

Image Text Enhancer

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Daniel Motz

Friedrich Schiller University Jena
Jena, Germany
daniel.motz@uni-jena.de

Leonard Teschner

Friedrich Schiller University Jena
Jena, Germany
leonard.teschner@uni-jena.de

Mher Mnatsakanyan

Friedrich Schiller University Jena
Jena, Germany
mher.mnatsakanyan@uni-jena.de

Abstract

The five-finger pattern:

- (1) **Topic and background:** What topic does the paper deal with? What is the point of departure for your research? Why are you studying this now?
- (2) **Focus:** What is your research question? What are you studying precisely?
- (3) **Method:** What did you do?
- (4) **Key findings:** What did you discover?
- (5) **Conclusions or implications:** What do these findings mean? What broader issues do they speak to?

Keywords

noise reduction, background removal, image filter, binarization

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1 Introduction

1.1 Background

In the age of digitalisation, many printed, handwritten and historical documents are digitised using a scanner or smartphone camera. This often results in poor-quality images that are not suitable for digital image processing methods such as text recognition. [2, 20, 23]. Different challenges can arise during digitization depending on the type of capture and the type of document: Documents scanned with a smartphone camera cannot capture all the details that a dedicated document scanner can. This results in blurry and distorted images. The angle and distance of the camera from the document also affect the quality. Distorted perspectives and text alignment problems can occur. Lighting conditions may cause shadows, glare, and reflections. Furthermore, smartphone cameras may capture text that does not belong to the scanned document itself [2, 5]. Historical documents in particular are of great interest for digitization. They can then be preserved and analyzed by digitalization and text recognition. However, due to their age, storage conditions, and the way they were created, they frequently suffer from deterioration. They are subject to fading and noise, which can make the text illegible for Humans and as well for computer programmes. Handwritten notes, overlapping text, stylistic variations, damaged pages, tears, and mold spots make digitization more complex [5, 14].

1.2 Related Work

When improving images and analyzing digitized documents using OCR text recognition and other recognition systems, segmenting the background and foreground is an essential step [20]. Segmentation is implemented using binarization. There are traditional methods for binarization, which use a global [12], local [4, 6, 13] or mixed thresholds [19, 20]. These are used to classify the pixels as foreground and background pixel by pixel. Image feature methods such as edge detection [10, 20] and fuzzy logic [16, 20] have been used for binarization. In recent years, deep learning binarization methods have been added to the traditional methods. These are based on convolutional neural networks, generative adversarial networks, or attention mechanisms [20].

In addition to methods that solely rely on binarization, there are approaches that combine several image processing methods to improve the quality of text images. For example, Alqudah et al. [2] present a pipeline that combines entropy filters and morphological operations with binarization. In [11] Niblack's binarization is combined with a Laplace edge filter and global optimization. Another approach is described by Vlasceanu et al. [17]. This approach combines different binarization methods and uses a voting mechanism to decide which pixels should be assigned to the foreground or background.

1.3 Our Contribution

To improve scanned and photographed text images, we present a pipeline that combines several image processing methods. It includes steps such as deskew, contrast enhancement, noise reduction, binarization, despeckle, and morphological operations. The binarized result of the pipeline can also be converted back into a color image.

The pipeline is modular and user-friendly. Users can select the steps they want to apply to customize the pipeline to their specific use cases. Although the method parameters can be customized individually, they are configured with best practice values by default to ensure a high level of user-friendliness.

The pipeline is provided both as an executable and as a C++ library containing the individual methods. To efficiently process large amounts of image data, the implementation uses parallelization via OpenMP and other optimization methods such as loop blocking. The CImg library [15] is used for the basic image processing methods.

1.4 Outline

This paper is structured as follows: Section 2 provides a detailed description of the developed pipeline and its methods. Section 3 demonstrates the performance of our pipeline using experiments. Finally,

Section 4 summarises our results and provides an outlook on possible future work.

2 The Pipeline

Many approaches and best practices already exist for improving the quality of scanned images as seen in section 1.2. We have developed a pipeline that combines several of these methods in order to achieve potentially good results. Users can choose which steps to apply from the pipeline. The individual methods of the pipeline are shown in algorithm 1.

