

Texture classification based on texton histograms

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Abstract

Texture detection represents historically one of the main approaches to contour and figure segmentation based on the search and detection of repetitive patterns which contrast with other textures present on the image. This problem has been previously addressed by representing textures as a set of feature activations obtained after applying a filter bank over a set of training images, those features, named textons can be used to represent an image and can be used to classify and detect objects and contours. This report pretends to introduce and analyse this framework by implementing a texton-based classifier over the Ponce's group Texture Database.

1. Introduction

A texton is defined as a the minimal unit of human perception and image composition (Analogue to a phoneme in linguistics), this concept proposed by Béla Julesz in 1981, is based on the decomposition of perception as the response to stimuli induced by linear patterns such as intersection segments and crossings. Based on this notion, Malik *et al.* [3] proposed a method in which an image can be represented by the activation responses of each pixel to a set of linear and circular filters, designed to take in account essential visual features such as rotation, scaling, contrast difference and border detection. The geometrical differences between the filters, enables us to discriminate and differentiate

different textures based on the patterns that are present, for instance, circular and linear filters allow to distinguish a polka-dot texture from a brick-like one. After grouping each filter activation pixel-wise, it is possible to cluster and quantize each one of these activations (Namely textons) and define a dictionary of textons over a set of images, the texton representation then can be used to describe an image as an histogram that describes the proportion of each class of textons present on the image.

From this approach, it is possible to appreciate that visual objects of the same category may present similar texton representation, due to the geometric and topological similarity between them, this includes similar texture activations in both contour and innings of the objects subject this representation. From this perspective, a classification framework can be proposed in which, images that present a texture label can be represented by its texton histogram that can be related to an specific category.

2. Materials and Methods

About the Dataset

The Ponce's group texture dataset¹ [2] is a comprehensive image set that contain one texture category (Out of 25 available categories) per sample. Each grayscale image is of size 640×480px, and

¹Available at http://www-cvr.ai.uiuc.edu/ponce_grp/data/

compasses textures like wood, glass, marble, brick, among others. To generate the texton dictionary that describes the images of the dataset, a subset of seven images per class were chosen, also a subset of the original images was randomly selected to conform the image testing set of the texton-based texture classifier.

About the Implementation

To implement the framework proposed on [3], it was necessary to define a set of linear filters, based on Gaussian composition and differentiation, each of the filters (Contrast, edge and circular detectors), was defined on six possible scales and twenty rotations with increasing variances departing from the value 0.1, the scaling was done according to the silver ratio rule ($1 : \sqrt{2}$), this parameter selection allows to capture and select minor local patterns that differentiate similar but different textures categories (*i.e.*, different wood classes). Also increasing the number of filters can be of benefit to acquire more data that can be essential to capture more valid features that can improve the Statistic/Machine Learning classifier accuracy. However, increasing the number of filters may imply an increase on the computational power required to process the texton clustering, and therefore the total computing time. To apply the filters over the image set, convolution was applied as a product on Frequency domain, which allows to reduce the time complexity from $\mathcal{O}(N^3)$ to a lower bound of $\mathcal{O}(N \log(N))$, which improves the routine efficiency and the time execution, at the expense of more space consumption.

To describe an image, a texton dictionary of size 128 was used, this result was computed by vector quantization employing K-Means². To improve the accuracy of the clustering result, the KMC² centroid seeding algorithm [1] was employed, this routine enables to select the best initial centroids based on a hidden Markov model.

²Based on the efficient Mini batched version present on Scikit-Learn library (<http://scikit-learn.org/stable/modules/generated/sklearn.cluster.MiniBatchKMeans.html>)

After computing the texton dictionary, it is possible to process all the dataset images as vectors defined on the Texton representation space. To classify the dataset represented as textons features, two classifier models were employing, the first was based on a K-Nearest Neighbors with a chi-squared kernel (1), which allows to compare two different distributions of data, in this case, labels and input texton histograms. The chosen hyperparameter N defined to execute the KNN routine was defined as 10.

$$\chi^2(x, y) = \exp \left(- \sum_i \frac{(x - y)^2}{x + y} \right) \quad (1)$$

Finally a Random forest model was also trained over the training set, this model employed the gini coefficient to prune the number of branches and cases present on each tree branch, the number of trees was setup as 10 due to the size of the texton-represented dataset, which can tend to Overfitting. Finally, it is necessary to mention that the algorithm routines were implemented on Cython³, which allows to improve the execution time of the routine.

3. Results

To evaluate the fitness of the model, different filter banks were generated, however, increasing this number lead to more memory consumption which rendered this approach infeasible, in contrast, a modest approach was employed by selecting 79 filters over a subset of 7 images per texture category, all the images were normalized to scale the search space bounds and the representation size from a space of $[0, 255] \times [0, 255]$, which may be described by an ellipse to a space of dimension $[0, 1] \times [0, 1]$, that is more close to a circle. The process of filter feature computation was accomplished by concatenating the subset of images and multiplying by each of the filters on frequency representation, this approach reduces the total computing time from more than one hour to around thirty minutes in comparison to time

³<http://cython.org/>

convolution, consuming around 46Gb on memory resources.

After evaluating the feature response maps, it is possible to conclude that the linear filters contribute more information to the texton representation of the data set, this fact is a consequence of the categories present on the original dataset, in which a great proportion of the images present linear patterns and a reduced proportion are composed mainly of circular features which can improve the differentiation between linear and circular patterns.

To group the pixel activations, an efficient parallel Mini-batched version of K-Means was employed, this choice enables to reduce the total amount of memory required to evaluate this routine, in this case, not all the input data was used to evaluate a single iteration, but a subset. Also, the routine was executed across 16 parallel processors, however this improvement decreased the execution time to one hour and a half. To process the train and test sets, it was necessary to apply the filter bank to each image, due to the number of filters and the size of each image, the process took around 2 hours. From this time, it is possible to conclude that increasing the number of filters increases the time of filter computation, which can be critical if the number of images and its dimensions are more large.

References

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