DAFTAR PUSTAKA

Aleksander, I., dan H. Morton, 1990, An Introduction to Neural Computing, London: Chapman and Hall.

Bengio, Y., Lamblin, P., Popovici, D., dan Larochelle, H., 2007, *Greedy layerwise training of deep networks*, In Proceedings of Neural Information Processing Systems (NIPS).

Bengio, Y., 2009, *Learning deep architectures for AI*, Foundations and Trends in Machine Learning, 2:1.

Biswas, K.K., Basu, S., 2011, *Gesture Recognition using Microsoft Kinect*, In Proceedings of the IEEE International Conference on Automation, Robotics and Applications (ICARA), Delhi, India.

Bridle, J.S., 1990, *Training Stochastic Model Recognition Algorithms as Networks can Lead to Maximum Mutual Information Estimation of Parameters*, in Advances in Neural Information Processing Systems 2, D. S. Touretzky, Ed. Morgan-Kaufmann, pp. 211-217.

Ciresan, DC., Ueli Meier., Luca Maria Gambardella., dan Jurgen Schmidhuber., 2010, *Deep Big Simple Neural Nets Excel on Handwritten Digit Recognition*. Neural Computation 22.

Ciresan, DC., Ueli Meier., Luca Maria Gambardella., dan Jurgen Schmidhuber., 2011, *Convolutional neural network committees for handwritten character classification*, International Conference on Document Analysis and Recognition (ICDAR),pp. 1135-1139.

Ciresan, DC., Ueli Meier., dan Jurgen Schmidhuber., 2012, *Multi-column deep neural networks for image classification*",IEEE Conference on Computer Vision and Pattern Recognition: 3642-3649, arXiv:1202.2745.

Cohen, M.F., Shade, J., Hiller, S., Deussen, O., 2003, *Wang tiles for image and texture generation*, ACM Trans. Graph. 22(3), 287-294.

Dahl,G., Yu,D., Deng,L., dan Acero,A., 2012, *Context-dependent pre-trained deep neural networks for large-vocabulary speech recognition*,IEEE Trans. Audio, Speech, Language Process. vol. 20, no. 1, pp. 30-42.

Dan, Zhu., dan Xu, Chen., 2013, *The Recognition of Handwritten Digits Based on BP Neural Network and the Implementation on Android*, Third International Conference on Intelligent System Design and Engineering Applications (ISDEA).

Dean, J., dan Ghemawat, S., 2008, *MapReduce: simplified data processing on large clusters*, Communication of ACM 51, 1 (Jan. 2008), 107-113.

Deng, Li., dan Yu, Dong., 2014, *Deep Learning: Methods and Applications*, Foundations and Trends in Signal Processing, Vol. 7.

Dung, P.V., 2012, *Online handwriting recognition using multi convolution neural networks*, In Proceedings of The Ninth International Conference on Simulated Evolution And Learning (SEAL 2012), Hanoi, Vietnam, pp. 310-319.

Dong, W., Zhou, N., Paul J-C., 2008, *Tile-Based Interactive Texture Design*, Z. Pan et al. (Eds.): Edutainment 2008, LNCS 5093, pp. 675-686, 2008.

Erhan, D., Bengio, Y., Courville, A., Manzagol, P.-A., Vincent, P., Bengio. S., 2010, *Why Does Unsupervised Pre-training Help Deep Learning?*, Journal of Machine Learning Research 11(Feb):625 -660.

Fausset.L, 1994, *Fundamentals of Neural Networks*, Prentice Hall, Englewood Cliffs.

Golik, P., Doetsch, P., dan Ney, H., 2013, *Cross-Entropy vs. Squared Error Training: a Theoretical and Experimental Comparison*, Interspeech, hlm 1756-1760, Lyon, France.

Glorot, X., dan Bengio,Y., 2010, *Understanding the difficulty of training deep feedforward neural networks*, In Proceedings of Artificial Intelligence and Statistics (AISTATS).

Guna, J., Jakus, G., Pogacnik, M., Tomazic, S., Sodnik, J., 2014, *An Analysis of the Precision and Reliability of the Leap Motion Sensor and Its Suitability for Static and Dynamic Tracking*, Sensors 2014, 14, 3702-3720.

Haykin, S., 2008, *Neural Networks and Learning Machines*, Prentice Hall, Upper Saddle River, New Jersey, third edition.

Hinton, G., 2002, *Training products of experts by minimizing contrastive divergence*. Neural Computation, 14(8):1711-1800.

Hinton, G., Osindero, S., dan Teh, Y., 2006, *A fast learning algorithm for deep belief nets*, Neural Computation, vol. 18, pp. 1527-1554.

Hinton, G., 2010, *A Practical Guide to Training Restricted Boltzmann Machines*, UTML Tech Report 2010-003, Univ. Toronto.

Hinton, G., Deng,L., Yu,D., Dahl,G., Mohamed,A., Jaitly,N., Senior,A., Vanhoucke,V., Nguyen,P., Sainath,T., dan Kingsbury,B., 2012, *Deep neural networks for acoustic modeling in speech recognition*. IEEE Signal Processing Magazine, 29(6): 8297.

