

Centre for Sensor Signal & Information Processing
Dept. Electrical & Computer Engineering
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TEXTURE CLASSIFICATION USING A NONPARAMETRIC MARKOV RANDOM FIELD

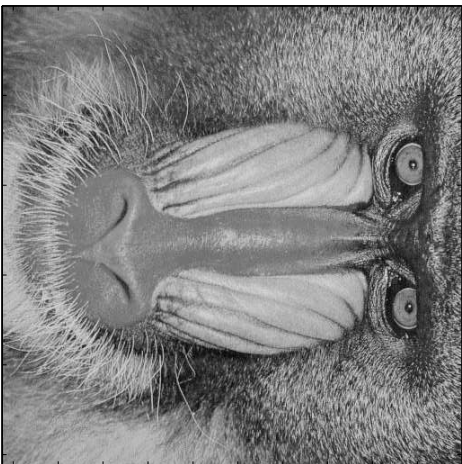
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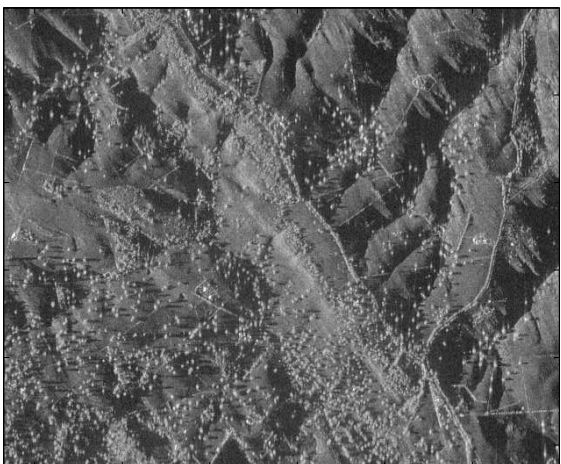
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Texture in Images



Baboon face



Airborne SAR

Texture Is the visual characteristics within an area of an image which identifies that area as having a particular physical interpretation.

Aim To find a model that is capable of capturing the unique characteristics of a texture for segmentation and classification.

Method Use a nonparametric multiscale Markov random field texture model.

Advantages

- Does not require parameter estimation.
- Only requires a small amount of sample data.
- Can model high dimensional statistics.

Markov Random Field Model

For a texture to be modelled as a MRF, the value of each pixel in the texture must be dependent on a local set of neighbouring pixels. This dependence is then modelled by a **Local Conditional Probability Density Function (LCPDF)** which defines the probability of a pixel being a certain value given the values of its neighbouring pixels.

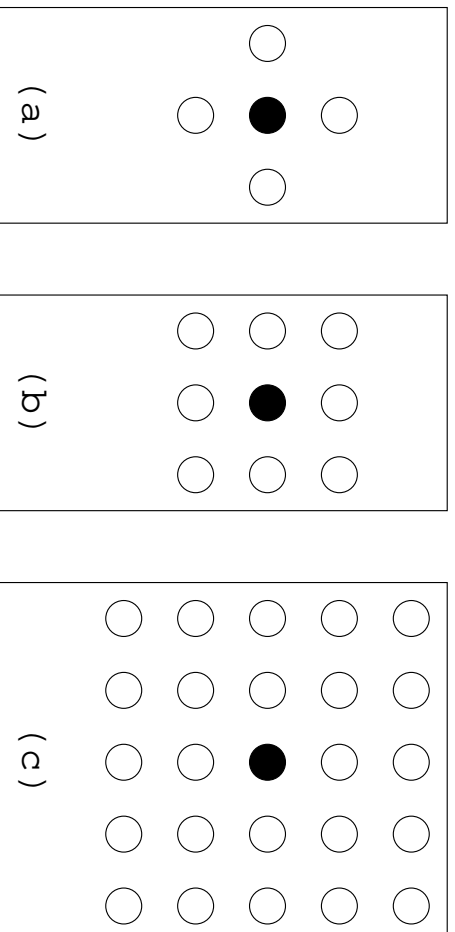


Figure 1: Neighbourhoods. (a) The first order or “nearest-neighbour” neighbourhood; (b) second order neighbourhood; (c) eighth order neighbourhood.

