

Improving Recognition of Handwritten Kannada Characters using Mixup Regularization

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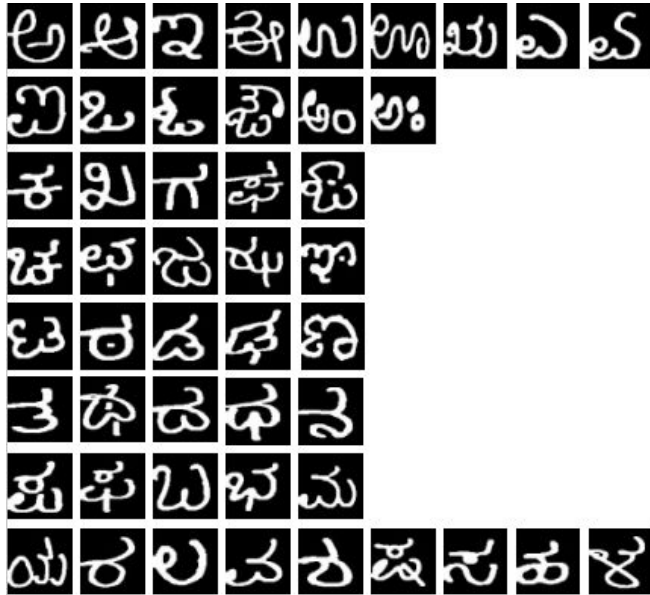
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1. **ABSTRACT:**

- Recognition of handwritten characters is essential for digitization of degraded/old documents
- A novel dataset called Kannada84 is created to tackle the problem of recognizing handwritten Kannada characters
- Dataset represents individuals from all walks of life
- State-of-the-art convolutional neural networks such as VGG Net, ResNet and Squeeze-and-Excitation Network are employed to solve the task of recognition
- Additionally, mixup regularization is used to reduce generalization error and boost performance
- Quantitative results such as top-1 and top-3 test accuracies are reported

2. INTRODUCTION:

- Handwritten characters are inconsistent unlike their printed/hand-drawn counterparts in terms of thickness, slope, size consistency, pen pressure etc.
- Hence recognition models must be capable to handle a diverse range of characters that are simple, complex and similar



Features of Kannada84:

1. 495 authors
2. Age: 9-60 years
3. Profession: Student, teacher, homemaker, clerk
4. Native Language: Both native and non-native speakers of Kannada
5. A total of 24265 letters of size 50x50

Hence Kannada84 represents characters that can be encountered in the real world

3. LITERATURE REVIEW:

Exploring deep learning techniques for Kannada handwritten character recognition: A boon for digitization

- Uses deep convolutional neural networks such as VGGNet, Inception Network
- Utilizes char74K dataset that consists of hand-drawn characters
- An accuracy of 86% is reported

Offline Character recognition on Segmented Handwritten Kannada Characters

- Uses Multinomial Naive Bayes Classifier, Random Forest Classifier
- Utilizes char74K dataset that consists of hand-drawn characters

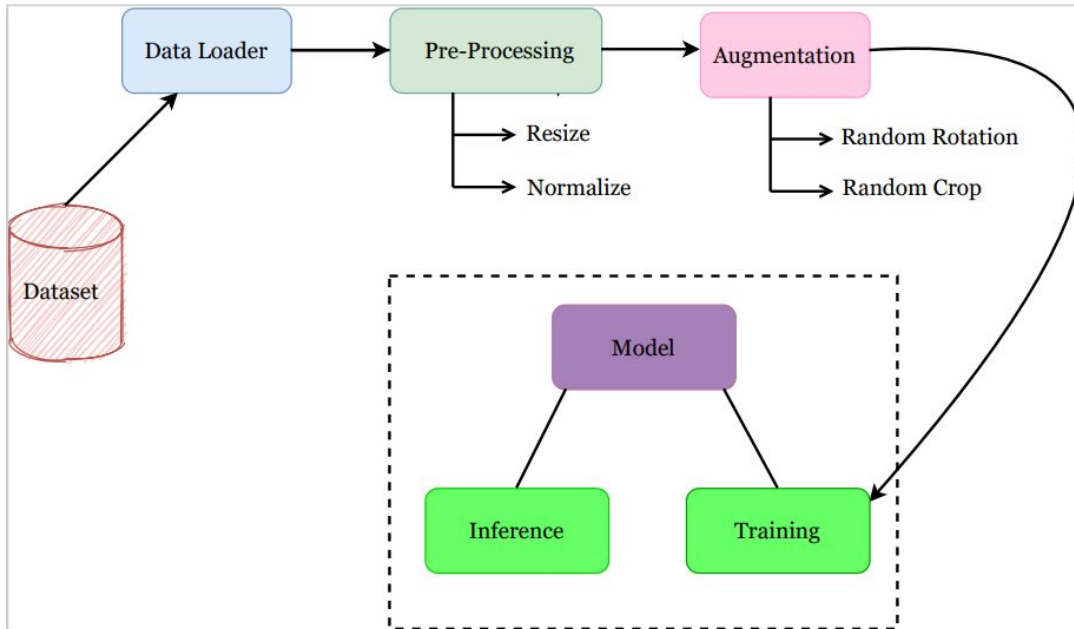


Features of char74K:

