

Digital Image Processing Gonzalez Solutions

Advances in Imaging and Electron Physics merges two long-running serials--Advances in Electronics and Electron Physics and Advances in Optical and Electron Microscopy. The series features extended articles on the physics of electron devices (especially semiconductor devices), particle optics at high and low energies, microlithography, image science and digital image processing, electromagnetic wave propagation, electron microscopy, and the computing methods used in all these domains.

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.

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

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.

En introduktion til digital billedbehandling.

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.

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.

From the reviews of the first edition: "I recommend this book to anyone seriously engaged in image processing. It will clearly stretch the horizon of some readers and be a good reference for others. This is not just another image processing book; it is a book worth owning and a book worth reading several times ..." #J. Electronic Imaging# This practical guidebook uses the concepts and mathematics familiar to students of the natural sciences to provide them with a working knowledge of modern techniques of digital image processing. It takes readers from basic concepts to current research topics and demonstrates how digital image processing can be used for data gathering in research. Detailed examples of applications on PC-based systems and ready-to-use algorithms enhance the text, as do nearly 200 illustrations (16 in color). The book also includes the most exciting recent advances such as reconstruction of 3-D objects from projections and the analysis of stereo images and image sequences.

This book constitutes the refereed proceedings of the 14th Scandinavian Conference on Image Analysis, SCIA 2005, held in Joensuu, Finland in June 2005. The 124 papers presented together with 6 invited papers were carefully reviewed and selected from 236 submissions. The papers are organized in topical sections on image segmentation and understanding, color image processing, applications, theory, medical image processing, image compression, digitalization of cultural heritage, computer vision, machine vision,

and pattern recognition.

The field of image restoration is concerned with the estimation of uncorrupted images from noisy, blurred ones. These blurs might be caused by optical distortions, object motion during imaging, or atmospheric turbulence. In many scientific and engineering applications, such as aerial imaging, remote sensing, electron microscopy, and medical imaging, there is active or potential work in image restoration. The purpose of this book is to provide in-depth treatment of some recent advances in the field of image restoration. A survey of the field is provided in the introduction. Recent research results are presented, regarding the formulation of the restoration problem as a convex programming problem, the implementation of restoration algorithms using artificial neural networks, the derivation of non stationary image models (compound random fields) and their application to image estimation and restoration, the development of algorithms for the simultaneous image and blur parameter identification and restoration, and the development of algorithms for restoring scanned photographic images. Special attention is directed to issues of numerical implementation. A large number of pictures demonstrate the performance of the restoration approaches. This book provides a clear understanding of the past achievements, a detailed description of the very important recent developments and the limitations of existing approaches, in the rapidly growing field of image restoration. It will be useful both as a reference book for working scientists and engineers and as a supplementary textbook in courses on image processing.

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.

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

In this insightful book, you'll learn from the best data practitioners in the field just how wide-ranging -- and beautiful -- working with data can be. Join 39 contributors as they explain how they developed simple and elegant solutions on projects ranging from the Mars lander to a Radiohead video. With Beautiful Data, you will: Explore the opportunities and challenges involved in working with the vast number of datasets made available by the Web Learn how to visualize trends in urban crime, using maps and data mashups Discover the challenges of designing a data processing system that works within the constraints of space travel Learn how crowdsourcing and transparency have combined to advance the state of drug research Understand how new data can automatically trigger alerts when it matches or overlaps pre-existing data Learn about the massive infrastructure required to create, capture, and process DNA data That's only small sample of what you'll find in Beautiful Data. For anyone who handles data, this is a truly fascinating book. Contributors include: Nathan Yau Jonathan Follett and Matt Holm J.M. Hughes Raghu Ramakrishnan, Brian Cooper, and Utkarsh Srivastava Jeff Hammerbacher Jason Dykes and Jo Wood Jeff Jonas and Lisa Sokol Jud Valeski Alon Halevy and Jayant Madhavan Aaron Koblin with Valdean Klump Michal Migurski

Jeff Heer Coco Krumme Peter Norvig Matt Wood and Ben Blackburne Jean-Claude Bradley, Rajarshi Guha, Andrew Lang, Pierre Lindenbaum, Cameron Neylon, Antony Williams, and Egon Willighagen Lukas Biewald and Brendan O'Connor Hadley Wickham, Deborah Swayne, and David Poole Andrew Gelman, Jonathan P. Kastellec, and Yair Ghitza Toby Segaran

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.

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.

