# くずし字を読む エッジAIの開発



Development of Edge AI System for *Kuzushiji* Recognition

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#### Table of Contents

- 1. 深層学習によるくずし字認識 Recognition of *Kuzushiji* by Deep Learning.
- 2. エッジA I デバイスの開発
  Development of Edge Al System.
- 3. クラウドA I との連携 (Future Works)
  Cooperation between Cloud and Crowd Edge Al.

#### Introduction

# Project to build an international collaborative research network for pre-modern Japanese texts (NIJL-NW project)

was inaugurated at the National Institute of Japanese Literature in 2014, and it was decided to convert <u>approximately 300 thousand "Pre-modern Japanese Books"</u> into image data to be amalgamated with the bibliographic data base to produce "Database of Pre-modern Japanese Books".



Too many books to interpret!
Please develop the ICT system to help us!

Japanese literature researchers

#### Problem formulation

Discrimination of *Kuzushiji* images to character types represented by Unicode.



(ex) Classifying "の" in spite of different original *Kanji* characters.

**\** 

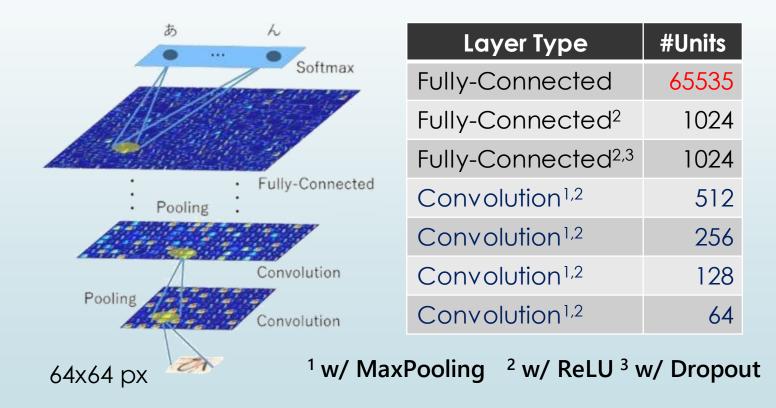
**Neural network approach** (since 2015)

## Why neural network approach?

- It may be possible to learn the difference in the characteristics of *Kuzushiji* (hand-written/prints, genres, regions, periods, etc).
  - → no need to prepare a large database.
- Once the model is built, the time required for inference (recognition) is very short.
  - → It can be realized as the application software operated even on small computers.

#### Network architecture

#### 18-Layered Convolutional Neural Network (CNN)



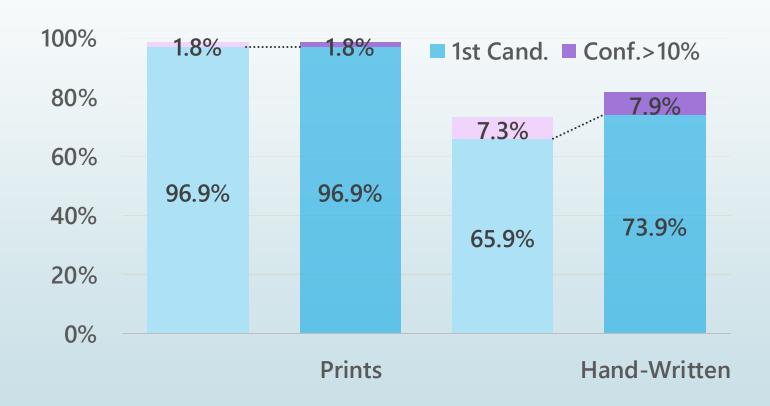
Y. Zhang, "Deep convolutional network for handwritten Chinese character recognition", CS231N course project

# Datasets for Learning

	WWW Download		Manual Extraction					
	CODH Data	和翰名苑	ADEAC Data	CODH Data	五體字類	Total	#char type	Total/ #char
Kana	714,568	3,265	9,061	9,511	1,473	737,878	77	9,583
	(96.82%)	(0.44%)	(1.23%)	(1.29%)	(0.20%)			
Kanji, Others	360,550	_	17,068	2,207	_	379,825	4,258	89
	(94.96%)		(4.49%)	(0.58%)				
Total	1,075,118	3,265	26,129	11,718	1,473	1,117,703	4,335	258
	(96.19%)	(0.29%)	(2.34%)	(1.05%)	(0.13%)			
#char type	4,299	48	1,638	417	48			

### Recognition Results

compared with learning by CODH data only

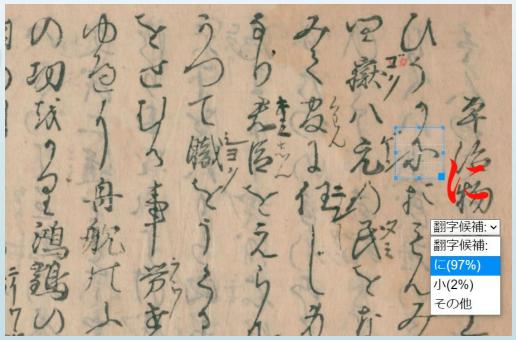


# WWW Application (http://vpac.toyota-ct.ac.jp)

When loading a document image and select one character by a mouse or a finger, the recognition result is output immediately.

