

Abstract

Goal: Simple, fast, yet powerful local descriptor for grayscale and rotation invariant texture classification.

- Features: Local pixel intensities and differences \rightarrow easy to compute, complementary information
- Feature space quantization: Proposing CI-LBP, NI-LBP and RD-LBP via LBP-type of quantization \rightarrow off-the-shelf texton codebook, low computational complexity, training free
- Model: Joint histogramming \rightarrow simple, powerful
- Classifier: Nearest neighbor classifier \rightarrow simple

2 Introduction

The welcome BoW model benefits from two complementary components:

- *local* discriminative and robust texture descriptors \rightarrow a crucial factor in superior texture classification.
- *global* statistical histogram characterization

Motivations:

- To inherit the advantages of the BoW model
- To enjoy the impressive computational efficiency of LBP
- To avoid the limitations of LBP
- To gain the benefits of combining complementary types of features

3 A Brief Review of LBP

Images are probed locally by sampling greyscale values at a central point $x_{0,0}$ and p points $x_{r,0}, ..., x_{r,p-1}$ spaced equidistantly around a circle of radius r centered at $x_{0,0}$, as shown in Fig.1. Formally,

$$LBP_{p,r} = \sum_{n=0}^{p-1} s(x_{r,n} - x_{0,0})2^n, \quad s(x) = \begin{cases} 1, x \ge 0\\ 0, x < 0 \end{cases}$$
(1)

An $N \times M$ image I can be represented by a histogram vector \underline{h} of length $K = 2^p$.

The conventional LBP has disadvantages

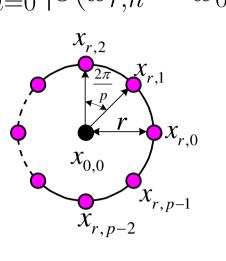
- the overwhelming dimensionality of \underline{h} with large p
- very sensitive to noise

Generalized Local Binary Patterns for Texture Classification

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Therefore, a better descriptor – the so-called "uniform" pattern $LBP_{p,r}^{riu2}$, has been proposed

$$LBP_{p,r}^{riu2} = \begin{cases} \sum_{n=0}^{p-1} s(x_{r,n} - x_{0,0}), \text{ if } U(LBP_{p,r}) \leq 2\\ p+1, & \text{otherwise} \end{cases}$$
(2)
where $U(LBP_{p,r}) = \sum_{n=0}^{p-1} |s(x_{r,n} - x_{0,0}) - s(x_{r,mod(n+1,p)} - x_{0,0})|.$



Our Approach 4

We have proposed four descriptors (shown in Fig. 2) with the same form as the conventional LBP codes, thus they can be readily combined to form joint histograms to represent textured images.

1. NI-LBP:

$$NI - LBP_{p,r} = \sum_{n=0}^{p-1} s(x_{r,n} - \mu)2^n, \quad \mu = \frac{1}{p} \sum_{n=0}^{p-1} x_{r,n} \quad (3)$$

Similar to $LBP_{p,r}^{riu2}$, the rotation invariant version of NI - 1LBP, denoted by $NI - LBP_{p,r}^{riu2}$, can also be defined to achieve rotation invariant classification.

2. CI-LBP

$$CI - LBP = s(x_{0,0} - \mu_I) \tag{4}$$

relative to μ_I , the mean of image **I**.

3. RD-LBP

$$RD - LBP_{p,r,\delta} = \sum_{n=0}^{p-1} s(\Delta_{\delta,n}^{\text{Rad}})2^n$$
(5)

