# Digital Image Processing Gonzalez Second Edition

Basic principles of image processing and programming explained without college-level mathematics. This book explores image processing from several perspectives: the creative, the theoretical (mainly mathematical), and the programmatical. It explains the basic principles of image processing, drawing on key concepts and techniques from mathematics, psychology of perception, computer science, and art, and introduces computer programming as a way to get more control over image processing operations. It does so without requiring college-level mathematics or prior programming experience. The content is supported by PixelMath, a freely available software program that helps the reader understand images as both visual and mathematical objects. The first part of the book covers such topics as digital image representation, sampling, brightness and contrast, color models, geometric transformations, synthesizing images, stereograms, photomosaics, and fractals. The second part of the book introduces computer programming using an open-source version of the easy-to-learn Python language. It covers the basics of image analysis and pattern recognition, including edge detection, convolution, thresholding, contour representation, and K-nearest-neighbor classification. A chapter on computational photography explores such subjects as high-dynamic-range imaging, autofocusing, and methods for automatically inpainting to fill gaps or remove unwanted objects in a scene. Applications described include the design and implementation of an image-based game. The PixelMath software provides a "transparent" view of digital images by allowing the user to view the RGB values of pixels by zooming in on an image. PixelMath provides three interfaces: the pixel calculator; the formula page, an advanced extension of the calculator; and the Python window.
This book is an essential guide to the implementation of image processing and computer vision techniques, with tutorial introductions and sample code in Matlab. Algorithms are presented and fully explained to enable complete understanding of the methods and techniques demonstrated. As one reviewer noted, "The main strength of the proposed book is the exemplar code of the algorithms." Fully updated with the latest developments in feature extraction, including expanded tutorials and new techniques, this new edition contains extensive new material on Haar wavelets, Viola-Jones, bilateral filtering, SURF, PCA-SIFT, moving object detection and tracking, development of symmetry operators, LBP texture analysis, Adaboost, and a new appendix on color models. Coverage of distance measures, feature detectors, wavelets, level sets and texture tutorials has been extended. Named a 2012 Notable Computer Book for Computing Methodologies by Computing Reviews Essential reading for engineers and students working in this cutting-edge field Ideal module text and background reference for courses in image processing and computer vision The only currently available text to concentrate on feature extraction with working implementation and worked through derivation This book constitutes the refereed proceedings of the Indian Conference on Computer Vision, Graphics and Image Processing, ICVGIP 2006, held in Madurai, India, December 2006. Coverage in this volume includes image restoration and super-resolution, image filtering, visualization, tracking and surveillance, face-, gesture-, and object-recognition, compression, content based image retrieval, stereo/camera calibration, and biometrics.

This is an introductory to intermediate level text on the science of image processing, which employs the Matlab programming language to illustrate some of the elementary, key concepts in modern image processing and pattern recognition. The approach taken is essentially practical and the book offers a framework within which the concepts can be understood by a series of well chosen examples, exercises and computer experiments, drawing on specific examples from within science, medicine and engineering. Clearly divided into eleven distinct chapters, the book begins with a fast-start introduction to image processing to enhance the accessibility of later topics. Subsequent chapters offer increasingly advanced discussion of topics involving more challenging concepts, with the final chapter looking at the application of automated image classification (with Matlab examples) . Matlab is frequently used in the book as a tool for demonstrations, conducting experiments and for solving problems, as it is both ideally suited to this role and is widely available. Prior experience of Matlab is not required and those without access to Matlab can still benefit from the independent presentation of topics and numerous examples. Features a companion website www.wiley.com/go/solomon/fundamentals containing a Matlab fast-start primer, further exercises, examples, instructor resources and accessibility to all files corresponding to the examples and exercises within the book itself. Includes numerous examples, graded exercises and computer experiments to support both students and instructors alike.

This textbook is the third of three volumes which provide a modern, algorithmic introduction to digital image processing, designed to be used both by learners desiring a firm foundation on which to build, and practitioners in search of critical analysis and concrete implementations of the most important techniques. This volume builds upon the introductory material presented in the first two volumes with additional key concepts and methods in image processing. Features: practical examples and carefully constructed chapter-ending exercises; real implementations, concise mathematical notation, and precise algorithmic descriptions designed for programmers and practitioners; easily adaptable Java code and completely worked-out examples for easy inclusion in existing applications; uses ImageJ; provides a supplementary website with the complete Java source code, test images, and corrections; additional presentation tools for instructors including a complete set of figures, tables, and mathematical elements.

