Digital Image Processing Gonzalez 2nd Edition

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Digital Image Processing: Part II -

Digital Image Processing for Medical Applications - Geoff Dougherty 2009
Hands-on text for a first course aimed at end-users, focusing on concepts, practical issues and problem solving.
Feature Extraction and Image Processing - Mark Nixon 2013-10-22
Focusing on feature extraction while also covering issues and techniques such as image acquisition, sampling theory, point operations and low-level feature extraction, the authors have a clear and coherent approach that will appeal to a wide range of students and professionals. Ideal module text for courses in artificial intelligence, image processing and computer vision Essential reading for engineers and academics working in this cutting-edge field Supported by free software on a companion website
Computer Imaging - Scott E Umbaugh 2005-01-27
Computer Imaging: Digital Image Analysis and Processing brings together analysis and processing in a unified framework, providing a valuable foundation for understanding both computer vision and image processing applications. Taking an engineering approach, the text integrates theory with a conceptual and application-oriented style, allowing you to immediately understand how each topic fits into the overall structure of practical application development. Divided into five major parts, the book begins by introducing the concepts and definitions necessary to understand computer imaging. The second part describes image analysis and provides the tools, concepts, and models required to analyze digital images and develop computer vision applications. Part III discusses application areas for the processing of images, emphasizing human visual perception. Part IV delivers the information required to apply a CVIPtools environment to algorithm development. The text concludes with appendices that provide supplemental imaging information and assist with the programming exercises found in each chapter. The author presents topics as needed for understanding each practical imaging model being studied. This motivates the reader to master the topics and also makes the book useful as a reference. The CVIPtools software integrated throughout the book, now in a new Windows version, provides practical examples and encourages you to conduct additional exploration via tutorials and programming exercises provided with each chapter.
Digital Image Processing and Analysis - Chanda Bhabatosh 1977

Digital Image Processing and Analysis - Scott E Umbaugh 2010-11-19
Whether for computer evaluation of otherworldly terrain or the latest high definition 3D blockbuster, digital image processing involves the acquisition, analysis, and processing of visual information by computer and requires a

unique skill set that has yet to be defined a single text. Until now. Taking an applications-oriented, engineering approach, Digital Image Processing and Analysis provides the tools for developing and advancing computer and human vision applications and brings image processing and analysis together into a unified framework. Providing information and background in a logical, as-needed fashion, the author presents topics as they become necessary for understanding the practical imaging model under study. He offers a conceptual presentation of the material for a solid understanding of complex topics and discusses the theory and foundations of digital image processing and the algorithm development needed to advance the field. With liberal use of color through-out and more materials on the processing of color images than the previous edition, this book provides supplementary exercises, a new chapter on applications, and two major new tools that allow for batch processing, the analysis of imaging algorithms, and the overall research and development of imaging applications. It includes two new software tools, the Computer Vision and Image Processing Algorithm Test and Analysis Tool (CVIP-ATAT) and the CVIP Feature Extraction and Pattern Classification Tool (CVIP-FEPC). Divided into five major sections, this book provides the concepts and models required to analyze digital images and develop computer vision and human consumption applications as well as all the necessary information to use the CVIPtools environment for algorithm development, making it an ideal reference tool for this fast growing field.

Digital Image Processing - Wilhelm Burger 2012-01-19

Written as an introduction for undergraduate students, this textbook covers the most important methods in digital image processing. Formal and mathematical aspects are discussed at a fundamental level and various practical examples and exercises supplement the text. The book uses the image processing environment ImageJ, freely distributed by the National Institute of Health. A comprehensive website supports the book, and contains full source code for all examples in the book, a question and answer forum, slides for instructors, etc. Digital Image Processing in Java is the definitive textbook for computer science students studying image processing and digital processing.

Fundamentals of Digital Image Processing - S. Annadurai 2007

Algorithms for Image Processing and Computer Vision - J. R. Parker 2010-11-29

A cookbook of algorithms for common image processing applications Thanks to advances in computer hardware and software, algorithms have been developed that support sophisticated image processing without requiring an extensive background in mathematics. This bestselling book has been fully updated with the newest of these, including 2D vision methods in content-based searches and the use of graphics cards as image processing computational aids. It’s an ideal reference for software engineers and developers, advanced programmers, graphics programmers, scientists, and other specialists who require highly specialized image processing. Algorithms now exist for a wide variety of sophisticated image processing applications required by software engineers and developers, advanced programmers, graphics programmers, scientists, and related specialists This bestselling book has been completely updated to include the latest algorithms, including 2D vision methods in content-based searches, details on modern classifier methods, and graphics cards used as image processing computational aids Saves hours of mathematical calculating by using distributed processing and GPU programming, and gives non-mathematicians the shortcuts needed to program relatively sophisticated applications. Algorithms for Image Processing and Computer Vision, 2nd Edition provides the tools to speed development of image processing applications.

