Apple - Newton Handwriting Recognition

Snowbird '96

Larry Yaeger Apple Computer, Inc.

(in collaboration with...)





Handwriting Recognition Team

Core Team

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Other Contributors

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Overview

- Why, What, and How
- Segmentation
- Neural Network Issues
- Search with Context
- Future Directions





Why Handwriting Recognition?

- Vertical Markets
 - InsuranceHospitals Form-Filling

 - Shipping
 - Copy-Editing S

Horizontal Markets

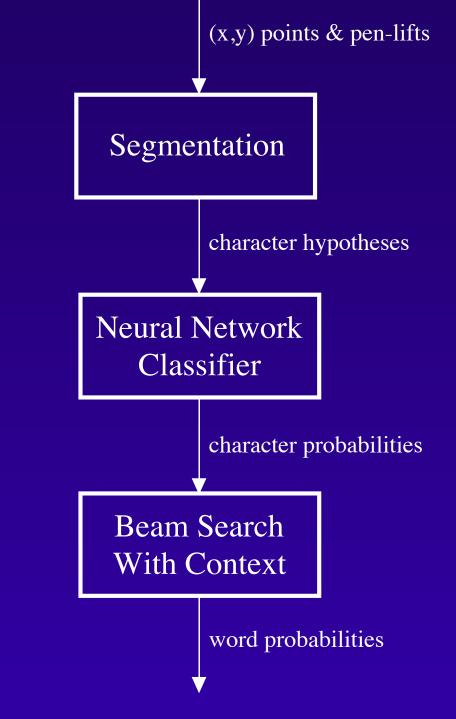
- Non-Typists & Computerphobes
 - "If it doesn't have a keyboard,
 - it's not a computer"
- PDA's & True Notebook Computers
- Foreign Markets
 - Ideographic languages







ANHR's Pipeline Architecture

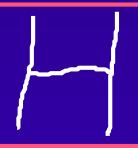






Integrated Segmentation and Recognition

- Which Strokes Comprise Which Characters?
- Constraints
 - All Strokes Must Be Used
 - No Strokes May Be Used Twice
- Efficient Presegmentation
 - Avoid Trying All Possible Permutations
 - Based on Overlap, Crossings, Aspect Ratio, etc.
- Full Printable ASCII Presents Some Challenges







Neural Network Classifier

- Inherently Data-Driven
- Learn from Examples
- Non-Linear Decision Boundaries
- Effective Generalization





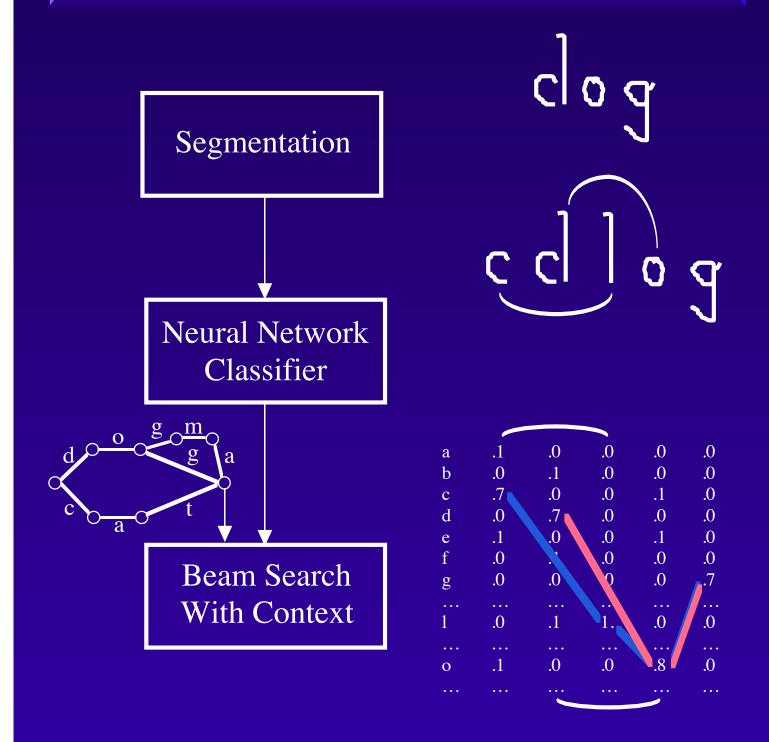
Context Is Essential

- Humans Achieve 90% Accuracy on Characters in Isolation (for Our Database)
 - Word Accuracy Would Then Be ~ 60% or Less (.9^5)
- Variety of Context Models Are Possible
 - N-Grams
 - Word Lists
 - Regular Expression Graphs
- "Out of Context" Models Also Necessary
 - "xyzzy", Unix Pathnames, Technical/Medical Terms, etc.





