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Pattern Recognition using Modified Compression Algorithm with Mexican Hat (MCAMH)

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Abstract - Making a machine understand and recognize a character is a challenge. This is also factored as many researchers have indulged in building worthy hardware and necessary software for character recognition. A well known tool to solve this problem is Artificial Neural Network (ANN). In this paper, Mexican Hat, a fixed-weight net, is used to improve the precision than the previous attempts which already have been introduced. Here 14 X 14 image matrices have been taken as input and then compressed into 7 X 7 matrices, reducing the elements which are of no or little significance. Mexican Hat is used to recognize the alphabet.

Keywords: ANN, MCAMH, Compression, Mexican Hat

I. INTRODUCTION

Many proposals have been made on developing various Expert Systems using Artificial Neural Network (ANN) to recognize characters. During character recognition, we often encounter a situation in which we have more information about the possible correct response of the net than we are able to incorporate, specifically, when we apply a net which is trained to classify the input signal into one of the output categories. In these circumstances, a net based on competition is forced to make a decision as to which only one unit will respond. Thus, the accuracy of the output can certainly be increased [2].

Several attempts have already been made for recognizing the characters. Row-wise Segmentation Technique is an approach where the matrix is segmented row-wise and then the elements are presented to the net for recognition, [3]

In Perceptron learning method, common features among the characters are distinguished which is nothing but an ANN [1, 2, 4].

Here, a novel technique has been introduced using modified compressed algorithm and Mexican Hat to recognize characters.

The whole process comprises compression of the input matrix, linear array representation of the matrix, application of Mexican Hat algorithm and at last plotting the graph, based on that the character is recognized.

I. METHODOLOGY

Here each character is enclosed in a box comprising 14 X 14 pixel in jpeg format. The matrix is a binary matrix notifying all the pixels as 0s except the character. The character pattern is presented as sequence of 1s. As it is a large matrix containing a large number of non significant elements which impart no information about the actual

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pattern, the matrix is compressed into a matrix of size 7 X 7. The matrix cannot be compressed any further as there is a risk of data loss. Mexican Hat is used to train the net. Now the trained net takes the test character as input. Based on the accuracy of the output, the efficiency is then determined.

A. Compression of 14 X 14 matrix into 7 X 7 matrix

To reduce the unnecessary elements the matrix is hereby compressed into a lower dimension, but any further compression cannot be done. Matrix M is taken as input and the output after compression is matrix M_c using the function Θ . The function Θ contains a modified compression methodology which will be illustrated in the Algorithm.

The matrix M is split into n uniform blocks. Each block: M_{blck_i} comprises m x m dimension^[1].

• Algorithm of Compression

 $\begin{array}{l} \textit{Step1:} \ \text{Input Matrix M.} \\ \textit{Step2: Considering M_blck_i as the i^{th} block of M which is split M into n uniform blocks.} \\ \textit{Step3: Consider iteration (i = 1 to n)} \\ & M_c_i = \Theta \left(M_blck_i \right) \\ & \text{End} \\ \\ \{M_c_i \text{ is the } i^{th} \text{ element of the compressed matrix M_c and} \\ \Theta \left(M_blck_i \right) = 1, \text{ if the number of } 1s >= \text{ number of } 0s \text{ in } M_blck_i \\ \Theta \left(M_blck_i \right) = 0, \text{ if the number of } 1s < \text{ number of } 0s \text{ in } M_blck_i \\ \\ \textit{Step4: Stop.} \end{array}$

Example: Given matrix M of size 4 X 4

| | 1 | 1 | 0 | 1 |
|-------|---|---|---|---|
| М — | 1 | 0 | 0 | 0 |
| IVI = | 0 | 1 | 0 | 0 |
| | 1 | 0 | 0 | 0 |

Here M can be split into 4 uniform blocks comprising 2 X 2 dimensions each.

| M blok - | 1 | 1 | M blok - | 0 | 1 | M blek - | 0 | 1 | M blok - | 0 | 0 |
|-----------|---|---|--------------|---|---|----------|--|------------|----------|---|---|
| $M_0 = 0$ | 1 | 0 | $W_UUCK_2 -$ | 0 | 0 | | $1 \sqrt{100} 100$ | WI_DICK4 – | 0 | 0 | |

Using function Θ :

 $M_c = 1 0$

In this procedure the 14 X 14 matrix is compressed into 7 X 7 matrix reducing non significant elements.

B. Training by Mexican Hat

The 7 X 7 matrix is segmented column-wise comprising 7 columns. The matrix is converted into a linear-array (L) consisting 49 elements where the elements of the matrix is put into the array column-wise. Hence the 25^{th} element is considered as the middle element (L_i). The elements on the either side of the X_i are symmetric and the left hand-side elements are considered as L_{i-1}, L_{i-2}, L_{i-3}L_{i-24} whereas the right hand-side elements are considered as L_{i+1}, L_{i+2}, L_{i+3}L_{i+24}.