Digital Image Processing: Part I -

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 processing. More than 500 new images and over 200 new line drawings and tables. A revision and update of all chapters, including topics such as segmentation by watersheds. Numerous new examples with processed images of higher resolution. A reorganization that allows the reader to get to the material on actualimage processing much sooner than before. Updated image compression standards and a new section on compression using wavelets. A more intuitive development of traditional topics such as image transforms and image restoration. Updated bibliography.

Image Processing - Tinku Acharya 2005-10-03

Image processing-from basics to advanced applications Learn how to master image processing and compression with thisoutstanding state-of-the-art reference. From fundamentals tosophisticated applications, Image Processing: Principles andApplications covers multiple topics and provides a freshperspective on future directions and innovations in the field,including: * Image transformation techniques, including wavelet transformationand developments * Image enhancement and restoration, including noise modeling andfiltering * Segmentation schemes, and classification and recognition ofobjects * Texture and shape analysis techniques * Fuzzy set theoretical approaches in image processing, neuralnetworks, etc. * Content-based image retrieval and image mining * Biomedical image analysis and interpretation, including biometricalgorithms such as face recognition and signatureverification * Remotely sensed images and their applications * Principles and applications of dynamic scene analysis and movingobject detection and tracking * Fundamentals of image compression, including the JPEG standardand the new JPEG2000 standard Additional features include problems and solutions with eachchapter to help you apply the theory and techniques, as well asbibliographies for researching specialized topics. With itsextensive use of examples and illustrative figures, this is asuperior title for students and practitioners in computer science,wireless and multimedia communications, and engineering.

Fundamentals of Digital Image Processing - Chris Solomon 2011-07-05

This is an introductory to intermediate level text on the science of image processing, which employs the Matlab programming language to illustrate some of the elementary, key concepts in modern image processing and pattern recognition. The approach taken is essentially practical and the book offers a framework within which the concepts can be understood by a series of well chosen examples, exercises and computer experiments, drawing on specific examples from within science, medicine and engineering. Clearly divided into eleven distinct chapters, the book begins with a fast-start introduction to image processing to enhance the accessibility of later topics. Subsequent chapters offer increasingly advanced discussion of topics involving more challenging concepts, with the final chapter looking at the application of automated image classification (with Matlab examples) . Matlab is frequently used in the book as a tool for demonstrations, conducting experiments and for solving problems, as it is both ideally suited to this role and is widely available. Prior experience of Matlab is not required and those without access to Matlab can still benefit from the independent presentation of topics and numerous examples. Features a companion website www.wiley.com/go/solomon/fundamentals containing a Matlab fast-start primer, further exercises, examples, instructor resources and accessibility to all files corresponding to the

examples and exercises within the book itself. Includes numerous examples, graded exercises and computer experiments to support both students and instructors alike.

Image Processing with Imagej - Second Edition - Jurjen Broeke 2015-11-30

Extract and analyze data from complex images with ImageJ, the world's leading image processing toolAbout This Book• Design automated image-processing solutions and speed up image-processing tasks with ImageJ• Create quality and intuitive interfaces for image processing by developing a basic framework for ImageJ plugins.• Tackle even the most sophisticated datasets and complex imagesWho This Book Is ForThe book has been created for engineers, scientists, and developers eager to tackle image processing with one of the leading tools available. No prior knowledge of ImageJ is needed. Familiarity with Java programming will be required for readers to code their own routines using ImageJ.What You Will Learn• Install and set up ImageJ for image processing.• Process images using ImageJ's built-in tools• Create macros to perform repetitive processing tasks• Set up and use an integrated development environment for ImageJ plugins• Create plugins with a user-friendly interface for processing• Use established ImageJ plugins for processing and quantification• Generate a simple interface based on a real world example and create other interfaces for other projects• Speed up interface development by setting multiple parameters interactivelyIn DetailAdvances in image processing have been vital for the scientific and technological communities, making it possible to analyze images in greater detail than ever before. But as images become larger and more complex, advanced processing techniques are required. ImageJ is built for the modern challenges of image processing – it's one of the key tools in its development, letting you automate basic tasks so you can focus on sophisticated, in depth analysis.This book demonstrates how to put ImageJ into practice. It outlines its key features and demonstrates how to create your own image processing applications using macros and ImageJ plugins. Once you've got to grips with the basics of ImageJ, you'll then discover how to build a number of different image processing solutions. From simple tasks to advanced and automated image processing, you'll gain confidence with this innovative and powerful tool – however and whatever you are using it for.Style and approachA step-by-step guide to image processing and developing macros and plugins in ImageJ. The book will progress from using the built-in tools to macros and finally plugins for image processing.

