Lecture Notes in Computer Science 1173

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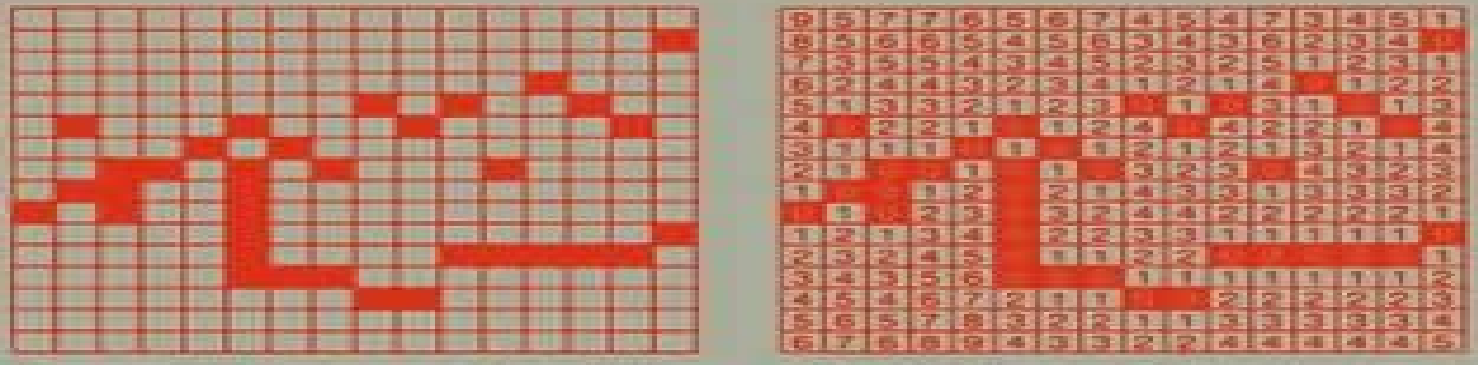
Efficient Visual Recognition Using the Hausdorff Distance



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Efficient Visual Recognition Using The Hausdorff Distance

K.N. Ngan,T. Meier,D. Chai

Efficient Visual Recognition Using The Hausdorff Distance:

Efficient Visual Recognition Using the Hausdorff Distance William Rucklidge,1996-11-06 This book presents the theoretical aspects and practical development of a computer vision system for searching an image for a specified model object this system is reliable tolerates imperfections in the image and model and is fast enough for real world applications A number of search techniques are evaluated The capabilities of the author s image search system are demonstrated on a variety of examples and applications using it to track moving objects and navigate mobile robots are shown This book is essential reading for anybody interested in model based object recognition Distances and Similarities in Intuitionistic Fuzzy Sets Eulalia Szmidt,2013-07-23 This book presents the state of the art in theory and practice regarding similarity and distance measures for intuitionistic fuzzy sets Quantifying similarity and distances is crucial for many applications e g data mining machine learning decision making and control The work provides readers with a comprehensive set of theoretical concepts and practical tools for both defining and determining similarity between intuitionistic fuzzy sets It describes an automatic algorithm for deriving intuitionistic fuzzy sets from data which can aid in the analysis of information in large databases The book also discusses other important applications e g the use of similarity measures to evaluate the extent of agreement between experts in the context of decision making **Integrated Image and Graphics Technologies** David D. Zhang,Mohamed Kamel,George Baciu,2006-04-18 Integrated Image and Graphics Technologies attempts to enhance the access points to both introductory and advanced material in this area and to facilitate the reader with a comprehensive reference for the study of integrated technologies systems of image and graphics conveniently and effectively This edited volume will provide a collection of fifteen contributed chapters by experts containing tutorial articles and new material describing in a unified way the basic concepts theories characteristic features of the technology and the integration of image and graphics technologies with recent developments and significant applications **Principles of Visual Information Retrieval** Michael S. Lew,2013-03-14 Principles of Visual Information Retrieval introduces the basic concepts and techniques in VIR and develops a foundation that can be used for further research and study Divided into 2 parts the first part describes the fundamental principles A chapter is devoted to each of the main features of VIR such as colour texture and shape based search There is coverage of search techniques for time based image sequences or videos and an overview of how to combine all the basic features described and integrate context into the search process The second part looks at advanced topics such as multimedia query specification visual learning and semantics and offers state of the art coverage that is not available in any other book on the market This book will be essential reading for researchers in VIR and for final year undergraduate and postgraduate students on courses such as Multimedia Information Retrieval Multimedia Databases Computer Vision and Pattern Recognition **Computational Intelligence in Multimedia Processing: Recent Advances** Aboul-Ella Hassanien,Ajith Abraham,2008-04-23 For the last decades Multimedia processing has emerged as an important technology to

