

Fundamentals Of Digital Image Processing Anil K Jain

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The Essential Guide to Image Processing Alan C. Bovik 2009-07-08 A complete introduction to the basic and intermediate concepts of image processing from the leading people in the field Up-to-date content, including statistical modeling of natural, anisotropic diffusion, image quality and the latest developments in JPEG 2000 This comprehensive and state-of-the-art approach to image processing gives engineers and students a thorough introduction, and includes full coverage of key applications: image watermarking, fingerprint recognition, face recognition and iris recognition and medical imaging. "This book combines basic image processing techniques with some of the most advanced procedures. Introductory chapters dedicated to general principles are presented alongside detailed application-orientated ones. As a result it is suitably adapted for different classes of readers, ranging from Master to PhD students and beyond." - Prof. Jean-Philippe Thiran, EPFL, Lausanne, Switzerland "Al Bovik's compendium proceeds systematically from fundamentals to today's research frontiers. Professor Bovik, himself a highly respected leader in the field, has invited an all-star team of contributors. Students, researchers, and practitioners of image processing alike should benefit from the Essential Guide." - Prof. Bernd Girod, Stanford University, USA "This book is informative, easy to read with plenty of examples, and allows great flexibility in tailoring a course on image processing or analysis." - Prof. Pamela Cosman, University of California, San Diego, USA A complete and modern introduction to the basic and intermediate concepts of image processing - edited and written by the leading people in the field An essential reference for all types of engineers working on image processing applications Up-to-date content, including statistical modelling of natural, anisotropic diffusion, image quality and the latest developments in JPEG 2000

A Computational Approach to Digital Chinese Painting and Calligraphy Songhua Xu 2009-05-12 "A Computational Approach to Digital Chinese Painting and Calligraphy" is a technical book on computer science and its applications in the arts. It focuses on Oriental digital arts, in particular Chinese arts and painting, offering a multi-disciplinary treatment from the angles of computer graphics, interactive techniques, human-computer interaction, and artificial intelligence. The book also discusses the unique difficulties and challenges of using the computer to produce Oriental arts, including research results by the authors and their lessons and engineering experiences behind these efforts. Songhua Xu is a computer scientist of Zhejiang University and Yale University, as well as an honorary researcher of the University of Hong Kong. Francis C.M. Lau is Professor at the University of Hong Kong where he leads the Systems Research Group in the Department of Computer Science. Yunhe Pan is Professor of Computer Science at Zhejiang University as well as Deputy President of Chinese Academy of Engineering.

Alasdair McAndrew 2004 Is an introduction to digital image processing from an elementary perspective. The book covers topics that can be introduced with simple mathematics so students can learn the concepts without getting overwhelmed by mathematical detail.

Digital Image Processing and Pattern Recognition Fakhira Malay K. 2011

Shape Analysis and Classification Luciano da F. Costa 2010-12-12 Advances in shape analysis impact a wide range of disciplines, from mathematics and engineering to medicine, archeology, and art. Anyone just entering the field, however, may find the few existing books on shape analysis too specific or advanced, and for students interested in the specific problem of shape recognition and characterization, traditional

Image Data Compression Belur V. Dasarthy 1995 A comprehensive tutorial on block truncation coding (BTC), a specialized area within the data compression domain, providing a detailed study and relative assessment of its techniques. The focus is on the quality aspects of BTC performance relative to its computational requirements, and flexibility i

Image Processing and Pattern Recognition Frank Y. Shih 2010-07-16 A comprehensive guide to the essential principles of image processing and pattern recognition Techniques and applications in the areas of image processing and pattern recognition are growing at an unprecedented rate. Containing the latest state-of-the-art developments in the field, *Image Processing and Pattern Recognition* presents clear explanations of the fundamentals as well as the most recent applications. It explains the essential principles so readers will not only be able to easily implement the algorithms and techniques, but also lead themselves to discover new problems and applications. Unlike other books on the subject, this volume presents numerous fundamental and advanced image processing algorithms and pattern recognition techniques to illustrate the framework. Scores of graphs and examples, technical assistance, and practical tools illustrate the basic principles and help simplify the problems, allowing students as well as professionals to easily grasp even complicated theories. It also features unique coverage of the most interesting developments and updated techniques, such as image watermarking, digital steganography, document processing and classification, solar image processing and event classification, 3-D Euclidean distance transformation, shortest path planning, soft morphology, recursive morphology, regulated morphology, and sweep morphology. Additional topics include enhancement and segmentation techniques, active learning, feature extraction, neural networks, and fuzzy logic. Featuring supplemental materials for instructors and students, *Image Processing and Pattern Recognition* is designed for undergraduate seniors and graduate students, engineering and scientific researchers, and professionals who work in signal processing, image processing, pattern recognition, information security, document processing, multimedia systems, and solar physics.

