

# An Improved Approach of Maximal Similarity based Statistical Region Merging Using Nearest Neighbourhood Technique

Ruchika Kalal

Department of Computer Science & Engg  
Geetanjali Institute of Technical Studies  
Udaipur, Rajasthan

Manish Tiwari

Department of Computer Science & Engg  
Geetanjali Institute of Technical Studies  
Udaipur, Rajasthan

**Abstract:-** The idea of this text is set up on a ruling elegance of hierarchical backside-up segmentation structures, called location merging tactics. The high target is committed to the concept, a statistical framework for the domain of unsupervised neighbourhood merging techniques. These techniques are characterised with the aid of using basic and non-parametric area devices, with either colour or texture homogeneity assumptions, or a hard and fast of revolutionary merging standards the usage of Bhattacharya similarity measure. The size consistency of the partitions is positive thru, (i) Deployment of k-nearest neighbour and imply shift algorithm for the base segmentation paintings and (ii) Use of a novel scale-focused merging order to limit the location homogeneity. Most massive mechanically extracted walls showcase the functionality to symbolize the semantic content material of the photo. Results are promising, outperforming in maximum indicators each shade and texture based totally segmentation techniques. The simulation results prove that the K-Nearest Neighbour based MSRM segmentation model is greater extended than suggest-shift method. Moreover, the experimental effects are comparatively analyzed the use of possibility random index, international consistent errors, version of statistics and top signal to noise ratio metrics.

**Keywords:-** K-Nearest Neighbour, Similarity Measure, Region Merging, Mean-Shift.

## I. INTRODUCTION

Image segmentation is an ordinary main difficulty within the area of picture processing. The motive is to partition an image into a hard and fast of regions that fulfill desirable residences, just like homogeneity inside areas and difference among adjacent areas. In accordance with a couple of predetermined criteria, permitting similarly processing equal to class to be executed utilizing higher degree buildings of the picture rather than picture pixels. The image is regularly represented as a carry out  $G$  on a rectangular area  $Q$ .  $G$  can be either a scalar or vector perform. The latter is valuable for characterizing multi-channel information corresponding to coloration, texture aspects, spline coefficients and so for [1].

In photograph segmentation algorithms it's miles every day to specify some apriori assumptions on photograph datum. For illustration, we might assume the image to encompass a "round-fashioned" object plus records, or regions which are moderately pretty much being steady and many others. It is a great-accepted idea that a great alternative of the segmentation algorithm is particularly elegant on apriori know-how approximately a photograph. For example, if we expect a picture includes a few extremely good gadgets on a depressing record and we've got the earlier potential of distributions of the pixel intensities that comprise the item/history then the well-known technique of histogramming and thresholding is applicable. However, such strategies not often come into attention for segmenting complex images which includes people with an enormous amount of noise[2].

The fundamental idea of vicinity-primarily based techniques is as follows: establishing from a totally fine segmentation, one frequently merges small areas or character pixels into greater regions except the desired segmentation output is received. There are many methods to attain this. For example, an early paper proposed a method wherein start merging with a seed, or unmarried-pixel community and acquire man or woman pixels with the aid of a pair "acceptance requirements" [3].

When no greater pixels are ordinary, the region is whole, and a brand new cellular telephone is selected. This is referred to as region aggregation [4]. A substitute concept is region developing [5], wherein a set of small areas is first decided with the useful resource of a few "pre-processing" segmentation degree corresponding to choosing linked accessories of consistent grey fee pixels. Neighboring areas are merged together according to a few popularity requirements. Thus region growing differs from aggregation in that regions are handled as the primary "unit" alternatively of character pixels. An instance of recognition standards is that pixels are homogenous, as an example, if we were segmenting a grey degree photograph with intensities between integers zero to 255 then we are able to outline location as being "authorized" if the difference of gray values of any two pixels is not up to 20. Be aware that this doesn't hinder overlapping areas within the ultimate segmentation. Segmentation without overlapping regions is regularly referred to as a partition.

In factor-linking algorithms [6], a set of edges depends on nearby houses equivalent to picture gradient. Contours have then fashioned the usage of looking for pairs of edges that may be effortlessly connected right into a "finer" aspect until some preventing criterion is convinced. Edges that aren't capable of the hyperlink with one of a kind edges are discarded. Adjoining edges with large gradients and similar orientations make exact applicants for merging, while those with smaller gradients or conflicting orientations may be discarded as noise.