Problem 1 Determining the correct neighbourhood size.

Problem 2 Estimation of the LCPDF.

Nonparametric MRF

Estimation of nonparametric LCPDF.

Step 1 Choose a neighbourhood size.

Step 2 Build a multi-dimensional histogram with the neighbourhood from the texture. Example:

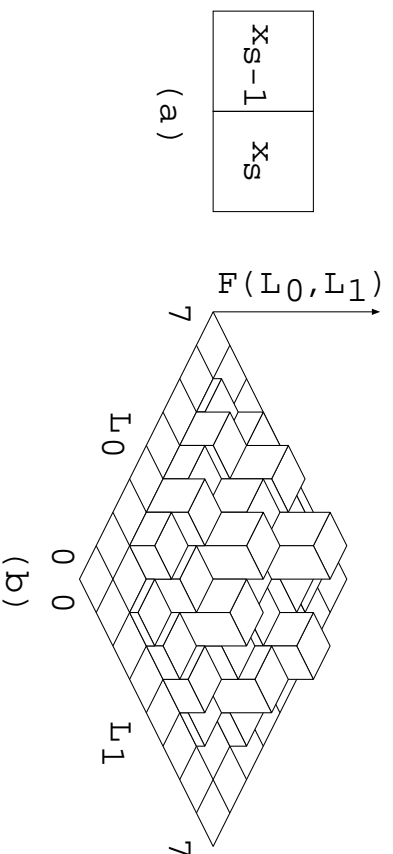


Figure 2: Neighbourhood and its 2-D histogram.

Step 3 Smooth multi-dimensional histogram via nonparametric Parzen density estimation.

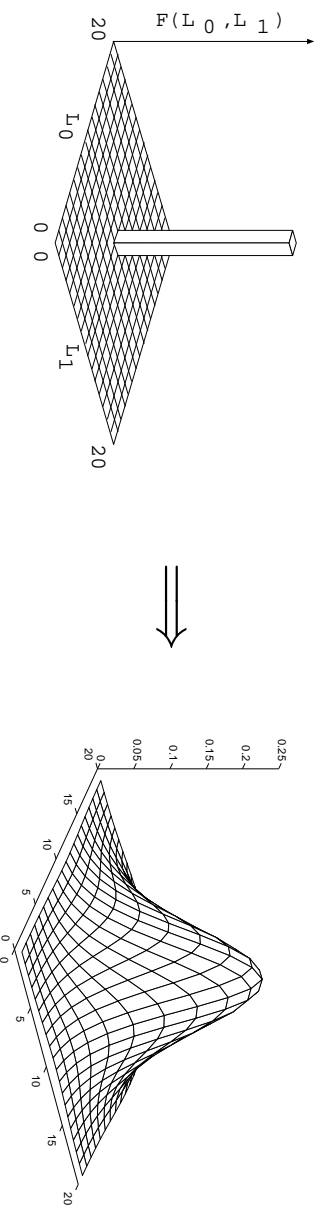


Figure 3: Histogram point is convolved with Gaussian kernel.

Multiscale Texture Synthesis

To test whether a texture model has captured all the unique characteristics: use the model to synthesise textures so as to compare the visual similarity between the synthetic and the original textures.