Image Processing Artyom M. Grigoryan 2018-09-03 Focusing on mathematical methods in computer tomography, *Image Processing: Tensor Transform and Discrete Tomography with MATLAB* introduces novel approaches to help in solving the problem of image reconstruction on the Cartesian lattice. Specifically, it discusses methods of image processing along parallel rays to more quickly and accurately reconstruct images from a finite number of projections, thereby avoiding overirradiation of the body during a computed tomography (CT) scan. The book presents several new ideas, concepts, and methods, many of which have not been published elsewhere. New concepts include methods of transferring the geometry of rays from the plane to the Cartesian lattice, the point map of projections, the particle and its field function, and the statistical model of averaging. The authors supply numerous examples, MATLAB-based programs, end-of-chapter problems, and experimental results of implementation. The main approach for image reconstruction proposed by the authors differs from existing methods of back-projection, iterative reconstruction, and Fourier and Radon filtering. In this book, the authors explain how to process each projection by a system of linear equations, or linear convolutions, to calculate the corresponding part of the 2-D tensor or paired transform of the discrete image. They then describe how to calculate the inverse transform to obtain the reconstruction. The proposed models for image reconstruction from projections are simple and result in more accurate reconstructions. Introducing a new theory and methods of image reconstruction, this book provides a solid grounding for those interested in further research and in obtaining new results. It encourages readers to develop effective applications of these methods in CT.

IGARSS. 1993

Remote Sensing Digital Image Analysis John A. Richards 2013-04-17 With the widespread availability of satellite and aircraft remote sensing image data in digital form, and the ready access most remote sensing practitioners have to computing systems for image interpretation, there is a need to draw together the range of digital image processing procedures and methodologies commonly used in this field into a single treatment. It is the intention of this book to provide such a function, at a level meaningful to the non-specialist digital image analyst, but in sufficient detail that algorithm limitations, alternative procedures and current trends can be appreciated. Often the applications specialist in remote sensing wishing to make use of digital processing procedures has had to depend upon either the mathematically detailed treatments of image processing found in the electrical engineering and computer science literature, or the sometimes necessarily superficial treatments given in general texts on remote sensing. This book seeks to redress that situation. Both image enhancement and classification techniques are covered making the material relevant in those applications in which photointerpretation is used for information extraction and in those wherein information is obtained by classification.

Mathematical Problems in Image Processing Gilles Aubert 2008-04-06 Partial differential equations and variational methods were introduced into image processing about 15 years ago, and intensive research has been carried out since then. The main goal of this work is to present the variety of image analysis applications and the precise mathematics involved. It is intended for two audiences. The first is the mathematical community, to show the contribution of mathematics to this domain and to highlight some unresolved theoretical questions. The second is the computer vision community, to present a clear, self-contained, and global overview of the mathematics involved in image processing problems. The book is divided into five main parts. Chapter 1 is a detailed overview. Chapter 2 describes and illustrates most of the mathematical notions found throughout the work. Chapters 3 and 4 examine how PDEs and variational methods can be successfully applied in image restoration and segmentation processes. Chapter 5, which is more applied, describes some challenging computer vision problems, such as sequence analysis or classification. This book will be useful to researchers and graduate students in mathematics and computer vision.

