

HANDWRITTEN DIGIT IDENTIFICATION USING MULTILAYER PERCEPTRONS AND BACKPROPAGATION ALGORITHMS

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Abstract: Handwriting recognition has long posed a significant challenge in the realm of computer applications. However, the advent of neural networks has ushered in a new era, opening the door to a myriad of applications, including handwriting recognition, voice recognition, and complex decision-making through machine learning. In this project, we present a Java application that leverages neural networks to process image data, converting it into a 24 by 24 matrix pixel-wise. These data points fall within the range of 0 to 255 and are segmented digit by digit, subsequently organized into separate Excel sheets within a local storage-based Excel file. To optimize performance, the dataset is further divided into two distinct subsets: a training dataset and a test dataset. The training dataset comprises 180 samples for each digit, totaling 1800 data rows for the training process. These pixel values are sequentially fed into a Back Propagate Neural Network implemented in Java 1.8, and training occurs using supervised learning principles. During training, we calculate errors for the expected outputs and make adjustments to the two weight matrices, sized at 784 by 200 and 200 by 10, to enhance the network's accuracy.

Keywords: Handwriting recognition, neural network, Java application, image data, supervised learning.

1. Introduction

Handwriting recognition has been one of the challenging computer applications for decades until Neural networks come to the table. Neural network has lot of application like handwriting recognition, voice recognition, and complex decision-making using machine learning. In this Project we develop java application implementing Neural Network to feed image data converted to 24 by 24 Matrix pixel-wise. All these data have values starting from 0 to 255. we divided this data digit wise and place in separate excel sheets in same excel file located in local storage. Then we divide this data set to two separate datasets as training dataset and Test dataset. Because of the performance issue we use only 180 trained data for each digit and total of 1800 data rows for training. Then we feed all this pixel's row by row to implemented Back Propagate Neural Network java application developed in java 1.8 and train Using Supervise learning. In Training what we do is for

given Expected output we calculate error and adjust the two weight matrices which is 784 by 200 and 200 by 10.

2. Literature Review

2.1 Back propagation Learning:

Leung and Haykin introduced a complex backpropagation algorithm for application in signal processing and communication problems. The backpropagation algorithm provides a popular method

for the design of a multilayer neural network to include complex coefficients and complex signals so it can properly be applied to solve complex problems (Leung & Haykin, 1991).

Benvenuto and Piazza introduced a recursive algorithm for updating the coefficients of the neural network structure for complex signals in which multiple complex activation functions had been tested (Benvenuto & Piazza, 1992). Leonard and Kramer proposed the application of neural networks such as backpropagation to chemical engineering problems such as malfunction diagnosis (Leonard & Kramer, 1990). Riedmiller and Braun introduced a learning algorithm for multilayer feed forward networks to solve the issue of the inherent disadvantages of pure gradient-descent approach in backpropagation by introducing a local adaptation of the weight-updates according to the behavior of the error function (Riedmiller & Braun, 1993). Yu, Chen and Cheng have proposed a dynamic approach on the learning rate of the backpropagation algorithm to increase the efficiency (Yu, Chen, & Cheng, 1995).

2.2 Handwritten character recognizing:

The handwritten character recognition is one of the most challenging task in pattern recognition. Kato et al. introduced a precise system for handwritten Chinese and Japanese character recognition by extracting directional element feature from each character image, transformation based on partial inclination detection is used to reduce undesired effects of degraded images (Kato et al., 1999). Chen et al. proposed a framework for handwritten character recognition with appropriate sample generation, training scheme and convolutionary neural network for the properties of handwritten characters (Chen et al., 2015). Ayyaz, Javed, and Mahmood adopted multiclass Support Vector Machine (SVM) classification with hybrid feature extraction for handwritten character recognition. Their algorithm identifies the type and location of some elementary strokes in the character. The strokes to be looked for comprise horizontal, vertical, positive slant and negative slant lines—as we observe that the structure of any character can be approximated with the help of a combination of simple straightline strokes. The strokes are identified by correlating different segments of the character with the chosen elementary shapes (Ayyaz, Javed, & Mahmood, 2016).

