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IMP Project, June 2022

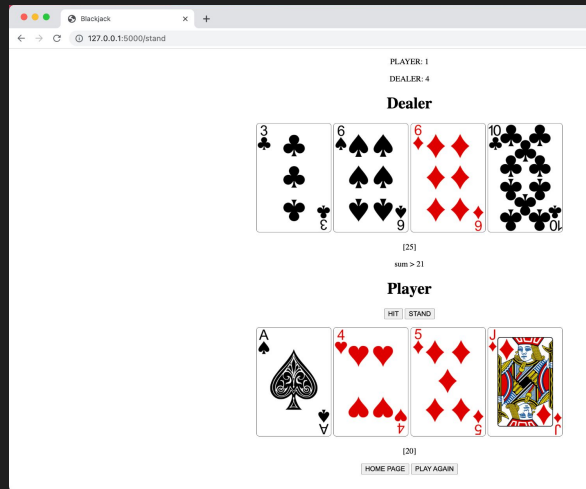
Background

Originally for my IMP project, I was programming a website where the user can play the card game Blackjack. At the same time I was also working on writing a program to solve Sudoku. Even though I implemented Blackjack, in the end, I was more excited to share and talk about the Sudoku solver that I had been working on.

Blackjack
game
running
locally


Code

```
6 card_values = {
7     "ace": 1,
8     "2": 2,
9     "3": 3,
10    "4": 4,
11    "5": 5,
12    "6": 6,
13    "7": 7,
14    "8": 8,
15    "9": 9,
16    "10": 10,
17    "jack": 10,
18    "queen": 10,
19    "king": 10
20 }
21
22 @dataclass
23 class Card:
24     name: str
25     value: int
26     url: str
27
28 deck = []
29
30 def build_deck():
31     deck.clear()
32     for e in ["ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "jack", "queen", "king"]:
33         b = ['spades', 'hearts', 'diamonds', 'clubs']
34         for i in range(4):
35             card = Card(str(e) + "_" + str(b[i]), 0, "")
36             card.url = "/static/cards/" + card.name + ".png"
37             card.value = card_values.get(e)
38             deck.append(card)
39     return deck
40
41 deck = build_deck()
42
43 ...
44 @app.route("/stand", methods=["POST", "GET"])
45 def stand():
46     if deck != [] and game[0]:
47         while dealer_sum[0] <= 16:
48             index = random.randrange(0, len(deck))
49             card = deck.pop(index)
50             dealer_cards.append(card)
51             dealer_sum[0] += (card.value)
52         if game[0]:
53             if dealer_sum[0] > 21:
54                 player_wins[0] += 1
55             elif dealer_sum[0] >= player_sum[0]:
56                 dealer_wins[0] += 1
57             else:
58                 player_wins[0] += 1
59         game[0] = False
60         return render_template("game.html", player_cards = player_cards, dealer_cards = dealer_cards, player_sum = player_sum, dealer_sum = dealer_sum)
```




Rules of Sudoku

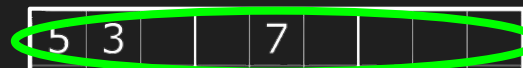
A Sudoku board is a grid (usually 9x9) with some numbers already placed in the smaller cells. Each box (3x3), row, and column must contain the numbers 1-9 only once. The puzzle is solved when the entire board is filled in.



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



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




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

Steps

1. Write a program to solve a Sudoku board given clean data;
input read from a CSV (comma-separated values) file

DONE



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

2. Write a program to read data from an preprocessed image of a Sudoku board
using computer vision and digit recognition

DONE

3. Use a live image from computer webcam/phone and convert the working
program into a phone app

WORK IN PROGRESS

Sudoku Solver in Action

Example #1

puzzle to be solved:
 [[5 3 0 0 7 0 0 0 0]
 [6 0 0 1 9 5 0 0 0]
 [0 9 8 0 0 0 0 6 0]
 [8 0 0 0 6 0 0 0 3]
 [4 0 0 8 0 3 0 0 1]
 [7 0 0 0 2 0 0 0 6]
 [0 6 0 0 0 0 2 8 0]
 [0 0 0 4 1 9 0 0 5]
 [0 0 0 0 8 0 0 7 9]]

solved puzzle:
 [[5 3 4 6 7 8 9 1 2]
 [6 7 2 1 9 5 3 4 8]
 [1 9 8 3 4 2 5 6 7]
 [8 5 9 7 6 1 4 2 3]
 [4 2 6 8 5 3 7 9 1]
 [7 1 3 9 2 4 8 5 6]
 [9 6 1 5 3 7 2 8 4]
 [2 8 7 4 1 9 6 3 5]
 [3 4 5 2 8 6 1 7 9]]

