Handwritten Text Recognition

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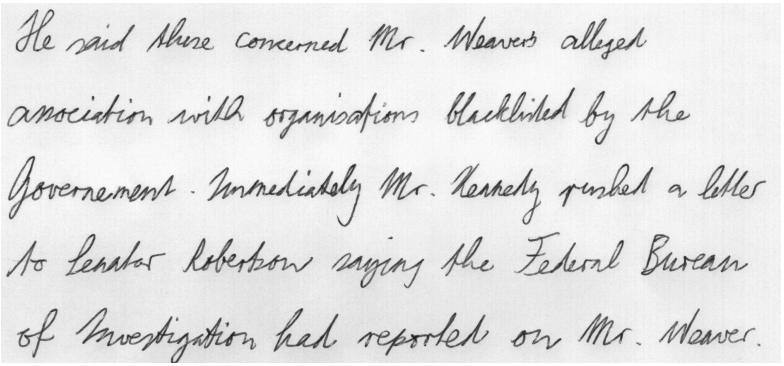
Roma, May 2013

The problem: Handwriting recognition

- Handwriting recognition: offline and online handwriting recognition.

An offline handwriting recognition system extracts the information from previously scanned text images



Offline systems are applicable to a wider range of tasks, given that online recognition require the data acquisition to be made with specific equipment.

... whereas online systems receive information captured while the text is being written (stylus and sensitive tablets).

Online systems are more reliable due to the additional information available, such as the order, direction and velocity of the strokes.