3 Algorithm Formulation

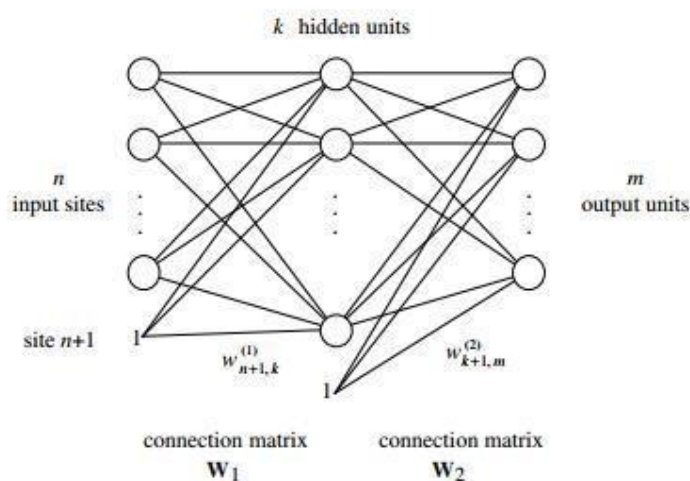
3.1 Activation function

The sigmoid output range contains all numbers strictly between 0 and 1. Both extreme values can only be reached asymptotically. The computing units considered in this chapter evaluate the sigmoid using the net amount of excitation as its argument. Given weights w_1, \dots, w_n and a bias $-\theta$, a sigmoidal unit computes for the input x_1, \dots, x_n the output.

$$\frac{1}{1 + \exp(-\sum_{i=1}^n w_i x_i - \theta)}$$

3.2 Neural Network and Backpropagation

We will consider a network with n input sites, k hidden, and m output units. The weight between input site i and hidden unit j will be called $w^{(1)}_{i,j}$. The weight between hidden unit i and output unit j will be called $w^{(2)}_{i,j}$. The bias $-\theta$ of each unit is implemented as the weight of an additional edge. Input vectors are thus extended with a 1 component, and the same is done with the output vector from the hidden layer. Figure below shows how this is done. The weight between the constant 1 and the hidden unit j is called $w^{(1)}_{n+1,j}$ and the weight between the constant 1 and the output unit j is denoted by $w^{(2)}_{k+1,j}$.



There are $(n+1) \times k$ weights between input sites and hidden units and $(k+1) \times m$ between hidden and output units. Let W_1 denote the $(n+1) \times k$ matrix with component $w_{ij}^{(1)}$ at the i -th row and the j -th column. Similarly let W_2 denote the $(k+1) \times m$ matrix with components $w_{ij}^{(2)}$. We use an over lined notation to emphasize that the last row of both matrices corresponds to the biases of the computing units.

The matrix of weights without this last row will be needed in the backpropagation step. The n -dimensional input vector $o = (o_1, \dots, o_n)$ is extended, transforming it to $\hat{o} = (o_1, \dots, o_n, 1)$. The excitation net of the j^{th} hidden unit is given by

$$net_j = \sum_{i=1}^{n+1} w_{ij}^{(1)} \hat{o}_i$$

The activation function is a sigmoid thus

and the output $o^{(1)}_j$ of this unit is

$$o_j^{(1)} = s \left(\sum_{i=1}^{n+1} w_{ij}^{(1)} \hat{o}_i \right).$$

The excitation of all units in the hidden layer can be computed with the vector-matrix multiplication $\hat{o} W_1$. The vector $o^{(1)}$ whose components are the outputs of the hidden units is given by

$$o^{(1)} = s(\hat{o} \overline{W}_1),$$

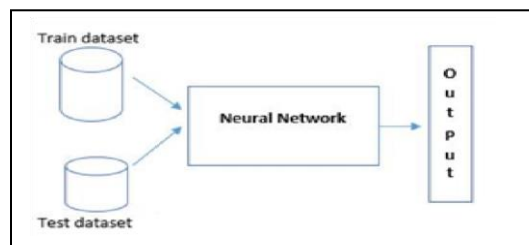
Using the convention of applying the sigmoid to each component of the argument vector. The excitation of the units in the output layer is computed using the extended vector $\hat{o}^{(1)} = (o^{(1)}_1, \dots, o^{(1)}_k, 1)$. The output of the network is the m -dimensional vector $o^{(2)}$, where

$$o^{(2)} = s(\hat{o}^{(1)} \overline{W}_2).$$

These formulas can be generalized for any number of layers and allow direct computation of the flow of information in the network with simple matrix operations

3.3 Training set and data set

The detail Map of the Handwrite Digit Recognition Neural Network Implemented Below.

