## Steps With Images

imgOriginalScene



preprocess()

img Grayscale Scene, img Thresh Scene





findPossibleCharsInScene()

all contours

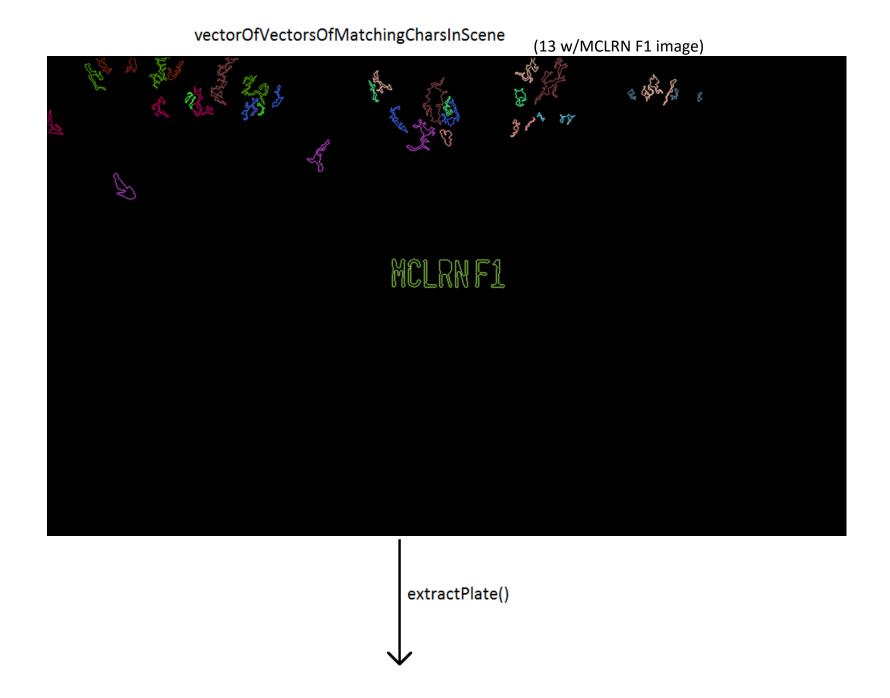
(2362 w/MCLRN F1 image)



(131 w/MCLRN F1 image)

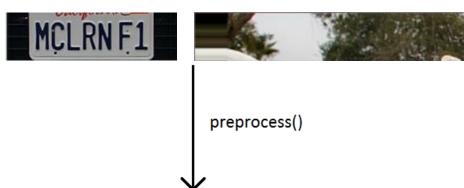


findVectorOfVectorsOfMatchingChars()



vectorOfPossiblePlates (13 w/MCLRN F1 image)





img Gray scale, img Thresh









findPossibleCharsInPlate()

vectorOfPossibleCharsInPlate





findVectorOfVectorsOfMatchingChars()

vector Of Vectors Of Matching Chars In Plate





removeInnerOverlappingChars()

vector Of Vectors Of Matching Chars In Plate

## MCLRWF1



within each possible plate, suppose the longest list of potential matching chars is the actual list of chars

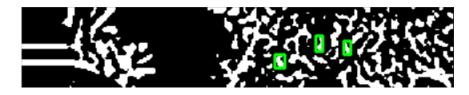
longest Vector Of Matching Chars In Plate

## MCLRWF1



recognizeCharsInPlate()





## possible Plate.str Chars

suppose the plate with the most recognized chars is the actual plate

