



Gujarat Technological University



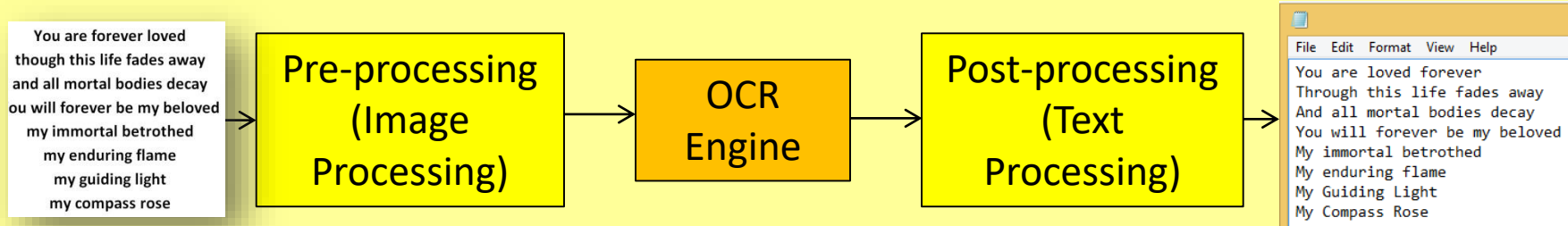
# PROJECT #1

# Electronics & Communication Dept.

## **Presented By :**

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# OCR System: Process Diagram



## OCR-PIA: Objective

Modern-day applications integrate diverse functionality and package them in a standalone Android (.apk) file. One such application is an Optical Character Recognition (OCR) module, which interprets text from an input image, and displays it in raw text format. The nature of android makes it difficult for non-Java programmers to work with existing *apks*. The work to be carried out will thus involve programming an OCR system in a scripting language (such as *Python*), and implementing it on an Android base. Native functionality will be added as supported by the *Kivy framework*, which enables building standalone *apks* using Python scripts.

# Steps Associated with Pre-Processing

## Image processing

- Rescaling

- Binarisation (Thresholding)

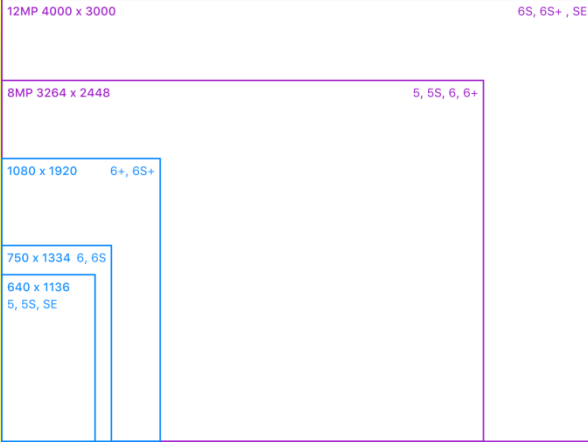
- Rotation (De-Skewing)

