

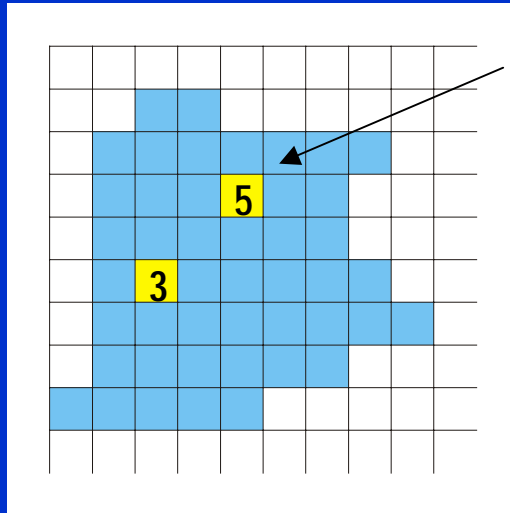
# **Investigation of Wordlength Effect on Discriminative Power of Co-occurrence Matrix – Derived Features for Digital Image Texture Analysis**

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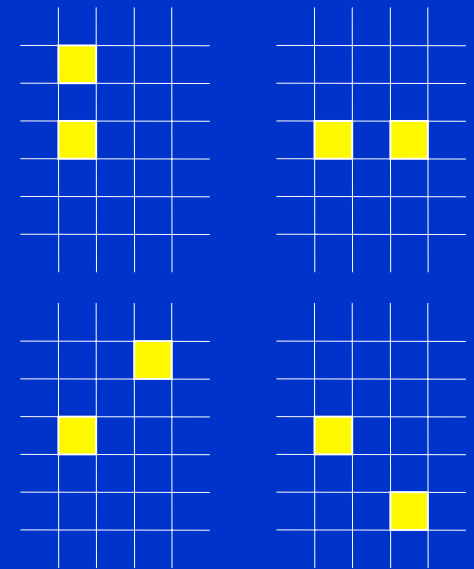
# Plan of presentation

- **Co-occurrence matrix**
- **Aim of investigation**
- **Wordlength effect on digital images**
- **Materials and methods**
- **Results**
- **Conclusions**

# Construction of CO matrix



Example of ROI



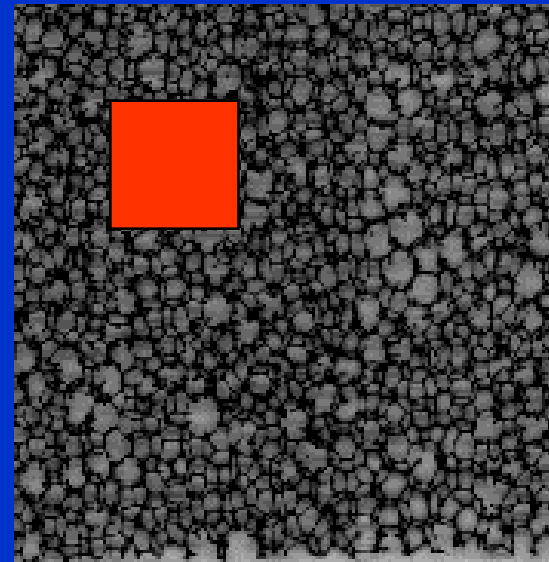
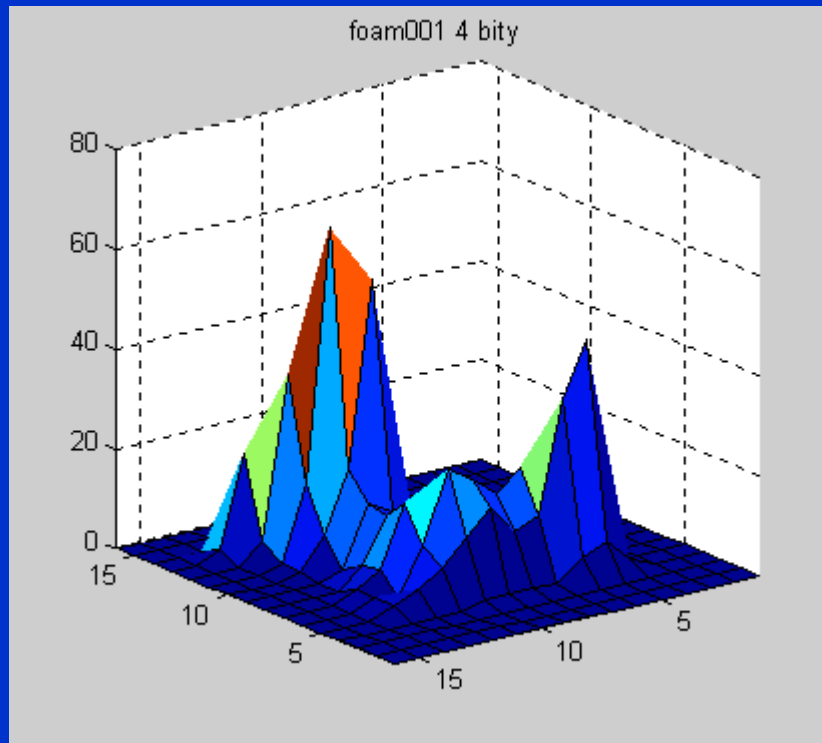
Masks for different directions

CO matrix

		grey level							
		1	2	3	4	5	6	7	8
grey level	1								
	2								
	3					+1			
	4								
	5			+1					
	6								
	7								
	8								

Direction  $45^\circ$ ,  $d=2$

# Example of CO matrix for 16 grey levels



direction  $45^\circ$ , distance 1

**The aim of this investigation was to analyse the effect of reduced word length on discriminative power of CO-derived features**

- Estimation of CO matrix elements is computationally demanding.
- The number of pixels in a typical ROI is small which causes the probabilities in CO matrix inaccurate at a large number of bits per pixel.

# CO matrix derived features

- angular second moment
- contrast
- correlation
- sum of squares
- inverse difference moment
- sum average
- sum variance
- sum entropy
- entropy
- difference variance
- difference entropy