Hua, Y., Guo, J., dan Zhao, H, 2015, *Deep Belief Networks and Deep Learning*, International Conference on Intelligent Computing and Internet of Things (ICIT).

Huang, Fu-An., Su, Chung-Yen., dan Chu, Tsai-Te, 2013, *Kinect-based Mid-air Handwritten Digit Recognition using Multiple Segments and Scaled Coding*, International Symposium on Intelligent Signal Processing and Communications Systems (ISPACS), pp.694-697.

Igel, C., dan Husken, M., 2003, *Empirical Evaluation of the Improved Rprop Learning Algorithms*, Neurocomputing, pp 105-123.

Impedovo, S., 2014, *More than twenty years of advancements on frontiers in handwriting recognition*,Pattern Recogn., vol. 47, no. 3,pp. 916-928.

Khoshelham, K. dan Elberink, S.O.,2012, *Accuracy and resolution of kinect depth data for indoor mapping applications*, Sensors 2012, 12, 1437- 1454.

Leap Motion, 2014, *Leap Motion C# SDK Documentation*, `https://developer.leapmotion.com/documentation/csharp/index.html`, (terakhir diakses pada 8 April 2016)

LeCun,Y., Bottou,L., Bengio,Y., dan Haffner,P., 1998, *Gradientbased learning applied to document recognition*, Proceedings of the IEEE, vol. 86, no. 11, pp. 2278-2324.

Mohamed,A., Yu,D., dan Deng,L., 2010, *Investigation of full-sequence training of deep belief networks for speech recognition*, In Proceedings of Interspeech.

Mohamed,A., Dahl,G.,dan Hinton,G., 2012, *Acoustic modeling using deep belief networks*, IEEE Transactions on Audio, Speech, and Language Processing.

Montavon, G., Orr, G.B., Muller, K.-R. (eds.), 2012, *Neural Networks: Tricks of the Trade, 2nd edn*, LNCS, vol. 7700.

Pascanu,R., Montufar,G., dan Bengio,Y., 2013, *On the number of response regions of deep feedforward networks with piecewise linear activations*. arXiv:1312.6098[cs.LG].

Plamondon,R., dan Srihari,S.,2000, *On-line and off-line handwriting recognition: A comprehensive review*. IEEE Trans. PAMI, 22(1):63-84.

Qu, C., Zhang, D., dan Tian, J., 2015, *Online Kinect Handwritten Digit Recognition Based on Dynamic Time Warping and Support Vector Machine*, Journal of Information and Computational Science.

Ramzi, A. dan Zahary, A., 2014, *Online Arabic Handwritten Character Recognition using Online-Offline Feature Extraction and Back-Propagation Neural Network*, 1st International Conference on Advanced Technologies for Signal and Image Processing.

Salakhutdinov, Ruslan., 2009, *PhD Thesis: Learning Deep Generative Models*, Department of Computer Science, University of Toronto.

Sazal, M., Biswas,S., Amin,M., dan Murase,K., 2013, *Bangla Handwritten Character Recognition Using Deep Belief Network*, International Conference on Electrical Information and Communication Technology (EICT).

Smolensky, P., 1986, *Information processing in dynamical systems: Foundations of harmony theory*, In Rumelhart, D. E. and McClelland, J. L., editors, Parallel Distributed Processing, volume 1, chapter 6, pages 194-281. MIT Press, Cambridge.

Riedmiller,M., dan Braun,H., 1993, *A Direct Adaptive Method for Faster Backpropagation Learning: The RPROP Algorithm*, IEEE.

Rumelhart,D.E., dan J.L. McClelland, eds., 1986, *Parallel Distributed Processing: Explorations in the Microstructure of Cognition*, vol. 1, Cambridge, MA: MIT Press.

Samuel, A.L., 1959, *Some Studies in Machine Learning Using the Game of Checkers*, IBM Journal, Vol. 3,No.3.

Vikram, S., Li, L., dan Russell, S., 2013, *Handwriting and Gestures in the Air, Recognizing on the Fly*, ACM Conference on Human Factors in Computing Systems (CHI) Extended Abstracts.

Weichert, F., Bachmann, D., Rudak, B., dan Fisseler, D., 2013, *Analysis of the Accuracy and Robustness of the Leap Motion Controller*, Sensors 2013, 13, 6380-6393.

Xnafan, 2012, *Simple drag and drop with snap-to-tiles in XNA*, diakses pada: `http://xnafan.net/2012/07/simple-drag-and-drop-with-snap-to-tiles-in-xna/`.

Ye, Z., Zhang, X., Jin, L., Feng, Z., dan Xu, S., 2013, *Finger-writing-in-the-air system using Kinect sensor*, IEEE International Conference on Multimedia and Expo Workshops(ICMEW).

Zheng, W., Zhu, J., Peng,Y., dan Lu, Bao., 2014, *EEG-Based Emotion Classification Using Deep Belief Networks*, IEEE International Conference on Multimedia and Expo (ICME).