

## Number Plate Detection and Recognition using Machine Learning Algorithm for Toll Collection System

R.Arunapriya<sup>1</sup>, P.Janani<sup>2</sup>, T.Abirami<sup>3</sup>, D.Dharanika<sup>4</sup>, R.Asika<sup>5</sup>

<sup>1</sup> Assistant Professor, Department of computer science, Dhanalakshmi srinivasan engineering college  
<sup>2,3,4,5</sup> Department of computer science, Dhanalakshmi srinivasan engineering college

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**ABSTRACT-** The toll gates are mostly found on national highways and bridges etc., and pay standing over a queue in the form of cash, although, the mobility of vehicles gets interrupted by this method which takes longer travel time, more consumption of fuel and also pollution level get increased in that region, instead of that the method commonly used by industries and in advanced countries is the Electronic Toll Collection System. Electronic toll collection system is the technology that enables the automatic electronic toll collection from the prepaid account registered on the name of vehicle owner, determining whether the vehicle is registered or not and informs the toll authorities avoiding toll violations. Over last decades, electronic toll collection system has been implemented in real time. Toll Tax Management System is a web based application that can provide all the information related to toll plazas and the passenger checks in either online and pays the amount, then he/she will be provided by a receipt. With this receipt he/she can leave the toll booth without waiting for any verification call. The aim of our project is to design a system, which automatically identifies an approaching vehicles and record vehicles number and time. If the vehicle belongs to the authorized person, it automatically opens the toll gate and a predetermined amount is automatically deducted from its account. This translates to reduced Traffic congestion at toll plazas and helps in lower fuel consumption. This is very important advantage of this system. In this project, we can design system to extract the license numbers from vehicle plate automatically using image processing techniques. . And also identify the theft vehicles based on OTP verification and provide alert to authorized person.

**INDEX TERMS-** Histogram of oriented gradient, licence plate detection, local binary patterns, support vector machine

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### I. INTRODUCTION

Machine learning is an application of artificial intelligence (AI) that provides systems the ability to automatically learn and improve from experience without being explicitly programmed. Machine learning focuses on the development of computer programs that can access data and use it learn for themselves.

The process of learning begins with observations or data, such as examples, direct experience, or instruction, in order to look for patterns in data and make better decisions in the future based on the examples that we provide. The primary aim is to allow the computers learn automatically without human intervention or assistance and adjust actions accordingly.

### II. RELEVANT WORK

1) Machine learning algorithms are often categorized as supervised or unsupervised. Supervised algorithms require a data scientist or data analyst with machine learning skills to provide both input and desired output, in addition to furnishing feedback about the accuracy of predictions during algorithm training. Data scientists determine which variables, or features, the model should analyze and use to develop predictions. Once training is complete, the algorithm will apply what was learned to new data. Unsupervised algorithms do not need to be trained with desired outcome data. Instead, they use an iterative approach called deep learning to review data and arrive at conclusions. Unsupervised learning algorithms -- also called neural networks -- are used for more complex processing tasks than supervised learning systems, including image recognition, speech-to-text and natural language generation. These neural networks work by combing through millions of examples of training data and automatically identifying often subtle correlations between many variables. Once trained, the algorithm can use its bank of associations to interpret new data. These algorithms have only become feasible in the age of big data, as they require massive amounts of training data.

2) Machine learning algorithms are often categorized as supervised or unsupervised.

3) Supervised machine learning algorithms can apply what has been learned in the past to new data using labeled examples to predict future events. Starting from the analysis of a known training dataset, the learning

algorithm produces an inferred function to make predictions about the output values. The system is able to provide targets for any new input after sufficient training. The learning algorithm can also compare its output with the correct, intended output and find errors in order to modify the model accordingly.

4) In contrast, unsupervised machine learning algorithms are used when the information used to train is neither classified nor labeled. Unsupervised learning studies how systems can infer a function to describe a hidden structure from unlabeled data. The system doesn't figure out the right output, but it explores the data and can draw inferences from datasets to describe hidden structures from unlabeled data.