ANHR's Pipeline Architecture







Segmentation





Segmentation

Ink	Segment Number	Segment	Stroke Count	Forward Delay	Reverse Delay
C 0 9	1	C	1	3	1
	2	C	2	4	2
	3	CO	3	4	3
	4		1	2	1
	5	0	2	2	2
	6	0	1	1	1
	7	9	1	0	1





Neural Network Classifier





Network Design

• Variety of Architectures Tried

- Single Hidden Layer, Fully-Connected
- Multi-Hidden Layer, Receptive Fields
- Parallel Classifiers Combined at Output Layer

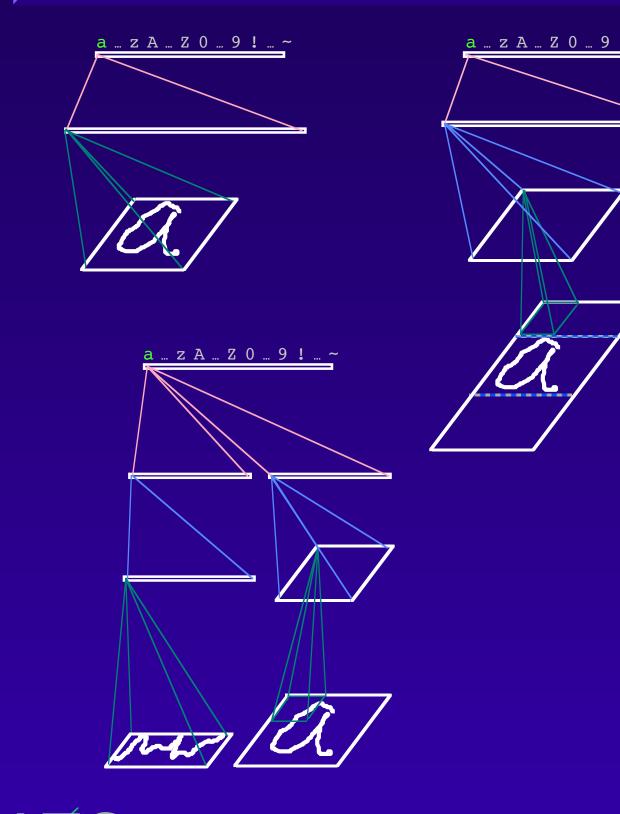
• Representation as Important as Architecture

- Anti-Aliased Images
- Baseline-Driven with Ascenders and Descenders
- Stroke-Features





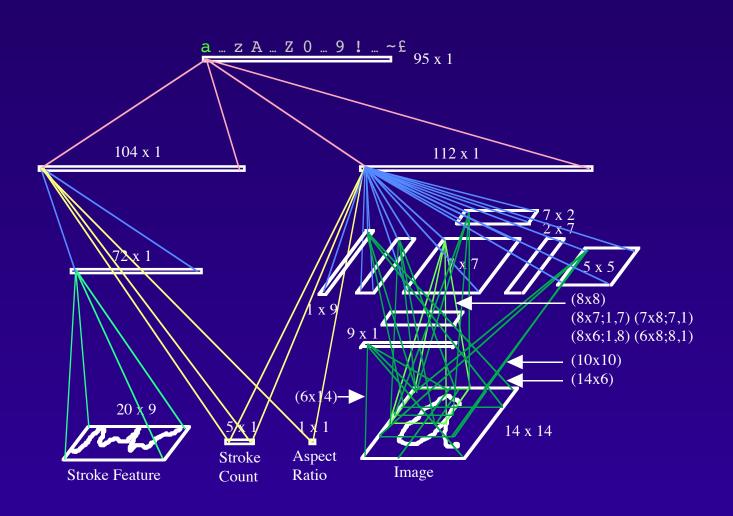
Network Architectures







Network Architecture







- Based on Recognition of Fact that Most Training Signals are Zero
 - Training Vector for Letter "x"

a ... w x y z A ... Z 0 ... 9 ! ... ~ 0 ... 0 1 0 0 0 ... 0 0 ... 0 0 ... 0

- Forces Net to Attempt to Make Unambiguous Classifications
- Difficult to Obtain Meaningful 2nd and 3rd Choice Probabilities





