

# Extraction of Stationary Textures in Natural Images

## Supplemental material #3 to

### Multi-Scale Label-Map Extraction for Texture Synthesis

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## 1 Timings

Image name	Times in seconds		
	Hierarchical SLIC	Full Multi-scale Labeling	Total
barbed	138.124	1357.333	1495.457
birdnet	150.4	1399.485	1549.885
brickdoor	69.374	336.588	405.962
closeupturkey	8.444	624.463	632.907
curtain	35.661	448.534	484.195
danger	77.626	462.98	540.606
deepbluewater	59.298	2029.552	2088.85
flowersbrick	74.553	1359.704	1434.257
grid	80.137	1375.875	1456.012
leaves	32.667	668.371	701.038
painteddoor	72.478	445.648	518.126
pathway	85.942	979.724	1065.666
ruin	159.058	787.634	946.692
stones	27.909	643.597	671.522
treegrass	42.037	675.266	717.303
villagestreet	72.166	1084.831	1156.997
windows	102.804	529.374	632.178

Hardware specifications:

Processor Intel Core i7 5820K (6x 3.30GHz/15MB L3 Cache)

Memory 16 GB [4 GB X4] DDR4-2400

Video Card AMD Radeon R9 280X 3GB

## 2 Images

### Acknowledgements

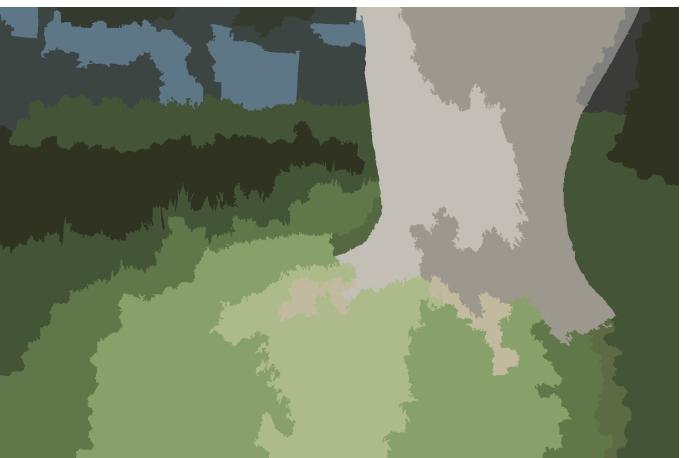
Images courtesy: images taken by authors.



(a)



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

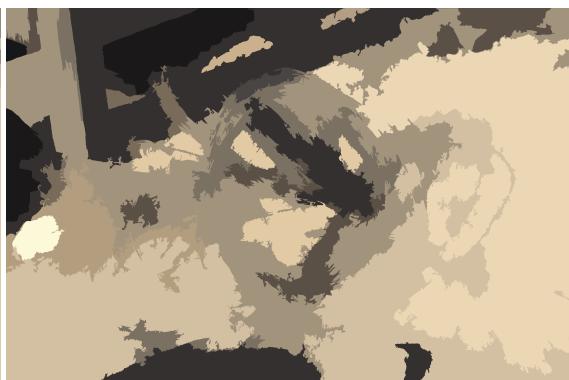
**Figure 1:** (a) Input texture (treegrass :  $1536 \times 1024$ ), (b): multiscale labeling result



(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 2:** (a) Input texture (barbed :  $3903 \times 2614$ ), (b): multiscale labeling result



(a)



