

图书基本信息

书名：<<电脑成像用离散几何学/会议录Discrete Geometry for Computer Imagery>>

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作者：Andres, Eric; Damiand, Guillaume; Lienhardt, Pascal

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内容概要

This book constitutes the refereed proceedings of the 12th International Conference on Discrete Geometry for Computer Imagery, DGCI 2005, held in Poitiers, France in April 2005. The 36 revised full papers presented together with an invited paper were carefully reviewed and selected from 53 submissions. The papers are organized in topical sections on applications, discrete hierarchical geometry, discrete tomography, discrete topology, object properties, reconstruction and recognition, uncertain geometry, and visualization.

书籍目录

Applications Increasing Interconnection Network Connectivity for Reducing Operator Complexity in Asynchronous Vision Systems Geometric Robot Mapping Discrete Geometry Applied in Hard Real-Time Systems ValidationDiscrete 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 GridsDiscrete 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 BasisDiscrete 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 ImagesObject Properties Discrete Bisector Function and Euclidean Skeleton Pixel Queue Algorithm Geodesic Distance Transforms.....Reconstruction and RecognitionUncertain GeometryVisualizationAuthor Index

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