5) Semi-supervised machine learning algorithms fall somewhere in between supervised and unsupervised learning, since they use both labeled and unlabeled data for training – typically a small amount of labeled data and a large amount of unlabeled data. The systems that use this method are able to considerably improve learning accuracy. Usually, semi-supervised learning is chosen when the acquired labeled data requires skilled and relevant resources in order to train it / learn from it. Otherwise, acquiring unlabeled data generally doesn't require additional resources.

6) Reinforcement machine learning algorithms is a learning method that interacts with its environment by producing actions and discovers errors or rewards. Trial and error search and delayed reward are the most relevant characteristics of reinforcement learning. This method allows machines and software agents to automatically determine the ideal behavior within a specific context in order to maximize its performance. Simple reward feedback is required for the agent to learn which action is best; this is known as the reinforcement signal.

7) Machine learning enables analysis of massive quantities of data. While it generally delivers faster, more accurate results in order to identify profitable opportunities or dangerous risks, it may also require additional time and resources to train it properly. Combining machine learning with AI and cognitive technologies can make it even more effective in processing large volumes of information.

## IMAGE PROCESSING

In imaging science, image processing is processing of images using mathematical operations by using any form of signal processing for which the input is an image, a series of images, or a video, such as a photograph or video frame; the output of image processing may be either an image or a set of characteristics or parameters related to the image. Most image-processing techniques involve treating the image as a two-dimensional signal and applying standard signal-processing techniques to it. Images are also processed as three-dimensional signals with the third-dimension being time or the z-axis. Image processing usually refers to digital image processing, but optical and analog image processing also are possible. This article is about general techniques that apply to all of them. The acquisition of images (producing the input image in the first place) is referred to as imaging. Closely related to image processing are computer graphics and computer vision. In computer graphics, images are manually made from physical models of objects, environments, and lighting, instead of being acquired (via imaging devices such as cameras) from natural scenes, as in most animated movies. Computer vision, on the other hand, is often considered high-level image processing out of which a machine/computer/software intends to decipher the physical contents of an image or a sequence of images (e.g., videos or 3D full-body magnetic resonance scans). In modern sciences and technologies, images also gain much broader scopes due to the ever growing importance of scientific visualization (of often large-scale complex scientific/experimental data). Examples include microarray data in genetic research, or real-time multi-asset portfolio trading in finance. Image analysis is the extraction of meaningful information from images; mainly from digital images by means of digital image processing techniques. Image analysis tasks can be as simple as reading bar coded tags or as sophisticated as identifying a person from their face.

Computers are indispensable for the analysis of large amounts of data, for tasks that require complex computation, or for the extraction of quantitative information. On the other hand, the human visual cortex is an excellent image analysis apparatus, especially for extracting higher-level information, and for many applications — including medicine, security, and remote sensing — human analysts still cannot be replaced by computers. For this reason, many important image analysis tools such as edge detectors and neural networks are inspired by human visual perception models. Image editing encompasses the processes of altering images, whether they are digital photographs, traditional photochemical photographs, or illustrations. Traditional analog image editing is known as photo retouching, using tools such as an airbrush to modify photographs, or editing illustrations with any traditional art medium. Graphic software programs, which can be broadly grouped into vector graphics editors, raster graphics editors, and 3D modelers, are the primary tools with which a user may manipulate, enhance, and transform images. Many image editing programs are also used to render or create computer art from scratch. Raster images are stored in a computer in the form of a grid of picture elements, or pixels. These pixels contain the image's color and brightness information. Image editors can change the pixels to enhance the image in many ways. The pixels can be changed as a group, or individually, by the sophisticated algorithms within the image editors. Many graphics applications are capable of merging one or

