Sudoku OCR Journey Documentation

Introduction

The Sudoku OCR (Optical Character Recognition) journey involves extracting a Sudoku puzzle grid from an image and solving it using computer vision techniques. The goal is to develop an automated system that can read and solve Sudoku puzzles captured in images.

Software Used

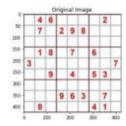
- OpenCV: A computer vision library used for image preprocessing, line extraction, noise removal, and other image manipulation tasks.
- Tesseract OCR: An open-source OCR engine used for character recognition.
- NumPy: A numerical computing library used for handling grid data structures and array operations.
- Matplotlib: A plotting library used for visualizing intermediate and final images.
- PIL (Python Imaging Library): A library used for opening, manipulating, and saving images.

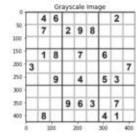
Objectives

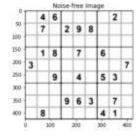
- 1. Preprocess the image to isolate the Sudoku puzzle grid and enhance digit readability.
- 2. Extract the individual cells of the Sudoku grid.
- 3. Perform OCR on each cell to recognize the digits present.
- 4. Solve the Sudoku puzzle using a backtracking algorithm.
- 5. Allow user interaction to edit the Sudoku grid before solving.

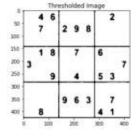
Image Preprocessing

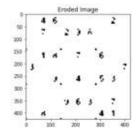
General functions and their effects:

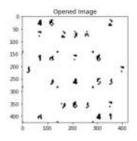


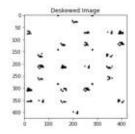


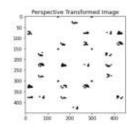












Preprocessing steps used:

1. Grayscale Conversion

The image is converted from RGB to grayscale using the **cv2.cvtColor()** function from OpenCV. Grayscale conversion simplifies further processing by reducing the image to a single channel representing intensity values.

2. Binarization

The grayscale image is binarized using adaptive thresholding with the **cv2.adaptiveThreshold()** function. This step separates the foreground (digits) from the background, resulting in a binary image.

3. Line Extraction

Hough Transform, implemented through the **cv2.HoughLinesP()** function, is utilized to detect lines present in the binary image. This step helps identify the grid lines of the Sudoku puzzle.

4. Line Removal

Detected lines from the previous step are removed from the binary image using the **cv2.line()** function. This process eliminates the grid lines, isolating the Sudoku digits for further processing.

5. Noise Removal

To reduce noise and smoothen the image, a denoising filter (median blur) is applied using the **cv2.medianBlur()** function. This step improves the accuracy of digit extraction and subsequent OCR.

6. Erosion

Erosion is performed using the **cv2.erode()** function to enhance the structure and readability of the Sudoku digits. It helps improve the segmentation of individual digits, making them more distinguishable.

7. Cell Extraction

The eroded image is split into individual cells representing each digit of the Sudoku puzzle. The **np.vsplit()** and **np.hsplit()** functions from NumPy are used to divide the image into a 9x9 grid, resulting in 81 individual cells.

OCR and Sudoku Solving

OCR (Optical Character Recognition)

For each cell, the OCR process is performed using the Tesseract OCR engine. The **pytesseract.image_to_string()** function is used to extract text from each cell image. A custom OCR configuration is set to recognize only digits and exclude other characters.

Sudoku Puzzle Solving

The Sudoku puzzle grid is represented as a 2D list of digits. Initially, the OCR results are used to populate the grid with the recognized digits. Then, a backtracking algorithm is applied to solve the Sudoku puzzle. The algorithm finds an empty cell, tries numbers from 1 to 9, and recursively solves the puzzle until a solution is found or all possibilities are exhausted.

Editing Sudoku

The system allows users to edit the Sudoku grid before solving. Users can specify the row number and column numbers to modify, with '0' representing a blank cell. This feature enables interactive interaction and customization of the Sudoku puzzle.