1. Comprises of characters that are hand-drawn
2. A total of 1225 characters of size 1200x900

4. PROPOSED METHODOLOGY:

a) Empirical Risk Minimization



Models used:

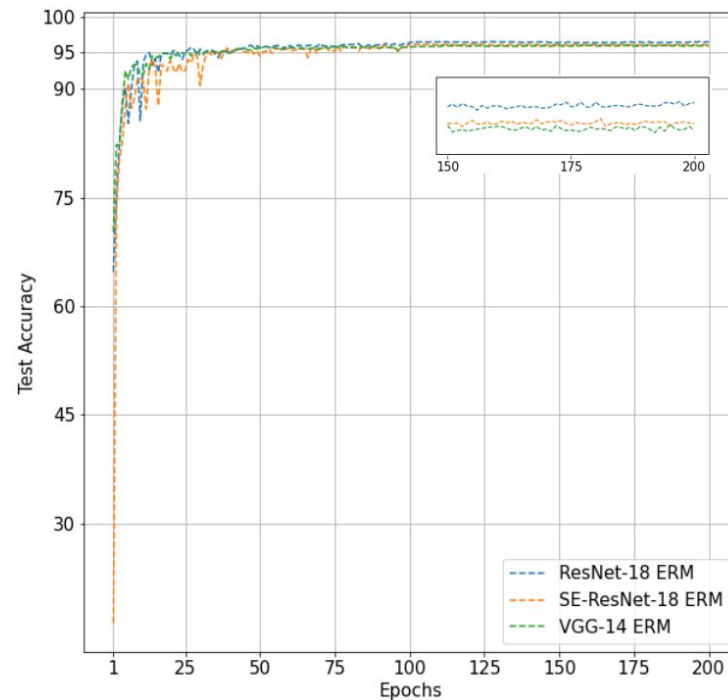
1. VGG Network
2. Residual Neural Network
3. Squeeze and Excitation Network

Training:

1. Empirical Risk Minimization
2. 70-30 split
3. SGD-M, 200 epochs, with step size 0.01 decayed by a factor of 10 (100, 150)

5. RESULTS:

Model	Method	Kannada84	
		Top-1 Test Accuracy	Top-3 Test Accuracy
VGG-14	ERM	96.03	99.28
ResNet-18	ERM	96.49	99.47
SE-ResNet-18	ERM	96.16	99.56



4. PROPOSED METHODOLOGY:

How can mixup regularization help?

$$\lambda \cdot \text{Image 1} + (1 - \lambda) \cdot \text{Image 2} = \text{Image 3}$$

The equation illustrates the mixup regularization process. It shows a linear combination of two handwritten digits: a '3' (Image 1) and a '9' (Image 2). The result (Image 3) is a blurred, mixed digit that is a combination of the two, representing a virtual training sample.

- Introduces linear behaviour between 2 training instances
- Virtual training samples on the fly
- Minimal training overhead
- Reduces generalization error

4. PROPOSED METHODOLOGY:

Algorithm 1: Mixup

Require: Dataset \mathcal{D} consisting of $1, 2, \dots, n$ I.I.D samples

Require: $f(\cdot; \theta)$ is a ConvNet with parameters θ

Require: $\mathcal{L}(\cdot)$ is the objective function that must be minimized

Require: η is the step size

Require: α, β are the parameters for Beta distribution

Result: Parameters θ^* after the model has converged

while θ not converged do

 Sample minibatch of m samples $\mathcal{A} = \{(X_1, y_1), \dots, (X_m, y_m)\}$ from \mathcal{D} ;

 Create a shuffled minibatch of m samples \mathcal{B} from \mathcal{A} such that

$$\mathcal{A}_i \neq \mathcal{B}_i \forall i \in \{1, 2, \dots, m\};$$

$\mathcal{A}^X, \mathcal{A}^Y = \{X_1, \dots, X_m\}, \{y_1, \dots, y_m\}$ such that $X_i \in \mathcal{A}$ and $y_i \in \mathcal{A}$;