## II. LITERATURE REVIEW

A close by segmentation evaluation of a photograph can also be re-used by a great style of image processing tasks. Using a regular segmentation technique in intensity thresholding and a simple version decision criterion, the FUELS denoising algorithm is confirmed to be exceedingly competitive with contemporary algorithms on an expansion of photographs. With the intention to beautify the local segmentation, MML is implemented to determine upon between a bigger set of gadgets having top notch shape and complexity. This ends in extra upgrades in denoising performance. Both FUELS and the MML variations thereof require no unique consumer supplied parameters, but as an alternative be trained from the noisy picture itself[7].

Each and every particular coordinate in a snapshot is called a pixel, which is brief for "photograph detail". The nature of the output of for each pixel is fashionable at the sort of photograph. Most images are the outcomes of measuring a targeted physical phenomenon, similar to slight, warmth, distance, or vigor.

The dimension might take any numerical type. A greyscale photo measures mild depth handiest. Each pixel is a scalar proportional to the brightness. The minimal brightness is referred to as black, and the maximum brightness is referred to as white. A color image measures the intensity and chrominance of light. Each coloration pixel is a vector of color accessories. Normal color areas are RGB (Red, green and blue), HSV (hue, saturation, worth), and CMYK (cyan, magenta, yellow, black), that's used inside the printing employer [8]. Pixels in a spread photo measure the intensity of distance to an item within the scene. Range information is ordinarily utilized in computing tool vision functions[9]. This can be a tough positive on the range of various intensities the humanly visible technique is equipped to figure [10]. For the same reasons, each thing in a shaded pixel is frequently stored using eight bits. Clinical scans typically use twelve–sixteen bits in line with a pixel, for the purpose that their accuracy might be seriously vital. Those snapshots to be processed predominantly with the aid of the use of computing tool may want to basically use large values of to save you loss of accuracy for the duration of processing. Photos now not encoding substantial mild intensity, equal to range facts, may additionally require a larger well worth of to keep adequate distance know-how.

There are diverse specific styles of pixels. Some measure bands of the electromagnetic spectrum reminiscent of infra-crimson or radio, or warmth, in the case of thermal photographs. Quantity snapshots are truly 1/3-dimensional photographs, with every pixel being referred to as a voxel. In a few instances, amount pics may also be dealt with as adjacent -dimensional picture slices. Even though this thesis deals with greyscale pictures, it's miles generally clean to extend the processes to function with special types of photos.

A histogram plots the relative frequency of each and every pixel fee that takes place in a greyscale image. The histogram gives a handy summary of the intensities in an image but is not able to convey any information regarding spatial relationships among pixels. In this example, the photograph does not comprise many very low or very immoderate depth pixels. It is possible that peaks in the Histogram correspond to matters in the image, however, it is complicated to be special without visually analyzing the photo. Picture acquisition is the process of acquiring a digitized photo from a real global supply. Every step in the acquisition method might also introduce random alterations into the values of pixels within the photo. These changes are known as noise. Anticipate you wish to have to deliver an image of your new apartment to a pal over the net. This can be done thru taking a photo with a traditional digicam, having the film made a proper right into a print, scanning the print right into a pc, and in the long run emailing it on your pal.

Thresholding is in all likelihood one of the oldest, easiest and maximum popular techniques used in picture expert processing [12]. Lots of the thresholding literature is concerned with classifying pixels into item or heritage guides [3]. That is known as binary or bi-degree thresholding.

The minimum blunders technique changed the beforehand preferred procedure of Otsu [10] and its brief implementation [12]. It was once validated through Kurita et al [4] that Otsu's approach is simply much like the Kittler's minimal mistakes system if each distribution in the blend has the same form and the equal variance. An adjustment to put off a moderate bias of the variance estimates because of overlapping of the distributions became as soon as supplied with the resource of Cho et al [13]. Despite this, they decided that Otsu's machine become once the first-rate typical. This shows that the minimal mistakes procedure would have completed as precise if not better [14].

The moreover completed equal tests through generating synthetic histograms from mixtures of Gaussian distributions with awesome means and variances. He found the iterated form of the minimal error technique to do high-quality. This isn't always surprising given the way the records became once generated [9].