(b)  $C^4$



(b)  $C^3$

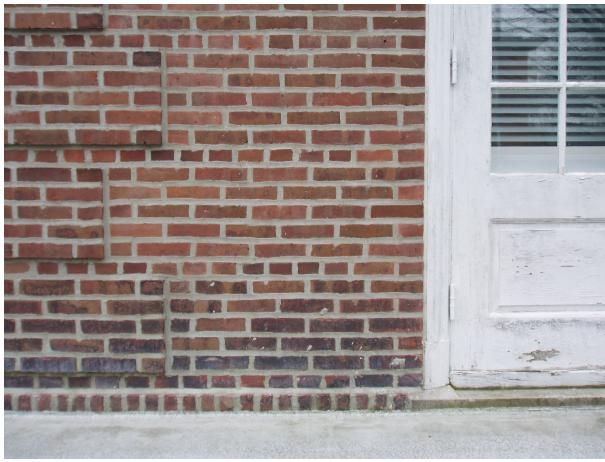


(b)  $C^2$

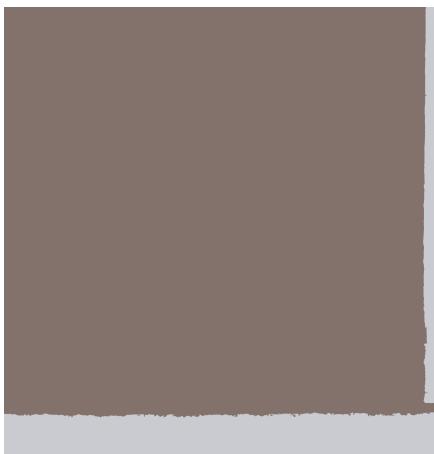


(b)  $C^1$

**Figure 3:** (a) Input texture (birdnet :  $3899 \times 2617$ ), (b): multiscale labeling result



(a)



(b)  $C^3$



(b)  $C^2$

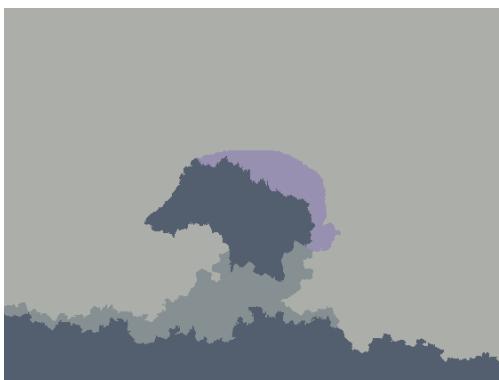


(b)  $C^1$

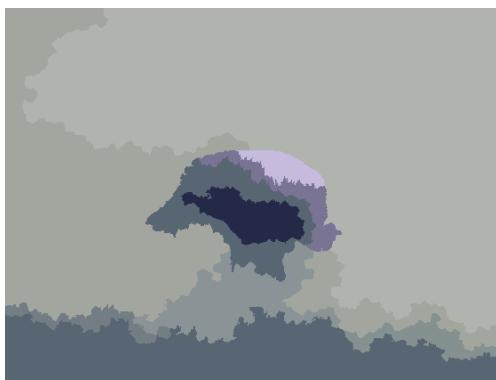
**Figure 4:** (a) Input texture (brickdoor :  $2560 \times 1920$ ), (b): multiscale labeling result



(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 5:** (a) Input texture (*closeupturkey* :  $557 \times 426$ ), (b): multiscale labeling result



(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$

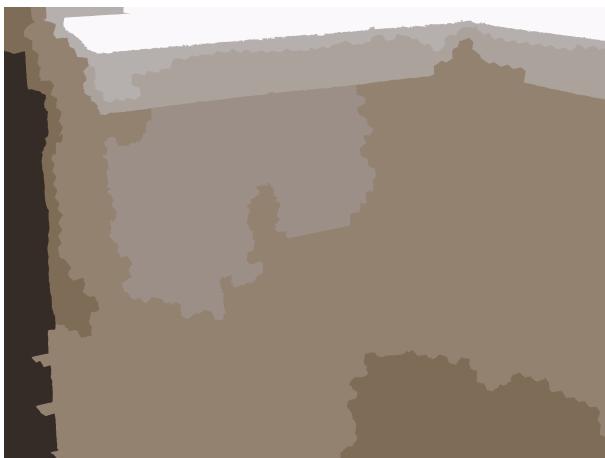


(b)  $C^1$

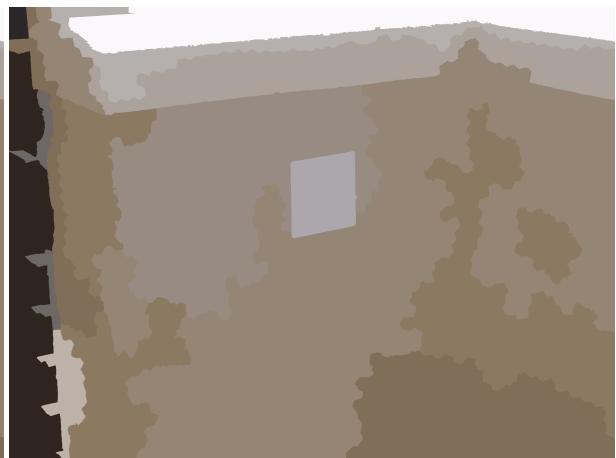
**Figure 6:** (a) Input texture (curtain :  $1600 \times 1200$ ), (b): multiscale labeling result