Algorithm 1 Image Text Enhance Pipeline

- (1) convert image to grayscale
 - (2) Deskew (if requested)
 - (3) Contrast enhancement
 - (4) Denoising
 - (5) Binarization
 - (6) Despeckle (if requested)
 - (7) Morphological operations (if requested)
 - (8) Color passthrough
-

The individual methods of the pipeline are explained in more detail below.

2.1 Convert image to graysacle

All pipeline methods work on grayscale images. Therefore, the first step is to convert the input image into a grayscale image. This is achieved by applying the weighted sum $Y = 0.299R + 0.587G + 0.114B$, as defined by the International Telecommunication Union [9], to each pixel. The result is a grayscale image in which the brightness value of each pixel, represented by Y , corresponds to that of the original RGB-pixel. All steps in the pipeline are performed on the converted grayscale image in-place after the conversion.

2.2 Deskew

To ensure that the text in the image is horizontally aligned, a deskew step is performed at the user's request. Text analysis methods such as OCR benefit in particular from horizontally aligned texts [3]. The deskewing algorithm uses the projection profile method, which is similar to the one described in [1]. First, the image is converted to grayscale and binarized using Sauvola's method¹. In the second step, the angle that maximizes the variance of the horizontal projections is determined. Finally, the image is rotated by this angle to correct the skew.

The advantages of this method are that it is polarity-safe², uses a coarse-to-fine angle search for efficiency, and employs Neumann boundary conditions³ to avoid black corners.

2.3 Contrast enhancement

To correct contrast problems caused by varying lighting conditions when digitizing documents, a contrast enhancement step is performed. This helps with binarization in the further course [2]. A

robust, linear contrast stretching algorithm is applied. The lower 1% and upper 1% of intensities are truncated to ignore outliers. The remaining range is then stretched to the full range from 0 to 255.

2.4 Denoising

Digital images are subject to noise due to the way they are captured, compressed, or transmitted, resulting in the loss of image information. The presence of noise limits the effectiveness of image analysis steps, among other things [7]. For this reason, a denoising step is performed in the pipeline to reduce noise. Various simple and adaptive filter methods are available for the user to choose from. Clmg offers two simple filtering methods, which are also available in the Pipeline: a Gaussian filter with Neumann boundary conditions and a nonlinear median filter [15]. The Gaussian filter is a low-pass filter and thus blurs the image. The median filter is a non-linear filter that takes the pixel value that represents the median of the neighboring pixels in the window [22]. In addition to the two simple filters, two adaptive filter methods are offered. An adaptive Gaussian filter that uses a variable standard deviation to blur less at edges and blur more in flat regions with high variance. In addition to the simple median filter, an adaptive median filter is provided. This is particularly well suited for removing impulse noise (salt and pepper noise) while preserving edges and fine details. It starts with a 3x3 window, which is expanded to a defined maximum window size when impulse noise is detected, while non-impulse pixels remain unchanged. This makes it ideal for removing scan speckle⁴ in text images.

2.5 Binarization

Segmenting the foreground and background is a good approach to improving image quality. It also represents the first step in recognition systems such as OCR [2, 20]. Since binarization methods have been well researched for segmenting in the literature, several are available for users to choose from. All methods are thresholding methods that calculate a threshold T for each pixel (T_g for global and T_w for local terms) and compare the pixel value $i(x, y)$ with the threshold. This type of binarization is simple and efficient [5].

The simplest method is the Otsu method [12], which calculates a global threshold while minimizing the intraclass variance. This is shown in equations (1) and (2), where $w1(t)$ and $w2(t)$ are the probabilities of the two classes (foreground and background) and $\sigma^2_1(t)$, $\sigma^2_2(t)$ are the variances of the two classes. This makes the method efficient, but also susceptible to overlaps and poor intensity distributions [5].

$$\sigma^2_w(t) = w1(t) * \sigma^2_1(t) + w2(t) * \sigma^2_2(t) \quad (1)$$

$$T_g = \operatorname{argmin}_t \sigma^2_w(t) \quad (2)$$

One adaptive local threshold approach is the Sauvola method [13]. This method calculates a local threshold T_w for each pixel in a window around that pixel. This method is resistant to uneven lighting. The local mean m_w and local standard deviation σ_w of the window are used, as well as the parameter R , which represents the dynamic range of the standard deviation. The sensitivity of the