generate content based on images video audio graphics and text Furthermore the recent new development represented by High Definition Multimedia content and Interactive television will generate a huge volume of data and important computing problems connected with the creation processing and management of Multimedia content Computational Intelligence in Multimedia Processing Recent Advances is a compilation of the latest trends and developments in the field of computational intelligence in multimedia processing This edited book presents a large number of interesting applications to intelligent multimedia processing of various Computational Intelligence techniques such as rough sets Neural Networks Fuzzy Logic Evolutionary Computing Artificial Immune Systems Swarm Intelligence Reinforcement Learning and evolutionary computation *Energy Minimization Methods in Computer Vision and Pattern Recognition* Marcello Pelillo,1997-04-29 This book constitutes the refereed proceedings of the International Workshop on Energy Minimization Methods in Computer Vision and Pattern Recognition EMMCVPR 97 held in Venice Italy in May 1997 The book presents 29 revised full papers selected from a total of 62 submissions Also included are four full invited papers and a keynote paper by leading researchers The volume is organized in sections on contours and deformable models Markov random fields deterministic methods object recognition evolutionary search structural models and applications The volume is the first comprehensive documentation of the application of energy minimization techniques in the areas of compiler vision and pattern recognition *Advances in Visual Information Systems* Robert Laurini,2003-07-31 Presently in our world visual information dominates The turn of the millenium marks the age of visual information systems Enabled by picture sensors of all kinds turning digital visual information will not only enhance the value of existing information it will also open up a new horizon of previously untapped information sources There is a huge demand for visual information access from the consumer As well the handling of visual information is boosted by the rapid increase of hardware and Internet capabilities Advanced technology for visual information systems is more urgently needed than ever before not only new computational methods to retrieve index compress and uncover pictorial information but also new metaphors to organize user interfaces Also new ideas and algorithms are needed which allow access to very large databases of digital pictures and videos Finally we should not forget new systems with visual interfaces integrating the above components into new types of image video or multimedia databases and hyperdocuments All of these technologies will enable the construction of systems that are radically different from conventional information systems Many novel issues will need to be addressed query formulation for pictorial information consistency management thereof indexing and assessing the quality of these systems Historically the expression Visual Information Systems can be understood either as a system for image information or as visual system for any kind information

Invariants for Pattern Recognition and Classification Marcos A. Rodrigues,2000 This book was conceived from the realization that there was a need to update recent work on invariants in a single volume providing a useful set of references and pointers to related work Since the publication in 1992 of J L Mundy and A Zisserman s Geometric Invariance in

Computer Vision the subject has been evolving rapidly New approaches to invariants have been proposed and novel ways of defining and applying invariants to practical problem solving are testimony to the fundamental importance of the study of invariants to machine vision This book represents a snapshot of current research around the world A version of this collection of papers has appeared in the International Journal of Pattern Recognition and Artificial Intelligence December 1999 The papers in this book are extended versions of the original material published in the journal They are organized into two categories foundations and applications Foundation papers present new ways of defining or analyzing invariants andapplication papers present novel ways in which known invariant theory is extended and effectively applied to real world problems in interesting and difficult contexts Each category contains roughly half of the papers but there is considerable overlap All papers carry an element of novelty and generalization that will be useful to theoreticians and practitioners alike It is hoped that this volume will be not only useful but also inspirational to researchers in image processing pattern recognition and computer vision at large **Pattern Recognition** Katrin Franke,Klaus-Robert Müller,Bertram Nickolay,Ralf Schäfer,2006-09-11 This book constitutes the refereed proceedings of the 28th Symposium of the German Association for Pattern Recognition DAGM 2006 The book presents 32 revised full papers and 44 revised poster papers together with 5 invited papers Topical sections include image filtering restoration and segmentation shape analysis and representation recognition categorization and detection computer vision and image retrieval machine learning and statistical data analysis biomedical data analysis and more **Computer Vision in Human-Computer Interaction** Thomas S. Huang,2006-05-09 This book constitutes the refereed proceedings of the International Workshop on Human Computer Interaction HCI ECCV 2006 The 11 revised full papers presented were carefully reviewed and selected from 27 submissions The papers address a wide range of theoretical and application issues in human computer interaction ranging from face analysis gesture and emotion recognition and event detection to various applications in those fields **Image Registration for Remote Sensing** Jacqueline Le Moigne,Nathan S. Netanyahu,Roger D. Eastman,2011-03-24 Image registration employs digital image processing in order to bring two or more digital images into precise alignment for analysis and comparison Accurate registration algorithms are essential for creating mosaics of satellite images and tracking changes on the planet s surface over time Bringing together invited contributions from thirty six distinguished researchers the book presents a detailed overview of current research and practice in the application of image registration to remote sensing imagery Chapters cover the problem definition theoretical issues in accuracy and efficiency fundamental algorithms and real world case studies of image registration software applied to imagery from operational satellite systems This book provides a comprehensive and practical overview for Earth and space scientists presents image processing researchers with a summary of current research and can be used for specialised graduate courses Advances in Swarm Intelligence Ying Tan,Yuhui Shi,Zhen Ji,2012-06-13 This book and its companion volume LNCS vols 7331 and 7332 constitute the Proceedings of the Third International

