

## **Part 2/3:**

# **Traditional Feature Extraction**

- 9.** Feature Engineering Principles
- 10.** Text - BoW, TF-IDF
- 11.** Text - N-gram, POS
- 12.** Image - Edge, Corner Detection
- 13.** Image - SIFT, SURF, HOG
- 14.** Audio - FFT, Spectrogram
- 15.** Audio - MFCC, Chroma
- 16.** Time Series - Statistical Features