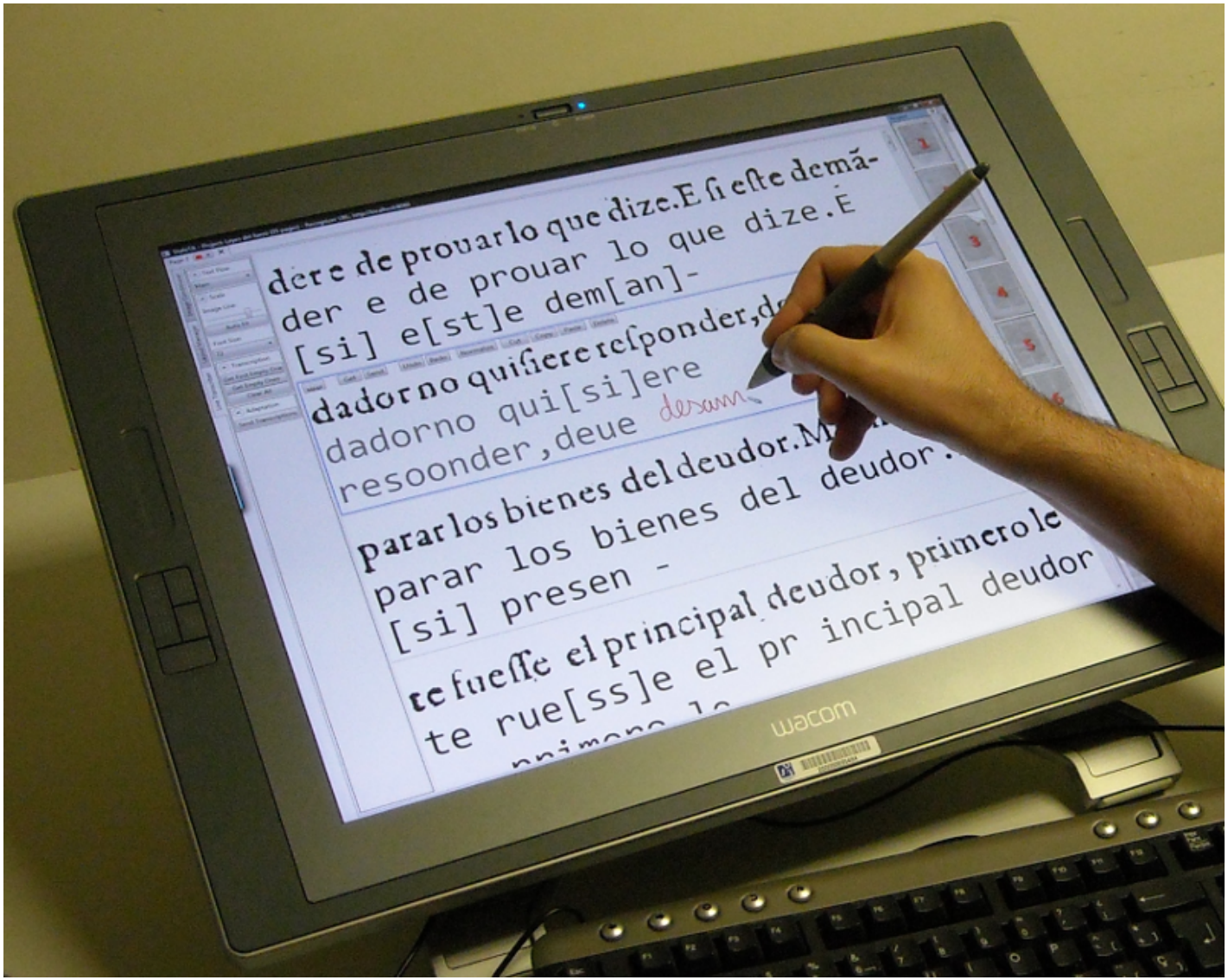
The problem: Handwriting recognition

- Recognition performance of current automatic offline handwriting transcription systems: far from being perfect.
  $\rightarrow$ Growing interest in assisted transcription systems, which are more efficient