Challenges Faced

- 1. Divisibility of Cells: One challenge encountered was ensuring that the Sudoku grid cells were correctly extracted. Resizing the image and adjusting the parameters for splitting the cells helped overcome this challenge.
- 2. Misreading of Digits: Another challenge was the misreading of certain digits, especially the digit '1' being mistaken for '4'. Training the OCR model specifically for Sudoku digits could help improve accuracy, but for simplicity, a basic approach was adopted.
- 3. Distinct Boundaries: Maintaining distinct boundaries between the cells while removing grid lines was crucial. However, this led to some double-digit numbers being misread. Striking a balance

between distinct boundaries and accurate OCR results required experimentation and finetuning.

Conclusion

The Sudoku OCR journey encompasses various image preprocessing techniques, OCR using Tesseract, Sudoku solving algorithms, and user interaction. By combining computer vision and machine learning, the system provides an automated way to extract and solve Sudoku puzzles captured in images. The integration of OpenCV, Tesseract OCR, and other libraries offers a powerful framework for building Sudoku OCR applications and exploring other image-based puzzle-solving tasks.

Also, after a LONG time of trial and error yes, the order of the preprocessing steps can affect the final result. The order of the preprocessing steps for success are:

- 1. **Grayscale conversion**: Convert the image to grayscale.
- 2. **Binarization**: Apply adaptive thresholding to convert the grayscale image to a binary image.
- 3. **Line removal**: Use Hough Transform to detect and remove the lines from the binary image.
- 4. **Denoising**: Apply a denoising filter (e.g., median blur) to reduce noise in the image.
- 5. **Erosion**: Perform erosion to further enhance the structure and readability of the digit

 There is a factor of the extent of each that need to be tested too to get optimal results for all photos.

Robustness Test:



Current Sudoku Grid:

OCR Results:

Enter the row number to edit (1-9), or enter '0' to solve the puzzle: 6

Enter the column numbers to edit (1-9), separated by spaces, with zero to represent gaps: 0 0 0 1 0 0 0 3 0

Current Sudoku Grid:

Current Sudoku Grid:

OCR Results:

Enter the row number to edit (1-9), or enter '0' to solve the puzzle: 0

Answer:

Current Sudoku Grid:

OCR Results:

812753649

943682175

675491283

154237896

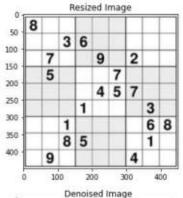
369845721

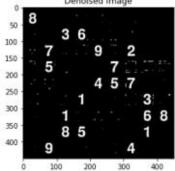
287169534

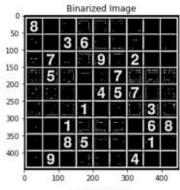
521974368

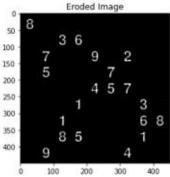
438526917

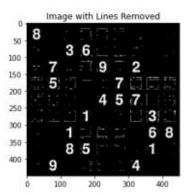
796318452











Answer:

Current Sudoku Grid:

OCR Results:

438526917

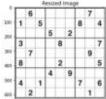
796318452

_		_	_	_	_	_	_	_
8	1	2	7	5	3	6	4	9
9	4	3	6	8	2	1	7	5
6	7	5	4	9	1	2	8	3
1	5	4	2	3	7	8	9	6
3	6	9	8	4	5	7	2	1
2	8	7	1	6	9	5	3	4
5	2	1	9	7	4	3	6	8
4	3	8	5	2	6	9	1	7
7	9	6	3	1	8	4	5	2

actual answer.

https://towardsdatascience.com/pre-processing-in-ocr-fc231c6035a7 preprocessing tips

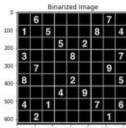
Notes and Chicken scratch of journey



ssue was

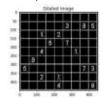
the cutting up of the square was not divisible. So resize.

Other issue now is that lines are being read as 1, and the recurved 1 is looking like a 4. It could do with training but for this model I want it to be simple.



To help

with distinct boundaries, but now there are more readings of double digit numbers.



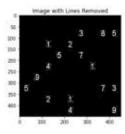
Almost, but not quite.

Machine learning looks like it will have to be incorporated as 1s are often misread.