Digital Image Processing Rafael C. Gonzalez 2002 Digital Image Processing has been the leading textbook in its field for more than 20 years. As was the case with the 1977 and 1987 editions by Gonzalez and Wintz, and the 1992 edition by Gonzalez and Woods, the present edition was prepared with students and instructors in mind. 771e material is timely, highly readable, and illustrated with numerous examples of practical significance. All mainstream areas of image processing are covered, including a totally revised introduction and discussion of image fundamentals, image enhancement in the spatial and frequency domains, restoration, color image processing, wavelets, image compression, morphology, segmentation, and image description. Coverage concludes with a discussion of the fundamentals of object recognition. Although the book is completely self-contained, a Companion Website (see inside front cover) provides additional support in the form of review material, answers to selected problems, laboratory project suggestions, and a score of other features. A supplementary instructor's manual is available to instructors who have adopted the book for classroom use. New Features *New chapters on wavelets, image morphology, and color image

Turek's Orthopaedics Principles and Their Applications Anil K. Jain 2016-01-01 Now in its revised, updated Seventh edition, this text provides residents and medical students with a broad overview of adult and pediatric orthopaedics. Major sections focus on general and regional disorders of the musculoskeletal system.

Image Processing Tinku Acharya 2005-10-03 Image processing-from basics to advanced applications Learn how to master image processing and compression with this outstanding state-of-the-art reference. From fundamentals to sophisticated applications, *Image Processing: Principles and Applications* covers multiple topics and provides a fresh perspective on future directions and innovations in the field, including: * Image transformation techniques, including wavelet transformation and developments * Image enhancement and restoration, including noise modeling and filtering * Segmentation schemes, and classification and recognition of objects * Texture and shape analysis techniques * Fuzzy set theoretical approaches in image processing, neural networks, etc. * Content-based image retrieval and image mining * Biomedical image analysis and interpretation, including biometrical algorithms such as face recognition and signature verification * Remotely sensed images and their applications * Principles and applications of dynamic scene analysis and moving object detection and tracking * Fundamentals of image compression, including the JPEG standard and the new JPEG2000 standard Additional features include problems and solutions with each chapter to help you apply the theory and techniques, as well as bibliographies for researching specialized topics. With its extensive use of examples and illustrative figures, this is a superior title for students and practitioners in computer science, wireless and multimedia communications, and engineering.

Multispectral Image Processing and Pattern Recognition Jun Shen 2001

Introduction to Digital Image Processing William K. Pratt 2013-09-13 The subject of digital image processing has migrated from a graduate to a junior or senior level course as students become more proficient in mathematical background earlier in their college education. With that in mind, *Introduction to Digital Image Processing* is simpler in terms of mathematical derivations and eliminates derivations of advanced s

Energy Minimization Methods in Computer Vision and Pattern Recognition Mario Figueiredo 2003-06-30 This volume consists of the 42 papers presented at the International Workshop on Energy Minimization Methods in Computer Vision and Pattern Recognition (EMMVCPR2001), which was held at INRIA (Institut National de Recherche en Informatique et en Automatique) in Sophia Antipolis, France, from September 3 through September 5, 2001. This workshop is the third of a series, which was started with EMMVCPR'97, held in Venice in May 1997, and continued with EMMVCPR'99, which took place in York, in July 1999. Minimization problems and optimization methods permeate computer vision (CV), pattern recognition (PR), and many other fields of machine intelligence. The aim of the EMMVCPR workshops is to bring together people with research interests in this

interdisciplinary topic. Although the subject is traditionally well represented at major international conferences on CV and PR, the EMMCVPR workshops provide a forum where researchers can report their recent work and engage in more informal discussions. We received 70 submissions from 23 countries, which were reviewed by the members of the program committee. Based on the reviews, 24 papers were accepted for oral presentation and 18 for poster presentation. In this volume, no distinction is made between papers that were presented orally or as posters. The book is organized into 7 sections, whose topics coincide with the 7 sessions of the workshop: "Probabilistic Models and Estimation", "Image Modeling and Synthesis", "Clustering, Grouping, and Segmentation", "Optimization and Graphs", and "Shapes, Curves, Surfaces, and Templates".

Fundamentals Of Digital Image Processing, 1/e Anil K. Jain 2001

Machine Learning and Image Interpretation Terry Caelli 2013-11-21 In this groundbreaking new volume, computer researchers discuss the development of technologies and specific systems that can interpret data with respect to domain knowledge. Although the chapters each illuminate different aspects of image interpretation, all utilize a common approach - one that asserts such interpretation must involve perceptual learning in terms of automated knowledge acquisition and application, as well as feedback and consistency checks between encoding, feature extraction, and the known knowledge structures in a given application domain. The text is profusely illustrated with numerous figures and tables to reinforce the concepts discussed.