Gain a working knowledge of practical image processing and with scikit-image. Key features Comprehensive coverage of various aspects of scientific Python and concepts in image processing. Covers various additional topics such as Raspberry Pi, conda package manager, and Anaconda distribution of Python. Simple language, crystal clear approach, and straight forward comprehensible presentation of concepts followed by code examples and output screenshots. Adopting user-friendly style for explanation of code examples. Description The book has been written in such a way that the concepts are explained in detail, giving adequate emphasis on code examples. To make the topics more comprehensive, screenshots and code samples are furnished extensively throughout the book. The book is conceptualized and written in such a way that the beginner readers will find it very easy to understand the concepts and implement the programs. The book also features the most current version of Raspberry Pi and associated software with it. This book teaches novice beginners how to write interesting image processing programs with scientific Python ecosystem. The book will also be helpful to experienced professionals to make transition to rewarding careers in scientific Python and computer vision. What will you learn Raspberry Pi, Python 3 Basics Scientific Python Ecosystem NumPy and Matplotlib Visualization with Matplotlib Basic NumPy, Advanced

Image Processing with NumPy and Matplotlib Getting started with scikit-image Thresholding, Histogram Equalization, and Transformations Kernels, Convolution, and Filters Morphological Operations and Image Restoration Noise Removal and Edge Detection Advanced Image Processing Operations Who this book is for Students pursuing BE/BSc/ME/MSc/BTech/MTech in Computer Science, Electronics, Electrical, and Mathematics Python enthusiasts Computer Vision and Image Processing professionals Anyone fond of tinkering with Raspberry Pi Researchers in Computer Vision Table of contents 1. Concepts in Image Processing 2. Installing Python 3 on Windows 3. Introduction to Raspberry Pi 4. Python 3 Basics 5. Introduction to the Scientific Python Ecosystem 6. Introduction to NumPy and Matplotlib 7. Visualization with Matplotlib 8. Basic Image Processing with NumPy and Matplotlib 9. Advanced Image Processing with NumPy and Matplotlib 10. Getting Started with Scikit-Image 11. Thresholding Histogram Equalization and Transformations 12. Kernels, Convolution and Filters 13. Morphological Operations and Image Restoration 14. Noise Removal and Edge Detection 15. Advanced Image Processing Operations 16. Wrapping Up About the author Ashwin Pajankar is a polymath. He has more than two decades of programming experience. He is a Science Popularizer, a Programmer, a Maker, an Author, and a Youtuber. He is passionate about STEM (Science-Technology-Education-Mathematics) education. He is also a freelance software developer and technology trainer. He graduated from IIT Hyderabad with M.Tech. in Computer Science and Engineering. He has worked in a few multinational corporations including Cisco Systems and Cognizant for more than a decade. Ashwin is also an online trainer with various eLearning platforms like BPBOnline, Udemy, and Skillshare. In his free time, he consults on the topics of Python programming and data science to the local software companies in the city of Nasik. He is actively involved in various social initiatives and has won many accolades during his student life and at his past workplaces. His Website:

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Advancements in wireless devices and mobile technology have enabled the acquisition of a tremendous amount of graphics, pictures, and videos. Through cutting edge recipes, this book provides coverage on tools, algorithms, and analysis for image processing. This book provides solutions addressing the challenges and complex tasks of image processing.

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.

This authoritative text (the second part of a complete MSc course) provides mathematical methods required to describe images, image formation and different imaging systems, coupled with the principle techniques used for processing digital images. It is based on a course for postgraduates reading

physics, electronic engineering, telecommunications engineering, information technology and computer science. This book relates the methods of processing and interpreting digital images to the 'physics' of imaging systems. Case studies reinforce the methods discussed, with examples of current research themes. Provides mathematical methods required to describe images, image formation and different imaging systems Outlines the principle techniques used for processing digital images Relates the methods of processing and interpreting digital images to the 'physics' of imaging systems

Whether for computer evaluation of otherworldly terrain or the latest high definition 3D blockbuster, digital image processing involves the acquisition, analysis, and processing of visual information by computer and requires a unique skill set that has yet to be defined a single text. Until now. Taking an applications-oriented, engineering approach, Digital Image Processing and Analysis provides the tools for developing and advancing computer and human vision applications and brings image processing and analysis together into a unified framework. Providing information and background in a logical, as-needed fashion, the author presents topics as they become necessary for understanding the practical imaging model under study. He offers a conceptual presentation of the material for a solid understanding of complex topics and discusses the theory and foundations of digital image processing and the algorithm development needed to advance the field. With liberal use of color through-out and more materials on the processing of color images than the previous edition, this book provides supplementary exercises, a new chapter on applications, and two major new tools that allow for batch processing, the analysis of imaging algorithms, and the overall research and development of imaging applications. It includes two new software tools, the Computer Vision and Image Processing Algorithm Test and Analysis Tool (CVIP-ATAT) and the CVIP Feature Extraction and Pattern Classification Tool (CVIP-FEPC). Divided into five major sections, this book provides the concepts and models required to analyze digital images and develop computer vision and human consumption applications as well as all the necessary information to use the CVIPtools environment for algorithm development, making it an ideal reference tool for this fast growing field.

