

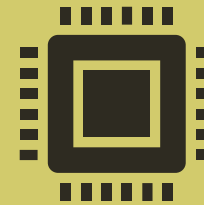
VEHICLE  
LICENSE PLATES  
DETECTION  
FROM COLOR  
IMAGES

Image Processing  
Project

# REQUIREMENTS



COLOR IMAGES OF VEHICLES (AT DIFFERENT DISTANCES) WITH VISIBLE LICENSE PLATES ARE GIVEN (THE LICENSE PLATES CAN BE A LITTLE BIT ROTATED TO THE HORIZONTAL DIRECTION);



YOU'LL IMPLEMENT AN ALGORITHM TO IDENTIFY AND MARK THE AREAS WHERE THE LICENSE PLATES ARE FOUND.

# BASIC STEPS OF THE APPROACH

1. Image acquiring

2. Grayscale  
conversion

3. Noise reduction

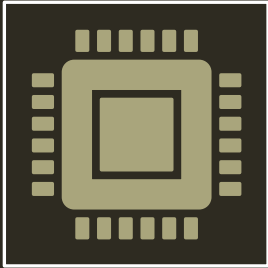
4. Image  
thresholding

Canny Edge  
detection algorithm

Connected  
Component Labeling  
(with/without  
dilatation)

Choosing the best  
candidate

# STEP 1&2: IMAGE ACQUISITION & GRAYSCALE CONVERSION



Loading the image should be the easiest part, because of the functionalities offered by OpenCV.



The color image will be converted to grayscale with the method applied in one of the first IP laboratories.



Big advantage of grayscale images is that it saves up a lot of memory and it is easier to work with them.

# STEP 3&4: NOISE REDUCTION AND THRESHOLDING

Reduce the noise present in the image using some gaussian filters (mathematical properties)

- Reduce unwanted information which deteriorates image quality.
- Apply Gaussian convolution  $I_D = G * I_S$  - implementation may vary

Apply thresholding process to obtain a binary image ( black and white image suitable for Canny algorithm)

# STEP 5: CANNY EDGE DETECTION

The steps of the Canny edge detection method are given below

1. Noise filtering through a Gaussian Kernel
2. Computing the gradient's module and direction
3. Non-maxima suppression of the gradient's module
4. Edge linking through adaptive hysteresis thresholding

# CANNY EDGE DETECTION ALGORITHM

# STEP 6&7: CONNECTED COMPONENT LABELLING AND FINAL DECISION

Label the same neighbouring pixels that belong to the same object.

- for this process a binary image is needed ( output of the Canny algorithm )

Finally, from those components, select the suitable one based on some mathematical and logical principles and rules.



