Image processing: dealing with texture

Prof.Praveen.B.Khatkale[1]
HOD,Department of Mechatronics,
Sanjivani K.B.P.Polytechnic,Kopargoan
praveenkhatkale@gmail.com

Prof. Nilima S.Gite[2]
Lecturer, Department of Information Tech.
K.K.Wagh Polytechnic,Nasik
nrpatil@kkwagh.edu.in

Prof. Vinod H.Date[3]
Lecturer, Department of Computer
Loknete Gopalraoji GulvePolytechnic, Nashik
vhdate87@gmail.com

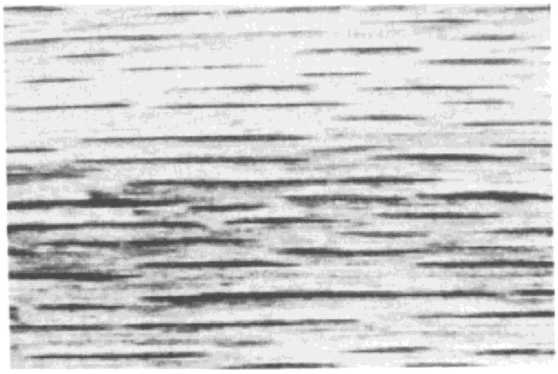
Abstract:
In image processing systems, image extraction, and image enhancement are an important but difficult problem to solve. These are aimed at gaining an image enhancement that helps to gain a personal viewer or a computer vision system in the pre-processing phase. An effective step-by-step mask removal technique and image enhancement techniques that can identify edges in a more detailed way. A reliable method of the above methods is to distinguish between the essentials of the image stored or equally enhanced. In this paper, a review of various processes to improve the texture of the image processing application using mathematical formulas as part of arithmetic is part of many common tasks. Here we review the various methods available to improve image processing methods.

Keywords: Image Processing, Composition, Normal Neural Network, Image Release, Processing Process.

1. Introduction

The word structure is used to indicate the surface of an object or event and is undoubtedly one of the most important elements used in image processing and pattern recognition. It is generally agreed that texture analysis plays an important role in classifying objects and identifying key regions of a given gray level. Body image can be seen in photos from remote sensor data to very small images. The solution to the problem of texture analysis will greatly improve the fields of image processing and pattern recognition and will bring significant benefits to many potential industrial programs. This survey introduces a modern approach to textual analysis and integrates its relevance into scientific fields such as practical wisdom and practical theory. The paper describes important and complex issues and provides many of the most appropriate methods used today in texture analysis. We conclude by describing the directions for future research as seen today in the photographic community. Harry Wechsler I Tissue Analysis - survey recognition fields and will be of great benefit to many potential applications in the field of biomedical imaging (cell analysis), industrial modification (quality control) and remote sensing (plant scale, ecology studies, etc) Despite its importance and omnipresence in image data, texture has no precise meaning. One common definition descriptions define texture as something that produces a pattern of one or more basic elements repeated over and over in another image region. Pratt et al. [5] notes that such definitions are most applicable to specific types of texture such as linear fonts, test boards, hexagonal tiles, etc., and that the captive region is often defined in image regions with no sharp ends. Moreover, images similar to those shown in the image of the spirit world do not seem to gain a distinct basic pattern or repetitive waves and instead appear to have a specific fixed structure. Figures 1 to 6 show how you can do this as it is reproduced from Brodatz [5] and incorporated into a wide range of textures from the type of cut to the stochastic type. It is generally accepted that texture analysis plays an important role in classifying objects that reflect important regions of a given gray scale image. We agree with Ehrich and Faith [6] on important issues of concern in abduction analysis:

(1) If a written circuit is assigned, there is a limit the number of classes does the sample



belong to? ;

Fig. 1.Wood grain.

