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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Applications -- Increasing Interconnection Network Connectivity for Reducing Operator Complexity in Asynchronous Vision Systems -- Geometric Robot Mapping -- Discrete Geometry Applied in Hard Real-Time Systems Validation -- Discrete Hierarchical Geometry -- Hierarchical Watersheds Within the Combinatorial Pyramid Framework -- Optimal Design of 2D/3D Hierarchical Content-Based Meshes for Multimedia -- Receptive Fields for Generalized Map Pyramids: The Notion of Generalized Orbit -- Resolution Pyramids on the FCC and BCC Grids -- Discrete Tomography -- The Mojette Transform: The First Ten Years -- On the Stability of Reconstructing Lattice Sets from X-rays Along Two Directions -- Reconstruction of Decomposable Discrete Sets from Four Projections -- A Tomographical Characterization of L-Convex Polyominoes -- Computerized Tomography with Digital Lines and Linear Programming -- A Discrete Modulo N Projective Radon Transform for $N \times N$ Images -- Two Remarks on Reconstructing Binary Vectors from Their Absorbed Projections -- How to Obtain a Lattice Basis from a Discrete Projected Space -- Discrete Topology -- Local Characterization of a Maximum Set of Digital (26,6)-Surfaces --

Algorithms for the Topological Watershed -- The Class of Simple
Cube-Curves Whose MLPs Cannot Have Vertices at Grid Points --
Computation of Homology Groups and Generators -- Inclusion
Relationships and Homotopy Issues in Shape Interpolation for Binary
Images -- Object Properties -- Discrete Bisector Function and
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the Chordal Axis Transform and a New Criterion for Shape
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Functionality for Arithmetic Discrete Planes -- Complexity Analysis for
Digital Hyperplane Recognition in Arbitrary Fixed Dimension -- An
Elementary Algorithm for Digital Line Recognition in the General Case
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Visualization -- A Low Complexity Discrete Radiosity Method -- A
Statistical Approach for Geometric Smoothing of Discrete Surfaces --
Arbitrary 3D Resolution Discrete Ray Tracing of Implicit Surfaces.
