
Subject: Hierarchical Splitting of images based on texture

Posted by [crd319](#) on Mon, 16 Jun 2008 17:23:31 GMT

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I am currently working on a project to segment an image into regions based on texture. This routine takes an NxM image and breaks it into roughly equal blocks. The routine then measures a likeness probability(G) of each of the 4 sub blocks within the blocks. If the G_{max} / G_{min} is greater than some threshold then the block is broken down into sub-blocks and the process is applied to those blocks and so on. It then uses these blocks to define regional borders based on texture.

My mentor mentioned using stacks to check and order the blocks. Another persons said I should try and define a tree structure. My original idea was to build a series of structures within structures. Im still a student and my programming knowledge is somewhat limited to image processing. Im only working on this project for 7 more weeks and would prefer not to spend all my time trying to implement the splitting function. If anyone could help point me in the right direction, or to a good source that might have some documentation on this, I would greatly appreciate it.

Thanks in advance

Chris DeAngelis
