

# Extraction Feature

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# Macam-macam Ekstraksi Feature

1. Local Binary Pattern
2. Local Ternary Pattern
3. Histogram of Oriented Gradient
4. Weber Local Descriptor

# Question LBP 36 URI ?

100	110	108
102	105	104
103	107	102

110	110	108
122	105	104
103	100	102

# Answer

100	110	108
102	105	104
103	107	102



0	1	1
0	X	0
0	1	0



0110 0100



0010 0011

35



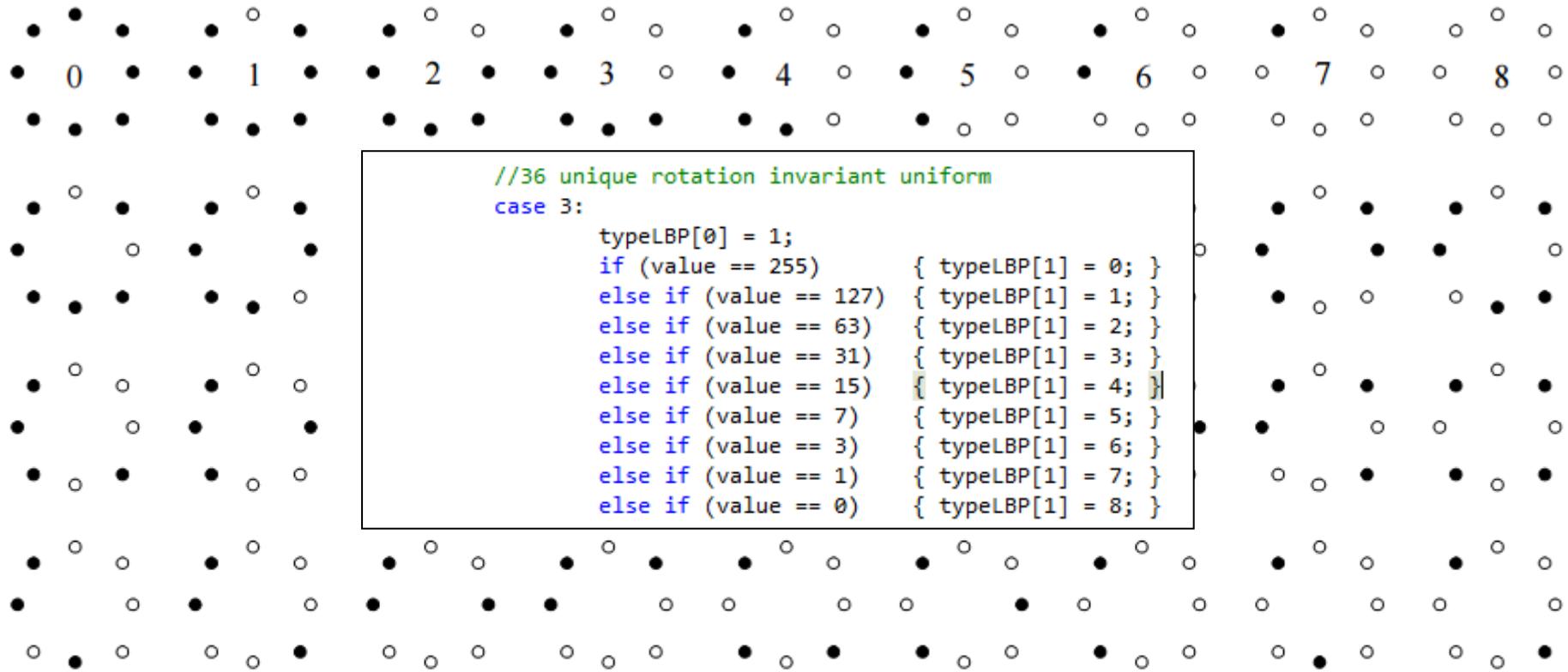


Fig. 2. The 36 unique rotation invariant binary patterns that can occur in the circularly symmetric neighbor set of  $LBP_{8,R}^{ri}$ . Black and white circles correspond to bit values of 0 and 1 in the 8-bit output of the operator. The first row contains the nine ‘uniform’ patterns, and the numbers inside them correspond to their unique  $LBP_{8,R}^{riu2}$  codes.

