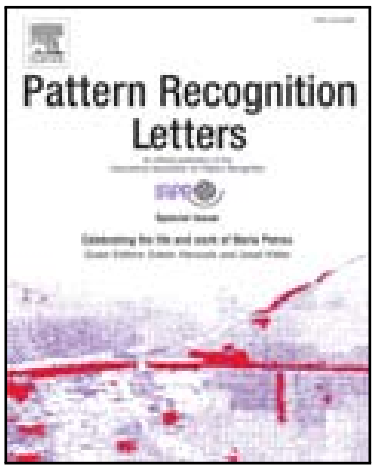

Upper and lower volumetric fractal descriptors for texture classification

André Ricardo Backes

PII: S0167-8655(17)30096-X
DOI: 10.1016/j.patrec.2017.03.020
Reference: PATREC 6776

To appear in: *Pattern Recognition Letters*

Received date: 28 July 2016
Revised date: 30 December 2016
Accepted date: 20 March 2017

Please cite this article as: André Ricardo Backes, Upper and lower volumetric fractal descriptors for texture classification, *Pattern Recognition Letters* (2017), doi: 10.1016/j.patrec.2017.03.020

Research Highlights (Required)

To create your highlights, please type the highlights against each `\item` command.

It should be short collection of bullet points that convey the core findings of the article. It should include 3 to 5 bullet points (maximum 85 characters, including spaces, per bullet point.)

- 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.