



Segmentace textur na RPi 2

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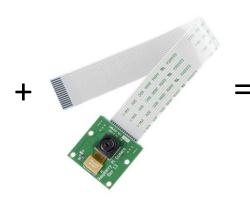
Segmentace textur – Úvod?!

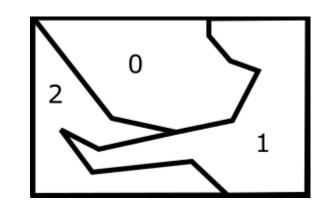


- Využití
 - Oddělení objektu od pozadí
 - Vyhledání vzoru
- Zadání:



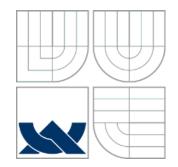






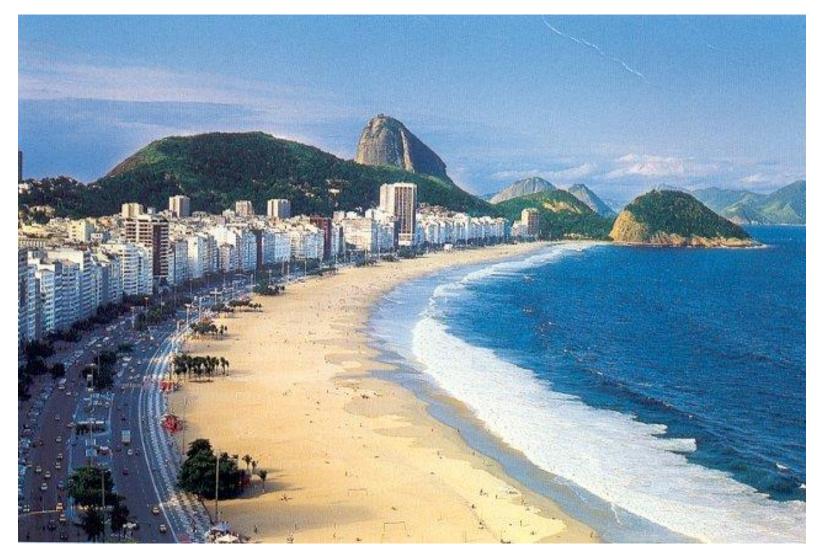






Problém nejednoznačnosti







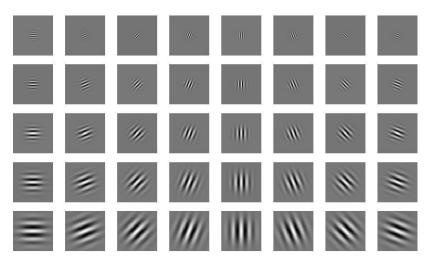


http://www.riodejaneiro.com/blog/wp-content/uploads/2014/09/copacabana-beach.jpg

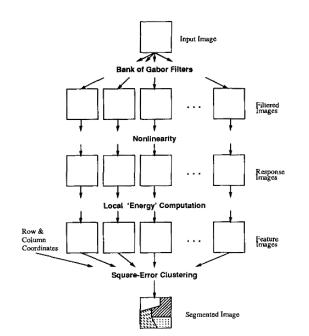


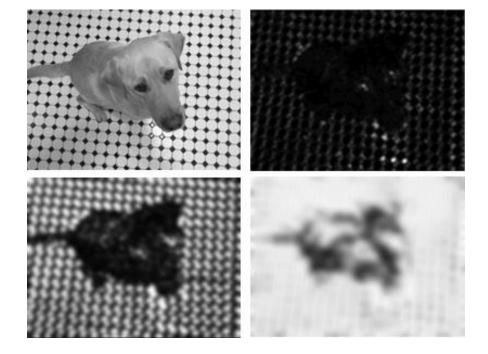