Digital Image Processing Methods - Edward R. Dougherty 2020-08-27

This unique reference presents in-depth coverage of the latest methods and applications of digital image processing describing various computer architectures ideal for satisfying specific image processing demands.

Digital Image Processing - Rafael C. González 2002

"The principal objectives of this book are to provide an introduction to basic concepts and methodologies for digital image processing, and to develop a fountation that can be used as the basis for further study and research in this field."--Back cover.

□□□□□□□□ - 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 - 1977

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

Digital Image Processing - Rafael C. Gonzalez 2018

Introduce your students to image processing with the industry's most prized text For 40 years, Image Processing has been the foundational text for the study of digital image processing. The book is suited for students at the college senior and first-year graduate level with prior background in mathematical analysis, vectors, matrices, probability, statistics, linear systems, and computer programming. As in all earlier editions, the focus of this edition of the book is on fundamentals. The 4th Edition, which celebrates the book's 40th anniversary, is based on an extensive survey of faculty, students, and independent readers in 150 institutions from 30 countries. Their feedback led to expanded or new coverage of topics such as deep learning and deep neural networks, including convolutional neural nets, the scale-invariant feature transform (SIFT), maximally-stable extremal regions (MSERs), graph cuts, k-means clustering and superpixels, active contours (snakes and level sets), and exact histogram matching. Major improvements were made in reorganizing the material on image transforms into a more cohesive presentation, and in the discussion of spatial kernels and spatial filtering. Major revisions and additions were made to examples and homework exercises throughout the book. For the first time, we added MATLAB projects at the end of every chapter, and compiled support packages for you and your teacher containing, solutions, image databases, and sample code. The support materials for this title can be found at www.ImageProcessingPlace.com

Representation and Recognition in Vision - Shimon Edelman 1999

Shimon Edelman bases a comprehensive approach to visual representation on the notion of correspondence between proximal (internal) and distal similarities in objects. Researchers have long sought to understand what the brain does when we see an object, what two people have in common when they see the same object, and what a "seeing" machine would need to have in common with a human visual system. Recent neurobiological and computational advances in the study of vision have now brought us close to answering these and other questions about representation. In Representation and Recognition in Vision, Shimon Edelman bases a comprehensive approach to visual

representation on the notion of correspondence between proximal (internal) and distal similarities in objects. This leads to a computationally feasible and formally veridical representation of distal objects that addresses the needs of shape categorization and can be used to derive models of perceived similarity. Edelman first discusses the representational needs of various visual recognition tasks, and surveys current theories of representation in this context. He then develops a theory of representation that is related to Shepard's notion of second-order isomorphism between representations and their targets. Edelman goes beyond Shepard by specifying the conditions under which the representations can be made formally veridical. Edelman assesses his theory's performance in identification and categorization of 3D shapes and examines it in light of psychological and neurobiological data concerning the object-processing stream in primate vision. He also discusses the connections between his theory and other efforts to understand representation in the brain.

Image Processing - Maria Petrou 1999-11-01

Image Processing The Fundamentals Maria Petrou, University of Surrey, Guildford, UK Panagiota Bosdogianni, Technical University of Crete, Chania, Greece Image processing has been one of the most active areas of research in recent years. The techniques involved have found significant applications in areas as diverse as video-conferencing, image communication, robotics, geoscience and medicine. From intelligent cars that drive themselves to key-hole surgery, this enormous impact on society is expected to change our lives radically. Providing a step by step guide to the basic principles underlying all image processing tasks, this volume is the result of 11 years of teaching experience. * Features numerous worked examples, guiding the reader through the intricacies of reaching the solutions. * Explains the concepts introduced using small sized images that the reader can manipulate without the use of computers. * Allows the reader to appreciate the 'nuts and bolts' of each method, the issues involved and the problems that may be encountered in real applications. * Presents detailed mathematical explanations at two levels - an easy-to-follow narrative with minimum use of mathematics, and a higher level that uses mathematical rigour. Image Processing: The Fundamentals is an ideal self-teaching aide and will prove an invaluable companion for research students in related fields. Alternative techniques are demonstrated for each image allowing the reader to appreciate subtle differences between them. Visit Our Web Page! http://www.wiley.com/

Digital Image Processing - D. Sundararajan 2017-10-12

This book offers readers an essential introduction to the fundamentals of digital image processing. Pursuing a signal processing and algorithmic approach, it makes the fundamentals of digital image processing accessible and easy to learn. It is written in a clear and concise manner with a large number of 4 x 4 and 8 x 8 examples, figures and detailed explanations. Each concept is developed from the basic principles and described in detail with equal emphasis on theory and practice. The book is accompanied by a companion website that provides several MATLAB programs for the implementation of image processing algorithms. The book also offers comprehensive coverage of the following topics: Enhancement, Transform processing, Restoration, Registration, Reconstruction from projections, Morphological image processing, Edge detection, Object representation and classification, Compression, and Color processing.

