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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 1389
Disciplina	006.4/2
Soggetti	Optical data processing Pattern recognition Computer graphics Artificial intelligence Algorithms Image Processing and Computer Vision Pattern Recognition Computer Graphics Artificial Intelligence Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Nota di contenuto	An introduction to vectorization and segmentation -- Genericity in graphics recognition algorithms -- Directional decomposition of line-drawing images based on regulated morphological operations -- Improved directional morphological operations for separation of characters from maps/graphics -- A coarse vectorisation as an initial representation for the understanding of line drawing images -- Euclidean paths for representing and transforming scanned characters -- Graphic symbol recognition: An overview -- A constraint network for symbol detection in architectural drawings -- A string based method to recognize symbols and structural textures in architectural plans -- Logo recognition by recursive neural networks -- Methods for Korean business forms processing -- Information extraction from a skewed

form document in the presence of crossing characters -- Robust reconstruction of damaged character images on the form documents -- Layout-based approach for extracting constructive elements of bar-charts -- Topographic maps automatic interpretation : Some proposed strategies -- Automatic interpretation of scanned maps: Reconstruction of Contour Lines -- Automatic interpretation of scanned topographic maps: A raster-based approach -- Segmentation of thematic maps using colour and spatial attributes -- Information fusion for conflict resolution in map interpretation -- Map analysis for guided interpretation of aerial images -- Analysis of engineering drawings: State of the art and challenges -- A systematic approach towards reconstructing 3D curved models from multiple 2D views -- Error correction in scanned engineering drawings using 3-D knowledge-based reconstruction -- Graphics recognition for a large-scale airplane information system -- A Prototype for adaptive association of street names with streets on maps -- A practical application of graphics recognition: Helping with the extraction of information from telephone company drawings -- Time-based segmentation of artistic drawings -- Design and performance in object recognition -- Simulating graphics for performance analysis purposes by combining real world background and synthetic foreground data -- A proposed scheme for performance evaluation of graphics/text separation algorithms -- A performance evaluation protocol for graphics recognition systems -- The Second International Graphics Recognition Contest — Raster to vector conversion: A report -- General conclusions.

Sommario/riassunto

This book constitutes the strictly refereed post-workshop proceedings of the Second International Workshop on Graphics Recognition, GREC'97, held in Nancy, France, in August 1997. The 34 thoroughly revised full papers presented were carefully selected for inclusion in the book on the basis of a second round of post-workshop reviewing. The book is divided into sections on vectorization and segmentation, symbol recognition, form processing, map processing, engineering drawings, applications and systems, performance evaluation, and a graphics recognition contest.