Feature Extraction and Image Processing for Computer Vision 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 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. Digital image processing and analysis is a field that continues to experience rapid growth, with applications in many facets of our lives. Areas such as medicine, agriculture, manufacturing, transportation, communication systems, and space exploration are just a few of the application areas. This book takes an engineering approach to image processing and analysis, including more examples and images throughout the text than the previous edition. It provides more material for illustrating the concepts, along with new PowerPoint slides. The application development has been expanded and updated, and the related chapter provides step-by-step tutorial examples for this type of development. The new edition also includes supplementary exercises, as well as MATLAB-based exercises, to aid both the reader and student in development of their skills.

Hands-on text for a first course aimed at end-users, focusing on concepts, practical issues and problem solving.

This book offers readers an essential introduction to the fundamentals of digital image processing. Pursuing a signal processing and algorithmic approach, it makes the fundamentals of digital image processing accessible and easy to learn. It is written in a clear and concise manner with a large number of 4 x 4 and 8 x 8 examples, figures and detailed explanations. Each concept is developed from the basic principles and described in detail with equal emphasis on theory and practice. The book is accompanied by a companion website that provides several MATLAB programs for the implementation of image processing algorithms. The book also offers comprehensive coverage of the following topics: Enhancement, Transform processing, Restoration, Registration, Reconstruction from projections, Morphological image processing, Edge

detection, Object representation and classification, Compression, and Color processing. This book carries forward recent work on visual patterns and structures in digital images and introduces a near set-based a topology of digital images. Visual patterns arise naturally in digital images viewed as sets of non-abstract points endowed with some form of proximity (nearness) relation. Proximity relations make it possible to construct uniform topologies on the sets of points that constitute a digital image. In keeping with an interest in gaining an understanding of digital images themselves as a rich source of patterns, this book introduces the basics of digital images from a computer vision perspective. In parallel with a computer vision perspective on digital images, this book also introduces the basics of proximity spaces. Not only the traditional view of spatial proximity relations but also the more recent descriptive proximity relations are considered. The beauty of the descriptive proximity approach is that it is possible to discover visual set patterns among sets that are non-overlapping and non-adjacent spatially. By combining the spatial proximity and descriptive proximity approaches, the search for salient visual patterns in digital images is enriched, deepened and broadened. A generous provision of Matlab and Mathematica scripts are used in this book to lay bare the fabric and essential features of digital images for those who are interested in finding visual patterns in images. The combination of computer vision techniques and topological methods lead to a deep understanding of images. Over 50 problems solved with classical algorithms + ML / DL models

KEY FEATURES

- ? Problem-driven approach to practice image processing.
- ? Practical usage of popular Python libraries: Numpy, Scipy, scikit-image, PIL and SimpleITK.
- ? End-to-end demonstration of popular facial image processing challenges using MTCNN and Microsoft's Cognitive Vision APIs.

DESCRIPTION This book starts with basic Image Processing and manipulation problems and demonstrates how to solve them with popular Python libraries and modules. It then concentrates on problems based on Geometric image transformations and problems to be solved with Image hashing. Next, the book focuses on solving problems based on Sampling, Convolution, Discrete Fourier transform, Frequency domain filtering and image restoration with deconvolution. It also aims at solving Image enhancement problems using different algorithms such as spatial filters and create a super resolution image using SRGAN. Finally, it explores popular facial image processing problems and solves them with Machine learning and Deep learning models using popular python ML / DL libraries.

WHAT YOU WILL LEARN

- ? Develop strong grip on the fundamentals of Image Processing and Image Manipulation.
- ? Solve popular Image Processing problems using Machine Learning and Deep Learning models.
- ? Working knowledge on Python libraries including numpy, scipy and scikit-image.
- ? Use popular Python Machine Learning packages such as scikit-learn, Keras and pytorch.
- ? Live implementation of Facial Image Processing techniques such as Face Detection / Recognition / Parsing dlib and MTCNN.

WHO THIS BOOK IS FOR This book is designed specially for computer vision users, machine learning engineers, image processing experts who are looking for solving modern image processing/computer vision challenges.