This revised and expanded new edition of an internationally successful classic presents an accessible introduction to the key methods in digital image processing for both practitioners and teachers. Emphasis is placed on practical application, presenting precise algorithmic descriptions in an unusually high level of detail, while highlighting direct connections between the mathematical foundations and concrete implementation. The text is supported by practical examples and carefully constructed chapter-ending exercises drawn from the authors' years of teaching experience, including easily adaptable Java code and completely worked out examples. Source code, test images and additional instructor materials are also provided at an associated website. Digital Image Processing is the definitive textbook for students, researchers, and professionals in search of critical analysis and modern implementations of the most important algorithms in the field, and is also eminently suitable for self-study.

Digital Image Processing

The subject of digital image processing has migrated from a graduate to a junior or senior level course as students become more

proficient in mathematical background earlier in their college education. With that in mind, Introduction to Digital Image Processing is simpler in terms of mathematical derivations and eliminates derivations of advanced s

There are six sections in this book. The first section presents basic image processing techniques, such as image acquisition, storage, retrieval, transformation, filtering, and parallel computing. Then, some applications, such as road sign recognition, air quality monitoring, remote sensed image analysis, and diagnosis of industrial parts are considered. Subsequently, the application of image processing for the special eye examination and a newly three-dimensional digital camera are introduced. On the other hand, the section of medical imaging will show the applications of nuclear imaging, ultrasound imaging, and biology. The section of neural fuzzy presents the topics of image recognition, self-learning, image restoration, as well as evolutionary. The final section will show how to implement the hardware design based on the SoC or FPGA to accelerate image processing.

55% new material in the latest edition of this "must-have for students and practitioners of image & video processing! This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected, distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as classroom textbook as reference resource. • Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms • Includes a new chapter on image processing education, which should prove invaluable for those developing or modifying their curricula • Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry • Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived • Introduces the necessary, practical background to allow engineering students to acquire and process their own digital image or video data • Culminates with a diverse set of applications chapters, covered in sufficient depth to serve as extensible models to the reader's own potential applications About the Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International Conference on Image Processing which was held in Austin, Texas in 1994. * No other resource for image and video processing contains the same breadth of up-to-date coverage * Each chapter written by one or several of the top experts working in that area * Includes all essential mathematics, techniques, and algorithms for every type of image and video processing used by electrical engineers,

computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines
The papers in this volume comprise the refereed proceedings of the Second IFIP International Conference on Computer and Computing Technologies in Agriculture (CCTA2008), in Beijing, China, 2008. The conference on the Second IFIP International Conference on Computer and Computing Technologies in Agriculture (CCTA 2008) is cooperatively sponsored and organized by the China Agricultural University (CAU), the National Engineering Research Center for Information Technology in Agriculture (NERCITA), the Chinese Society of Agricultural Engineering (CSAE) , International Federation for Information Processing (IFIP), Beijing Society for Information Technology in Agriculture, China and Beijing Research Center for Agro-products Test and Farmland Inspection, China. The related departments of China's central government bodies like: Ministry of Science and Technology, Ministry of Industry and Information Technology, Ministry of Education and the Beijing Municipal Natural Science Foundation, Beijing Academy of Agricultural and Forestry Sciences, etc. have greatly contributed and supported to this event. The conference is as good platform to bring together scientists and researchers, agronomists and information engineers, extension servers and entrepreneurs from a range of disciplines concerned with impact of Information technology for sustainable agriculture and rural development. The representatives of all the supporting organizations, a group of invited speakers, experts and researchers from more than 15 countries, such as: the Netherlands, Spain, Portugal, Mexico, Germany, Greece, Australia, Estonia, Japan, Korea, India, Iran, Nigeria, Brazil, China, etc.
This book includes the papers presented in 2nd International Conference on Image Processing and Capsule Networks [ICIPCN 2021]. In this digital era, image processing plays a significant role in wide range of real-time applications like sensing, automation, health care, industries etc. Today, with many technological advances, many state-of-the-art techniques are integrated with image processing domain to enhance its adaptiveness, reliability, accuracy and efficiency. With the advent of intelligent technologies like machine learning especially deep learning, the imaging system can make decisions more and more accurately. Moreover, the application of deep learning will also help to identify the hidden information in volumetric images. Nevertheless, capsule network, a type of deep neural network, is revolutionizing the image processing domain; it is still in a research and development phase. In this perspective, this book includes the state-of-the-art research works that integrate intelligent techniques with image processing models, and also, it reports the recent advancements in image processing techniques. Also, this book includes the novel tools and techniques for deploying real-time image processing applications. The chapters will briefly discuss about the intelligent image processing technologies, which leverage an authoritative and detailed representation by delivering an enhanced image and video recognition and adaptive processing mechanisms, which may clearly define the image and the family of image processing techniques and applications that are closely related to the humanistic way of thinking.
This open access book gives a complete and comprehensive introduction to the fields of medical imaging systems, as designed for a broad range of applications. The authors of the book first explain the foundations of system theory and image processing, before highlighting several modalities in a dedicated chapter. The initial focus is on modalities that are closely related to traditional

