List of Figures

1.1 Two different images with the same color distribution 9

3.1 Block diagram of Content-Based Image Retrieval (CBIR) 40

3.2 Different types of images 43

3.3 Color spectrum seen by passing white light through a prism 44

3.4 Wavelengths making up the visible range of the electromagnetic Spectrum 45

3.5 Absorption of light by the cones in the human eye as a function of Wavelength 45

3.6 Colour cube for normalized RGB coordinates 47

3.7 Colour cube for normalized CMY coordinates 48

3.8 Colour Hexagon for HSV representation 49

3.9 Examples of brick texture, fingerprint texture, cloud texture, rock texture 57

3.10 Smooth, coarse and regular textures 58

3.11 Co-occurrence matrix representation 60

3.12 Standard Wavelet Decomposition 64
3.13 Histograms whose perceptual similarity does not match calculated Measures 78

4.1 Images divided into different horizontal and vertical regions 91

4.2 Sample of WANG Image Database 92

4.3 (a-f) Retrieved results, with the top left as query image 93

5.1 Example of two different images having same histogram 101

5.2 (a-f) Retrieved results, with the top left as query image 107

6.1 Gabor Filter Composition for 1-Dimensional signals 115

6.2 2-Dimensional Gabor Filter Composition 115

6.3 Frequency Response of Gabor Filters with 4 scales and 6 orientations 118

6.4 Sample of WANG Image Database 125

6.5 (a-f) Retrieved results with the top left as the query image 126

7.1 (a-g) Retrieved results with the top left as the query image 140

8.1 Sample of WANG Image Database 151

8.2 (a-g) Retrieved results with the top left as the query image 152