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| Nota di contenuto | Intro -- Preface -- Organization -- Contents -- Invited Paper -- Non-traditional 2D Grids in Combinatorial Imaging - Advances and Challenges -- 1 Introduction - Why (Not) the Traditional Square Grid? -- 2 Regular, Semi-regular Grids and Their Duals -- 3 Coordinate Systems -- 3.1 Discrete Tomography -- 4 Digital Distances -- 5 Transformations -- 5.1 Mathematical Morphology -- 5.2 Thinning and Abstract Cell Complexes -- 6 Final Comment -- References -- Digital Geometry and Topology -- Rectangularization of Digital Objects and Its Relation with Straight Skeletons -- 1 Introduction -- 2 Definitions -- 3 Rules for Partitioning into Rectangles -- 4 Rectangular Partitioning Procedure -- 4.1 Algorithm -- 4.2 Demonstration -- 4.3 Time Complexity Analysis -- 5 Experimental Results -- 6 Conclusion -- References -- On the Number of 0-Tandems in Simple nD Digital 0-Connected Curves -- 1 Introduction -- 2 Preliminaries -- 2.1 The Cubic Grid -- 2.2 Tandems and Gaps in Digital Objects -- 2.3 Digital Curves -- 3 Related Work -- 3.1 2D Objects -- 3.2 Digital Curves -- 4 0-Tandems in nD Digital Curves -- 5 0-Tandems in 3D Digital Curves -- References -- On Density Extrema for Digital Discs -- 1 Introduction -- 1.1 Existing Work -- 1.2 Our Contribution -- 2 Maximum Density -- 2.1 Integer Center and Integer Radius -- 2.2 Integer Center and Real Radius -- 2.3 Unrestricted Center and Radius -- 3 Minimum Density -- |

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