time: 0.09872984886169434 seconds

Empty "cells"
are set to 0

Solution

Time taken to
solve puzzle

Example #2

puzzle to be solved:
 [[0 8 0 0 0 0 7 0 0]
 [0 0 5 0 0 1 8 0 2]
 [1 7 0 8 0 0 0 5 0]
 [0 9 0 1 0 5 2 0 0]
 [0 0 0 0 3 0 0 0 0]
 [0 0 1 6 0 4 0 8 0]
 [0 3 0 0 0 8 0 6 4]
 [4 0 8 5 0 0 9 0 0]
 [0 0 9 0 0 0 0 2 0]]

solved puzzle:
 [[9 8 2 4 5 6 7 3 1]
 [6 4 5 3 7 1 8 9 2]
 [1 7 3 8 2 9 4 5 6]
 [3 9 6 1 8 5 2 4 7]
 [8 5 4 2 3 7 6 1 9]
 [7 2 1 6 9 4 3 8 5]
 [2 3 7 9 1 8 5 6 4]
 [4 1 8 5 6 2 9 7 3]
 [5 6 9 7 4 3 1 2 8]]

time: 0.21404790878295898 seconds

Code Flowchart

My program uses the depth-first search (DFS) algorithm to generate a solution



```

1  # ashley b
2
3  import copy
4  import csv
5  from board2 import Board
6  import time
7  import numpy
8
9  def write_to_file(board):
10     w = csv.writer(open(r"sudoku_test.csv", "w"))
11     w.writerow(board)
12
13  def read_from_file():
14     with open(r'sudoku_to_solve.csv', mode='r') as fp:
15         reader = csv.reader(fp, delimiter=",", quotechar='"')
16         return [[int(e) for e in row] for row in reader]
17
18  # board_state_stack - temp board states
19  board_state_stack = []
20
21  def get_next_empty_cell(curr_board):
22     for row in range(9):
23         for col in range(9):
24             if curr_board[row][col] == 0:
25                 return [row, col]
26
27  def generate_possible_boards(curr_board):
28     '''generate possible boards and append to board_state_stack'''
29     result = get_next_empty_cell(curr_board)
30     row = result[0]
31     col = result[1]
32
33     for possible_digit in range(1,10):
34         # check if possible_digit is valid at pos [row][col]
35         if curr_board.is_valid(row, col, possible_digit):
36             curr_board[row][col] = possible_digit
37             board_state_stack.append(curr_board)
38             curr_board = copy.deepcopy(curr_board)

```

```

40  def solve(board):
41     a = time.time()
42     board_copy = copy.deepcopy(board)
43
44     while not board_copy.is_filled():
45         generate_possible_boards(board_copy)
46         if len(board_state_stack) != 0:
47             board_copy = board_state_stack.pop()
48         else:
49             return None
50
51     b = time.time()
52     t = b-a
53
54     return board_copy, t
55
56  def main(board_vals):
57     board = Board(board_vals)
58
59     if board.is_board_valid():
60         if not board.is_filled():
61             solved_board, t = solve(board)
62             return (board, solved_board, t)
63         else:
64             print("already solved")
65     else:
66         print("invalid board")
67
68  if __name__ == "__main__":
69     board, solved_board, t = main(read_from_file())
70     print("puzzle to be solved: \n", board)
71     print("\nsolved puzzle: \n", solved_board)
72     print("\ntime:", t, "seconds")

```

```

19  def is_valid(self, row, col, num):
20     # row
21     for i in range(9):
22         if self.entries[row][i] == num:
23             return False
24     # col
25     for i in range(9):
26         if self.entries[i][col] == num:
27             return False
28     # box 3x3
29     st_r = row - row % 3
30     st_c = col - col % 3
31     for i in range(3):
32         for j in range(3):
33             if self.entries[i + st_r][j + st_c] == num:
34                 return False
35     return True
36
37  def are_no_duplicates_in_rows(self):
38     valid_nums = [0,1,2,3,4,5,6,7,8,9]
39     for i in range(9):
40         counter = Counter(self.entries[i])
41         for e in counter:
42             if (e not in valid_nums) or (e != 0 and counter[e] != 1):
43                 return False
44     return True
45
46  def are_no_duplicates_in_cols(self):
47     valid_nums = [0,1,2,3,4,5,6,7,8,9]
48     for i in range(9):
49         counter = Counter([row[i] for row in self.entries])
50         for e in counter:
51             if (e not in valid_nums) or (e != 0 and counter[e] != 1):
52                 return False
53     return True
54
55  def is_filled(self):
56     '''check if entire board is filled in (i.e. no 0's)'''
57     for i in range(9):
58         for j in range(9):
59             if str(self[i][j]) == "0":
60                 return False
61     return True
62
63  def is_board_valid(self):
64     '''check for duplicates in rows, cols, and boxes'''
65     return self.are_no_duplicates_in_rows() and self.are_no_duplicates_in_

