w^{(L)}} = \frac{\partial z^{(L)}}{\partial w^{(L)}} \cdot \frac{\partial a^{(L)}}{\partial z^{(L)}} \cdot \frac{\partial C_0}{\partial a^{(L)}} \quad (5.4)$$

Therefore for a single training sample the minimized cost function will be as in 5.5 and the net cost ∇C will be as shown in 5.7.

$$\frac{\partial C_0}{\partial w^{(L)}} = a^{(L-1)} \cdot \sigma'(z^{(L)}) \cdot 2(a^{(L)} - y) \quad (5.5)$$

$$\frac{\partial C}{\partial w^{(L)}} = \frac{1}{n} \sum_{k=0}^{n-1} \frac{\partial C_k}{\partial w^{(L)}} \quad (5.6)$$

$$\nabla C = \begin{bmatrix} \frac{\partial C}{\partial w^{(0)}} \\ \frac{\partial C}{\partial w^{(1)}} \\ \vdots \\ \frac{\partial C}{\partial w^{(L)}} \end{bmatrix} \quad (5.7)$$

This is propagated backwards, errors are minimised after each sample and hence the digits are recognized correctly.

5.2 Digit Recognition with CNN

General flow of digit recognition includes:

1. **Image Acquisition :**
2. **Preprocessing :**
3. **Segmentation :**
4. **Feature Extraction :**
5. **Classification :**
6. **Post Processing :**

5.3 Vision Transformer

Chapter 6

Proposed System

6.1 Project Modules

6.1.1 Modified Vision Transformer

6.1.2 Sudoku Algorithm(s)

6.1.3 Implementation and Analysis

Chapter 7

Conclusion

Bibliography

- [1] Yellapragada SS Bharadwaj, Rajaram P, Sriram V.P, Sudhakar S, Kolla Bhanu Prakash. Effective handwritten digit recognition using deep convolution neural network. *ijatcse*, 9(2), April 2020.
- [2] Ashish Vaswani, Noam Shazeer, Niki Parmar, Jakob Uszkoreit, Llion Jones, Aidan N. Gomez, Lukasz Kaiser, and Illia Polosukhin. Attention Is All You Need. *arXiv e-prints*, page arXiv:1706.03762, June 2017.
- [3] Niki Parmar, Ashish Vaswani, Jakob Uszkoreit, Łukasz Kaiser, Noam Shazeer, Alexander Ku, and Dustin Tran. Image Transformer. *arXiv e-prints*, page arXiv:1802.05751, February 2018.
- [4] Alexey Dosovitskiy, Lucas Beyer, Alexander Kolesnikov, Dirk Weissenborn, Xiaohua Zhai, Thomas Unterthiner, Mostafa Dehghani, Matthias Minderer, Georg Heigold, Sylvain Gelly, Jakob Uszkoreit, and Neil Houlsby. An Image is Worth 16x16 Words: Transformers for Image Recognition at Scale. *arXiv e-prints*, page arXiv:2010.11929, October 2020.
- [5] Wikipedia contributors. Exact cover — Wikipedia, the free encyclopedia. https://en.wikipedia.org/wiki/Exact_cover#Sudoku, 2020. [Online; accessed 5-December-2020].
- [6] Wikipedia contributors. Recurrent neural network — Wikipedia, the free encyclopedia. https://en.wikipedia.org/w/index.php?title=Recurrent_neural_network&oldid=991832590, 2020. [Online; accessed 5-December-2020].
- [7] A. Graves, M. Liwicki, S. Fernández, R. Bertolami, H. Bunke, and J. Schmidhuber. A novel connectionist system for unconstrained handwriting recognition. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 31(5):855–868, 2009.
- [8] Wikipedia contributors. Long short-term memory — Wikipedia, the free encyclopedia. https://en.wikipedia.org/w/index.php?title=Long_short-term_memory&oldid=991684445, 2020. [Online; accessed 5-December-2020].
- [9] Wikipedia contributors. Convolutional neural network — Wikipedia, the free encyclopedia. <https://en.wikipedia.org/w/index.php?title=>

- [Convolutional_neural_network&oldid=992073762](#), 2020. [Online; accessed 5-December-2020].
- [10] Wikipedia contributors. Transformer (machine learning model) — Wikipedia, the free encyclopedia. [https://en.wikipedia.org/w/index.php?title=Transformer_\(machine_learning_model\)&oldid=992450951](https://en.wikipedia.org/w/index.php?title=Transformer_(machine_learning_model)&oldid=992450951), 2020. [Online; accessed 5-December-2020].
- [11] Wikipedia contributors. Artificial neural network — Wikipedia, the free encyclopedia. https://en.wikipedia.org/w/index.php?title=Artificial_neural_network&oldid=992177465, 2020. [Online; accessed 5-December-2020].