Digital Image Processing Castleman 2007-09

Handbook of Multibiometrics Arun A. Ross 2006-08-11 Details multimodal biometrics and its exceptional utility for increasingly reliable human recognition systems.

Reveals the substantial advantages of multimodal systems over conventional identification methods.

Digital Electronics Anil K. Maini 2007-09-27 The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, Digital Electronics includes: information on number systems, binary codes, digital arithmetic, logic gates and families, and Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers.

Digital Video and HD Charles Poynton 2003-01-03 Rapidly evolving computer and communications technologies have achieved data transmission rates and data storage capacities high enough for digital video. But video involves much more than just pushing bits! Achieving the best possible image quality, accurate color, and smooth motion requires understanding many aspects of image acquisition, coding, processing, and display that are outside the usual realm of computer graphics. At the same time, video system designers are facing new demands to interface with film and computer system that require techniques outside conventional video engineering. Charles Poynton's 1996 book A Technical Introduction to Digital Video became an industry favorite for its succinct, accurate, and accessible treatment of standard definition television (SDTV). In Digital Video and HDTV, Poynton augments that book with coverage of high definition television (HDTV) and compression systems. For more information on HDTV Retail markets, go to: <http://www.insightmedia.info/newsletters.php#hdtv> With the help of hundreds of high quality technical illustrations, this book presents the following topics: * Basic concepts of digitization, sampling, quantization, gamma, and filtering * Principles of color science as applied to image capture and display * Scanning and coding of SDTV and HDTV * Video color coding: luma, chroma (4:2:2 component video, 4FSC composite video) * Analog NTSC and PAL * Studio systems and interfaces * Compression technology, including M-JPEG and MPEG-2 * Broadcast standards and consumer video equipment

Computer Vision and Image Processing Manas Kamal Bhuyan 2019-11-05 The book familiarizes readers with fundamental concepts and issues related to computer vision and major approaches that address them. The focus of the book is on image acquisition and image formation models, radiometric models of image formation, image formation in the camera, image processing concepts, concept of feature extraction and feature selection for pattern classification/recognition, and advanced concepts like object classification, object tracking, image-based rendering, and image registration. Intended to be a companion to a typical teaching course on computer vision, the book takes a problem-solving approach.

Whole Slide Imaging Anil V. Parwani 2021-10-29 This book provides up-to-date and practical knowledge in all aspects of whole slide imaging (WSI) by experts in the field. This includes a historical perspective on the evolution of this technology, technical aspects of making a great whole slide image, the various applications of whole slide imaging and future applications using WSI for computer-aided diagnosis. The goal is to provide practical knowledge and address knowledge gaps in this emerging field. This book is unique because it addresses an emerging area in pathology for which currently there is only limited information about the practical aspects of deploying this technology. For example, there are no established selection criteria for choosing new scanners and a knowledge base with the key information. The authors of the various chapters have years of real-world experience in selecting and implementing WSI solutions in various aspects of pathology practice. This text also discusses practical tips and pearls to address the selection of a WSI vendor, technology details, implementing this technology and provide an overview of its everyday uses in all areas of pathology. Chapters include important information on how to integrate digital slides with laboratory information system and how to streamline the "digital workflow" with the intent of saving time, saving money, reducing errors, improving efficiency and accuracy, and ultimately benefiting patient outcomes. Whole Slide Imaging: Current Applications and Future Directions is designed to present a comprehensive and state-of-the-art approach to WSI within the broad area of digital pathology. It aims to give the readers a look at WSI with a deeper lens and also envision the future of pathology imaging as it pertains to WSI and associated digital innovations.

Advanced Image Acquisition, Processing Techniques and Applications Dimitrios Ventzas 2012-03-14 "Advanced Image Acquisition, Processing Techniques and Applications" is the first book of a series that provides image processing principles and practical software implementation on a broad range of applications. The book integrates material from leading researchers on Applied Digital Image Acquisition and Processing. An important feature of the book is its emphasis on software tools and scientific computing in order to enhance results and arrive at problem solution.