• We Reduce the BP Error for Non-Target Classes Relative to the Target Class

- By a Factor that "Normalizes" the Non-Target Error Relative to the Target Error, Based on the Number of Non-Target vs. Target Classes
- For Non-Target Output Nodes

 e' = e
 d
 (N_{outputs} 1)

 Allocates Network Resources to Model Low-Probability Regime





- Converges to MMSE Estimate of f(P(class|input),A)
- We Derived that Function:

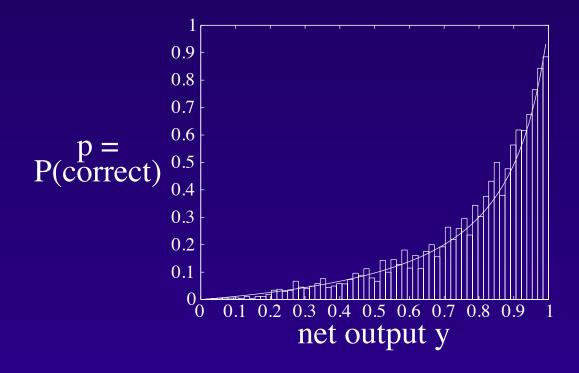
 $<\hat{e}^2> = p (1-y)^2 + A (1-p) y^2$ where

p = P(class|input),A = 1 / d (N_{outputs} - 1)

- Output y for Particular Class is Then:
 y = p / (A A p + p)
- Inverting for p:
 p = y A / (y A y + 1)



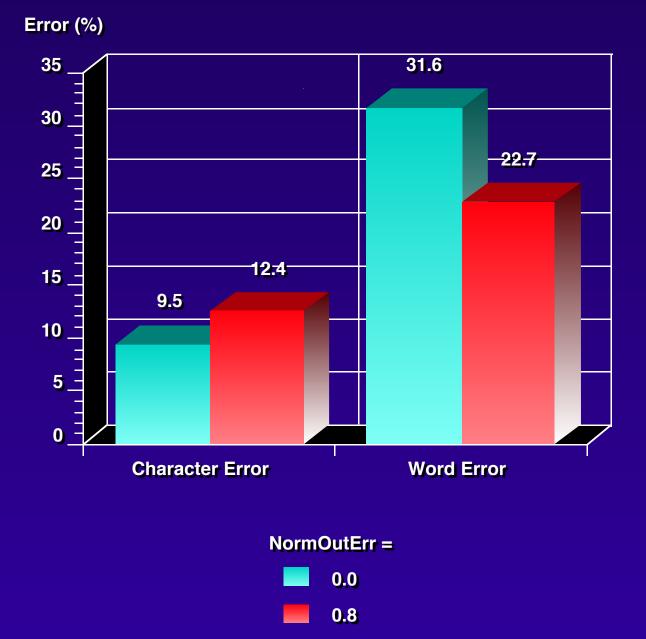




Empirical p vs. y histogram for a net trained with A=0.11 (d=0.1), with corresponding theoretical curve











Negative Training

 Inherent Ambiguities Force Segmentation Code to Generate False Segmentations

 Ink Can Be Interpreted in Various Ways...
 COQ

• "dog", "clog", "cbg", "%g"

 Train Network to Compute Low Probabilities for False Segmentations





Negative Training

Modulate Negative Training by

- Negative Error Factor (0.2 to 0.5)
 - Like A in Normalized Output Error
- Negative Training Probability (0.05 to 0.3)
 - Also Speeds Training
- Too Much Negative Training

 Suppresses Net Outputs for Characters that Look Like Elements of Multi-Stroke Characters

(I, 1, 1, 0, 0, 0)