### III. PROPOSED METHODOLOGY

In this paper, a few unsupervised picture segmentation algorithms might be hired. Even although the recognition framework we will introduce is agnostic to the segmentation algorithms used, we need to instantiate our experiments with a set of algorithms. For that cause, we start by way of a manner of introducing the five latest photo segmentation algorithms used on this work: suggest-shift-primarily based segmentation set of rules, an efficient graph-based segmentation algorithm, a hybrid of the earlier two, normalized cuts segmentation using barriers, and expectation maximization. Each of the algorithms has notable strengths and weaknesses which we can, in brief, describe right here.

#### A. Mean Shift Segmentation

The sincerely shift based segmentation machine was once presented and is one in all many techniques beneath the heading of “function space evaluation.” The method is made from two fundamental steps: a median shift filtering of the common images information (within the characteristic place), and subsequent clustering of the filtered understanding facets. The filtering step of the truly shift segmentation algorithm includes studying the chance density function underlying the image data in the function area. Within the standard implementation, the function area includes the  $(x, y)$  photograph place of every and each pixel and the (smoothed) pixel coloration in  $L^*u^*v^*$  place ( $L^*, u^*, v^*$ ). The modes of the pdf underlying the statistics on this function house will correspond to the locations with very high-quality facts density, and facts capabilities genuinely these modes can be clustered collectively to specific segmentation. The mean shift filtering method justifies locating these modes through the iterative use of kernel density estimation of the gradient of the pdf and associating with them any aspects of their basin of appealed info also are determined in [5].

Within the implementations of our object awareness algorithms, we lengthen the suggest shift algorithm to comprise texture as a function additionally. We compute texture using the algorithm from the Berkeley segmentation database internet website online [4,6] to generate texton histograms. The texture at every pixel is a vector of responses to 24 filters quantized into 30 textons, and the texton histogram primarily based at a pixel is an accumulation of the textons in a  $19 \times 19$  pixel window. The low dimensionality of our texton histograms lets in for generalization for the duration of segmentation, grouping together pixels surrounded the usage of an identical but not equal textures. For readability, our discussion right here will high-quality contain the spatial and shade factors.

A uniform kernel is used for gradient estimation. The kernel has radius vector  $h=[h_s, h_s, h_r, h_r, h_r]$ , with  $h_s$  the radius of the spatial dimensions,  $h_r$  the radius of the color dimensions. For every knowledge factor (pixel within the common image) the gradient estimate is computed and the middle of the kernel,  $x$ , is moved in that direction, iterating

besides the gradient is under a threshold. This variant in the function is the suggest shift vector. The resulting components have gradient approximately equal to 0, and as a result, are the modes of the density estimate. Each and each statistics factor is then changed thru its corresponding mode estimate.

However, filtering by myself does now not supply segmentation because the modes observed are noisy. This “noise” stems from resources. First, the model estimation is an iterative gadget, consequently, it only converges to within the verge of collapse furnished (and with some numerical errors). 2nd, recall an area in characteristic house higher than  $S_x, h_s, h_r$  and the region the shade is uniform or has a gradient of 1 in each and every size. For the reason that the pixel coordinates are uniform via design, the imply shift vector shall be a zero-vector on this region, and the statistics points on this vicinity will now not circulate and as a result no longer converge to non-convolved mode. Intuitively, despite the fact that we need all of those facts functions to belong to the identical cluster within the closing segmentation. After implying shift filtering, every and each know-how point in the characteristic area has been replaced with the resource of its corresponding mode. As defined above, some factors should have collapsed to the same mode; however, many have now not children that they will be less than one kernel radius aside. Within the long-setup actually shift segmentation paper, clustering is described as an easy put up processing step in which any modes which can be lower than one kernel radius apart are grouped collectively, and their basins of appeal are merged. This way the use of unmarried linkage clustering to convert the filtered elements into segmentation.

#### B. Region Merging Technique

An essential style of hierarchical backside-up segmentation strategies is area merging methods. These tactics are location-situated, in the feel that they bear in mind areas any more best because the intention of the segmentation gadget however moreover because the approach to receive a partition of the photograph. For this cause, local selections are at once installed at the place residences and components. Establishing from an initial partition or the gathering of pixels, regions are iteratively merged unless a detailed criterion is fulfilled.

Neighborhood merging algorithms may also be special by way of [9]: a merging criterion that defines the value of merging regions; a merging order, determining upon the collection wherein regions are merged founded at the merging criterion; and a neighborhood version that determines how to constitute the union of regions. They can be capable of being efficiently done making use of graph-centered processes such because of the Recursive Shortest Spanning Tree (RSST) set of rules [6]. Rapid implementations of this algorithm can especially decrease its computational load or even sure its time complexity in the worst case to  $O(n)$  for area fashions and merging requirements that are not quite tricky, with  $n$  being the variety of areas inside the initial partition. Contemporary

studies efforts had been directed to provide real-time answers to popular area merging methods.