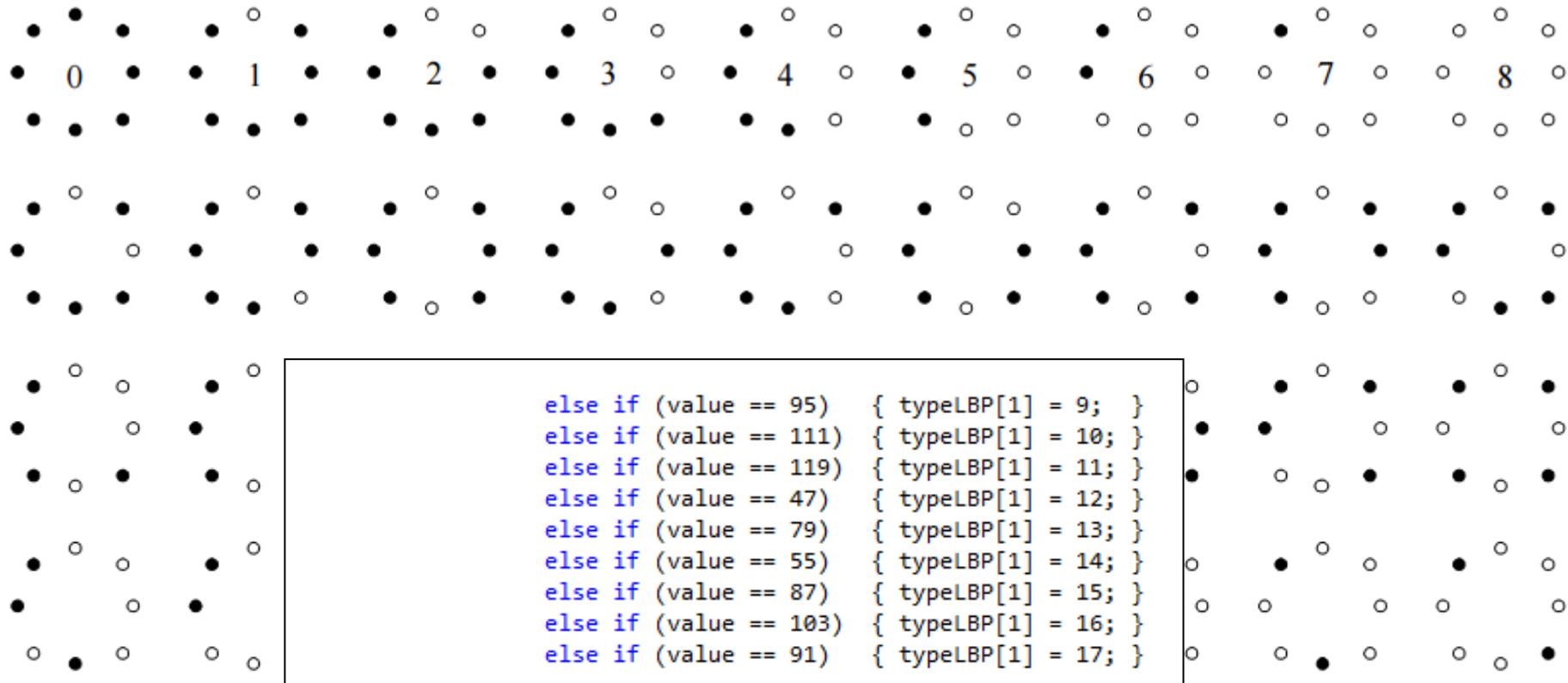
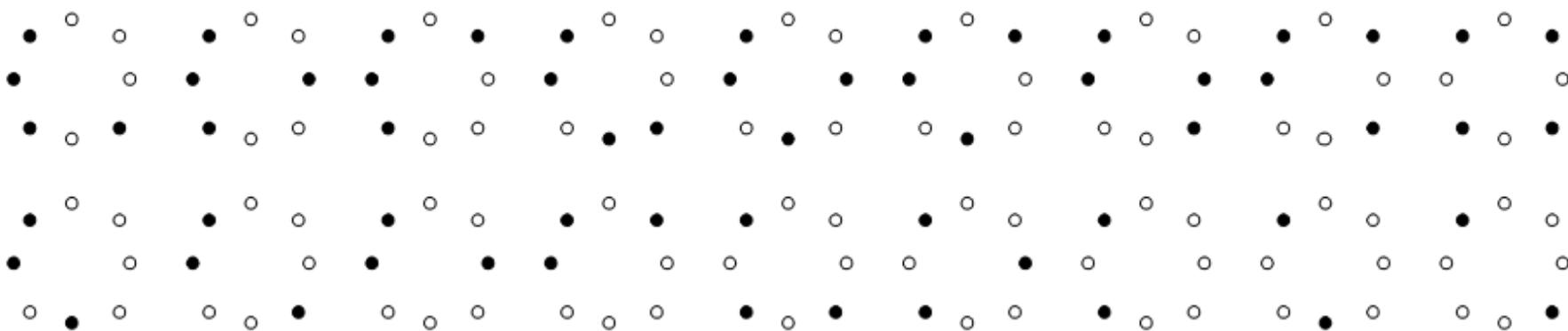
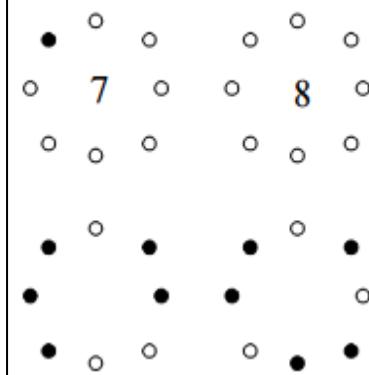
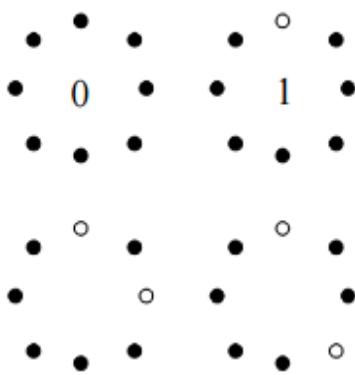