$\mathcal{B}^X, \mathcal{B}^Y = \{X_1, \dots, X_m\}, \{y_1, \dots, y_m\}$ such that $X_i \in \mathcal{B}$ and $y_i \in \mathcal{B}$;

$\lambda \sim \text{Beta}(\alpha, \beta)$;

$$X' = \lambda \cdot \mathcal{A}^X + (1 - \lambda) \cdot \mathcal{B}^X;$$

$$y' = \lambda \cdot \mathcal{A}^Y + (1 - \lambda) \cdot \mathcal{B}^Y;$$

$$\hat{y} = f(X'; \theta);$$

 ▷ Forward Propagation

$$G = \nabla_{\theta} \mathcal{L}(\hat{y}, y');$$

 ▷ Compute derivative of the objective function

 w.r.t parameters θ

$$\theta = \theta - \eta \cdot G;$$

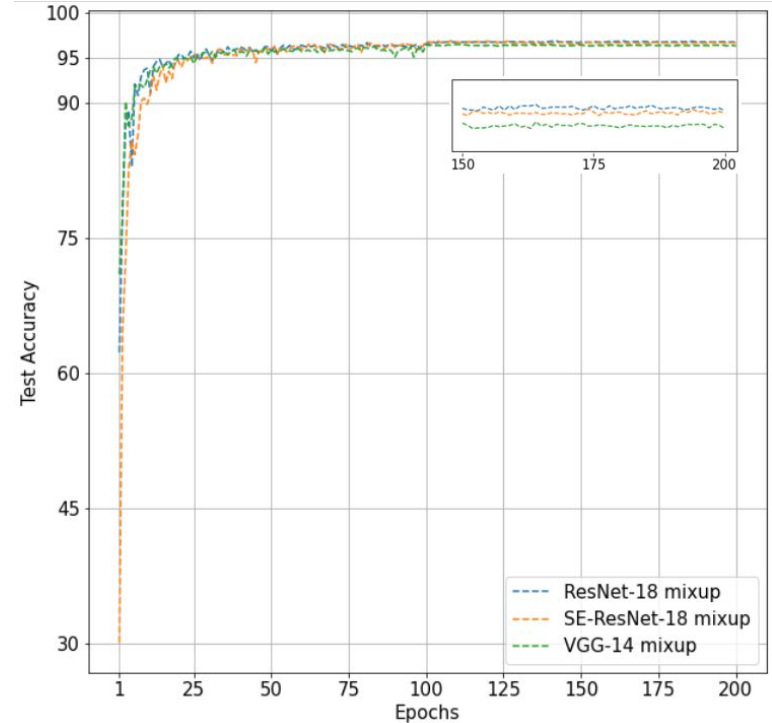
 ▷ Perform a step with gradient descent

Training:

1. Mixup
2. 70-30 split
3. SGD-M, 200 epochs, with step size 0.01 decayed by a factor of 10 (100, 150)
4. $\alpha = \beta = 1$

5. RESULTS:

Model	Method	Kannada84	
		Top-1 Test Accuracy	Top-3 Test Accuracy
VGG-14	ERM	96.03	99.28
	mixup	96.56	99.43
ResNet-18	ERM	96.49	99.47
	mixup	96.92	99.56
SE-ResNet-18	ERM	96.16	99.49
	mixup	96.90	99.57



6. ADDITIONAL RESULTS:

Model	Method	Kannada84		Char74K	
		Top-1 Test Accuracy	Top-3 Test Accuracy	Top-1 Test Accuracy	Top-3 Test Accuracy
VGG-14	ERM	96.03	99.28	86.96	95.65
	mixup	96.56	99.43	92.11	97.55
ResNet-18	ERM	96.49	99.47	93.75	98.10
	mixup	96.92	99.56	94.84	97.28
SE-ResNet-18	ERM	96.16	99.49	92.66	98.13
	mixup	96.90	99.57	94.30	98.37

6. CONCLUSION:

- A new dataset, Kannada84 is developed
- Kannada84 is large enough for deep learning architectures to take advantage of
- State-of-the-art deep convolutional neural networks are employed
- Performance is enhanced with mixup regularization/augmentation on the fly
- Top-1 and top-3 test accuracies are reported

7. FUTURE WORK:

- Recognize modifiers and vattakshara's present in Kannada language
- Employ the network in an end-to-end OCR engine

8. REFERENCES:

1. Rao, Abhishek and Arpitha, Anusha and Nayak, Chandana and Meghana, Sneha and Nayak, Sneha and S., Sandhya: Exploring deep learning techniques for kannada handwritten character recognition: A boon for digitization 29, 11078–11093 (07 2020)
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