(a)



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 7:** (a) Input texture (*danger* : 2560 × 1920), (b): multiscale labeling result



(a)



(b)  $C^3$



(b)  $C^2$

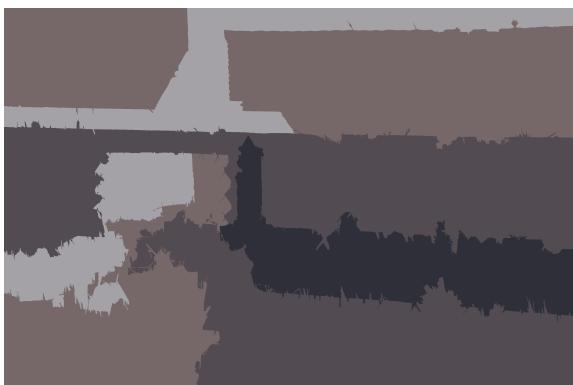


(b)  $C^1$

**Figure 8:** (a) Input texture (*deepbluetwater* :  $2560 \times 1920$ ), (b): multiscale labeling result



(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 9:** (a) Input texture (*flowersbrick* :  $3008 \times 2000$ ), (b): multiscale labeling result



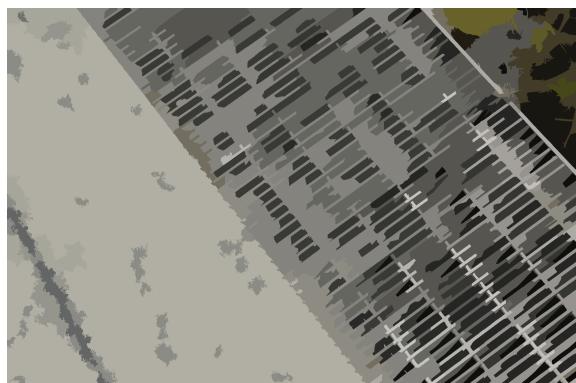
(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

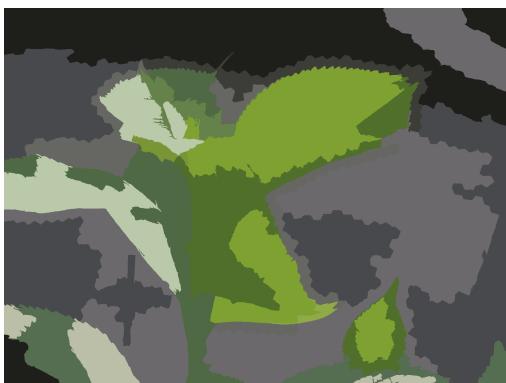
**Figure 10:** (a) Input texture (grid :  $3008 \times 2000$ ), (b): multiscale classification result



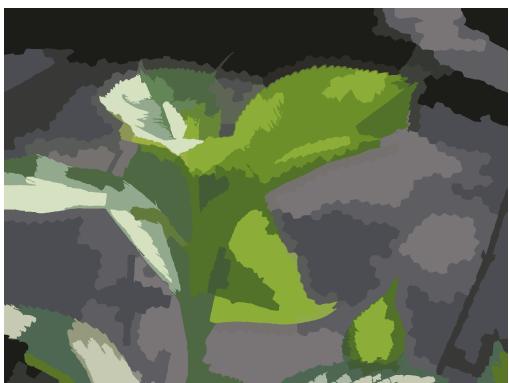
(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 11:** (a) Input texture (leaves :  $1600 \times 1200$ ), (b): multiscale labeling result



