

# Image Processing Project Proposal

## Project :

### 1. Idea

The idea of the project is to recognize the plate number of a car & identify the numbers/characters in it.

### 2. Need

The project can be used in identifying specific cars which are allowed for example to enter a garage/place to unlock the entrance for these cars automatically or to record the cars which pass by a specific gate for security purposes .

## Block Diagram “maybe adjusted during project implementation” :

- **Inputs:**  
Our input will be an image which contains the car image which is taken from a front view perpendicular to the car's plate number with a clear light condition.
- **Outputs:**  
Our output will decide whether to open the gate or not .
- **Methods:**
  - Segmentation
  - Gradient operator “to make edges more clear & get rid of low frequencies”
  - RGB to Gray
  - Contrast enhancement
  - Edge detection
  - Gray to Binary
  - Contours
- **Block Names:**
  - **Localize The Plate** : this can be done using the edge detection method because the plate will have a different color/theme than the car.
  - **Extract The Plate Image** : I should here search on contours/rectangular shapes outlines & then using getperspective transform i will be able to get a cropped image containing only the plate .
  - **Extracting The Plate's Numbers/Characters** : change image from rgb to gray then from gray to binary , then using contours will try to search each character/number in plate then using a classifier to know the result of searching .

## Non-primitive Functions :

- If it's accepted to use openCV :
  1. DetectMultiScale
    - **Detects objects of different sizes in the input image.** The detected objects are returned as a list of rectangles.(detected objects depends on parameters Passed to the function minSize&maxSize)
  2. FindContours.
    - Detecting contours of object in image.
  3. Grab\_contour //verify
    - To clear contour from noise and false positives.
  4. ApproximatePolyDP

- approximating the shape of a contour of a given polygon to the shape of the original polygon
5. BoundaryRect
    - draw an approximate rectangle around the binary image and returns sides length of the drawn rectangle (used to calculate aspects ratio to determine if this object is a rectangle or square)
  6. Smoothing
  7. Thresholding ( before detecting numbers ).
  8. getperspective transform
    - Takes four points of the corner edges of an object and put that object in a separated image.

## Scientific Paper/References :

- Image Processing, Analysis and Machine Vision 4th edition by
- Milan SonkaVaclav HlavacRoger Boyle
- Digital Image Processing 4th edition by Rafael C. Gonzalez and Richard E. Woods
- <https://drive.google.com/file/d/1BoaKwd6FtLmDilZm4mK7Gf90hdjjz2hF/view?usp=sharing>
- <https://www.koreascience.or.kr/article/JAKO201218646779545.pdf>

//camera degree  
//different cars  
//complex data simple  
//different brightness