```

This code generates the solution to a Sudoku puzzle

What are OpenCV & Tesseract?

OpenCV is an open source computer vision software that can process images.

Tesseract OCR (Optical Character Recognition) is also an open source software library that recognises digits and letters in images.



OpenCV

Learn more at
<https://opencv.org/>



Tesseract OCR

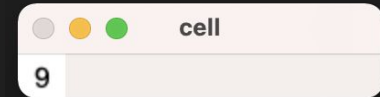
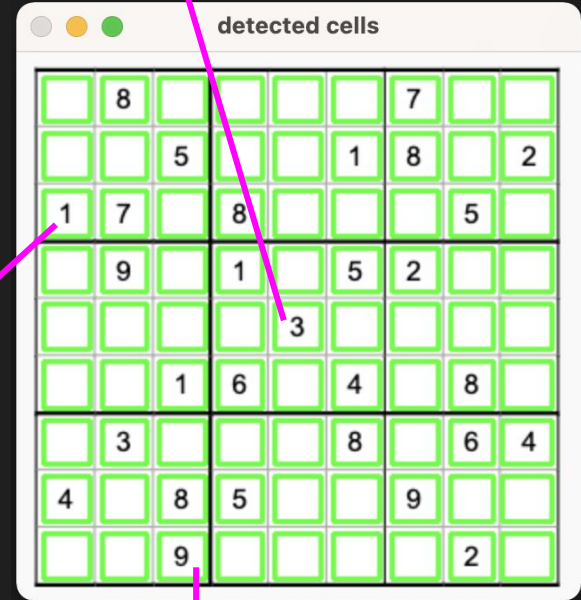
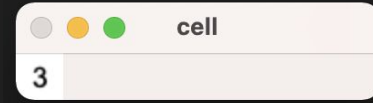
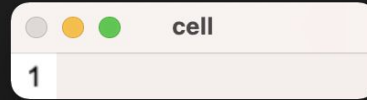
Learn more at
<https://github.com/tesseract-ocr/tesseract>

Code Explanation

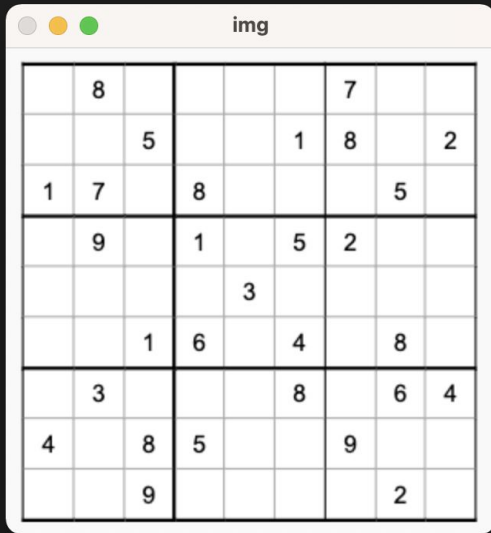
My program breaks the Sudoku board image into 81 mini-images (cells) and uses Tesseract digit recognition on each cell to identify the digit.

Then, my program solves the puzzle using the recognized digits to get the digits in the solution.

Finally, it overlays the solution on the original image.
(see next slide)



Overlaying Solution on Image

A window titled 'img' showing a 9x9 grid with some numbers. The numbers are: Row 1: (1,2)=8, (1,8)=7; Row 2: (2,3)=5, (2,6)=1, (2,7)=8, (2,9)=2; Row 3: (3,1)=1, (3,2)=7, (3,4)=8, (3,8)=5; Row 4: (4,1)=9, (4,3)=1, (4,5)=5, (4,6)=2; Row 5: (5,5)=3; Row 6: (6,3)=1, (6,4)=6, (6,6)=4, (6,8)=8; Row 7: (7,2)=3, (7,5)=8, (7,7)=6, (7,9)=4; Row 8: (8,1)=4, (8,3)=8, (8,4)=5, (8,7)=9; Row 9: (9,3)=9, (9,8)=2.