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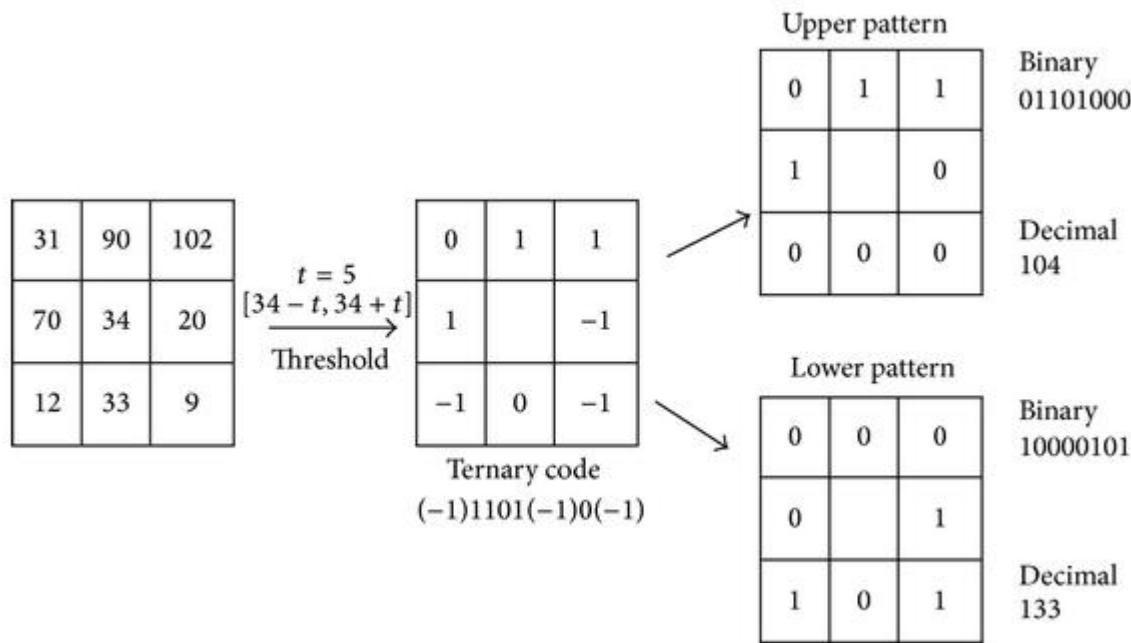
```
        else if (value == 23) { typeLBP[1] = 18; }
        else if (value == 39) { typeLBP[1] = 19; }
        else if (value == 71) { typeLBP[1] = 20; }
        else if (value == 27) { typeLBP[1] = 21; }
        else if (value == 43) { typeLBP[1] = 22; }
        else if (value == 75) { typeLBP[1] = 23; }
        else if (value == 51) { typeLBP[1] = 24; }
        else if (value == 83) { typeLBP[1] = 25; }
        else if (value == 85) { typeLBP[1] = 26; }

        else if (value == 11) { typeLBP[1] = 27; }
        else if (value == 19) { typeLBP[1] = 28; }
        else if (value == 35) { typeLBP[1] = 29; }
        else if (value == 67) { typeLBP[1] = 30; }
        else if (value == 21) { typeLBP[1] = 31; }
        else if (value == 37) { typeLBP[1] = 32; }
        else if (value == 5) { typeLBP[1] = 33; }
        else if (value == 9) { typeLBP[1] = 34; }
        else if (value == 17) { typeLBP[1] = 35; }

        |
        else { typeLBP[0] = 0; typeLBP[1] = 0; }
        break;
    }
    return typeLBP;
}
```