- Border Removal

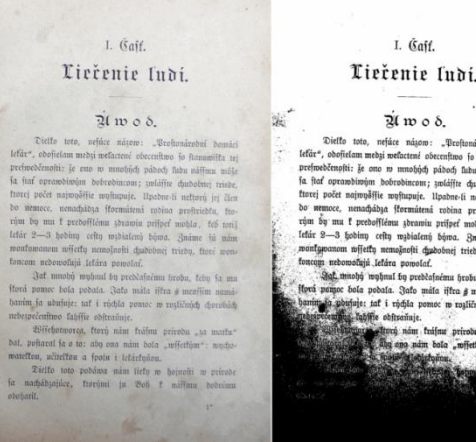
- Noise Removal

## Page Segmentation

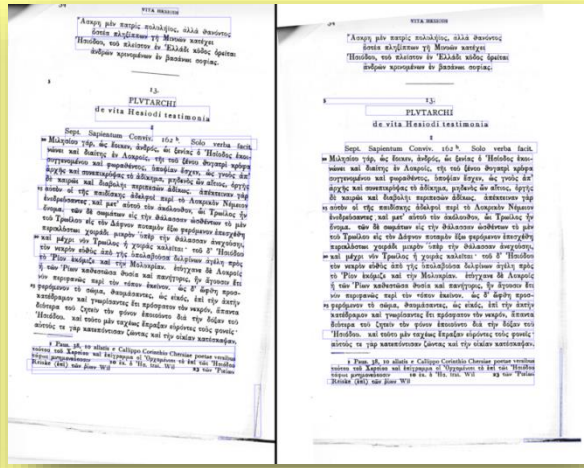
## Dictionaries, Word lists & Patterns



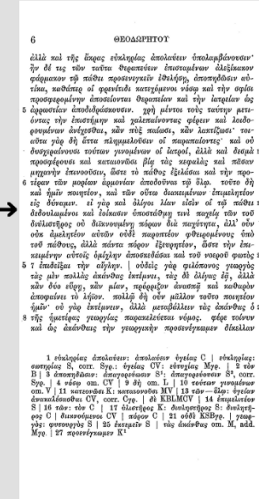
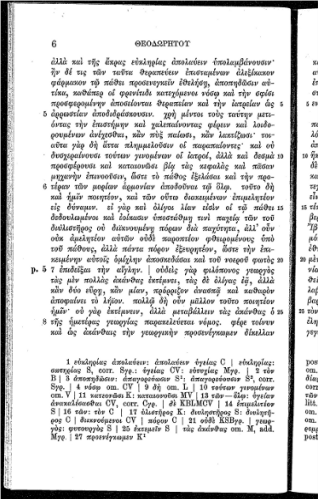
Rescaling



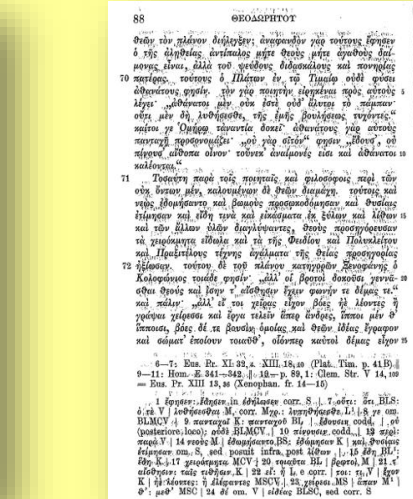
Binarisation



Rotation



Border Removal



Noise Removal

# OCR: Problem Identification

Generic OCR Engines assumed the image to be scanned (by a *flatbed scanner*). So, the work was focused on developing robust **OCR Engines**.

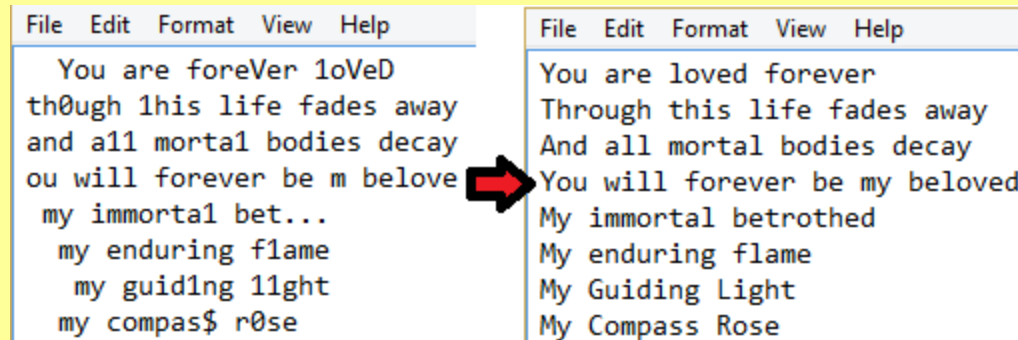
Today, most images are captured using **smartphones**. Implementing an OCR system for such images needs us to reconsider the defects generated in the process. So, the focus should be on effective **Pre-Processing** of images, while making use of existing OCR techniques.

We must also note that OCR Systems are prone to make mistakes, and generate text that might not make much sense. So, additional **Post-Processing** of text will improve efficiency of the process.

