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Upper and lower volumetric fractal descriptors for texture classification

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Research Highlights (Required)

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- In this study we propose a novel approach based on Bouligand-Minkowski method.
- We convert the texture into a surface in R^3 and use a sphere of radius r to dilate it.
- We consider that the arrangement of the pixels in the texture interferes in the dilation process.
- We create two different sets of descriptors: upper and lower volumetric fractal descriptors.
- These two sets of descriptors are used separately for texture classification purposes.

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