camera systems such as endoscopy and microscopy. This is followed by more complex image formation processes: magnetic resonance imaging, X-ray projection imaging, computed tomography, X-ray phase-contrast imaging, nuclear imaging, ultrasound, and optical coherence tomography.

Spread in 133 articles divided in 20 sections the present treatises broadly discusses: Part 1: Image Processing Part 2: Radar and Satellite Image Processing Part 3: Image Filtering Part 4: Content Based Image Retrieval Part 5: Color Image Processing and Video Processing Part 6: Medical Image Processing Part 7: Biometric Part 8: Network Part 9: Mobile Computing Part 10: Pattern Recognition Part 11: Pattern Classification Part 12: Genetic Algorithm Part 13: Data Warehousing and Mining Part 14: Embedded System Part 15: Wavelet Part 16: Signal Processing Part 17: Neural Network Part 18: Nanotechnology and Quantum Computing Part 19: Image Analysis Part 20: Human Computer Interaction

Based on more than 10 years of teaching experience, Blanken and his coeditors have assembled all the topics that should be covered in advanced undergraduate or graduate courses on multimedia retrieval and multimedia databases. The single chapters of this textbook explain the general architecture of multimedia information retrieval systems and cover various metadata languages such as Dublin Core, RDF, or MPEG. The authors emphasize high-level features and show how these are used in mathematical models to support the retrieval process. For each chapter, there's detail on further reading, and additional exercises and teaching material is available online.

The latest trends in Information Technology represent a new intellectual paradigm for scientific exploration and visualization of scientific phenomena. The present treatise covers almost all the emerging technologies in the field. Academicians, engineers, industralists, scientists and researchers engaged in teaching, research and development of Computer Science and Information Technology will find the book useful for their future academic and research work. The present treatise comprising 225 articles broadly covers the following topics exhaustively. 01. Advance Networking and Security/Wireless Networking/Cyber Laws 02. Advance Software Computing 03. Artificial Intelligence/Natural Language Processing/ Neural Networks 04. Bioinformatics/Biometrics 05. Data Mining/E-Commerce/E-Learning 06. Image Processing, Content Based Image Retrieval, Medical and Bio-Medical Imaging, Wavelets 07. Information Processing/Audio and Text Processing/Cryptology, Steganography and Digital Watermarking 08. Pattern Recognition/Machine Vision/Image Motion, Video Processing 09. Signal Processing and Communication/Remote Sensing 10. Speech Processing & Recognition, Human Computer Interaction 11. Information and Communication Technology

Digital Signal Processing: Fundamentals and Applications, Third Edition, not only introduces students to the fundamental principles of DSP, it also provides a working knowledge that they take with them into their engineering careers. Many instructive, worked examples are used to illustrate the material, and the use of mathematics is minimized for an easier grasp of concepts. As such, this title is also useful as a reference for non-engineering students and practicing engineers. The book goes beyond DSP theory, showing the implementation of algorithms in hardware and software. Additional topics covered include adaptive filtering with noise reduction and echo cancellations, speech

compression, signal sampling, digital filter realizations, filter design, multimedia applications, over-sampling, etc. More advanced topics are also covered, such as adaptive filters, speech compression such as PCM, ?-law, ADPCM, and multi-rate DSP, over-sampling ADC subband coding, and wavelet transform. Covers DSP principles with an emphasis on communications and control applications Includes chapter objectives, worked examples, and end-of-chapter exercises that aid the reader in grasping key concepts and solving related problems Provides an accompanying website with MATLAB programs for simulation and C programs for real-time DSP Presents new problems of varying types and difficulties