The location version is favored to fulfill the following specifications: it desires to be fast to compute, speedy to update and smooth to assess or examine. In the literature, there is an explicit department among forms of place objects. For the primary variety, the region the color of the pixels belonging to the neighborhood is thought to be approximately regular, first-order facts corresponding to imply or median coloration values are used as place model. For illustration, this assumption is not unusual in item-oriented picture segmentation. For the second range, in which area merging is applied to texture segmentation, place items are situated on 2nd or greater order statistics or differences, corresponding to wavelets or Gabor filters [6].

Peculiarly for object-oriented or content fabric-mounted features, most researchers have targeted their recognition at the merging criteria. The essential standards have depended on color homogeneity, for example, virtually squared error (MSE), the Euclidean distance amongst location color suggest or median (or a weighted model), unmarried linkage or whole linkage. These techniques may additionally undergo from small and meaningless areas into the generated partitions. Other approaches conquer this problem introducing a regularization time period based on the scale of the regions. These merging standards penalize the merging of top-notch areas, giving precedence to the fusion among small regions or regions with a similar quantity of pixels. Even even though this technique enables to eliminate small imply-ingress areas, it introduces a bias into the merging technique that has a tendency to create partitions with regions of comparable sizes. Other approaches contain, aside from color and size, contour complexity of the area into the merging criterion, for example, based totally on the perimeter length or field-perimeter ratio. In flip, some researchers have attempted to emulate human perceptual grouping using greater complex criteria, as an example defining syntactic sides [13,10], comparable to adjacency, regularity, or inclusion.

The merging order has obtained little interest within the neighborhood merging literature. Typically, the merging order is primarily based on iteratively merging the pair of areas with the lowest merging value, given the usage of the selected merging criterion.

An extra updated technique has been proposed in [3,6], the region the region merging method is tackled from one extra standpoint. In this case, all partitions spanned with the aid of a one-of-a-kind hierarchy are appeared as the hunting space for the highest excellent partition, now not limiting the hunt area to the decreased hierarchy created by way of the iterative vicinity merging method as location merging processes typically do. As an outcome, the principle segmentation difficulty is strong as a preference project in this enlarged set of walls. Especially, the community merging criterion used inside the determination procedure is embedded right into an opposite mannequin

combining grey degree homogeneity and boundary distinction area information.

C. Flow graph for Proposed Algorithm(MSRM)

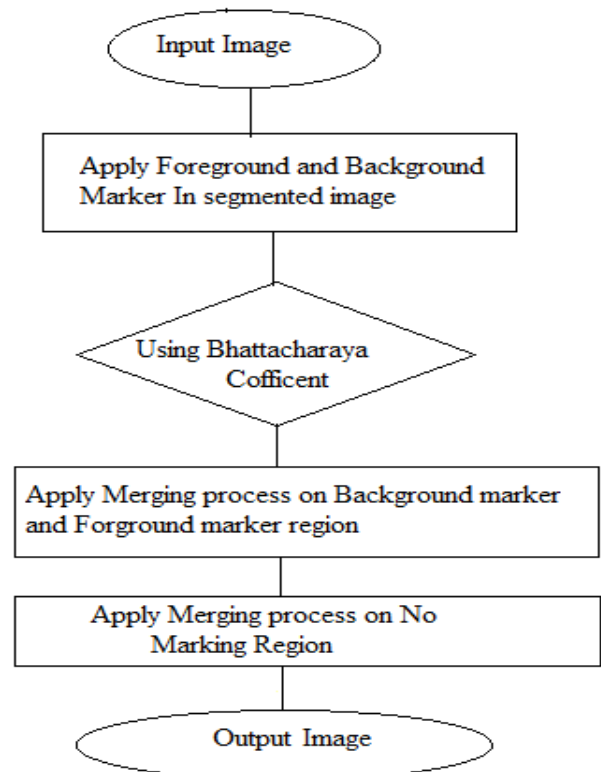


Fig 1:- Flow graph for MSR

D. Algorithm for MSR

The required input is suggested shift segmentation end result. While available areas to merge, it merges historical past component MB and marker location N.