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

Image Processing - Yujin Zhang 2017-08-07
This graduate textbook explains image geometry, and elaborates on image enhancement in spatial and frequency domain, unconstrained and constrained restoration and restoration from projection, and discusses various coding technologies such as predictive coding and transform coding. Rich in examples and exercises, it prepares electrical engineering and computer science students for further studies on image analysis and understanding.

Computer Vision - Simon J. D. Prince 2012-06-18
A modern treatment focusing on learning and inference, with minimal prerequisites, real-world examples and implementable algorithms.

Image Processing - Maria M. P. Petrou 2010-05-17
Following the success of the first edition, this thoroughly updated second edition of Image Processing: The Fundamentals will ensure that it remains the ideal text for anyone seeking an introduction to the essential concepts of image processing. New material includes image processing and colour, sine and cosine transforms, Independent Component Analysis (ICA), phase congruency and the monogenic signal and several other new topics. These updates are combined with coverage of classic topics in image processing, such as orthogonal transforms and image enhancement, making this a truly comprehensive text on the subject. Key features: Presents material at two levels of difficulty: the main text addresses the fundamental concepts and presents a broad view of image processing, whilst more advanced material is interleaved in boxes throughout the text, providing further reference for those who wish to examine each technique in depth. Contains a large number of fully worked out examples. Focuses on an understanding of how image processing methods work in practice. Illustrates complex algorithms on a step-by-step basis, and lists not only the good practices but also identifies the pitfalls in each case. Uses a clear question and answer structure. Includes a CD containing the MATLAB® code of the various examples and algorithms presented in the book. There is also an accompanying website with slides available for download for instructors as a teaching resource. Image Processing: The Fundamentals, Second Edition is an ideal teaching resource for both undergraduate and postgraduate students. It will also be of value to researchers of various disciplines from medicine to mathematics with a professional interest in image processing

Computer Vision and Image Processing - Balasubramanian Raman 2022-07-23
This two-volume set (CCIS 1567-1568) constitutes the refereed proceedings of the 6h International Conference on Computer Vision and Image Processing, CVIP 2021, held in Rupnagar, India, in December 2021. The 70 full papers and 20 short papers were carefully reviewed and selected from the 260 submissions. The papers present recent research on such topics as biometrics, forensics, content protection, image enhancement/super-resolution/restoration, motion and tracking, image or video retrieval, image, image/video processing for autonomous vehicles, video scene understanding, human-computer interaction, document image analysis, face, iris, emotion, sign language and gesture recognition, 3D image/video processing, action and event detection/recognition, medical image and video analysis, vision-based human GAIT analysis, remote sensing, and more.

Fundamentals of Digital Image Processing - Anil K. Jain 1989

Feature Extraction and Image Processing for Computer Vision - Mark Nixon 2019-11-17
Feature Extraction for Image Processing and Computer Vision is an essential guide to the implementation of image processing and computer vision techniques, with tutorial introductions and sample code in MATLAB and Python. Algorithms are presented and fully explained to enable complete understanding of the methods and techniques demonstrated. As

one reviewer noted, "The main strength of the proposed book is the link between theory and exemplar code of the algorithms." Essential background theory is carefully explained. This text gives students and researchers in image processing and computer vision a complete introduction to classic and state-of-the art methods in feature extraction together with practical guidance on their implementation. The only text to concentrate on feature extraction with working implementation and worked through mathematical derivations and algorithmic methods A thorough overview of available feature extraction methods including essential background theory, shape methods, texture and deep learning Up to date coverage of interest point detection, feature extraction and description and image representation (including frequency domain and colour) Good balance between providing a mathematical background and practical implementation Detailed and explanatory of algorithms in MATLAB and Python