# Wordlength effect on digital image

8 bits



5 bits



4 bits



3 bits



2 bits

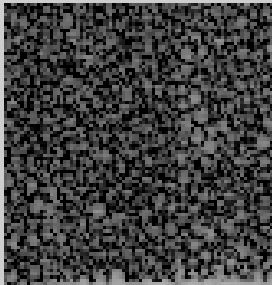


1 bit

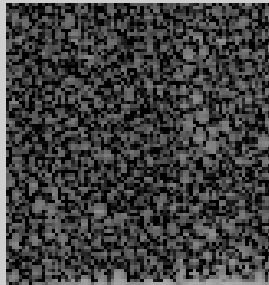


# Wordlength effect on digital texture

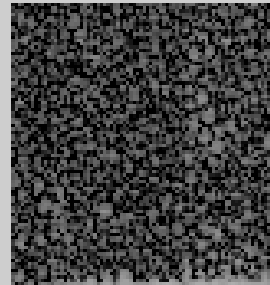
8 bits



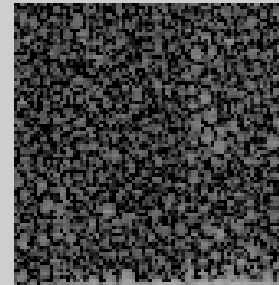
7 bits



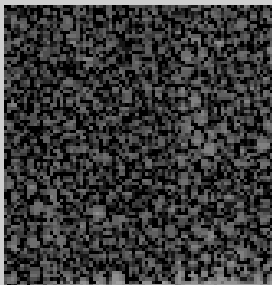
6 bits



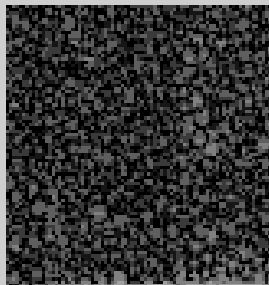
5 bits



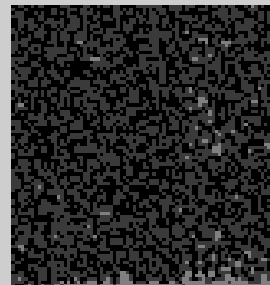
4 bits



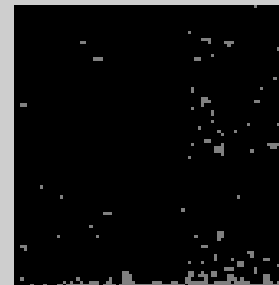
3 bits



2 bits

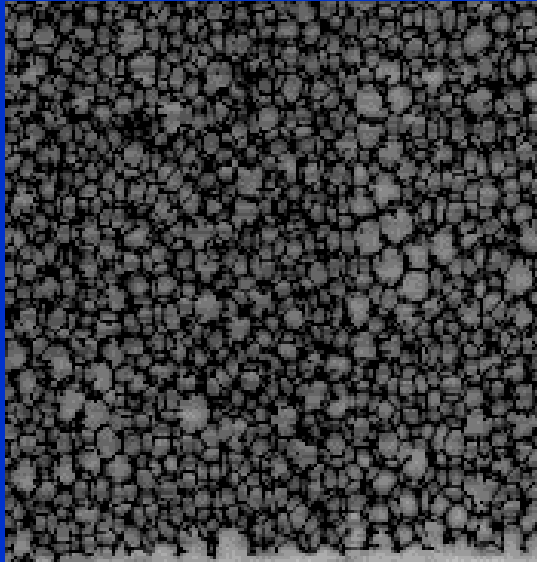


1 bit

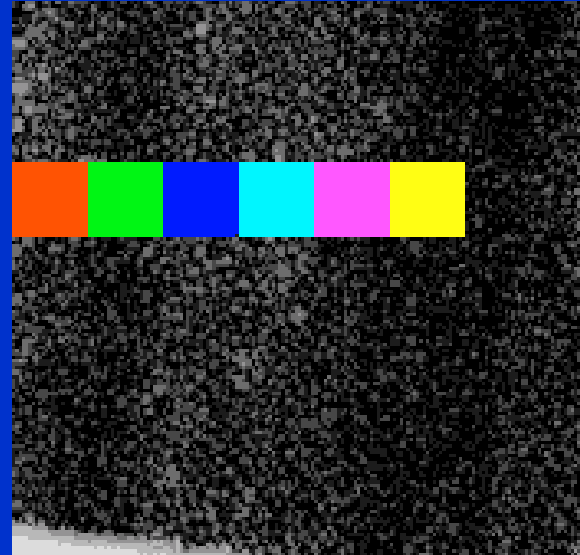




# Synthetic foam textures



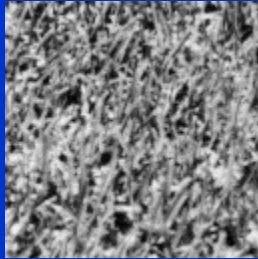
Foam001.bmp



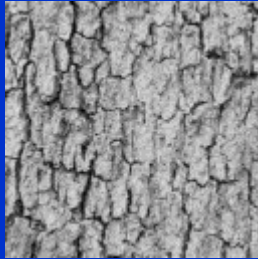
Foam002.bmp

48 ROIs with dimensions 23x23 pixels, placed uniformly on the image

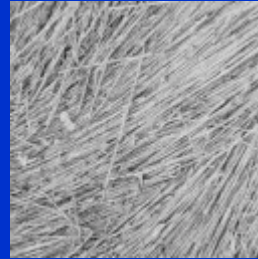
# Textures from Brodatz catalogue



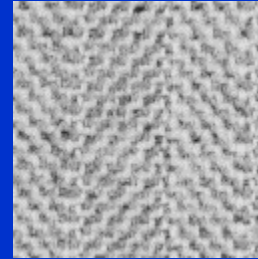
**Grass**



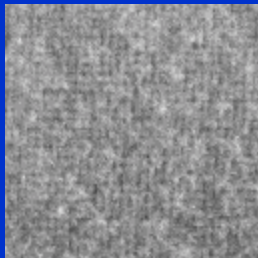
**Bark**



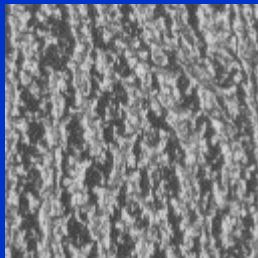
**Straw**



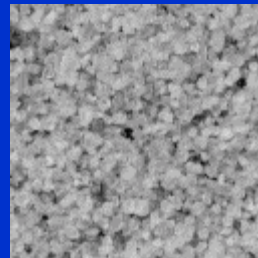
**Herringbone  
weave**



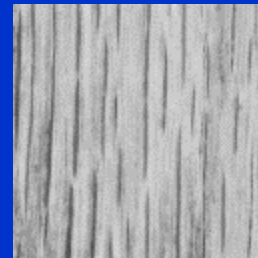
**Woolen cloth**



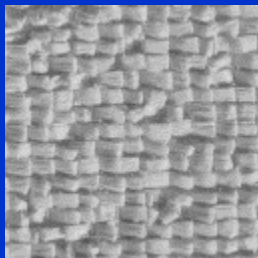
**Pressed calf  
leather**



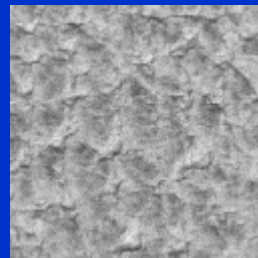
**Beach sand**



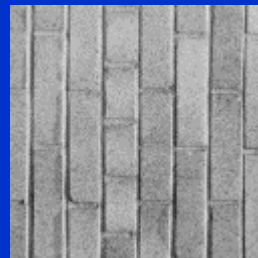
**Wood grain**



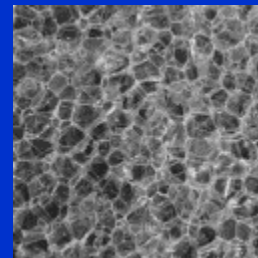
**Raffia**



**Pigskin**



**Brick wall**



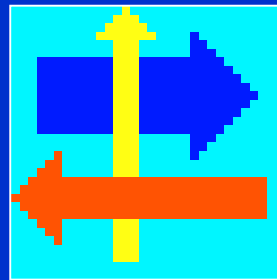
**Plastic Bubbles**

# Methods



MaZda

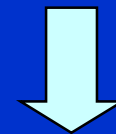
11 CO matrix features,  
distance = 1,  
directions: 0°, 45°, 90°, 135°