Illustration of the segmentation:

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|---------------------------------------|------------------|------------------|------------------|------------------|------------------|-------------------|------------------|-----------------------|
| M c = | 0 0 0 | 0 0 0 | 0 0 0 | 1 1 1 | 0 0 0 | 0 0 0 | 0 0 0 | |
| m_c – | 0 0 0 0 | 0 0 0 0 | 0 0 0 0 | 1 1 1 1 | 0 0 0 0 | 0 0 0 0 | 0 0 0 0 | |

Figure 1: 7X7 Matrix Showing the "I" Character after Compression

The linear array formed from the Matrix:

Here the L_i is the 25th element of L. Therefore the Mexican Hat orientation is as follows:



Figure 2: Mexican Hat interconnections for Li^[2]

Based on the linear-array L, we get three positive interconnections on the either-side of L_i . And the remaining are 0s.

Based on the external signal L, the activation function for the net is:

$$f(m) = \begin{cases} 0 & \text{if } m < 0 \\ m & \text{if } 0 \le m \le 49 \\ 49 & \text{if } m > 49 \end{cases}$$

II. ALGORITHM MCAMH

Different parameters used in the Algorithm:

 $\begin{aligned} &Ra_1 = Radius \text{ of region with positive reinforcement} \\ &Ra_2 = Radius \text{ of region of interconnection; } L_i \text{ is connected to units } L_{i+j} \text{ and } L_{i-j} \text{ for } j=1,...,Ra_2 \\ &m = \text{vector of activations} \\ &m_old = \text{vector of activations at previous time step.} \\ &k_max = \text{number of iteration} \\ &L = \text{external signal} \\ &w_j = \text{weight on inter connections between } L_i \text{ and units } L_{i+j} \text{ and } L_{i-j} \\ &w_j \text{ is positive for } 0 <= j <= Ra_1 \\ &w_j \text{ is negative for } Ra_1 < j <= Ra_2 \end{aligned}$

As the algorithm corresponds to external signal being given only for first iteration (Step5.2) of the contrast enhancing iterations we have:

Save the above in m_old (for x = 1, ..., 49) m_old_x = m_x Set the iteration counter k = 1

Step5.3: While k is less then k_max, repeat Steps 5.4 – 5.7.

Step5.4: Compute the net input (i=1,2,...,49)

$$m_{i} = Ca_{1} \sum_{k=-Ra_{1}}^{Ra_{1}} m_{o} d_{i+j} + Ca_{2} \sum_{k=-Ra_{2}}^{-Ra_{1}-1} m_{o} d_{i+j} + Ca_{2} \sum_{k=Ra_{1}+1}^{Ra_{2}} m_{o} d_{i+j}$$

Computation algorithm:

Step5.4.1: initialize i=1 repeat Step 5.4.2 to 5.4.12 until i<=49 Initialize a=0, b=0, c=0 Step5.4.2: initialize j=-Ra₁ repeat step 5.4.3 and 5.4.4 until j<=Ra₁ Step5.4.3: if ((i+j)>=1 and (i+j) <=49) then set a= a+Ca₁*m_old_{i+j} Step5.4.4: update j=j+1 Step5.4.5: set j=-Ra₂ repeat step 5.4.6 and 5.4.7 until j<=-Ra₁-1 Step5.4.6: if ((i+j)>=1) then set b=b+Ca₂*m_old_{i+j} Step5.4.7: update j=j+1 Step5.4.8: set j=Ra₁+1 repeat step 5.4.9 and 5.4.10 until j<=Ra₂ Step5.4.9: if ((i+j)>=1 and (i+j) <=49) then set c=c+Ca₂*m_old_{i+j}

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Step5.4.10: update j=j+1

Step5.4.11: set m_i=a+b+c

Step5.4.12: update i=i+1

Step5.5: Apply activation function:

m_i = \min(m_max,max(0,m_i)) (i = 1,2,...,49)

Step5.6: Save m_i to m_old_i:

m_old_i = m_i (i = 1,2,...,49)

Step5.7: Set k = k+1

Step5.8: If k > k_max then Stop;

otherwise continue.

Step6: Put the output m_i (i = 1, 2,...,49) into graph for each iteration up to k <=k_max
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Step7: Stop.

Example: Considering the input Matrix as M, and the compressed Matrix as M_c (from fig 1.1) which represents the character "I", the external signal is:

Initializing k max = 3 $Ra_1 = 3$ $Ra_2 = 24$ And determining $Ca_1 = 0.6$ and $Ca_2 = -0.4$ from the activation function f(m) and m=L. Inputting the values in algorithm MCAMH we get: (for k = 1) 19.496. 26.57, 30.45, 19.496, 10.216, 26.57,

As $k = k_{max}$ we are stopping and putting the values in the graph. The graph is like as follows:



Figure 3: Result of the Mexican Hat

As the graph is forming Mexican Hat, the net has identified the character "I" completely.

III. DISCUSSION

The result shows that the MCAMH net is very efficient. As there is a liberty to determine the number of iterations, the time and effort required for building the whole net is very little. Accuracy of identifying characters is also phenomenal. The compressed matrix is very helpful for the MCAMH net to get to the results very quickly with more precision. Although the method has been tested for one input, the process represents no flaw at all.

IV. CONCLUSION

Based on the analysis it can be acclaimed with certainty that MCAMH is highly efficient in contrast to the previously made attempts. The compression algorithm has proven to be an absolute adherent to MCAMH net by eliminating all unwanted elements without losing data from the actual input and making the compressed input an accurate one.

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