Segmentace Gaborovými Filtry a K-means





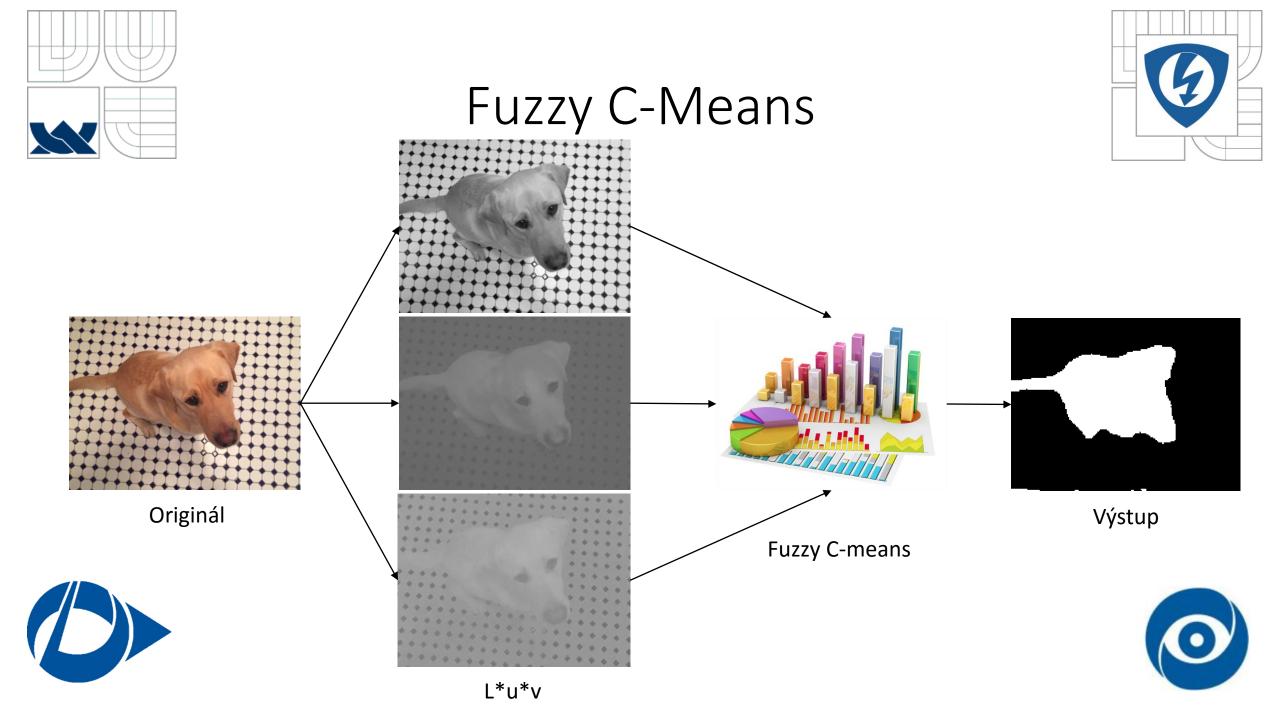
http://i.stack.imgur.com/cANCe.jpg





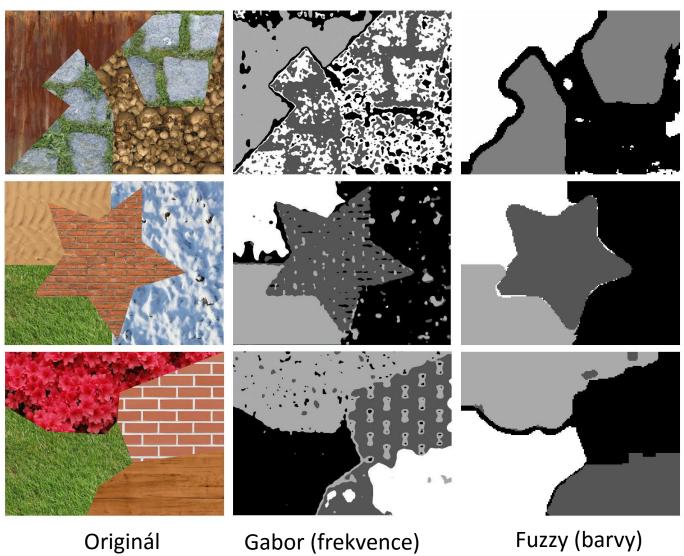








Výstupy





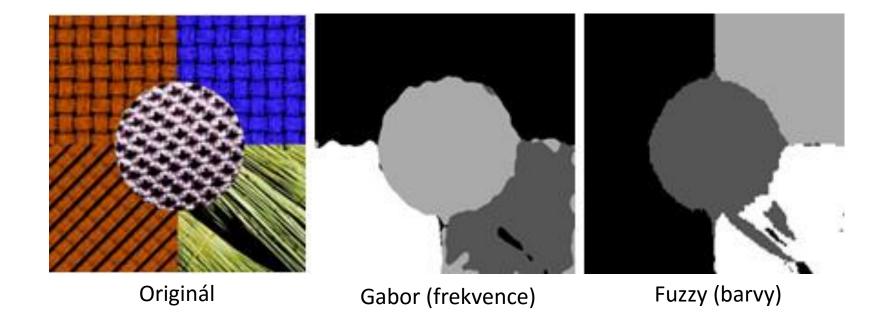






Výstupy











Výstupy

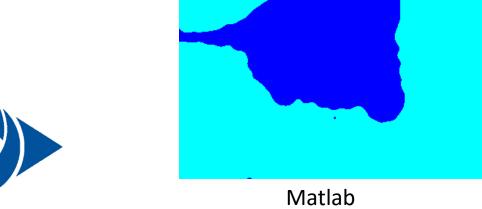


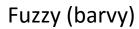






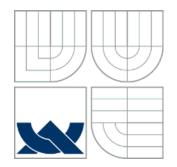
Gabor (frekvence)





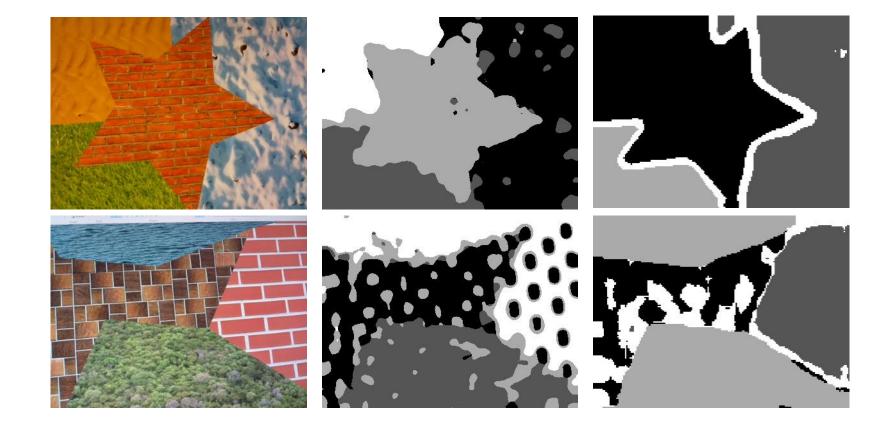






Výstupy – Live Camera











Literatura



[1] Anil K. Jain a Farshid Farrokhnia. *Unsupervised Texture Segmentation Using Gabor Filters* [online]. Department of Computer Science Michigan State University, 1990 [cit. 2016-05-03]. Dostupné z: http://www.ee.columbia.edu/~sfchang/course/dip/handout/jain-texture.pdf

[2] Mathworks Documentation [online]. [cit. 2016-05-03]. Dostupné z: http://www.mathworks.com/help/examples/images/TextureSegmentationUsingGaborFiltersExample_01.png

[3] *Stackexchange* [online]. [cit. 2016-05-03]. Dostupné z: http://dsp.stackexchange.com/questions/25040/whats-the-optimal-filter-size-for-a-2d-gabor-filter









Děkuji za pozornost

Otázky ...