Convert



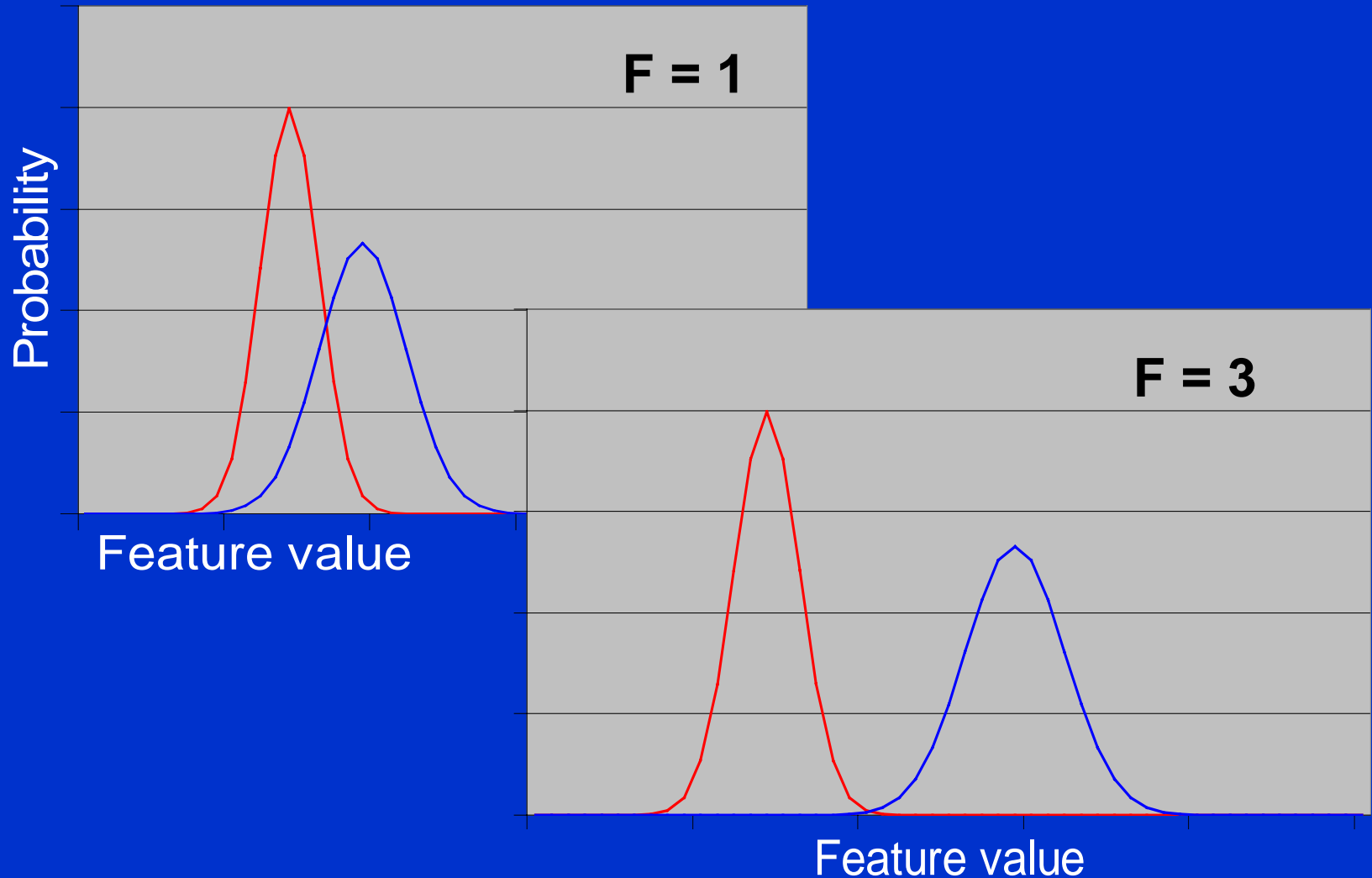
CALCULATION OF  
F COEFFICIENT  
FOR EACH  
TEXTURE PAIR



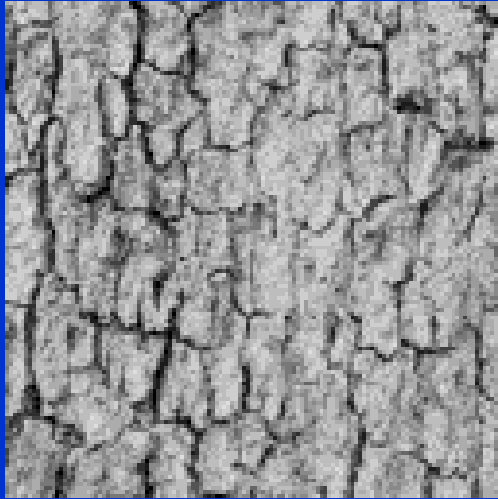
$$F = \frac{|\mu_{T1} - \mu_{T2}|}{\sigma_{T1} + \sigma_{T2}}$$

F is calculated for each number of bits (4 ÷ 8)

