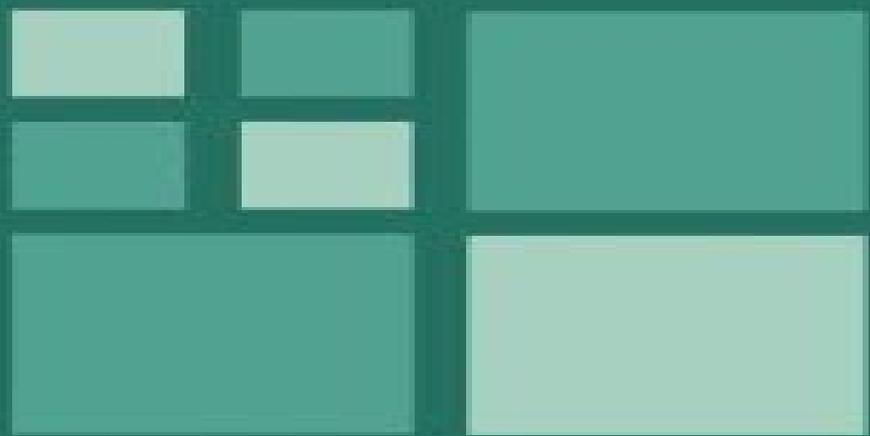


EDITED BY S. TANIMOTO / A. KLINGER

STRUCTURED COMPUTER VISION



MACHINE
PERCEPTION
THROUGH
HIERARCHICAL
COMPUTATION
STRUCTURES

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Structured Computer Vision Machine Perception Through Hierarchical Computation Structures

M Lipman



Structured Computer Vision Machine Perception Through Hierarchical Computation Structures:

Structured Computer Vision S Tanimoto, 2014-08-05 *Structured Computer Vision Pyramidal Systems for Computer Vision* Virginio Cantoni, Stefano Levialdi, 2012-12-06 This book contains the proceedings of the NATO Advanced Research Workshop held in Maratea Italy May 5 9 1986 on Pyramidal Systems for Image Processing and Computer Vision We had 40 participants from 11 countries playing an active part in the workshop and all the leaders of groups that have produced a prototype pyramid machine or a design for such a machine were present Within the wide field of parallel architectures for image processing a new area was recently born and is growing healthily the area of pyramidally structured multiprocessing systems Essentially the processors are arranged in planes from a base to an apex each one of which is generally a reduced usually by a power of two version of the plane underneath these processors are horizontally interconnected within a plane and vertically connected with fathers on top planes and children on the plane below This arrangement has a number of interesting features all of which were amply discussed in our Workshop including the cellular array and hypercube versions of pyramids A number of projects in different parts of the world are reported as well as some interesting applications in computer vision tactile systems and numerical calculations

Pyramidal Architectures for Computer Vision Virginio Cantoni, Marco Ferretti, 2012-12-06 Computer vision deals with the problem of manipulating information contained in large quantities of sensory data where raw data emerge from the transducing 6 7 sensors at rates between 10 to 10 pixels per second Conventional general purpose computers are unable to achieve the computation rates required to operate in real time or even in near real time so massively parallel systems have been used since their conception in this important practical application area The development of massively parallel computers was initially characterized by efforts to reach a speedup factor equal to the number of processing elements linear scaling assumption This behavior pattern can nearly be achieved only when there is a perfect match between the computational structure or data structure and the system architecture The theory of hierarchical modular systems HMSs has shown that even a small number of hierarchical levels can sizably increase the effectiveness of very large systems In fact in the last decade several hierarchical architectures that support capabilities which can overcome performances gained with the assumption of linear scaling have been proposed Of these architectures the most commonly considered in computer vision is the one based on a very large number of processing elements PEs embedded in a pyramidal structure Pyramidal architectures supply the same image at different resolution levels thus ensuring the use of the most appropriate resolution for the operation task and image at hand

Multiresolution Image Processing and Analysis A. Rosenfeld, 2013-03-09 This book results from a Workshop on Multiresolution Image Processing and Analysis held in Leesburg VA on July 19 21 1982 It contains updated versions of most of the papers that were presented at the Workshop as well as new material added by the authors Four of the presented papers were not available for inclusion in the book D Sabbah A computing with connections approach to visual recognition R M Haralick Fitting the gray tone

intensity surface as a function of neighborhood size E M Riseman Hierarchical boundary formation and W L Mahaffey L S Davis and J K Aggarwal Region correspondence in multi resolution images taken from dynamic scenes The number and variety of papers indicates the timeliness of the H0rkshop Multiresolution methods are rapidly gaining recognition as an important theme in image processing and analysis I would like to express my thanks to the National Science Foundation for their support of the Workshop under Grant MCS 82 05942 to Barbara Hope for organizing and administering the Workshop to Janet Salzman and Fran Cohen for retyping the papers and above all to the speakers and other partici pants for making the Workshop possible

Group-Theoretical Methods in Image Understanding Ken-ichi Kanatani,2012-12-06 Image understanding is an attempt to extract knowledge about a 3D scene from 20 images The recent development of computers has made it possible to automate a wide range of systems and operations not only in the industry military and special environments space sea atomic plants etc but also in daily life As we now try to build ever more intelligent systems the need for visual control has been strongly recognized and the interest in image under standing has grown rapidly Already there exists a vast body of literature ranging from general philosophical discourses to processing techniques Compared with other works however this book may be unique in that its central focus is on mathematical principles Lie groups and group representation theory in particular In the study of the relationship between the 3D scene and the 20 image geometry naturally plays a central role Today so many branches are inter woven in geometry that we cannot truly regard it as a single subject Neverthe less as Felix Klein declared in his Erlangen Program the central principle of geometry is group theory because geometrical concepts are abstractions of properties that are invariant with respect to some group of transformations In this text we specifically focus on two groups of transformations One is 20 rotations of the image coordinate system around the image origin Such coordi nate rotations are indeed irrelevant when we look for intrinsic image properties

Structured Computer Vision Steven Tanimoto,Allen Klinger,1980 **Generative Learning Structures for Generalized Connectionist Networks** Vasant G. Honavar,1990 **CAMP '95, Computer Architectures for Machine Perception** V. Cantoni,1995 Proceedings of the September 1995 workshop on Computer Architectures for Machine Perception containing the results of sessions on smart sensors and artificial retinae three papers ASICs and VLSI architectures five papers parallel architectures three papers real time systems and techniques *Computing Structures for Image Processing* M. J. B. Duff,1983 **Parallel Algorithms for Digital Image Processing, Computer Vision and Neural Networks** Ioannis Pitas,1993-04-09 World renowned contributors present papers concerning algorithms used on the latest generation of parallel machines MIMD Details key applications running the gamut from medical imaging visualization and remote sensing to HDTV demonstrating the large computational complexity necessary to perform these tasks *Vision in Man and Machine* Martin D. Levine,1985 **Supercomputing '88: Supercomputer design: hardware & software** ,1988 *Designing Efficient Algorithms for Parallel Computers* Michael Jay Quinn,1987 Mathematics of Computing

Parallelism Third International Conference on Supercomputing, Proceedings: Supercomputer design: hardware & software ,1988 Proceedings of the Symposium on Computational Geometry ,1985 **Intelligent Robots and Computer Vision** ,1991 **IEEE Computer Society Workshop on Visual Languages** ,1986 **Scientific and Technical Books and Serials in Print** ,1989 **PICA Conference Proceedings** ,1987 Books in Print Supplement ,1984

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