than correcting by hand an automatic transcription.

- A recent approach to interactive transcription involves multi-modal recognition, where the user can supply an online transcription of some of the words: STATE system.

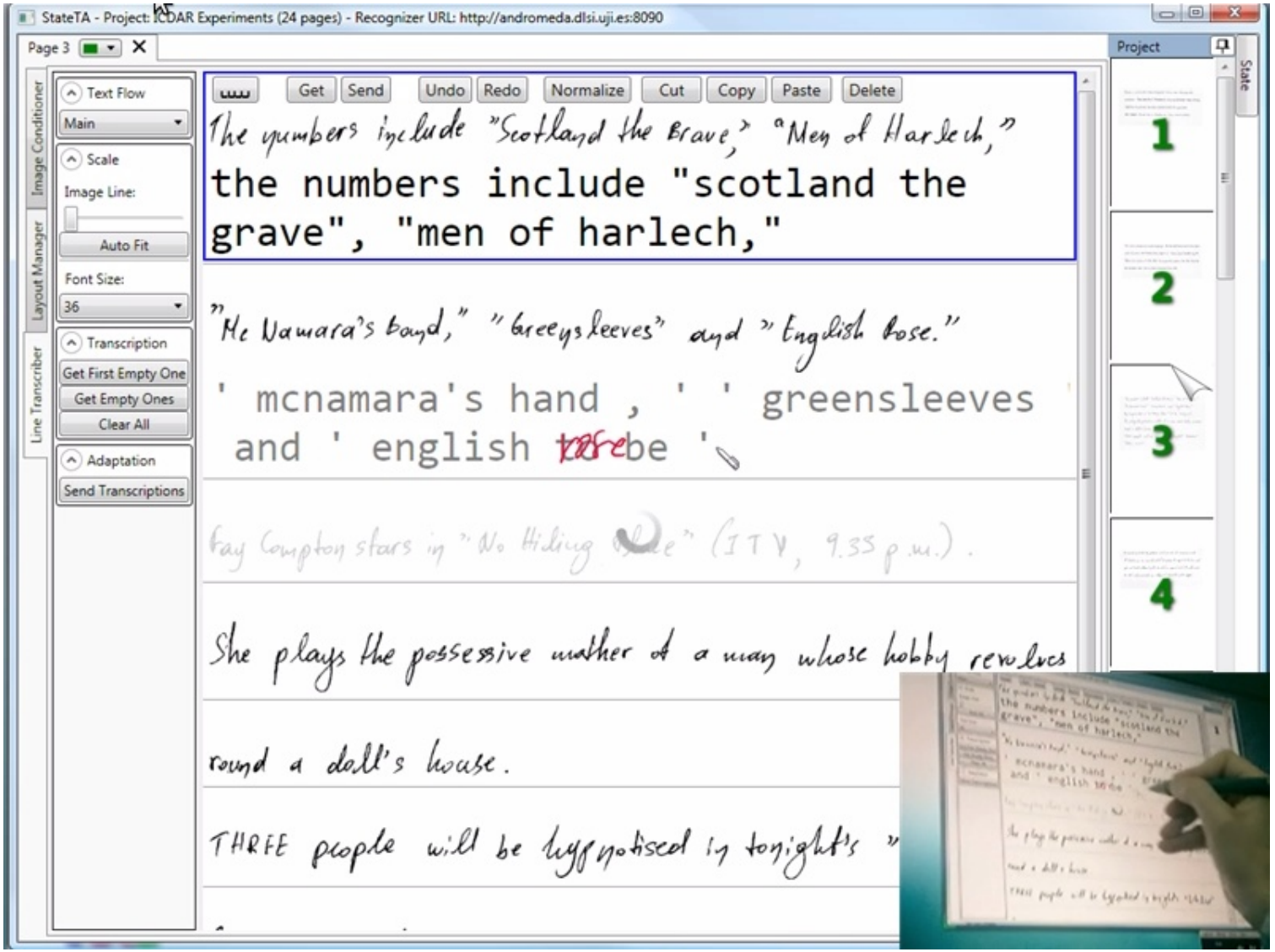
- Bimodal recognition.

