

Aula Prática 7

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- 1. Color descriptors – HSI histogram.** Create a 256 coefficient descriptor that consists of the histogram of the color values of each pixel.
 - Convert the image into HSI color space.
 - Quantize each color parameter as follows:
 - i. *Hue* – 16 values (4 bits)
 - ii. *Saturation* – 4 values (2 bits)
 - iii. *Intensity* – 4 values (2 bits)
 - Combine these 3 values into a single *byte* as follows:
$$intensity \ll 6 \parallel saturation \ll 4 \parallel hue$$
 - Create the histogram for the whole image
 - [Optional] Visualize the histogram in such a way that each bar corresponds to the color of its respective bin.

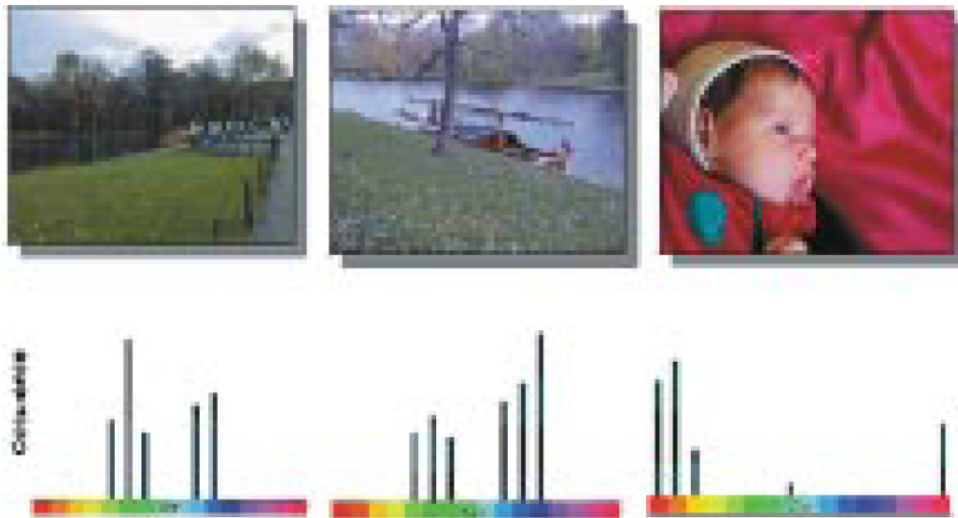


Fig. 2. Three color images and their MPEG-7 histogram color distribution, depicted using a simplified color histogram. Based on the color distribution, the two left images would be recognized as more similar compared to the one on the right.

2. **Texture descriptors – Local Binary Patterns.** Create a 256 coefficient descriptor that consists of a histogram of texture binary patterns for each pixel.

- Idea: Compare the *intensity* value of a pixel with its 8 neighbors.
- Start on the upper left corner.
- The result of the comparison is 1 if the value of the neighbor is larger or equal to the pixel value. Otherwise the result is 0.
- Combine all the results into a single byte (using *bit-shifting*), thus creating a *binary pattern* for each pixel.
- Create the histogram of the occurrences of each *binary pattern* for the whole image.