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Image Processing

This book provides a combination of the operational details of imaging hardware and analytical theories of low-level image processing functions. By a blend of optics, stage lighting, and framegrabber descriptions, and detailed theories of CCD and CMOS image sensors, image formation, and camera calibration, the image acquisition part of the book provides a comprehensive reference text for image acquisition. The pre-processing part brings together a wide range of enhancement and filtering kernels and imaging functions through well-structured analytical bases. With unified coverage of image acquisition modules and pre-processing functions, this book bridges the gaps between hardware and software on one hand and theory and applications on the other. With its detailed coverage of imaging hardware and derivations of pre-processing kernels, it is a useful design reference for students, researchers, application and product engineers, and systems integrators.

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.

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-

world, large-scale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data

Digital Image Processing

This new edition's CD-ROM now has both the source code, and a graphic interface to make it easier to use.

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

Solutions to problems in the field of digital image processing generally require extensive experimental work involving software simulation and testing with large sets of sample images. Although algorithm development typically is based on theoretical underpinnings, the actual implementation of these algorithms almost always requires parameter estimation and, frequently, algorithm revision and comparison of candidate solutions. Thus, selection of a flexible, comprehensive, and well-documented software development environment is a key factor that has important implications in the cost, development time, and portability of image processing solutions. In spite of its importance, surprisingly little has been written on this aspect of the field in the form of textbook material dealing with both theoretical principles and software implementation of digital image processing concepts. This book was written for just this purpose. Its main objective is to provide a foundation for implementing image processing algorithms using modern software tools. A complementary objective was to prepare a book that is

self-contained and easily readable by individuals with a basic background in digital image processing, mathematical analysis, and computer programming, all at a level typical of that found in a junior/senior curriculum in a technical discipline. Rudimentary knowledge of MATLAB also is desirable. To achieve these objectives, we felt that two key ingredients were needed. The first was to select image processing material that is representative of material covered in a formal course of instruction in this field. The second was to select software tools that are well supported and documented, and which have a wide range of applications in the "real" world. To meet the first objective, most of the theoretical concepts in the following chapters were selected from *Digital Image Processing* by Gonzalez and Woods, which has been the choice introductory textbook used by educators all over the world for over two decades. The software tools selected are from the MATLAB Image Processing Toolbox (IPT), which similarly occupies a position of eminence in both education and industrial applications. A basic strategy followed in the preparation of the book was to provide a seamless integration of well-established theoretical concepts and their implementation using state-of-the-art software tools. The book is organized along the same lines as *Digital Image Processing*. In this way, the reader has easy access to a more detailed treatment of all the image processing concepts discussed here, as well as an up-to-date set of references for further reading. Following this approach made it possible to present theoretical material in a succinct manner and thus we were able to maintain a focus on the software implementation aspects of image processing problem solutions. Because it works in the MATLAB computing environment, the Image Processing Toolbox offers some significant advantages, not only in the breadth of its computational tools, but also because it is supported under most operating systems in use today. A unique feature of this book is its emphasis on showing how to develop new code to enhance existing MATLAB and IPT functionality. This is an important feature in an area such as image processing, which, as noted earlier, is characterized by the need for extensive algorithm development and experimental work. After an introduction to the fundamentals of MATLAB functions and programming, the book proceeds to address the mainstream areas of image processing. The major areas covered include intensity transformations, linear and nonlinear spatial filtering, filtering in the frequency domain, image restoration and registration, color image processing, wavelets, image data compression, morphological image processing, image segmentation, region and boundary representation and description, and object recognition. This material is complemented by numerous illustrations of how to solve image processing problems using MATLAB and IPT functions. In cases where a function did not exist, a new function was written and documented as part of the instructional focus of the book. Over 60 new functions are included in the following chapters. These functions increase the scope of IPT by approximately 35 percent and also serve the important purpose of further illustrating how to implement new image processing software solutions. The

material is presented in textbook format, not as a software manual. Although the book is self-contained, we have established a companion Web site (see Section 1.5) designed to provide support in a number of areas. For students following a formal course of study or individuals embarked on a program of self study, the site contains tutorials and reviews on background material, as well as projects and image databases, including all images in the book. For instructors, the site contains classroom presentation materials that include PowerPoint slides of all the images and graphics used in the book. Individuals already familiar with image processing and IPT fundamentals will find the site a useful place for up-to-date references, new implementation techniques, and a host of other support material not easily found elsewhere. All purchasers of the book are eligible to download executable files of all the new functions developed in the text. As is true of most writing efforts of this nature, progress continues after work on the manuscript stops. For this reason, we devoted significant effort to the selection of material that we believe is fundamental, and whose value is likely to remain applicable in a rapidly evolving body of knowledge. We trust that readers of the book will benefit from this effort and thus find the material timely and useful in their work.

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