



Daniele Fusi

# **Application of neuronal recognition to digital editions**

# Digital editions and specialized applications

## DIGITAL EDITION SYSTEM

- monographic corpora:
  - *Sydney*: digital corpus of Classical Greek Theatre (inscriptions, literary passages, archaeological data)
  - *Padoa*: heroes (inscriptions, literary passages)
- Greek and Latin, ancient and medieval inscriptions collections

## SPECIALIZED APPLICATIONS

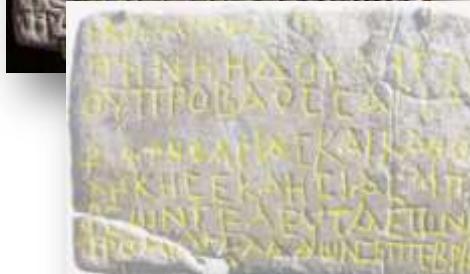
- edition as a base for **specialized applications**, which in turn add new data to it:
  - **linguistical** applications (language evolution, morphological inflection engine)
  - automated full prosodical and **metrical** analysis
  - **paleographical** applications

# Epigraphical texts and images

- digital **drawings**
- text / image  
*synchronized*  
reading
- online virtual  
paleographical  
measurements



retouched  
digital photo



digital drawing



ΕΚΟΙΜΗΣΩ ΤΓ  
ΗΡΗΝΗ ΔΟΥΑ ΗΤΓΙ  
ΘΥΤΡΟΒΔΟ Ο ΣΑΡΙΔ  
Φ Α Τ Η Σ Α Γ Ι Δ Σ Κ Α Ι Κ Α Θ Ο  
Σ Η Κ Η Σ Ε Κ Λ Η Σ Ι Δ Σ Λ Ι Π  
Ω Σ Ν Τ Ε Λ Ε Υ Τ Α Ε Τ Σ Ι Λ  
Π Ρ Ο Μ Ι Α Τ Ξ Λ Α Ζ Σ Ν Σ Τ Τ Ε Β Ρ Ι



extracted drawing



[www.fusisoft.it](http://www.fusisoft.it)



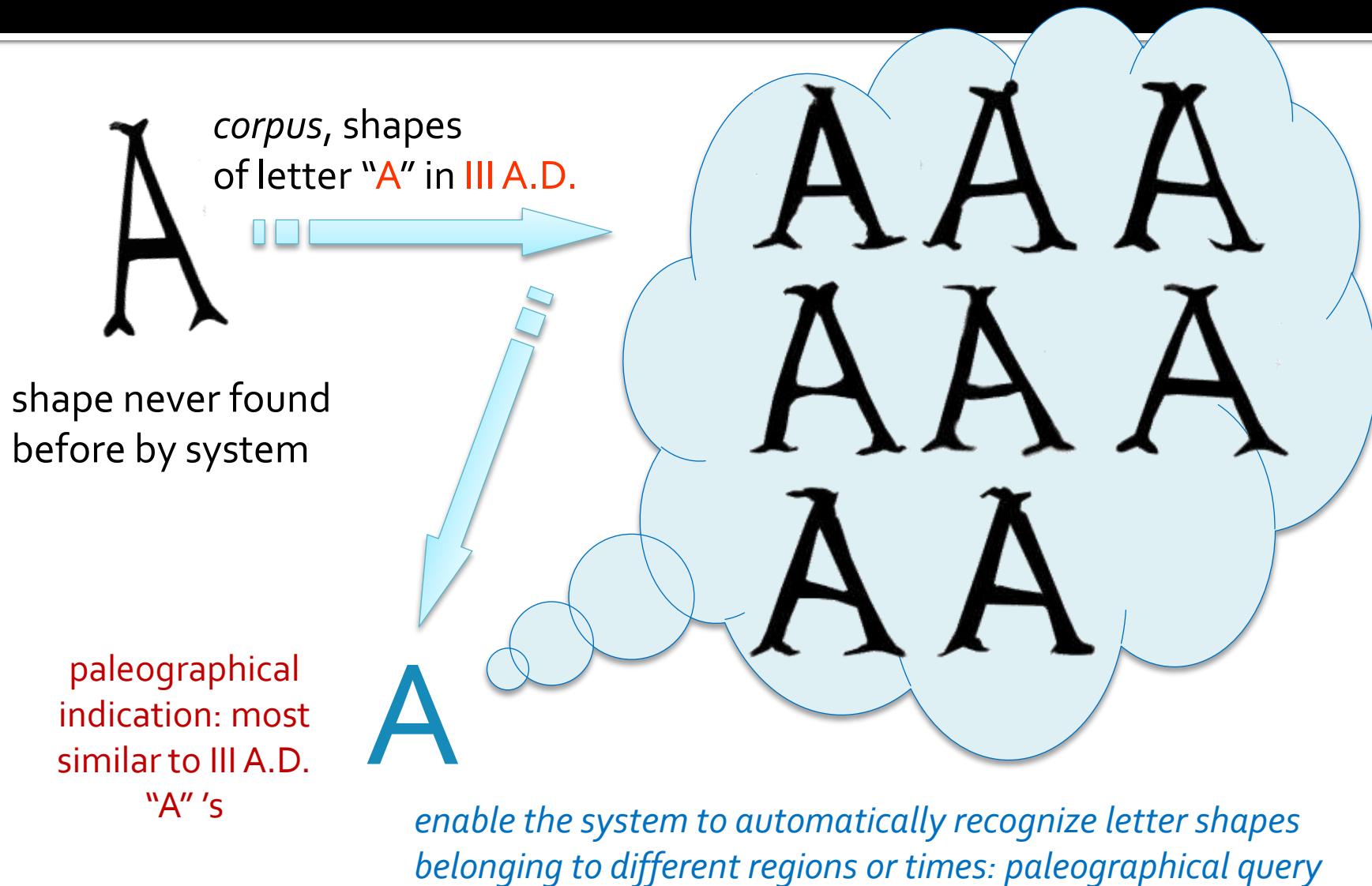
# Paleographical specializations



A A A  
A A A  
A A = A  
Α Δ Ε Η Ι Κ Λ Μ Ν Ο Τ Ρ Κ Σ Υ

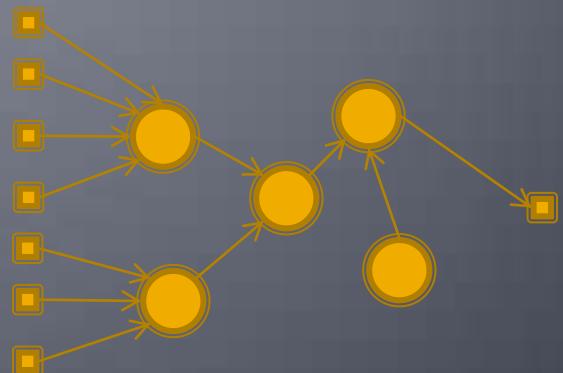
*extract all the letter shapes from each drawing, getting a full digital paleographical catalog*