Introduction to Biometrics Anil K. Jain 2011-11-18 Biometric recognition, or simply biometrics, is the science of establishing the identity of a person based on physical or behavioral attributes. It is a rapidly evolving field with applications ranging from securely accessing one's computer to gaining entry into a country. While the deployment of large-scale biometric systems in both commercial and government applications has increased the public awareness of this technology, "Introduction to Biometrics" is the first textbook to introduce the fundamentals of Biometrics to undergraduate/graduate students. The three commonly used modalities in the biometrics field, namely, fingerprint, face, and iris are covered in detail in this book. Few other modalities like hand geometry, ear, and gait are also discussed briefly along with advanced topics such as multibiometric systems and security of biometric systems. Exercises for each chapter will be available on the book website to help students gain a better understanding of the topics and obtain practical experience in designing computer programs for biometric applications. These can be found at: <http://www.csee.wvu.edu/~ross/BiometricsTextBook/>. Designed for undergraduate and graduate students in computer science and electrical engineering, "Introduction to Biometrics" is also suitable for researchers and biometric and computer security professionals.

Handbook of Fingerprint Recognition Davide Maltoni 2009-04-21 A major new professional reference work on fingerprint security systems and technology from leading international researchers in the field. Handbook provides authoritative and comprehensive coverage of all major topics, concepts, and methods for fingerprint security systems. This unique reference work is an absolutely essential resource for all biometric security professionals, researchers, and systems administrators.

Handbook of Pattern Recognition and Computer Vision (2nd Edition) Chi Hau Chen 1999-03-12 The very significant advances in computer vision and pattern recognition and their applications in the last few years reflect the strong and growing interest in the field as well as the many opportunities and challenges it offers. The second edition of this handbook represents both the latest progress and updated knowledge in this dynamic field. The applications and technological issues are particularly emphasized in this edition to reflect the wide applicability of the field in many practical problems. To keep the book in a single volume, it is not possible to retain all chapters of the first edition. However, the chapters of both editions are well written for permanent reference. This indispensable handbook will continue to serve as an authoritative and comprehensive guide in the field.

Fundamentals of Digital Image Processing, 1/e (Paperback) Jain, Anil K. 2009-07-06

DIGITAL ELECTRONICS: PRINCIPLES AND INTEGRATED CIRCUITS Anil K. Maini 2007 Market_Desc: Undergraduate and graduate level students of different universities Special Features: Each chapter in the book, whether it is related to operational fundamentals or applications, is amply illustrated with diagrams and design examples. Each chapter concludes in a comprehensive self-evaluation exercise comprising multiple-choice questions (with answers) and other type of objective type questions (with answers). Unlike most of the books in print on the subject that are either too brief, lacking in illustrated examples and examination-oriented study material, or too voluminous, containing lot of redundant material, the book has been written keeping in mind the topics taught in the subject and covers in entirety what is required by undergraduate and graduate level students of engineering in electrical, electronics, instrumentation and control, computer science and information technology disciplines. About The Book: Digital Electronics is a precise and yet complete book covering both Digital Electronics Fundamentals and Integrated Circuits. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. Each chapter in the book is amply illustrated with diagrams and design examples. Each chapter concludes in a comprehensive self-evaluation exercise comprising multiple-choice and objective type questions (with answers). The book has up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, and microcontrollers. This valuable reference book provides in-depth information about multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits.

Automatic Vehicle Guidance Massimo Bertozzi 1999-04-19 This book surveys the history of automatic vehicle guidance based on the processing of visual information, starting from the very first projects worldwide up to the latest developments. It also presents the ARGO prototype vehicle, developed at the University of Parma (Italy), and describes its equipment, setup, and performance. ARGO has been equipped with cameras and processing systems to drive autonomously in real traffic conditions. The complete system has been tested on public roads, during a tour in which ARGO drove itself along the Italian highway network for more than 2000 km. A detailed analysis of this trip is also included.