- Adjacent regions  $R_i$  is prepared as set for each pixel  $B$  of region MB.
- Neighborhood regions are defiend as  $SA_i=SA_{ij}=1,2,\dots,k$ . with  $B \in SA_i$ , for individually  $R_i$  and  $R_i \in MB$ .
- After that,measure  $Q(A_i,SA_i)$ ,  $Q$  as a Bhattacharya similarity index. If  $Q(A_i,B)=\max_{j=1,2,\dots,k}$  of  $Q(A_i,SA_{ij})$ ,then  $B=BUA_i$ . Otherwise,  $B$  and  $A_i$  will not merge.

Using the above said method history areas gets merged and nonmarker regions N are left that similarly merged as follows.

- For each pixel  $P$  as an element of N, lets denote its neighbourhood regions as  $SP=H_i$ , with  $i=1,2,\dots,p$ .
- For every  $H_i$ , such that  $H_i \in MB$  and  $H_i \in MO$  (Marker Object), define a secondary level neighbors as  $SH_i=SH_{ij}=1,2,\dots,k$ ,such that  $P \in SH_i$ .
- Then evaluate  $Q(H_i,SH_{ij})$ .If  $Q(P,H_i)=\max_{j=1,2,\dots,k}$  of  $Q(H_i,SH_{ij})$ ,then  $P=PUH_i$ . Otherwise,  $P$  and  $H_i$  will not merge.

Update  $N$  and repeat this procedure until no more pixels for merging is left.

➤ *Global Consistency Error (GCE)*

For this consistency use metrics that may be used to assess the consistency of a pair of segmentation. The measures are designed to be tolerant to refinement, this is if subsets of areas in one segmentation consistently merge into someplace in the different segmentation the consistency mistakes ought to be low. In order to compute the consistency mistakes for a couple of photos, they first outline a measure of the error at every pixel  $\pi$

$$E(S1, S2, \pi) = \frac{|R(S1, \pi) \setminus R(S2, \pi)|}{|R(S1, \pi)|} \tag{1}$$

Wherein  $R(S_j, \pi)$  is the place in segmentation, that carries pixel  $\pi$ , denotes set distinction denotes set cardinality. This measure evaluates to 0 if all of the pixels in  $S1$  also are contained in  $S2$  consequently attaining the tolerance to refinement mentioned above. It is vital to note that this measure isn't symmetric, so for each pixel, it ought to be computed twice, as soon as in each route. The Global Consistency Error (GCE) assumes that initial segmentation is the refinement in the direction towards final segmentation. Moreover, it forces that all neighborhood refinement in inside direction is equi-applicable in all the directions.

➤ *Peak Signal-to-Noise Ratio (PSNR)*

The PSNR computes the height signal-to-noise ratio between images, in decibels. This ratio is often used as a high-quality size among the original and a resultant photograph. The higher the PSNR, the better the first-class of the output picture. To compute the PSNR, the mean-squared errors calculated is used. The PSNR is calculated by means of the usage of this equation.

$$PSNR = 10 \cdot \log_{10} \left[ N \cdot 255^2 / \sum_i \sum_j (E_{ij} - O_{ij})^2 \right]$$

Where  $N$  is the size of the image,  $E$  is the edge image, and  $O$  is the original image.

➤ *Rand index (RI) or Variability of Index (VI)*

The Rand index is a measure of the similarity between two statistics clustering. To every hand segmented photograph, an index is calculated with admire to the segmented output image.

$$\text{Rand index (RI) is defined as} = \frac{(a+b)}{(a+b+c+d)}$$

Where

- The variety of pairs items that are in the same magnificence and in the same cluster.
- The variety of pairs of objects that are in exclusive elegance and in the different cluster.
- The number of pairs of objects which can be inside the identical elegance and in distinct clusters
- The wide variety of pairs of gadgets which are in distinctive classes and in the same clusters

**IV. EXPERIMENTAL SETUP & RESULTS**

In this section, the experimental results are discussed along with elaborating the simulation environment to perform the experimentation. The experimentation is carried out on Intel Core-I3 Processor operating at 1.83GHz running on a Windows-7 operating platform. The experimentation work is supported by Image Processing Toolbox of Matlab R2012a. The experimental work comprises of manual allocation of marker region in object of region a well as background. The experimental results at various steps are depicted as below.



Fig 2:- Test Image Set

Fig 2 depicts a set of four test images considered for investigation. These images are passed through mean shift segmentation that extracts various regions bearing high intra homogeneity is depicted by Fig 3.