# Recognizing letter shapes

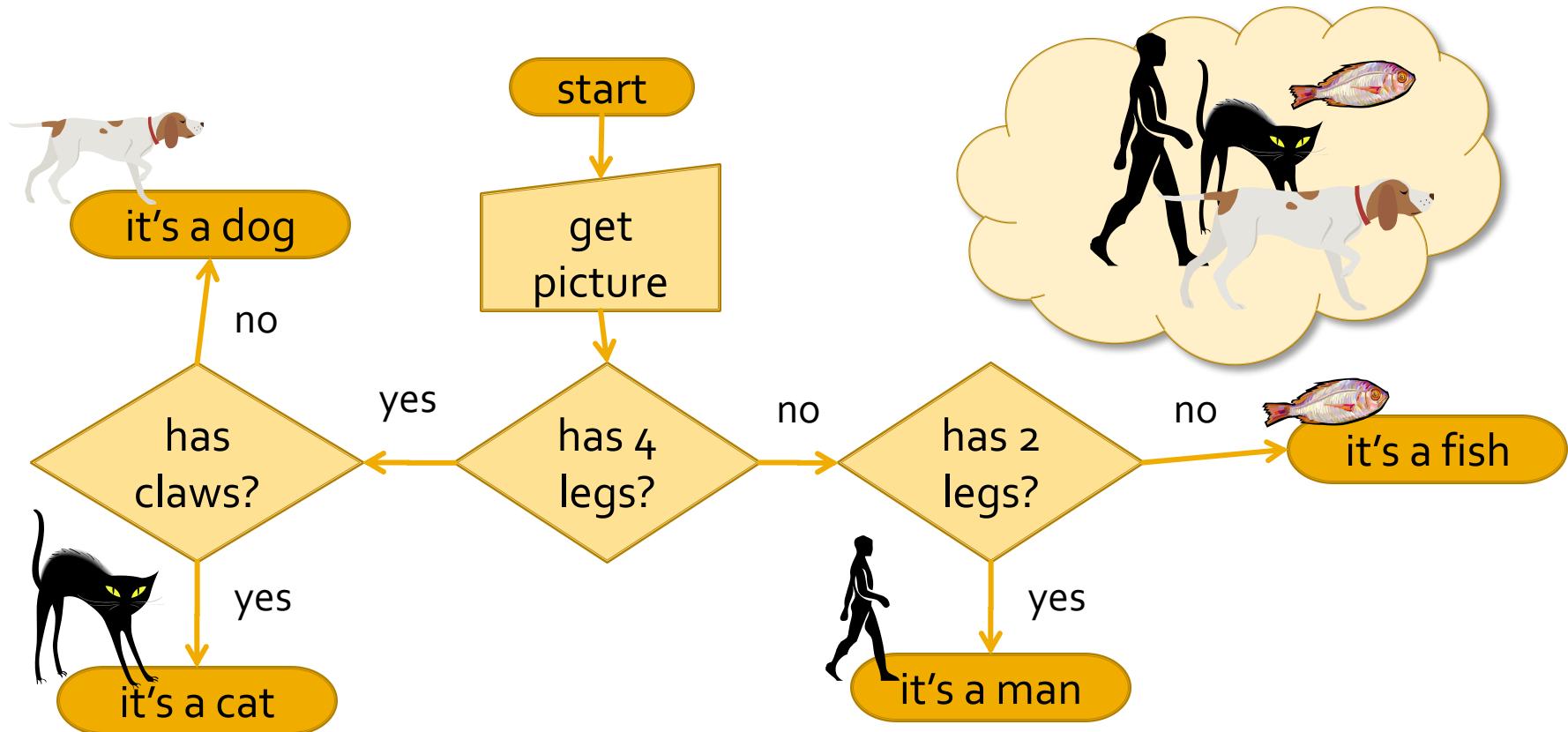


# Artificial Neuronal Networks

Essential Overview

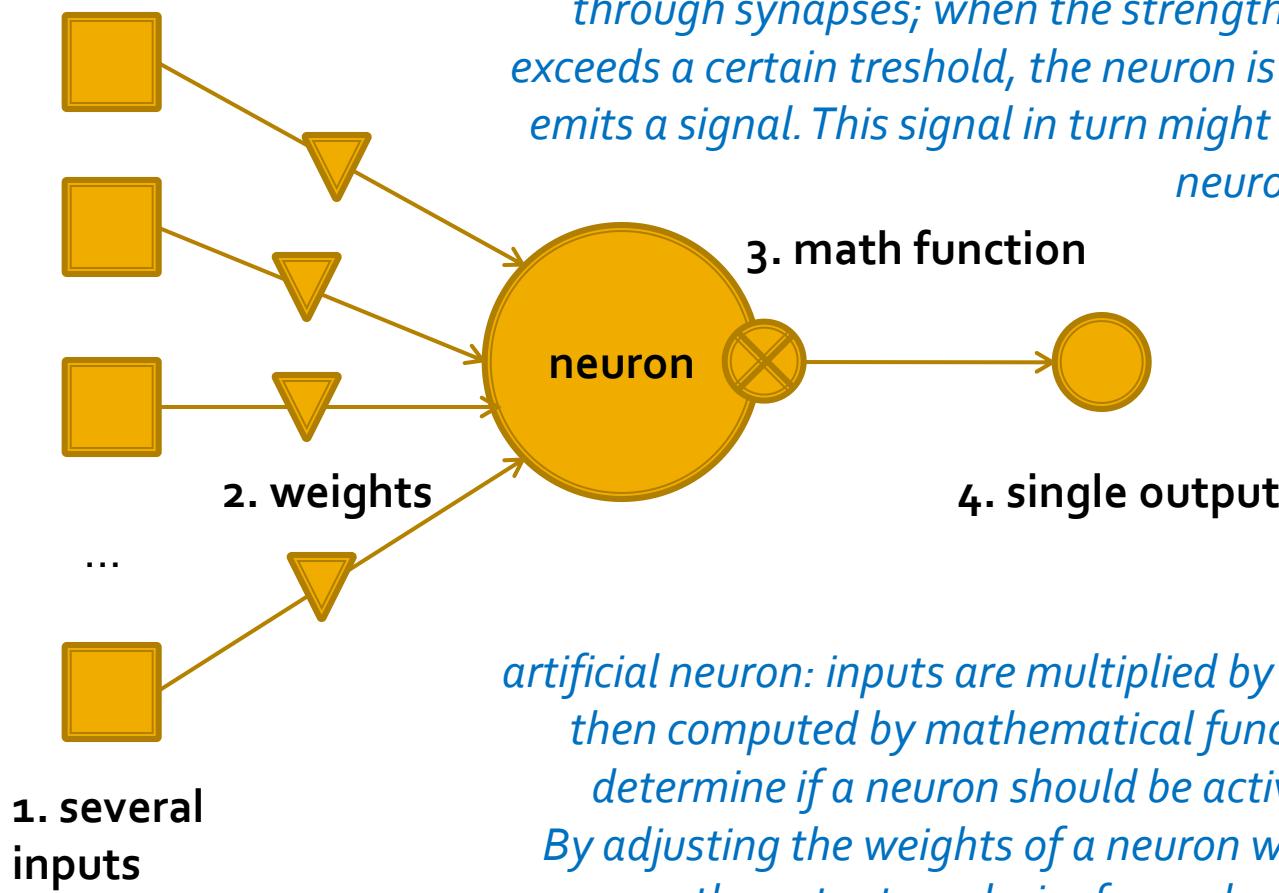


# Algorithmic approach



*algorithmic approach for solving problems: there is a sequence of instructions to follow, and this of course implies that we must know them in advance*

