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| 1. Record Nr. | UNINA990001322280403321 |
| Autore | Verhulst, Ferdinand <1939- > |
| Titolo | Non linear differential equations and dynamical systems / Ferdinand Verhulst |
| Pubbl/distr/stampa | Berlin : Springer-Verlag, 1990 |
| ISBN | 3-540-50628-4 |
| Descrizione fisica | IX, 227 p. |
| Locazione | MA1 |
| Collocazione | C-6-(39 |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
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| 2. Record Nr. | UNINA9910209336903321 |
| Titolo | IEEE Std 1858-2016 (Incorporating IEEE Std 1858-2016/Cor 1-2017) : IEEE Standard for Camera Phone Image Quality / / Institute of Electrical and Electronics Engineers |
| Pubbl/distr/stampa | New York, NY, USA : , : IEEE, , 2017 |
| ISBN | 1-5044-2388-7 |
| Descrizione fisica | 1 online resource (xi, 131 pages) : illustrations |
| Collana | IEEE Standard |
| Disciplina | 621.380414 |
| Soggetti | Image transmission
Imaging systems - Image quality |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | Overview -- Normative references -- Definitions, acronyms, and abbreviations -- Test conditions and apparatus -- Spatial frequency response (SFR) -- Lateral chromatic displacement -- Chroma level -- |

Color uniformity -- Local geometric distortion -- Visual noise --
Texture blur -- Annex A (normative) Subjective evaluation methodology
-- Annex B (normative) Viewing conditions and conversion to angular
spatial frequency -- Annex C (normative) Slanted edge SFR algorithm
-- Annex D (normative) Visual noise processing -- Annex E (normative)
Steps to calculate texture acutance -- Annex F (informative) SFR data
processing -- Annex G (informative) Linearization by inversion of
gamma curve -- Annex H (informative) Example acutance calculation
-- Annex I (informative) Color uniformity illustrative example -- Annex
J (informative) Lateral chromatic displacement -- illustrative example
-- Annex K (informative) Extracting the dots from the target -- Annex
L (informative) Dot center validation -- Annex M (informative) Local
geometric distortion -- illustrative example and validation -- Annex N
(informative) Grid sort -- Annex O (informative) Derivation of objective
metric to JND mapping -- Annex P (informative) Fitting the texture MTF
-- Annex Q (informative) Example texture analysis -- Annex R
(informative) Example texture blur results -- Annex S (informative)
Texture blur chart design -- Annex T (informative) Subjective data and
models -- Annex U (informative) Bibliography.