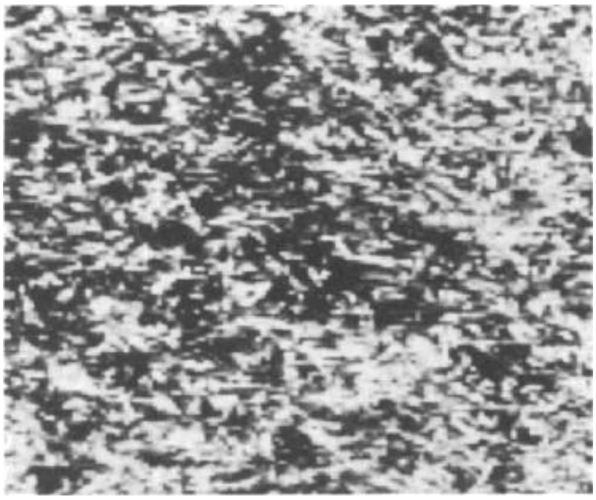


Figure 2.Grass grass.

(2) Considering the place written, how can it be described? ; and (3) If the forum is adjourned, how can the boundaries between the major textile regions be established ?, and that the three issues are classified according to weight. The first problem, also known as the problem of class distinction (categories), is usually achieved using the deduction element of certain mathematical features of these given classes. I-parameters become the input components of a division using known mathematical pattern recognition techniques. The second problem is very difficult because one can easily find two different drawings in the imagination and it can still be very difficult to explain the difference. The third problem, also known as the segmentation problem, is particularly difficult because it is often not known what level of complexity a component is completed up to its physical boundary, and also because it is not clear what type of collection method is required. description - Harry Wechsler / Texture Analysis - check 273 regions for the same texture. Clearly, an inadequate solution to the problem of separation can be applied to the first two problems. It should be noted that most of the research in the field of texture analysis is done in the context of the first problem mentioned above. There are two basic philosophies in dividing the image. One philosophy uses a semantic approach, in which advanced information about the analyzed passage is used for actual classification [2]. However, there is ample evidence that the eye can make at least one initial difference without the necessary information. Such an approach is called the low-level approach. Marr [4] if Zobrist and Thompson [7] agree on any common theory system it should begin the work of segregation using a low-level approach. In addition, image classification is a program developed by Ohlander et al. [10] provides diagnostic evidence of the first symptoms, the texture of one of which, can be used for initial classification. We agree with the use of small scale first method of analysis of texture problem I say priori information can be used to solve mysteries or to make texture analysis focused on the work of the goal that works best. Semantic information can be helpful if present and may improve the classification of the actual image effect [4]. Problems such as those described above are closely related to the field of artificial intelligence that seeks to give computers human intelligence and consequently improve their performance.

2. Literature Survey:

The most formal descriptions of the texture give given in the introduction. Another definition conveys texture as visual images with a specific stochastic structure. One definition describes the texture as being done with a pattern of one or more basic elements that are repeated from time to time in the space of a particular image. As a result of this dichotomy in the interpretation of Vol. 2, No. 3, July 1980 274 it should be expected that there are two different approaches that would emerge during the age analysis crisis. Both ways of saying that crystals really over the years are called mathematical formula and look at the analysis of stock formation or duplication of texture, respectively. Pickett [5] distinguishes I from two methods of analyzing texture as impressionistic and intentional. Impressionistic analysis ("statistics") reveals the appearance of the characters quickly in texture as rough or good, grain and so on. In terms of purpose ("structure") the method seems very complex and integrates systems. Pickett also notes that a tax on drawings based on a different feature size or shape is easier to do than structural discrimination based on a variety of congestion and / or editing. Julesz [7] will present the mathematical and the numerical structure, respectively. Therefore, it should be expected that the task of understanding is harder than ever with understanding.

