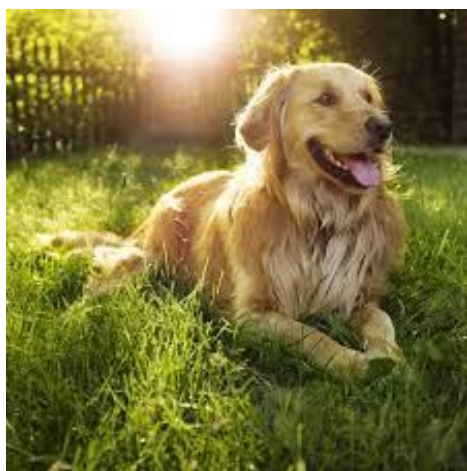


Image Edge Histogram



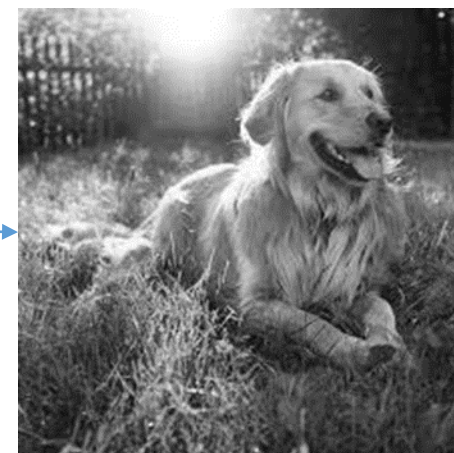
225 x 224

RGB to Grayscale



225 x 224

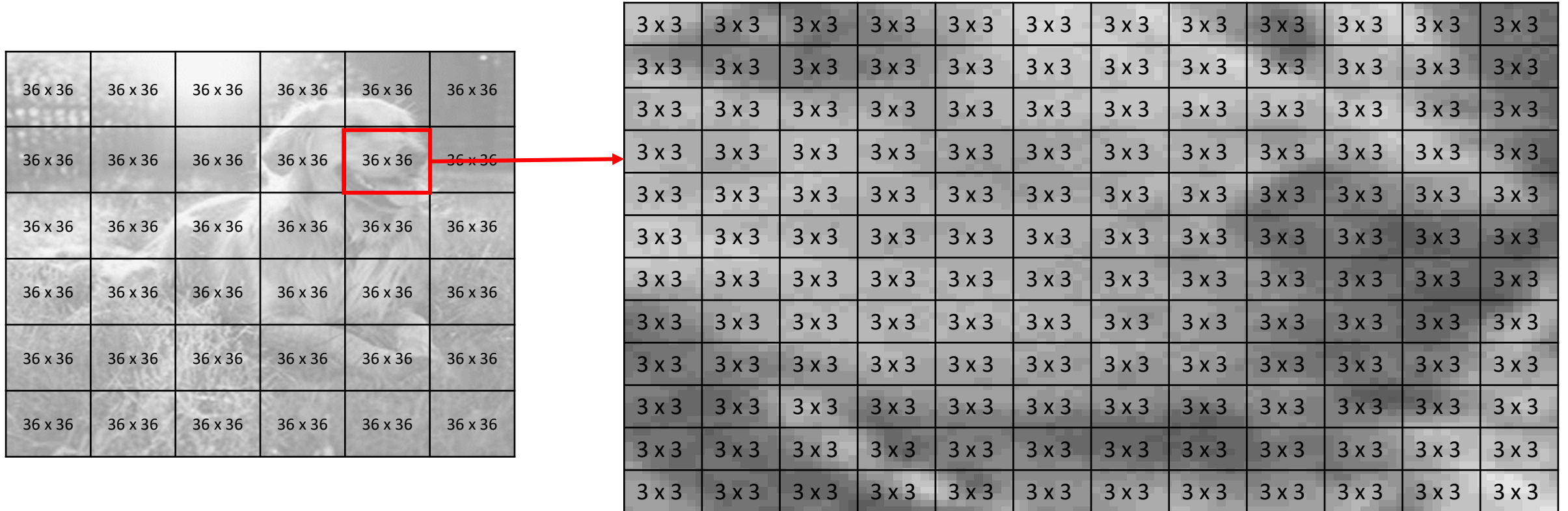
Resized as multiple of 6



222 x 222

0		37	74	111	148	185	222
	B1 (36 x36)	B2 (36 x36)	B3 (36 x36)	B4 (36 x36)	B5 (36 x36)	B6 (36 x36)	
37	B7 (36 x36)	B8 (36 x36)	B9 (36 x36)	B10 (36 x36)	B11 (36 x36)	B12 (36 x36)	
74	B13 (36 x36)	B14 (36 x36)	B15 (36 x36)	B16 (36 x36)	B17 (36 x36)	B18 (36 x36)	
111	B19 (36 x36)	B20 (36 x36)	B21 (36 x36)	B22 (36 x36)	B23 (36 x36)	B24 (36 x36)	
148	B25 (36 x36)	B26 (36 x36)	B27 (36 x36)	B28 (36 x36)	B29 (36 x36)	B30 (36 x36)	
185	B31 (36 x36)	B32 (36 x36)	B33 (36 x36)	B34 (36 x36)	B35 (36 x36)	B36 (36 x36)	
222							

After resizing,
image is divided
into blocks of size
36 x 36



- Dimensional of each block is made multiple of 3, as edge filters are of 3x3 dimensions
- A block of 36 is further divided into sub blocks of size 3 x 3. Hence for each block there are 12 x 12 =244 sub blocks (or for each block, there are 12 rows and 12 columns)

*Sub – block * Filter*

\sum Sub-block * Filter

$\max(\sum \text{Sub-block} * \text{Filter})$

125	50	80
126	100	70
120	128	80

Vertical Edge Filter

-1	-2	-1
0	0	0
1	2	1

=

-1*125	-2*50	-1*80
0*126	0*100	0*70
1*120	2*128	1*80

= 201

Horizontal Edge Filter

-1	0	1
-2	0	2
-1	0	1

=

-1*125	0*50	1*80
-2*126	0*100	2*70
-1*120	0*128	1*80

= 149

D45 Edge Filter

-2	-1	0
-1	0	1
0	1	2

=

-2*125	-1*50	0*80
-1*126	0*100	1*70
0*120	1*128	2*80

