

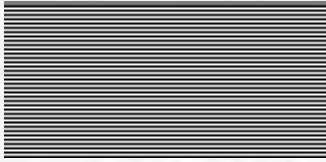
# Texture Ordering

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- Texture is a characteristic of images that plays an important role in image analysis, interpretation and classification.
- We have developed a metric  $\mathfrak{Q}$  for quantifying orderliness of textures that is based on the entropy of the orientation map of the texture image.
- The following figure shows 12 textures along with the value of  $\mathfrak{Q}$  on the top of each texture tiled in decreasing order of  $\mathfrak{Q}$ . Would your ordering of these be the same?

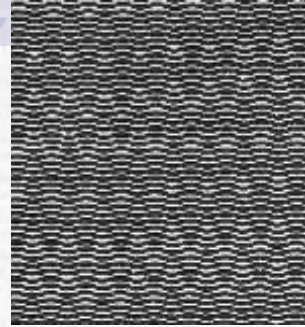
0.89



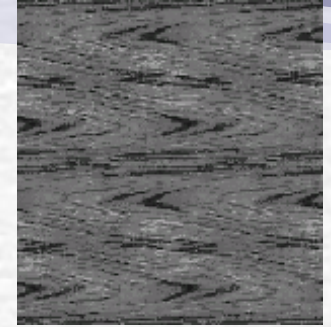
0.77



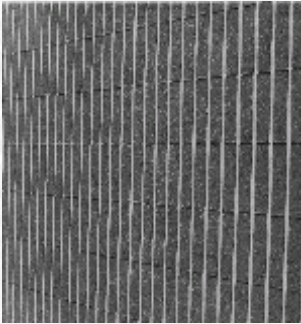
0.54



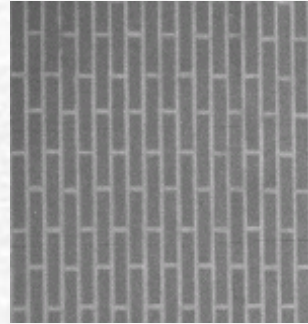
0.51



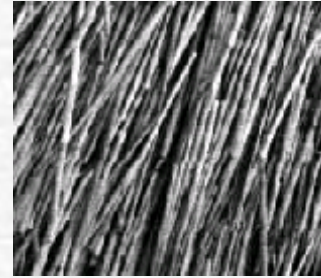
0.46



0.45



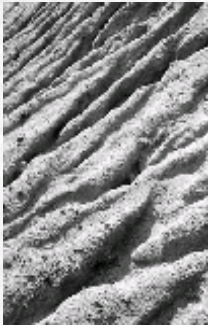
0.44



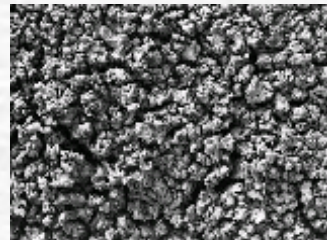
0.37



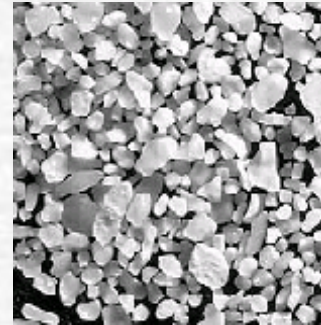
0.33



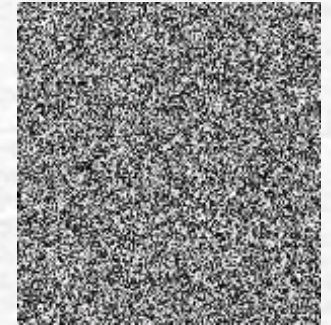
0.23



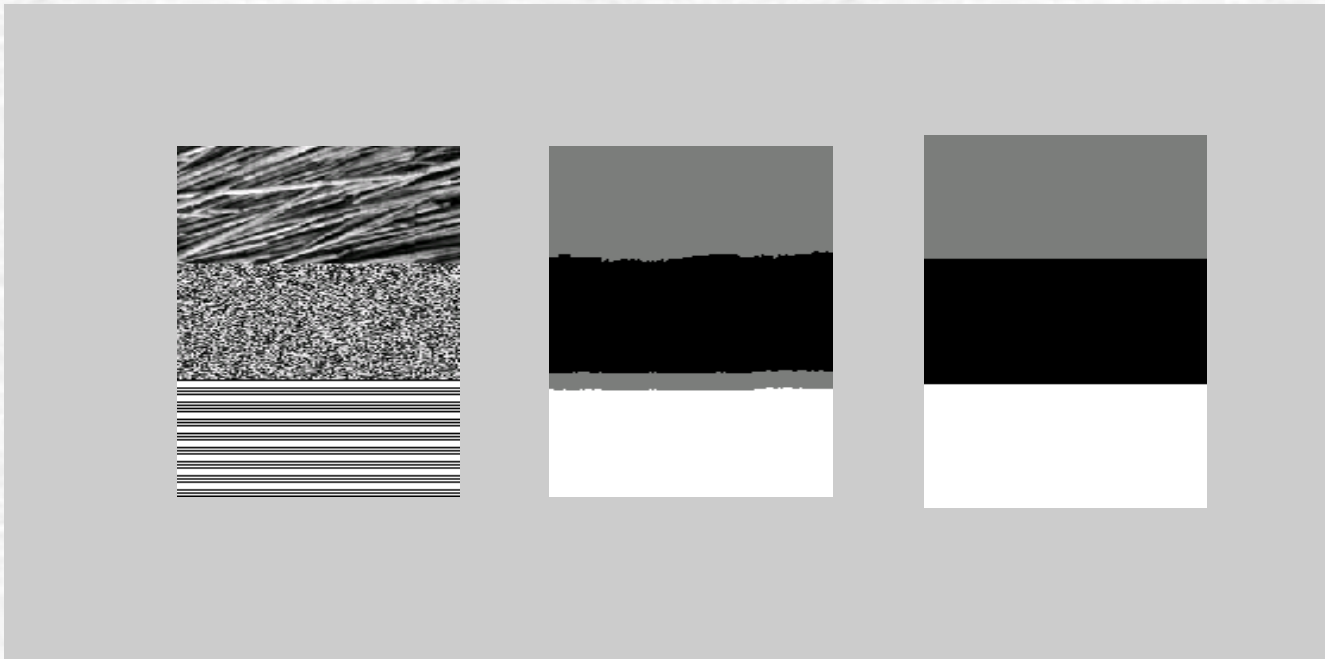
0.21



0.03



# Segmentation using $\vartheta$ as the sole feature



Original Image, Pixel-by-pixel segmentation and Block Segmentation.