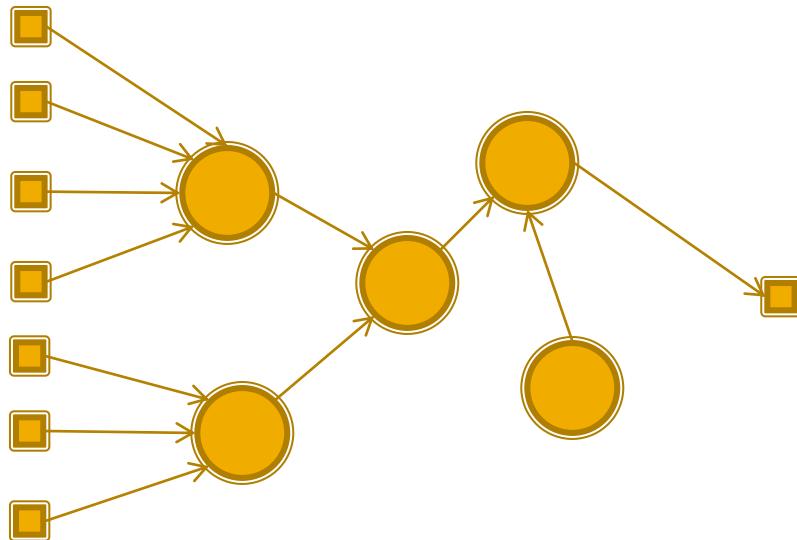
# Artificial neuron



*artificial neuron: inputs are multiplied by weights and then computed by mathematical functions, which determine if a neuron should be activated or not. By adjusting the weights of a neuron we can obtain the output we desire for each specific input: the neuron associates an input with an output.*

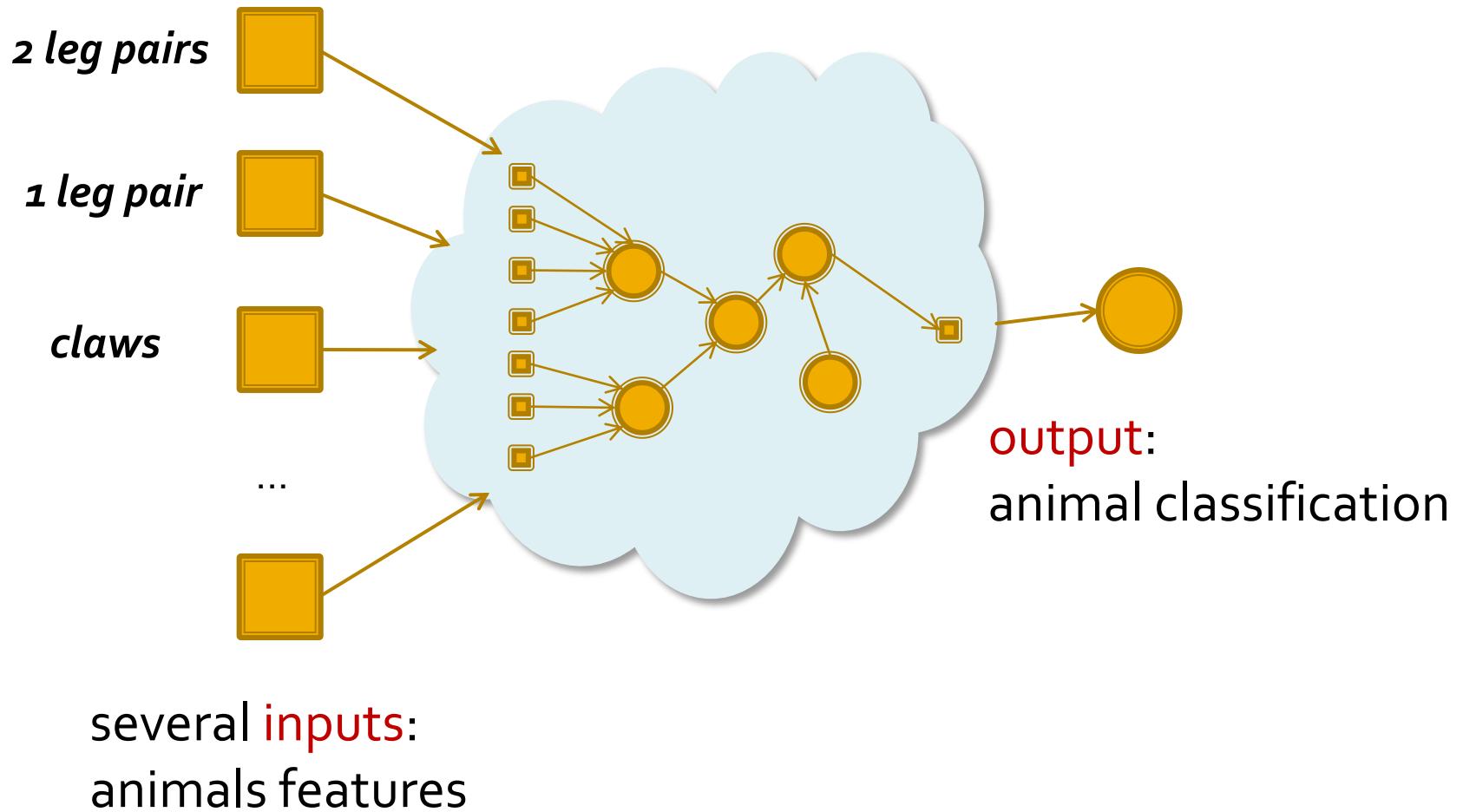
*inspired by natural neurons, which receive signals through synapses; when the strength of the signals exceeds a certain threshold, the neuron is activated and emits a signal. This signal in turn might activate other neurons, and so on.*

# Artificial neurons network

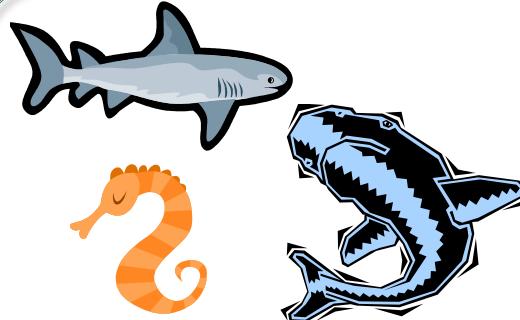


- set of several neurons, variously interconnected
- the interaction of neurons through their connections defines an emergent behaviour for the network
- network abilities supercede single neurons abilities