The mean shift segmentation result are applied as input to maximal similarity based region merging where neighborhood regions of markers are tested for its similarity using Bhattacharya coefficient and merges  $s$  region sharing maximal similarity as compared to any other competent regions. The simulation results including selected marker, background region and MSRM results are depicted by Fig 4. The markers are shown in Fig 4. The green marker is deployed to position the region of object that one needs to be extracted from the given image. While blue marker is pointed and aligned across the region that describe the location of background present in the image. The blue markers are known as background marker while green marker is called an object marker. The MSRM algorithm initially tries to merges the background region and once that is completed, it tries to merges the various distinct region present in the vicinity of object marker. This process repeats on continuously till the region of interest is segmented from the image.



Fig 3:- Mean Shift segmentation result for the test images.

Background and marker region	Original image with marker	MSRM results

Fig 4:- Object marker, background marker and MSRM based segmentation results.

By the proposed technique highlight object means highlight object from background with help of marker. This comparison parameter work on segmented image (binary image) not on original image(gray scale image) . Experimentally it is found that the KNN based MSRM

model is twice faster as compared to Mean shift based MSRM segmentation model as shown in fig 5.

Command Window	Command Window
<pre>&gt;&gt; tic % Ikm = Km(I,K); Ikm = Km2(I,K); % [Ikm, Nms] = Ms(I,bw); % [Ikm, Nms2] = Ms2(I,bw); % [Ikm, Nnc] = Nc(I,SI,SX, toc Elapsed time is 17.135163 se fx &gt;&gt;</pre>	<pre>&gt;&gt; tic % Ikm = Km(I, % Ikm = Km2( % [Ikm, Nms] = Ms(I, % [Ikm, Nms2] = Ms2(I % [Ikm, Nnc] = Nc(I, toc Elapsed time is 43.686 fx &gt;&gt;</pre>
(a) KNN	(b) Mean-Shift

Fig 5:- Simulation Snapshots for execution of KNN and Meanshift

The segmentation result of both these techniques are compared using PRI (ideal=1), GCE(ideal=0), VI (ideal=0) and PSNR (ideal=inf) metrics as shown in figure 6.

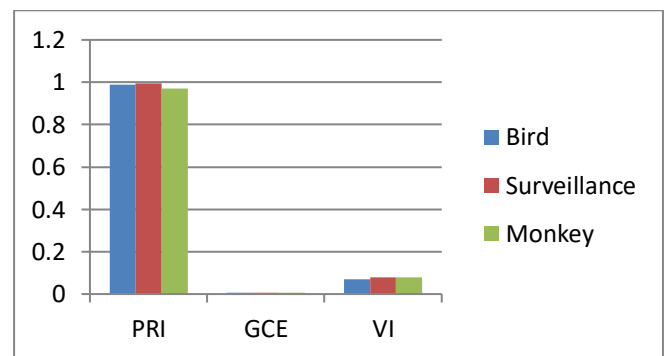


Fig 6:- Plot of PRI, GCE and VOI measure to compare the performance of KNN+MSRM and Mean-Shift + MSRM Algorithm

The above table shows that the segmentation results from the proposed model resembles more closer the existing model though accelerated in nature.

### V. CONCLUSION & FUTURE SCOPE

Digital image segmentation is a rising field in information technology, engineering science and signal processing and biomedical science. The segmentation systems are more appealing because it requires collective ideas from all the homogeneous region present in a given image that are even not detected by Human Visual System. There exist multiple variants to setup a segmentation system. However, one prominent issue is related to make this system as much as intelligent to automatically detect the region of interest as mostly deployed in surveillance system and image analytics.

In this thesis work maximal similarity based region merging approach is deployed for extraction of all possible homogeneity present in the image. The system model is developed using the region splitting using K-nearest neighbor and Mean Shift Algorithm for region splitting followed by region merging using Bhattacharya similarity coefficient. It is proven by simulation results that a

promisable level of extraction can be achieved for general test images using proposed model. The primary conclusions that are gathered after experimental simulation are detailed below:

1. K-Nearest Neighbour Algorithms gives accelerated region splitting performance
2. The Bhattacharya coefficient of similarity measure presents a milestone in field of similarity measure.
3. Human Computer interaction to define the object and background markers gives optimum performance for proposed model.

The future aspect for the whole work can be dealt with various points. In this art we have considered color histogram feature for similarity, in future we will work on the utility of texture information for merging the splitted regions. Alongwith it, in future we can target to produce a hardware device to perform the segmentation of a given multimedia.

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