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

Original image

A window titled 'img' showing the same 9x9 grid as the original image, but with all digits highlighted in red. The digits are: Row 1: (1,2)=8, (1,8)=7; Row 2: (2,3)=5, (2,6)=1, (2,7)=8, (2,9)=2; Row 3: (3,1)=1, (3,2)=7, (3,4)=8, (3,8)=5; Row 4: (4,1)=9, (4,3)=1, (4,5)=5, (4,6)=2; Row 5: (5,5)=3; Row 6: (6,3)=1, (6,4)=6, (6,6)=4, (6,8)=8; Row 7: (7,2)=3, (7,5)=8, (7,7)=6, (7,9)=4; Row 8: (8,1)=4, (8,3)=8, (8,4)=5, (8,7)=9; Row 9: (9,3)=9, (9,8)=2.

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

Recognized digits
(in red)A window titled 'img solved' showing a 9x9 grid with the solved solution. Digits are color-coded: red for digits already present in the original image, and blue for digits added to complete the solution. The digits are: Row 1: (1,1)=9, (1,2)=8, (1,3)=2, (1,4)=4, (1,5)=5, (1,6)=6, (1,7)=7, (1,8)=3, (1,9)=1; Row 2: (2,1)=6, (2,2)=4, (2,3)=5, (2,4)=3, (2,5)=7, (2,6)=1, (2,7)=8, (2,8)=9, (2,9)=2; Row 3: (3,1)=1, (3,2)=7, (3,3)=3, (3,4)=8, (3,5)=2, (3,6)=9, (3,7)=4, (3,8)=5, (3,9)=6; Row 4: (4,1)=3, (4,2)=9, (4,3)=6, (4,4)=1, (4,5)=8, (4,6)=5, (4,7)=2, (4,8)=4, (4,9)=7; Row 5: (5,1)=8, (5,2)=5, (5,3)=4, (5,4)=2, (5,5)=3, (5,6)=7, (5,7)=6, (5,8)=1, (5,9)=9; Row 6: (6,1)=7, (6,2)=2, (6,3)=1, (6,4)=6, (6,5)=9, (6,6)=4, (6,7)=3, (6,8)=8, (6,9)=5; Row 7: (7,1)=2, (7,2)=3, (7,3)=7, (7,4)=9, (7,5)=1, (7,6)=8, (7,7)=5, (7,8)=6, (7,9)=4; Row 8: (8,1)=4, (8,2)=1, (8,3)=8, (8,4)=5, (8,5)=6, (8,6)=2, (8,7)=9, (8,8)=7, (8,9)=3; Row 9: (9,1)=5, (9,2)=6, (9,3)=9, (9,4)=7, (9,5)=4, (9,6)=3, (9,7)=1, (9,8)=2, (9,9)=8.

