1. Record Nr. UNISA996465441303316

Titolo	Discrete Geometry for Computer Imagery [[electronic resource]] : 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 ?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 -- Shape Representation Using Trihedral Mesh Projections -- Topological Map Based Algorithms for 3D Image Segmentation -- On Characterization of Discrete Triangles by Discrete Moments -- Weighted Distance Transforms for Images Using Elongated Voxel Grids -- Robust Normalization of Shapes -- Surface Area Estimation of Digitized 3D Objects Using Local Computations -- Models for Discrete 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.