 Slight Reduction in Character Accuracy, Large Gain in Word Accuracy





Stroke Warping



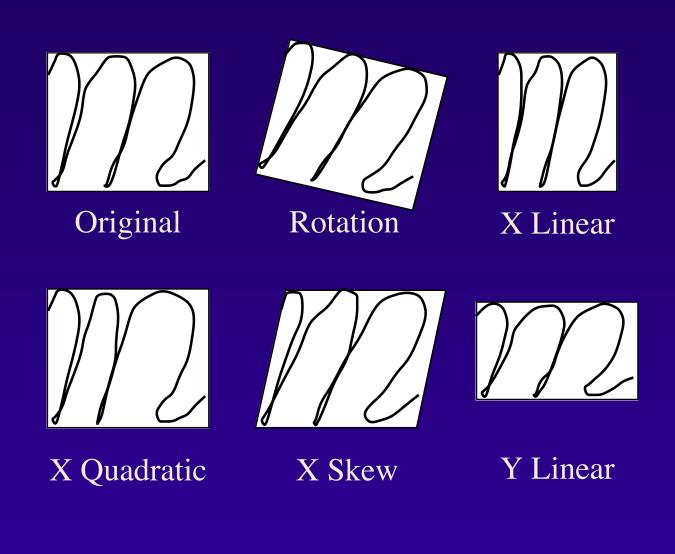
 Produce Random Variations in Stroke Data During Training

- Small Changes in Skew, Rotation, X and Y Linear and Quadratic Scaling
- Consistent with Stylistic Variations
- Improves Generalization by Effectively Adding Extra Data Samples





Stroke Warping







Frequency Balancing

 Skip and Repeat Patterns to Balance Class Frequencies

• Instead of Dividing by the Class Priors

- Produces Noisy Estimate of Low Freq. Classes
- Requires Renormalization
- Compute Normalized Frequency, Relative to Average Frequency

$$F_{i} = S_{i} / (1/C \sum_{j=1}^{c} S_{j})$$





Frequency Balancing

- Compute Repetition Factor
 R_i = (a / F_i)^b
- Where a (0.2 to 0.8) Controls Amount of Skipping vs. Repeating
- And b (0.5 to 0.9) Controls Amount of Balancing





Error Emphasis

 Probabilistically Skip Training for Correctly Classified Patterns

- Never Skip Incorrectly Classified Patterns
- Just One Form of Error Emphasis
 - Can Reduce Learning Rate/Error for Correctly Classified Patterns
 - And Increase Learning Rate/Error for Incorrectly Classified Patterns





Training Probabilities and Error Factors

Segment	Туре	Prob. of Usage		Error Factor	
C		Correct	Incorrect	Target Class	Other Classes
0	POS	0.5	1.0		
9		0.5	1.0	1.0	0.1
С					
CO					
	NEG	0.18		NA	0.3
0					
09					
०वु					





Annealing

- Start with Large Learning Rate, then Decay
 - When Training Set's Total Squared Error Increases
- Start with High Error Emphasis and Frequency Balancing, then Decay





Training Schedule

Phase	Epochs	Learning Rate	Correct Train Prob	Negative Train <u>Prob</u>
1	25	1.0 - 0.5	0.1	0.05
2	25	0.5 - 0.1	0.25	0.1
3	50	0.1 - 0.01	0.5	0.18
4	30	0.01 - 0.001	1.0	0.3





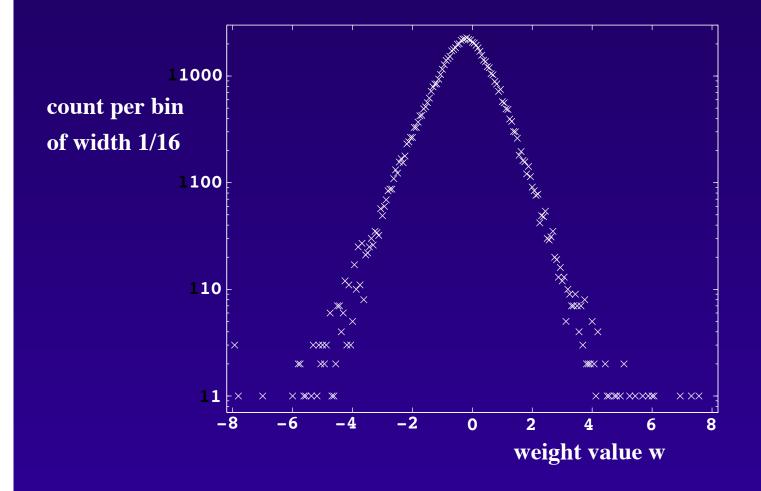
Quantized Weights

- Forward/Classification Pass Requires Less Precision Than Backward/Learning Pass
- Use One-Byte Weights for Classification
 - Saves Both Space and Time
 - ±3.4 (-8 to +8 with 1/16 Steps)
- Use Three-Byte Weights for Learning
 ±3.20
- Newton Version Currently
 - ~200KB ROM (~85KB for weights)
 - ~5KB-100KB RAM
 - ~3.8 Char/Second