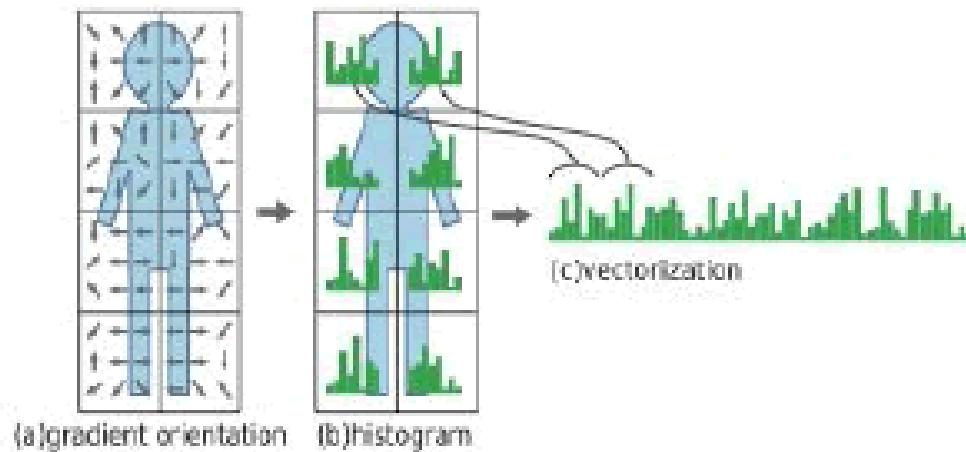
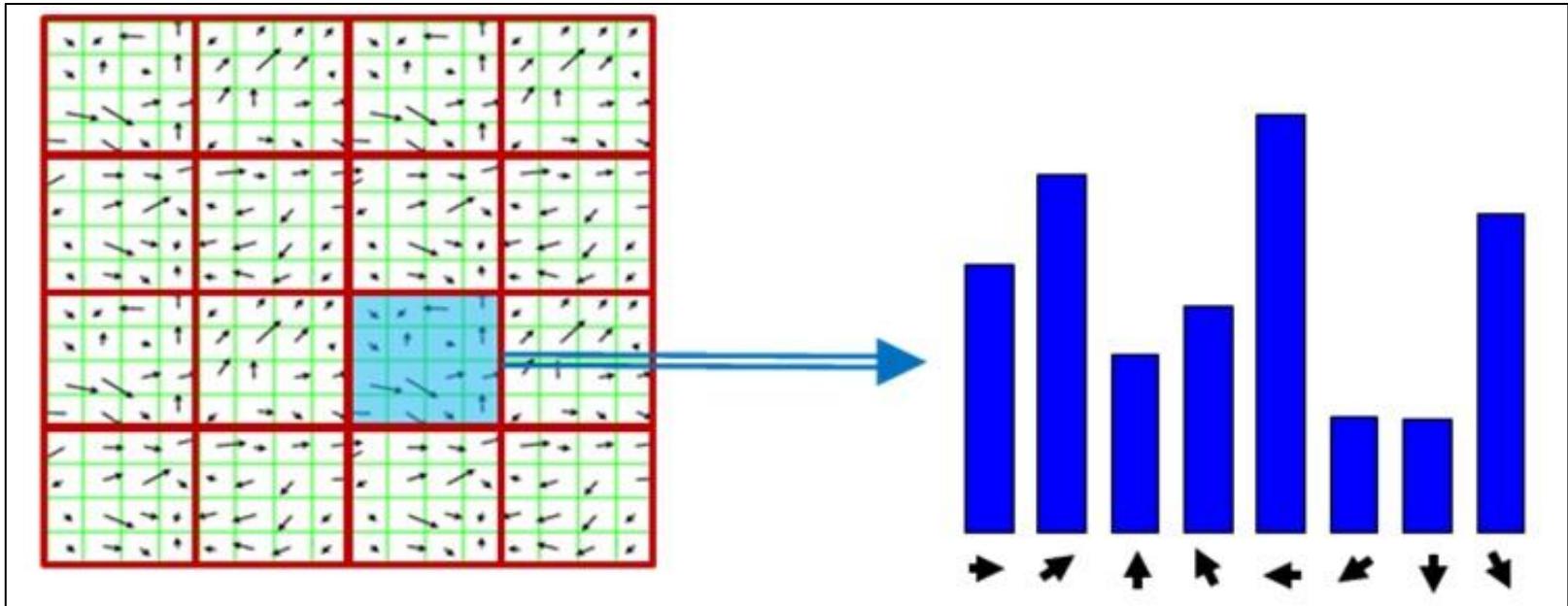
# Local Ternary Pattern



