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| Nota di contenuto | Algorithms for Image Processing and Computer Vision; Contents; Preface; Chapter 1 Practical Aspects of a Vision System - Image Display, Input/Output, and Library Calls; Chapter 2 Edge-Detection Techniques; Chapter 3 Digital Morphology; Chapter 4 Grey-Level Segmentation; Chapter 5 Texture and Color; Chapter 6 Thinning; Chapter 7 Image Restoration; Chapter 8 Classification; Chapter 9 Symbol Recognition; Chapter 10 Content-Based Search - Finding Images by Example; Chapter 11 High-Performance Computing for Vision and Image Processing; Index |
| Sommario/riassunto | 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
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