The STATE system



http://state.dlsi.uji.es/state/Home.html

The STATE system



http://state.dlsi.uji.es/state/Home.html

Part I: Offline Printed text: Nearest Neighbors

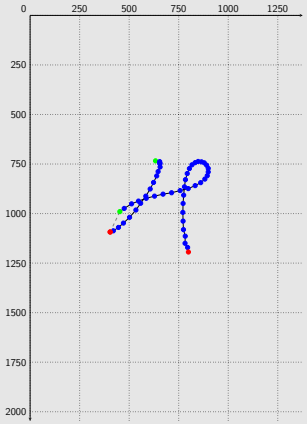
Our Nearest Neighbor back-end works in a way reminiscent of the two-level architecture used in several speech recognizers. It can be globally described as a sequence of two steps: an initial classification of promising segments and a search for the optimum sequence using those segments. The initial classification can also be split in two phases. The first one creates a heuristic over-segmentation of the line by analyzing the gray level of the columns and searching for local extrema, which define plausible segment marks. The second phase searches for the best glyph corresponding to each segment of an appropriate length. First, the segment is processed to eliminate character overlaps and to correct baseline deviation and then its Nearest Neighbor among the training samples is found.
Once each segment is so classified, the optimal transcription is found using a dynamic programming two level algorithm. Finally, white spaces are added to the transcription.

Part II: Online Handwritten Character Recognition

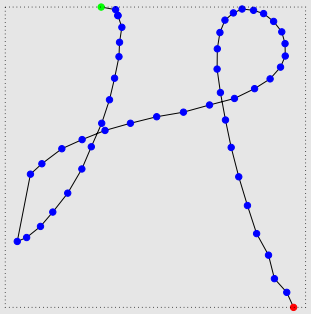
- STATE accepts pen input.
- From our point of view, pen input comes as glyphs:
  - A glyph is a sequence of strokes representing a character.
  - A stroke is a sequence of points.
  - A point is represented by its coordinates: (x, y).
- The problem: given
  - a set of system prototypes (labelled glyphs) and
  - an unlabelled glyph,

  the new glyph must be classified (labelled).