Fundamentals of Digital Image Processing Anil K. Jain 1989 Two-Dimensional Systems and Mathematical Preliminaries - Image Perception - Image Sampling and Quantization - Image Transforms - Image Representation by Stochastic Models - Image Enhancement - Image Filtering and Restoration - Image Analysis and Computer Vision - Image Reconstruction From Projections - Image Data Compression.

Handbook of Image and Video Processing Alan C. Bovik 2010-07-21 55% new material in the latest edition of this "must-have for students and practitioners of image & video processing!" This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected, distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as classroom textbook as reference resource. * Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms * Includes a new chapter on image processing education, which should prove invaluable for those developing or modifying their curricula * Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry * Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived * Introduces the necessary, practical background to allow engineering students to acquire and process their own digital image or video data * Culminates with a diverse set of applications chapters, covered in sufficient depth to serve as extensible models to the reader's own potential applications About the Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International Conference on Image Processing which was held in Austin, Texas in 1994. * No other resource for image and video processing contains the same breadth of up-to-date coverage * Each chapter written by one or

several of the top experts working in that area * Includes all essential mathematics, techniques, and algorithms for every type of image and video processing used by electrical engineers, computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines

Experimental Environments for Computer Vision and Image Processing H I Christensen 1994-03-16 To fully appreciate new methods developed in the area of machine vision it is necessary to have facilities which allow experimental verification of such methods. Experimental research is typically a very expensive task in terms of manpower, and consequently it is desirable to adopt standard facilities/methods which allow more efficient experimental investigations. In this volume a range of different experimental environments which facilitate construction and integration of machine vision systems is described. The environments presented cover areas such as robotics, research in individual machine vision methods, system integration, knowledge representation, and distributed computing. The set of environments covered include commercial systems, public domain software and laboratory prototype, showing the diversity of the problem of experimental research in machine vision and providing the reader with an overview of the area. Contents: Prototyping, Visualization and Simulation Using the Application Visualization System (C J Westelius et al.) Vision as Process: Integration and Control of a Real Time Active Vision System (J L Crowley & H Christensen) A Modular Control Architecture for Real-Time Synchronous and Asynchronous Systems (P L Butler & J P Jones) Integrating Visual Procedures for Mobile Perception (B Draper et al.) The Vision Programmers Workbench (VIPWOB) (N O S Kirkeby & H I Christensen) Module Network Tool (L Olsson) Object-Oriented Communication in Image Processing Systems (H Winthroth) and other papers Readership: Computer scientists and engineers. Keywords:

Innovations and Advanced Techniques in Computer and Information Sciences and Engineering Tarek Sobh 2007-09-04 This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Computer Engineering and Information Sciences. The book presents selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2006). All aspects of the conference were managed on-line.

DIGITAL IMAGE PROCESSING AND APPLICATIONS V. Chandra Shekhar Rao, Sunkari Venkatramulu & Dr. P. Sammulal 2021-05-05 The influence and impact of digital images on modern society, science, technology and art are tremendous. Image processing has become such a critical component in contemporary science and technology that many tasks would not be attempted without it. It is a truly interdisciplinary subject that draws from synergistic developments involving many disciplines and is used in medical imaging, microscopy, astronomy, computer vision, geology and many other fields. With a few exceptions, the topics of optical information processing and digital information processing are usually covered in different books, written by experts in one field or the other. It is rare that the two topics are both covered in the same volume. This book is an exception to this trend, and is notable in several different aspects, but especially in its breadth of coverage of both topics. It seems very appropriate to have both general topics covered in the same book, for optical processing systems (defined broadly) commonly include digital systems to drive the optical system and to post-process the data (example: adaptive-optic systems), while digital processing systems most commonly operate on data that has been gathered by an optical system. As a consequence, sophisticated image-gathering and handling systems today include both types of technology, a merger that grows more complete as time progresses. Indeed, even consumer-oriented devices such as digital cameras are sophisticated systems with optical and digital parts. This is a text for use in a first practical course in image processing and analysis, for final-year undergraduate or first-year graduate students with a background in biomedical engineering, computer science, radiologic sciences or physics. Designed for readers who will become "end users" of digital image processing in the biomedical sciences, it emphasizes the conceptual framework and the effective use of image processing tools and uses mathematics as a tool, minimizing the advanced mathematical development of other textbooks.