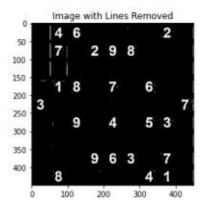




almost there!



really good except 1 is read as 4:



046000020 070298000 0000000000 018070600 000000007 009040530 000000000 000963070 000000400 Missed a few on this one

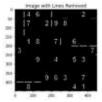
Yes, the order of the preprocessing steps can affect the final result. In your desired sequence, the order of the preprocessing steps would be:

6. Grayscale conversion: Convert the image to grayscale.

- 7. Binarization: Apply adaptive thresholding to convert the grayscale image to a binary image.
- 8. Line removal: Use Hough Transform to detect and remove the lines from the binary image.
- Denoising: Apply a denoising filter (e.g., median blur) to reduce noise in the image.
- Erosion: Perform erosion to further enhance the structure and readability of the digit

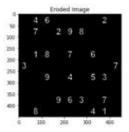
			E	rod	ed in	nag			
50 -	Ξ	4	6					2	L
100 -	=	7	-	2	9	8	H	-	-
150 - 200 -	Ξ	1	8		7		6		
250 -	3		Ž		Ē	⊑	Ē		7
300 -	-		9	H	4		5	3	├
350 -	Ξ			9	6	3		7	
400 -	Ξ	8					4	1	
0		10	10	20	00	- 3	30	4	00

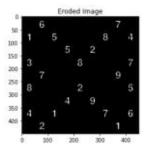
eroding lines doesn't make much sense here as we are left with ill defined horizontals leading to this:



SUCCESS

0 4	6	0	0	0	0	2	0
0 7	0	2	9	8	0	0	0
0 0	0	0	0	0	0	0	0
0 1	8	0	7	0	6	0	0
3 0	0	0	0	0	0	0	7
0 0	9	0	4	0	5	3	0
0 0	0	0	0	0	0	0	0
0 0	0	9	6	3	0	7	0
08	0	0	0	0	4	1	0





erosion factor can be relaxed but it Is doing really well!

0	6	0	0	0	0	0	7	0
1	0	5	0	0	0	8	0	4
0	0	0	5	0	2	0	0	0
3	0	0	0	8	0	0	0	7
0	7	0	0	0	0	0	9	0
8	0	0	0	2	0	0	0	5
0	0	0	4	0	9	0	0	0
4	0	1	0	0	0	7	0	6
0	2	0	0	0	0	0	1	0

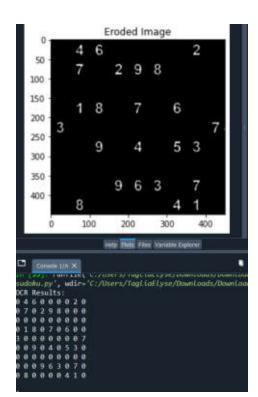
Backtracking:

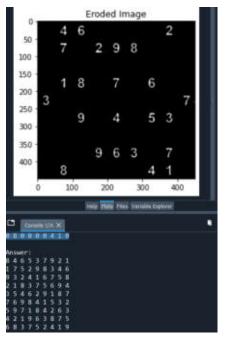
OCR Results:

300080007

Answer:

 $1\,3\,5\,6\,9\,7\,8\,2\,4$





Complete Code:

import cv2 import numpy as np	# Erode the image	return False
import pytesseract	eroded = erode_image(denoised)	# Check column
from PIL import Image	plt.imshow(eroded, cmap='gray')	for i in range(9):
import matplotlib.pyplot as plt #Set the path to the image file	pit.title("Eroded Image")	if grid[i][col] == str(num): return False
image_path = r'C:\Users\TagliaElyse\Downloads\sudoku5.jpg'	plt.show()	return raise
# Set the tesseract path to the location of the tesseract executable	# Split the image into cells	# Check 3x3 box
pytesseract.pytesseract_cmd = r'C:\Program Files\Tesseract- OCR\tesseract.exe'	cells = split_cells(eroded)	box_row = row - row % 3 box_col = col - col % 3
def get_grayscale(image):	# Set the custom config for OCR	for i in range(3):
return cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)	custom_config = r'oem 3psm 6 -c tessedit_char_whitelist=123456789	for j in range(3):
def binarize_image(image): return cv2.adaptiveThreshold(image, 255, cv2.ADAPTIVE_THRESH_MEAN_C,	outputbase digits'	if grid(box_row + i][box_col + j] == str(num): return False
cv2.THRESH_BINARY_INV, 11, 2)	# Format output as a grid	recuir ruise
def extract_lines(image):	grid = []	return True
lines = cv2.HoughLinesP(image, 1, np.pi / 180, 100, minLineLength=100, maxLineGap=10)	for i in range(0, len(cells), 9): row = []	def edit_sudoku(grid):
return lines	for j in range(i, i + 9):	while True:
	cell_image = Image.fromarray(cells[j])	row_num = input("Enter the row number to edit (1-9), or enter '0' to solve
def remove_lines(image, lines): for line in lines:	ocr_text = pytesseract.image_to_string(cell_image, config=custom_config).strip()	the puzzle: ") if row_num == '0':
x1, y1, x2, y2 = line[0]	row.append(ocr_text if ocr_text != "" else "0")	break
cv2.line(image, (x1, y1), (x2, y2), (0, 0, 0), 3)	grid.append(row)	col nums = input("Enter the column numbers to edit (1-9), separated by
return image	# Print the original grid	spaces, with zero to represent gaps: ").split()
def remove_noise(image):	print("OCR Results:")	
return cv2.medianBlur(image, 3)	for row in grid:	if not all(num.isdigit() and 0 <= int(num) <= 9 for num in col_nums): print("Invalid column numbers. Please try again.")
def erode_image(image):	print(" ".join(row))	print("invalid column numbers. Please try again.") continue
kernel = np.ones((3, 3), np.uint8)	# Solve the Sudoku puzzle	
return cv2.erode(image, kernel, iterations=1)	solve_sudoku(grid)	row_index = int(row_num) - 1
def split_cells(image): rows = np.vsplit(image, 9)	# Print the solved grid	for col_num, value in enumerate(col_nums): col_index = col_num
cells = []	print("\nAnswer:")	grid[row_index][col_index] = str(value)
for row in rows: cols = np.hsplit(row. 9)	for row in grid: print(" ".join(row))	print("\nCurrent Sudoku Grid:")
cois = np.nspiit(row, 9) for cell in cols:	print(" ".join(row))	print("\ncurrent Sudoku Grid:") print_sudoku_grid(grid)
cells.append(cell)	# Call the main function	
return cells	main()	def print_sudoku_grid(grid): print("Current Sudoku Grid:")
def solve_sudoku(grid): # Find empty cell		print("Current Sudoku Grid:") print("OCR Results:")
empty_cell = find_empty_cell(grid)		for row in grid:
if not empty_cell:	ABilitiyy to edit by specifying row before solving	print(" ".join(row))
return True # Puzzle solved	import cv2 import numpy as np	def main():
row, col = empty_cell	import nampy as rip	#Load the image
# Try numbers from 1 to 9	from PIL import Image	img = cv2.imread(image_path)
for num in range(1, 10): if is valid move(grid, row, col, num):	import matplotlib.pyplot as plt	<pre>img_resized = cv2.resize(img, (450, 450)) plt.imshow(img_resized)</pre>
grid[row][col] = str(num)	# Set the path to the image file	plt.title("Resized Image")
	image_path = r'C:\Users\TagliaElyse\Downloads\sudoku5.jpg'	plt.show()
# Recursively solve the puzzle if solve_sudoku(grid):	# Set the tesseract path to the location of the tesseract executable	# Convert to grayscale
return True	pytesseract.pytesseract.tesseract_cmd = r'C:\Program Files\Tesseract-	gray = get_grayscale(img_resized)
	OCR\tesseract.exe'	plt.imshow(gray, cmap='gray')