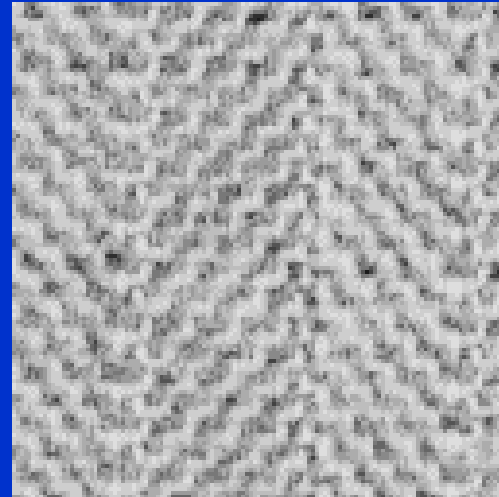
# Example of feature distributions



# Example of texture pair with $F < 1$

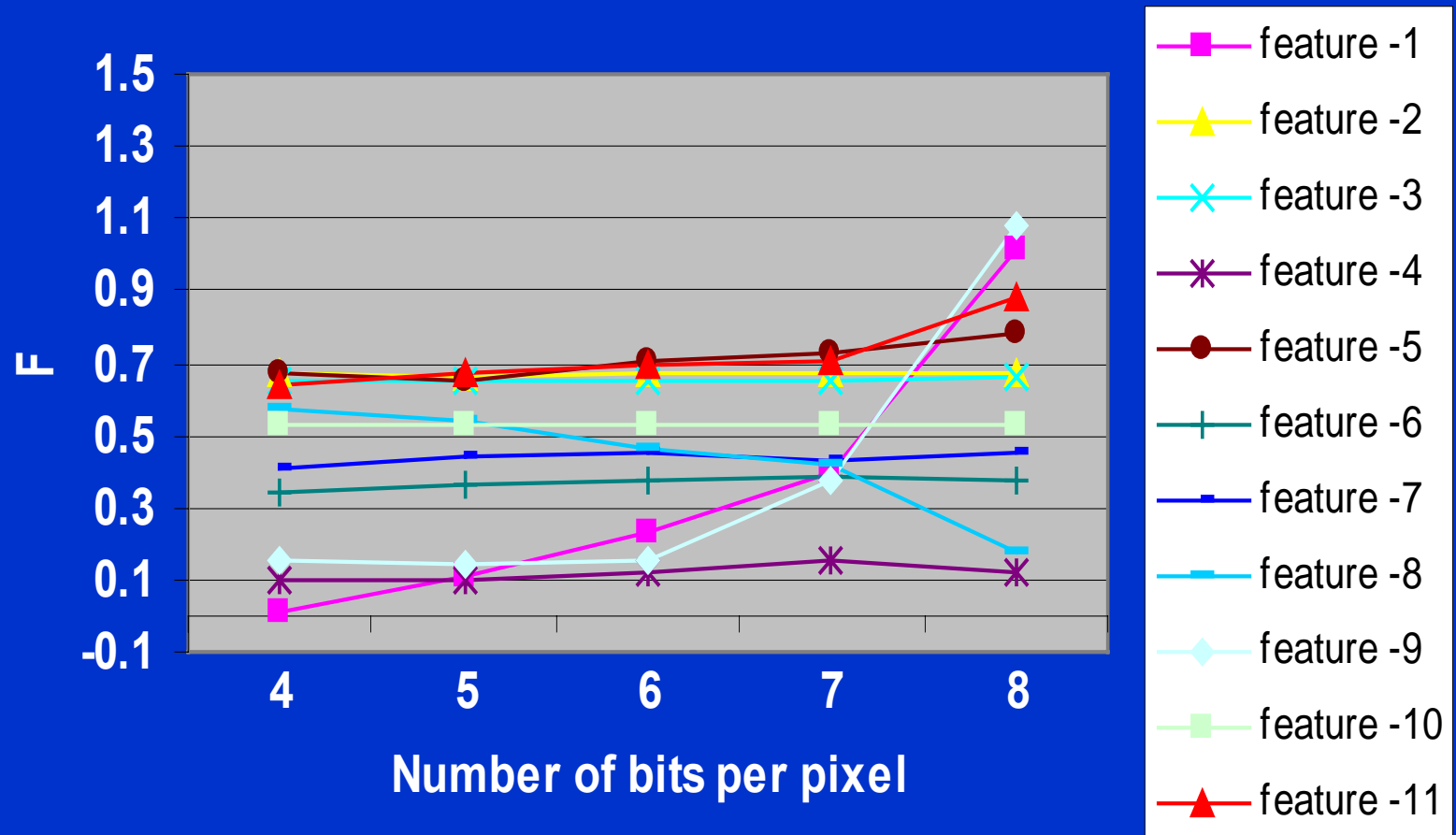


Bark

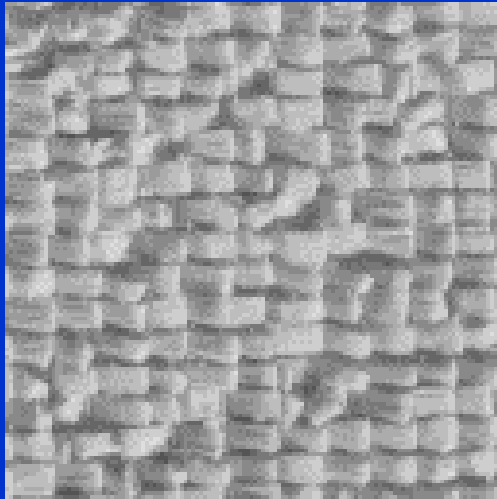


Herringbone weave

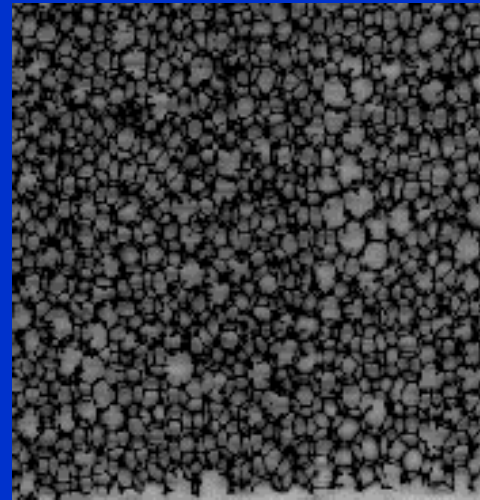
# F(#bits) for Bark and Herringbone weave



