

# How to sort a 8-bit gray level image quickly by its gradient?

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Dear all,

I have several 50x50 ~ 200x200 grayed level images and six cases for them:

1. normal: the image is so clear that no one can not find out the object.
2. too dark: the object is clear but the average of intensity of whole image is too low.
3. too light: the object is clear but the average of intensity of whole image is too high.
4. too blur: the difference of intensity between object and background is too small.
5. too noise: there are some noise(s) in the image.
6. too broken: the shape of object is not completed enough, but people still can find it.

Now my progame will receive a random image input and select a suitable segmentation method to analysis the image. In other words, I needs to sort out those images and then use different method to process images. The segmentation methods have been specified already, so that I don't have to pay any more attention on them. How to classify images becomes the most important point of my current job.

The first step I thought is calculating the standard variation of intensity. But it is too slow.

Please give me some comments about it. No matter it is shown by thr form of code or algorithm.

Thanks for any input.

Best Regards,  
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