<http://www.hindawi.com/journals/tswj/2014/373254.fig.004.jpg>

# Question LBP & LTP ?

110	110	108
122	105	104
103	100	102



*Figure 3.5 (a) (b) Overview of HOG calculation*

# WLD

An input image



$$X = \{x_s\}$$

$x_s$
$x_0$
$x_1$
$x_2$

$x_7$	$x_6$	$x_5$
$x_6$	$x_5$	$x_4$
$x_5$	$x_4$	

Filtering

$$f_{00}$$

$$\begin{bmatrix} +1 & +1 & +1 \\ +1 & -8 & +1 \\ +1 & +1 & +1 \end{bmatrix}$$

$$f_{01}$$

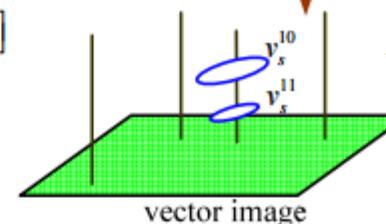
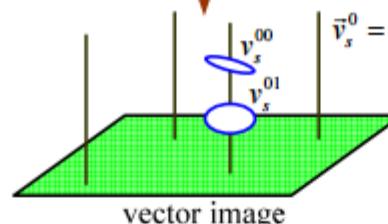
$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & +1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$f_{10}$$

$$\begin{bmatrix} -1 & & \\ & +1 & \\ & & -1 \end{bmatrix}$$

$$f_{11}$$

$$\begin{bmatrix} +1 & & \\ & -1 & \\ & & +1 \end{bmatrix}$$



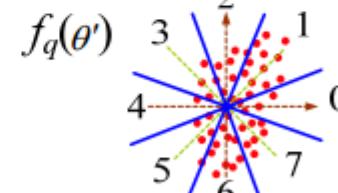
Labeling

$$\xi = \gamma_s^0 = \arctan\left(\frac{v_s^{00}}{v_s^{01}}\right)$$

$$\xi = \gamma_s^0$$

$$\theta = \gamma_s^1 = \arctan\left(\frac{v_s^{11}}{v_s^{10}}\right)$$

$$f : \theta \mapsto \theta', \quad \theta \in \left[-\frac{\pi}{2}, \frac{\pi}{2}\right], \text{ and } \theta' \in [0, 2\pi]$$



$$\Phi_t = f_q(\theta') = \frac{2t}{T}\pi, \quad t = \text{mod}\left(\left\lfloor \frac{\theta'}{2\pi/T} + \frac{1}{2} \right\rfloor, T\right)$$

# Question HoG & WLD 36 URI ?

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End