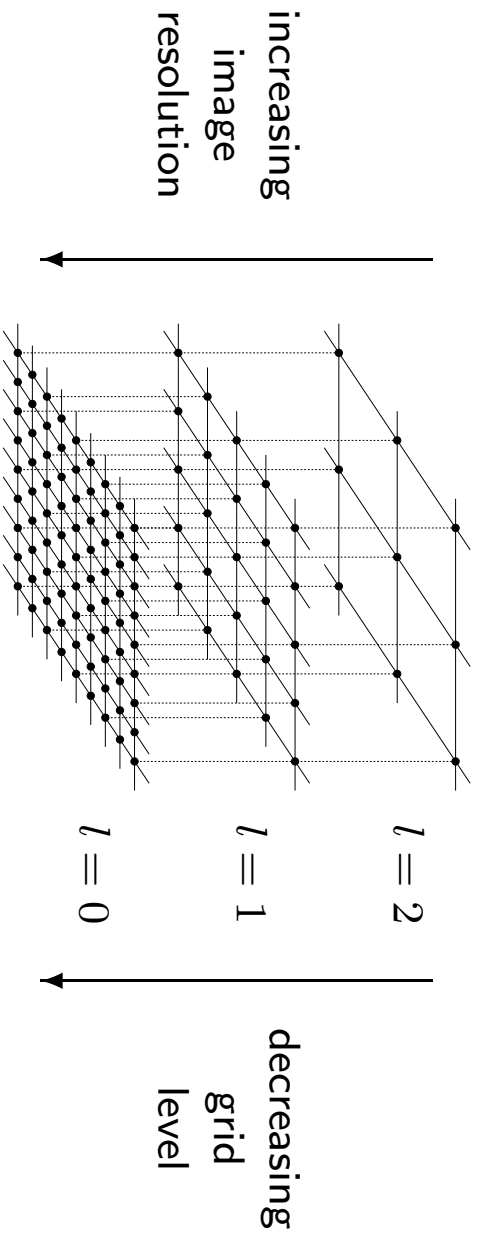
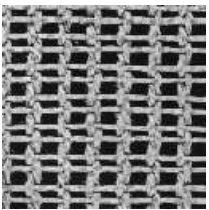


Figure 4: Grid organisation for multiscale modelling of a MRF.

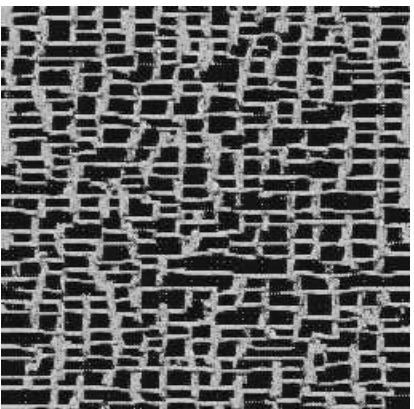
The multiscale synthesis algorithm starts from the top and works its way down performing the following at each resolution:

- Estimation of the LCPDF from original texture at same resolution.
- Applies stochastic relaxation (SR) (*i.e.*, ICM or Gibbs sampler).
- While constraining the SR with respect to the above image.

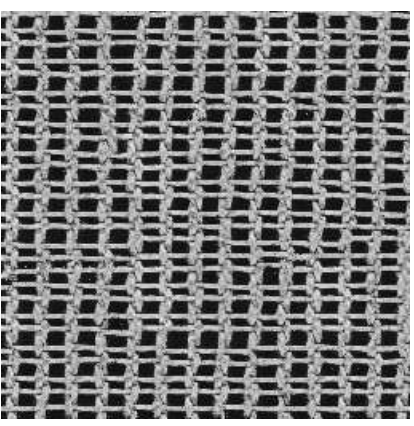
Synthetic Textures



(a)



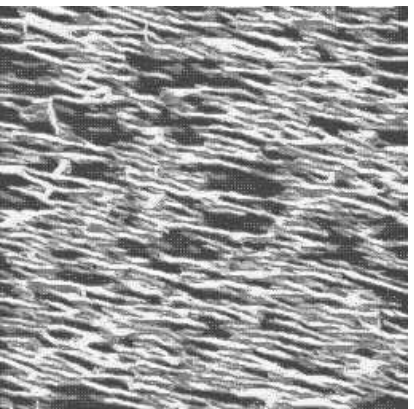
(a.1)