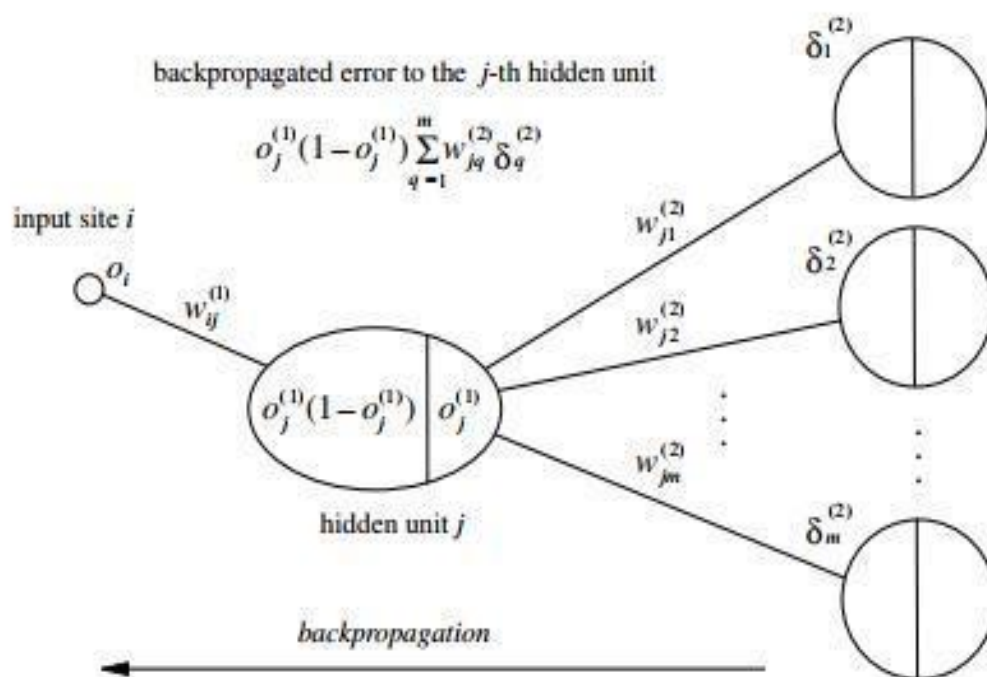


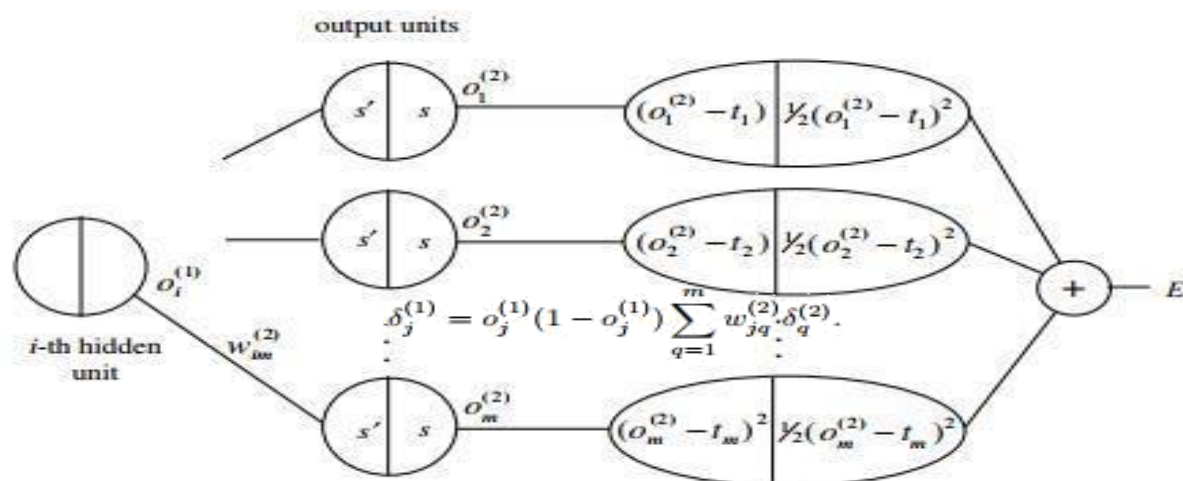
3. Algorithm Steps

After choosing the weights of the network randomly, the backpropagation algorithm described in the previous section is used to compute the necessary corrections. The algorithm can be decomposed in the following four steps:

- i) Feed-forward computation,
- ii) Backpropagation to the output layer,
- iii) Backpropagation to the hidden layer, iv) Weight updates.

The algorithm is stopped when the value of the error function has become sufficiently small





First step: Feed-forward

Computation the vector o is presented to the network. The vectors $o(1)$ and $o(2)$ are computed and stored. The evaluated derivatives of the activation functions are also stored at each unit.

Second step: Back propagation to the output layer

We are looking for the first set of partial derivatives $\partial E / \partial w^{(2)}_{ij}$. The backpropagation path from the output of the network up to the output unit j is shown in the diagram

Third step: Back propagation to the hidden layer.

Now we want to compute the partial derivatives $\partial E / \partial w^{(1)}_{ij}$. Each unit j in the hidden layer is connected to each unit q in the output layer with an edge of weight $w^{(2)}_{jq}$, for $q = 1, \dots, m$. The back propagated error up to unit j in the hidden layer must be computed considering all possible backward paths

The back propagated error can be computed in the same way for any number of hidden layers and the expression for the partial derivatives of E keeps the same analytic form\

Fourth step: weight updates

After computing all partial derivatives, the network weights are updated in the negative gradient direction. A learning constant η defines the step length of the correction. The corrections for the weights are given by

$$\Delta w_{ij}^{(2)} = -\eta o_i^{(1)} \delta_j^{(2)}, \quad \text{for } i = 1, \dots, k+1; j = 1, \dots, m,$$

$$\Delta w_{ij}^{(1)} = -\eta o_i \delta_j^{(1)}, \quad \text{for } i = 1, \dots, n+1; j = 1, \dots, k,$$