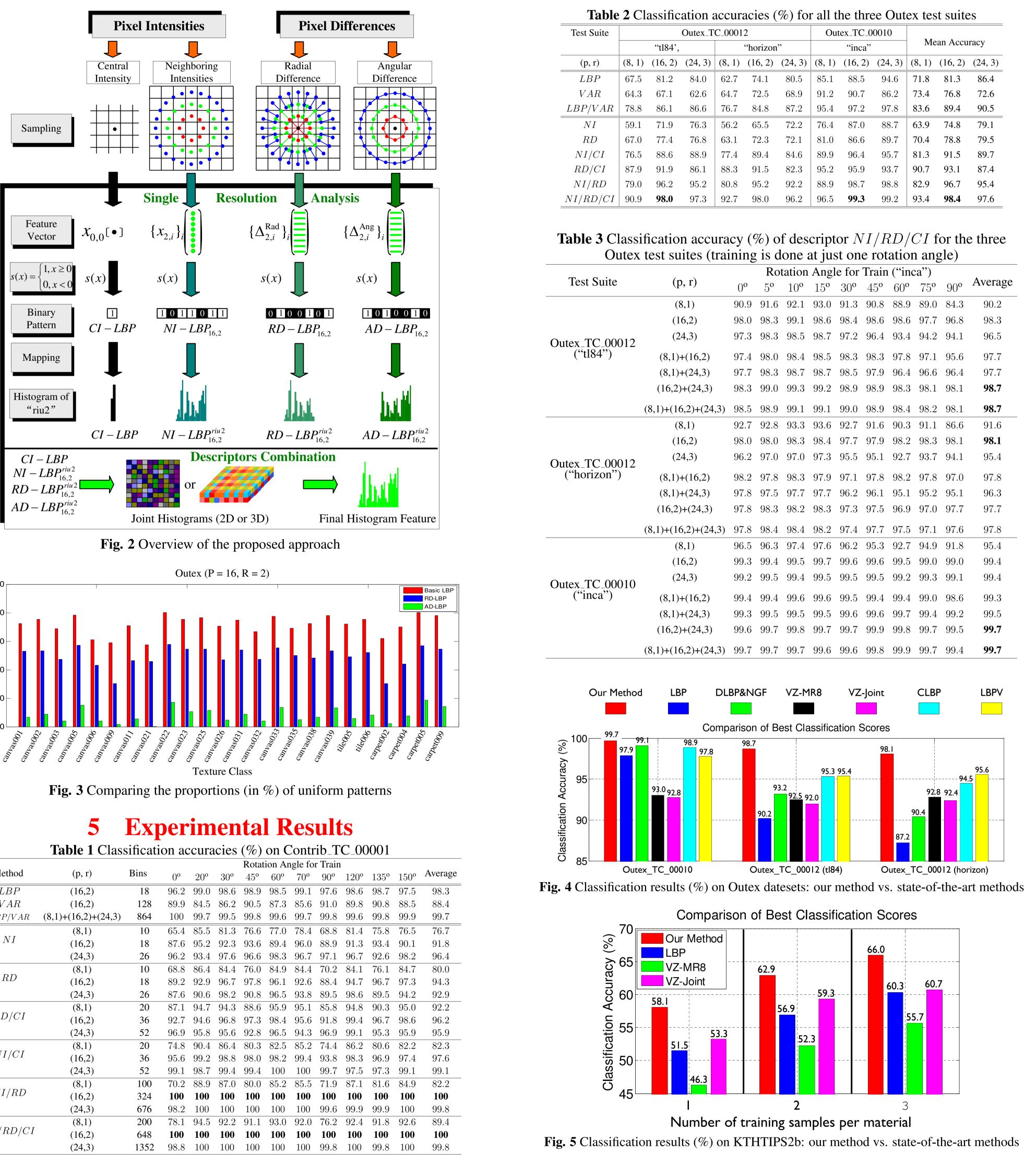
4. AD-LBP

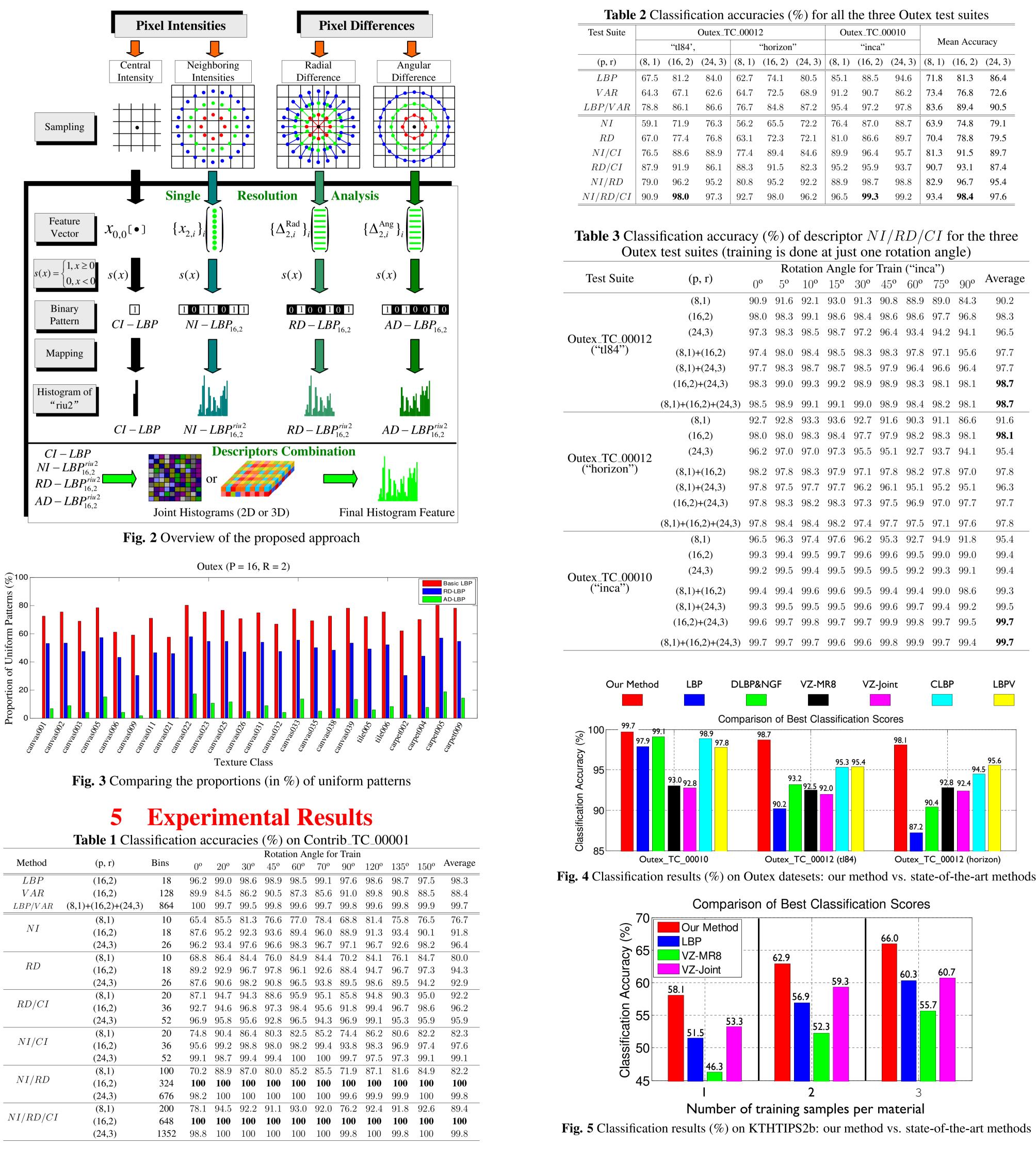
$$AD - LBP_{p,r,\delta} = \sum_{n=0}^{p-1} s(\Delta_{\delta,n}^{\operatorname{Ang}})2^n$$
(6)

The proportions of the uniform patterns of AD-LBP were too small (Fig. 3) and inadequate to provide a reliable and meaningful description of texture images. Consequently we prefer not to include the AD-LBP in our experiments.

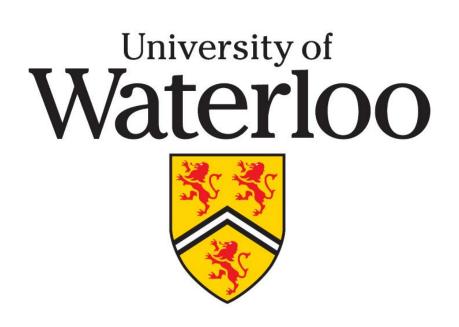
The samples are then classified according to their normalized histogram feature vectors \underline{h}_i and \underline{h}_i , using χ^2 distance metric $\chi^2(\underline{\boldsymbol{h}}_i, \underline{\boldsymbol{h}}_j) = \frac{1}{2} \sum_k \frac{[\underline{\boldsymbol{h}}_i(k) - \underline{\boldsymbol{h}}_j(k)]^2}{\underline{\boldsymbol{h}}_i(k) + \underline{\boldsymbol{h}}_i(k)}.$

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	Method
-	LBP VAR
	LBP/VAR
-	NI
-	RD
-	RD/CI
-	NI/CI
	NI/RD
	NI/RD/C