Quantized Weights







Search with Context

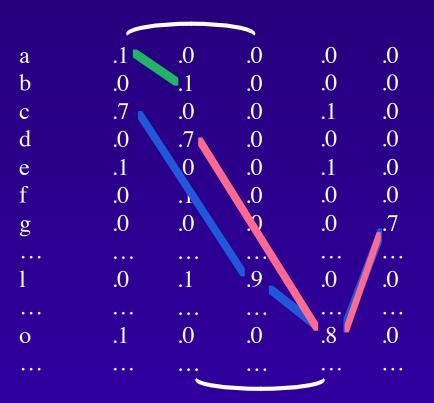




Viterbi Beam Search

• Viterbi: Only One Path Per Node is Required for Global Optimum

 Beam: Low Probability Paths are Unlikely to Overtake Most Likely Paths







Integration with Character Segmentation

- Search Takes Place Over Segmentation Hypotheses (as Well as Character Hypotheses)
- Stroke Recombinations are Presented in Regular, Predictable Order
- Forward and Reverse "Delay" Parameters Suffice to Indicate Legal Time-Step Transitions





Integration with Word Segmentation

 Search Also Takes Place Over Word Segmentation Hypotheses

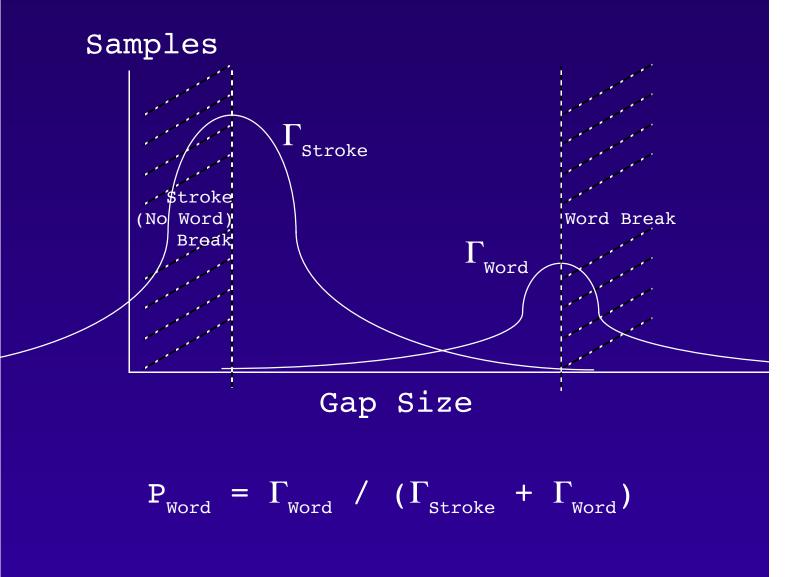
- Word-Space Becomes an Optional Segment/Character
 - Weighted by Probability ("SpaceProb") Derived from Statistical Model of Gap Sizes and Stroke Centroid Spacing

 Non-Space Hypothesis is Weighted by 1-SpaceProb





Word Segmentation Statistical Model







Integration with Context

• Lexical Context Graphs Guide Search

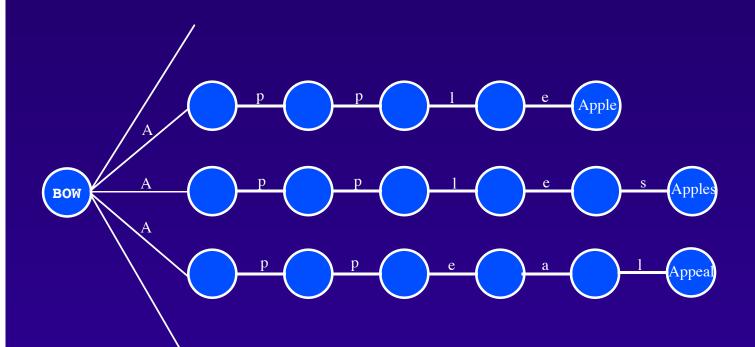
- Each Graph May or May Not Have Letter Transition Probabilities
 - "Langs" Do
 - "Dicts" Do Not
- Langs and Dicts Are Created from
 - Word Lists
 - Regular Expression Grammar
- Multiple Langs and Dicts Are Searched Simultaneously