Multidimensional Signal, Image, and Video Processing and Coding John W. Woods 2011-05-31 This book gives a concise introduction to both image and video processing, providing a balanced coverage between theory, applications and standards. It gives an introduction to both 2-D and 3-D signal processing theory, supported by an introduction to random processes and some essential results from information theory, providing the necessary foundation for a full understanding of the image and video processing concepts that follow. A significant new feature is the explanation of practical network coding methods for image and video transmission. There is also coverage of new approaches such as: super-resolution methods, non-local processing, and directional transforms. This book also has on-line support that contains many short MATLAB programs that complement examples and exercises on multidimensional signal, image, and video processing. There are numerous short video clips showing applications in video processing and coding, plus a copy of the vidview video player for playing .yuv video files on a Windows PC and an illustration of the effect of packet loss on H.264/AVC coded bitstreams. New to this edition: New appendices on random processes, information theory New coverage of image analysis - edge detection, linking, clustering, and segmentation Expanded coverage on image sensing and perception, including color spaces. Now summarizes the new MPEG coding standards: scalable video coding (SVC) and multiview video coding (MVC), in addition to coverage of H.264/AVC. Updated video processing material including new example on scalable video coding and more material on object- and region-based video coding. More on video coding for networks including practical network coding (PNC), highlighting the significant advantages of PNC for both video downloading and streaming. New coverage of super-resolution methods for image and video. Only R&D level tutorial that gives an integrated treatment of image and video processing - topics that are interconnected. New chapters on introductory random processes, information theory, and image enhancement and analysis Coverage and discussion of the latest standards in video coding: H.264/AVC and the new scalable video standard (SVC)

An Interdisciplinary Introduction to Image Processing Steven L. Tanimoto 2012-04-27 Basic principles of image processing and programming explained without college-level mathematics. This book explores image processing from several perspectives: the creative, the theoretical (mainly mathematical), and the programmatical. It explains the basic principles of image processing, drawing on key concepts and techniques from mathematics, psychology of perception, computer science, and art, and introduces computer programming as a way to get more control over image processing operations. It does so without requiring college-level mathematics or prior programming experience. The content is supported by PixelMath, a freely available software program that helps the reader understand images as both visual and mathematical objects. The first part of the book covers such topics as digital image representation, sampling, brightness and contrast, color models, geometric transformations, synthesizing images, stereograms, photomosaics, and fractals. The second part of the book introduces computer programming using an open-source version of the easy-to-learn Python language. It covers the basics of image analysis and pattern recognition, including edge detection, convolution, thresholding, contour representation, and K-nearest-neighbor classification. A chapter on computational photography explores such subjects as high-dynamic-range imaging, autofocus, and methods for automatically inpainting to fill gaps or remove unwanted objects in a scene. Applications described include the design and implementation of an image-based game. The PixelMath software provides a "transparent" view of digital images by allowing the user to view the RGB values of pixels by zooming in on an image. PixelMath provides three interfaces: the pixel calculator; the formula page, an advanced extension of the calculator; and the Python window.

A Computational Introduction to Digital Image Processing Alasdair McAndrew 2015-10-28 Highly Regarded, Accessible Approach to Image Processing Using Open-Source and Commercial Software A Computational Introduction to Digital Image Processing, Second Edition explores the nature and use of digital images and shows how they can be obtained, stored, and displayed. Taking a strictly elementary perspective, the book only covers topics that involve simple mathematics yet offer a very broad and deep introduction to the discipline. New to the Second Edition This second edition provides users with three different computing options. Along with MATLAB®, this edition now includes GNU Octave and Python. Users can choose the best software to fit their needs or migrate from one system to another. Programs are written as modular as possible, allowing for greater flexibility, code reuse, and conciseness. This edition also contains new images, redrawn diagrams, and new discussions of edge-preserving blurring filters, ISODATA thresholding, Radon transform, corner detection, retinex algorithm, LZW compression, and other topics. Principles, Practices, and Programming Based on the author's successful image processing courses, this bestseller is suitable for classroom use or self-study. In a straightforward way, the text illustrates how to implement imaging techniques in MATLAB, GNU Octave, and Python. It includes numerous examples and exercises to give students hands-on practice with the material.