豊田高専 くずし字





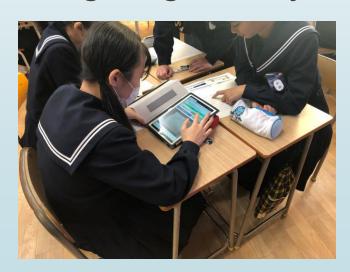
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# Development of standalone system for recognition of Kuzushiji

- At present, there are not many schools and community facilities that have the internet environment such as Wi-Fi that can be used by a large number of people.
- We have been developing the standalone (edge AI) system by small computers for extracting and recognizing *Kuzushiji*.





# "Kuzushiji recognizer" by cheap and small Al camera





(Recognition rate  $\approx 75\%$ )

## "Kuzushiji recognizer" by Raspberry Pi

System that automatically extracts and recognizes *Kuzushiji* from pre-modern Japanese book images using Raspberry Pi, small and inexpensive single-board computers.



In the captured image, character areas can be detected in about 5 seconds.

The network can recognize a *Kuzushiji* character in about 0.08 seconds.

### Evaluation(#Char.=939)

#### Results of extracting

- **►** Precision 92.6%
- Recall 87.4%
- ► F-measure 89.9% (#Output Char.=887, #Accurate Char.=821)

#### Results of recognition

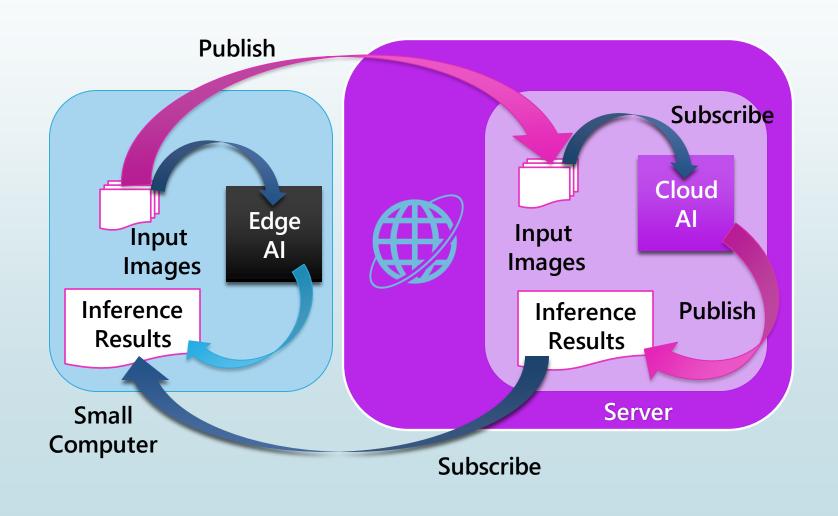
- **■** Precision 76.3%
- **■** Recall 72.1%
- ► F-measure 74.2% (#Accurate Char.=677)

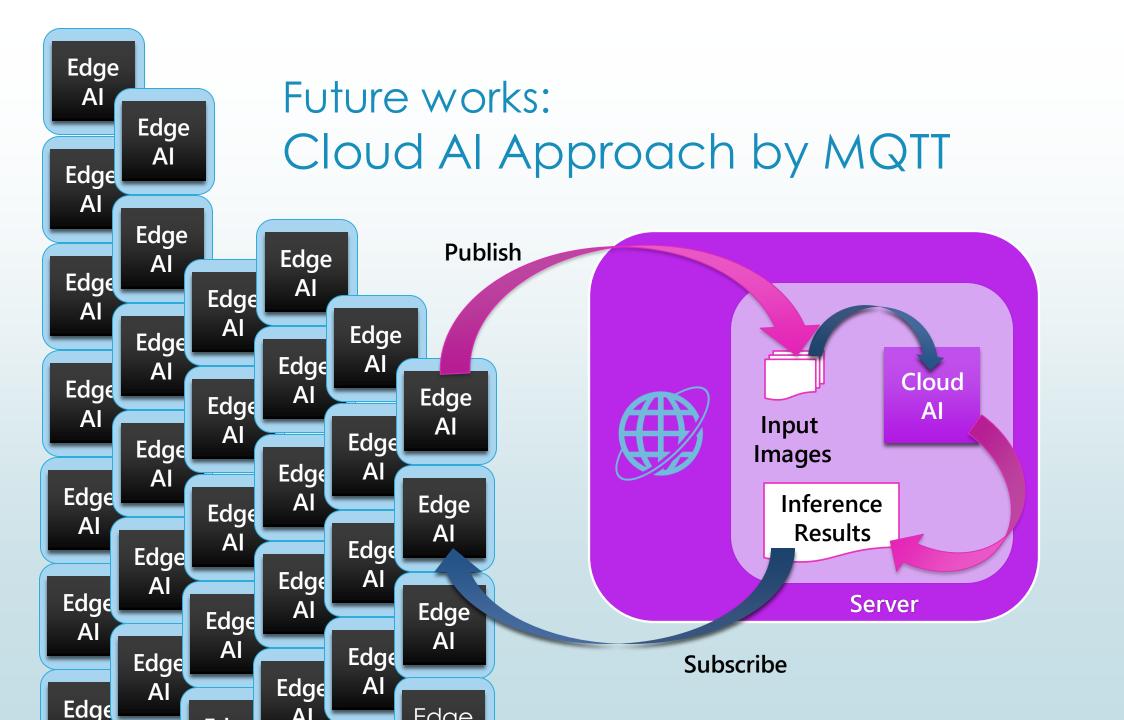
(Top 5 in certainty)