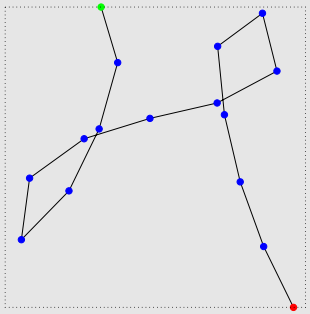
Parametrization



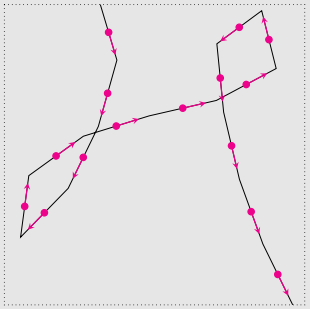
Original



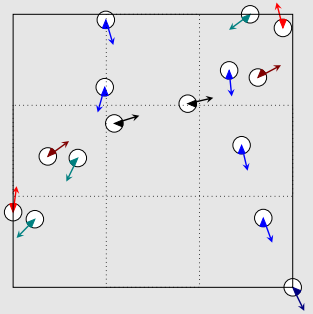
Normalized



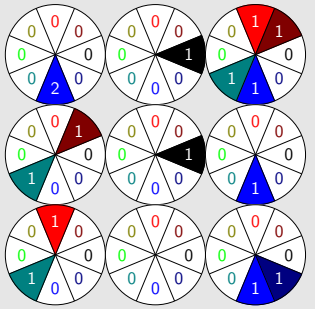
Resampled



Point/angle



Region/direction pairs



Histogram

Baseline system+MLP

- Classification error on TS and running time (system prototypes when needed ⇨ TR + VA):

	UJIpenchars2		Pendigits	
	Error rate	Time (ms/glyph)	Error rate	Time (ms/glyph)
Microsoft Tablet PC SDK 1.7 engine	8.5%	0.6	1.89%	0.5
Baseline VIP engine	8.5%	23.6	0.60%	32.4
MLP guesses the most probable class	14.2%	1.0	3.63%	0.8
MLP screener + VIP engine	8.2%	12.4	0.80%	14.8

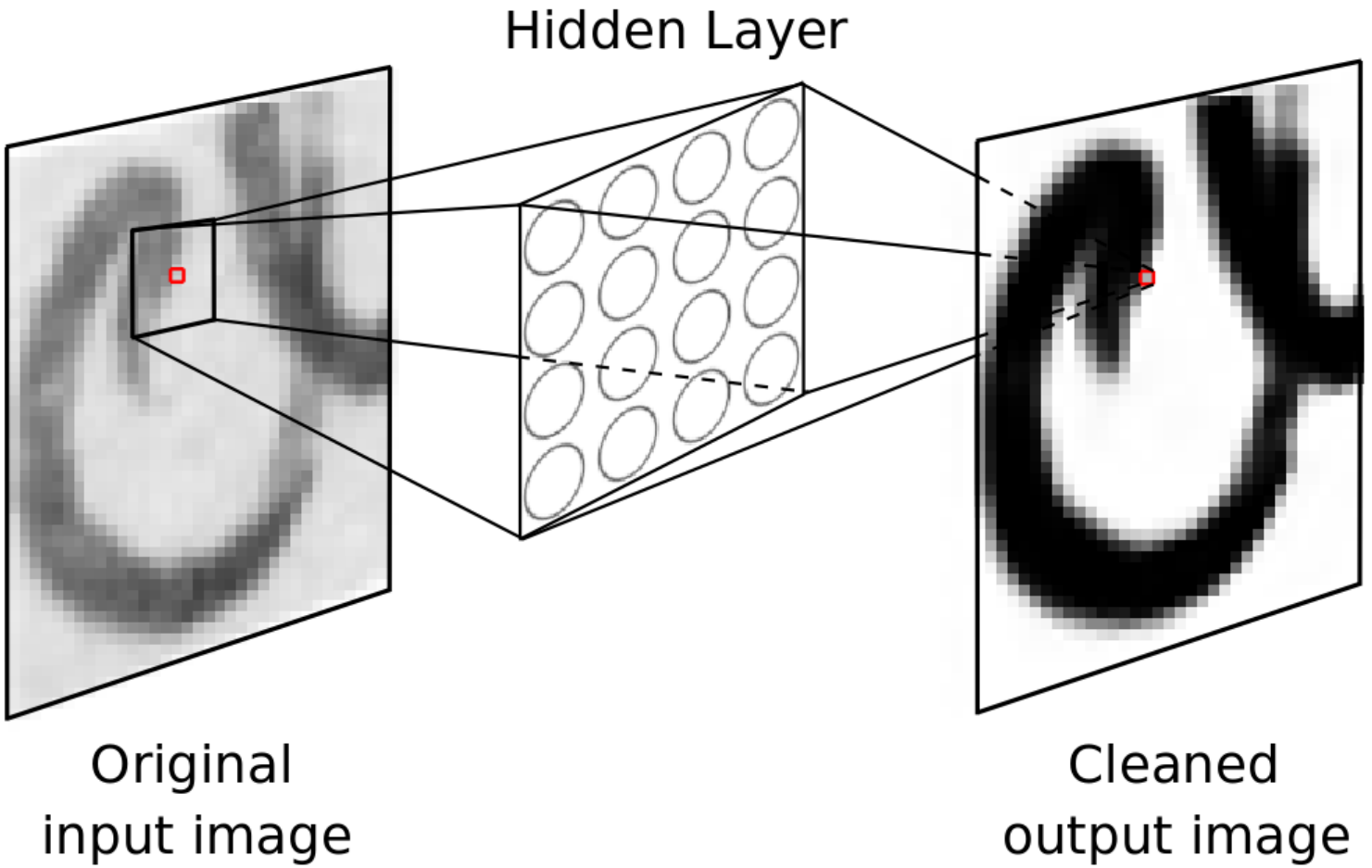
- A preprocessed text line image can be considered a sequence of feature vectors to be generated by a statistical model, as is done in Speech Recognition:

$$\hat{S} = \underset{S \in \Omega^\star}{\operatorname{argmax}}\, p(S|X) = \underset{S \in \Omega^\star}{\operatorname{argmax}}\, p(X|S)p(S)\,.$$

- **This work** proposes a handwriting recognition system based on
  - **MLPs** for preprocessing
  - **hybrid HMM/ANN models**, to perform optical character modeling
  - **statistical or connectionist** *n*-gram language models: words or characters

Preprocessing: Image cleaning

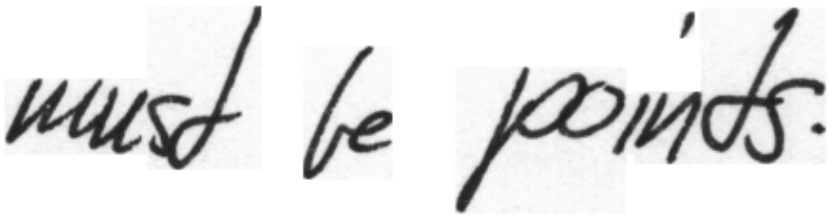
- **MLP to enhance and clean images**



Preprocessing

- **Slope and slant removal, and size normalization**

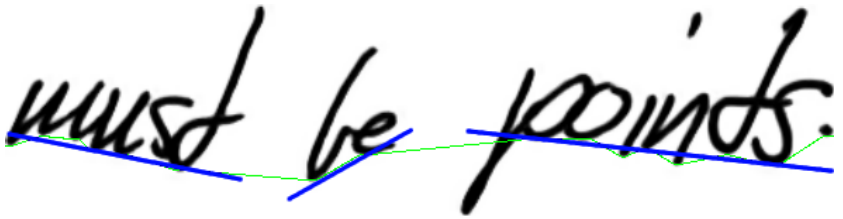
Original



Cleaned

Contour

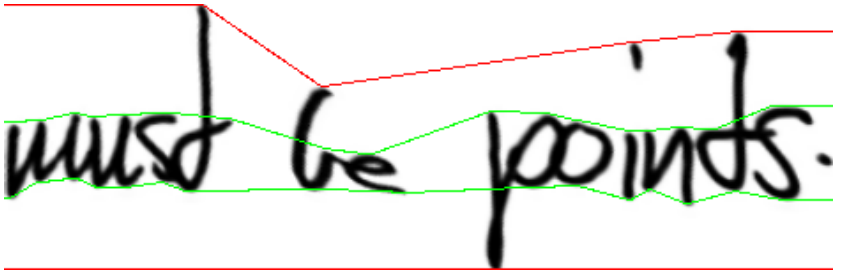
Lower baseline



Desloped

Desloped and deslanted

Reference lines



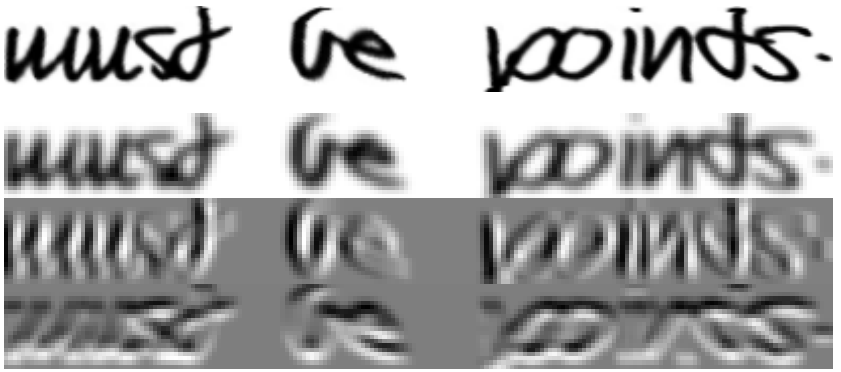
Size normalization

Preprocessing

- **Feature extraction**

Final image

Feature extraction

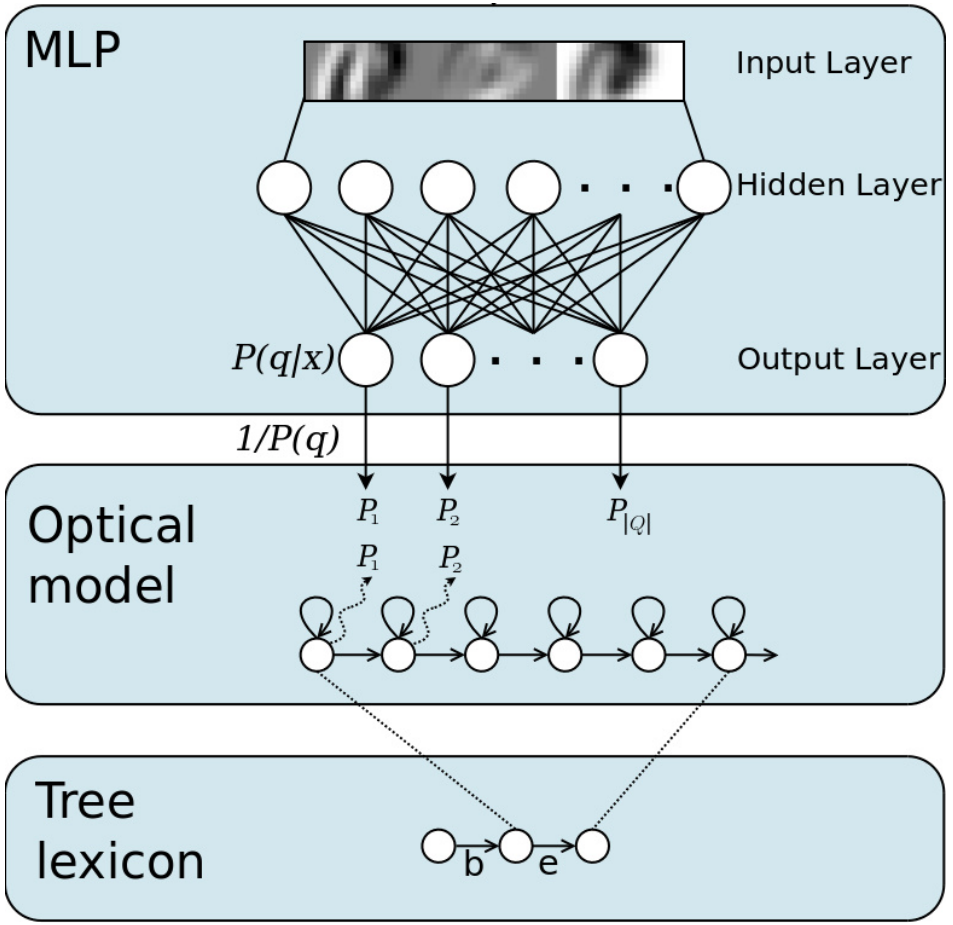


Frames with 60 features

- grid of 20 square cells
- horizontal and vertical derivatives

Optical models

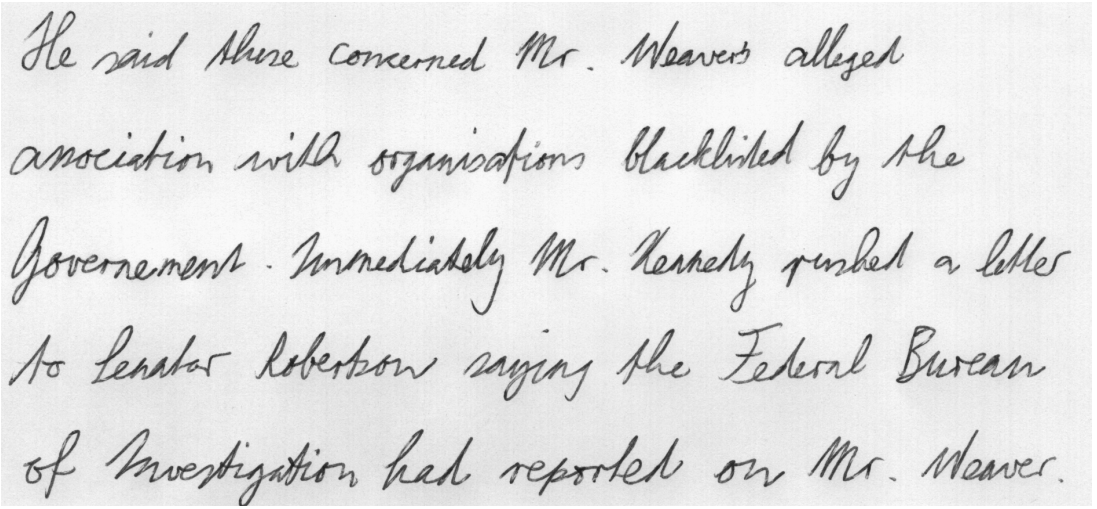
- **Hybrid HMM/ANN models:** emission probabilities estimated by ANNs