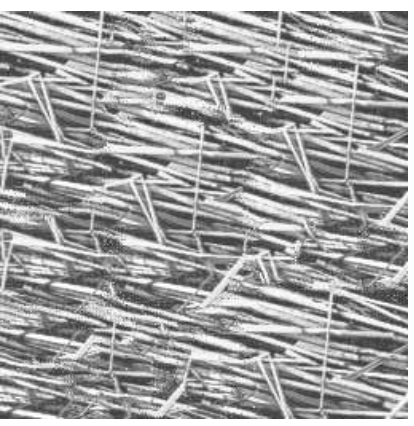
(a.2)



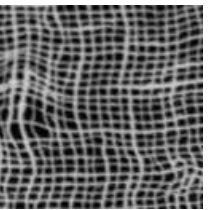
(b)



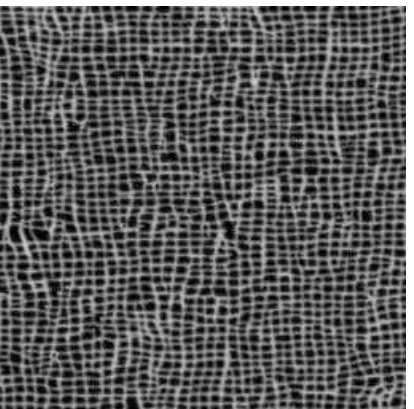
(b.1)



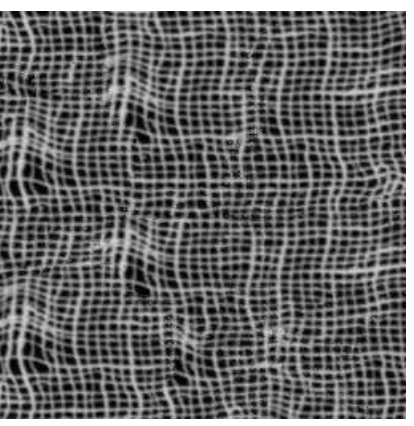
(b.2)



(c)



(c.1)



(c.2)

Figure 6: Brodatz textures: (a) D20 - magnified French canvas; (b) D15 - straw; (c) D103 - loose burlap; (? .1) textures synthesised with small neighbourhood; (? .2) textures synthesised with large neighbourhood.

Classification

Probability Measurement

1. Get an **unbiased** set of local probabilities from sample texture y : $\{LPDF_s\}$
2. Get a set of local probabilities from a segment window in image x : $\{LPDF_r\}$
3. Make comparison between the two sets via the Wilcoxon test.