# Artificial Neural Network: sample

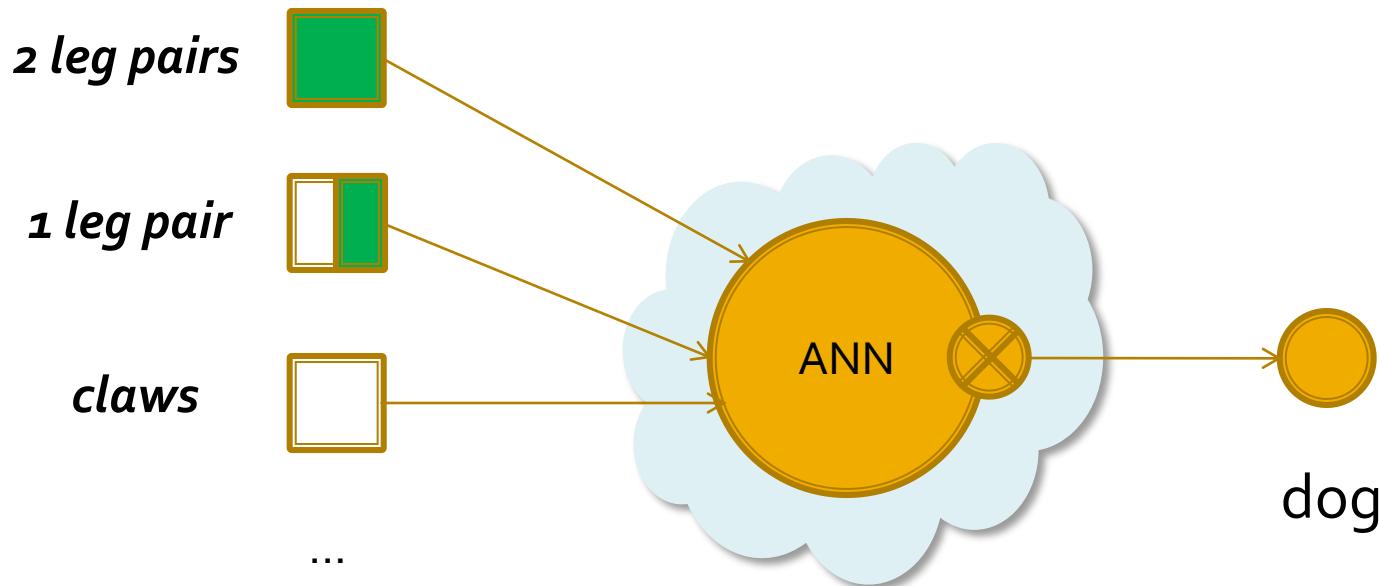


# Learning by samples: training



- ANN **training**:
  - present **samples** for each class
  - ANN learns to **associate** the features of each sample to its class

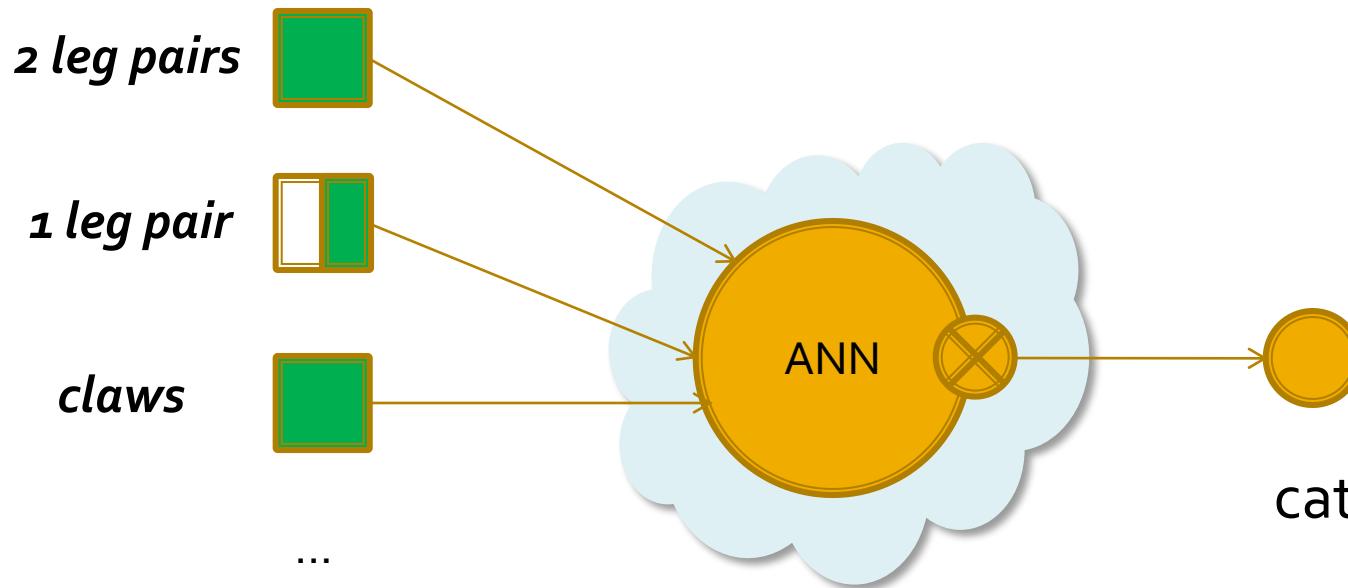
# ANN: training mode



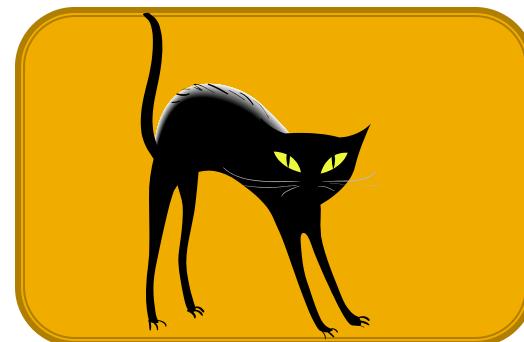
*these are  
samples  
for the class  
'dog'*



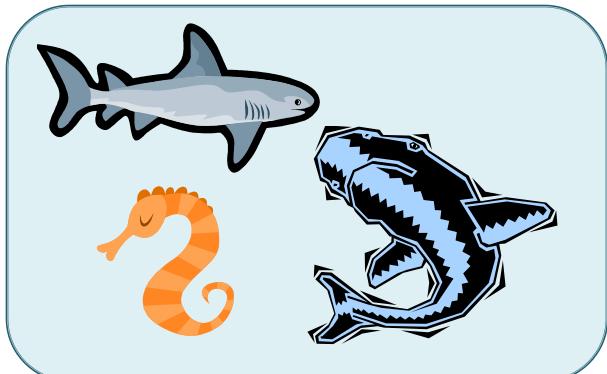
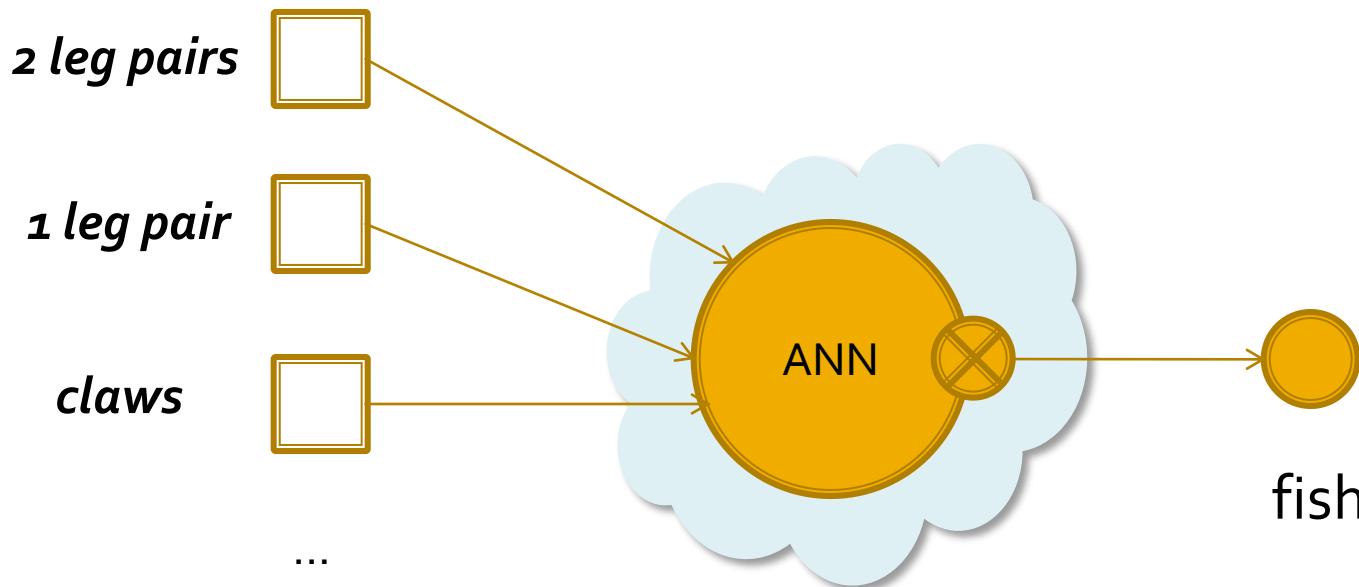
# ANN: training mode