# Example of texture pair with $F > 3$

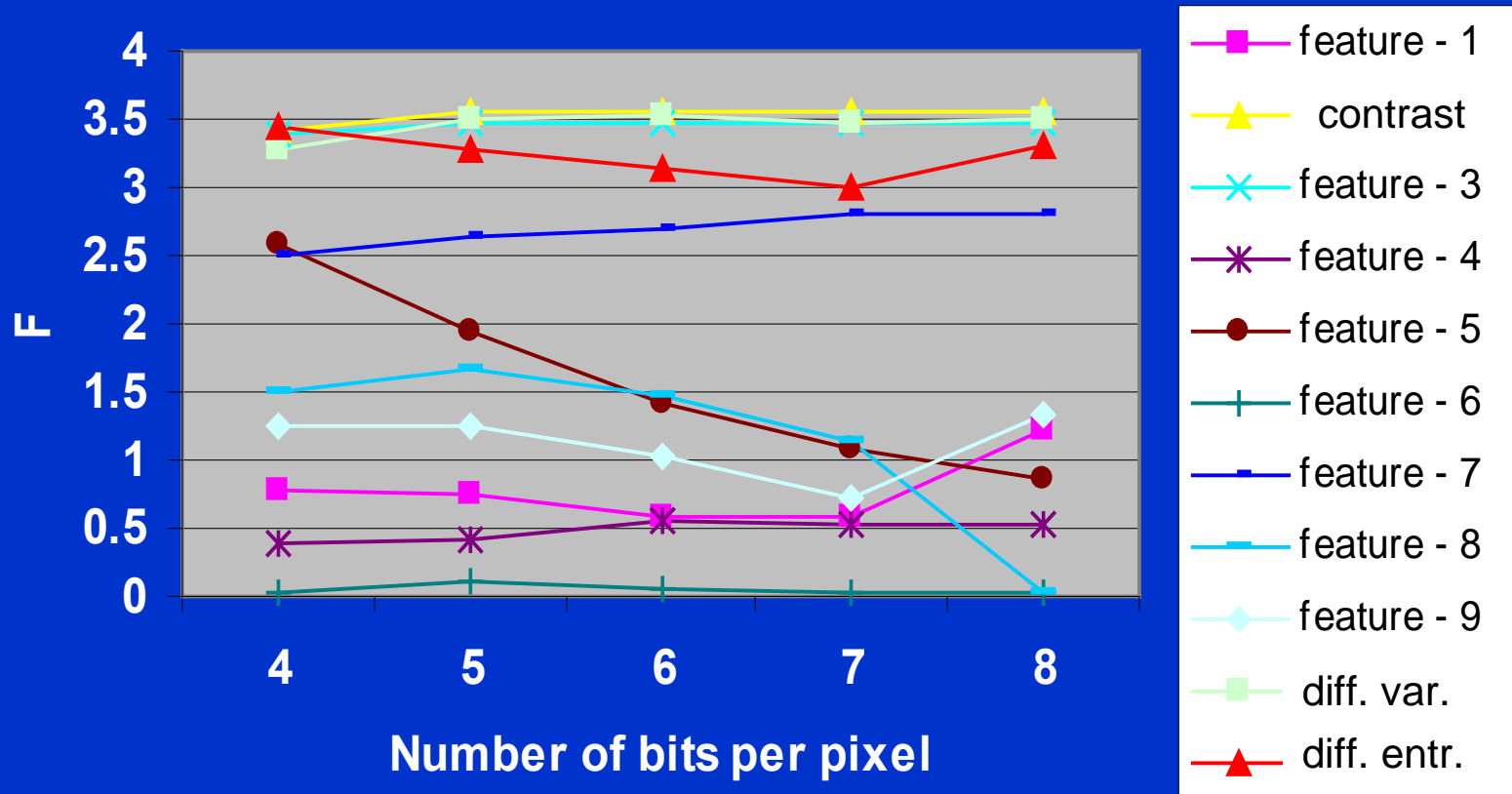


Raffia



foam001

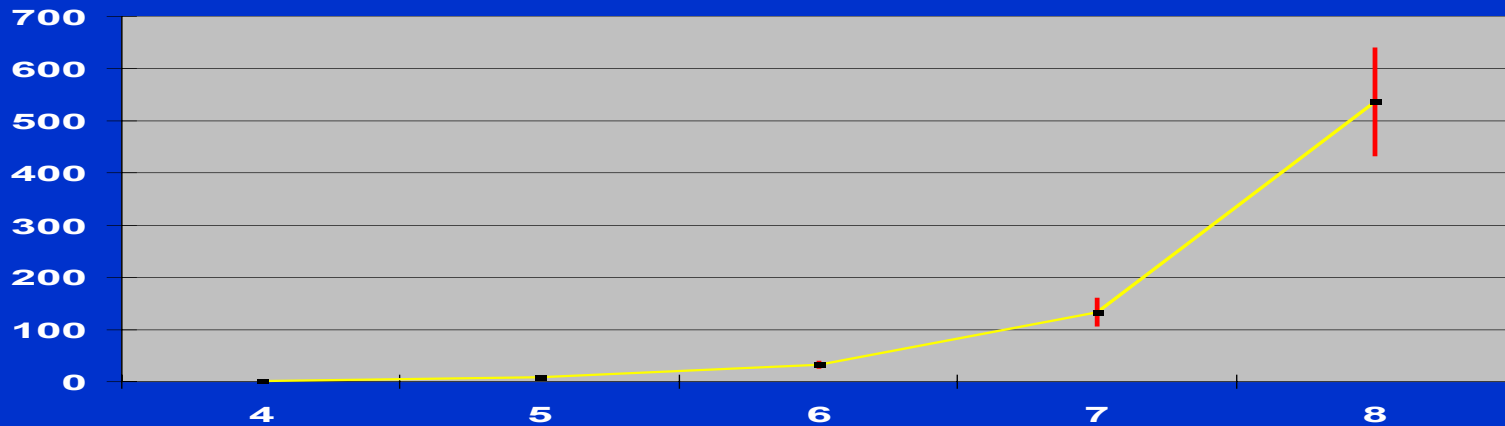
# F(#bits) for Raffia and foam001



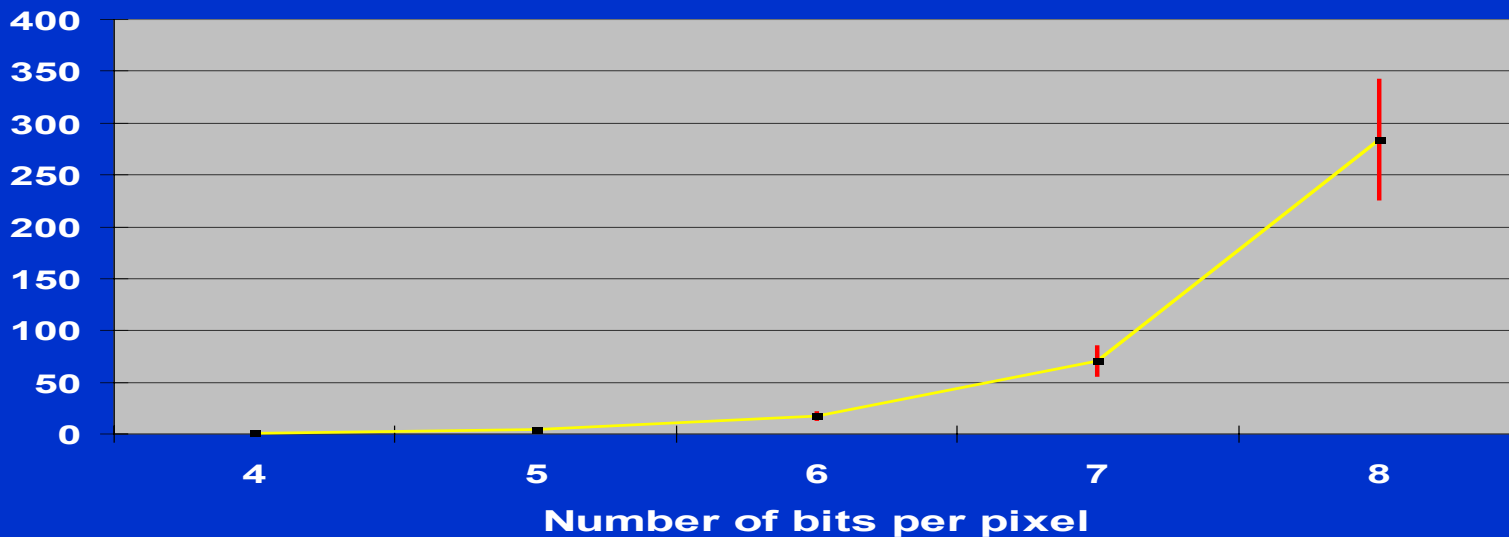


# Features for Raffia with $F > 3$

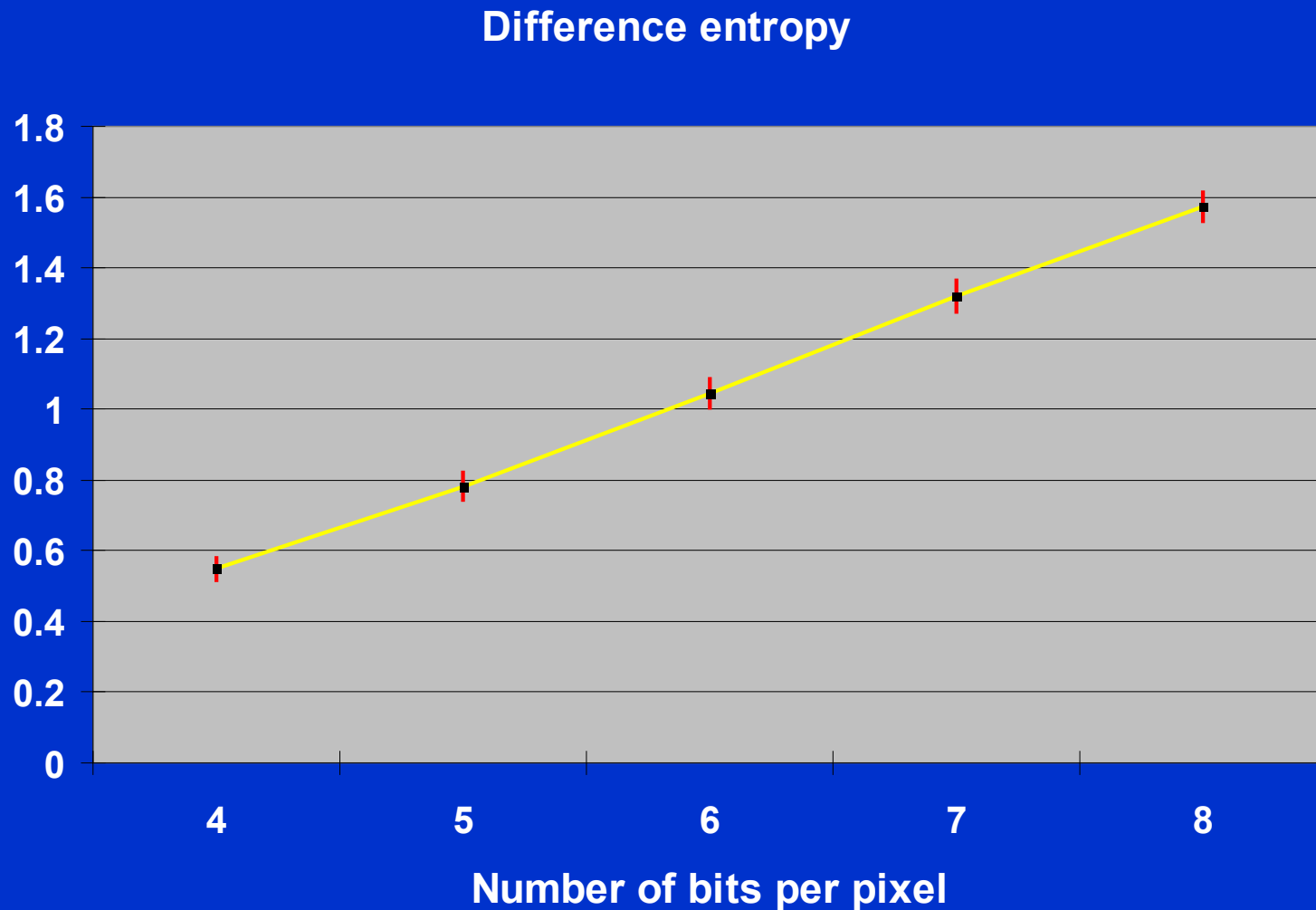
**Contrast**



**Difference variance**

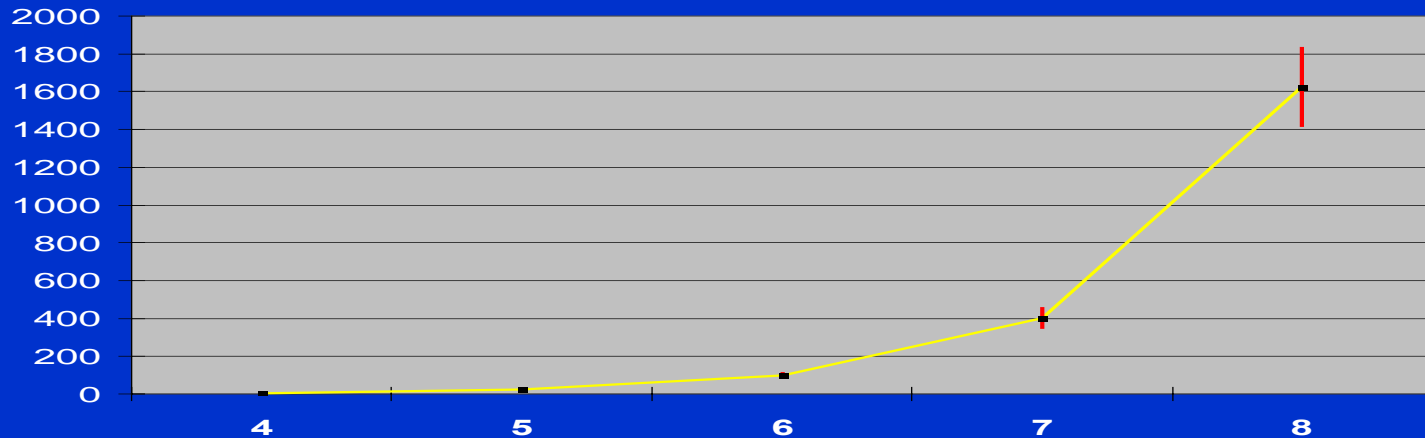


# Features for Raffia with $F > 3$

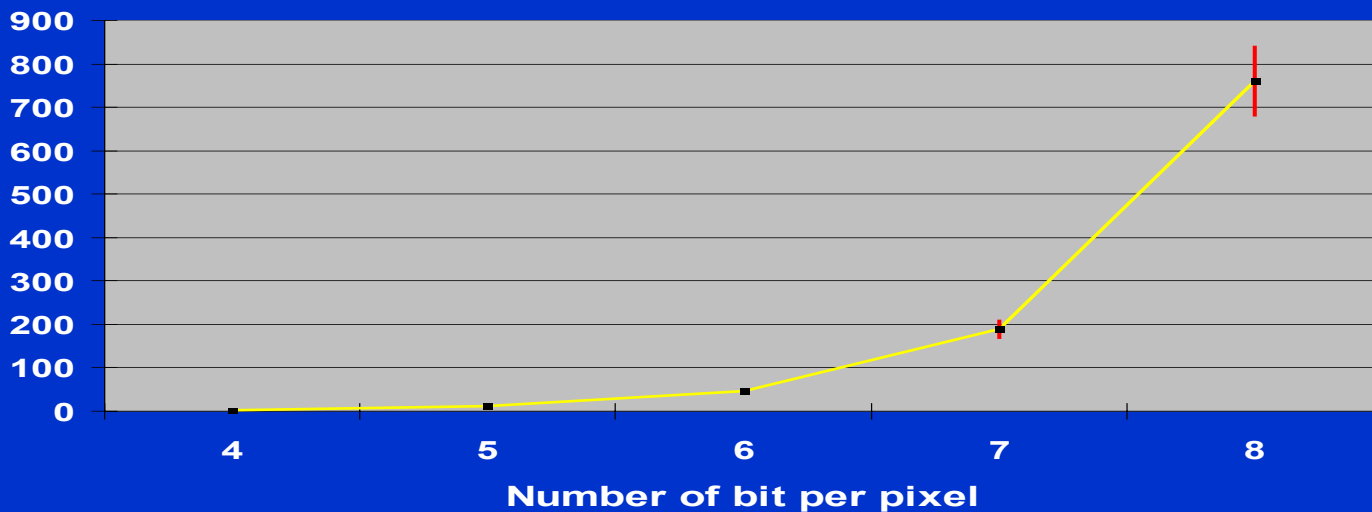


