

A MODEL OF MARKOV RANDOM FIELD IN TEXTURE IMAGE SYNTHESIS AND ANALYSIS

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We offer an algorithm for pattern-based simulation modeling of texture images using the Markov random field model. The results of experimental studies of the texture generation quality are discussed. Analysis of the experimental studies conducted suggests that the algorithm can be applied profitably to studies related to texture analysis.

Texture images, Markov random fields, simulation modeling, texture generation, texture analysis

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