¹see section 2.5 or [13]

²detects light from dark backgrounds

³Neumann boundary

⁴scan speckle

threshold can be corrected using the parameter k . The threshold is represented in equation (3) [13, 20]. An optional parameter $delta$ has been added to further fine-tune the threshold.

$$T_w = m_w * \left(1 + k * \left(\frac{\sigma_w}{R} - 1\right)\right) - delta \quad (3)$$

Another adaptive method that dynamically adjusts the required window size is the method developed by Bataineh et al. [4]. This method first calculates a global threshold T_{con} (4), which classifies the pixel values into foreground (black), background (white), and confusion values (red) (5). Based on the ratio of foreground to confusion values and the global standard deviation, a primary window size PW_{size} is selected (6). If the number of confusion values in the window exceeds this value, half the window size SW_{size} is used.

$$T_{con} = m_g - \frac{m_g^2 * \sigma_g}{(m_g + \sigma_g) * (0.5max_{level} + \sigma_g)} \quad (4)$$

$$I = \begin{cases} \text{black}, & i(x, y) \leq T_{con} - \left(\frac{\sigma_g}{2}\right), \\ \text{red}, & T_{con} - \left(\frac{\sigma_g}{2}\right) < i(x, y) < T_{con} + \left(\frac{\sigma_g}{2}\right), \\ \text{white}, & i(x, y) \geq T_{con} + \left(\frac{\sigma_g}{2}\right), \end{cases} \quad (5)$$

$$PW_{size} = \begin{cases} \left(\frac{I_h}{4}, \frac{I_w}{6}\right), & \geq 2.5 \text{ or } (\sigma_g < 0.1 * max_{level}), \\ \left(\frac{I_h}{30}, \frac{I_w}{20}\right), & 1 < p < 2 - 5 \text{ or } (I_h + I_w < 400), \\ \left(\frac{I_h}{40}, \frac{I_w}{30}\right), & p \leq 1, \end{cases} \quad (6)$$

The local threshold T_w is then calculated for each window (7). This uses an adaptive standard deviation value $\sigma_{adaptive}$ based on the maximum and minimum values of the standard deviation of all windows (8) [4]. Due to the adaptive window size and adaptive threshold value, which are based on the image features, this method is robust against various challenges such as thin pen strokes and low-contrast images. However, excessive background remains unavoidable [20].

$$T_w = m_w - \frac{m_w^2 - \sigma_w}{(m_g + \sigma_w) \times (\sigma_{adaptive} + \sigma_w)} \quad (7)$$

$$\sigma_{adaptive} = \frac{\sigma_w - \sigma_{min}}{\sigma_{max} - \sigma_{min}} \quad (8)$$

2.6 Despeckle

A despeckle step is offered to remove small spots that arise or remain during binarization. This removes smaller, connected components (speckles) from the binarized image. The method `get_label()` from the CImg library [15] is used to detect the connected components. It calculates the connected components using the algorithm by Hesselink et al. [8, 15].

2.7 Morphological operations

After segmenting the foreground and background, small holes or islands may appear. These can be removed using opening and closing operations [21]. The pipeline offers the option of applying the morphological operations dilation and erosion. Dilation expands bright (white) areas. In binary images, this can connect broken

characters or thicken strokes. Erosion reduces bright areas⁵. In binary images, this can remove small noise points or make strokes thinner [18, 21].

2.8 Color passthrough

As the final step in the pipeline, the binarized image can be used to obtain the color values of the original image. To do this, the binarized and enhanced image is used as a mask. All pixels that were classified as foreground (black) in the binarized image are replaced by the color of the underlying pixel in the original image. In equation (9), $I'(x, y, z)$ describes the result, $I_{original}(x, y, z)$ describes the colored original image, and $i(x, y)$ describes the binarized image.

$$I'(x, y, z) = \begin{cases} I_{original}(x, y, z), & \text{if } i(x, y) = \text{black}, \\ \text{white}, & \text{else} \end{cases} \quad (9)$$

3 Experiments

4 Conclusions

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⁵and expands dark areas

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