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

Solved board
(in blue)

```

1  # ashley b
2
3  import cv2
4  import numpy as np
5  import pytesseract
6  import copy
7  from board2 import Board
8  from sudoku_solver import solve
9
10 class Cell:
11     def __init__(self, image, x, y):
12         self.x = x
13         self.y = y
14         self.image = image
15         self.digit = None
16
17     def __str__(self):
18         return "(" + str(self.x) + ", " + str(self.y) + "): " + str(self.digit)
19
20 def read_image(img_file_name):
21     image = cv2.imread(img_file_name)
22     gray_scale = cv2.imread(img_file_name, 0)
23     return image, gray_scale
24
25 def process_image(gray_scale):
26     # canny edge detection
27     img_bin = cv2.Canny(gray_scale, 100, 200)
28     dil_kernel = np.ones((3, 3), np.uint8)
29     img_bin = cv2.dilate(img_bin, dil_kernel, iterations=1)
30
31     line_min_width = 20
32     # horizontal lines
33     kernel_h = np.ones((1, line_min_width), np.uint8)
34     img_bin_h = cv2.morphologyEx(img_bin, cv2.MORPH_OPEN, kernel_h)
35
36     # vertical lines
37     kernel_v = np.ones((line_min_width, 1), np.uint8)
38     img_bin_v = cv2.morphologyEx(img_bin, cv2.MORPH_OPEN, kernel_v)
39
40     # merge lines
41     img_bin_final = img_bin_h | img_bin_v # TODO
42     final_kernel = np.ones((3, 3), np.uint8)
43     img_bin_final = cv2.dilate(img_bin_final, final_kernel, iterations=1)
44
45     return img_bin_final
46
47 def get_cells(stats, image):
48     image2 = image.copy() # image w/ boxes drawn on
49
50     # median width/height of cells
51     median_w = np.median([w for (_, _, w, _, _) in stats[2]])
52     median_h = np.median([h for (_, _, _, h, _) in stats[2]])
53
54     cells = []
55     for x, y, w, h, area in stats[2]:
56         # TODO varies depending on image
57         if np.isclose(w, median_w, rtol=1) and np.isclose(h, median_h, rtol=1):
58             cropped_img = image[x:x+w, y:y+h]
59             # draw rectangle around detected cell
60             cv2.rectangle(image2, (x, y), (x+w, y+h),
61                           (0, 255, 0), 2) # TODO image resolution
62             cv2.imshow('detected cells', image2)
63             cell = Cell(cropped_img, x + int(w / 2), y + int(h / 2))
64             cells.append(cell)
65     return cells
66
67 def reformat_digits(digits):
68     a = np.reshape(digits, (-1, 9))
69     new = []
70     for i in range(len(a)):
71         new.append([])
72         for j in range(len(a[i])):
73             new[i].append(a[i][j])
74     return np.array(new)
75
76 def clean_up_board(board):
77     board_copy = copy.deepcopy(board)
78     # set empty cells to 0's
79     for i in range(9):
80         for j in range(9):
81             if board_copy[i][j] == '':
82                 board_copy[i][j] = 0
83     return [list(map(int, i)) for i in board_copy]
84
85 def reformat_cells(cells):
86     a = np.reshape(cells, (-1, 9))
87     new = []
88     for i in range(len(a)):
89         new.append([])
90         for j in range(len(a[i])):
91             new[i].append(a[i][j])
92     return new
93
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128
129 def main(file_nm=r"/Users/ashley/vs-code/sudoku/images/s1.png"):
130     pytesseract.pytesseract.tesseract_cmd = r"/System/Volumes/Data/opt/homebrew/bin/tesseract"
131
132     image, gray_scale = read_image(file_nm)
133     img_solution = image.copy()
134     new_image = process_image(gray_scale)
135     _, stats, _ = cv2.connectedComponentsWithStats(
136         ~new_image, connectivity=8, ltype=cv2.CV_32S)
137     cells = get_cells(stats, image)
138     assert len(cells) == 81
139
140     # recognize digits on board
141     digits = []
142     for c in cells:
143         ocr_result = pytesseract.image_to_string(
144             c.image, lang='eng', config='--psm 10 --oem 3 -c tessedit_char_whitelist=123456789')
145         digits.append(ocr_result)
146         c.digit = ocr_result.strip()
147         cv2.putText(image, str(c.digit), (c.y, c.x),
148                    cv2.FONT_HERSHEY_SIMPLEX, 0.5, (0, 0, 255), 1, cv2.LINE_AA)
149     cv2.imshow('img', image)
150
151     digits = reformat_digits([e.strip() for e in digits])
152     board = clean_up_board(digits)
153     solved, _ = solve(Board(np.array(board)))
154     solved_board_as_list = three_to_two_dimensional_list(solved)
155     reformatored_cells = reformat_cells(cells)
156     cells_list = three_to_two_dimensional_list(reformatored_cells)
157
158     # overlay solution on image
159     for i in range(len(cells_list)):
160         for j in range(len(solved_board_as_list)):
161             color = (0, 0, 255)
162             if cells_list[i].digit == "":
163                 color = (255, 0, 0)
164             if i == j:
165                 cv2.putText(img_solution, str(solved_board_as_list[i]), (
166                     cells[i].x, cells[i].y), cv2.FONT_HERSHEY_SIMPLEX, 0.5, color, 1, cv2.LINE_AA)
167
168     # show solution
169     cv2.imshow('img solved', img_solution)
170     cv2.waitKey(0)
171
172     return np.array(board)
173
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202
203
204 if __name__ == "__main__":
205     main()

```

This code uses OpenCV & Tesseract OCR to process and recognize digits in an image of a Sudoku board

What's next?

Next, I would like to work on taking a live image from webcam or phone camera. Then, I would take my program and convert it to an app on phone.

THANK YOU

Thank you to my IMPp mentor Mr. Thom

Also thank you to my CS teacher Mr. David L.

The End

:)