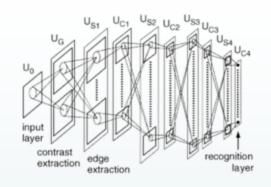
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# Future works: Cloud Al Approach by MQTT







Арр

Neocognitron (Fukushima 1979) can recognize *Kuzushiji* (Hayasaka, et al. 2015).

Semantic Approach Ontology

Schema

Characters



1st Al Boom

Perceptron (1950s-70s)

Possible to solve simple problems.

2<sup>nd</sup> Al Boom

Multi-Layered Perceptron

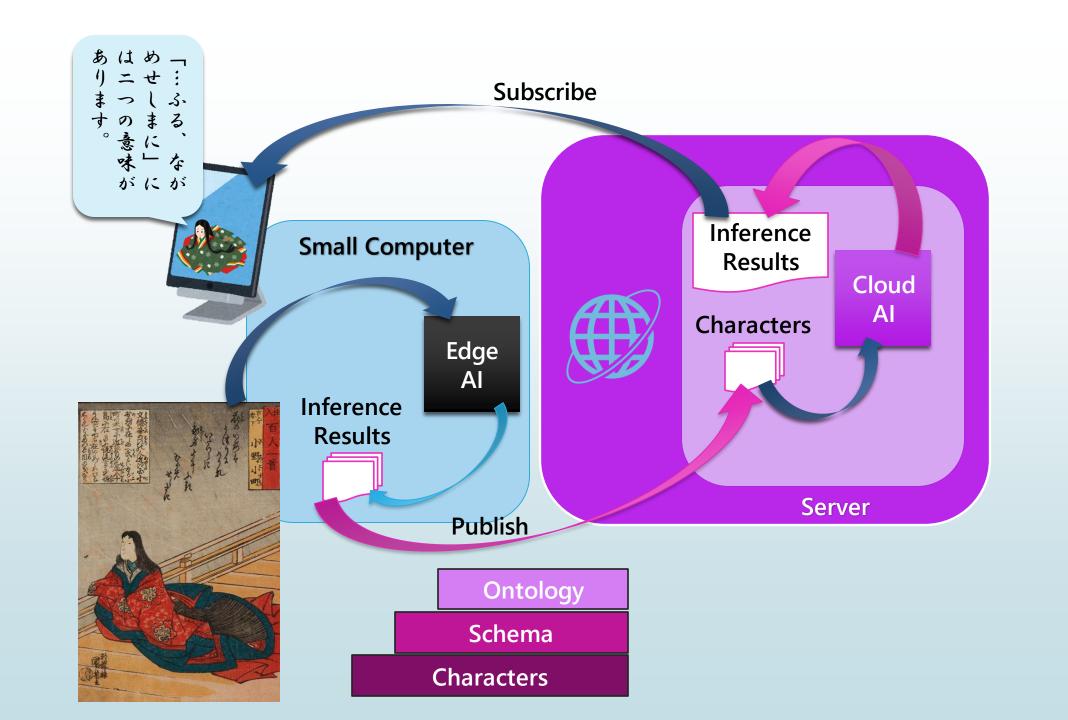
(1980s-90s)

Possible to solve annoying problems.

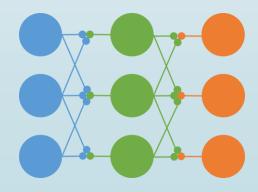
3<sup>rd</sup> Al Boom

Deep Learning (2010s-)

Possible to solve problems we cannot think of answers (at super high speed).



# Thank you for your attention.



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