Outex_TC_00012						ex_TC_0	0010			
"tl84',			"horizon	,,		"inca"		Mean Accuracy		
(16, 2)	(24, 3)	(8, 1)	(16, 2)	(24, 3)	(8, 1)	(16, 2)	(24, 3)	(8, 1)	(16, 2)	(24, 3)
81.2	84.0	62.7	74.1	80.5	85.1	88.5	94.6	71.8	81.3	86.4
67.1	62.6	64.7	72.5	68.9	91.2	90.7	86.2	73.4	76.8	72.6
86.1	86.6	76.7	84.8	87.2	95.4	97.2	97.8	83.6	89.4	90.5
71.9	76.3	56.2	65.5	72.2	76.4	87.0	88.7	63.9	74.8	79.1
77.4	76.8	63.1	72.3	72.1	81.0	86.6	89.7	70.4	78.8	79.5
88.6	88.9	77.4	89.4	84.6	89.9	96.4	95.7	81.3	91.5	89.7
91.9	86.1	88.3	91.5	82.3	95.2	95.9	93.7	90.7	93.1	87.4
96.2	95.2	80.8	95.2	92.2	88.9	98.7	98.8	82.9	96.7	95.4
98.0	97.3	92.7	98.0	96.2	96.5	99.3	99.2	93.4	98.4	97.6

<i>(</i>)	Rotation Angle for Train ("inca")									•	
(p, r)	$0^{\mathbf{o}}$	$5^{\mathbf{o}}$	10^{o}	15^{o}	30°	45^{o}	60°	75°	90°	Average	
(8,1)	90.9	91.6	92.1	93.0	91.3	90.8	88.9	89.0	84.3	90.2	
(16,2)	98.0	98.3	99.1	98.6	98.4	98.6	98.6	97.7	96.8	98.3	
(24,3)	97.3	98.3	98.5	98.7	97.2	96.4	93.4	94.2	94.1	96.5	
(8,1)+(16,2)	97.4	98.0	98.4	98.5	98.3	98.3	97.8	97.1	95.6	97.7	
(8,1)+(24,3)	97.7	98.3	98.7	98.7	98.5	97.9	96.4	96.6	96.4	97.7	
(16,2)+(24,3)	98.3	99.0	99.3	99.2	98.9	98.9	98.3	98.1	98.1	98.7	
8,1)+(16,2)+(24,3)	98.5	98.9	99.1	99.1	99.0	98.9	98.4	98.2	98.1	98.7	
(8,1)	92.7	92.8	93.3	93.6	92.7	91.6	90.3	91.1	86.6	91.6	
(16,2)	98.0	98.0	98.3	98.4	97.7	97.9	98.2	98.3	98.1	98.1	
(24,3)	96.2	97.0	97.0	97.3	95.5	95.1	92.7	93.7	94.1	95.4	
(8,1)+(16,2)	98.2	97.8	98.3	97.9	97.1	97.8	98.2	97.8	97.0	97.8	
(8,1)+(24,3)	97.8	97.5	97.7	97.7	96.2	96.1	95.1	95.2	95.1	96.3	
(16,2)+(24,3)	97.8	98.3	98.2	98.3	97.3	97.5	96.9	97.0	97.7	97.7	
8,1)+(16,2)+(24,3)	97.8	98.4	98.4	98.2	97.4	97.7	97.5	97.1	97.6	97.8	
(8,1)	96.5	96.3	97.4	97.6	96.2	95.3	92.7	94.9	91.8	95.4	
(16,2)	99.3	99.4	99.5	99.7	99.6	99.6	99.5	99.0	99.0	99.4	
(24,3)	99.2	99.5	99.4	99.5	99.5	99.5	99.2	99.3	99.1	99.4	
(8,1)+(16,2)	99.4	99.4	99.6	99.6	99.5	99.4	99.4	99.0	98.6	99.3	
(8,1)+(24,3)	99.3	99.5	99.5	99.5	99.6	99.6	99.7	99.4	99.2	99.5	
(16,2)+(24,3)	99.6	99.7	99.8	99.7	99.7	99.9	99.8	99.7	99.5	99.7	
3,1)+(16,2)+(24,3)	99.7	99.7	99.7	99.6	99.6	99.8	99.9	99.7	99.4	99.7	