From its initial publication titled Laser Beam Scanning in 1985 to Handbook of Optical and Laser Scanning, now in its second edition, this reference has kept professionals and students at the forefront of optical scanning technology. Carefully and meticulously updated in each iteration, the book continues to be the most comprehensive scanning resource on the market. It examines the breadth and depth of subtopics in the field from a variety of perspectives. The Second Edition covers: Technologies such as piezoelectric devices Applications of laser scanning such as Ladar (laser radar) Underwater scanning and laser scanning in CTP As laser costs come down, and power and availability increase, the potential applications for laser scanning continue to increase. Bringing together the knowledge and experience of 26 authors from England, Japan and the United States, the book provides an excellent resource for understanding the principles of laser scanning. It illustrates the significance of scanning in society today and would help the user get started in developing system concepts using scanning. It can be used as an introduction to the field and as a reference for persons involved in any aspect of optical and laser beam scanning.

Now in an updated edition that adds new and revised material, this book offers a comprehensive introduction to quantitative evaluation of satellite and aircraft derived remotely retrieved data. Each chapter includes practice problems.

Digital Image Processing has been the leading textbook in its field for more than 20 years. As was the case with the 1977 and 1987 editions by Gonzalez and Wintz, and the 1992 edition by Gonzalez and Woods, the present edition was prepared with students and instructors in mind. 771e material is timely, highly readable, and illustrated with numerous examples of practical significance. All mainstream areas of image processing are covered, including a totally revised introduction and discussion of image fundamentals, image enhancement in the spatial and frequency domains, restoration, color image processing, wavelets, image compression, morphology, segmentation, and image description. Coverage concludes with a discussion of the fundamentals of object recognition. Although the book is completely self-contained, a Companion Website (see inside front cover) provides additional support in the form of review material, answers to selected problems, laboratory project suggestions. and a score of other features. A supplementary instructor's manual is available to instructors who have adopted the book for classroom use. New Features *New chapters on wavelets, image morphology, and color image

Meant for students and practicing engineers, this book provides a clear, comprehensive and up-to-date introduction to Digital Image Processing in a pragmatic style. An illustrative approach, practical examples and MATLAB applications given in the book help in bringing the theory to life.

A cookbook of algorithms for common image processing applications Thanks to advances in computer hardware and software, algorithms have been developed that support sophisticated image processing without requiring an extensive background in mathematics. This bestselling book has been fully updated with the newest of these, including 2D vision methods in content-based searches and the use of graphics cards as image processing computational aids. It's an ideal reference for software engineers and developers, advanced programmers, graphics programmers, scientists, and other specialists who require highly specialized image processing. Algorithms now exist

for a wide variety of sophisticated image processing applications required by software engineers and developers, advanced programmers, graphics programmers, scientists, and related specialists This bestselling book has been completely updated to include the latest algorithms, including 2D vision methods in content-based searches, details on modern classifier methods, and graphics cards used as image processing computational aids Saves hours of mathematical calculating by using distributed processing and GPU programming, and gives non-mathematicians the shortcuts needed to program relatively sophisticated applications. Algorithms for Image Processing and Computer Vision, 2nd Edition provides the tools to speed development of image processing applications.

Image algebra is a comprehensive, unifying theory of image transformations, image analysis, and image understanding. In 1996, the bestselling first edition of the Handbook of Computer Vision Algorithms in Image Algebra introduced engineers, scientists, and students to this powerful tool, its basic concepts, and its use in the concise representation of computer vision algorithms. Updated to reflect recent developments and advances, the second edition continues to provide an outstanding introduction to image algebra. It describes more than 80 fundamental computer vision techniques and introduces the portable iaC++ library, which supports image algebra programming in the C++ language. Revisions to the first edition include a new chapter on geometric manipulation and spatial transformation, several additional algorithms, and the addition of exercises to each chapter. The authors-both instrumental in the groundbreaking development of image algebra-introduce each technique with a brief discussion of its purpose and methodology, then provide its precise mathematical formulation. In addition to furnishing the simple yet powerful utility of image algebra, the Handbook of Computer Vision Algorithms in Image Algebra supplies the core of knowledge all computer vision practitioners need. It offers a more practical, less esoteric presentation than those found in research publications that will soon earn it a prime location on your reference shelf.