- A MLP estimates $p(q|x)$ for every state q given the frame x. Emission probability $p(x|q)$ computed with Bayes' theorem.
- Trained with EM algorithm: MLP backpropagation and forced Viterbi alignment of lines are alternated.
- Advantages:
  - each class trained with all training samples
  - not necessary to assume an a priori distribution for the data
  - lower computational cost compared to Gaussian mixtures
- 7-state HMM/ANN using a MLP with two hidden layers of sizes 192 and 128

Corpora for optical modeling

- Lines from the IAM Handwriting Database version 3.0



  - 657 different writers
  - a subset of 6,161 training, 920 validation and 2,781 test lines
  - 87,967 instances of 11,320 distinct words (training, validation, and test sets)

Corpora for language modeling

- Three different text corpora: LOB, Brown and Wellington

Corpora	Lines	Words	Chars
LOB + IAM Training	174K	2.3M	11M
Brown	114K	1.1M	12M
Wellington	114K	1.1M	11M
Total	402K	4.5M	34M

Testing the system

- Error Rate of the HMMs and the hybrid HMM/ANN models on the test set. Language models estimated with the three corpora and an open dictionary are used.

Best model	Results of Test (%) WER		CER	
8-state HMMs	38.8	±1.0	18.6	±0.6
7-state HMMs, MLP 192-128	22.4	±0.8	9.8	±0.4