(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$

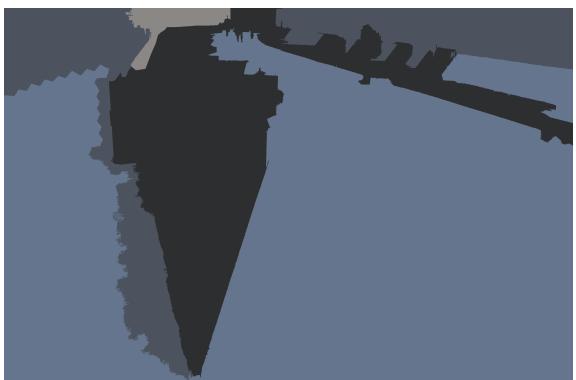


(b)  $C^1$

**Figure 12:** (a) Input texture (*painteddoor* :  $2560 \times 1920$ ), (b): multiscale labeling result



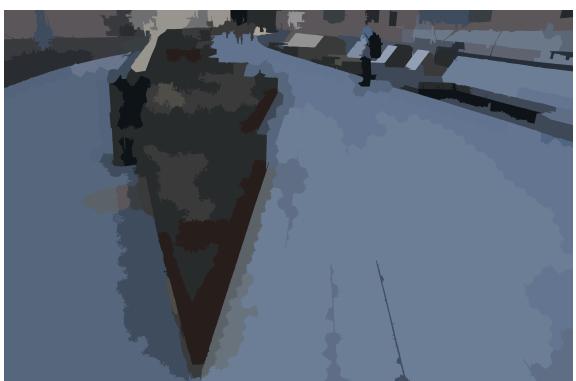
(a)



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

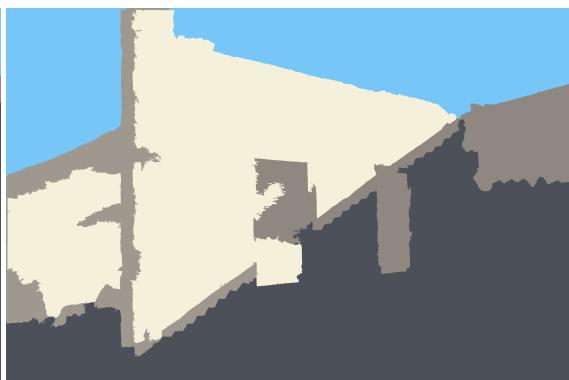
**Figure 13:** (a) Input texture (pathway :  $3008 \times 2000$ ), (b): multiscale labeling result



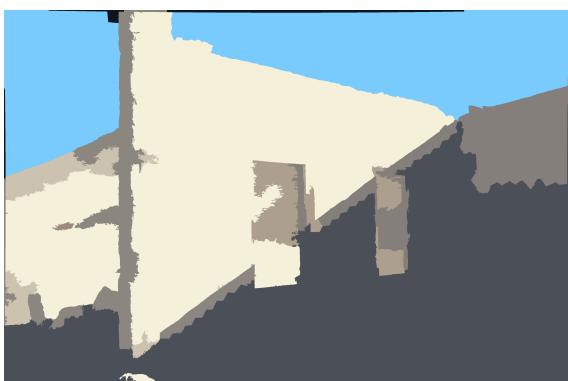
(a)



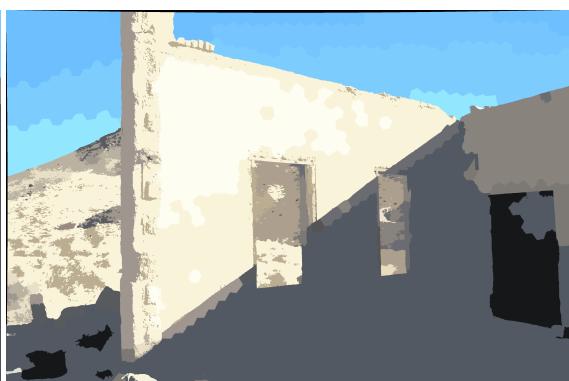
(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 14:** (a) Input texture (ruin :  $3927 \times 2630$ ), (b): multiscale labeling result



(a)



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

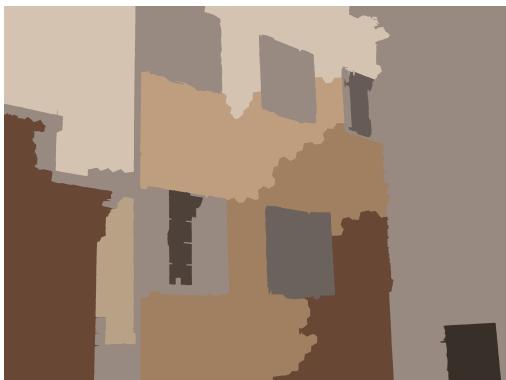
**Figure 15:** (a) Input texture (stones : 1600 × 1200), (b): multiscale labeling result



(a)



(b)  $C^5$



(b)  $C^4$



(b)  $C^3$



(b)  $C^2$



(b)  $C^1$

**Figure 16:** (a) Input texture (villagestreet : 2560 × 1920), (b): multiscale labeling result



(a)



(b)  $C^4$

(b)  $C^3$

(b)  $C^2$

(b)  $C^1$

**Figure 17:** (a) Input texture (windows :  $2000 \times 3008$ ), (b): multiscale labeling result