

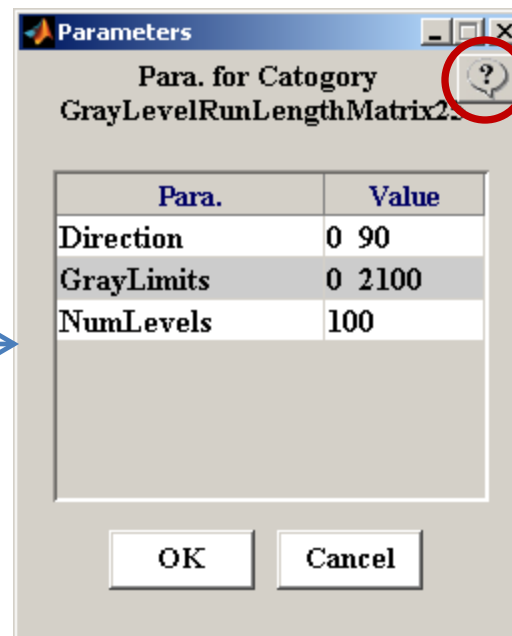
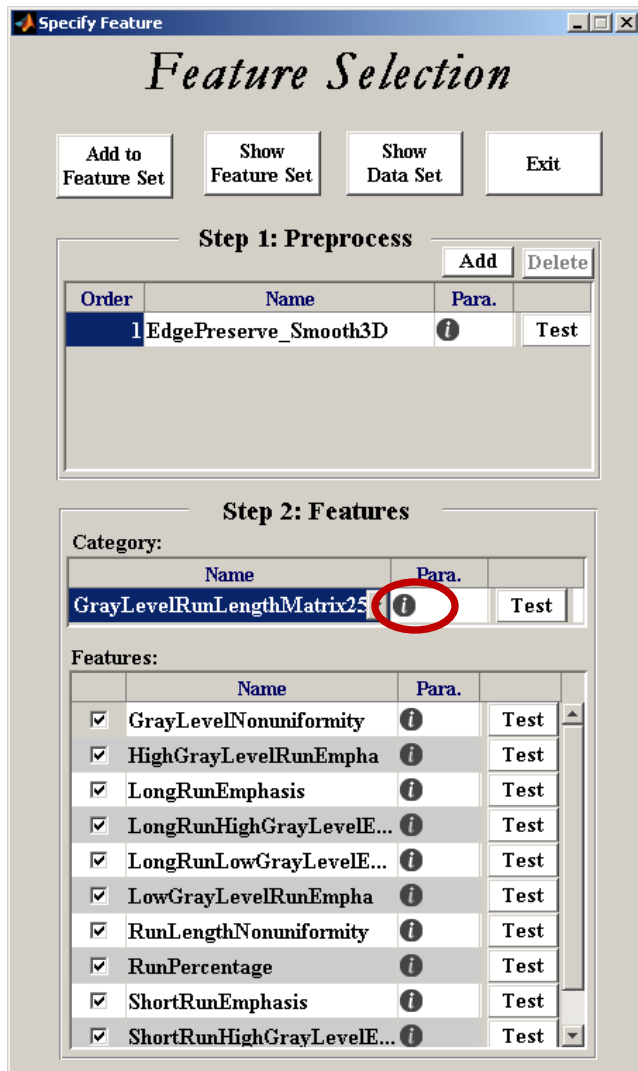


How to explore feature algorithms

Method 1: Check algorithm and parameter description

How: Select algorithms -> Click  icon -> Click  icon



-Description:
1. This method is to compute the binary mask in 2.5D in directions is computed also. Then, sum the occurrence of
2. GLRLM is passed into GrayLevelRunLengthMatrix255

-Parameters:
1. Direction: Define the run direction
2. GrayLimits: Two-element vector
3. NumLevels: Integer specifying the number of levels

-References:
1. M. M. Galloway. Texture analysis using gray level run length matrices. IEEE Transactions on Image Processing, vol. 3, no. 3, pp. 374-385, 1994.
2. Xiaohu Tang. Texture information extraction using gray level run length matrices. IEEE Transactions on Image Processing, vol. 3, no. 3, pp. 374-385, 1994.

-Revision:
2014-05-22: The method is improved

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Method 2: Test the algorithm to review intermediate data and result

How: Select algorithms -> Click **Test** icon