Lexical Trees (The Wrong Way)

• Words Stored Separately

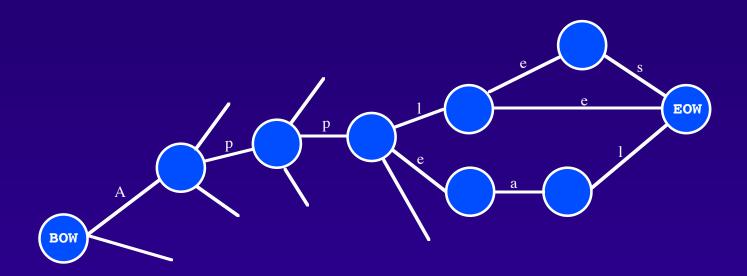






Lexical Trees (The Right Way)

• Word Starts Merged Together

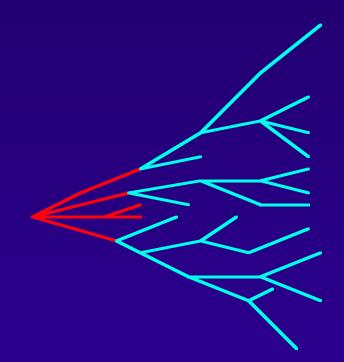






The Problem with Trees

- Trees Are Compact at the Base...
- ... but Have Many Leaves

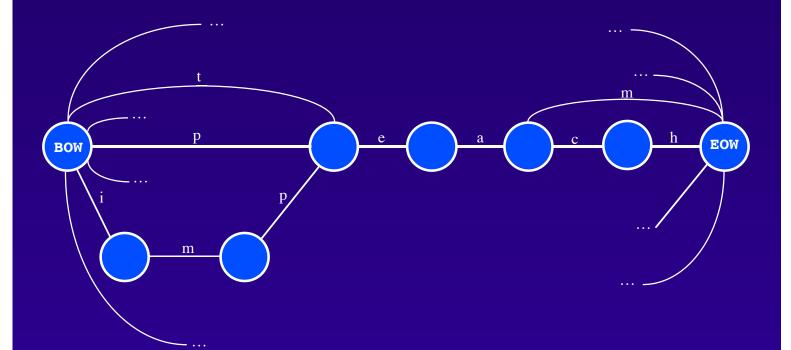






Lexical Graphs (Another Way)

• Word Endings Also Merged Together (e.g., team, teach, peach, impeach)







Consequences of Graph Convergence

• Probabilities Merged (or Discarded)

- Currently Averaged if Retained
- Threshold for Merging
- Dicts Don't Care

• Exit Viterbi or N-Best

- "met", "net", or "wet" May Be Three Top Choices
- All But One Eliminated by Convergence to "...et"
- Carry N Best Paths, Regardless of Node-Sharing
 - Beam Still Works





