

# EAN-13 Barcode Recognition: A Comparative Approach

Geometric Decoding vs. Optical Character Recognition (OCR)

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# Outline

- ① Introduction
- ② Method A: Geometric Pipeline
- ③ Deep Dive: The Decoding Algorithm
- ④ Method B: OCR Pipeline (Future Work)
- ⑤ Comparative Analysis Plan

# What is an EAN-13 Barcode?

- **EAN-13** (European Article Number)  
consists of 13 digits.
- Structure:
  - Left Guard (101)
  - 6 Left-side digits
  - Middle Guard (01010)
  - 6 Right-side digits
  - Right Guard (101)
- **1 = Bar, 0 = Space**
- **Unique Feature:** The first digit is *implicit*, encoded in the parity pattern of the left-side digits.



# Project Objective: Dual Approach

## Goal

To develop and compare two distinct methods for recognizing EAN-13 barcodes from images.

### ① Method A: Geometric Pipeline (Implemented)

- Uses classical computer vision (Edge Detection, Contours).
- Decodes the binary bar widths directly (Scanline Analysis).

### ② Method B: OCR Pipeline (Future Work)

- Detects the text numbers below the bars.
- Uses Tesseract or Deep Learning OCR engines.

**Why two methods?** To evaluate robustness speed vs. accuracy in challenging conditions (blur, curvature, lighting).

# Pipeline Overview

The primary implemented method follows a strict classical processing chain:

- ① **Preprocessing:** Grayscale conversion, CLAHE, Gaussian Blur.
- ② **Edge Detection:** Sobel gradients to find vertical bar structures.
- ③ **Localization:** Hough Transform (Rotation) + Contour Analysis (Bounding Box).
- ④ **Extraction:** Perspective warping to obtain a flat, rectangular crop.
- ⑤ **Decoding Algorithm:** Converting pixels into numbers.

# Step 1: The Scanline & Binarization

How do we translate an image crop into data?

- **Scanlines:** We extract a single row of pixels (intensity profile) from the center of the cropped barcode.
- **Robustness:** If the center fails, we scan offsets ( $\pm 10$  pixels) to avoid defects or glare.
- **Adaptive Binarization:** The line is converted to 0s (Spaces) and 1s (Bars) based on local intensity thresholds.

Pixel Stream: [255, 255, 0, 0, 0, 255, 255, 0, 255]  $\rightarrow$  [0, 0, 1, 1, 1, 0, 0, 1, 0]

## Step 2: Run-Length Encoding (RLE)

We do not process individual pixels; we process **relative widths**.

- We count consecutive pixels of the same color.
- **Example:**
  - *Binary:* 0000 11 000 11111 00
  - *RLE:* [4, 2, 3, 5, 2]
- This creates a sequence of "Widths" representing Bars and Spaces.
- **Finding the Start:** We look for the Guard Pattern (1-1-1 ratio) to identify the beginning of the data.

## Step 3: Normalization (The Core Logic)

A digit in EAN-13 always consists of **4 elements** (Space-Bar-Space-Bar) and has a total width of **7 modules**.

### The Normalization Formula

To handle zoom and resolution differences, we normalize the raw RLE values ( $P_i$ ) to the standard module width:

$$M_i = \text{round} \left( \frac{P_i}{\sum_{j=1}^4 P_j} \times 7 \right)$$

### Example

Raw RLE for one digit: [12px, 8px, 4px, 4px] (Sum = 28px).

Normalized:  $\frac{12}{28} \times 7 \approx 3$ ,  $\frac{8}{28} \times 7 \approx 2$ , ...

**Result Pattern:** 3-2-1-1 → Lookup Table → Digit **0**.

## Step 4: Decoding and Parity

### Left Side Encoding:

- Digits 0-9 have two encodings:  
**L-code** (Odd parity) and  
**G-code** (Even parity).
- The scanner detects which code was used (L or G).

**Right Side:** Always uses R-codes.

### The 13th Digit (First Digit):

- The first digit is *not* printed as bars.
- It is determined by the sequence of L and G codes found in the first 6 digits.
- E.g., LLGLGG → 1.

# The OCR Approach

Instead of analyzing bar widths, we analyze the human-readable text below the bars.

## Pipeline Plan

- ① **Text Region Proposal:** Use morphological operations (dilation) to merge text characters into a solid block.
- ② **Extraction:** Crop the bottom 20% of the detected barcode area.
- ③ **Recognition:** Feed the crop into Tesseract LSTM or a CNN trained on digits (MNIST).

# Expected Comparison

Feature	Method A (Geometric)	Method B (OCR)
Speed	Extremely Fast (< 10ms)	Slower (NN inference)
Blur	Fails if edges merge	Often robust (context)
Lighting	Needs contrast	Needs contrast
Curvature	Complex to de-warp	Robust (deformable models)
Damage	Redundancy helps	Fails if text is scratched

Table: Hypothetical performance matrix

The final project will perform benchmarks on a dataset of real-world images to validate these hypotheses.