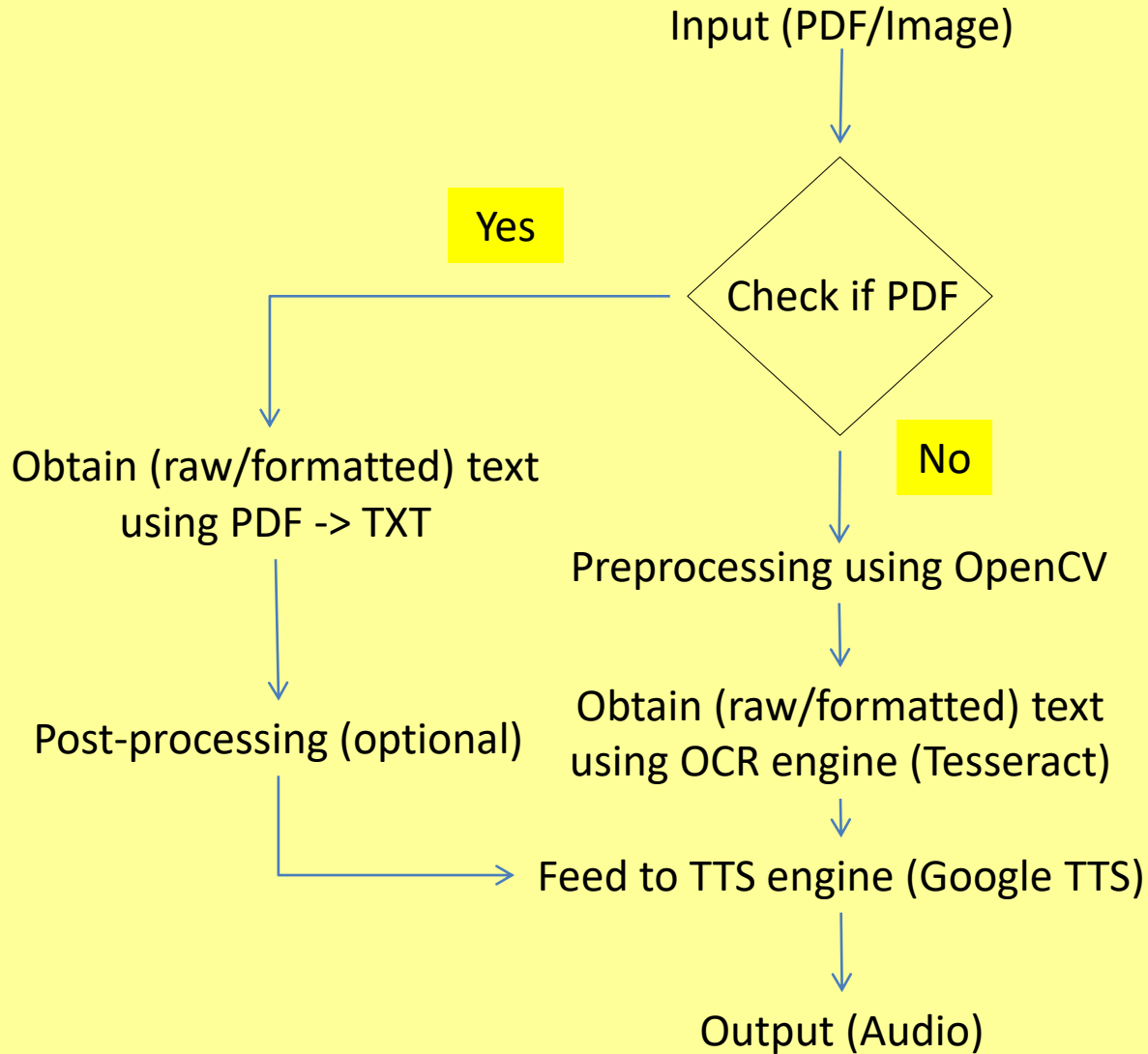
## Pre-Processing



## Post-Processing



# OCR-PIA: Flowchart



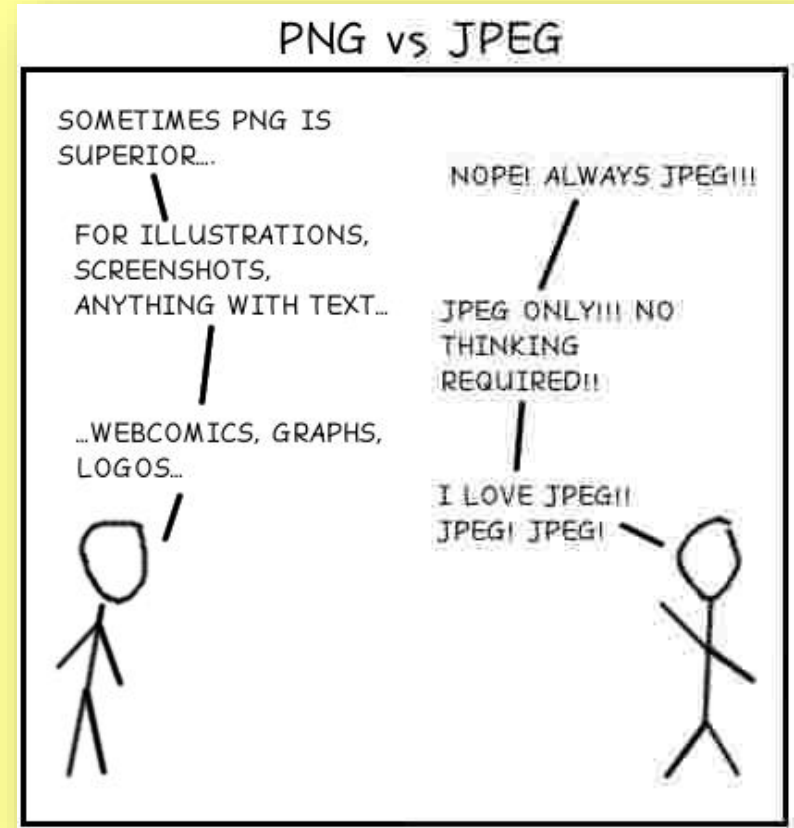


# To JPEG or PNG, that is the question

- JPEG uses lossy compression, PNG uses lossless compression.