# Features for Foam001 with $F > 3$

## Contrast

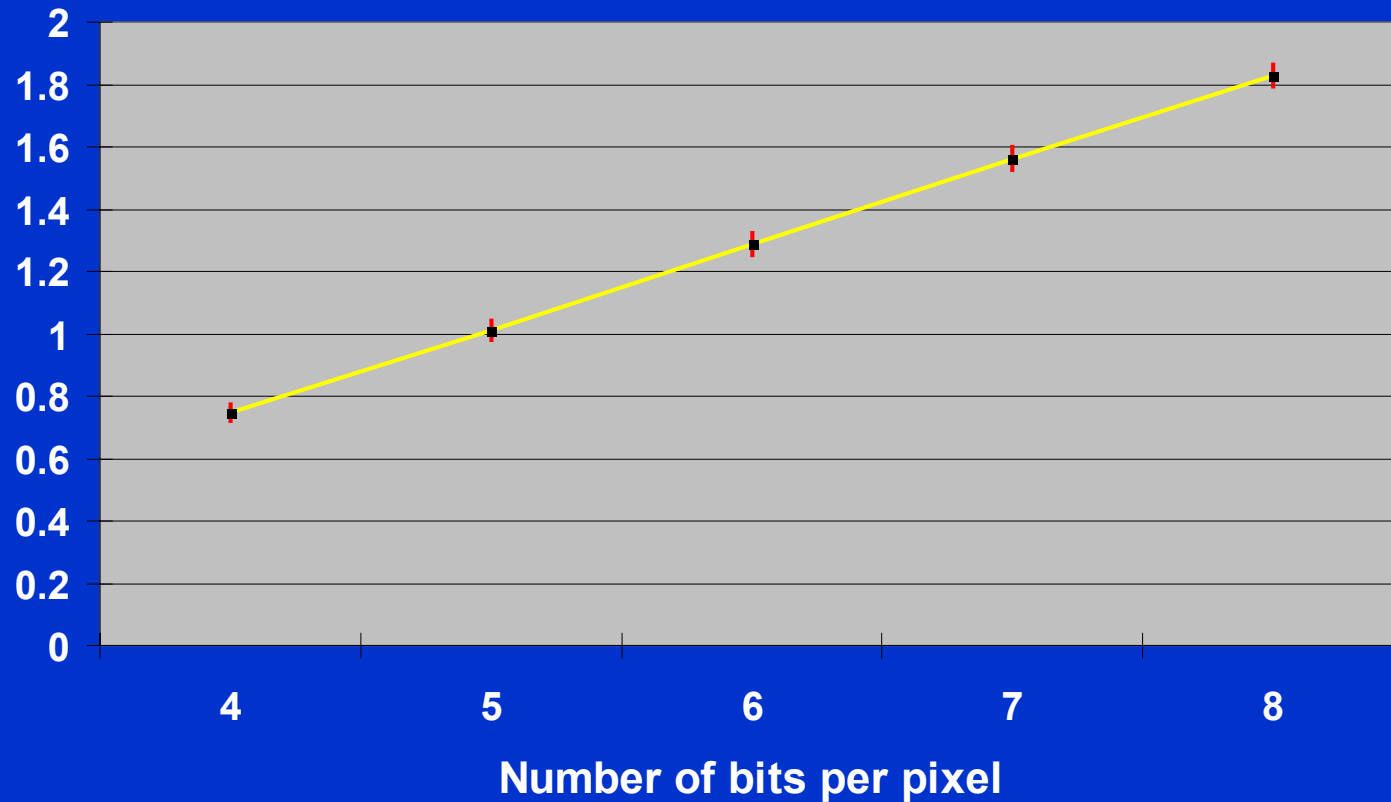


## Difference variance

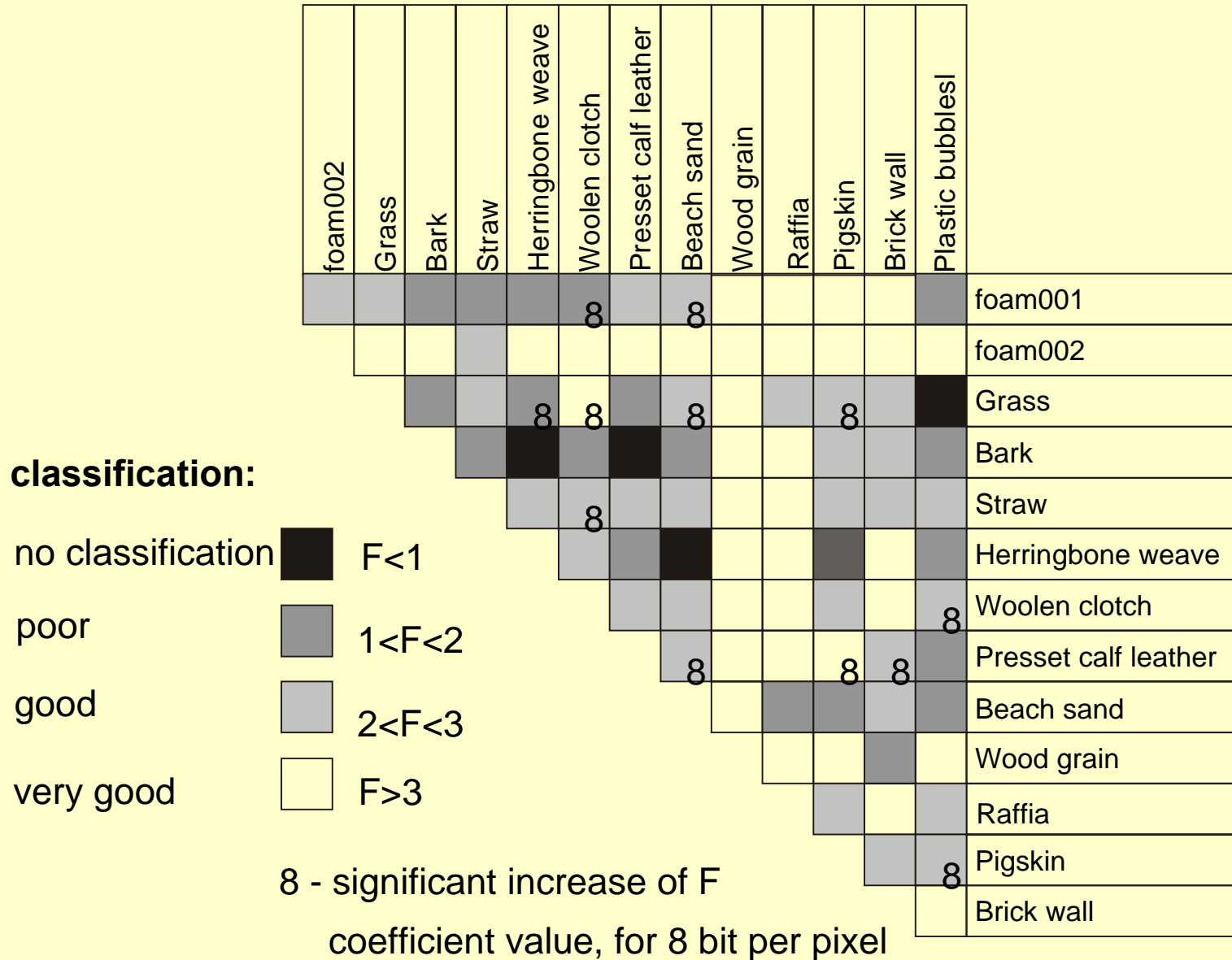


# Features for Foam001 with $F > 3$

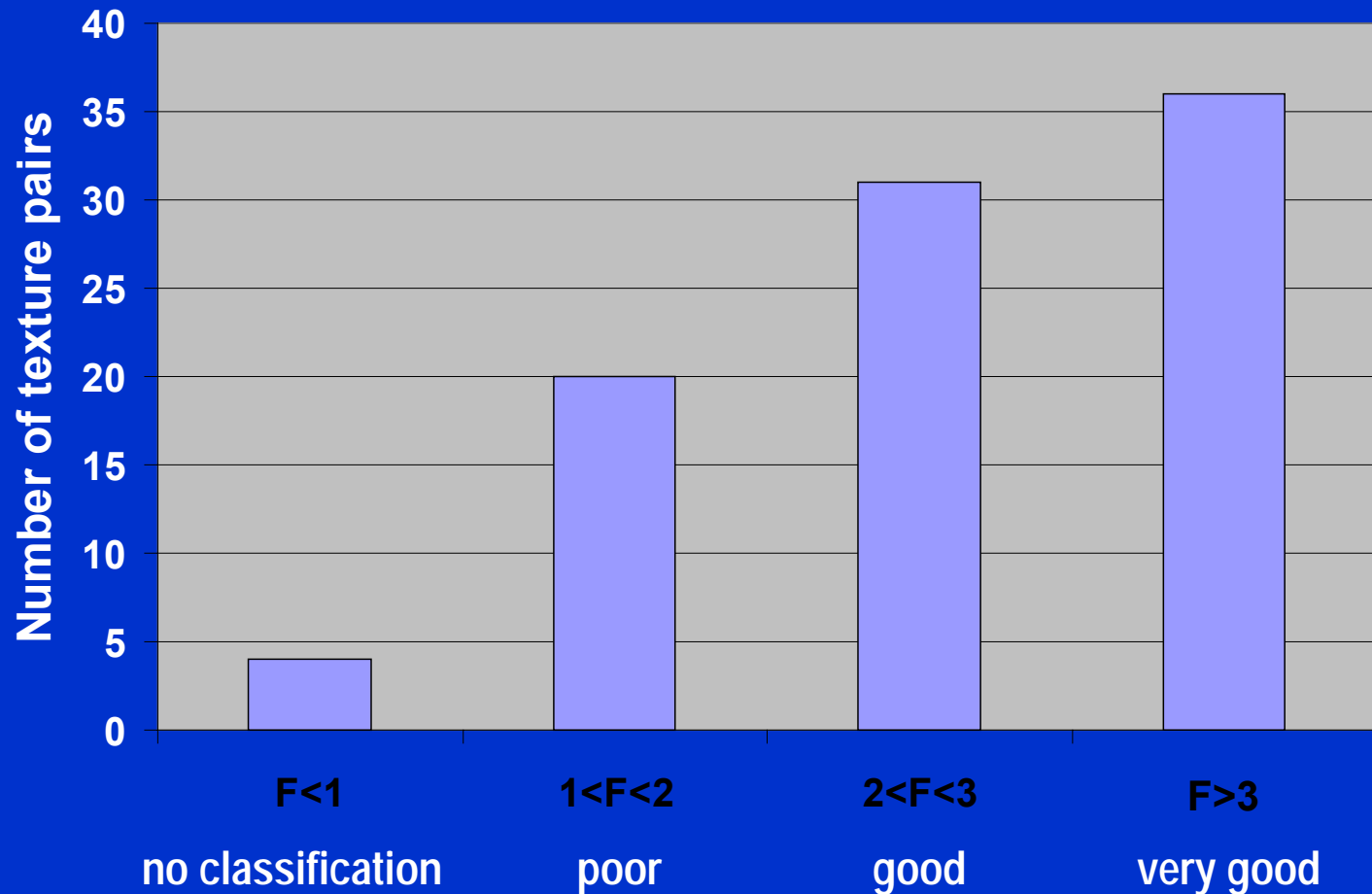
## Difference entropy



# F range for analysed pairs of textures



# Distribution of F for analysed textures



# Properties of considered features

No	Feature name	F value variability
1	angular second m.	no specific trend observed
2	contrast	constant value not dependent on word length
3	correlation	constant value not dependent on word length
4	sum of squares	constant value not dependent on word length, F<1
5	inverse difference m.	no specific trend observed
6	sum average	constant value not dependent on word length, F<1
7	sum variance	constant value not dependent on word length
8	sum entropy	no specific trend observed
9	entropy	no specific trend observed
10	difference variance	constant value not dependent on word length
11	difference entropy	no specific trend observed

# Conclusions

- CO features (distance=1) are a powerful tool for texture separation, however not all texture pairs were separated well.
- The followed features: **sum of squares** and **sum average** are useless for texture classification.
- For the features: **contrast**, **correlation**, **sum variance** and **difference variance** F value does not depend on the number of bits used for image brightness coding.
- Discriminative power of the other CO features depends on particular textures considered.