*these are  
samples  
for the class  
'cat'*



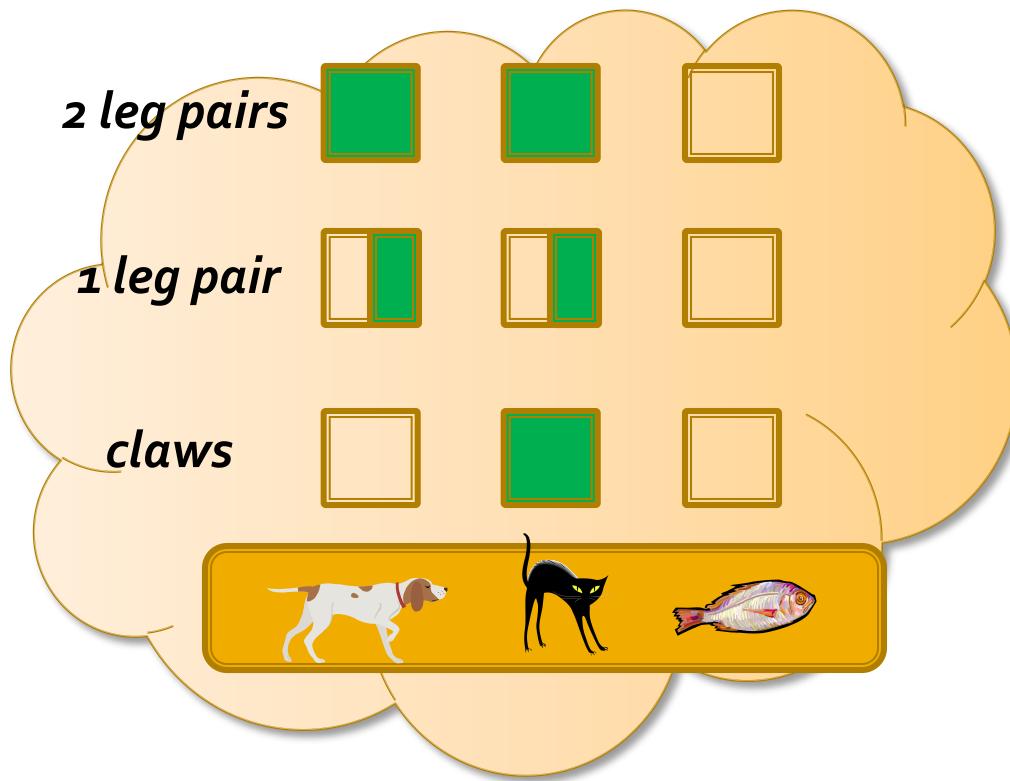
# ANN: training mode



*these are  
samples  
for the class  
'fish'*



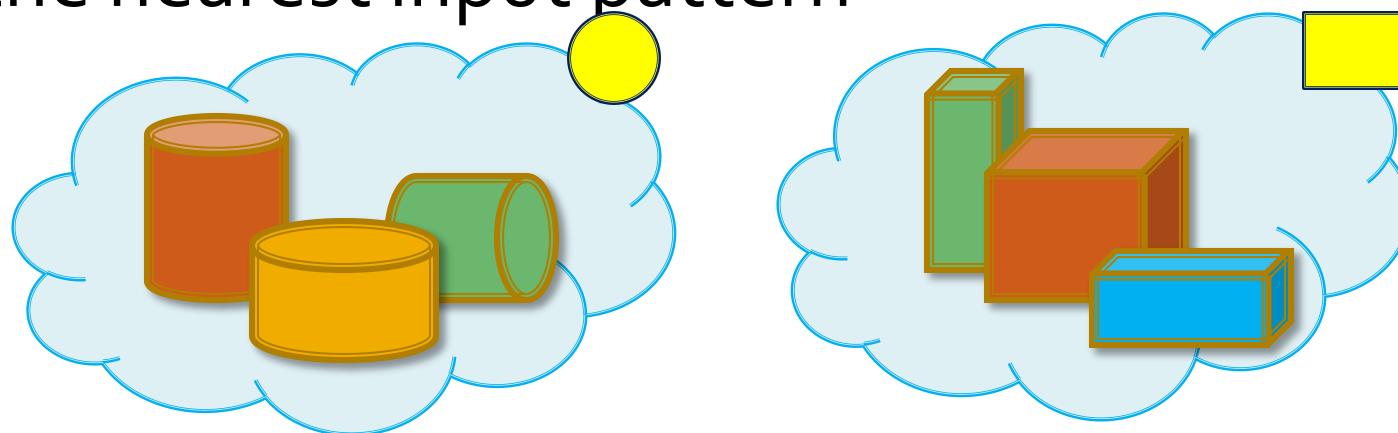
# ANN: inference



- we just feed the ANN with input **samples** for each class
- the ANN '**infers**' the features which define each class from its samples
- samples never found before can be classified by **similarity**

# ANN: sense of similarity

- a neuron fires its signal from a **set** of input signals (*animal features*): not all of them are required, but just **enough** for the neuron to fire
- the output is returned which is **most similar** to the nearest input pattern



# Similarity: sample

*2 leg pairs*



*1 leg pair*



*claws*



*ears*



*fur*



*black*



*white*



- *white dog* is the taught pattern
- *black dogs* too can be recognized as *dogs* (rather than *cats* or *fishes*), as their features set is **most similar** to the *dogs* class features set (except for color)

# Input: weights

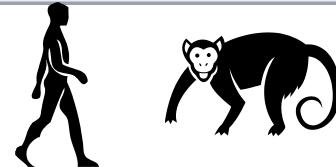
<i>2 leg pairs</i>					
<i>1 leg pair</i>					
<i>claws</i>					
<i>ears</i>					
<i>fur</i>					
<i>black</i>					
<i>white</i>					

**most weight**

+*ears* if we want  
to distinguish  
just sea/non-sea  
animals

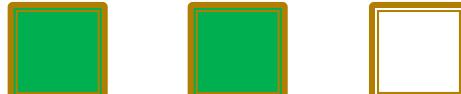
+*fur* if we want  
to distinguish  
just men from  
monkeys

**least weight**



# Input: preprocessing

*2 leg pairs*



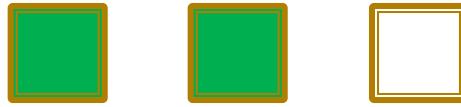
*1 leg pair*



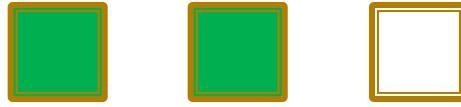
*claws*



*ears*



*fur*



*black*



*white*



- several features in input data can be directly **discarded** as irrelevant (“**noise**”, which might mislead ANN recognition): e.g. colors (*convert all animals pictures to B/W*)



# ANN usages: pattern recognition

1. define a set of **classes** (e.g. dogs, cats, fishes)
2. each entity we want to classify is defined by a set of **features**
3. we (*preprocess and*) present **samples** of each class to the ANN, and it infers the typical features set for each class
4. once trained, any other sample presented can be classified as the most **similar** to any of the specified classes

