

1. Record Nr.	UNINA9910143911303321
Titolo	Discrete Geometry for Computer Imagery : 10th International Conference, DGCI 2002, Bordeaux, France, April 3-5, 2002. Proceedings // edited by Achille Braquelaire, Jacques-Olivier Lauchaud, Anne Vialard
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2002
ISBN	3-540-45986-3
Edizione	[1st ed. 2002.]
Descrizione fisica	1 online resource (XII, 444 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2301
Disciplina	006.6/01/516
Soggetti	Database management Optical data processing Computer graphics Computer science—Mathematics Computer simulation Algorithms Database Management Image Processing and Computer Vision Computer Graphics Discrete Mathematics in Computer Science Simulation and Modeling Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Topology -- Abstraction Pyramids on Discrete Representations -- XPMAPS and Topological Segmentation - A Unified Approach to Finite Topologies in the Plane -- Curves in \mathbb{R}^n -- Separation Theorems for Simplicity 26-Surfaces -- Topological Quadrangulations of Closed Triangulated Surfaces Using the Reeb Graph -- Non-manifold Decomposition in Arbitrary Dimensions -- Combinatorial Image Analysis -- 4D Minimal Non-simple Sets -- Receptive Fields within the Combinatorial Pyramid Framework -- A New 3D 6-Subiteration

Thinning Algorithm Based on P-Simple Points -- Monotonic Tree --
Displaying Image Neighborhood Hypergraphs Line-Graphs -- The
Reconstruction of a Bicolored Domino Tiling from Two Projections --
Morphological Analysis -- Digital Geometry for Image-Based Metrology
-- Topological Reconstruction of Occluded Objects in Video Sequences
-- On the Strong Property of Connected Open-Close and Close-Open
Filters -- Advances in the Analysis of Topographic Features on Discrete
Images -- Morphological Operations in Recursive Neighbourhoods --
Shape Representation -- Computing the Diameter of a Point Set --
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Map Based Algorithms for 3D Image Segmentation -- On
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Weighted Distance Transforms for Images Using Elongated Voxel Grids
-- Robust Normalization of Shapes -- Surface Area Estimation of
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Geometry -- An Abstract Theoretical Foundation of the Geometry of
Digital Spaces -- Concurrency of Line Segments in Uncertain Geometry
-- Discretization in 2D and 3D Orders -- Defining Discrete Objects for
Polygonalization: The Standard Model -- Visibility in Discrete
Geometry: An Application to Discrete Geodesic Paths -- Multi-scale
Discrete Surfaces -- Invertible Minkowski Sum of Polygons --
Segmentation and Shape Recognition -- Thinning Grayscale Well-
Composed Images: A New Approach for Topological Coherent Image
Segmentation -- An Incremental Linear Time Algorithm for Digital Line
and Plane Recognition Using a Linear Incremental Feasibility Problem --
Reconstruction of Animated Models from Images Using Constrained
Deformable Surfaces -- Reconstruction of Binary Matrices from
Absorbed Projections -- A Simplified Recognition Algorithm of Digital
Planes Pieces -- Applications -- Ridgelet Transform Based on Reveillès
Discrete Lines -- A Discrete Radiosity Method.
