

## INTRODUCTION

Mapping of land cover structures using satellite images is often a tedious, manually made task. In contrast, automatic methods are faster and more precise, but have important lacks: incapacity of ignoring unwanted objects and difficulty of working with high resolution images.

**Data Mining methodology** tackles the problem of automatic satellite image segmentation. The proposed method aims at adapting the granularity of image segmentation to the cartographic scales.



Figure 1 Automatic vector segmentation. The borders of the objects were smoothed in order to simplify the corresponding shape file.



Figure 2 Segmentation scene with too many unwanted details.

## SOLUTIONS

### Object Oriented Processing

- ⇒ objects can be extracted at a custom details level;
- ⇒ transformations on the initial scenes to enhance quality;
- ⇒ further simplification available: absorption of the small objects, size & shape exclusion criteria, etc.

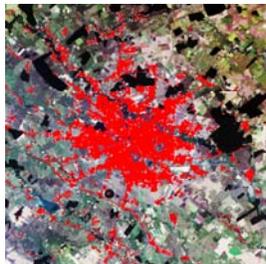


Figure 3 Bucharest scene segmentation. The red area is a collection of extracted objects. The collecting effort is an automatic process based on a machine learning algorithm.



Figure 4a) Original image



Figure 4b) Raster+Vector Segmentation;



Figure 4c) Sub-segmentation inside the borders of the previous vectors



Figure 4d) Unassisted "smoothed vector to raster" reconstruction.

## Tile Based Processing

- ⇒ tiles are simple shaped areas, in which the original scene is divided;
- ⇒ recommended when there are many details, as in high resolution satellite imagery;
- ⇒ pairs of tiles are compared, based on compression.

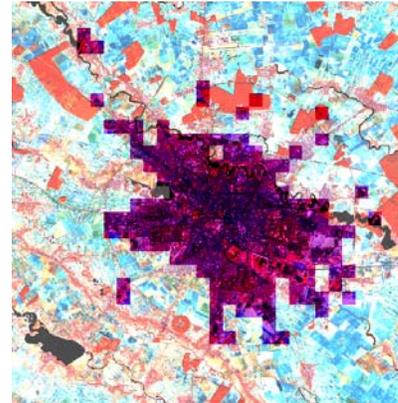


Figure 5 Bucharest scene tile classification. A central tile is a referential for all the other tiles. The degree of resemblance with the sample is related with the level of red color shift.

## APPLICATION FIELDS

- ✦ **Automatic Classification** (together with a supervised learning protocol; pieces can be either objects or tiles);
- ✦ **Automatic Cartography**;
- ✦ **Automatic Monitoring of the Earth Surface and Atmosphere.**

## ORIGINALITY

☑ **absorption technique** is an alternative for ignoring the small objects; size of the unwanted objects is a parameter; absorption is topological as well as spectral.



Figure 6a) Original Image (a detail of Fig 2) + Smoothed Vector Segmentation

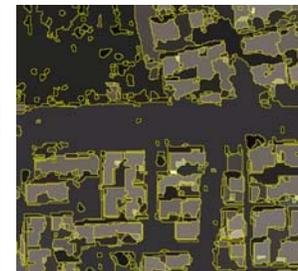


Figure 6b) Raster Segmentation + Rough Vector Segmentation

Absorption of small objects: with medium segmentation threshold and a mild triggering size for small object absorption number of objects was considerably reduced: all the objects are now larger than the equivalent of 10 pixels)

☑ processing tiles as puzzles of inner objects, not as sets of pixels; size and the relative position of the objects is taken into consideration; tiles are transformed into text as entities, then compared through a **compression algorithm**.

## REFERENCES

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