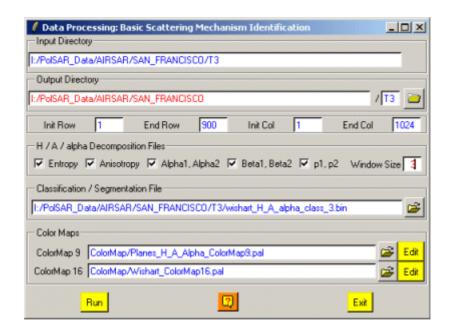


# **Basic Scattering Mechanism Identification**



## **Description:**

This program creates binary and bitmap image files resulting from a basic scattering mechanism identification the segmentation of polarimetric data using the Wishart H-Alpha and Wishart H-A-Alpha schemes.

#### **Comments:**

Parameters written in Red can be modified directly by the user from the keyboard.

### **Input/Output Arguments:**

Input Indicates the complete location of the considered Main Directory

(MD) containing the segmentation binary file to be processed.

Output Indicates the location of the processed data output directory.

Directory The default value is set automatically to: Main Directory (MD).

## **Output Image Number of Rows/Columns:**

The output image numbers of rows and columns are initialised to the input data set dimensions.

# H / A / alpha Decomposition Files:

The basic identification scheme requires some of the polarimetric parameters binary to be created prior to the identification script execution.

The creation of the corresponding binary files may be selected by ticking the

corresponding option.

#### **Classification / Segmentation File:**

Name of the classification or segmentation binary file resulting from the Wishart H-Alpha and Wishart H-A-Alpha schemes..

## **ColorMaps:**

The colour coding of the bitmap output files is realized by the way of a 9 or 16 element colormap initialised with arbitrary values. Users have the possibility to modify the elements of the colormap in an interactive way.

There exists also the possibility to create an automatic **Coded Colormap** obtained from an RGB colour coding of each Class Feature Vectors.

#### **Output Files:**

The basic scattering mechanism procedures creates ouput binary files and the corresponding bitmap image files.

- MD / sgl\_class.bin, dbl\_class.bin, vol\_class.bin, id\_class.bin
- MD / sgl\_class.bmp, dbl\_class.bmp, vol\_class.bmp, id\_class.bmp

where **sgl** stands for single bounce scattering mechanism, **dbl** for double bounce scattering mechanism and **vol** for volume scattering mechanism.