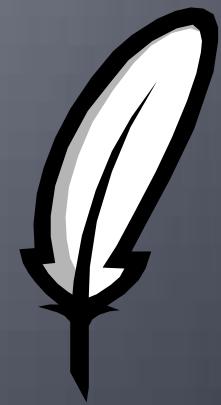
# Benefits of ANN in recognition

- an algorithmic approach, which might be impossible, is not required: it's the ANN which '**figures out**' patterns from samples (*we tell it **what** we want, not **how** to do it*)
- ANN weights and preprocessing techniques rule out **irrelevant features** and allow to define patterns **similarity**



# ANN in paleography

Practical issues



# Defining patterns from shapes

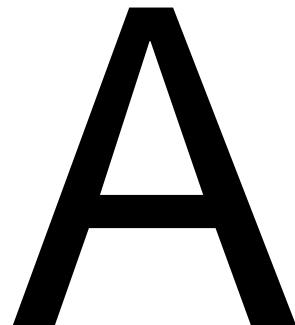
*photo*



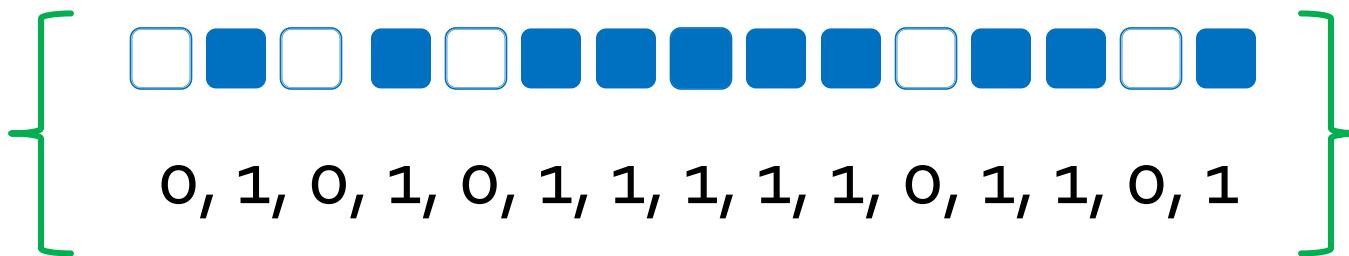
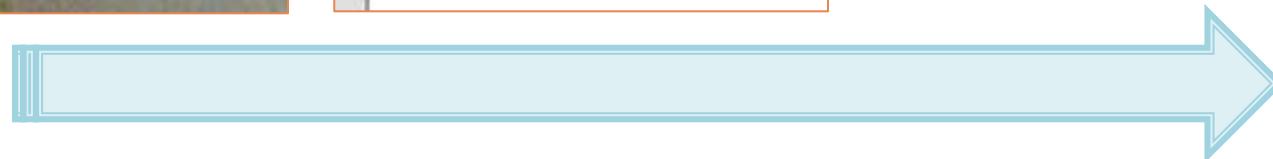
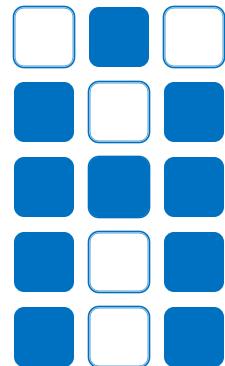
*drawing*



*letter model*



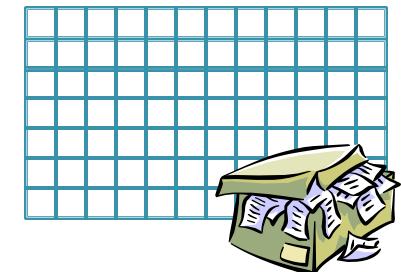
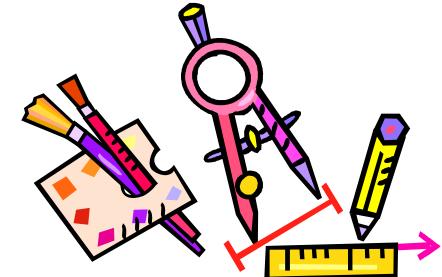
*grid fitting*



*sample as a numeric vector*

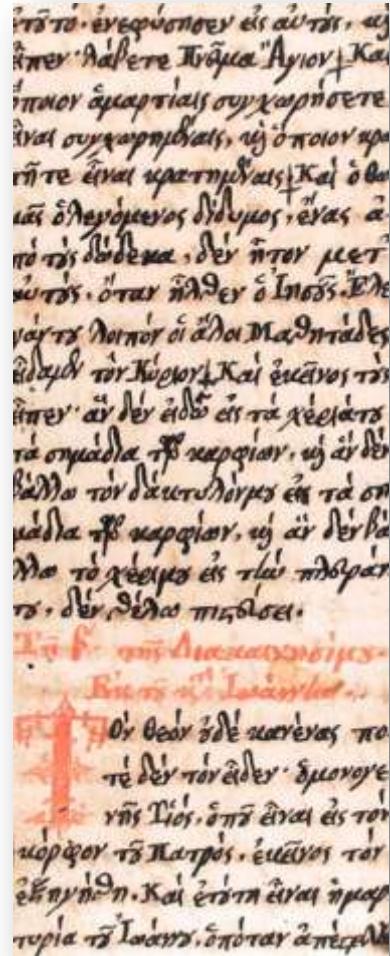
# Practical issues

- often **complex preprocessing** required for letters taken from photos (colors, background, size, outlining...)
- **large vectors** (grids) to account for shapes details, whence memory and performance issues
- lack of very **high number of samples** required by this model



# Paleography: additional issues

- **manuscripts** add complexity (ligatures) and classes (letters groups or words as single classes)
- **high number of classes** for finer nuances (different shapes of the same letter, not only different letters)
- **weighting input**: similarity threshold must be:
  - *low* to allow variant forms be classified as same letter
  - *high* to allow them to be classified as paleographically different classes



# Practical solutions: preprocessing

- graphical preprocessing, coupled with:
- theoretical framework capable of defining relevant (most weighting) features for each shape: we cannot expect to just feed an ANN with a bunch of shapes and let it recognize letter variants. Data quality matters.

*ANN is no magic!*



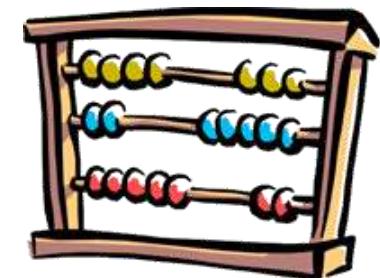
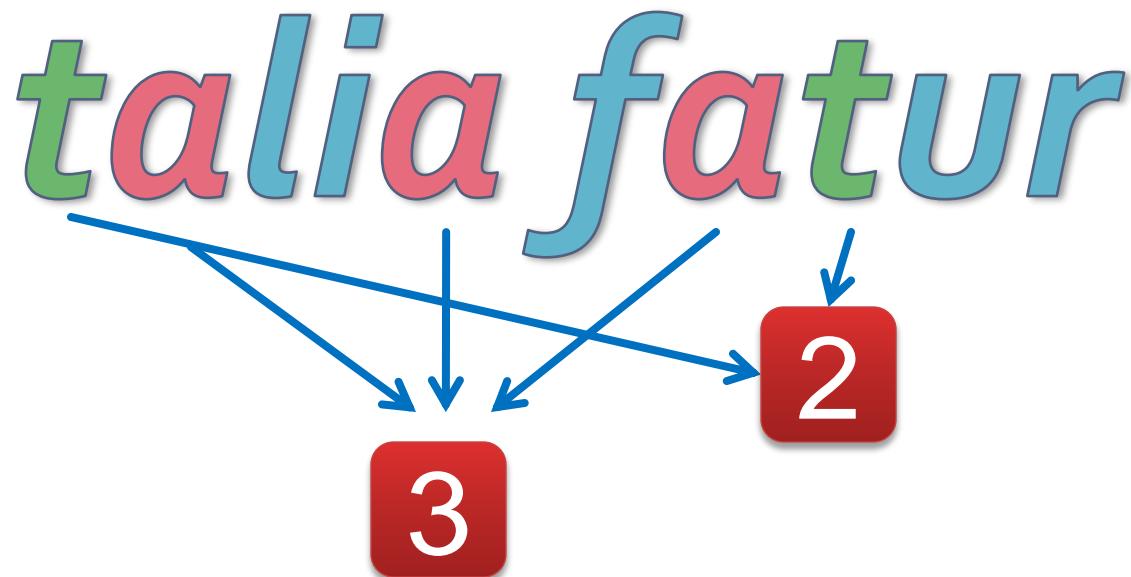
# Sample: a textual analogy