2.1. Human perspective

A lot of research has been done in the area of analysis of the individual viewing system and here you are trying to mimic a person's perspective as long as machine vision is involved. (The term is used here to refer to both perception and perception.) Pickett [12] states that some of the basic structures of the optical data visual system may include various elements (size, shape, color, shape), number or component elements, and a pattern or arrangement element. of things. Hawkins [3] cites important features of visual data such as local frequency content, gray content, local content and high ratings compared to the results of low total values as different parameters. Recently, Tamura et al. [12] conducted important research on how to interpret the features of text related to visual perception. Visual characteristics measured in Harry Wechsler Signal Analysis / Text Analysis - The research form factor was humorous, distinct, directional, linear, familiar and complex. The collection of ideas is one of the most important parts of the visible human society. Experiments have shown that group formation is a thing of the past and is more fundamental than recognition (mind). The Gestalt team based on similarity and closeness led Zobrist and Thompson [13] to do a series of experiments to use specific distance functions as it may be necessary to separate the image, texture was also one of the components used to test similarities between the two groups. . In addition, Thompson [3] attempted to classify the image in four ways following the ideas above. It should be remembered that marketing is a very important indicator of similar decisions and a combined set as evidenced by the Beck type test. Gestalt Group successfully used by Zahn [7] for taxonomy purposes and collections used by MST (small expandable trees). Julesz's first experiment [11] seems to suggest that differences in initial or second-order statistics (light and granularity, respectively) allow for discrimination in the form of personal title, but that difference in third- or higher-level statistics is not significant as long as discrimination. Recently, Julesz [8] introduced a new texture design, in which all the figures of foreign companies do not change, however, discrimination is possible. This latter result is further confirmed by Gagalowicz [2]. Figures of the second order (i.e., probability of form P (i, j) where P (i, j) representing the probability from gray to gray level j in a given range d and angle a) are shown to be very important in human analysis .texture [3]. As we will see in the following article, computer simulations have shown the above assumptions about the second most important statistics being true with your automatic analysis of both synthetic and environmental properties. Further studies by Pratt, Faugeras and Gagalowicz [5] have shown that second-order mathematical measures should be sufficient to analyze the texture, but the definition, variability, and degree of autocorrelation performance, themselves, whether directly or indirectly, are not sufficient. (As is well known, the function of automatic assembling is related to texture greed [14] and therefore should provide a track about the size of the first elements involved in the structural approach.) confirmedHaralic [3] who showed that to the extent formed the Markovian statistics of the second system because the given distance will determine the default combination that works for multiple distances. Research on human perception, evidence-based system evidence and new inventions have led to various textual analysis processes. The two methods, as already mentioned, are mathematical and structural, as well as the elements used to analyze the environment and the world.

2.2. Statistical methods

The mathematical method ("impressionistic") removes a set of parameters ("features") from a given image. The parameters are then used as input variables using known mathematical pattern recognition techniques [2]. Parameters are located over a space or domain of frequencies. Some of the main mathematical methods are listed below. The gray-level difference method measures the probability of congestion activity in the difference taken between image performance values. The local gray matter dependence method [8] measures the distribution of the combined gray matter to the two gray levels found in the "d" range and the "a" angle. Differences in gray matter levels and the combined distribution of gray matter are also known as first- and second-degree calculations, respectively. Second-order statistics are often included in the table as co-occurrence matrices. In addition, the first order statistics are integrated into the second order of statistics as end-of-life activities. So we can't find two images with Harry WechslerI Texture analysis - James 275 for the same second order numbers and different firstorder numbers. Reduction of the number of gray levels by histogram measurement techniques is often a necessary precautionary measure in order to maximize computer efficiency. Common features derived from the above figures are definition, variation (distribution spread), corruption, inclination (distribution proportion), kurtosis (distribution sharpening). The gray run-length method estimates the same running length, where the same run is defined as a set of connected pixels with the same gray level. One of the hallmarks of I-local granular texture ("frequent content") and repetition. Therefore, we should expect that conversion methods (especially digital) are used to extract such information as mentioned above. To date, the most widely used (orthogonal) is Fourier transform. The Fourier Analysis method is a process that works in the field of frequencies and the elements required for differentiation such as spectral rings or edges are taken from the energy spectrum. It is an expensive process from a calculation point of view and there is an additional problem when trying to test for change in a non-square area as is often the case. A study by Bajcsy showed that Fourier's analysis could provide global information as a comparatively accurate guide. consistency, size information (similar to blob), but at the same time, may lead to false results because local information can be grouped together in a frequency domain. (The same information about directing can be obtained using local measurements such as boundary / unit area, histograms corresponding to gradient direction and Hough type modification. Haralick et al. [2] and Conners and Harlow [8] details of the above methods and their effectiveness. According to their functionality, the aforementioned processes can be calculated as follows: second-order calculations, first-order, Fourier analyzes and a gray-level length method [7, 8]. Vol. 2, No. 3, July 1980 276 First and Second Order Matters (co-occurrence matrices) are the most widely used methods of fabrication discrimination statistics. One problem with co-occurrence matrices is related to the need to define the “d” distance and the “a” angle which can fully define the path. Davis et al. [11] aptly stated that the mathematical model should be concerned with both image separation in cells and subsequent distribution of gray levels in cells [6]. The first and second order statistics as described by Haralic [2] are primarily related to the performance factor. Therefore, Davis et al. [11] improve Haralick's approach by defining common duplication matrics based on spatial limitations related to image classification. An additional problem related to the nth system arithmetic in general and the second system arithmetic is mainly the fact that they depend only on the relative n point n, but not at their absolute position. In cloud patterns or blood smears this may be a sensible thought, as things can happen anywhere at the scene. For some types of texture as encountered on chest x-rays or portrait images it would not be reasonable to assume independent position [6].