# ALGORITHM PRESENTATION





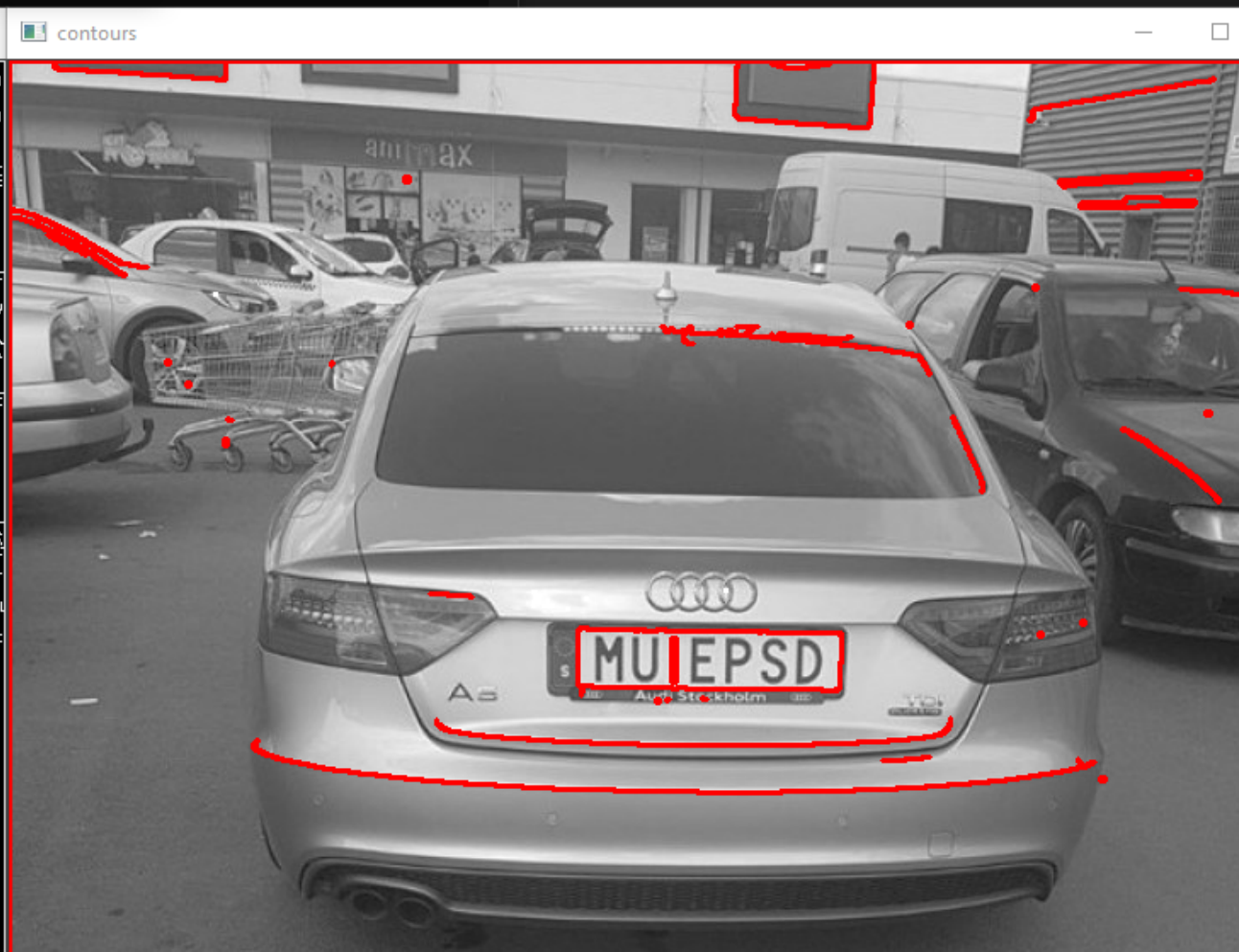
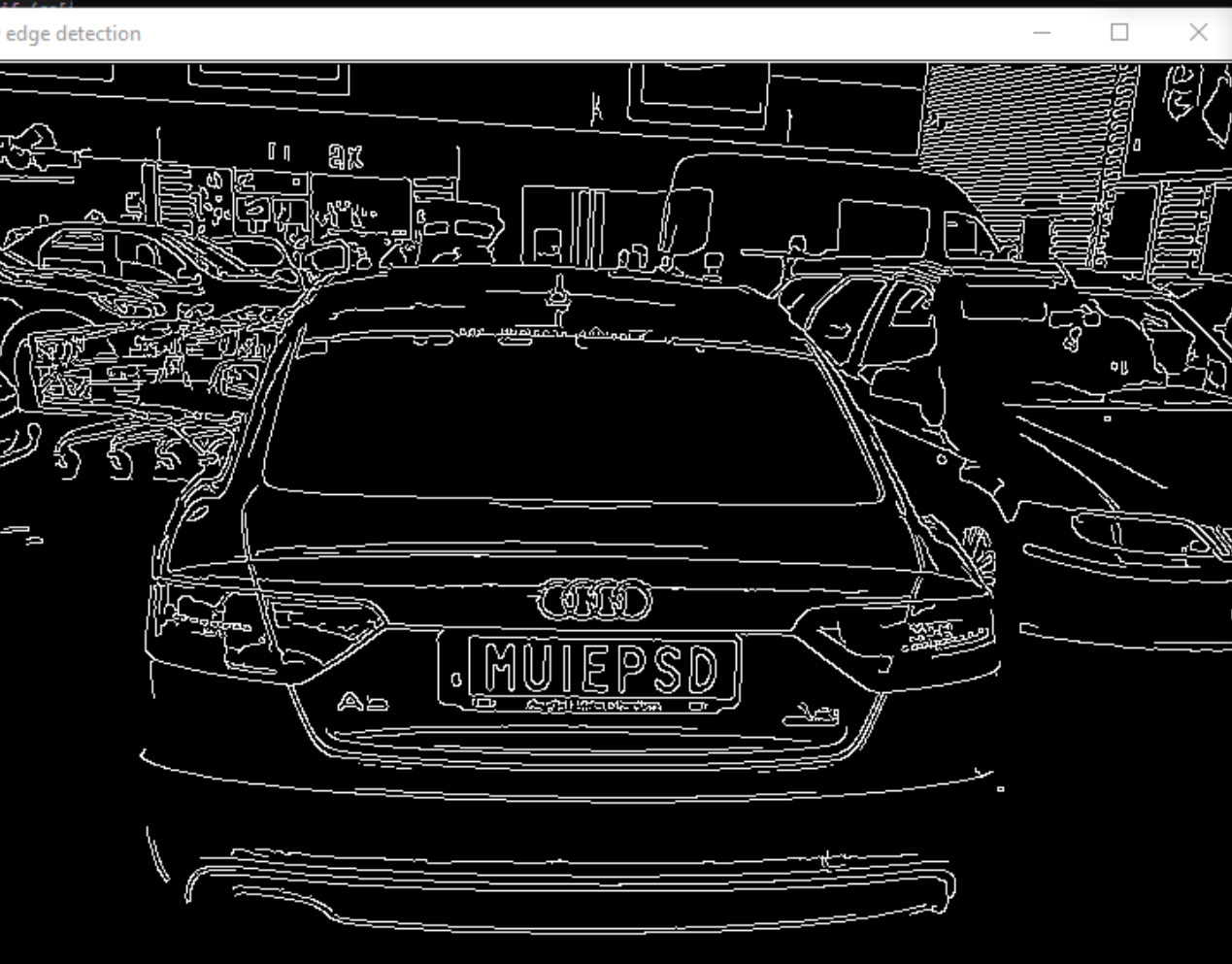








```
E:\TNT\University\IP\Project\OpenCVApplication-VS2019_OCV451_basic\x64\Release\Project.exe
:vector<
(int i
char* n
Kernel:
sprintf
printf(
//image
Image c
resize(
cs.push
if (i >
abs
Row: 0.005483, 0.117076, 0.324806, 0.117076, 0.005483,
Col: 0.005483, 0.117076, 0.324806, 0.117076, 0.005483,
Time = 98.796 [ms]
edgePixels: 27399
(int i
```



# BIBLIOGRAPHY

<http://www.iosrjournals.org/iosr-jeee/Papers/Vol12%20Issue%201/Version-2/A1201020106.pdf>

<https://sod.pixlab.io/articles/license-plate-detection.html>

OpenCV functions – some tried out with applied functions