# If the current number doesn't lead to a solution, backtrack grid[row][col] = "0"	def get grayscale(image):	plt.title("Grayscale Image") plt.show()
	return cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)	
return False	Adv. A. L. A. A. A.	# Binarize the image
def find_empty_cell(grid): for row in range(9):	<pre>def binarize_image(image): return cv2.adaptiveThreshold(image, 255, cv2.ADAPTIVE_THRESH_MEAN_C,</pre>	binarized = binarize_image(gray) plt.imshow(binarized, cmap='gray')
for col in range(9):	cv2.THRESH_BINARY_INV, 11, 2)	plt.title("Binarized Image")
if grid[row][col] == "0":		plt.show()
return row, col return None	<pre>def extract_lines(image): lines = cv2.HoughLinesP(image, 1, np.pi / 180, 100, minLineLength=100,</pre>	# Extract lines lines = extract_lines(binarized)
	maxLineGap=10)	
def is_valid_move(grid, row, col, num):	return lines	# Remove lines from the image
# Check row if str(num) in grid[row]:	def remove_lines(image, lines):	lines_removed = remove_lines(binarized.copy(), lines) plt.imshow(lines removed, cmap='gray')
return False	for line in lines:	plt.title("Image with Lines Removed")
Market and an	x1, y1, x2, y2 = line[0]	plt.show()
# Check column for i in range(9):	cv2.line(image, (x1, y1), (x2, y2), (0, 0, 0), 3) return image	# Remove noise from the image
if grid[i][col] == str(num):	-	denoised = remove_noise(lines_removed)
return False	def remove_noise(image): return cv2.medianBlur(image, 3)	plt.imshow(denoised, cmap='gray') plt.title("Denoised Image")
# Check 3x3 box	def erode image(image):	pit.show()
box_row = row - row % 3	kernel = np.ones((3, 3), np.uint8)	
box_col = col - col % 3 for i in range(3):	return cv2.erode(image, kernel, iterations=1) def split_cells(image):	# Erode the image eroded = erode_image(denoised)
for j in range(3):	rows = np.vsplit(image, 9)	plt.imshow(eroded, cmap='gray')
if grid[box_row + i][box_col + j] == str(num):	cells = []	plt.title("Eroded Image")
return False	for row in rows: cols = np.hsplit(row, 9)	plt.show()
return True	for cell in cols:	#Split the image into cells
def main():	cells.append(cell)	cells = split_cells(eroded)
#Load the image img = cv2.imread(image_path)	return cells def solve_sudoku(grid):	# Set the custom config for OCR
img_resized = cv2.resize(img, (450, 450))	# Find empty cell	custom_config = r'oem 3psm 6 -c tessedit_char_whitelist=123456789
plt.imshow(img_resized)	empty_cell = find_empty_cell(grid)	outputbase digits'
plt.title("Resized Image") plt.show()	if not empty_cell: return True # Puzzle solved	# Format output as a grid
picatowy	row, col = empty_cell	grid = []
# Convert to grayscale	# Try numbers from 1 to 9	for i in range(0, len(cells), 9):
gray = get_grayscale(img_resized) plt.imshow(gray, cmap='gray')	for num in range(1, 10): if is_valid_move(grid, row, col, num):	row = [] for j in range(i, i + 9):
plt.title("Grayscale Image")	grid[row][col] = str(num)	cell_image = Image.fromarray(cells[j])
plt.show()	# Recursively solve the puzzle	ocr_text = pytesseract.image_to_string(cell_image, config=custom config).strip()
# Binarize the image	# Recursively solve the puzzle if solve_sudoku(grid):	config=custom_config).strip() row.append(ocr text if ocr text != "" else "0")
binarized = binarize_image(gray)	return True	grid.append(row)
plt.imshow(binarized, cmap='gray')		# Print the original grid
plt.title("Binarized Image") plt.show()	<pre># If the current number doesn't lead to a solution, backtrack grid[row][col] = "0"</pre>	print_sudoku_grid(grid) # Prompt user for edits
# Extract lines		edit_sudoku(grid)
lines = extract_lines(binarized)	return False	# Solve the Sudoku puzzle
# Remove lines from the image lines_removed = remove_lines(binarized.copy(), lines)	def find_empty_cell(grid):	solve_sudoku(grid)
plt.imshow(lines_removed, cmap='gray')	for row in range(9):	# Print the solved grid
plt.title("Image with Lines Removed")	for col in range(9):	print("\nAnswer:")
plt.show()	if grid[row][col] == "0": return row, col	print_sudoku_grid(grid)
# Remove noise from the image	return None	# Call the main function
denoised = remove_noise(lines_removed)	defin colid manufacid annu ad access.	main()
plt.imshow(denoised, cmap='gray') plt.title("Denoised Image")	def is_valid_move(grid, row, col, num): # Check row	
pit.tide(beinised image)	if str(num) in grid[row]:	