2.3. Structural methods

The architectural approach assumes that a set of older units ("patterns") can be easily identified. It then defines texture as a combination of such first elements according to different placement rules. There are two major problems this way. First, it is not very easy to identify primitives unless the texture is synthesized or not very complex. Second, the definition that repetitive patterns according to certain specified rules should allow for a stochastic change in the repetition process and the same should apply to the patterns themselves. Haralick [30] notes that (classic) tone and texture are not independent concepts; if there is a slight variation of the original tones, a distinct analysis of Signal Prncesiang Harry Wechsler / Texture - a survey of the location of the image tone and where there is a wide variation of the original tones, a prominent feature of that image texture. The layout method does not correspond to the minimum definition as given in the introduction. It is a concept of understanding rather than a way of thinking and can often rely on advanced knowledge. All considering the structure method has not been widely used. The first example of a methodology is provided by Carlucci [6] who described the synthetic language of polygon recognition. (For increased use of procedural techniques in pattern recognition see Fu [2]; the rules of setting may be given in grammatical terms (stochastic).) Tomita, Shirai and Tsuji [6] used structural analysis to distinguish texture. . Texture element ("primitive") is defined as a set of connected pixels ("area") "approximately" of the same gray level. Primitives are then identified by the following characteristics: light, location, size direction and curvature. According to these structures the elements are divided by the number of classes and the above structures are used as literary elements. By recognizing an unknown sample, the text features are evaluated and compared with those of each learned texture class. Lu and Fu [4] describe the syntactic model of generation ("synthesis") and the structural bias. The grammar of the tree is used both for assembling and identifying basic patterns within fixed windows. Finally, the automata set of an error correction tool is used as a texture texture. Ehrich and Foith [6] present a theoretical concept of texture that is defined as a repetitive ("sequential" category) of strength regions obtained in terms of Gestalt. They encourage the use of gray level maximaxes ("brightness maxima") as the starting point for the text on which the repetition is based. (The idea of using gray-level peaks as the starting point of a text is also suggested by Mitchell et al. -Mueller and Hunn. With TAS, the examiner can select the appropriate scan (problem-solving) feature of a predetermined size or shape called an editing element. Then, a plotted object is translated over the whole image and "erodes" all the points where the structural element that focuses on that point is fully contained in a given binary image. The "slipped" (dual) image formed by the points as described above easily leads to the calculation of text elements such as numeracy, cycle calculation, communication, word size distribution, all depending on the element of the translated structure.