Detecting alliteration in Classical texts



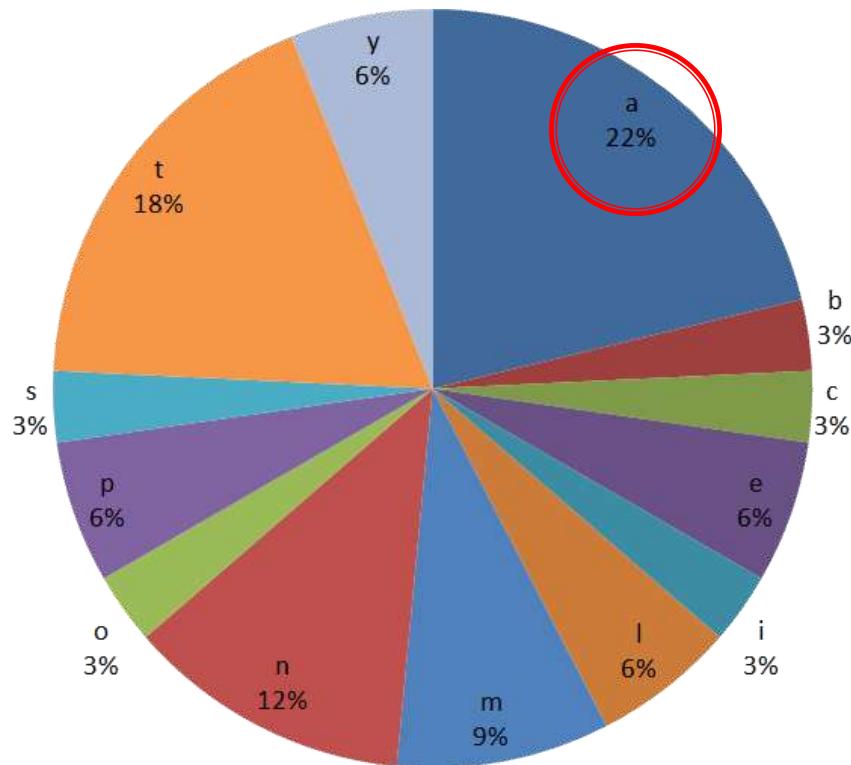
# Case study: alliteration

- “repetition of sounds”: naive solution: just counting letters (Evans)



# Alliteration: counting letters

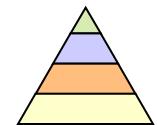
*tympana tenta tonant palmis et  
cymbala / circum concava* (Lucr.2,618-9)



- «**t**» does not clearly stand out
- **vowels** look overestimated
- all the letters have the **same weight**
- most slices are just **noise**

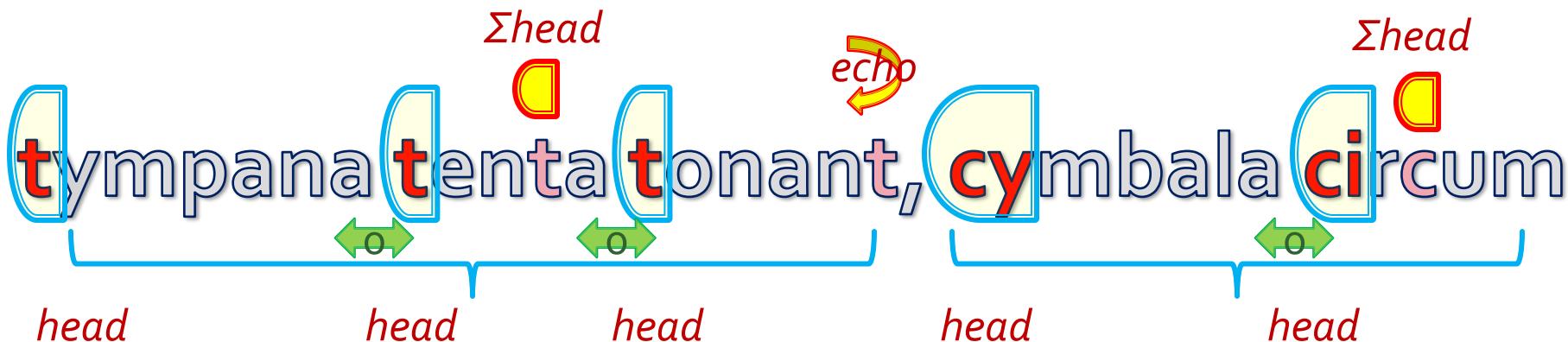
# Theoretical framework

- phonemic analysis (at least approximate): ears, not eyes (preprocessing)
- mainly word-beginning sounds (IE inflectional languages endings, poetic tradition, diachronic phenomena...)
- hierarchy: word, syllable, phoneme, in sentence (or line) scope



# Algorithm definition

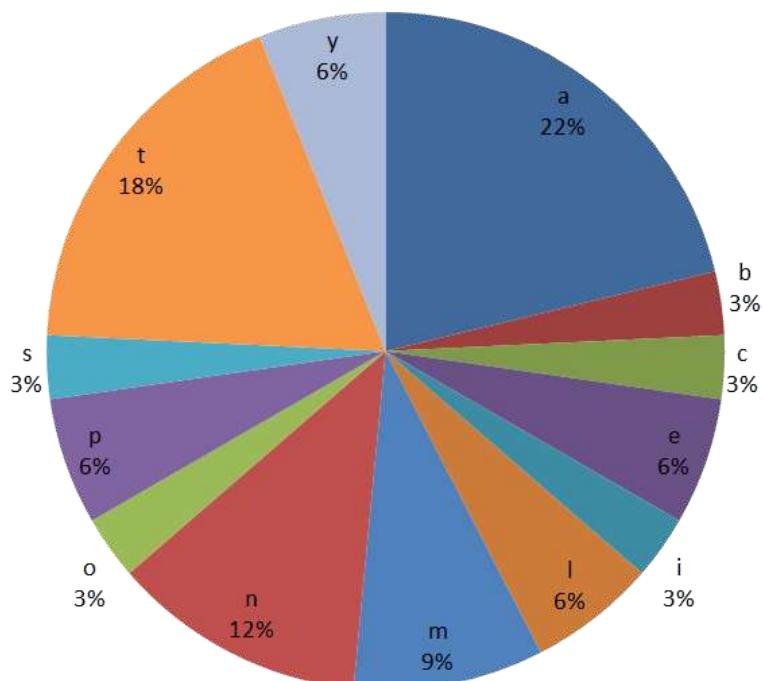
1. find all the words beginning with same sounds
2. **sequence threshold**: min.number of adjacent words
3. for each sequence, **count** the shared sounds and get their **distance** (word heads)
4. repeat for syllables in sequence words (**syllabic heads**)
5. also examine segments echoing the head sound in the remaining syllables portions (**segmental echoes**)



