What is Texture?

Rhian Davies

May 9, 2014



























STOR-i







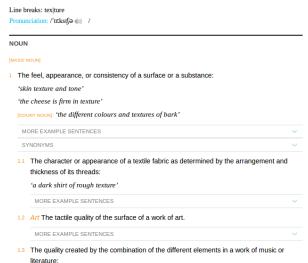






What is texture?

texture









Haralick's Thoughts on Visual Texture

An innate property of all virtually all surfaces. It contains important information about the structural arrangement of surfaces and their relationship to the surrounding environment.

Texture can be considered an organised area phenomena. When it is decomposable it has two basic dimensions. The first dimension is for describing primitives out of which the image is composed and the second dimension is for the description of the spatial dependence or interaction between the primitives of an image texture.



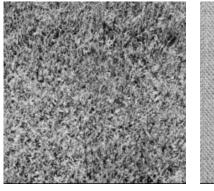




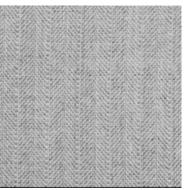


Primitive?

- ▶ Collection of pixels which form a basic element of a textured image
- ► Scale dependency is required for texture description.



(a) Grass



(b) Herringbone



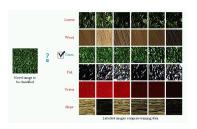
























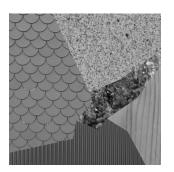






Texture Segmentation

- ▶ Challenge: Partition image into disjoint regions of a coherent texture.
- We don't know...
- What types of textures exist in an image
- How many different textures there are
- ▶ Approach is to generate texture features to describe and then cluster.







Texture Feature Extraction

▶ Auto correlation Function $\frac{\frac{1}{(N_i-|x|)(N_j-|y|)}\sum_i\sum_jI(i,j)I(i+x,j+y)}{\frac{1}{N_iN_j}\sum_{i=1}^{N_i}\sum_{j=1}^{N_j}I(i,j)^2}$

- ► Co-occurrence Matrix
- Wavelet Transform