more individual images into a single file. The orientation and placement of each image can be controlled. When selecting a raster image that is not rectangular, it requires separating the edges from the background, also known as silhouetting. This is the digital analog of cutting out the image from a physical picture. Clipping paths may be used to add silhouetted images to vector graphics or page layout files that retain vector data. Alpha compositing, allows for soft translucent edges when selecting images. There are a number of ways to silhouette an image with soft edges, including selecting the image or its background by sampling similar colors, selecting the edges by raster tracing, or converting a clipping path to a raster selection. Once the image is selected, it may be copied and pasted into another section of the same file, or into a separate file. The selection may also be saved in what is known as an alpha channel. A popular way to create a composite image is to use transparent layers. The background image is used as the bottom layer, and the image with parts to be added are placed in a layer above that. Using an image layer mask, all but the parts to be merged are hidden from the layer, giving the impression that these parts have been added to the background layer. Performing a merge in this manner preserves all of the pixel data on both layers to more easily enable future changes in the new merged image.

#### **STEPS :**

##### *Image Acquisition:*

This is the first step or process of the fundamental steps of digital image processing. Image acquisition could be as simple as being given an image that is already in digital form. Generally, the image acquisition stage involves preprocessing, such as scaling etc.

##### *Image Enhancement*

Image enhancement is among the simplest and most appealing areas of digital image processing. Basically, the idea behind enhancement techniques is to bring out detail that is obscured, or simply to highlight certain features of interest in an image. Such as, changing brightness & contrast etc.

##### *Image Restoration*

Image restoration is an area that also deals with improving the appearance of an image. However, unlike enhancement, which is subjective, image restoration is objective, in the sense that restoration techniques tend to be based on mathematical or probabilistic models of image degradation.

##### *Color Image Processing*

Color image processing is an area that has been gaining its importance because of the significant increase in the use of digital images over the Internet. This may include color modeling and processing in a digital domain etc.

##### *Wavelets and Multi-resolution Processing*

Wavelets are the foundation for representing images in various degrees of resolution. Images subdivision successively into smaller regions for data compression and for pyramidal representation.

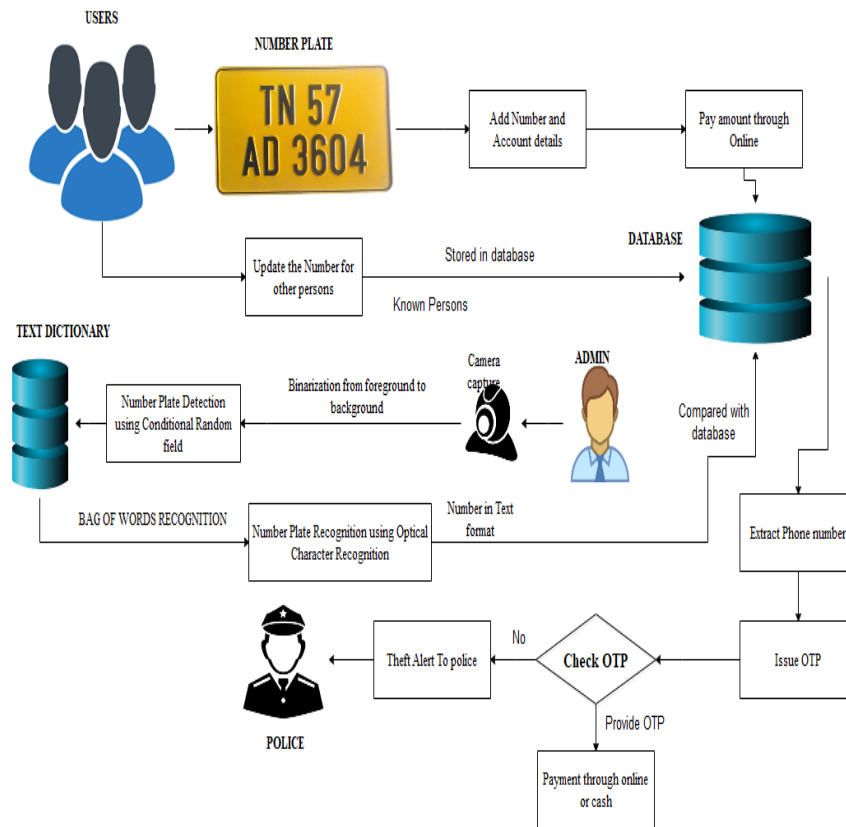
##### *Compression*

Compression deals with techniques for reducing the storage required to save an image or the bandwidth to transmit it. Particularly in the uses of internet it is very much necessary to compress data.