Feature Extraction for Image Processing and Computer Vision is an essential guide to the implementation of image processing and computer vision techniques, with tutorial introductions and sample code in MATLAB and Python. Algorithms are presented and fully explained to enable complete understanding of the methods and techniques demonstrated. As one reviewer noted, "The main strength of the proposed book is the link between theory and exemplar code of the algorithms." Essential background theory is carefully explained. This text gives students and researchers in image processing and computer vision a complete introduction to classic and state-of-the art methods in feature extraction together with practical guidance on their implementation. The only text to concentrate on feature extraction with working implementation and worked through mathematical derivations and algorithmic methods A thorough overview of available feature extraction methods including essential background theory, shape methods, texture and deep learning Up to date coverage of interest point detection, feature extraction and description and image representation (including frequency domain and colour) Good balance between providing a mathematical background and practical implementation Detailed and explanatory of algorithms in MATLAB and Python

Introduce your students to image processing with the industry's most prized text For 40 years, Image Processing has been the foundational text for the study of digital image processing. The book is suited for students at the college senior and first-year graduate level with prior background in mathematical analysis, vectors, matrices, probability, statistics, linear systems, and computer programming. As in all earlier editions, the focus of this edition of the book is on fundamentals. The 4th Edition, which celebrates the book's 40th anniversary, is based on an extensive survey of faculty, students, and independent readers in 150 institutions from 30 countries. Their feedback led to expanded or new

coverage of topics such as deep learning and deep neural networks, including convolutional neural nets, the scale-invariant feature transform (SIFT), maximally-stable extremal regions (MSERs), graph cuts, k-means clustering and superpixels, active contours (snakes and level sets), and exact histogram matching. Major improvements were made in reorganizing the material on image transforms into a more cohesive presentation, and in the discussion of spatial kernels and spatial filtering. Major revisions and additions were made to examples and homework exercises throughout the book. For the first time, we added MATLAB projects at the end of every chapter, and compiled support packages for you and your teacher containing, solutions, image databases, and sample code. The support materials for this title can be found at www.ImageProcessingPlace.com

The proceedings features several key-note addresses in the areas of advanced information processing tools. This area has been recognized to be one of the key five technologies poised to shape the modern society in the next decade. It aptly focuses on the tools and techniques for the development of Information Systems. Emphasis is on pattern recognition and image processing, software engineering, mobile ad hoc networks, security aspects in computer networks, signal processing and hardware synthesis, optimization techniques, data mining and information processing.

Digital Image Processing Techniques is a state-of-the-art review of digital image processing techniques, with emphasis on the processing approaches and their associated algorithms. A canonical set of image processing problems that represent the class of functions typically required in most image processing applications is presented. Each chapter broadly addresses the problem being considered; the best techniques for this particular problem and how they work; their strengths and limitations; and how the techniques are actually implemented as well as their computational aspects. Comprised of eight chapters, this volume begins with a discussion on processing techniques associated with the following tasks: image enhancement, restoration, detection and estimation, reconstruction, and analysis, along with image data compression and image spectral estimation. The second section describes hardware and software systems for digital image processing. Aspects of commercially available systems that combine both processing and display functions are considered, as are future prospects for their technological and architectural evolution. The specifics of system design trade-offs are explicitly presented in detail. This book will be of interest to students, practitioners, and researchers in various disciplines including digital signal processing, computer science, statistical communications theory, control systems, and applied physics.

Highly Regarded, Accessible Approach to Image Processing Using Open-Source and Commercial Software A Computational Introduction to Digital Image Processing, Second Edition explores the nature and use of digital images and shows how they can be obtained, stored, and displayed. Taking a strictly elementary perspective, the book only

covers topics that involve simple mathematics yet offer a very broad and deep introduction to the discipline. New to the Second Edition This second edition provides users with three different computing options. Along with MATLAB®, this edition now includes GNU Octave and Python. Users can choose the best software to fit their needs or migrate from one system to another. Programs are written as modular as possible, allowing for greater flexibility, code reuse, and conciseness. This edition also contains new images, redrawn diagrams, and new discussions of edge-preserving blurring filters, ISODATA thresholding, Radon transform, corner detection, retinex algorithm, LZW compression, and other topics. Principles, Practices, and Programming Based on the author's successful image processing courses, this bestseller is suitable for classroom use or self-study. In a straightforward way, the text illustrates how to implement imaging techniques in MATLAB, GNU Octave, and Python. It includes numerous examples and exercises to give students hands-on practice with the material.