conference on Swarm Intelligence ICSI 2012 held in Shenzhen China in June 2012 The 145 full papers presented were carefully reviewed and selected from 247 submissions The papers are organized in 27 cohesive sections covering all major topics of swarm intelligence research and developments **Biometric Systems** Loris Nanni,Sheryl Brahnam,2021-09-01 Because of the accelerating progress in biometrics research and the latest nation state threats to security this book s publication is not only timely but also much needed This volume contains seventeen peer reviewed chapters reporting the state of the art in biometrics research security issues signature verification fingerprint identification wrist vascular biometrics ear detection face detection and identification including a new survey of face recognition person re identification electrocardiogram ECT recognition and several multi modal systems This book will be a valuable resource for graduate students engineers and researchers interested in understanding and investigating this important field of study **Discrete Geometry for Computer Imagery** Gilles Bertrand,Michel Couprie,Laurent Perroton,1999-03-10 These proceedings contain papers presented at the 8th Discrete Geometry for Computer Imagery conference held 17 19 March 1999 at ESIEE Marne la Vall ee The domains of discrete geometry and computer imagery are closely related Discrete geometry provides both theoretical and algorithmic models for the p cessing analysis and synthesis of images in return computer imagery in its variety of applications constitutes a remarkable experimentational eld and is a source of challenging problems The number of returning participants the arrival each year of contributions from new laboratories and new researchers as well as the quality and originality of the results have contributed to the success of the conference and are an dication of the dynamism of this eld The DGCI has become one of the major conferences related to this topic including participating researchers and la ratories from all over the world Of the 41 papers received this year 24 have been selected for presentation and 7 for poster sessions In addition to these four invited speakers have contributed to the conference The site of Marne la Vall ee just 20 min away from Paris is particularly we suited to hold the conference Indeed as a newly built city it showcases a great amount of modern creative architecture whose pure lines and original shapes o er a favorable context for the topic of Geometry

Computational Learning Theory Shai Ben-David,1997-03-03 Content Description Includes bibliographical references and index **Audio- and Video-Based Biometric Person Authentication** Josef Bigun,Fabrizio Smeraldi,2003-05-15 This book constitutes the refereed proceedings of the Third International Conference on Audio and Video Based Biometric Person Authentication AVBPA 2001 held in Halmstad Sweden in June 2001 The 51 revised papers presented together with three invited papers were carefully reviewed and selected for inclusion in the book The papers are organized in topical sections on face as biometrics face image processing speech as biometrics and speech processing fingerprints as biometrics gait as biometrics and hand signature and iris as biometrics *Advanced Video Coding: Principles and Techniques* K.N. Ngan,T. Meier,D. Chai,1999-08-31 In recent years the paradigm of video coding has shifted from that of a frame based approach to a content based approach particularly with the finalization of the ISO multimedia coding standard MPEG 4 MPEG 4 is the

