Abstract

This paper presents texture segmentation concept using supervised method in contextual clustering and fuzzy logic. The data set used is the textile textures. The image is split into 3 X 3
windows. The features of the windows are presented to the input layer of the contextual clustering. The algorithm involves least computation in the segmentation of textures. The output of fuzzy logic depends upon the radii of the clusters used during segmentation. The implementation of the algorithm is made by the fuzzy membership its probability indicates the spatial influence of the neighboring pixels on the centre pixel.

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Index Terms

Computer Science Pattern Recognition

Keywords

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Textures