= -68

D135 Edge Filter

0	1	2
-1	0	1
-2	-1	0

=

0*125	1*50	2*80
-1*126	0*100	1*70
-2*120	-1*128	0*80

= -214

Isotropic Edge Filter

-1	0	1
0	0	0
1	0	-1

=

-1*125	0*50	1*80
0*126	0*100	0*70
1*120	0*128	-1*80

= -5

201
(Detected as Vertical Edge)

0	3	6	9	12	15	18	21	24	27	30	33	36
0	V	V	V	V	V	V	V	V	V	V	V	V
3	V	D135	D135	D135	D135	ISOT	ISOT	ISOT	ISOT	ISOT	ISOT	D135
6	D45	ISOT	H	H	H	ISOT	H	H	H	ISOT	ISOT	D135
9	ISOT	D45	ISOT	V	D135	ISOT	ISOT	ISOT	ISOT	V	ISOT	D135
12	D135	ISOT	D45	D45	D135	V	H	H	H	V	ISOT	D135
15	D135	ISOT	D135	D45	D135	V	D45	ISOT	ISOT	V	ISOT	D135
18	D135	ISOT	D135	D45	D45	V	D45	ISOT	ISOT	ISOT	V	D135
21	D135	ISOT	V	ISOT	D135	ISOT	D45	ISOT	V	ISOT	ISOT	D135
24	D135	ISOT	ISOT	ISOT	D135	D45	H	H	H	H	H	D135
27	ISOT	ISOT	ISOT	ISOT	D135	V	D45	ISOT	ISOT	V	ISOT	ISOT
30	H	H	H	H	H	H	D45	D45	ISOT	V	D45	D45
33	ISOT	ISOT	ISOT	ISOT	ISOT	ISOT	ISOT	ISOT	D45	V	ISOT	ISOT
36												

Pv	Ph	D45	D135	ISOT
27	20	17	25	67

	PV	PH	D45	D135	ISOT
0					
1					
2					
3					
4					
.....					
29					
30					
31					
32					
33					
34					
35					
36					

- In above grid, Name of filter with highest score is mentioned
- According to the occurrence of particular edge in a sub block a list of bins is maintained. As there are 6 x 6 blocks, so we will get 36 such bins
- There will be an array of 37x 5; 36 x 5 as per number of blocks. Where as the last row will store mean value of each edge.
- In total there will be 37*5=185 total numeric values. As overall score of image w.r.t each edge, last row will be considered