emerging standard for the coding of multimedia content It defines a syntax for a set of content based functionalities namely content based interactivity compression and universal access However it does not specify how the video content is to be generated To generate the video content video has to be segmented into video objects and tracked as they transverse across the video frames This book addresses the difficult problem of video segmentation and the extraction and tracking of video object planes as defined in MPEG 4 It then focuses on the specific issue of face segmentation and coding as applied to videoconferencing in order to improve the quality of videoconferencing images especially in the facial region Modal based coding is a content based coding technique used to code synthetic objects that have become an important part of video content It results in extremely low bit rates because only the parameters needed to represent the modal are transmitted Model based coding is included to provide background information for the synthetic object coding in MPEG 4 Lastly MPEG 4 the first coding standard for multimedia content is described in detail The topics covered include the coding of audio objects the coding of natural and synthetic video objects and error resilience Advanced Video Coding is one of the first books on content based coding and MPEG 4 coding standard It serves as an excellent information source and reference for both researchers and practicing engineers *Multisensor Fusion* Anthony K. Hyder,E. Shahbazian,E. Waltz,2012-12-06 For some time all branches of the military have used a wide range of sensors to provide data for many purposes including surveillance reconnoitring target detection and battle damage assessment Many nations have also attempted to utilise these sensors for civilian applications such as crop monitoring agricultural disease tracking environmental diagnostics cartography ocean temperature profiling urban planning and the characterisation of the Ozone Hole above Antarctica The recent convergence of several important technologies has made possible new advanced high performance sensor based applications relying on the near simultaneous fusion of data from an ensemble of different types of sensors The book examines the underlying principles of sensor operation and data fusion the techniques and technologies that enable the process including the operation of fusion engines Fundamental theory and the enabling technologies of data fusion are presented in a systematic and accessible manner Applications are discussed in the areas of medicine meteorology BDA and targeting transportation cartography the environment agriculture and manufacturing and process control **Sketch-based Interfaces and Modeling** Joaquim Jorge,Faramarz Samavati,2010-12-15 The field of sketch based interfaces and modeling SBIM is concerned with developing methods and techniques to enable users to interact with a computer through sketching a simple yet highly expressive medium SBIM blends concepts from computer graphics human computer interaction artificial intelligence and machine learning Recent improvements in hardware coupled with new machine learning techniques for more accurate recognition and more robust depth inferencing techniques for sketch based modeling have resulted in an explosion of both sketch based interfaces and pen based computing devices Presenting the first coherent unified overview of SBIM this unique text reference bridges the two complementary research areas of user interaction sketch based interfaces and graphical modeling

and construction sketch based modeling The book discusses the state of the art of this rapidly evolving field with contributions from an international selection of experts Also covered are sketch based systems that allow the user to manipulate and edit existing data from text images 3D shapes and video as opposed to modeling from scratch Topics and features reviews pen stylus interfaces to graphical applications that avoid reliance on user interface modes describes systems for diagrammatic sketch recognition mathematical sketching and sketch based retrieval of vector drawings examines pen based user interfaces for engineering and educational applications presents a set of techniques for sketch recognition that rely strictly on spatial information introduces the Teddy system a pioneering sketching interface for designing free form 3D models investigates a range of advanced sketch based systems for modeling and designing 3D objects including complex contours clothing and hair styles explores methods for modeling from just a single sketch or using only a few strokes This text is an essential resource for researchers practitioners and graduate students involved in human factors and user interfaces interactive computer graphics and intelligent user interfaces and AI Pattern Recognition, Machine Intelligence and Biometrics Patrick S. P. Wang,2012-02-13 Pattern Recognition Machine Intelligence and Biometrics covers the most recent developments in Pattern Recognition and its applications using artificial intelligence technologies within an increasingly critical field It covers topics such as image analysis and fingerprint recognition facial expressions and emotions handwriting and signatures iris recognition hand palm gestures and multimodal based research The applications span many fields from engineering scientific studies and experiments to biomedical and diagnostic applications to personal identification and homeland security In addition computer modeling and simulations of human behaviors are addressed in this collection of 31 chapters by top ranked professionals from all over the world in the field of PR AI Biometrics The book is intended for researchers and graduate students in Computer and Information Science and in Communication and Control Engineering Dr Patrick S P Wang is a Professor Emeritus at the College of Computer and Information Science Northeastern University USA Zijiang Chair of ECNU Shanghai and NSC Visiting Chair Professor of NTUST Taipei

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