Optical and Digital Image Processing - Gabriel Cristobal 2013-02-12

In recent years, Moore's law has fostered the steady growth of the field of digital image processing, though the computational complexity remains a problem for most of the digital image processing applications. In parallel, the research domain of optical image processing has matured, potentially bypassing the problems digital approaches were suffering and bringing new applications. The advancement of technology calls for applications and knowledge at the intersection of both areas but there is a clear knowledge gap between the digital signal processing and the optical processing communities. This book covers the fundamental basis of the optical and image processing techniques by integrating contributions from both optical and digital research communities to solve current application bottlenecks, and give rise to new applications and solutions. Besides focusing on joint research, it also aims at disseminating the knowledge existing in both domains. Applications covered include image restoration, medical imaging, surveillance, holography, etc... "a very good book that deserves to be on the bookshelf of a serious student or scientist working in these areas." Source: Optics and Photonics News

Syntactic Pattern Recognition - Rafael C Gonzalez, PH.D. 1978

Image Processing with ImageJ - José María Mateos Pérez 2013-09-23

The book will help readers discover the various facilities of ImageJ through a tutorial-based approach.This book is targeted at scientists, engineers, technicians, and managers, and anyone who wishes to master ImageJ for image viewing, processing, and analysis. If you are a developer, you will be able to code your own routines after you have finished reading this book. No prior knowledge of ImageJ is expected.

Image Analysis - Yujin Zhang 2017-08-07

This graduate textbook presents fundamentals, applications and evaluation of image segregation, unit description, feature measurement and pattern recognition. Analysis on textile, shape and motion are discussed and mathematical tools are employed extensively. Rich in examples and excises, it prepares electrical engineering and computer science students with knowledge and skills for further studies on image understanding.

Two-dimensional Signal and Image Processing - Jae S. Lim 1990

New to P-H Signal Processing Series (Alan Oppenheim, Series Ed) this text covers the principles and applications of "multidimensional" and "image" digital signal processing. For Sr/grad level courses in image processing in EE departments.

Understanding Digital Image Processing - Vipin Tyagi 2018-09-13

This book introduces the fundamental concepts of modern digital image processing. It aims to help the students, scientists, and practitioners to understand the concepts through clear explanations, illustrations and examples. The discussion of the general concepts is supplemented with examples from applications and ready-to-use implementations of concepts in MATLAB®. Program code of some important concepts in programming language 'C' is provided. To explain the concepts, MATLAB® functions are used throughout the book. MATLAB® Version 9.3 (R2017b), Image Acquisition Toolbox Version 5.3 (R2017b), Image

Processing Toolbox, Version 10.1 (R2017b) have been used to create the book material. Meant for students and practicing engineers, this book provides a clear, comprehensive and up-to-date introduction to Digital Image Processing in a pragmatic manner.

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

Introduction to Video and Image Processing - Thomas B. Moeslund 2012-01-25

This textbook presents the fundamental concepts and methods for understanding and working with images and video in an unique, easy-to-read style which ensures the material is accessible to a wide audience. Exploring more than just the basics of image processing, the text provides a specific focus on the practical design and implementation of real systems for processing video data. Features: includes more than 100 exercises, as well as C-code snippets of the key algorithms; covers topics on image acquisition, color images, point processing, neighborhood processing, morphology, BLOB analysis, segmentation in video, tracking, geometric transformation, and visual effects; requires only a minimal understanding of mathematics; presents two chapters dedicated to applications; provides a guide to defining suitable values for parameters in video and image processing systems, and to conversion between the RGB color representation and the HIS, HSV and YUV/YCbCr color representations.

Principles of Digital Image Processing - Wilhelm Burger 2013-11-18

This textbook is the third of three volumes which provide a modern, algorithmic introduction to digital image processing, designed to be used both by learners desiring a firm foundation on which to build, and practitioners in search of critical analysis and concrete implementations of the most important techniques. This volume builds upon the introductory material presented in the first two volumes with additional key concepts and methods in image processing. Features: practical examples and carefully constructed chapter-ending exercises; real implementations, concise mathematical notation, and precise algorithmic descriptions designed for programmers and practitioners; easily adaptable Java code and completely worked-out examples for easy inclusion in existing applications; uses ImageJ; provides a supplementary website with the complete Java source code, test images, and corrections; additional presentation tools for instructors including a complete set of figures, tables, and mathematical elements.

Computational Analysis of Visual Motion - Amar Mitiche 2013-06-29

Image motion processing is important to machine vision systems because it can lead to the recovery of 3D structure and motion. Author Amar Mitiche offers a comprehensive mathematical treatment of this key subject in visual systems research. Mitiche examines the interpretation of point correspondences as well as the interpretation of straight line correspondences and optical flow. In addition, the author considers interpretation by knowledge-based systems and presents the relevant mathematical basis for 3D interpretation.