Edges

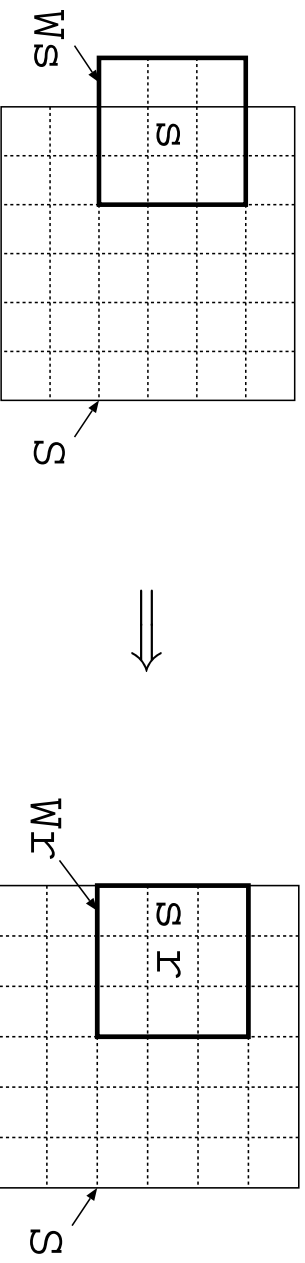


Figure 7: Move the window position for an edge pixel

Boundaries

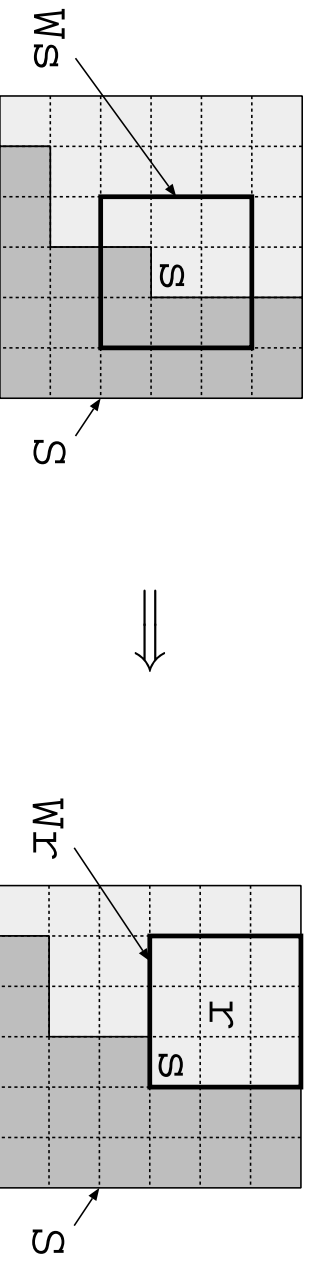


Figure 8: Move the window position for a boundary pixel

Segmented and Classified Textures

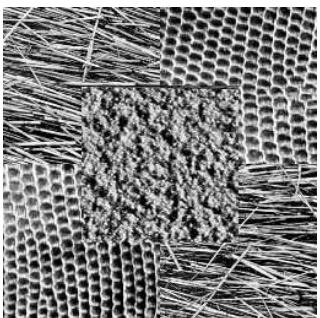
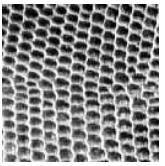


Fig. 1



(a)



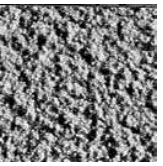
Fig. 1(a)



(b)



Fig. 1(b)



(c)

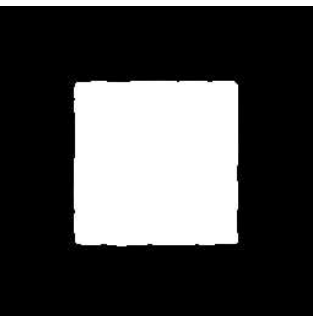


Fig. 1(c)

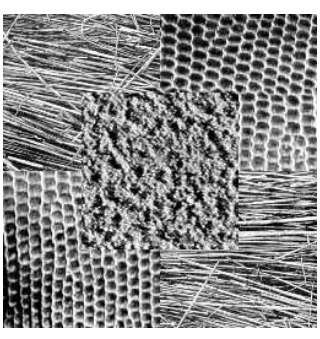


Fig. 2

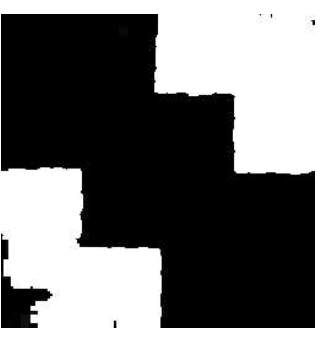


Fig. 2(a)

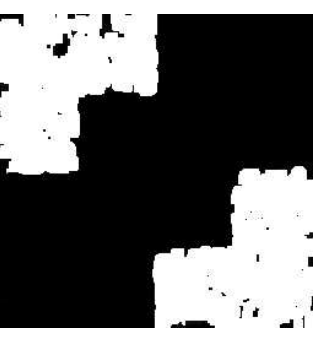


Fig. 2(b)



Fig. 2(c)