2.4 . Texture synthesis and modeling

Early research in the field of textual analysis was characterized by the use of simple text structures, some of which are inspired by the human visual system. The trend today is to define models that may discriminate or show a wide range of approaches, and this can be seen in analyzing the texture and fields of integration, respectively. (Text formatting may be helpful in situations where the image area is absent or severely damaged and the combined image data may be replaced [5].) Rosenfeld and Lipkin [6] combine textures locally by design or by choice. set small patterns and arrange them within a region according to the rules of setting. The sub-patterns are made up of small patterns that are arranged and according to certain setting rules, with many steps such as "solving power" of tailored display permissions. (This is equivalent to a structural method of analyzing texture in which small patterns are repeated together [1].) Rosenfeld and Lipkin also point out that small patterns are used, and regions where sets of small patterns and setting rules are given. , does not need to be accompanied by visual cues in the resulting resulting stitching. Therefore, the above method of texture design uses information that cannot always be fully downloaded by the Harry Wechsler / Texture analysis - survey 277 on its effect, or which, if any, does not really use people when looking at it. output. The above ideas should lead to caution in an effort to imitate the human visual system and it would probably be fair to say that we should choose when copying the human visual system. Another point to be made is that searching for the basic production process of the analyzed fabric should allow for the existence of different models (production processes) that are characterized by different parameters. Schachter et al. [6] conducted a very interesting and important study of random mosaic patterns for texture. Several models produce the “cellular” isotropic texture that can transform space into cells, and then give gray levels to cells. (This view led Davis et al. [11] to suggest the use of conventional matrices. separately (variogram). These elements can be synthesized in a practical way without being solved into cells. Therefore, if it is believed that a given texture fits a particular model, the model parameters can be adjusted sequentially until a positive correlation between the estimated and estimated area value is obtained. A model with these boundary values may be used to provide a definition of texture and the characteristics required for differentiation [9]. The above experiment found that the Poisson line model equates to better texture that appeared randomly, while the test board model provided better consistency of regular textures. Moreover, such a method as described above should be mentioned because it combines texture formation with analytical processes. (Another attempt to link synthesis with taxonomy was made by Lu and Fu [4], as already mentioned, along with McCormick and Jayaramamurthy. Then, texture models can be used strategically to support the selection of functional elements to separate the texture. . The only problem left, is actually V.I. 2, N.. 3, July 1980 278 results for the entire texture analysis field, that is for proper adjustment or size. Model installation can produce useful results as long as the distribution of the model cell size is similar to that of the texture. Several models based on the basic production process have been proposed so far for texture analysis. The parameters that represent the models can be used as elements necessary for the separation of the texture or subdivision. At the same time such modeling can be used as a means of compressing image transfer data. Models are usually one-sided when it is clear that the stitched image should be marked with a 2-D model rather than a 1-D model. The difficulty in accepting and using a 2-D model is choosing a purposeful two-dimensional object (if shape and size) in relation to the pixel being considered. McCormick and Jayarmamurthy used an automatic retrospective model to integrate the textures and parameters of a given pattern were measured using time series analysis methods [4]. Delpet. [13] also investigated image modeling using a time series model and data compression applications. A two-dimensional model for the analysis and integration of stitched images was presented by Tou et al. [8]. If the pixels satisfy the repetitive process with automatic repetitive operations, the two-dimensional model may be divided into single-sided line processes. Deguchi and Morishita [12] used a two-dimensional measurement method to separate text (editing) and post-based image separation. Wechsler and Kidode [7] described the 2-D random movement model and used it effectively in segmentation. Random navigation takes place at the airport bounded by a drag line and the distribution of absorption is calculated by a set of overlapping windows and covering the entire image. The values found in such distributions are the textual features used to classify. Gagalowicz [2] views texture as the release of a local filter delighted by Harry Wechsler's White Signal Analysis / Structural Analysis - survey sound (not really Gaussian). The image is then visualized by the text means, a histogram of white input sound,