# Processing for alliteration detection

## JUST COUNTING LETTERS

- count letters in text



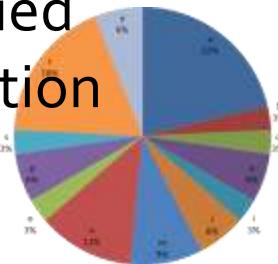
## TEXT PROCESSING

- sounds, not letters
- scope: sentence / line
- levels hierarchy from word to syllable up to phoneme
- word beginning sounds are paramount
- relative distance and extent of equal word portions

# Analogies with ANN approach

## ALLITERATION IN TEXT

- **naive approach:** just take a bunch of characters and swallow it (**letters counts**) with no preliminary analysis or theoretical grounds
- too much **noise**, generated from an oversimplified definition of alliteration



## SHAPES RECOGNITION

- **naive approach:** just take **letters images** and feed an ANN with them
- too much **noise**: our **theory** must tell us how to adjust weighting and which preprocessing is required to rule out distracting features; or recognition quality will be poor, just as alliteration does not appear from a letters chart



# Preprocessing and purposes

## ALLITERATION IN TEXT

- different literary genres
- different poetical traditions
- different languages
- *adjust analysis parameters accordingly*

## SHAPES RECOGNITION

- inscriptions or manuscripts
- different number of classes
- different level of graphical complexity
- different number of available samples
- *adjust ANN weights and preprocessing accordingly (paleography expertises required!)*

# Practical scenarios

Solution hints

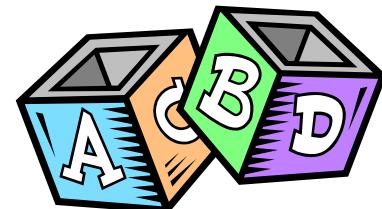
# Issues: adjusting and partitioning

## ANN ISSUES

- lack of **samples**
- very **complex shapes** and high number of **classes**
- weights must range from **lowest** (to recognize variants as same letter) to **highest** (to recognize nuances up to scribal variants)

## PARTITIONING PROBLEMS

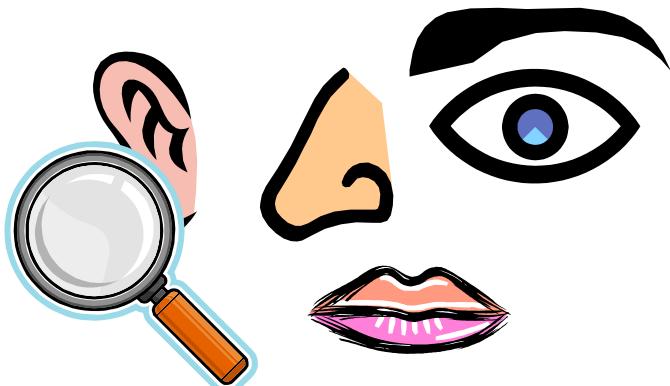
- setup a **theoretical framework** for defining the relevance of letters traits (whence weights and preprocessing)
- allow **partitioning** data into more abstract subsets



# Partitioning data: analogy

## IDENTIKIT

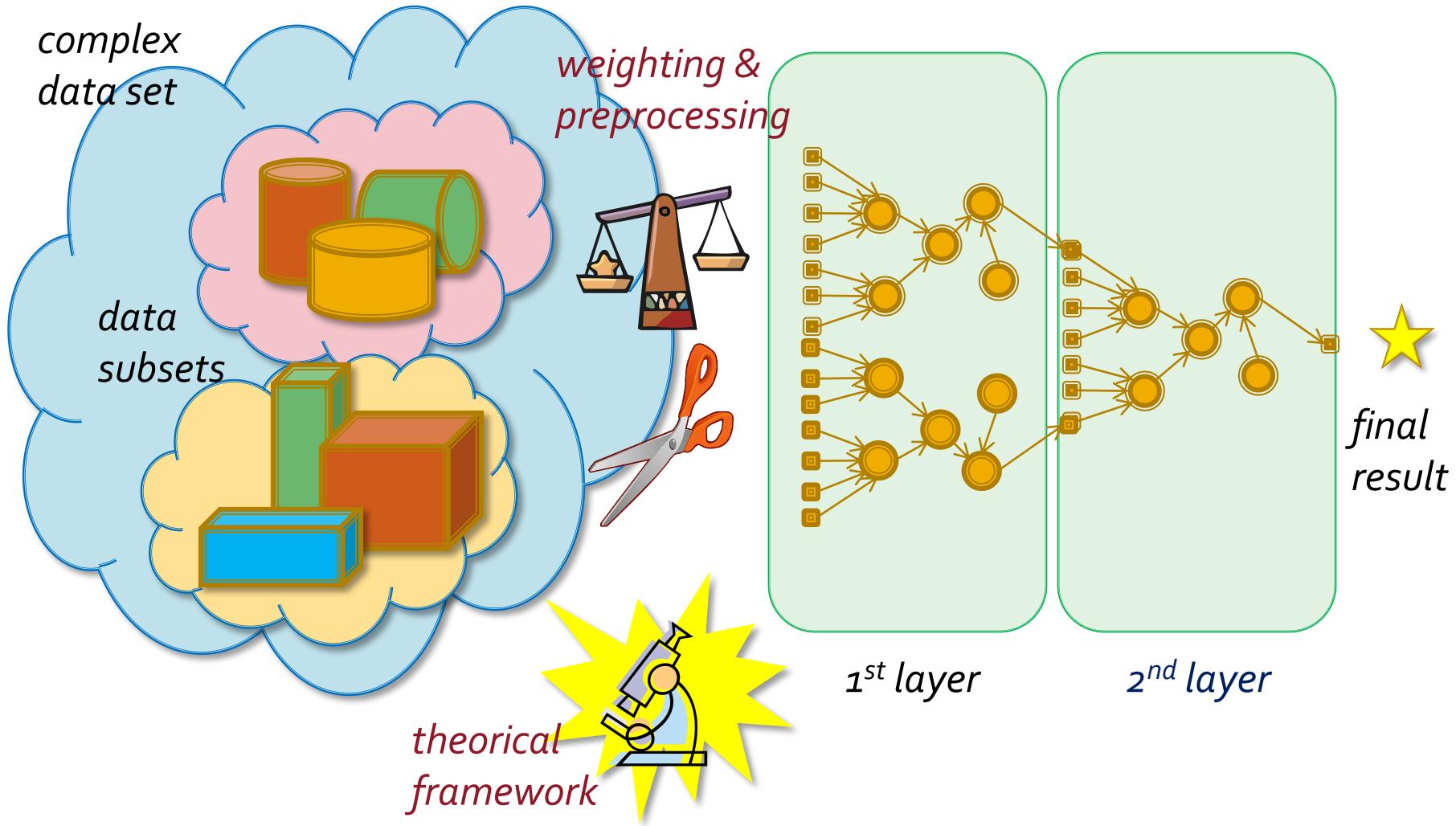
- an approximate face reconstruction is built of single essential **blocks**
- each block is **recognized** (picked up) and then added to the face



## ANN RECOGNITION

- input samples can be heavily **preprocessed** (transformed) into simpler shapes according to our theoretical framework
- **several** layers or networks can be trained for recognizing different traits of these shapes

# Partitions and layers



# Daniele Fusi



<http://www.fusisoft.it>



[daniele.fusi@uniroma1.it](mailto:daniele.fusi@uniroma1.it)