Probability scale

0



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Practical Application

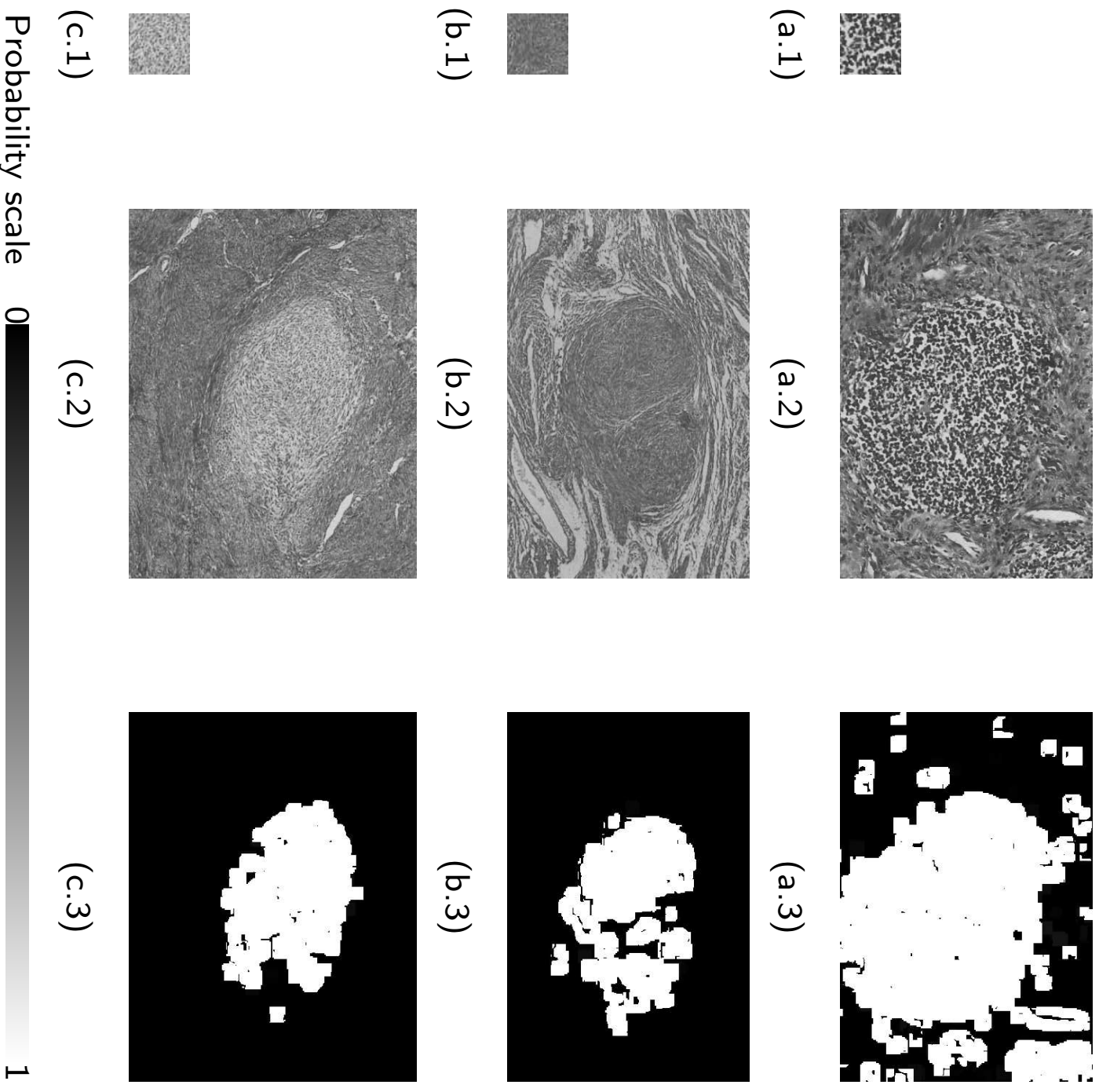


Figure 9: Probability maps of medical images: (a) Lymphoid follicle in the cervix; (b) small myoma; (c) focus of stromal differentiation in the myometrium.