2.5. Texture segmentation

The main goal of texture analysis is to provide logical image classification. Limited work has been done in the area of image separation using textual features compared to the effort spent on text separation. Basically, one can split an image into square windows (as small as one pixel) and, based on the text elements of the window, give them a given number of texture classes using the largest possible method. One of the main difficulties in distinguishing images is the close relationship between separation and editing. That is, in classification we must have some important information about the text structures of the two adjacent regions in order to determine the exact boundary, while in partitioning (or the process of obtaining text features) we must know the boundary between regions so that we can calculate "clean" text elements. Following the above assumptions Ando and Doi [1] performed simultaneous and subdivision in an attempt to separate the written image using the histogram and the second times combined in the equation scale. Basic techniques used for segmentation of stitching images are methods from top-down, bottom-up and segmentation and merging [1]. (To find out more about image classification see a recent Canadian survey [2].) The way up is represented among others by Mitchell and Carlton [3], Ohlander et al. [5] and Zuckeretal. [6]. Mitchell and Carlton use a texture scale that calculates the amount of local extrema in a window in the center of the teach pixel. Additional features related to image brightness are included in the distance function that performs the first split using the nearest neighbor type. The original segment is refined chronologically. Ohlander et al. use structural (text) archives to separate an image that may include heavy ("busy") text. Zucker et al. use local operators and then the compression algorithm reduces the output of local users. Finally, histogram thresholding presents a different picture. The way down is represented by others by Ehrich and Lai [7] and Thomson [10]. Chen and Pavlidis [13] used an algorithm to divide and subtract [14] to separate a written image. Co-occurrence matrics are first tested in a set of circuits that form two levels of a quadratic tree ("pyramid") [5]. If the matrics correspond to the district and its four children in the tree are the same then that district is considered to be made in the same way. Otherwise it is replaced by its own children. Then, the matrices of the co-occurring events and the adjacent graph are used for further collection because the adjacent regions in the image may be further away from the rectangular image tree. The step to remove a small region is also included because the texture cannot be defined reliably in very small regions.

2.6. Cell unit

The main obstacle to the problem of texture analysis is to determine the appropriate size and shape of the area where the text elements should be extracted. We also have a Harry Wechsler / Texture analysis - a 279 similar problem we encountered in the context of the texture separation problem. That is, in order to make a sufficient segment we must extract the elements of sound text ("clean") and in order to extract such elements we must know the boundaries surrounding the areas of the same texture. We call a small area of similar texture where sound measurements can be extracted as a cell unit. The question regarding the size and shape of the small image from which the text elements appear has not yet been satisfactory. Haralick points out the next aspect of texture. The position cannot be analyzed without a reference frame for the first spoken or spoken tones. In any area of a smooth gray tone, there is a scale that when checked over the surface, it has no texture. Then the adjustment goes up, it takes a nice texture and becomes rough. The above view is similar to saying that the problem of scale is a problem of understanding rather than a problem of thinking. It should be noted that an adequate solution to the cell unit problem should also be able to identify recurrent tissue, Suggested solutions to the cell unit problem include the use of autocorrelation function and the inertia rate . If the image tone primitives are relatively large, the merging function will decrease slightly. If the tonal primitives are low, autocorrelation will decrease rapidly. To the extent that the original tones are applied periodically locally, the automatic merging function will decrease and increase again from time to time. Therefore, the lack of such periodicity should indicate a recurring texture. Season size, small vs. large, can distinguish between good and rough texture, respectively. The degree of inertia is defined as

N-1 N-1

I (P (d)) = E E (i -j) 2p0 (i, jld)

1 = u; -0

where P, (d) is a matrix of the occurrence of grade d and angle a, p .. (i, j / d) is the entry into VoL 2,, N-. . 33, Judy 1980 280 Harry Wechsler / Texture analysis-matrix survey and N number of gray levels. References inertia measurement provides the best "say" square measure of cell unit size. That is, the rate of inertia will reach a minimum whenever the spacing between the samples is so far apart that the patterns of the two units are evenly matched by the central square concept.

3. Conclusion

A lot of research work has been invested in the problem of texture analysis but much more is yet to come due to the relevance of this problem in image processing and pattern recognition and due to the large number of potential applications. We believe that the following issues will dominate the research community's interest in the next few years. First, many methods use 1-D modeling rather than the 2-D model, where it is clear that the perception and visualization of a given image is basically 2-D in its nature. (In addition, complex field analysis is 3-D and involves depth indicators that can be assigned to gradients in practice.) Additional texture modeling work is needed and trend today is to use Markov Random Fields. An additional problem that has received little attention is that which is related to the consistency of text analysis processes to direct and indirect changes, such as changing shape and scale. For example, it is well known that the conversion method (local frequency method) does not change under even a direct translation of gray levels and to compensate for this, a possible estimate should be used. Finally, more testing work is needed. This should include larger sets of experimental processes and an attempt to compare the strengths of different approaches to the same set of processes. The origin of this case was made by Weszka et al. who concluded that local frequency patterns performed significantly worse than first- and second-level calculations.

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