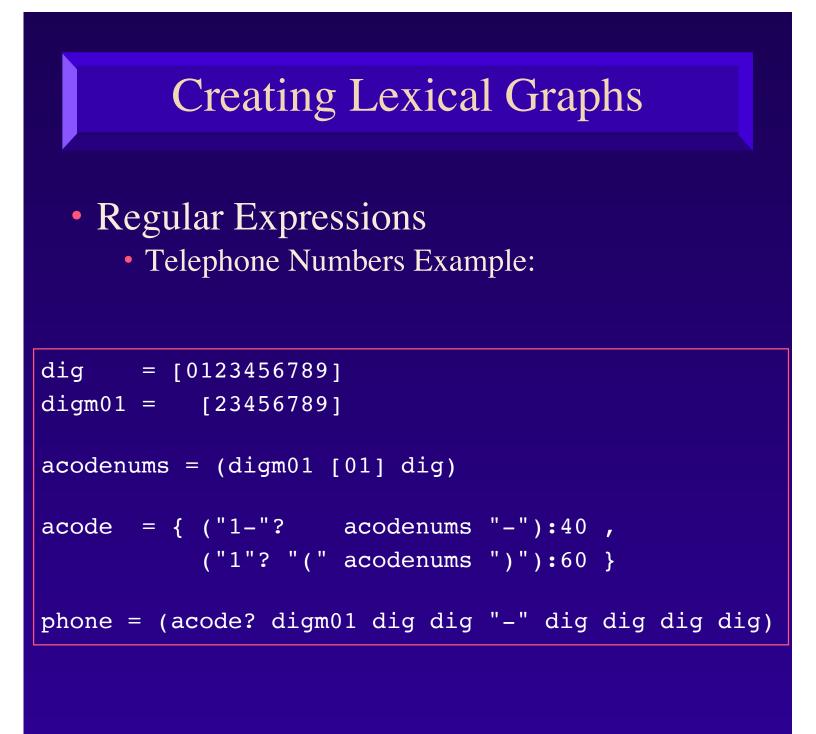
Creating Lexical Graphs

Word Lists

- With or Without Word-Frequencies
- Newton Uses Dicts Exclusively (No Transition Probabilities)
- Three-Tiered Word Classification
 - ~1000 Most Frequent Words
 - Few Thousand Moderately Frequent Words
 - Equivalent to ~100,000 Word Dictionary
 - Combined with Prefix & Suffix Dictionaries (For Alternate, Inflectional Forms)
- Full Word- & Letter-Frequency Information Can Be Retained if Desired (But Are Not for Newton)











Combining Lexical Graphs: "BiGrammars"

 Define Contexts as Probabilistic Combinations of Lexical Graphs

• Simple Telephone Context Example:

BiGrammar2 Phone

[phone.lang 1. 1. 1.]





More Complex BiGrammar

```
BiGrammar2 FairlyGeneral
(.8
   (.6
      [WordList.dict .5 .8 1. EndPunct.lang
                                              .21
      [User.dict .5
                         .8 1. EndPunct.lang .2]
   )
   • 4
                     .5 .8 1. EndPunct.lang .2]
      [Phone.lang
                         .8 1. EndPunct.lang .2]
                     • 5
      [Date.lang
(.2
   [OpenPunct.lang 1. 0.
                            • 5
      (.6
         WordList.dict .5
        User.dict
                       • 5
      (.4
         Phone.lang
                       • 5
        Date.lang
                       • 5
      )
   ]
[EndPunct.lang 0. .9 .5 EndPunct.lang .1]
```





Geometric Context

 Estimates of Baseline, Topline, etc. Have Too Many Pathological Failure Modes

Produces Erratic Recognition Failures

 Use Relative Geometric Positions and Scaling Between Character Pairs ("GeoContext")





Recognition Ambiguity

SCUDA





GeoContext Example

"if" from Uservs Table

Eig

Error Vector of Eight Differences

(User Data Scaled to Minimize Error Magnitude)





GeoContext Scoring

• Character Hypotheses Yield Expected Positions from Table

- To Within a Scale Factor and Offset
 - User Data Scaled to Minimize Computed Error
- Table is Learned in Data-Driven Process
- Error Vector is Computed
 - Modeled by Full Multi-Variate Gaussian
 Distribution for All Characters
- Quadratic Error Term Used as Score
 - Based on Inverse Grand Covariance Matrix





Old Newton Writing Example

when Year-old Arabian retire tipped off the Christmas wrap No square with delights Santa brought the Attacking hit too dat would Problem was, Joe talked Bobbie His doll stones at the t in its army Antiques I machine gun and hand decades At its side it says things like 3 "Want togo shopping" The Pro has claimed responsibility that's Bobbie Liberation Organization. Make up more than 50 Concerned parents 3 Machinist 5 and oth er activi the Pro claims to have crop if Housed switched the voice boxes 300 hit, Joe and Bobbie foils across the United States this holida Season we have operations All over the country" said one pro member 5 who wished to remain autonomous. "Our goal is to c and correct Thu problem of exposed stereo in editorials toys."