5. List of software and dataset used

1. Java 1.8: Java version 1.8 used as the Programming language.
2. Excel 2017 used as data storage.
3. Image Pixel Matrix Download from MNIST Dataset (LeCun, Cortes, & Burges, n.d.)
4. org.apache.poi Excel Library to read Excel data

We used Eclipse IDE as Programming Platform and Windows 10 as the Operating system. Since java is Platform independent programming language runs on Jvm this application has cross platform execution capabilities. We didn't test this application in any Other OS except windows)

6. Results

The results of applying the testing data set is demonstrated in Tables 1 and 2. Table 1 the shows if the result of each digits from 0 to 9 given to the network and it shows what output network has been settled after running through the algorithm. In Table 2 overall performance of the network on all inputs (digits 0-9) are shown, furthermore it shows that the network will return 91% of the handwritten digits properly.

7. Conclusion and Future Work

In this study, a version of backpropagation learning algorithm along with feedforward multilayer perceptron was used to recognize the digits 0 to 9. The performance of the network had been tested using the MNIST handwritten database. The performance of the network is discussed and overall performance over digits 0 to 9 shows a 91% accuracy rate. We are planning to extend this work to the Latin-based and non-Latin-based handwriting character recognition datasets.

Table 1. Testing Results for the digits 0-9 using the proposed network

Test for No: 0 Answer : 0	Test for No: 1 Answer : 0	Test for No: 2 Answer : 1	Test for No: 3 Answer : 2	Test for No: 4 Answer : 3
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4
Test for No: 0 Answer : 0	Test for No: 1 Answer : 1	Test for No: 2 Answer : 2	Test for No: 3 Answer : 3	Test for No: 4 Answer : 4

Table 2. Accuracy of the proposed algorithm with respect to different digits

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