#### Math Spotting in Technical Documents Using Handwritten Queries

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# Math spotting



- OCR (optical character recognition) avoided
- Structure feature & Visual feature

# Document image and query image

This file is prepared by running latex A.tex and cutting the pictures out of the resulting preview. Relevant parts x + y de are reproduced under each of the pictures. Here are some s Other examples include:  $x + y = \frac{x}{x+y}$ . So 2 bols have an explanatory text.  $\int_a^b f(x) dx$ ,  $\int_a^b f(x) dx$ , This text is found in the latex code, mostly stating that they are parts of some spacial setup and cannot be used in standard LaTeX.

Document image



# X-Y cutting





# X-Y cut and X-Y tree









Page

# Sub-tree matching

- What if we can find a matched sub-tree in the page tree?
- What we want? Speed & Accuracy
- Problems?
  Inexact matching



X-Y tree for query

X-Y tree for page

# Noise and "Bad Division"





**Cutting in Query** 

of a curvature estimate at each point is analogous to the DOS methods; the angle of curvature at point  $p_i$ is given by

	i - m/2		i+m/2+s	
$\theta_i =$	$\sum$	$c_j$ –	$-\Sigma$	cj.
j	=i-s-m/2	<b>±</b> 1	i+m/2	<b>H</b> 1

For handprinted characters, the 'angle accumulation algorithm' of Lee et al. [9] uses differential chain code values as a measure of local change in curva-

Bad Division

Cutting in Page

- Avoid noise
- Control the way in which regions are cut
- Rectangles whose size smaller than thresholds will be ignored



Horizontal Projection

- Dominant height/width of characters
- Ch = Mode(h1,h2,...hn), where hn represents the heights of lines in one page
- W<sub>h</sub> = Mode(W<sub>1</sub>,W<sub>2</sub>,...W<sub>n</sub>), where W<sub>n</sub> represents the widths of blank spaces in one line
- Scaled linearly based on the current region's height and width

# **Equivalency Class**



- Two trees have same code (equivalence class number) if and only if they are isomorphic
- Bottom-up algorithm with linear time in the size of the trees

A.V. Aho, J.E. Hopcroft, and J.D. Ullman. The design and analysis of computer algorithms. Addison Wesley, Reading, Mass, 1974.

# Ranking by Equivalency Class



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# Ranking by Equivalency Class



Page

# Ranking by Equivalency Class



#### **Other Rankings**

- Ranking by Number of Nodes:
  - Divide the page nodes into bins based on their size.
  - Start with the size of the query root.
  - Search for the page nodes in decreasing size order.
- <u>Ranking by both equivalence class number and number of nodes:</u>
  - Generate the equivalence class number for both query and page.
  - Start with the query root and by decreasing order.
  - Find all the exact sub-matches in the page tree.

### **Visual Feature**



Distance = 
$$\sum_{i=1}^{9} \frac{(Q_i - P_i)^2}{P_i}$$

Where Qi and Pi represents the sum of pixel intensity in the sub-region in query and candidate respectively

- Dividing the region into nine sub-regions and computing sum of pixel intensity respectively
- Ranking the candidates by decreasing visual similarity

# **Problems and Future work**

• The situation where the target is "scattered" in the page.



• <u>q03vp03.htm</u>

# **Problems and Future work**

Different Rankings

More visual features && comparison

Document image indexing

# Thanks

#### **Question?**