##### *Morphological Processing*

Morphological processing deals with tools for extracting image components that are useful in the representation and description of shape.

SYSTEMDESIGN:



III. SOFTWARE TESTING

Software testing is a method of assessing the functionality of a software program. There are many different types of software testing but the two main categories are dynamic testing and static testing. Dynamic testing is an assessment that is conducted while the program is executed; static testing, on the other hand, is an examination of the program's code and associated documentation. Dynamic and static methods are often used together.

Testing is a set activity that can be planned and conducted systematically. Testing begins at the module level and work towards the integration of entire computers based system. Nothing is complete without testing, as it is vital success of the system.

Testing Objectives:

There are several rules that can serve as testing objectives, they are

Testing is a process of executing a program with the intent of finding an error

A good test case is one that has high probability of finding an undiscovered error.

A successful test is one that uncovers an undiscovered error.

If testing is conducted successfully according to the objectives as stated above, it would uncover errors in the software. Also testing demonstrates that software functions appear to be working according to the specification, that performance requirements appear to have been met.

Tests for correctness are supposed to verify that a program does exactly what it was designed to do. This is much more difficult than it may at first appear, especially for large programs.

Tests used for implementation efficiency attempt to find ways to make a correct program faster or use less storage. It is a code-refining process, which reexamines the implementation phase of algorithm development. Tests for computational complexity amount to an experimental analysis of the complexity of an algorithm or an experimental comparison of two or more algorithms, which solve the same problem.

The data is entered in all forms separately and whenever an error occurred, it is corrected immediately. A quality team deputed by the management verified all the necessary documents and tested the Software while entering the data at all levels. The development process involves various types of testing. Each test type addresses a specific testing requirement. The most common types of testing involved in the development process are:

- Unit Test.
- Functional Test
- Integration Test

### ***Unit Testing***

The first test in the development process is the unit test. The source code is normally divided into modules, which in turn are divided into smaller units called units. These units have specific behavior. The test done on these units of code is called unit test. Unit test depends upon the language on which the project is developed. Unit tests ensure that each unique path of the project performs accurately to the documented specifications and contains clearly defined inputs and expected results.

### ***Functional Testing***

Functional test can be defined as testing two or more modules together with the intent of finding defects, demonstrating that defects are not present, verifying that the module performs its intended functions as stated in the specification and establishing confidence that a program does what it is supposed to do.

### ***Integration Testing***

In integration testing modules are combined and tested as a group. Modules are typically code modules, individual applications, source and destination applications on a network, etc. Integration Testing follows unit testing and precedes system testing. Testing after the product is code complete. Betas are often widely distributed or even distributed to the public at large in hopes that they will buy the final product when it is released.

## **IV. CONCLUSION**

Toll Tax Management System is a web based application that can provide all the information related to toll plazas and the passenger checks in either online and pays the amount, then he/she will be provided by a receipt. It can be widely implemented on toll tax places .this system make saves time of driver and also of person on service for taking toll tax .This system automate the whole system for toll tax. The proposed system uses less cost to implement and require fewer changes to the current system. It provides the tracking system for theft vehicle which is secured and highly reliable. E-toll system can help to achieve proper traffic management, appropriate toll collection and improves security. Thus a system used as an Automated Toll collection booth, based on image processing saves the time at toll booth, minimizes the fuel consumption during the ideal condition of the vehicle. Also it serves in providing the tracking system for theft vehicle which is secured and highly reliable can be obtained. It can be used to remove all drawbacks with the current system such as time and human effort and it also doesn't require any tag only required best quality camera and fixed font number plate on each vehicle.

This completes the entire process required for widespread of research work on open front. Generally all International Journals are governed by an Intellectual body and they select the most suitable paper for publishing after a thorough analysis of submitted paper. Selected paper get published (online and printed) in their periodicals and get indexed by number of sources.

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