

EXERCISE. Texture analysis

In this exercise, students are requested to implement a texture analysis algorithm explained at classroom in order to find features from every texture and to create a classifier based on those features.

As learning database, you can use portions of every image (for example, overlapped subimages of a reasonable size) in order to have between 5-7 subimages.

In the recognition step, use similar subimages (between 3-4) not used for learning.

Recommended algorithms:

- Co-occurrence matrices
- PBL
- Gabor
- Fourier
- Law's masks

Images can be found in the following URL with a size of 640x640 pixels:

<http://www.uu.uis.no/~tranden/brodatz.html>