A Course on Digital Image Processing with MATLAB(R) describes the principles and techniques of image processing using MATLAB(R). Every chapter is accompanied by a collection of exercises and programming assignments, the book is augmented with supplementary MATLAB code, and hints and solutions to problems are also provided.

"The principal objectives of this book are to provide an introduction to basic concepts and methodologies for digital image processing, and to develop a fountation that can be used as the basis for further study and research in this field."--Back cover.

not a coincidence, but is the result of a carefully planned time of landing (sun elevation) and lander orientation (sun azimuth). * The picture was started 25 seconds after touchdown and took 15 seconds to acquire. The alternating bright and dark vertical striations at the left side of the image and the fine particles deposited on the footpad at the right side were caused by a turbulent cloud of dust raised by the lander's retrorockets. t *F. O. Huck and S. D. Wall, "Image quality prediction: An aid to the Viking Lander imaging investigation on Mars. " Appl. Opt. 15, 1748-1766 (1976). tT. A. Mutch, A. B. Binder, F. O. Huck, E. C. Levinthal, S. Liebes, Jr. , E. C. Morris, W. R. Patterson, J. B. Pollack, C. Sagan and G. R. Taylor, "The Surface of Mars: The view from the Viking 1 Lander. " Science 193, 791-801 (1976). VISUAL COMMUNICATION An Information Theory Approach Chapter 1 Introduction 1. 1 OBJECTIVE I The fundamental problem of communication, as Shannon stated it, is that of reproducing at one point either exactly or approximately a message selected at another point. In the classical model of communication (Fig. 1. 1), the infor mation source selects a desired message from a set of possible messages which the transmitter changes into the signal that is actually sent over the commu nication channel to the receiver. The receiver changes this signal back into a message, and hands this message to the destination.

Photographic imagery has come a long way from the pinhole cameras of the nineteenth century. Digital imagery, and its applications, develops in tandem with contemporary society's sophisticated literacy of this subtle medium. This book examines the ways in which digital images have become ever more ubiquitous as legal and medical evidence, just as they have become our primary source of news and have replaced paper-based financial documentation. Crucially, the contributions also analyze the very profound problems which have arisen alongside the digital image, issues of veracity and progeny that demand systematic and detailed response: It looks real, but is it? What camera captured it? Has it been doctored or subtly altered? Attempting to provide answers to these slippery issues, the book covers how digital images are created, processed and stored before moving on to set out the latest techniques for forensically examining images, and finally addressing practical issues such as courtroom admissibility. In an environment where even novice users can alter digital media, this authoritative publication will do much so stabilize public trust in these real, yet vastly flexible, images of the world around us.

Following the successful publication of the 1st edition in 2009, the 2nd edition maintains its aim to provide an application-driven package of essential techniques in image processing and GIS, together with case studies for demonstration and guidance in remote sensing applications. The book therefore has a "3 in 1" structure which pinpoints the intersection between these three individual disciplines and successfully draws them together in a balanced and comprehensive manner. The book conveys in-depth knowledge of image processing and GIS techniques in an accessible and comprehensive manner, with clear explanations and conceptual illustrations used throughout to enhance student learning. The understanding of key concepts is always emphasised with minimal assumption of prior mathematical experience. The book is heavily based on the authors' own research. Many of the author-designed image processing techniques are popular around the world. For instance, the SFIM technique has long been adopted by ASTRIUM for mass-production of their standard "Pan-sharpen" imagery data. The new edition also includes a completely new chapter on subpixel technology and new case studies, based on their recent research.

A comprehensive digital image processing book that reflects new trends in this field such as document image compression and data compression standards. The book includes a complete rewrite of image data compression, a new chapter on image analysis, and a new section on image morphology.

Written for senior-level and first year graduate students in biomedical signal and image processing, this book describes fundamental signal and image processing techniques that are used to process biomedical information. The book also discusses application of these techniques in the processing of some of the main biomedical signals and images, such as EEG, ECG, MRI, and CT. New features of this edition include the technical updating of each chapter along with the

addition of many more examples, the majority of which are MATLAB based.

Digital electronic imaging devices allow the wonders of the universe to be seen in detail never before possible from an amateur astronomer's backyard. This book clearly examines how to create the best astronomical images possible with a digital camera. It reveals the astonishing images that can be obtained with simple equipment, the right software, and knowledge of how to use it. Completely jargon-free, the book describes how to extract results from the raw-and-dirty original imagery and then transform them into high-quality pictures suitable for framing, posting online, or sharing with friends and colleagues.

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