## WHAT DOES THIS MEAN?

- JPEG was designed for compressing full-colour/grayscale images of natural, real world scenes. It works well on photographs or naturalistic artwork, but not so good with lettering, cartoons, or line-drawings.
- Since human eyes perceive small colour-changes less accurately than small brightness-changes, JPEGs are great for us to look at. Plus, it saves space!
- But for OCR, we need high resolution image to start with, since we will lose pixels when processing it.
- PNG, which was meant for the Web, is better than GIF, and less complex than TIFF.
- But most smartphones save camera-generated images as JPEGs.





# JPEG to PNG?

## Is there is a simple algorithm to convert between jpeg and png?



Steve Baker

Answered Dec 19, 2016

It's not simple if you try to do it all yourself - but that would be decidedly crazy.

Grab copies of “libpng” and “libjpeg”.

Use libjpeg functions to load the jpeg file into memory - the library will happily unpack it into an array of red/green/blue values.

Then call the libpng functions to write that array back out again.

- But since JPEG uses lossy compression, and PNG uses lossless, it's necessary to know what goes on in the conversion process.
- WHY? Just to be sure that we're actually benefitting from the conversion process, and not wasting any useful pixel-data.

# Some Results

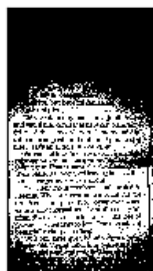


We performed binarisation using **Global-Thresholding** methods in **OpenCV**. But the time for conversion using **Tesseract-OCR** was found to be non-trivial. The results for **Adaptive-Thresholding** methods didn't yield any significant improvement. However, **Otsu's Algorithm** did provide quicker outputs in certain cases.

Original Image



BINARY



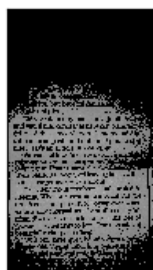
BINARY\_INV



TRUNC



TOZERO



TOZERO\_INV



Original Image



BINARY



BINARY\_INV



TRUNC



TOZERO



TOZERO\_INV



Original Image



BINARY



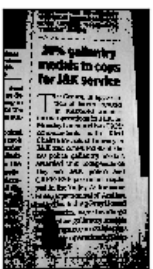
BINARY\_INV



TRUNC



TOZERO



TOZERO\_INV



Original Image



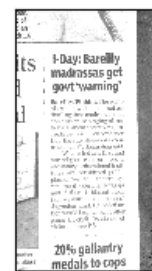
BINARY



BINARY\_INV



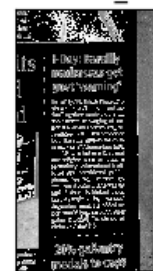
TRUNC



TOZERO



TOZERO\_INV







# Bibliography

## Patents:

- [1] US6577762B1, Background Surface thresholding
- [2] US7400768B1, *Enhanced optical recognition of digitized images through selective bit-insertion.*
- [3] US9298980B1, *Image preprocessing for character recognition.*
- [4] US20120063690A1, *Object-Based Optical Character Recognition Pre-Processing Algorithm.*
- [5] US7106905B2, *Systems and methods for processing text-based electronic documents.*
- [6] US20130329023A1, *Text recognition driven functionality.*

## Literature:

- [7] Eugene Borovikov, A survey of modern optical character recognition techniques
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- [9] Ranjith Unnikrishnan, Ray Smith, *Combined Script and Page Orientation Estimation using the Tesseract OCR engine* (ICDAR '07 Proceedings of the Ninth International Conference on Document Analysis and Recognition)
- [10] Ray Smith, *An Overview of the Tesseract OCR Engine* (MOCR '09 Proceedings of the International Workshop on Multilingual OCR)
- [11] Ray Smith, Daria Antoniva, Dar-Shyang Lee, *Adapting the Tesseract Open Source OCR Engine for Multilingual OCR* (MOCR '09 Proceedings of the International Workshop on Multilingual OCR)
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- [13] Zheng Zhang, CL Tan, Correcting document image warping based on regression of curved text lines (ICDAR 2003, Proceedings of the 9th International Conference on Document Analysis and Recognition)
- [14] Zheng Zhang, CL Tan, Recovery of distorted document images from bound volumes (ICDAR 2001, Proceedings of the 6th International Conference on Document Analysis and Recognition)