ANHR Writing Example

When 7-year-old Zachariah Zelin ripped off the Christmas wrapp he squealed with delight. Santa brought the talking G.I.Joe doll wanted. Problem was, Joe talked like Barbie. His doll stands at ready in its Army fatigues, machine gun and hand grenades at it But it says things like, Il Want to go shopping?" The BLO has c responsibility. That's Parbie Liberation Organization. Made up more than 50 concerned parents, feminists and other activists, the claims to have surreptitiously switched the voice boxes on 300 G and Barbie dolls across the United States this holiday season. "V have operatives all over the country," said one BLO member, wh wished to remain anonymous. "Our goal is to reveal and correct problem of gender-based stereotyping in children's toys!"





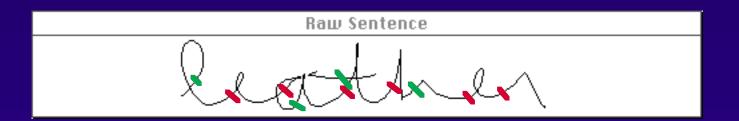
ANHR Extensions





Cursive Handwriting

 Use Integrated Segmentation and Recognition with Stroke Fragments









Chinese/Japanese/Korean

- Decompose Ideographic Characters ("Words") Into Radicals ("Characters") and Strokes, with Order and Placement Statistics
- Net Classifies "Alphabet" of About 300 Radicals
- Structure Lexicon in Terms of Legal Radical Sequences



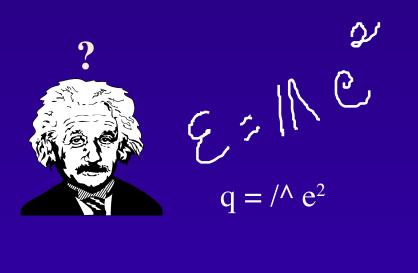


User Independence vs. Adaptation

 Walk-Up Performance Drives In-Store Perception



 Individual Accuracy Drives Personal Use and Word of Mouth







User Adaptation

- Neural Net Classifer Based On an Inherently Learning Technology
- Learning Not Used in Current Product Due to Memory Constraints
- User Independent "Walkup" Performance is Maintained!





User Adaptation

User Training Scenario

- 15-20 min. of Data Entry
 - Less for Problem Characters Alone
- As Little as 10-15 minutes Network Learning
 - One-Shot Learning May Suffice
 - May Learn During Data Entry
 - Maximum of 2.5 hours (~12 Epochs)

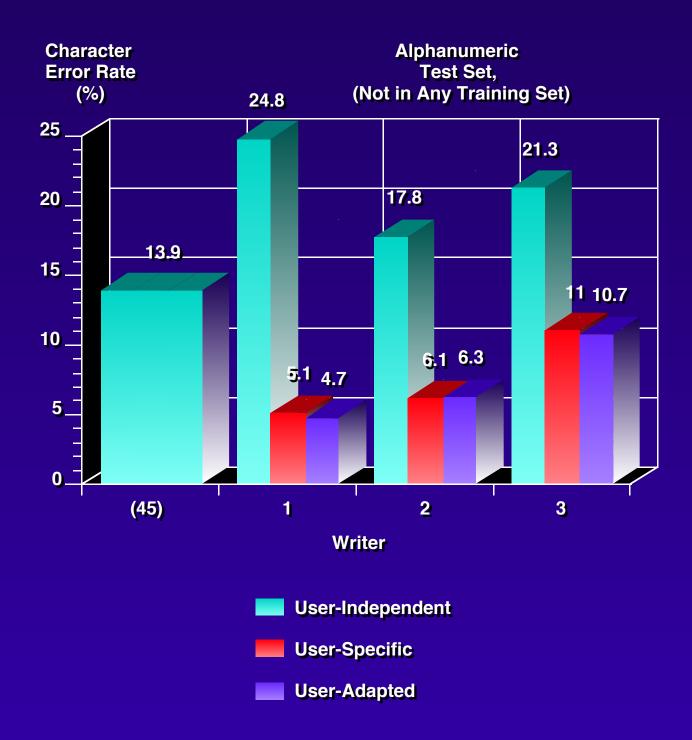
Learn on the Fly

- Need System Hooks
- Can Continuously Adapt!
- Choosing What to Train On is Key System Issue





The Significance of Adaptation









The Power +o he your 6est